



OCTOBER 2019 ISSUE 22

#### TABLE OF CONTENTS

Nioh

**Marvel's Avengers** 

**Dying Light 2** 

**Tom Clancy's Ghost Recon Breakpoint** 

**Watch Dogs: Legion** 

iPhone 11 Pro

**Apple Watch Series 5** 

Asus Zen book Pro Duo

Mi 9T Pro

Mi Mix Alpha

Jaguar F- Type

**Range Rover** 

**Movies** 

**Top Ps4 Outstanding games to lookout for** 

#### **EDITOR**

Dickson Max Prince @dicksonprincemax

#### CONTRIBUTORS

Anita .W. Dickson

Efenudu Ejiro Michael

Bekesu Anthony

Dickson Max Prince

Ernest .O.

Israel Obonyano (Milim)

#### PHOTOGRAPHER

Esegine Bright Kelvin
@bright\_kevin

#### **PUBLISHERS**

Pucutiti. Inc®

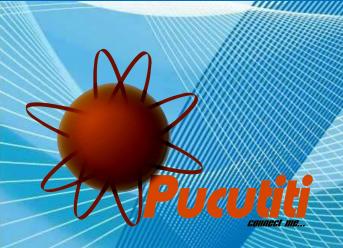
- © @titimagazine
- f @titimagazine
- @MagazineTiti

## Become A Sponsor

titimag.com
For more info
info@titimag.com

+2348134428331 +2348089216836

Titimag.com



Titi Magazine® and all Titi related Sub sections are trademark of Pucutiti inc®



#### Nioh



**Nioh** (Japanese: 仁王 Hepburn: Niō, "benevolent king") is an action role-playing video game developed by Team Ninja for the PlayStation 4 (PS4). It was first released worldwide in February 2017, and was published by Sony Interactive Entertainment internationally, and Koei Tecmo in Japan. An edition for both PS4 and Microsoft Windows, containing all the game's downloadable content (DLC), was released in November 2017 by Koei Tecmo.

Set during a fictionalized version of the year 1600, the plot follows the journeys of William, an Irish sailor who pursues the sorcerer Edward Kelley into the final battles of the Sengoku period during Tokugawa leyasu's efforts to unify Japan, an effort complicated by the emergence of yokai that are flourishing in the chaos of war. Gameplay revolves around navigating levels and defeating monsters that have infested an area; combat revolves around stamina or "Ki" management and different sword stances that are strong or weak against different enemies.

Nioh began development in 2004 for the PlayStation 3 as part of a multimedia project based on an unfinished Akira Kurosawa script. The project went through a turbulent and prolonged pre-production period, going through multiple revisions until its final version began development in 2014 for the PS4. The story was based on the life of historic Western samurai William Adams, although it was embellished with supernatural elements. Development information was sporadic until 2015, when it was reintroduced to the public.

Alpha and beta demos were released during 2016, to both gauge public reaction to the title and make adjustments based on feedback. Initially scheduled for a 2016 release, the adjustments pushed the release into the following year. Upon release, Nioh received positive reviews, with praise going to the gameplay and graphics while the story was criticized as lacking or confusing. It reached high positions in sales charts, going on to ship 2.5 million copies worldwide. A sequel for PS4, Nioh 2, is in development.

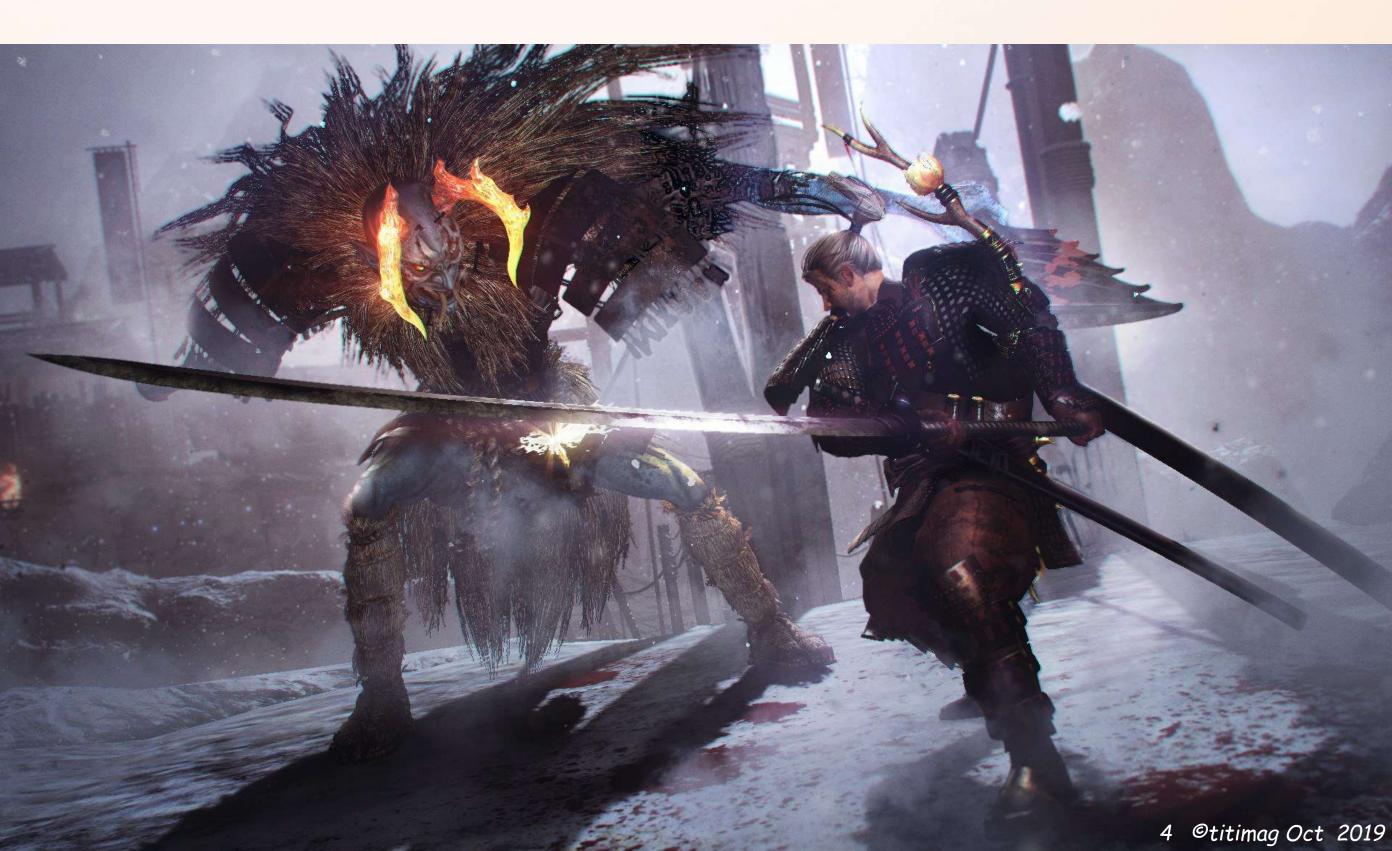
#### Gameplay

A battle in Nioh; William faces a human enemy, and is executing a Ki Pulse to replenish his Ki stamina meter.

Nioh is an action role-playing game set in Japan during the year 1600, with players taking the role of an Irish samurai named William. The player guides William on missions through enclosed environments fighting both human enemies and supernatural beings called yokai: missions are self-contained, hold alternate routes William can navigate, and selected from a menu rather than reached by navigating an open world. While navigating environments, William can find various collectables both in crates scattered through the environment and in other places within the environments such as fallen soldiers. These collectables include Amrita, the game's experience points (EXP); gold, the in-game currency; new weapons and armor, and consumable items such as bombs. Weapons and armor found in the environment can be taken to a blacksmith, who are able to buy it from William or can break it down into base material. Shrines scattered through levels act as checkpoints, allowing players to save progress, replenish health and raise William's experience level through accrued EXP: doing this respawns all normal enemies within an area. Skill points acquired in combat are assigned at shrines.

Fighting is based around hack and slash combat, with William being able to attack enemies and block their attacks in turn. William can run, dodge, and sprint with these and combat actions draining his Ki stamina bar. When his Ki has been depleted, William is left vulnerable to attack. If timed right, William is able to replenish lost Ki with an action called "Ki pulse". The Ki pulse also grants status buffs onto William, and dispels patches of miasma generated by yokai and other supernatural enemies which rapidly saps Ki. Defeated enemies drop loot, which includes money and weapons. The speed at which William can move through levels depends on the weight of his equipped armor; the heavier it is, the faster his Ki will drain. If William dies, all the EXP acquired up to that point is left where he fell, and he must travel back to retrieve it, but if he dies again and therefore failing to reach it, the amount of EXP dropped is lost and the spirit animal is automatically recovered.

William has access to multiple types of melee weapons: these include single and dual swords, axes, polearms and kusarigama. In addition to melee weapons, William has access to ranged weapons such as a bow, a rifle, and a hand cannon. The more each weapon is used, the stronger and more effective it becomes. In combat, William can change between three Stances with melee weapons, with each stance having different effects; High Stance causes higher damage while lowering defense, Low Stance allows for quick attacks and better defense, while Middle Stance balances elements of the other two Stances. These Stances also consume different amounts of Ki depending on their attack strength. William can also summon Guardian Spirits, animals which combine his health and Ki into a single meter with added stat boosts such as increasing attack power or defense. Each Guardian Spirit boosts different stats, and can only be switched out at shrines. Guardian Spirits are also lost when William dies, but they can be summoned to him at a shrine at the cost of his lost EXP. In addition to normal enemies, William can summon Revenants, hostile ghosts based on other fallen players, to battle and gain experience, money and items. A cooperative multiplayer allows for other players to be summoned to help in battles.







William's character growth is governed by EXP. Some statistical points can be assigned to William's character following the game's opening mission, and during the main game stat points can be assigned to William's attributes, which range from increased physical strength to heightened speed. Stat points are split between three skill trees: "Samurai" for weapon skill trees for standard melee combat, "Ninja" for distance weapons such as shurikens and poisons, and "Onmyo" which link to the creation of talismans, consumable items which grant temporary stat boosts. If William finds and guides Kodama to the Shrines within each mission, he can purchase otherwise inaccessible bonus material such as items and weapons. Offerings of items can be made at the shrine in exchange for EXP. Additional buffs can be granted using Prestige Points, which are acquired by fulfilling certain tasks within levels such as dealing a certain amount of damage or killing a number of enemies with one weapon type.

#### Plot

The game opens with a narration by William describing Amrita, a mystical golden stone found in abundance in Japan that is sought by the government of Queen Elizabeth I to secure victory over Spain. William was one of those contracted by the queen to obtain Amrita, but afterwards was imprisoned to keep the Amrita a secret. Held in the Tower of London, William breaks out with the help of his Spirit Guardian Saoirse, a water spirit born from the prayers of his village who saved him from death when he was a boy and now prevents him from dying. William is confronted by Edward Kelley, who seeks Japan's Amrita. After trying to kill William, Kelley uses his Ouroboros spirit to steal Saoirse and transports himself to Japan with William in pursuit. Landing in Japan in 1600, he fights Oni that are ravaging the area, receiving aid from Hanzo Hattori to help find Kelley in exchange for fighting Oni. On one of his first missions, William is joined by a Nekomata, who tells him that the delicate balance between good and evil spirits has been disrupted by the past century of war in Japan.

William's work against the yokai and saving key figures earns him leyasu's favour, while Mitsunari and his supporters as they align themselves with Kelley, in hopes that Mitsunari can create a land not wholly ruled by the strong. William aids leyasu in fighting powerful yokai, despite learning from Okatsu that he murdered many of his family in a ruthless bid for power—Okatsu being one of leyasu's illegitimate daughters who escaped by becoming a kunoichi. Kelley continues to plague William, including impersonating Tachibana Muneshige in an attempt to undermine Muneshige's wife Ginchiyo; resurrecting the wife of Oda Nobunaga's wife Princess Nō, as a yukionna; and draining an Amrita seal keeping evil spirits from ravaging Kyoto. William succeeds in stopping the spirits with help from Tenkai and the Nekomata, who sacrifices itself to give Tenkai time to restore the seal. A later encounter sees William saving Okatsu from Kelley's control, then escaping with her when leyasu arrives and Kelley attacks, though leyasu is willing to let Okatsu die.

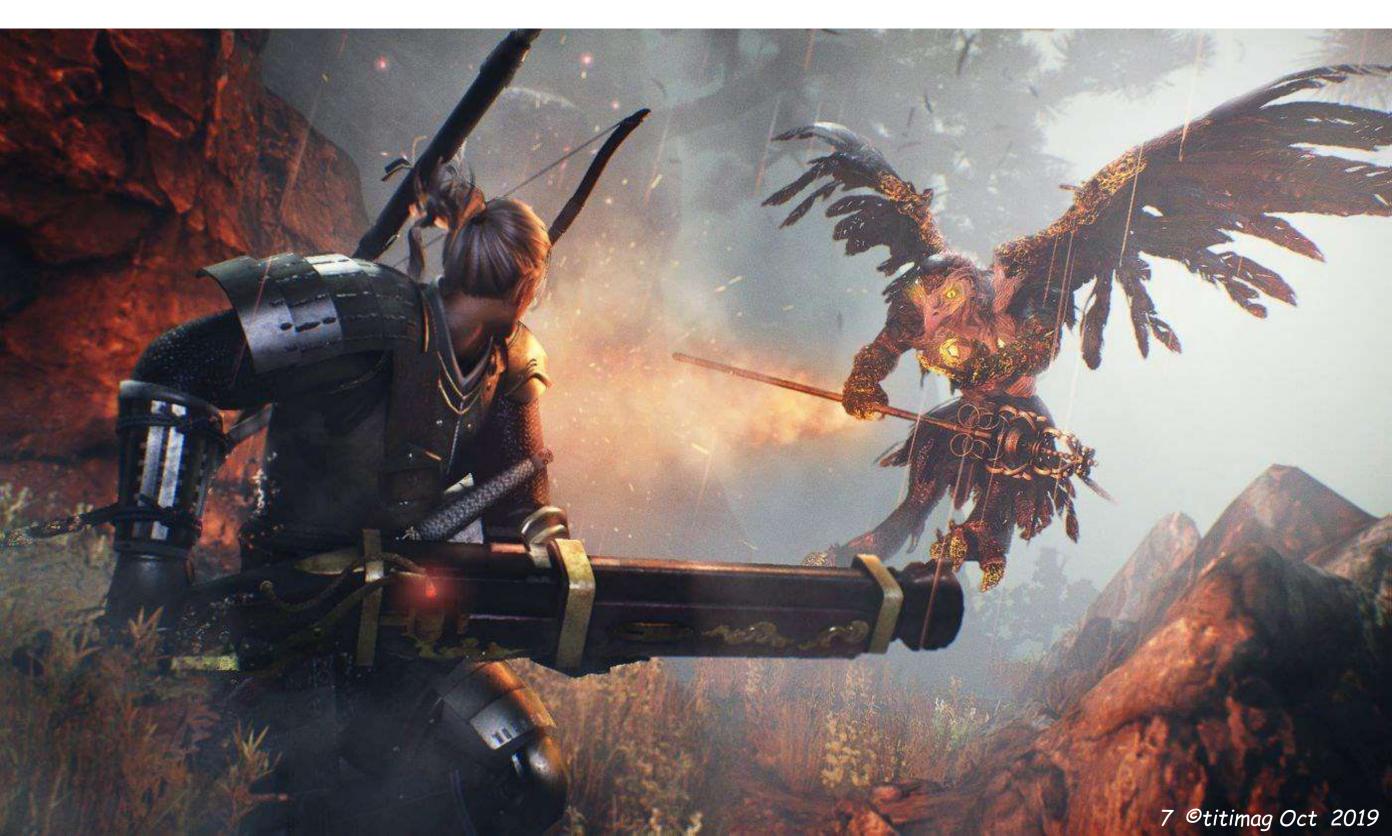
Events come to a head during the Battle of Sekigahara, where William faces off against first Ōtani Yoshitsugu—who uses Kelley's alchemy to empower his weakened body—and Shima Sakon. With Sakon defeated and Mitsunari's army routed by leyasu's forces, Kelley convinces Mitsunari to allow a ritual to offer the lives of his 300 men to animate a Gashadokuro that William defeats with help from Hattori and Tenkai. Ieyasu has William pursue Mitsunari, fighting him when Kelley transforms him into a yokai-hybrid before returning him to human form, resulting in his capture by Ieyasu's forces. William pursues Kelley to a hideout where he disrupts his attempts to resurrect Nobunaga, Kelley flees while Nobunaga's close friend, Yasuke, duels William. William heads to confront Kelley in Nobunaga's reconstructed castle, being subdued by Nobunaga's resurrected form before Nobunaga rebels against Kelley's control. Cornered and defeated, Kelley uses Ouroboros and Saoirse's energy to resurrect Yamata no Orochi. William defeats it, then learns from the dying Kelley that he was gathering Amrita to be sent back to England for his master John Dee. Having reclaimed Saoirse, William decides to disappear, allowing Hattori to avoid killing him on leyasu's orders and report him dead. This saddens Okatsu, who had begun to care for him and thought him different from other samurai.

Following Mitsunari's execution, leyasu establishes his family's rule, setting the Edo period in motion as an era ruled by humans and hiding the truth of the yokai and William's involvement. Three years later, William returns to England and confronts Dee, who offers him a partnership to guide England towards world conquest following the death of Elizabeth I. Upon refusing, Dee activates an elevator around his chamber, bringing William and himself into a secret tower where massive stores of Amrita are seen, Dee then absorbs energy from the crystals and transforms into a monstrous apparition known as Hundred Eyes. William defeats Dee, blinding him and thus neutering his magical abilities. Before leaving, William notices one of Hundred Eyes' magical orbs, and after receiving a vision of Hattori's death at the Siege of Osaka, decides to return to Japan.

The story is continued through downloadable content (DLC). In Dragon of the North, William returns to Japan where he is reunited with the resurrected Nekomata, and where the To-kugawa shogunate is opposed by Yokai under Date Masamune. But Masamune is supplied with Amrita by a Spanish spy named Maria, who escapes and offers her services to Toyotomi Hideyori, as the means to create more chaos in Japan to capture and use the Amrita for the glory of Spain. Since its naval defeat to England, the Spanish Empire was a shadow of its former self and hoped to use Amrita to regain its status as a world power. In Defiant Honor, William searches for Maria while helping the Tokugawa army deal with Sanada Yukimura. In Bloodshed's End, William plays a role in the Siege of Osaka as he defeats Hideyori, revealed to be a golem created from Amrita. Joined by Yukimura, who had his ninja vassal Sarutobi Sasuke assume his identity to fake his death during the Battle of Tennōji, William confronts Lady Chacha as she transforms into a Nine-Tailed Fox demon in an attempt to kill them. Chacha is defeated, and Yukimura remains by her side as Osaka Castle is consumed in flames as the Genna Era begins.

#### **Development**

Nioh was developed by Team Ninja, a division of the game's publisher Koei Tecmo who had previously developed the Ninja Gaiden and Dead or Alive series. It is co-directed by Fumihiko Yasuda and Yosuke Hayashi, and co-produced by Kou Shibusawa and Hisashi Koinuma. The opening movie was directed by Shinji Higuchi, whose work included Shin Godzilla. The cinematic director for the game in general was Makoto Kamiya, who had previously supervised special effects for Death Note: Light Up the New World and the film version of I Am a Hero. The music was composed by Yugo Kanno, whose previous work included the Bayside Shakedown television film series and SIE Japan Studio's Rain. The concept for the game was created by Shibusawa, who throughout development held a passionate vision for the project, which was in turn affecting its development.



#### Game design

When Team Ninja were first involved with the project, they performed lots of trial and error testing to find a gameplay style best suited to the game's tone. When the project was given to Team Ninja, Shibusawa told them "to complete the mission of creating Nioh". The decision to give the project to Team Ninja was heavily influenced by the success of Dark Souls and other similar titles, dubbed by some as "Masocore" due to their difficult, yet rewarding action gameplay. Many at Team Ninja were fans of the Souls series, and credited their surge in popularity with saving Nioh from possible cancellation and allowing progress for development of the game. Other influences included Bloodborne, Ninja Gaiden, Onimusha and Diablo. The main aim for the developers was to emulate the tough gameplay of both the Souls series and their earlier work on Ninja Gaiden while also making it accessible, fair and rewarding for players. Rather than outsourcing an engine or carrying an engine over from one of their other properties, the game engine for Nioh was built from scratch.

While the combat was extensively influenced by Souls games, Team Ninja's use of loot was more heavily influenced by the Diablo series, as they wanted combat to revolve around player skill rather than gear acquired through combat. The gameplay incorporated elements of samurai combat from popular culture. Historical accuracy when it came to weapons, armor and fighting styles dominated the gameplay design, which resulted in shields not being added as they were not used in combat by samurai. Each boss, from yokai to human enemies, had their own appearances and tactics. The yokai were all drawn from Japanese folklore, although their designs underwent slight alterations from their original forms. A recurring element for the yokai bosses was how they were designed: first they decided the initial form and impression, then the developers added an element which would catch players off guard: for instance, if a yokai appeared beautiful, they would become ugly at some point during the battle.

#### **Demos**

A demo version of the game, dubbed the "alpha demo", was released on PlayStation Network (PSN) on 26 April 2016. The demo was available until 5 May. Completing the demo unlocked access to a free downloadable content (DLC) pack dubbed "Mark of the Conqueror". This demo was released so Team Ninja could receive feedback from a future online survey to improve the game's mechanics. The demo was downloaded by 850,000 people worldwide, and feedback was positive overall aside from recurring complaints about its lack of tutorials, high difficulty and awkward control scheme. Based on this, the team made a number of changes and tweaks to the gameplay. A second "beta" demo released from 23 August to 6 September. It featured new stages, additional weapons and revamped gameplay based on the feedback from the alpha demo. Like the alpha demo, downloading the beta demo gave free access to DLC content, this time a pack dubbed "Mark of the Warrior" alongside the original "Mark of the Conqueror" pack. They again undertook a survey of players, and made numerous adjustments and additions to the game based on this feedback. The game's delay from 2016 to 2017 was caused by these adjustments. A third demo, called "Last Chance Trial", was made available from 20 to 23 January in North America and Europe. It gave access to both prior DLC and a final reward for the full game.

Producer Fumihiko Yasuda, at a presentation at Tokyo Game Show 2018, later attributed Nioh's success to the "demo strategy", saying that aside from getting feedback from users, the demos also had the aim of showing players they were being listened to, "which they hoped would result in players being more supporting of the game".

#### Release

Nioh was first announced by original developer Koei in 2004 under its working title "Oni". In addition to the game, which was slated for a 2006 release, a feature film directed by Kurosawa's son Hisao Kurosawa would be produced alongside and inspire the game: the entire project's budget was estimated as being three billion yen. The movie tie-in was eventually cancelled in 2005 due to unspecified production problems, with the game becoming a standalone project. Nioh was first shown off in a trailer at the 2005 Electronic Entertainment Expo, where it was announced as a PlayStation 3exclusive. At the time, the title was Romanized as "Ni-Oh". Initially slated for a 2006 release, Nioh missed its announced release date, and no update on the game was issued until 2009, when Koei Tecmo stated that the title was still in development. Similar updates would be issued over the following six years. The game, now retitled slightly as Nioh, was reintroduced at the 2015 Tokyo Game Show as a PlayStation 4 exclusive, with a scheduled launch in Japan in 2016. It was later announced for an international release at the PlayStation Experience event in December of that year, also in 2016. A manga based on the character and setting, called Nioh: The Golden Samurai (仁 金色の侍~ Niō: Kin'iro no Samurai), was written by Yosuke Katayama and began serialization in Weekly Shōnen Magazine starting in May 2016.

Initially planned for October 2016, the game was delayed to make final adjustments based on player feedback from demos. The localization was a high priority for Koei Tecmo due to the worldwide release date. The game was announced for a worldwide release in February 2017. While Koei Tecmo published the game in Japan, Sony Interactive Entertainment handled publishing duties in mainland Asia, North America and Europe. This was to distribute the game to as wide an audience as possible. It was released in North America on 7 February, in Europe 8 February, and in Japan on 9 February. Two editions were created: the standard edition featuring the full game, and a Digital Deluxe Edition featuring an additional weapon pack, PS4 theme and season pass. Pre-order bonuses were additional costumes, based respectively on Japanese temple guardian statues and the samurai Sanada Yukimura. The game was also among those that supported the PlayStation 4 Pro model, with graphical enhancements enabling a smooth framerate.





#### Marvel's Avengers



Marvel's Avengers (previously known as The Avengers Project) is an upcoming action-adventure video game developed by Crystal Dynamics and Eidos Montréal and published by Square Enix. This marks the first time Crystal Dynamics has tackled a project that wasn't related to the Tomb Raider franchise since 2005. Based on the Marvel Comics superhero team the Avengers, it is inspired by the long-running comic book mythology and adaptations in other media. The game will be released for PC, Google Stadia, Microsoft Windows, PlayStation 4, and Xbox One on May 15, 2020.

#### **Gameplay**

The game can be played offline as a single-player experience or online with up to four people during certain aspects of the game. The game will feature many customization options including abilities and costumes, which can be upgraded using a skill tree. Costumes have been sourced from "all corners of the Marvel universe" and can be bought separately as DLC. Players will also be able to receive free updates containing new regions and characters.

#### **Characters**

Marvel's Avengers features a large roster of characters drawn from the Marvel Universe, consisting primarily of the title team members and other superheroes, such as Captain America (Jeff Schine), Iron Man (Nolan North), Hulk (Troy Baker), Black Widow (Laura Bailey), Thor (Travis Willingham), Hank Pym (Christopher McCullough), and Hawkeye, as well as Kamala Khan. During the game, the heroes come into conflict with several supervillains; among them are the Abomination and Taskmaster.

#### Plot

The story begins on A-Day, where the Avengers are celebrating the unveiling of a second headquarters in San Francisco — including the reveal of their own Heli carrier powered by a Terrigen crystal. The ceremony soon goes awry when a catastrophic incident results in most of the city being destroyed and the apparent death of Captain America. Blamed for the tragedy, the Avengers disband. Five years later, the rebuilt city is now under the control of A.I.M. and superheroes are outlawed. But with the world in peril once more, the only hope is to reassemble the Earth's Mightiest Heroes, avenge Captain America's death, and uncover the true culprit behind A-Day.[9][10]

#### Release

A teaser trailer announcing the game was released on January 26, 2017 from the Marvel Entertainment YouTube channel.

More than two years later at E3 2019, Square Enix hosted a press conference that shared more details on the game, including a full trailer and release date. The 14 minute presentation showcased a trailer made from in-game footage, a brief description of the gameplay including characters, multiplayer and customization, and a preview of the actors behind the















## MARVE THE LESS OF THE STATE OF



#### **Dying Light 2**



**Dying Light 2** is an upcoming survival horror action role-playing game developed by Techland and published by Square Enix. The game will be released for Microsoft Windows, PlayStation 4 and Xbox One in early 2020, and is the sequel to 2015's Dying Light.

#### Gameplay

Dying Light 2 is a first-person zombie apocalypse-themed action role-playing game. The game stars a new protagonist named Aiden Caldwell, who is equipped with various parkour skills. Players can perform actions such as climbing ledges, leaping off from edges, and wall running to quickly navigate the city. Tools such as a grappling hook and a paraglider also aid transversal in the city. Aiden can also use the undead to break his fall. The game is mostly melee-based with the majority of fighting using melee weapons. The melee weapons have a limited lifespan and will be degraded and eventually broken if the player uses them for combat for a long time [Aidan can also utilize superhuman skills due to the infection. Like the first game, the zombies are slow when expose to sunlight, but they become significantly more aggressive and hostile at night.

The game is set in The City, a massive urban open world which players can explore freely. The map, which is four times bigger than the original game, is broken into seven distinct regions and each has its own landmarks and locations. When exploring the city, players can scavenge different scraps and resources for crafting new items and weapons. In the game, players meet different factions and settlements and have to make different decisions that would fundamentally change the state of the game's world and how non-playable characters view Aidan. The consequences are far-reaching, with the player being able to bring prosperity to a faction while completely destroying another settlement. Making certain decisions will also open up or seal-off areas in the city, encouraging players to complete multiple playthroughs. Like its predecessor, the game features four-player cooperative multiplayer.

#### **Development**

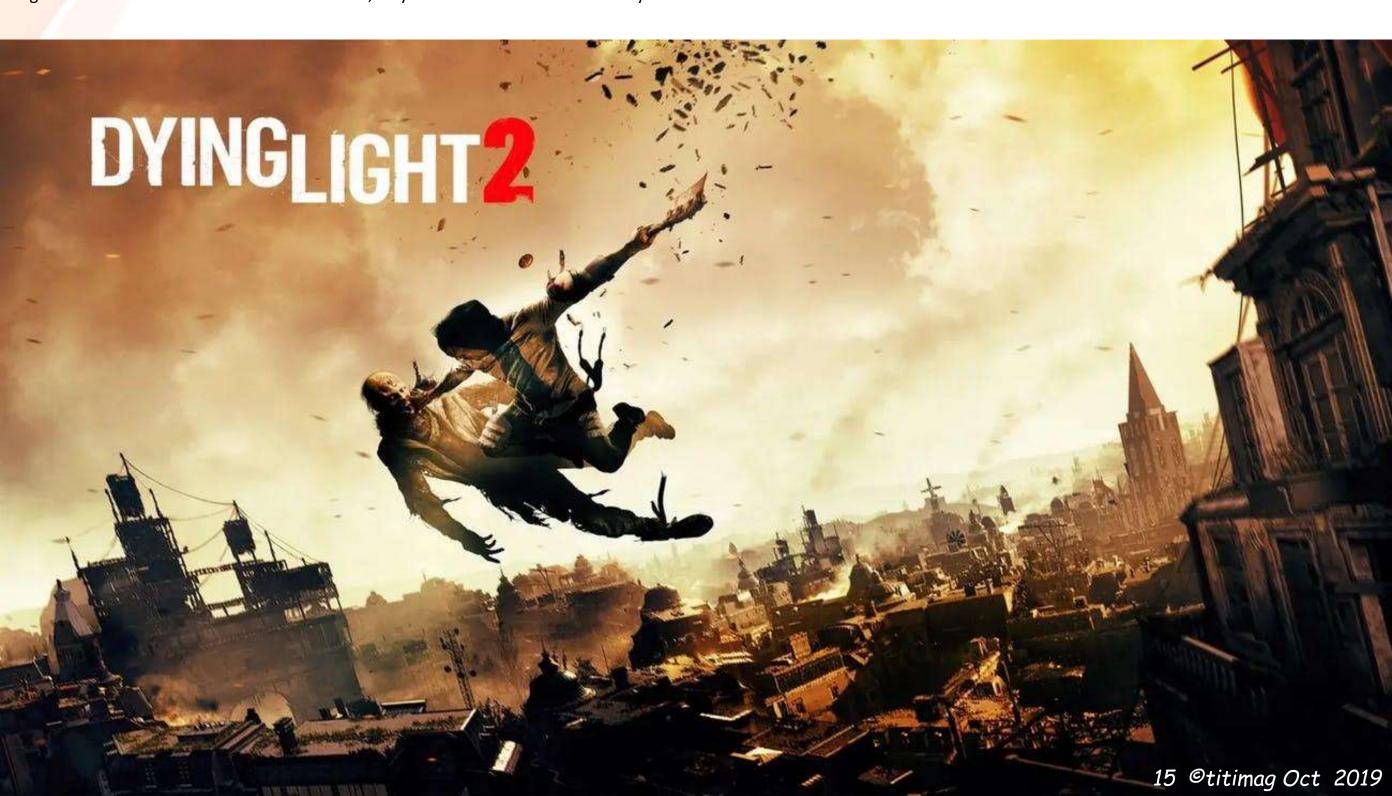
Dying Light 2 is developed and published by Techland. The team intended to invoke a sense of loss and dread and show that humanity was on the edge of extinction. To show the fragility of humanity, the team introduced several layers to the City, in which the temporary structures are built on top of the ruins of the old buildings to accommodate humans, whereas permanent structures and concrete ground are occupied by massive hordes of zombies. When creating the City, the team utilized an internal technology named City Builder, which can assemble different building parts like ledges and windows with minimal input from the level designers. The technology enabled the team to create and change the city design quickly. The team also created a new engine named C-Engine to power the game.

The game placed a significantly larger emphasis on narrative when compared with its predecessor. The team approached Chris Avellone to help write the game's story which is reactive to players' choices. The team felt that they had developed an open city, but they wanted the narrative to share the same level of agency. The game was described as a "narrative sandbox" in which every choice has "genuine" consequences according to Avellone. After players make certain choices, the game space will also change. The game's story features a more serious tone when compared with the first game. To make the world feel believable and authentic, the team also took inspiration from real-world issues and political ideologies and had to drop gameplay ideas that were deemed too unrealistic. Ciszewski added that in each playthrough, players will "lose at least 25 percent of the content".

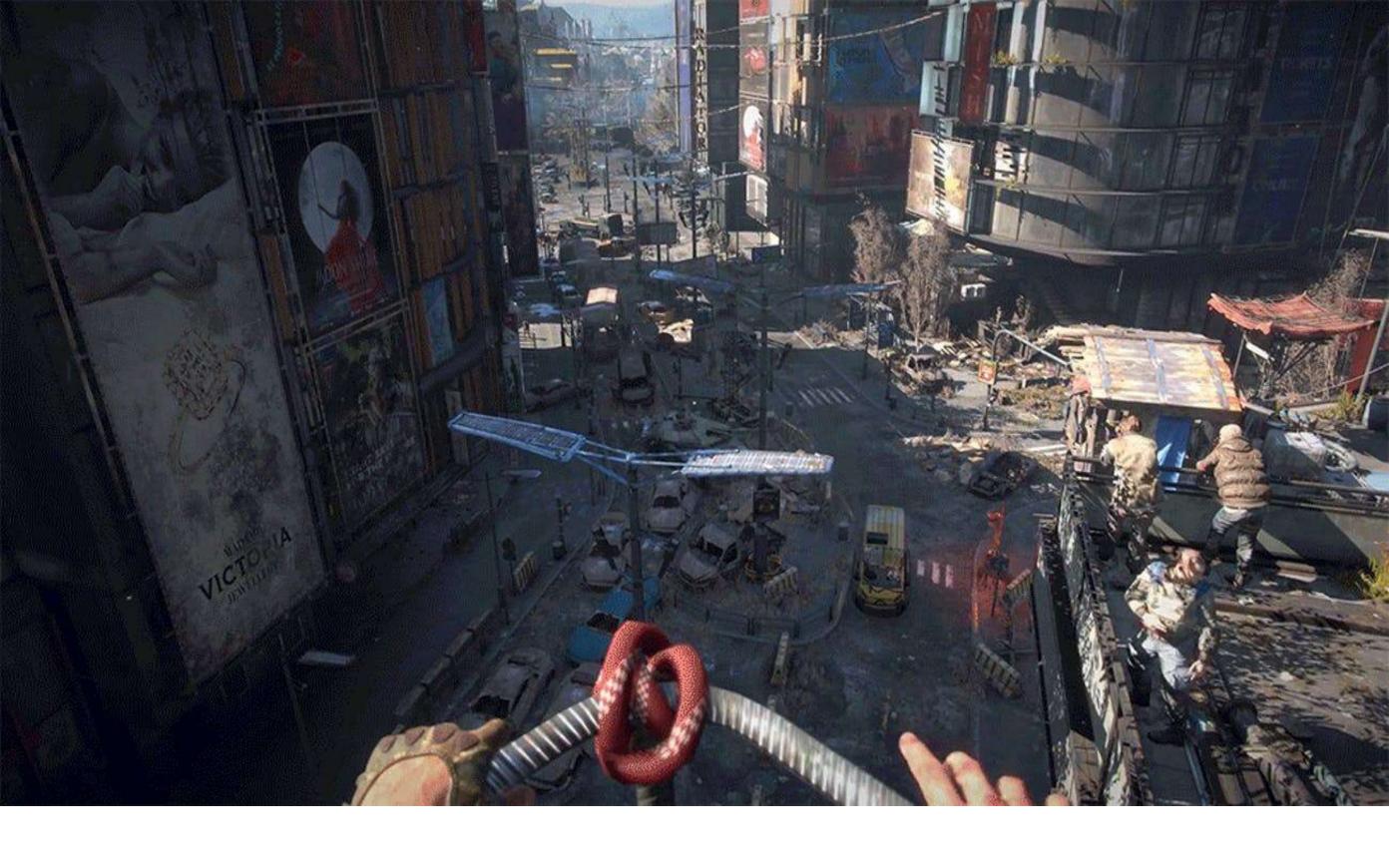
The story focuses on a new, modern "Dark Ages" for humanity, which enables the story to convey themes such as betrayal, infidelity, and intrigue. The team was confident about the game's gameplay, though they felt that they needed additional help when designing the game's narrative. Therefore, the team recruited Avellone as well as writers who worked on The Witcher 3: Wild Hunt, a game widely praised for its writing and story. The narrative design also prompts players to care about the non-playable characters and encourage players to be more sensitive about their presence and needs. Zombies, instead of being the main enemy like in the last game, become a narrative device that pressurize other non-playable characters to induce interesting drama and themes. The game features hostile human enemies more heavily when compared with the first game, as the team was inspired by works including The Walking Dead and Game of Thrones, in which living humans are equally dangerous. The team developed a life cycle for zombies in the game. Newly bitten zombies are called Viral, which are fast and dangerous enemies whose humanity still remain. They would then become Biters, which are described as "regular zombies". When Biters are exposed to UV light for a long period of time, they devolved into Degenerates, which are degenerating zombies with flesh falling off from them.

#### Release

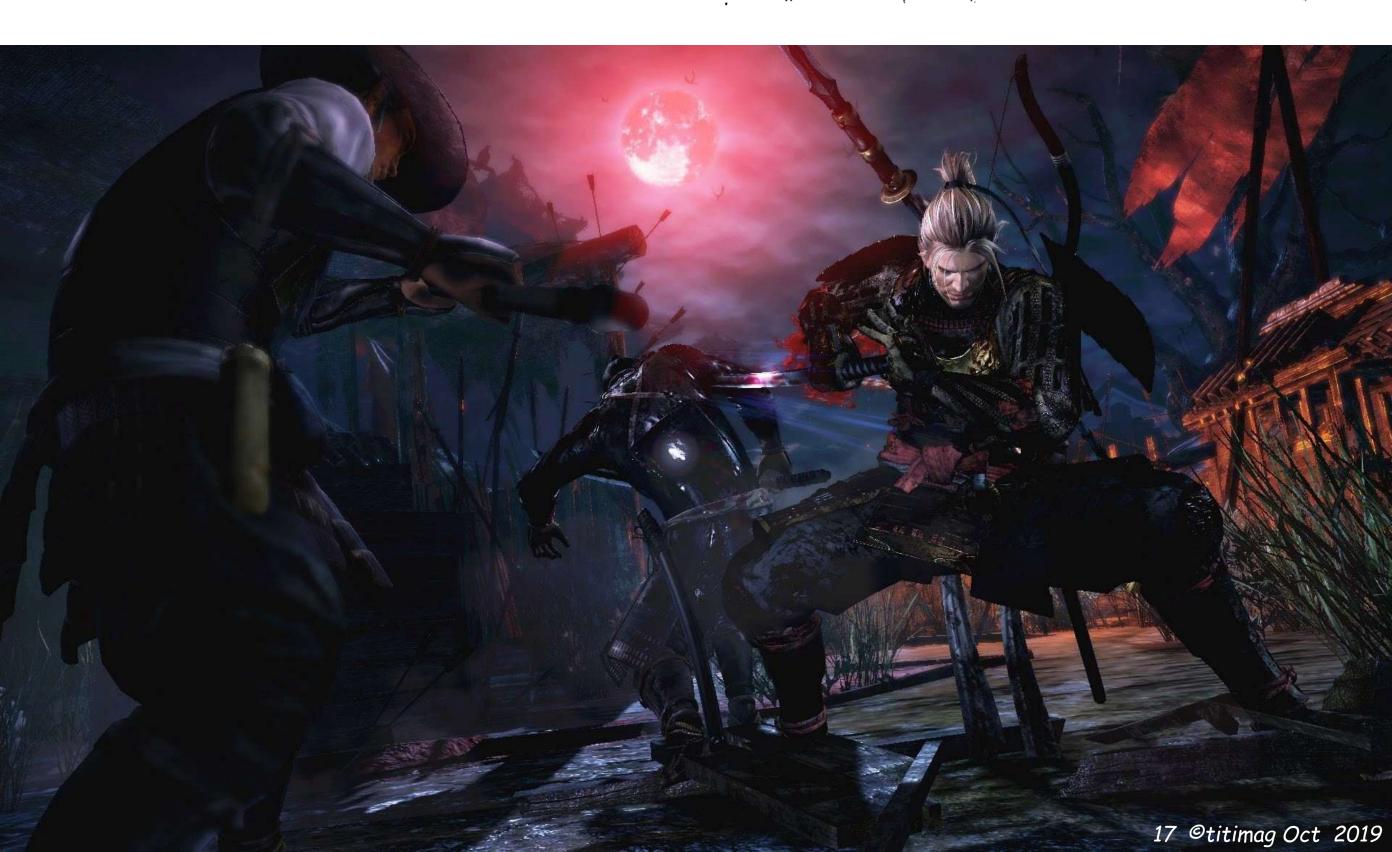
Dying Light 2 was announced at E3 2018 during the Xbox press conference by Avellone. Square Enix will distribute the game and provide marketing efforts in North America. Dying Light 2 will be released for Microsoft Windows, PlayStation 4 and Xbox One in early 2020.





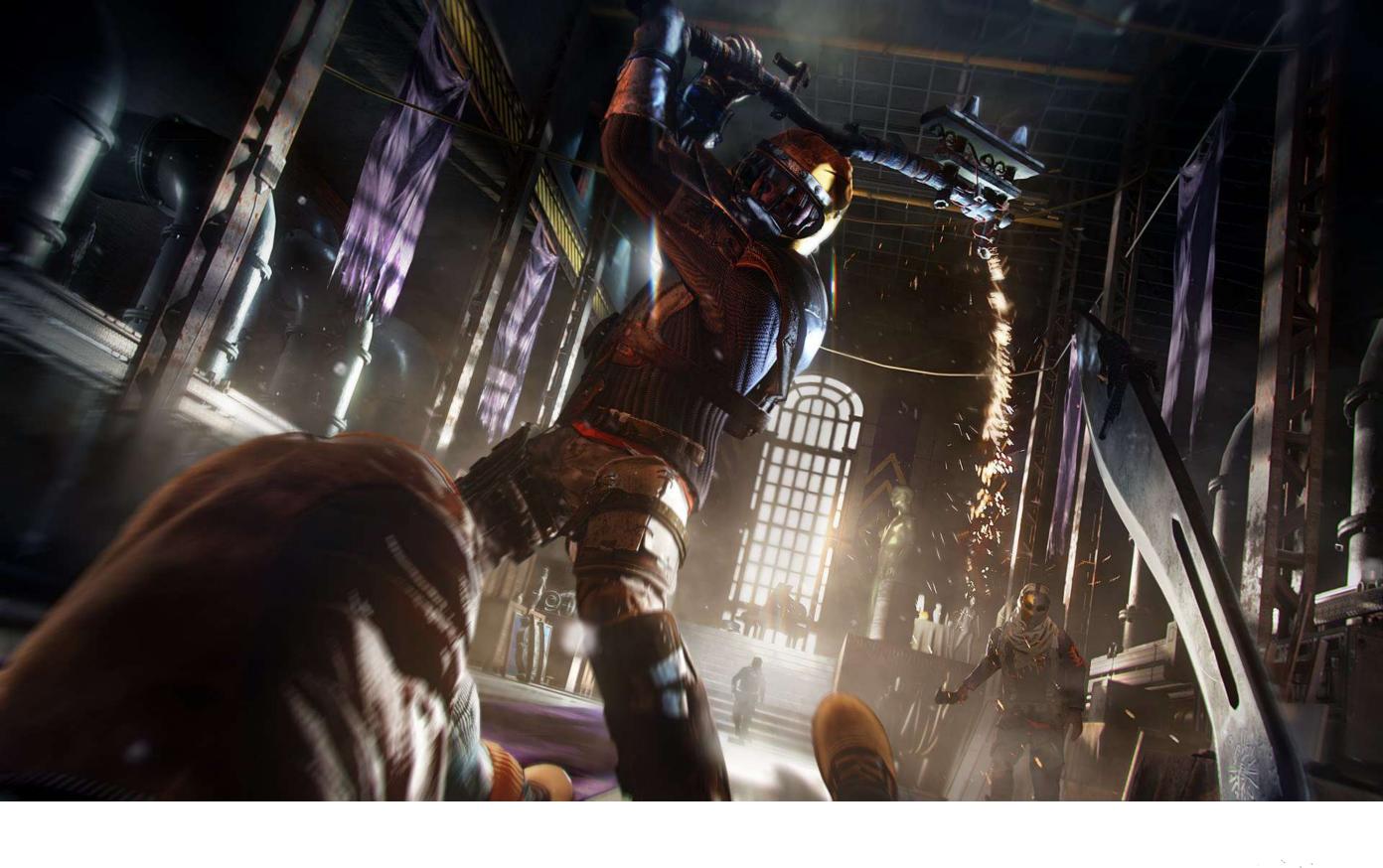


# 









# 





#### Tom Clancy's Ghost Recon Breakpoint



**Tom Clancy's Ghost Recon Breakpoint** (commonly referred to as Ghost Recon Breakpoint) is an upcoming online tactical shooter video game developed by Ubisoft Paris and published by Ubisoft. It is due to be released worldwide on October 4, 2019, for Microsoft Windows, PlayStation 4 and Xbox One and in November 2019 for the Google Stadia. The game is the eleventh installment in the Tom Clancy's Ghost Recon franchise and is a narrative sequel to the 2017 video game Tom Clancy's Ghost Recon Wildlands.

The game is set in an open world environment called Auroa, a fictional island in the Pacific Ocean. The player takes on the role of Lieutenant Colonel Anthony "Nomad" Perryman, a special forces operative sent to the island to investigate a series of disturbances involving Skell Technology, a military contractor based on Auroa.

#### **Gameplay**

Like its predecessor Wildlands, Breakpoint is a tactical shooter game set in an open world environment. It is played from a third-person perspective and uses an optional first-person view for aiming weapons. Players take on the role of Lieutenant Colonel Anthony "Nomad" Perryman, a member of the Delta Company, First Battalion, 5th Special Forces Group, also known as "Ghosts", a fictional elite special operations unit of the United States Army under the Joint Special Operations Command. The game world, Auroa, is an open world environment that features a variety of landscapes, and these can be used for tactical advantages. For instance, players can slide down rocky terrain and use mud to camouflage themselves. According to Ubisoft, Auroa is larger than the game world featured in Wildlands. Players have a variety of ways to traverse the open world, controlling various air, land and sea vehicles.

The game is planned to launch with four character classes. Ubisoft announced plans to make more classes available through post-launch updates. Each class has its own abilities; for example, the panther is a class oriented towards stealth and is able to throw smoke bombs. The player will be able to switch between classes in-game. Players have to gather intelligence in order to progress through the game and can use a variety of methods to approach missions. As in previous titles in the franchise, they can utilize a variety of weapons in combat, with the player's repertoire expanded to include combat drones and rocket launchers to kill enemies. Alternatively, the player can use stealth to silently neutralize opponents. In Breakpoint, players can equip a variety of new weapons and gear such as a blowtorch to cut through fences, Sulphur gas grenades to kill enemies, and electromagnetic pulse grenades to disable drones and vehicles. Players can carry corpses away and hide them so that enemies would not become alerted. Fallen enemies will leave loot for players to collect. Fallen teammates can also be carried away so as to revive them safely. Many of the new features added to Breakpoint were developed based on player feedback in Wildlands.

The game places a larger emphasis on survival than Wildlands. Enemies will be more numerous and the game will feature a wider range of enemy archetypes. These enemies will have access to many of the same weapons, skills and equipment that are available to the player. Enemies will respond more realistically to player actions and patrols wander the game world searching for the player. Ubisoft introduced these changes to give the player the sense that they were "no longer the most dangerous thing in the game world". Players need to collect different resources in the game's world and use them to craft resources such as bandages. Regular weapon maintenance checks are necessary to keep the weapons functional and the player will need to manage their character's fatigue, hunger and hydration. Failing to do so may slow the player down, limit their ability to regenerate health, or cause them to make more noise while moving. The game uses a regenerative health system whereby the player character naturally recovers health, but serious injuries will impede the player character's performance, as they will start limping and can no longer aim their weapon accurately. Players can set up a bivouac shelter in order to heal themselves. The shelter is also the site where players can manage their weapons and inventory, customize their character and change the character's classes The game can be played with three other players cooperatively, or in single-player with squad mates Kim "Fury" Hernandez, Benjamin "Fixit" Jones and David "Vasily" Zhang controlled by artificial intelligence. The game was initially announced to have no AI squad mates, but this was later amended as post-release content based due to negative feedback from players. Unlike previous Ghost Recon titles, Breakpoint will require a constant internet connection to play.

The game's story features dialogue choices. These will not affect the main narrative, but instead enable players to gain intelligence that may aid in their missions. A competitive multiplayer mode will be released at launch, and end-of-game content such as raids are set to be introduced post-release.



#### Setting

The game is set in the year 2023, four years after the events of Wildlands. The story takes place on Auroa, an island in the South Pacific owned by billionaire entrepreneur and philanthropist Jace Skell. Skell is the founder of Skell Technology, a blue chip company producing drones for commercial applications, but the company has also found success as a military contractor developing cutting-edge equipment for the United States government. Skell purchased Auroa with a vision of turning it into a hub for the design, research, development and production of artificial intelligence and drone technology. The island is made up of a series of individual biomes including marine estuaries and wetlands, arboreal forests, snow-capped mountains and active volcanoes.

#### **Story**

Faced with mounting evidence that its products are falling into the hands of corrupt regimes, Skell Technology starts coming under increased public scrutiny. When the company is implicated in an assassination, the United States government decides to investigate further only for Auroa to cut itself off from the outside world. Nomad, the leader of a Ghost Recon fireteam deployed to Auroa, finds that former Ghost Cole D. Walker has gone rogue. A private military contractor named Sentinel has occupied the island under Walker's command while Walker himself is leading a team of soldiers calling themselves the "Wolves". Armed with cutting-edge weapons and equipment, the Wolves have commandeered Skell Technology's drone production as part of a self-appointed mission to safeguard the future of warfare.

#### **Development**

Following the success of Wildlands, the development team expanded to more than one thousand people. For the first time in the series, the setting is fictional as the team felt that they would have more creative freedom regarding the game's world design. The development team created a backstory for the Auroa archipelago dating back eighty million years to make the setting feel more realistic. The game world itself was created through procedural generation with some areas developed from the ground up. An archipelago was chosen for the game's setting as it would make it easier for the developers to add post-game content by adding additional islands and open up new regions for exploration. The development team also listened to players' feedback from Wildlands and introduced a variety of changes players had requested, such as an increased focus on realism and improved vehicle control. The game's premise of the Ghosts being hunted and alone on the island caused Ubisoft to remove AI companions from the game. According to executive producer Nouredine Abboud, Jon Bernthal was hired to voice and provide motion capture for the game's antagonist because the team felt that he had the potential to be a charismatic villain and an effective nemesis for the Ghosts. The name of the game, Breakpoint, reflects the game's narrative in which the Ghosts are on a mission which is on the brink of failure. Emil Daubon, the game's writer, added that the story would explore the themes of "pain, trauma, brotherhood, and mental exhaustion".

#### Release

#### **Marketing**

Ubisoft released a downloadable content (DLC) chapter for Wildlands titled Operation Oracle that introduced the character of Cole D. Walker and focused on Skell Technology.

Breakpoint is set to be released for Microsoft Windows, PlayStation 4 and Xbox One on October 4, 2019. Two DLC chapters, Deep State and Transcendence, are set to be released following the game's launch. Ubisoft also announced at E3 2019 that the game would feature a Terminator-themed crossover as part of its DLC schedule.











#### Watch Dogs: Legion



Watch Dogs: Legion (stylised WATCH DOGS LEGION) is an upcoming action-adventure game developed by Ubisoft Toronto and published by Ubisoft. It is due to be released for Microsoft Windows, PlayStation 4, Xbox One and Google Stadia on March 6, 2020. It will be the third instalment in the Watch Dogs series and the sequel to Watch Dogs 2. The game is set within a fictionalized representation of London designed as an open world, and is playable from a third-person perspective. It features the ability to control multiple characters that can be recruited across the game's setting and who can be permanently lost during the course of a playthrough. The game will also feature a cooperative multiplayer that will allow up to four players being able to work together.

The game's story focuses on the efforts of the London branch of hacker group DedSec in combating an authoritarian regime that has taken control of the United Kingdom, thanks to the advanced surveillance system known as ctOS. To assist in this, DedSec recruits allies from across the city in order to liberate the city as a resistance force. Each character in the game will have their own background and skill set and provide a more dynamic influence to the game's narrative as the story progresses.

#### **Gameplay**

Watch Dogs: Legion is an action-adventure game played from a third-person perspective. The game is set within an open world, fictionalized representation of London, which will encompass notable landmarks, boroughs, and cultural styles of the city. The game's setting takes place within a London that has become a surveillance state. Personal liberties have been vastly limited, and citizens are constantly monitored in their activities by Albion, a private security company that acts as the city's law enforcement. The player will have the ability to navigate the city either by foot, using vehicles, or fast-travelling via the city's Underground stations. Unlike the previous games in the series which focused on the use of a single protagonist to drive the story's narrative, Legion features the ability to control multiple characters within the game's setting. Each of these characters can be recruited through a unique mission, though this depends on their standing with DedSec; for example, a character who the hacker group helps out will be in favor of aiding them when asked and completing their recruitment mission, whereas a character whose family member was accidentally killed by a DedSec member will not tolerate the group and likely refuse to join.

Once a character is recruited into the player's roster, they are assigned to one of three classes: combat, stealth or hacking. Each class features its own set of tools and ability upgrades when a character levels up from completing missions and activities. Each character also has their own background which dictates a special skill or trait they have. For example, a recruited character may be more skilled with drones and thus can do more damage with them, while another is an "adrenaline junkie" who deals more damage but at the possible risk of dying at any random moment. All characters in the game recruited into the player's roster have their own personal lives when not being controlled, can be fully customized with various clothing options, and can wield a mixture of lethal and non-lethal weapons, the latter featuring a more extensive selection than in previous titles.

Although the player can recruit a large roster of characters to control, each can be permanently lost during the course of a playthrough. Characters risk the possibility of being killed either while conducting operations for DedSec against other groups or against local law enforcement; in such cases where the currently controlled character is critically injured, play-

ers can choose to either make them surrender to their opponents and allow them to be rescued by another character, or attempt to resist and lose their pursuers at the risk of being killed in action and being permanently removed from the player's roster of playable characters, thus forcing the player to switch to another character.

Players can also join a team of up to four players in cooperative gameplay, sharing progression between single-player and multiplayer modes.

#### **Development**

Watch Dogs: Legion is being developed by Ubisoft Toronto, with additional work being provided by sister studios Ubisoft Montreal, Ubisoft Paris, Ubisoft Bucharest, Ubisoft Kievand Ubisoft Reflections. The development team is headed by creative director Clint Hocking, who was recruited to assist on the game's creation due to Ubisoft moving development from their studio in Montreal to Toronto, and recruiting developers who had previously worked with him on Far Cry and Far Cry 2.

Upon its reveal at E3 2019, many outlets described the futuristic London setting as post-Brexit, what could potentially happen following the expected departure of the United Kingdom from the European Union. This choice of setting became a point of debate in the media, as there are several political questions related to post-Brexit. Hocking stated that they had come onto the idea of this setting around a year and a half before the actual Brexit vote in 2016, and that while the game does involve Brexit, the intent was not to try to debate the nature of Brexit, but to show and debate elements already existing in the world today that lead to events such as Brexit.

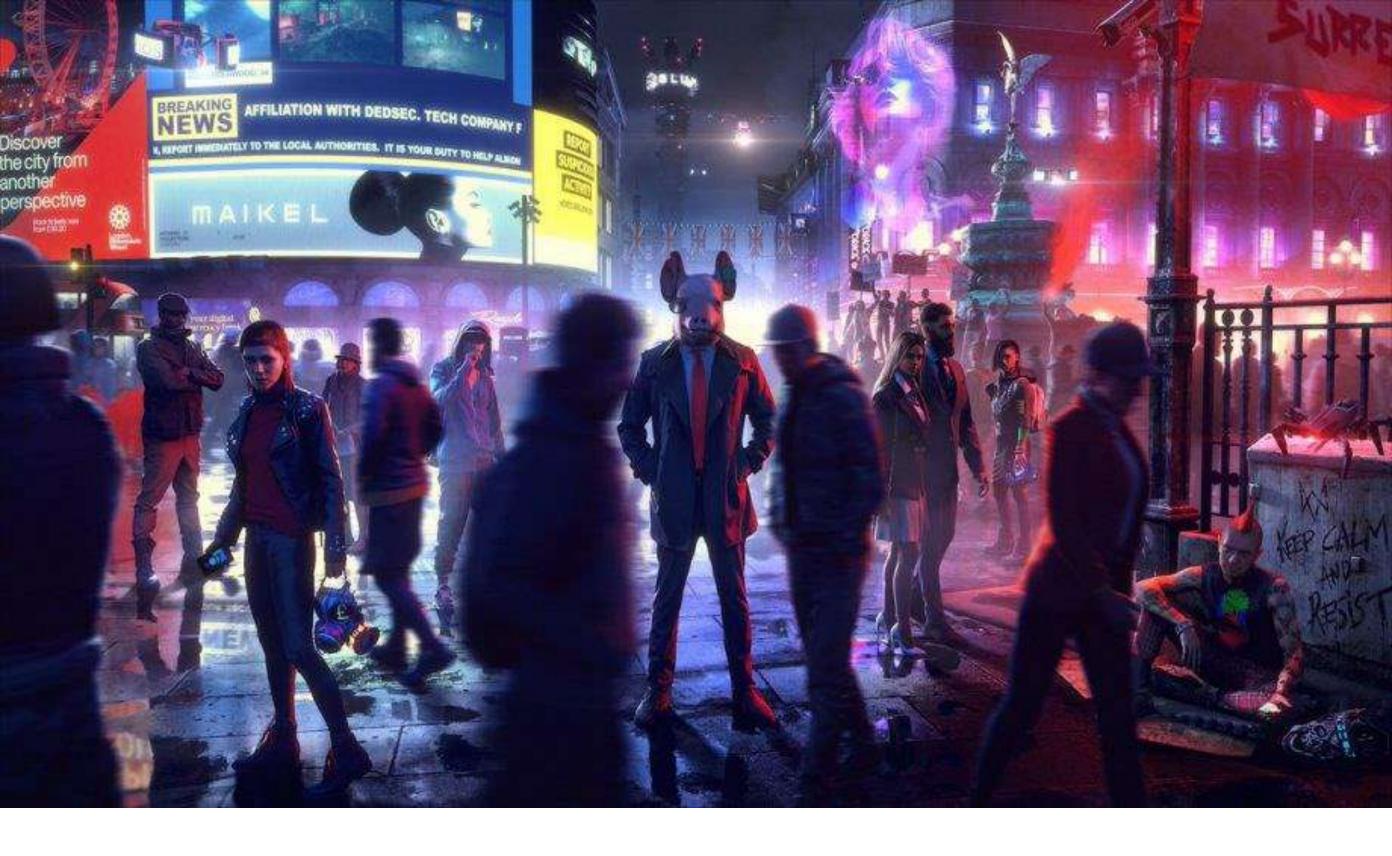
#### Release

Watch Dogs: Legion was teased by Ubisoft via Twitter on June 5, 2019, before its announcement at E3 2019, where the game had its release date revealed as March 6, 2020. It will be available for Microsoft Windows, PlayStation 4, Xbox One and Google Stadia.









# WATCH DOGS LEGION





## WATCH DOGS®

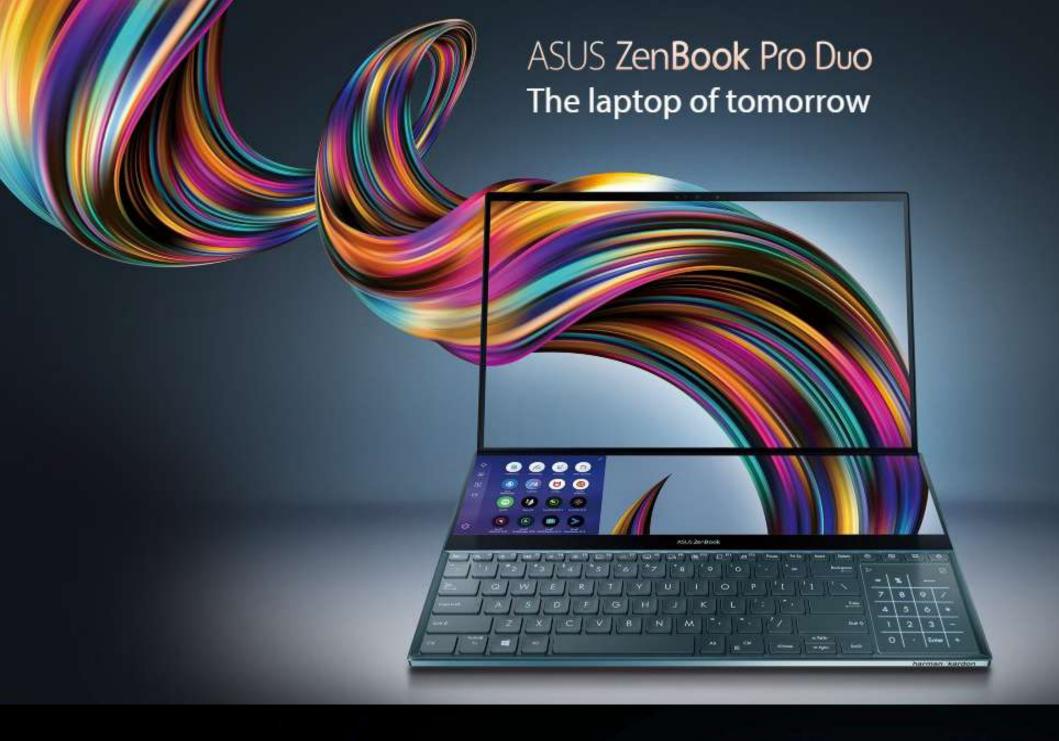








# GADGET AND SINE





Asus ZenBook Pro Duo

\$2,999



## iPhone 11 or iPhone 11 Pro?

iPhone 11: \$699

iPhone 11 pro: \$999



26 mm focal length

f/1.8 aperture
6-element lens
Optical image stabilization
100% Focus Pixels
New 12MP sensor

Meet the first triple-camera system to combine cutting-edge technology with the legendary simplicity of iPhone. Capture up to four times more scene. Get beautiful images in drastically lower light. Shoot the highest-quality video in a smartphone — then edit with the same tools you love for photos. You've never shot with anything



#### ULTRA WIDE CAMERA

13 mm focal length f/2.4 aperture 5-element lens 120° field of view 4x more scene



#### TELEPHOTO CAMERA

52 mm focal length
Larger \$/2.0 aperture
6-element lens
Optical image stabilization
2x optical zoom
12MP sensor



#### Splashes? Pffft.

Our most water-resistant iPhone ever.



### Take a closer look.

Two sizes. Four finishes.

Stainless steel and glass design.





Even more cool camera features.

40%

more light capture with Telephoto

6

lighting effects in Portrait mode 36%

brighter True Tone flash with Slow Sync

**2**x

more height for panos

Zero

shutter lag

OIS

optical image stabilization





## Pro camera system We've three-upped ourselves.



## Pro display Super Retina XDR. A sharp contrast from everything else.

#### Neural Engine

for advanced machine learning

The 8-core, Apple-designed Neural Engine is up to 20% faster and uses up to 15% less power. It's a driving force behind the triple-camera system, Face ID, AR apps, and more.

### 64-bit Fusion

architecture

Performance cores process complex tasks faster than ever, while custom efficiency cores handle everyday tasks helping to deliver a huge leap in battery life.

### Machine Learning

accelerators

Two new machine learning accelerators on the CPU run matrix math computations up to six times faster, allowing the CPU to perform over one trillion operations per second.

#### Fastest CPU

in a smartphone

The CPU's two performance cores are up to 20% faster and use up to 30% less power. And its four efficiency cores are up to 20% faster and use up to 40% less power.

#### Core ML 3

for machine learning in apps

To help developers leverage is machine learning power of A13 Bionic, Core ML 3 works with the Machine Learning Controller to automatically direct tasks to the CPU, GPU Neural Engine.

#### Fastest GPU

in a smartphone

The Apple-designed GPU is to 20% faster and uses up t 40% less power. Perfect for high-performance gaming a the latest AR experiences.



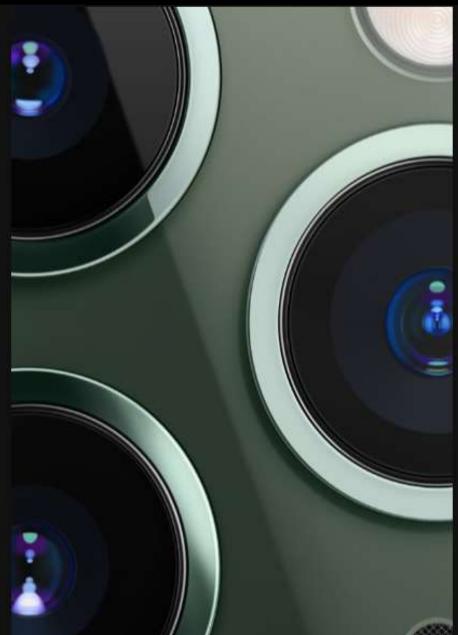
Face ID is now up to 30 percent faster. It works from farther away. At more angles, too. And it's still the most secure facial authentication in a smartphone.



#### Privacy is built in.

Everything about iPhone is engineered to protect your privacy. Face ID data doesn't leave your iPhone and is never backed up to iCloud or anywhere else. Maps tells you where you're going without telling anyone where you are. Every iMessage you send is encrypted end-to-end. And the list goes on.









## Use AR to see iPhone 11 Pro.





#### Dolby Atmos.

Sound moves around you in 3D space, so you feel like you're inside the action.



In a hurry? Charge up to 50% in around 30 minutes with the included 18W adapter.



#### Spatial audio.

Creates a more immersive, theater-like surround sound experience.



#### Wireless charging.

Just place iPhone 11 Pro on any Qi-certified charger.6



#### Audio Sharing.

Connect two sets of AirPods or Beats headphones at once.5



#### Faster Wi-Fi speeds.

Wi-Fi 6 (802.11ax) lets you download content up to 38% faster.





#### Up to 30 LTE bands.

Gigabit-class LTE for the most extensive roaming worldwide.7



#### Dual SIM with eSIM support. Add a second line. Or even a

local data plan abroad.8

### 4K video

### Shoot it. Flip it. Zoom it. Crop it. Cut it. Light it. Tweak it. Love it.

iPhone 11 Pro lets you capture videos that are beautifully true to life, with greater detail and smoother motion. Epic processing power means it can shoot 4K video with extended dynamic range and cinematic video stabilization — all at 60 fps. You get more creative control, too, with four times more scene and powerful new editing tools to play with.

## Why selfie when you can slofie?

The new 12MP TrueDepth camera lets you take superfun slow-motion selfie videos at 120 fps, or shoot in 4K at 60 fps. For stills, the camera now automatically zooms out when you rotate your iPhone, so you can get your whole crew in the shot. Yes, even selfies can be Pro.



And tells you when things are getting a little loud.





This watch has a display that never sleeps.



WATCH SERIES 5

\$499



It can be customized







Any case. Any band. Any style you want.





And pay for stuff, fast.

Get your morning coffee. Send money to a friend.
Do it instantly and securely with Apple Pay.



And lets you go without your phone.

With cellular you can call from the trail, text from the surf, or stream music from the slopes. All with just your watch.



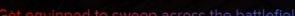


#### Mi 9T Pro

#### Performance in full

Snapdragon™ 855, 48MP Al triple camera

\$540



Show off your skills with the Snapdragon™ 855 processor. CPU single-core performance is improved by 45%, game speed is accelerated by 25% and AI performance is tripled. This is the speed you need.



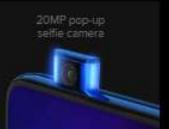






48MP, Al Rear









## 4000mAh long lasting battery and supports 27W fast charger

Besides great performance, Mi 9T Pro also features a large 4000mAh capacity battery and supports QC4+ fast charging at 27W. That means you can charge 58% of the battery in just 30 minutes.





#### Multi-function NFC Like a wallet in your phone

With the Mi 9T Pro in your pocket, you're ready to head out the door. Use it as your wallet with just a tap.

### Non-stop gaming with continuous cooling

Our custom cooling design uses 8 layers of graphite on the front to dissipate heat 650% more effectively. In the rear, heat-transmitting gel, graphite and copper keep the CPU running fast for a high and stable frame rate throughout every battle.

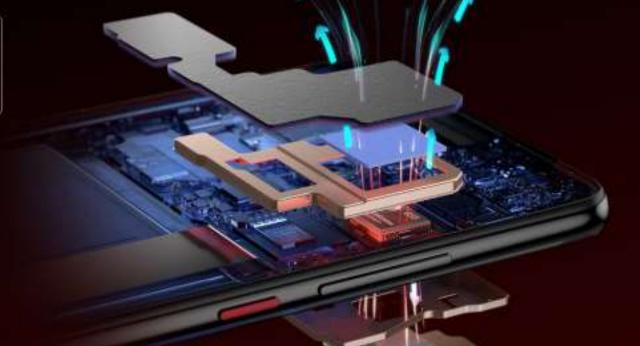


Heat transfer efficiency is improved by 650% compared to single-layer graphite.\*

#### 8°C cooler

CPU cores stay cooler by 8°C

compared to common CPU heat-dissipation designs.



#### Breaking boundaries for an unlimited view

The 6.39" AMOLED FHD+ display give you a stunning visual experience every time you unlock your phone. In environments with intense light, slide to enable bright mode for a screen that is 39% brighter than normal.

3.8mm

Sunlight mode 2.0

Eye-protection verified Anti-flicker display

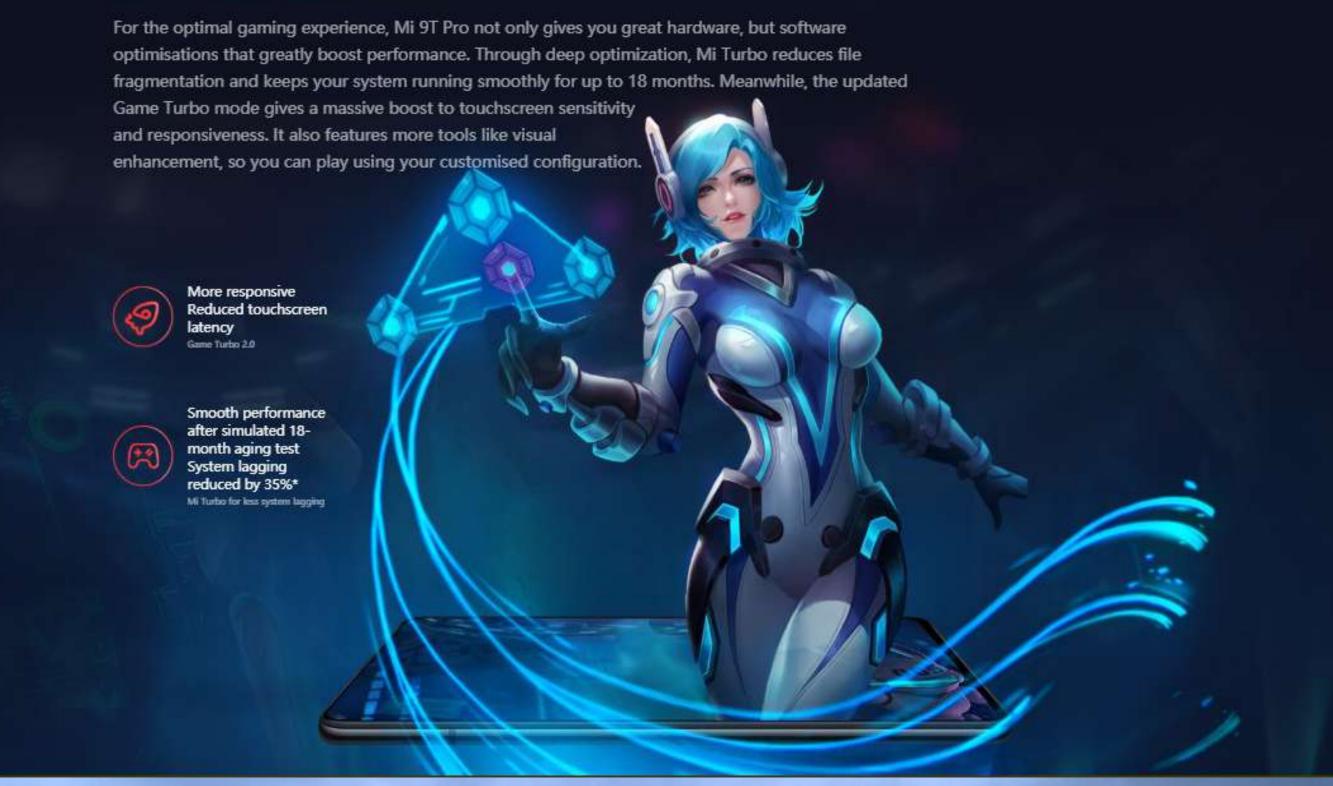


#### Fiery dynamic rear finish.

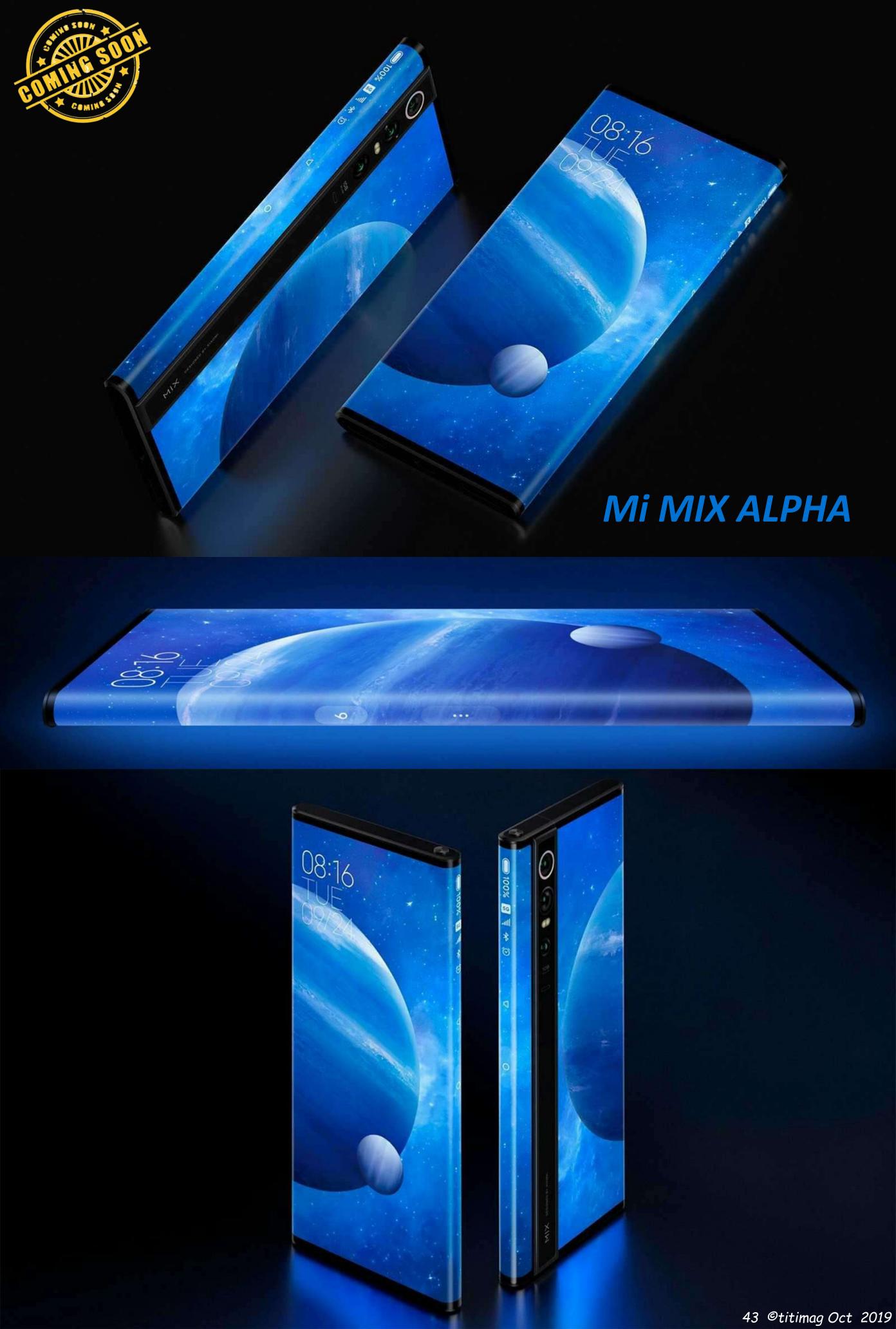
The back of the Mi 9T Pro is graceful and contemplative, until the light hits it and its bold flames flicker to life. It's almost as if it has moods of its own, made all the more profound by the classic black carbon fiber design. With its 3D curvature, it fits comfortably in the hand and looks stunningly smooth.













**FULL-SIZE HEADSET** 



\$25.99

## ONIKUMA

**K2 Gaming Headset** 

Clear Sound Heavy Bass











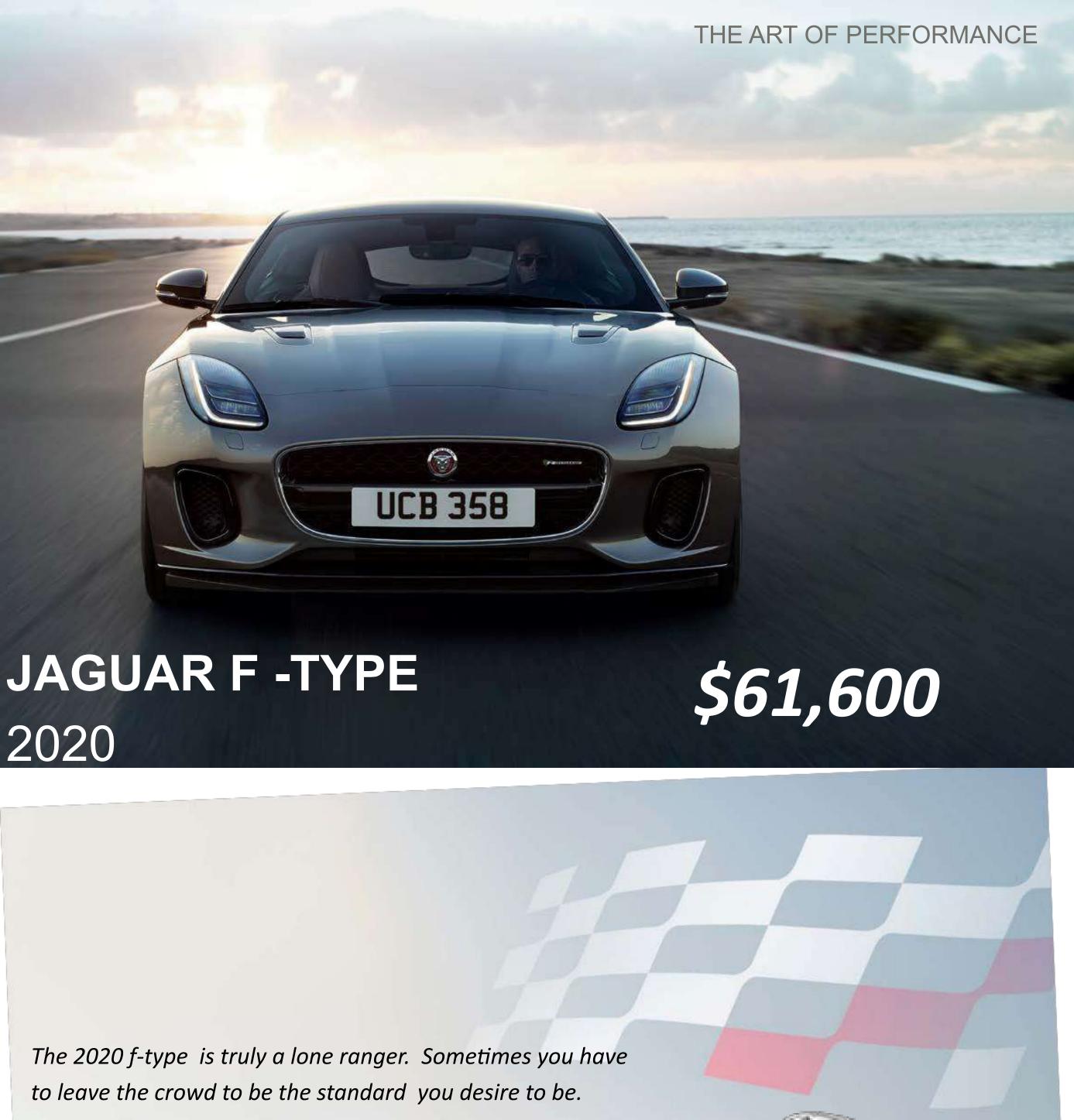






Autonole FINE





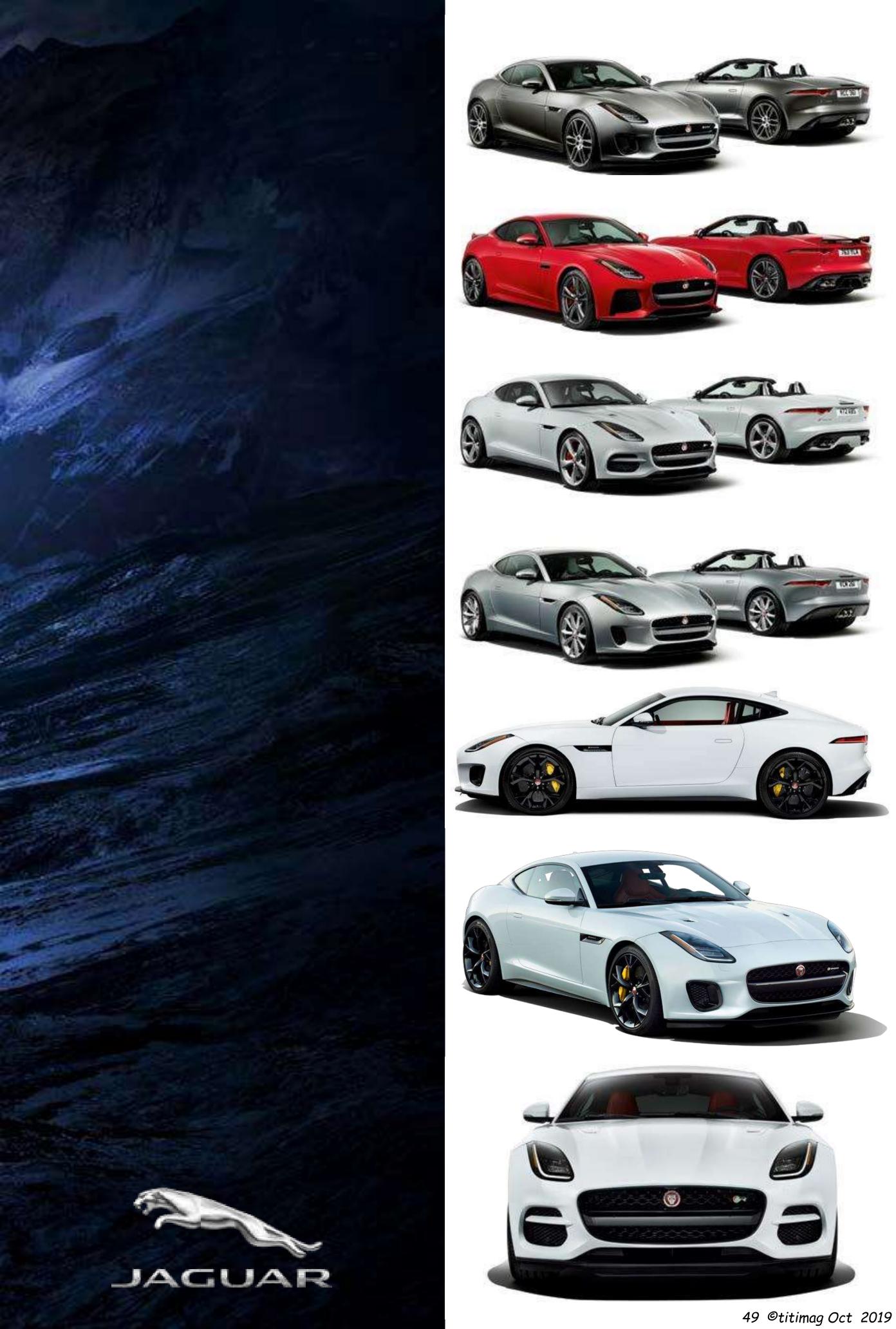




















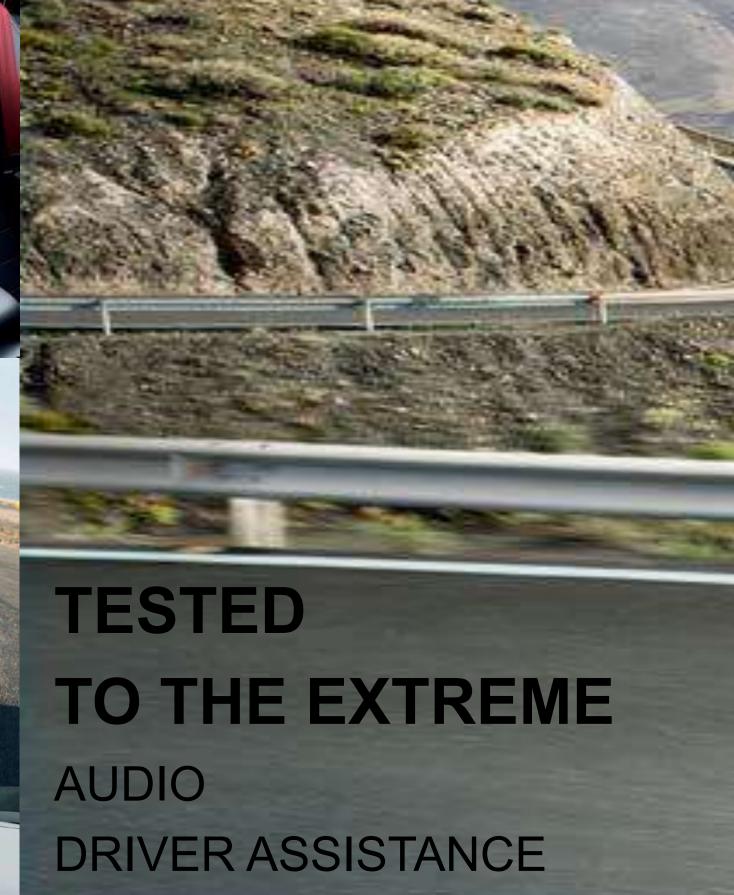


















BMW X6 VentaBlack



Land Rover has brought together fine craftmanship, beauty, performance, power and agility into this well defined SUV The 2019 Range Rover is truly a stepping stone in the line of modern SUV. TiTi Magazine RANGE REVER TBG 869 \$89,500 ROVEP 图 A N G E 311 UDG RANGE ROVER 57 ©titimag Oct 2019



LIGHTING TECHNOLOGY

SUPREME ALL-TERRAIN CAPABILITY

LUXURY ENVIRONMENT

**ELEGANT REAR SEATING** 



INTELLIGENT VERSATILITY

**COMPOSED TOWING** 

POWERTRAINS

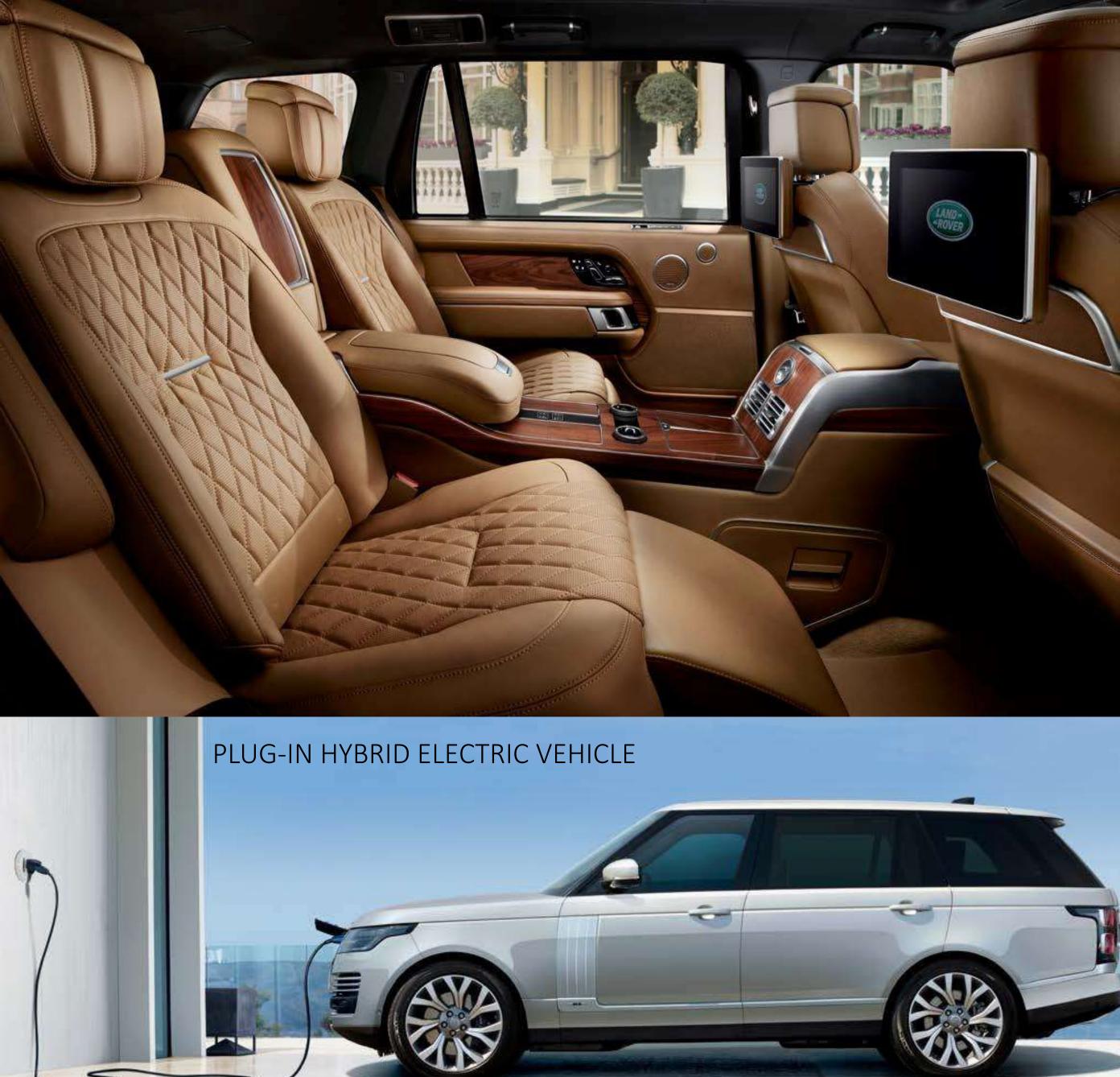
INTERIOR COMFORT AND WELLBEING



















LOW CO<sub>2</sub> EMISSIONS

EASY OVERNIGHT CHARGING



CABIN PRECONDITIONING

SEAMLESS DESIGN

REFINED DRIVE

**INCONTROL CONNECTIVITY** 

NO COMPROMISE ON

CAPABILITY AND PERFORMANCE











I Do Every Bidding Without Asking Bending Me At Will, Without The Given Right To Object; Wondering If I Can Ever Be Free From This Torment. A Puppet I Came In light, A Puppet I Fade In Darkness. For Eternity I Ricochet Time After Time The Never Ending Torment I Am Cursed With. My Double Must Stay Strong For Without Thee I Vanish. P.M.D





OVIES SINE



JOAQUIN PHOENIX

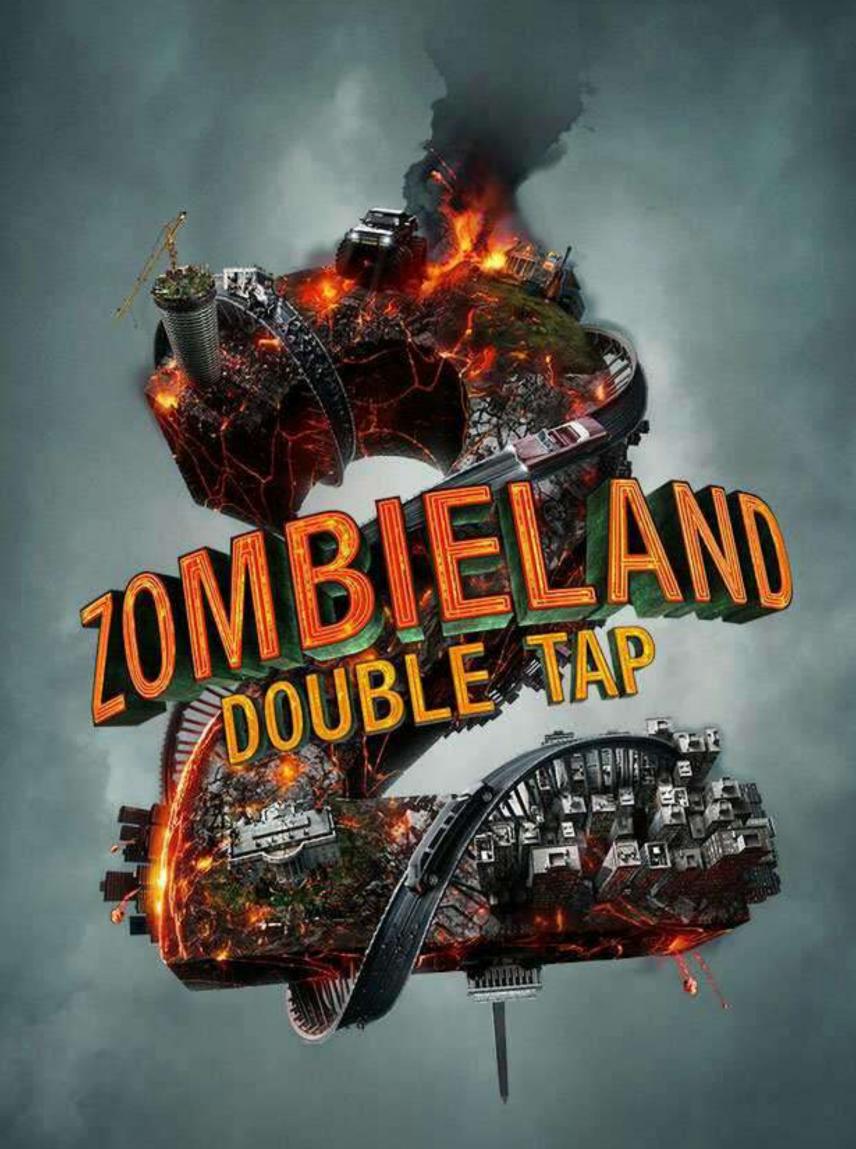
PUT ON A HAPPY FACE

OCTOBER 4





71 ©titimag Oct 2019



# OCTOBER 18

© 2019 CTMG. All Rights Reserved.

horror

## GEMINIMAN







## POLAROID

BEWARE THIS CAMERA...

ONCE YOU TAKE IT, IT TAKES YOU.















78 ©titimag Oct 2019





## Top Ps4 Outstanding games to lookout for

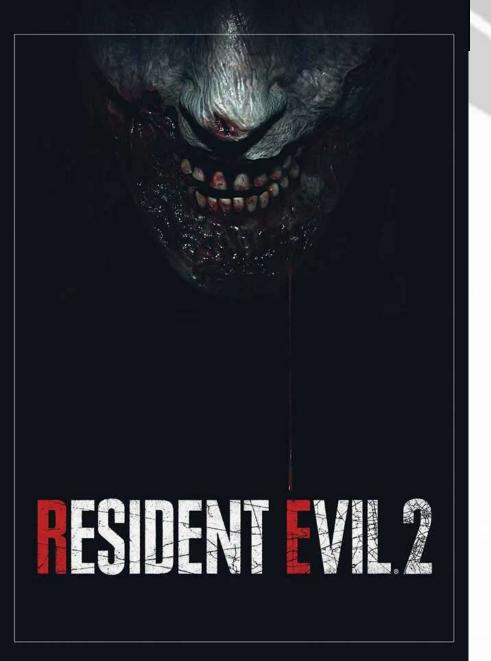
- \*Metal Gear Solid: Phantom pain
- \*Resident Evil 2 Remake
- \*The Witcher 3: Wild Hunt
- \*Marvel's Spiderman
- \*The Last Of Us Remastered

#### Number 1

#### Metal Gear Solid: Phantom pain

Metal Gear have build is own reputation through the years
Intensive stealth and a good combat mechanics which making this game a master piece
Metal Gear Solid: Phantom Pain(5/5)rating





#### Number 2

#### Resident Evil 2 Remake

An iconic resident evil 2 makes it's way back with this brand new remake remember the 1998 resident evil classic, capcom revive it to the modern day console bringing us back to Leon n Claire with a whole new perspective

New gameplay

**Good Graphics** 

They were able to change so many aspect...

While keeping the game intact which is impressive

I think Capcom goes the extra mile by making the graphics so good and making the characters much more real

It comes with a new gameplay and a modern day graphics which is very great Resident Evil 2 Remake (5/5)rating



#### Number 3

#### The Witcher 3: wild hunt

Is a role playing game that have set the bars for the next games to come The game was truly inspiring

So other game company working on RPG games need to put in work for there next games to come because the witcher3 wild hunt is an example of very good open world game Witcher 3:wild hunt (5/5)rating





Number 4

#### Marvel's spider man

From an old quiet classic

your friendly neighborhood Spiderman

With a brand new web swinging action

Showing off youthful exorbitant

With this new spin off of this brand new franchise

Superhero have been a favorite of many for years, this ps4 exclusive from marvel is a worthy game to play

There have been plenty of spider titles before but the life of this dynamism of this game of peter parker is something we've never seen before

The graphics is impressive

And very beautiful gameplay

This Spiderman game raises the bar for the superhero genres

Marvel's Spiderman (5/5)rating



#### Number 5

#### The last of us remastered

The last of us carried is triple a status onto the next generation game

This is among the best game in the ps3 console before it was remastered Is definitely the definitive experience

The quality of the remaster

Smoother frame rate

**Enhanced visuals** 

Impressive gameplay

This is the perfect opportunity for first timers to catch up and for veterans to see it a second time

The level of immersion is higher, and its emotional impact is more profound thanks to the creators for the inclusion of left behind this game is damn so good.

With hopefully eminent coming of the next chapter of joey and Ellie's zombie misadventures is very impressive

The last of us remastered (5/5)rating [2]

Israel Obonyano (Milim)



