

HYPER SCAPE

**FALL
GUYS**
-ULTIMATE KNOCKOUT-



**RingFit
Adventure**

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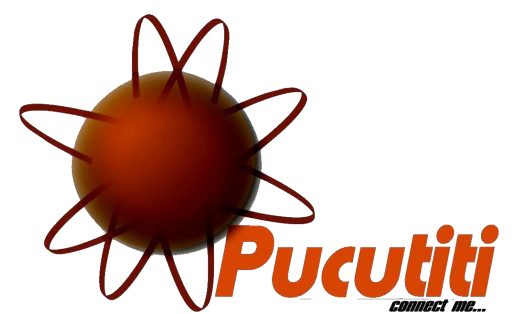
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GAMES

Ring Fit Adventure



Ring Fit Adventure is an exercising action role-playing game developed and published by Nintendo for the Nintendo Switch. The game comes with two physical components: the Ring-Con, a flexible, hard-plastic ring that the user holds and one Joy-Con slots into, and a Leg Strap, a piece of fabric affixed to the user's leg that holds the other Joy-Con.

The game's main mode has the player complete a turn-based role-playing game, where player movements and battle actions are based on performing certain physical activities using the Ring-Con and Leg Strap, with the motion controls within the Joy-Con sensing the player's movement, and a strain sensor in the Ring-Con detecting bending of that accessory. Other modes include general guided fitness routines and party-style games. These activities are centered around common fitness exercises, making the game part of Nintendo's "quality of life" goals in line with a similar game of theirs, Wii Fit. The game was released worldwide on October 18, 2019. As of August 2020, the game has sold over 4 million copies worldwide, making it one of the best-selling games on the system.

As much of the world went into quarantine due to the COVID-19 pandemic and with gyms closed, demand for the game increased drastically causing shortages in many countries. This led to resellers selling the game for over \$300, up from its retail price of \$80.

Gameplay

Ring Fit Adventure ships with the Ring-Con and Leg Strap, which have docks to hold the Switch's Joy-Con. These accessories are required to play the game, as the player's interactions with them are tracked by the motion controls built into the Joy-Con.

The game's main mode is a role-playing game, in which the player takes the role of a young athlete that meets a sentient Ring, and they team up to take down an evil, bodybuilding dragon named Dragaux. The player moves their character across the game's overworld and into various dungeons, where they encounter monsters to fight. Moving across the game world is similar to a rail shooter; the player moves along a fixed path by running in place, jumps over obstacles by squeezing and releasing the Ring-Con, and can fire projectiles at items by squeezing in the Ring-Con in the target direction. When the player encounters monsters, the game uses turn-based combat as in most role-playing games. The player attacks the enemies by performing one of about thirty different exercises, with the amount of damage they deal based on how effectively they completed the exercise. When the monsters attack, the player can defend by pressing and holding the Ring-Con into their abdomen for as long as possible during the attack. Defeating monsters earns the player-character experience points, and as they level up, they can unlock additional exercises with more potent damage. Exercises are classified by color, each color corresponding to a general part of the body the exercise is geared towards: red for arms, blue for legs, yellow for core muscles and green for yoga positions. Monsters are also marked by colors, and exercises of the same color are more effective against them, but only after that specific ability is unlocked early in the game.

In addition to the adventure mode, the game includes a general fitness routine mode that allows one to perform the exercises, assisted by the game, but without the gamification elements. The game also has several mini-games based on certain exercises, which can be used by a single player to challenge themselves or can be used with multiple players each taking a turn to beat the others. An update in late March 2020 also added a "Rhythm Mode", which allows the user to move along to soundtrack from the game. This mode also includes some music from other Nintendo games such as Super Mario Odyssey, The Legend of Zelda: Breath of the Wild, Splatoon 2, and Wii Fit.

The game includes the option to enable only quiet exercises to avoid disturbing others nearby. For example, in quiet mode, the running-in-place in the adventure mode is replaced by performing squats.



Ab Guard

The enemy is attacking!

Transverse abdominal



04:15



You should feel it in your stomach, not your arms!



00:08



Lv. 9



Drink Smoothie



x3



x5



x2



x5



x1



x2



x3



x3



x3



x2



x6



x1



Super Spinach Smoothie

Recovery: ♥♥♥

Price: 36

Contains even more spinach than the regular Spinach Smoothie!



Developer: Nintendo EPD

Publisher: Nintendo

Director: Hiroshi Matsunaga

Producer: Kouichi Kawamoto

Designers: Naoya Yamamoto, Ryosuke Suzuki

Programmer: Shinji Okane

Artist: Takafumi Kiuchi

Writers: Mari Shirakawa, Yuichiro Ito

Composers: Shinji Ushiroda, Maasa Miyoshi, Shiho Fujii, Asuka Hayazaki

Platform: Nintendo Switch

Release: October 18, 2019

Genre: Exergame, role-playing

Mode: Single-player

TiTi Rating: 6/10



Development

The game was first teased in early September 2019 with a video showing people using the Ring-Con and Leg Strap without showing the game, with a full announcement of the game a week later.

Several journalists observed that the game fits into Nintendo's long-running "quality of life" program, to introduce more physical activity into the playing of video games, that had been started by Satoru Iwata with the introduction of the Wii console, particularly in the game *Wii Fit*. Parts of the design of the Nintendo Switch had been from player feedback from *Wii Fit* looking to make the controllers smaller so they could be strapped to the body and used in more possible ways.

Ring Fit Adventure was released in North America on October 18, 2019. The game, shipping with the Ring-Con and Leg Strap, cost slightly more than a typical game.

On March 26, 2020 a free update was released, adding a rhythm game mode.





One Piece: Pirate Warriors 4



One Piece: Pirate Warriors 4 is an action-adventure video game developed by Omega Force (Koei Tecmo) and published by Bandai Namco Entertainment for Microsoft Windows, PlayStation 4, Xbox One, Nintendo Switch. It is the fourth installment in Pirate Warriors video-game series, based on the One Piece franchise. It is a sequel to the 2015 game One Piece: Pirate Warriors 3. It was released on March 27, 2020.

Gameplay

The game features game play similar to the previous installments. A new game mode called "Titan mode" is introduced, where opponents are actually their size like being really small or being a giant from the anime, forcing the player to adjust their strategy. The game has its own original story that takes the Wano arc from One Piece and changes it. It also features four new multiplayer modes called Giant Boss Battle, Total Bounty Battle, Timed Defense Battle, and Territory Battle .

Modes

Giant Boss Battle - You and 3 other players fight a giant enemy such as Kaido, Giant Sailors, Jack, etc.Total Bounty Battle - By raising your bounty to a certain amount you can beat this mode.Timed Defense Battle - Your group must defend your territory during the time limit that is set.Territory Battle - You have three teams with four players on each team fighting it out to capture all the territories on the map.

Original Story

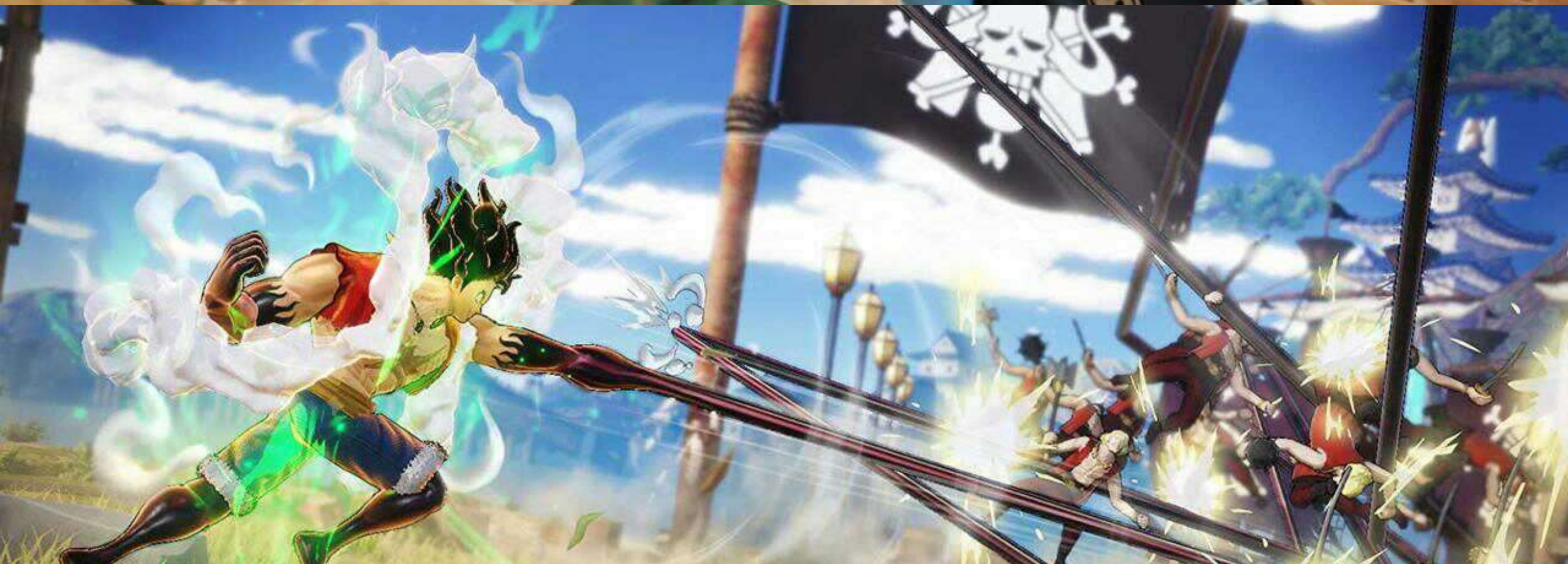
This story takes the unfinished Wano arc and makes the story something new. This is different with Cavendish and Bartolomeo appearing in the arc to help the captured Straw Hat crew escape their cells. As the battle intensifies between Big Mom and Kaido a new enemy appears in the face of Blackbeard and his crew. Fighting Blackbeard, Big Mom, and Kaido's crew you are met with a final battle against Kaido who turns into a dragon after you defeat Big Mom, Blackbeard, and Kaido's underlings. Luffy must defeat Kaido at the end and end the suffering of Wano that Kaido brings. The story has one ending so winning is the only option which plays a cut scene of everyone cheering and celebrating the freedom that Luffy gave to the Wano people. This arc has an original ending while the manga Wano arc is still continuing.

Characters

43 characters are playable in the game, with 9 characters planned to be added as future DLC.

Monkey D. Luffy, Roronoa Zoro, Usopp, Sanji, Nami, Tony Tony Chopper, Nico Robin, Franky, Brook, Buggy, Dracule Mihawk, Smoker, Tashigi, Crocodile, Portgas D. Ace, Marshall D. Teach (Blackbeard), Boa Hancock, Emporio Ivankov, Jimbei, Borsalino (Kizaru), Kuzan (Aokiji), Sakazuki (Akainu), Edward Newgate (Whitebeard), Marco, Donquixote Doflamingo, Issho (Fujitora), Trafalgar Law, Sabo, Shanks, Rob Lucci, Bartolomeo, Cavendish, Charlotte Katakuri, Basil Hawkins, Carrot, Vinsmoke Reiju, Vinsmoke Ichiji, Vinsmoke Niji, Vinsmoke Yonji, Capone Bege, Eustass Kid, Charlotte Linlin (Big Mom), Kaido, Charlotte Smoothie (DLC), Charlotte Cracker (DLC), Vinsmoke Judge (DLC), X Drake (DLC), Killer (DLC).







Developer: Omega Force (Koei Tecmo)

Publisher: Bandai Namco Entertainment

Director: Hideo Suzuki

Producers: Katsuaki Tsuzuki, Akihiro Suzuki

Composer: Satoshi Seki

Series: One Piece: Pirate Warriors (One Piece)

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

Release: WW: March 27, 2020

Genre: Action-adventure, Beat 'em up

Mode: Single-player, multiplayer

TiTi Rating: 8/10



Development

On July 5, 2019, the game was announced at Anime Expo 2019 with a reveal trailer.

On November 27, 2019 an interview was done with a brand manager for Bandai Namco Entertainment who knew how the game was being developed. The interview was done by Bleeding Cool a news site that mostly do games, comics, TV, and Films. Randy Le talks about how the game returning to the series is something they wanted to bring back for awhile. Randy Le goes on to talk about combat and the different enemies you will face in this game. You have giant enemies, fast, and even more character battles than the past pirate warrior game. Randy Le does not answer any of the other questions asked to prevent spoilers.





Microsoft Flight Simulator (2020 video game)



Microsoft Flight Simulator (colloquially known as Microsoft Flight Simulator 2020) is a flight simulator developed by Asobo Studio and published by Xbox Game Studios for Microsoft Windows. It was released on August 18, 2020 for Microsoft Windows. It is the eleventh major entry in the Microsoft Flight Simulator series, preceded by Flight Simulator X. Flight Simulator simulates the entire Earth using textures and topographical data from Bing Maps. Three-dimensional representations of the world's features, such as terrain, trees, grass, buildings, and water are generated by Microsoft Azure technology. Through the use of the Azure cloud to render visuals, enhance visual fidelity, and simulate real-world data and effects, as well as calculate physics, the title has been viewed as the culmination of Microsoft's "power of the cloud" mantra. Some players received the alpha version as part of the game's Insider program. On July 13, 2020, Microsoft opened up preorders, and the PC version became available on August 18, 2020. Flight Simulator was released to critical acclaim, with praise for its graphical fidelity, but criticism for its loading times. Many critics considered it a huge technical achievement.

Overview

Flight Simulator uses Asobo's in-house developed game engine, and leverages Bing Maps data, accessing over two petabytes of data from the cloud on demand. Microsoft partnered up with Blackshark.ai who developed a solution that uses the Microsoft Azure cloud and artificial intelligence that analyzes map data and photogrammetry to generate photorealistic 3D models of buildings, trees, terrain, and so on. This allows the simulator to depict most parts of the world in 3D photorealism, and other parts in high definition. The game's engine utilizes satellite imagery or fly-by image scans as the basis for height and terrain texture data. An offline procedural generation AI then reads these textures based on their own parameters and properly populates terrain with materials, roads, buildings, bushes, trees and more based on brush set assets the developers have made. Afterwards, artists can further go in and embellish specific locations with even more detail with photogrammetrically captured materials and textures. Flight Simulator features multiple terabytes of texture and height map data. Using a base mesh and textures, the game uses the Internet connection to stream even higher quality terrain data onto the PC or console through the Azure cloud as the player plays, boosting the game's fidelity and graphical diversity. Asobo has created their own flight model engine, allowing thousands of surfaces and 3D forces and moments to be fully simulated. There are also realistic physics and weather systems, and utilization of real-world weather data. An example used at E3 2019 was that if it was raining somewhere in real life, it would be raining in-game. Individual clouds will have their own behaviors and they will impact aircraft performance depending on its location within the system. Flight Simulator features a 600-kilometre (370 mi) draw distance and allows the player to see storms hundreds of miles away, with lightning cracking inside of clouds. Through cloud-based technology, Flight Simulator streams data to the computer or console in real time, with AI being utilized to extrapolate geometry from a blend of satellite and flyover imagery. Flight Simulator converts 3D scans of the environment into the game world. Other sources of data include terrain data for landscaping, data for foliage density, real-time meteorological data, and air traffic updates. A separate atmospheric renderer simulates accurate humidity and pollution. Microsoft has stated that the player's aircraft feels air as it lifts, drags, or slides as they come in contact with it, accounting for ice on the wings, pollution particles, or how wind moves through buildings or across tree tops, as well as friction of rubber to asphalt when the aircraft touches down, with the aircraft responding accurately to each of these instances. Skyscrapers cast shadows over each other that darken as the player reaches street level and cities will disperse light at night that radiates the sky. Cloud technology is also used to calculate things such as the way air flows around natural structures such as mountains to cause pockets of turbulence, or stream in air traffic, time of day and weather from the real world. In regards to foliage, the game geometrically renders individual blades of grass and seas also contain waves created by the wind.





Microsoft

Developer: Asobo Studio

Publisher: Xbox Game Studios

Director: David Dedeine

Designer: Damien Cuzacq

Programmer: Alain Guyet

Artist: Patrice Bourroncle

Composer: Finishing Move Inc.

Series: Microsoft Flight Simulator

Platforms: Microsoft Windows, Xbox One

Release: Microsoft Windows - WW: August 18, 2020

Xbox One - WW: TBA

Genre: Amateur flight simulation

Mode: Single-player, multiplayer

TiTi Rating: 9/10

The cover art for Microsoft Flight Simulator is a vibrant collage of flight-related imagery. The central focus is a large white Airbus A320neo with blue and purple livery, flying diagonally across a bright blue sky with wispy white clouds. Below and to the left, a small yellow biplane flies over a lush green landscape with a herd of giraffes in the distance. To the right, a sleek white private jet flies over a deep blue ocean. At the bottom, jagged, snow-capped mountains rise from a misty base. The title 'Microsoft Flight Simulator' is prominently displayed in the center, with 'Microsoft' in a smaller, sans-serif font and 'Flight Simulator' in a large, stylized, italicized font. The entire composition is framed by a dark blue border at the top and bottom, and a black horizontal band separates the top text from the main artwork.

Microsoft Flight Simulator

3TM

www.pegi.info

Volumetric lighting is utilized for various effects, including illuminating water droplets, some of which will occupy the entirety of the cockpit window, and with everything being simulated in real time. Light sources such as the Sun, Moon, or city lights scatter through the environment appropriately, pollution levels and humidity affect refraction and overall visibility, and the atmosphere is layered the same as it is in the real world. Clouds are volumetrically modelled, with 32 layers determining shape, density, and “fuzziness”. Flight Simulator makes use of ray-marching. The game's reflection system also at times utilizes ray-marching by retranslating voxels. Otherwise, the reflection system uses a mix of screen-space reflections and cube maps to show reflections on more distant bodies of water. In addition to a complex lighting system, Flight Simulator makes use of highly detailed shaders. Flight Simulator makes extensive use of screen-space reflections and bokeh depth of field.

Flight Simulator populates the world with animals and roads with vehicles, water flows realistically based on wind direction, grass has individual grass blades and trees have individual leaves, creating the illusion of a living world. The game world includes over 2 million cities and towns,[26] 1.5 billion buildings, 2 trillion trees, and 37,000 real-world airports. In regards to runways, dedicated tools allow Asobo to outline the site perimeter, runway footprint, orientation, as well as other properties. This approach also allows Microsoft to flag artifacts and visual anomalies from a birds-eye view, clearing up the input for a world-building algorithm. The result is fed into Microsoft's artificial intelligence, stringing the environment together in the cloud, and is streamed to the PC or console in real time. Flight Simulator features various animal species that can even be viewed at ground level, including birds, elephants, giraffes and bears.

Flight Simulator allows the player to scout, "chase" and interact with real-world storms as they occur in real time.

Features

Aircraft

The standard edition of Flight Simulator includes 20 flyable aircraft, with the deluxe and premium edition also having 5 or 10 additional airplanes, respectively. Most of the aircraft are of US, French, or German origin, with a few coming from Austrian, Czech and Slovenian companies. Aircraft included starting from the Deluxe version include aircraft manufactured by Diamond Aircraft and Textron Aviation Inc., while aircraft exclusively for the Premium Deluxe version include the Boeing 787-10 Dreamliner and the Cessna Citation Longitude, as well as several general aviation aircraft.

Third-party aircraft will also be supported within the simulator, being directly purchased from the in-game marketplace. Notable confirmed third-party aircraft are the Concorde, developed by DC designs, as well as many other aircraft. The Virtual Air Traffic Simulation Network, also known as Vatsim, and The International Virtual Aviation Organization, also known as IVAO, are online flight-simulation networks confirmed to be supported within Microsoft Flight Simulator.

Airports

Flight Simulator includes around 37,000 manually edited airports from around the world based on real-world satellite images, with the standard, deluxe, and premium edition respectively also including 30, 35, or 40 highly detailed "hand-crafted replicas" of their real-world counterparts. Airports included starting from the deluxe version include those from the United States, Europe, and Africa, while those exclusively for the Premium Deluxe version include the Heathrow and Dubai Airport, as well as those from the US and Europe.





Development

The franchise's return after a 14-year absence is partially credited to the business model of Xbox Game Pass allowing for a wider variety and diversity of games. In addition, Xbox chief Phil Spencer had also stated that Flight Simulator is part of Microsoft's renewed commitment to PC gaming. According to Spencer: "So Sarah Bond, who's our head of global partnerships, came out, did the Game Pass work with the indie montage and all those games that were coming to Game Pass, then announced Xbox Game Pass for PC and Xbox Game Pass Ultimate. The next games that were there—I didn't know if the PC community was going to be watching or not, but we went Flight Sim, we went Age, we went Wasteland—I wanted people to know that we want to make sure we're building games and supporting games that respect what the PC community loves." On bringing back Flight Simulator, Spencer stated: "We do have some pilots on the teams that are big fans of flight, and flight sims, and flying themselves, who are passionate about it, so we said, 'okay, let's see what we can do'. Flight Sim was a game in our past that sold millions and millions of units and had a very, very passionate community—in fact, they're still out there. So, okay. Can we do something new with Flight Sim? Can we actually move it forward in an interesting way?"

Six years prior to release, the foundations for Flight Simulator began through work with Asobo on a product called HoloTour for Microsoft's HoloLens augmented reality headset. A challenge that later inspired the Flight Simulator project was to build a digital version of Machu Picchu's vast mountainside and vistas vs. normal buildings at street level. This challenge spurred Microsoft executive and project leader Jörg Neumann to consult with the Bing Maps team to use their detailed photogrammetry data, which included the actual ruins of Machu Picchu, in order to create a HoloLens replica of Machu Picchu. Neumann later utilized Bing photogrammetry data to have Asobo build a flight demo for the city of Seattle. Neumann also traveled to Switzerland to meet with weather researchers and aficionado in regards to incorporating their models and data into the product. Technology was also incorporated from Microsoft's discontinued Photosynth project, which generates 3D models from 2D photos.



Release

On July 13, 2020, Microsoft opened up preorders, and announced that Flight Simulator for PC would be available on August 18, 2020. The company announced three different versions of the title — Standard, Deluxe, and Premium Deluxe, each providing an incremental set of airplanes to choose and additional airports with more detailed visuals. The pricing ranged from US\$59.99 for Standard, to US\$89.99 for Deluxe, and US\$119.99 for the Premium Deluxe edition. While it is released on the PC, the date for launch on the Xbox family of consoles is awaited.

In addition to digital licenses from Microsoft Store and Steam, the game is also available on the PC version of the Xbox Game Pass subscription service.

Retail version

Aerosoft, a German developer of simulation software, announced in July 2020 that they have a partnership with Microsoft to release a physical version in Europe. It is available in two editions, Standard and Premium Deluxe (see the features comparison above), and comes with 10 dual-layer DVDs and a printed manual. The Premium Deluxe edition also comes with an artbook. The retail version's digital license also has to be redeemed on Microsoft Store. Otherwise, there is no difference between boxed retail and the versions sold on digital storefronts.

However, the discs contain only the installer, and the basic content (aircraft, default world etc.) - around 90 GB in size - is not included, and therefore the game is not playable out of the box; the actual simulator software and updates are downloaded during installation. An active internet connection is also needed for the simulator to update itself when needed. Additionally, more details for the world, better ground imagery, as well as weather and air traffic data can optionally be streamed from Microsoft's servers.





CYBERPUNK

2077



Hyper Scape is a free-to-play first-person shooter battle royale game developed by Ubisoft Montreal and published by Ubisoft for Microsoft Windows, PlayStation 4 and Xbox One. The game is notable for its integration with video game live streamers which allows viewers on Twitch to affect the outcome of a match.

The open beta for Microsoft Windows was released on July 12, 2020. The game was released on Microsoft Windows, PlayStation 4 and Xbox One on August 11, 2020.

Setting

The game takes place in year 2054 in Neo-Arcadia, part of a metaverse created by the company Prisma Dimensions. Within this metaverse, players do battle with each other in a sport known as Crown Rush. The setting has been likened to that of The Oasis found in Ready Player One.

Gameplay

The game's main mode shares elements with other battle royale games, where up to 100 players are dropped on to a map that slowly shrinks over time with players seeking to eliminate the competition. The game however differs in that once the last sector closes a crown appears, any player that is able to hold on to the crown for 45 seconds is automatically declared the winner. Alternatively the game also ends when only one player or team remains.

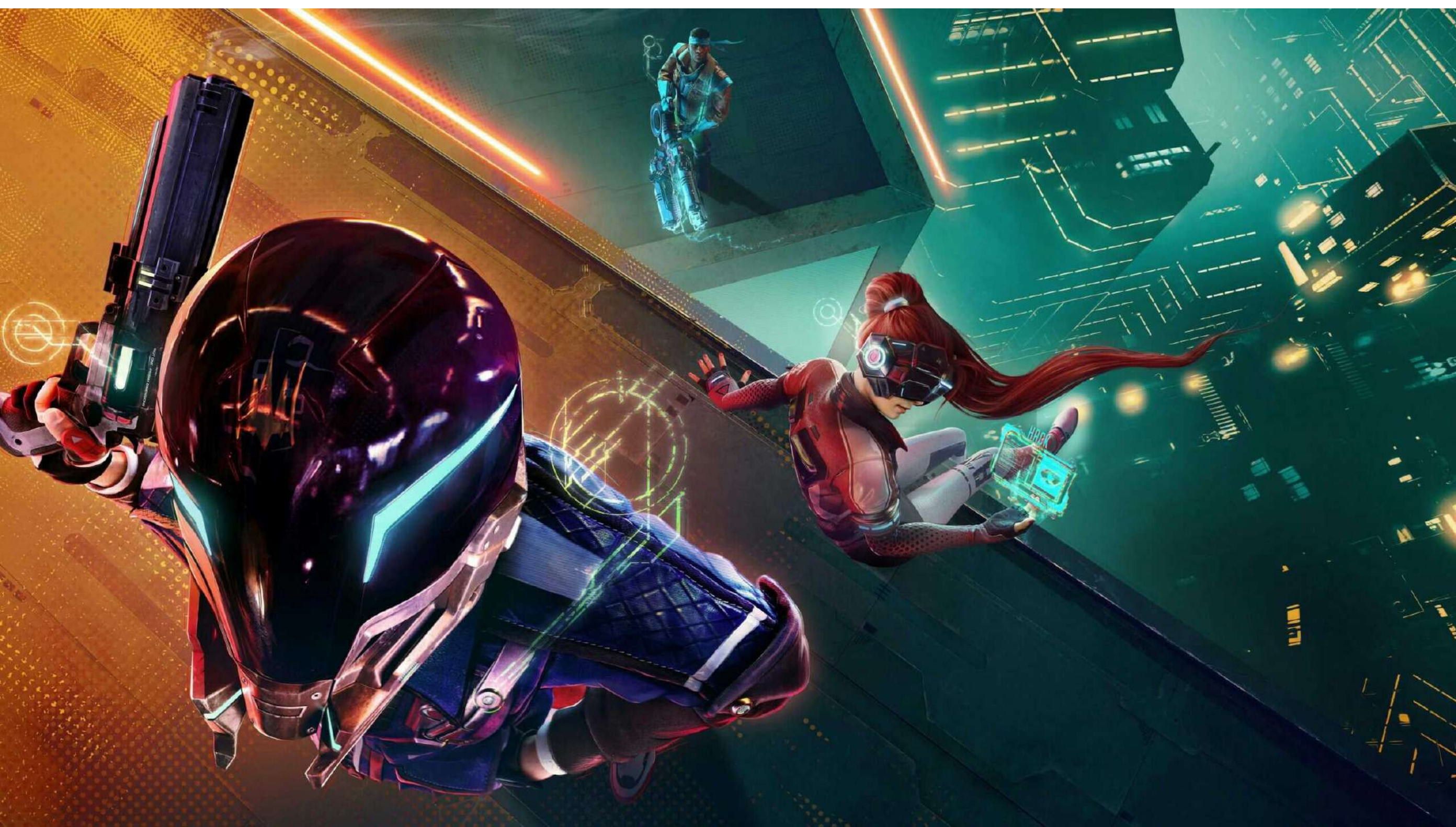
Throughout the game, players can find both weapons as well as special abilities known as "Hacks," such as letting the player transform into a giant ball from which they can bounce around, or letting them become invisible. Players can only have two weapons and hacks available at a time, although each item can be swapped out during a round.

When a player is killed in the squad game mode, they become an "Echo". While Echos can't kill any opponents they are able to "ping" other members of their team to alert them to dangers or points of interest. When an enemy is killed, they drop a revive point which allows a team to respawn fallen teammates.

Throughout the match the AI host can modify the game world, including revealing every enemy on the game's minimap, giving weapons infinite ammo or turning on a low-gravity mode. Viewers watching the game on Twitch can vote, which will help the AI decide what modifications to turn on.

Like many games in the Battle Royale genre, Hyper Scape uses a tiered battle pass as a reward system for its players. Each season, there will be a battle pass with 100 tiers, each of them including at least one reward. The technical test had a free battlepass with 10 tiers, with 2 player skins at tier 10. The open beta had a 30 tier battle pass. Possible rewards include new champions along with player skins, weapon skins, melee weapons, deployment pods, emblems and sprays, none of which give the player any competitive advantage. Some battle pass rewards would require a Twitch Prime membership to claim those rewards.

In order to move up a tier on the battle pass, players need to gain 200 experience points. Those points can be obtained in many ways; completing daily and weekly challenges, performing well in games as well as watching and interacting with Twitch streamers will net you experience points. Ubisoft insists that playing the game is still the best way to rank up; players can only earn up to 400 experience points - or 2 tiers - per day, whereas there is no limit when actually playing the game.





Developer: Ubisoft Montreal

Publisher: Ubisoft

Director: Jean-Christophe Guyot

Producer: Graeme Jennings

Engine: AnvilNext 2.0

Platforms: Microsoft Windows, PlayStation 4, Xbox One

Release: August 11, 2020

Genre: Battle royale, first-person shooter

Mode: Multiplayer

TiTi Rating: 9/10



Development

In development for two years, the game was designed around the idea of "Game as a spectacle." This came about because the developers noticed that, with live streaming services like Twitch, the developers, as well as gamers in general, were watching games about as much as they were playing them, with director Christophe Guyot noting that they weren't only answering to gamers anymore, but rather also to viewers. Thus the team " wanted to bring streamers, players, and viewers together into one thing".

Although teased by Ubisoft, the game was officially revealed on July 2, 2020 when many streamers on Twitch suddenly began playing it with a trailer being released later in the day. The Verge compared this to both Apex Legends and Valorant which were also announced in such a manner.





CALL OF DUTY
WARZONE

MW

Fall Guys: Ultimate Knockout is a 2020 platformer battle royale game developed by Mediatonic and published by Devolver Digital. It was announced at E3 in June 2019 and released on 4 August 2020 for Microsoft Windows and PlayStation 4. The game draws inspiration from game shows like Takeshi's Castle, It's a Knockout and Total Wipeout, and children's playground games like tag and British bulldog.

Fall Guys received positive reviews from critics, who praised its chaotic gameplay and visual appearance, and attributed part of its success to its release during the COVID-19 pandemic.

Gameplay

Up to 60 players compete in matches with battle royale-style gameplay. Players, represented as jellybean-like figures, move around a three-dimensional playing field, with additional moves such as jumping, grabbing, or diving to assist gameplay. The aim is to qualify for subsequent rounds by successfully completing each of the randomly selected mini-games. Certain mini-games involve running towards a finish line at the end of the map, while others add elements of teamwork. On every mini-game, obstacles appear around the map for added complexity. Players who are too slow or who fail certain requirements for a mini-game are eliminated. On the final round, the remaining few players compete in a final match with a randomized mini-game designed for a smaller player size. The winner of the match is the last player standing.

Using an in-game currency, "Kudos", players can purchase cosmetics and emotes for their character to show off in game. Players obtain Kudos by completing matches and get "Crowns" (the premium currency) by winning. Some of the costumes are of characters from different games, such as Gordon Freeman from the Half-Life series or Jacket from Hotline Miami. The game supports micro transactions for the purchase of additional in-game currency.

Development and release

The conception of Fall Guys: Ultimate Knockout began when Mediatonic was discussing another project in January 2018. One member, lead designer Joe Walsh, made a throwaway comment that it reminded him of game shows such as Takeshi's Castle and Total Wipeout. He drew from that inspiration to create a pitch document for what would become Fall Guys: Ultimate Knockout. Originally titled Fools' Gauntlet, Walsh's pitch featured 100 players competing in a battle royale composed of physical challenges. Creative director Jeff Tanton, while initially skeptical that creating another battle royale game would be successful, was quickly convinced of the game's potential, and forwarded Walsh's pitch to Mediatonic's founders.

Tanton and Walsh then began working on a pitch deck for the game. For the pitch deck, principal concept artist Dan Hoang created images featuring colorful, bean-shaped characters racing on an obstacle course in the sky. Tanton explained that Hoang's character designs helped shift the focus of the game away from the obstacle course itself, to the characters. With the pitch deck completed, Tanton pitched the game to 10 different publishers at the 2018 Game Developers Conference. After Devolver Digital agreed to publish the game, development began six months later.







Developer: Mediatonic
Publisher: Devolver Digital
Director: Jamie Riding
Producer: Alex Ruse
Designer: Joseph Walsh
Programmers: Joel Herber, Rakesh Vangur
Artist: Rob Jackson
Composer: Jukio Kallio, Daniel Hagström
Engine: Unity
Platforms: Microsoft Windows, PlayStation 4
Release: 4 August 2020
Genre: Battle royale, platformer
Mode: Multiplayer
TiTi Rating: 6/10

Fall Guys: Ultimate Knockout began its initial prototyping process with a small team, growing to 30 people during development. Initial progress on individual minigames was slow which caused the team to worry that there wouldn't be enough content for launch. A turning point came when the team came up with a group of pillars that "Took the opinions of people out of the occasion" and allowed the developers to "kill ideas faster". Such pillars include making sure a minigame was "50-50 chaos and skill" and that a level had to be "different every time". In an attempt to remain faithful to the game shows they were inspired by, as well as differentiate from first-person shooter battle royale games, Mediatonic's focus was on gameplay variety. By presenting the player with several, randomized rounds of game modes, Mediatonic hoped to recreate the experience of being on a game show. To help keep the "spirit of playground games and game shows", Mediatonic created an internal rule that game modes needed to be explained in three words. Over time, the game underwent numerous other changes. The player count was decreased from 100 to 60, as the games "stopped being readable or fun" when there were too many players competing. The game also went through name changes, going from Fools' Gauntlet to Stumble Chums to Fall Guys.

It's a Knockout, a game show that forced its contestants to dress up in oversized costumes, inspired the idea that the characters should "have that element of being completely uniquely, badly designed for the task that we were gonna put them through". The ragdoll physics were implemented on purpose, because Mediatonic did not want them to be like "hyper athletic Ninja Warrior characters" and because "falling over is funny". According to Walsh, striking the right balance between funny ragdoll collisions and game performance was critical, because "as soon as you lose the ragdoll-ness of the character, you lose the comedy". The character designs were inspired by the look of vinyl toys.

Fall Guys: Ultimate Knockout was announced at E3 in June 2019 and was released on 4 August 2020 for Microsoft Windows and PlayStation 4. Prior to release, it was announced that *Fall Guys: Ultimate Knockout* would be free for PlayStation Plus members during the rest of August.

On 12 August 2020, Mediatonic had announced their first major update would be arriving on the next day, as well as announcing that additional content would be added in the future.

On 27 August 2020, Mediatonic announced a second season at Gamescom, which was held virtually due to the COVID-19 pandemic. The season is set to be featured around a medieval theme, with new skins and minigames being added. The new season will release in October 2020.





GADGET

TECLAST F7S

Fashionable Design Built for Business

14.1 inch Thin Laptop with Full Size Keyboard

Aluminum Alloy Metal Body



\$279.99

Windows



Metal Body
Slim and Solid



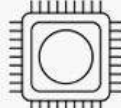
Thickness 7mm
Weight 1.5Kg



14.1" IPS Display
1920×1080



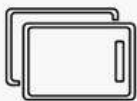
8mm Narrow Bezel
2.5D Edge



Intel Apollo Lake
Low Power
Consumption CPU



HD Graphics
High Performance



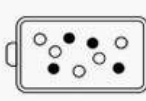
8GB RAM
128GB ROM



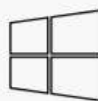
21mm Key
Travel Distance
Narrow Bezel Keyboard



Large
Trackpad



7-Hour
Mix-use



Windows
10



ac Dual-band WiFi
Bluetooth

HD Graphics

Core Graphics

4K Video Playback

Hardware Decoding

HD Graphics 4K Video Playback

Intel HD Graphics allows F7S to smoothly play 4K videos with ease.



Integrated Design

Glass Panel

8mm

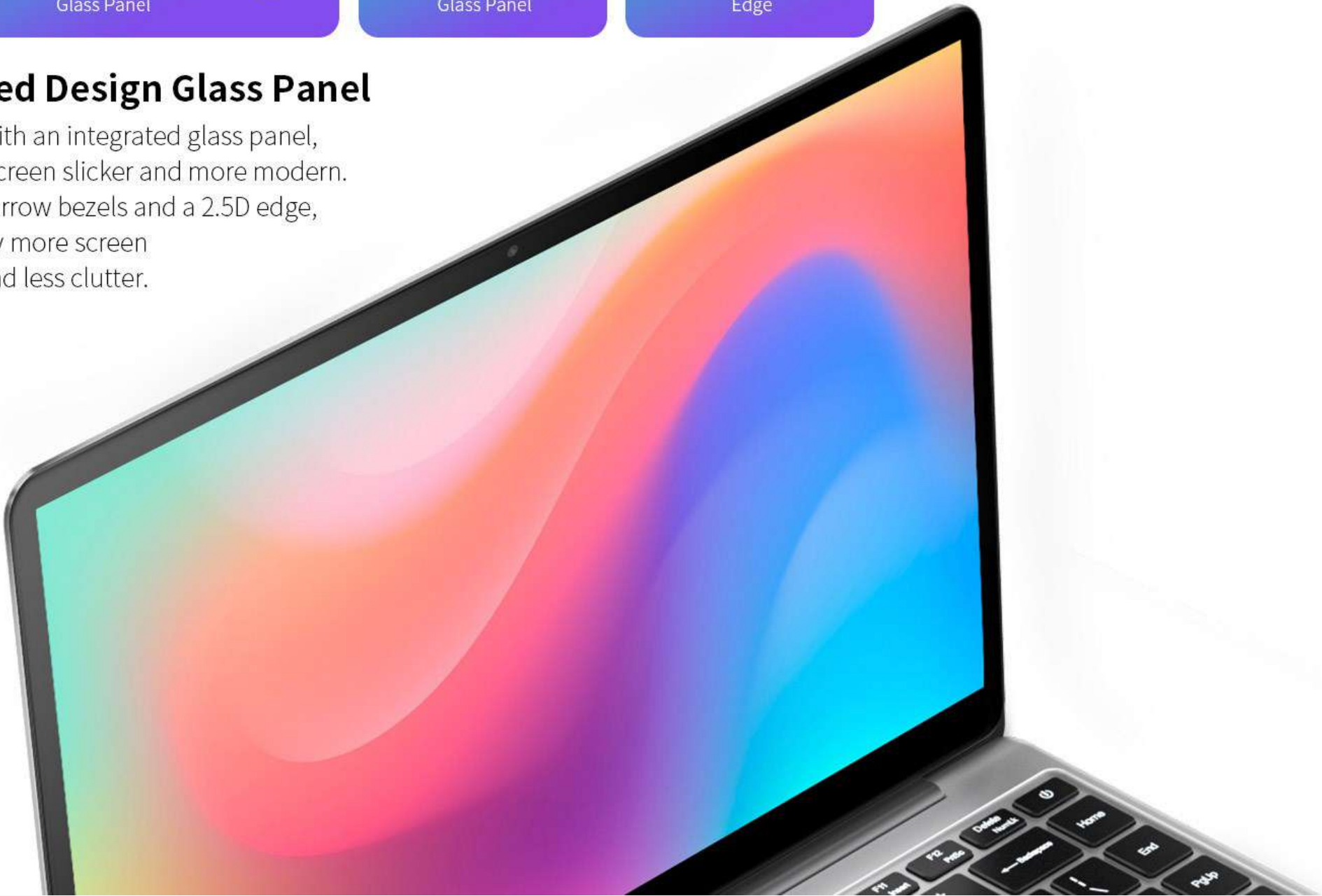
Glass Panel

2.5D

Edge

Integrated Design Glass Panel

F7S comes with an integrated glass panel, making the screen slicker and more modern. With 8mm narrow bezels and a 2.5D edge, you will enjoy more screen real estate and less clutter.



1.5Kg

Weight

7mm

Thickness

Fashionable and Thin Great Portability

The metal body with a gradient design reduces the thickness and weight of F7S.



14.1 inch

IPS Display

1920×1080

Full HD

14.1 inch Full HD Display

F7S has a 14.1 inch full HD IPS display in a traditional 13.3 inch laptop chassis, you will enjoy wide viewing experience.





Windows 10
OS

office
Productive

For Productivity and Entertainment

With Windows 10, you will experience fast boot-ups,
a familiar yet expanded start menu,
and great new ways to get stuff done.



14 .1 inch Full HD Display
Clear and wide for your visual enjoyment

High Performance Intel Processor
Handle daily office tasks with ease

Support SSD Upgrade
Storage expansion

Full Size Keyboard & Large Trackpad
Comfortable typing and operation experience



Micro SD
Headphone Jack
USB3.0



USB3.0
Charging Port
Mini-HDMI

Dual USB3.0

HDMI

Bluetooth4.2

ac Dual-band WiFi

More Functions You Need

Two standard USB3.0, Mini-HDMI output allow you to connect to multiple devices.
Dual band Wi-Fi and Bluetooth 4.2 enable you to work with fast network.

8GB
RAM

128GB
ROM

Micro SD
Storage Expansion

8GB Memory 128GB Storage

8GB memory gives you the power to handle most applications and multimedia workflow.
128GB storage offers ample storage for your person data. And you can expand the storage by Micro SD card and SSD.

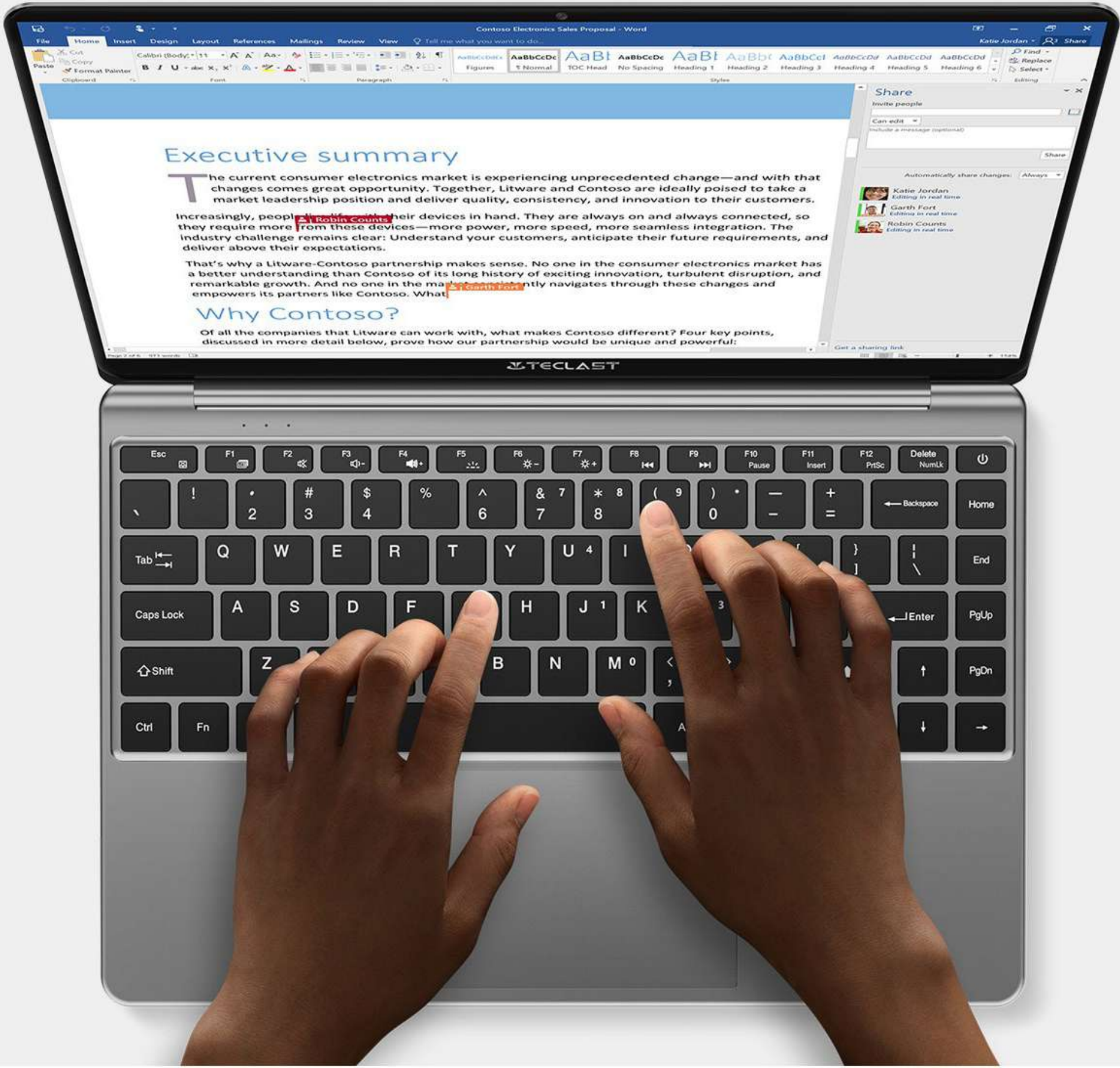


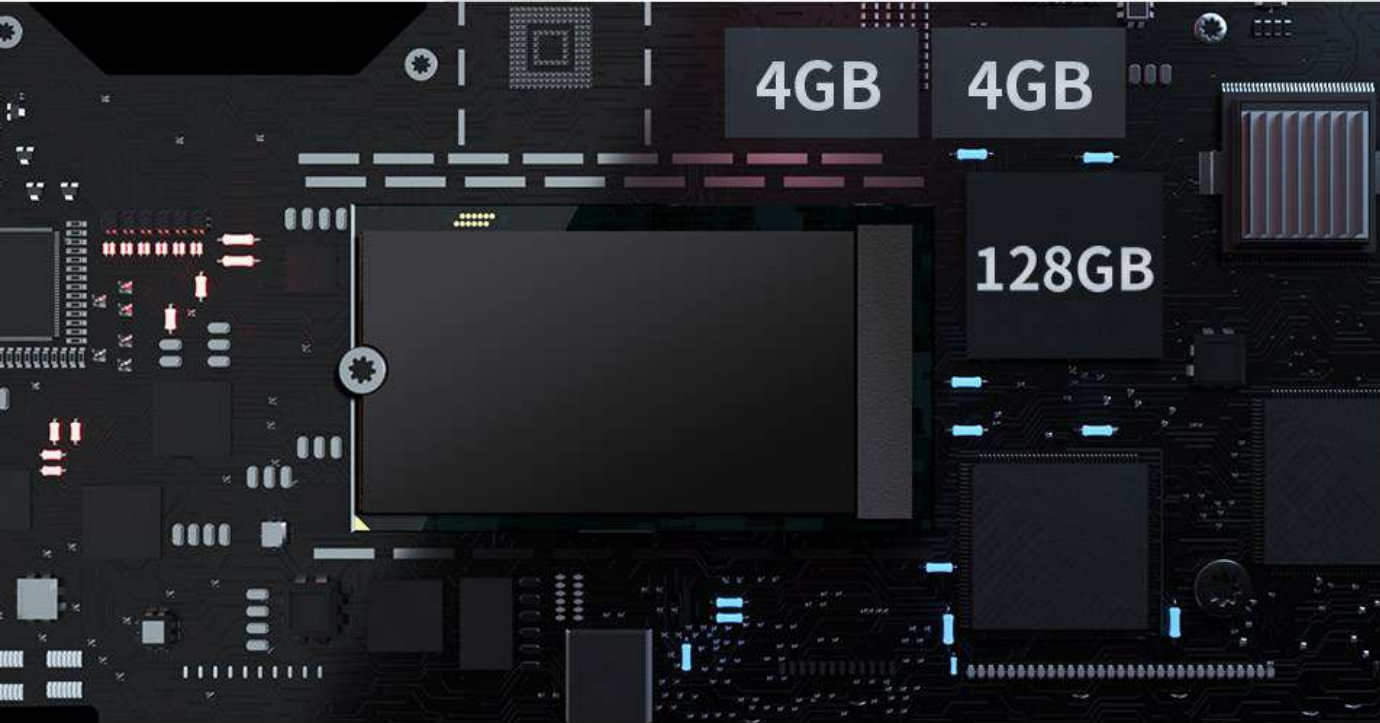
21mm
Key Travel Distance

6mm
Narrow Bezel

Full Size Keyboard with Narrow Bezel

A full Size keyboard with 6mm narrow bezel and 21mm key travel distance, brings you comfortable typing experience.





125mm × 78mm
Trackpad

20%
Larger Area

Large Trackpad

Smooth touch and convenient operation with large trackpad.



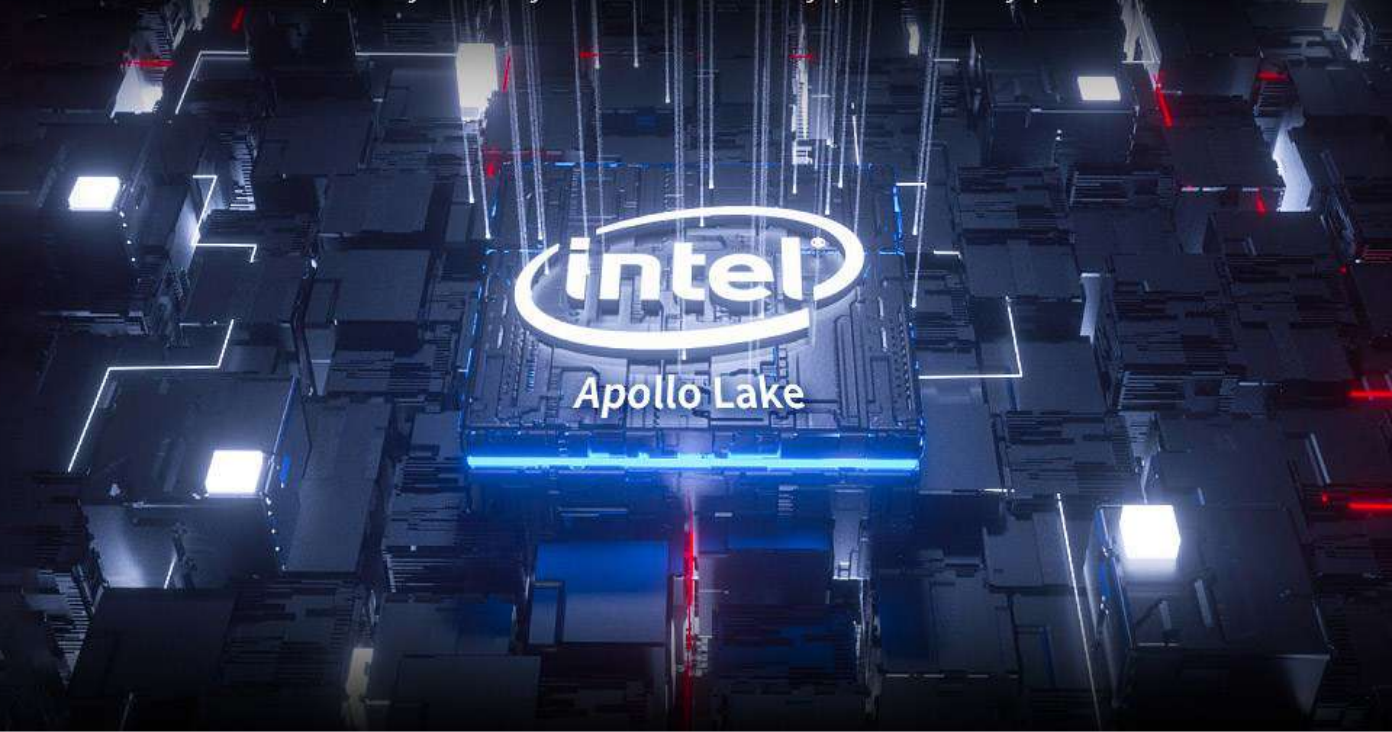
Intel
Apollo Lake

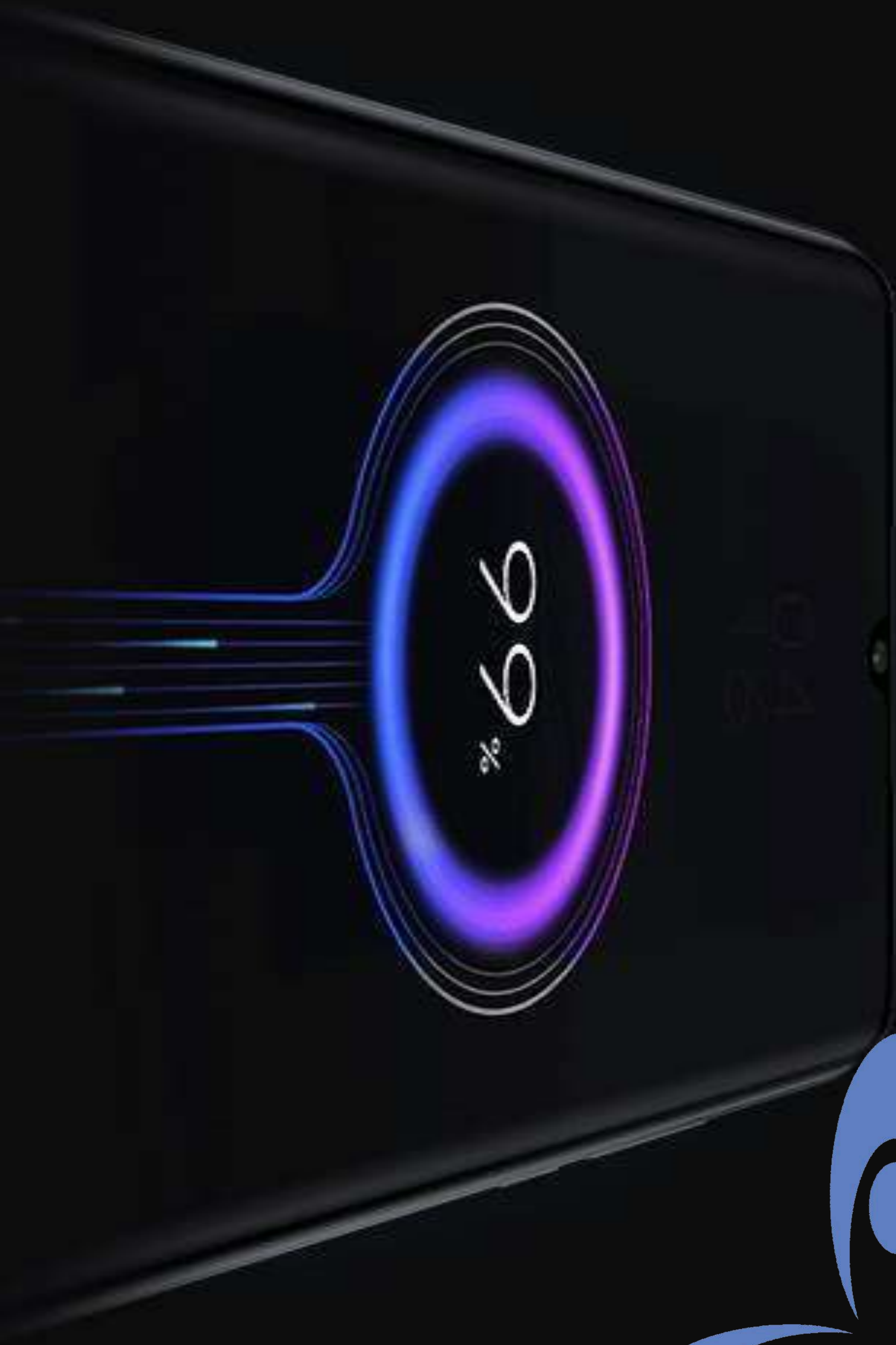
2.4GHz
Frequency

14nm Process
Low Power Consumption

Low Power Consumption High Performance CPU

F7S is powered by Intel Apollo Lake processor.
2.4GHz frequency offers you excellent daily productivity performance.







AI Octa Core

Dual 4G Phablet

P80X

\$175.63

8 inch IPS Display

P80X features 8 inch IPS screen with 178°visual angle to bring colorful and vivid image. Give your shocking visual enjoyment.



8inch IPS
1280×800

178°
Viewing Angle



Tip:It is a theoretical viewing angle. Due to the influence of touch screen refraction and structural distance, the actual viewing angle will be reduced. Please refer to the actual object.

10 Hours
Video

AI Intelligent
Power Management

10 Hours
Video

Long Battery Life

A Type-C port makes the charging speed faster.
AI intelligent power management help P80X achieves with up to 10 hours local video playback.

Dual 4G

TDD+FDD

Network

Phone Call

Dual 4G Network and Phone Call

Teclast P80X supports TDD+FDD 4G network.



Android 9.0

OS

AI

Speed-up

Android 9.0

As Teclast first Android 9.0 tablet, the new interface and convenient operation will bring you excellent using experience.



GPS

Navigation

BT






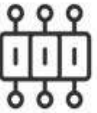


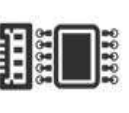

Transmission

GPS Navigation

With GPS and 4G network, P80X will guide your way precisely.





 Dual 4G TDD+FDD	 VoLTE 4G Phone Call	 A55 64bit Octa Core	 AI Speed-up	 Android 9.0 Pie
 Series8XEP Graphics	 8" IPS 1280×800	 10 Hours Type-C	 2GB RAM 32GB ROM	 GPS Bluetooth



Unisoc SC9863A

8×A55
Processor

AI Octa Core Intelligent Experience

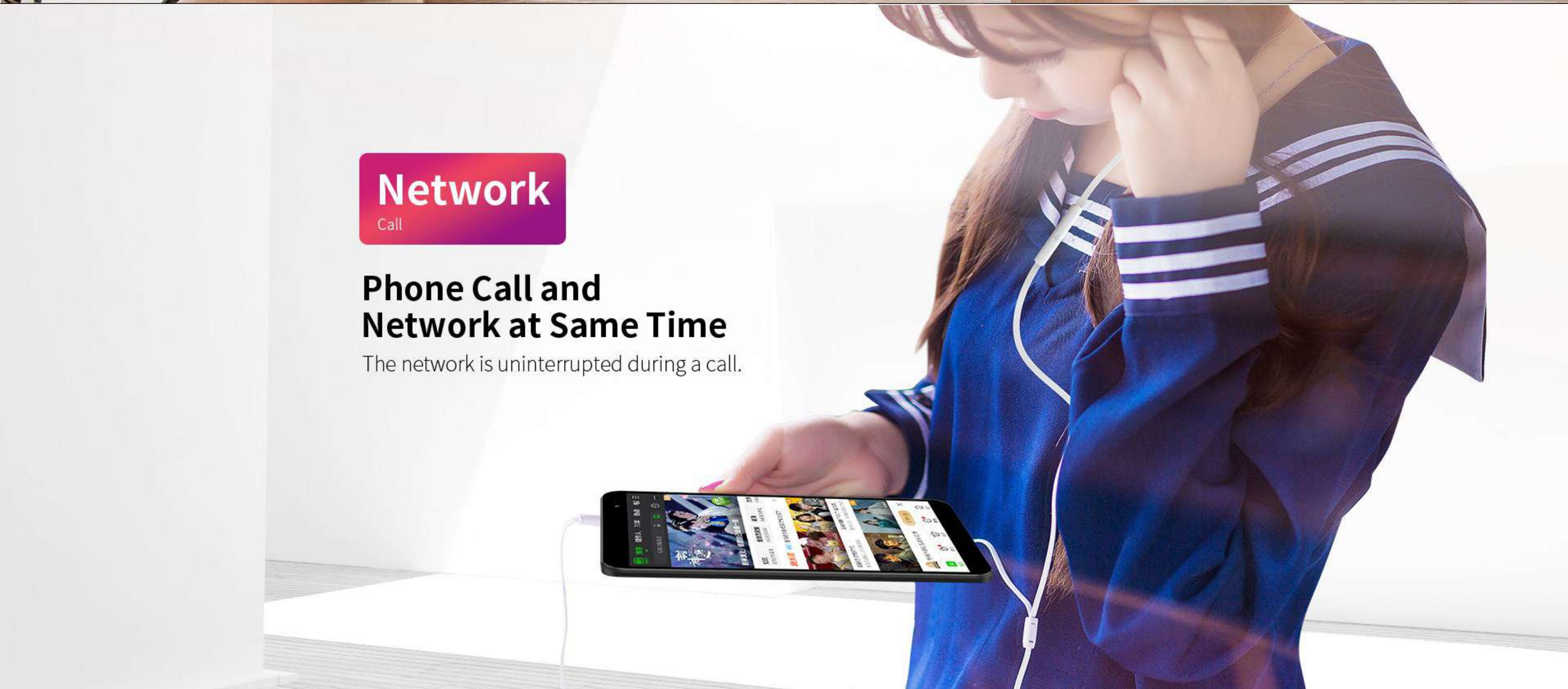
UNISOC SC9863A achieves AI support, not only makes the tablet use fast and smooth, but also provides intelligent acceleration to optimize the experience.

Network

Call

Phone Call and Network at Same Time

The network is uninterrupted during a call.





Octa-core

A55

Increased 15%

Energy Efficiency Ratio

70,000 Scores

Antutu

High-Performance Octa-Core Processor

SC 9863A equips Octa-core ARM Cortex™-A55 application processor which gets about 70,000 scores on Antutu. Comparing with A53, the energy efficiency ratio is increased 15%.



24 seconds

Switch on

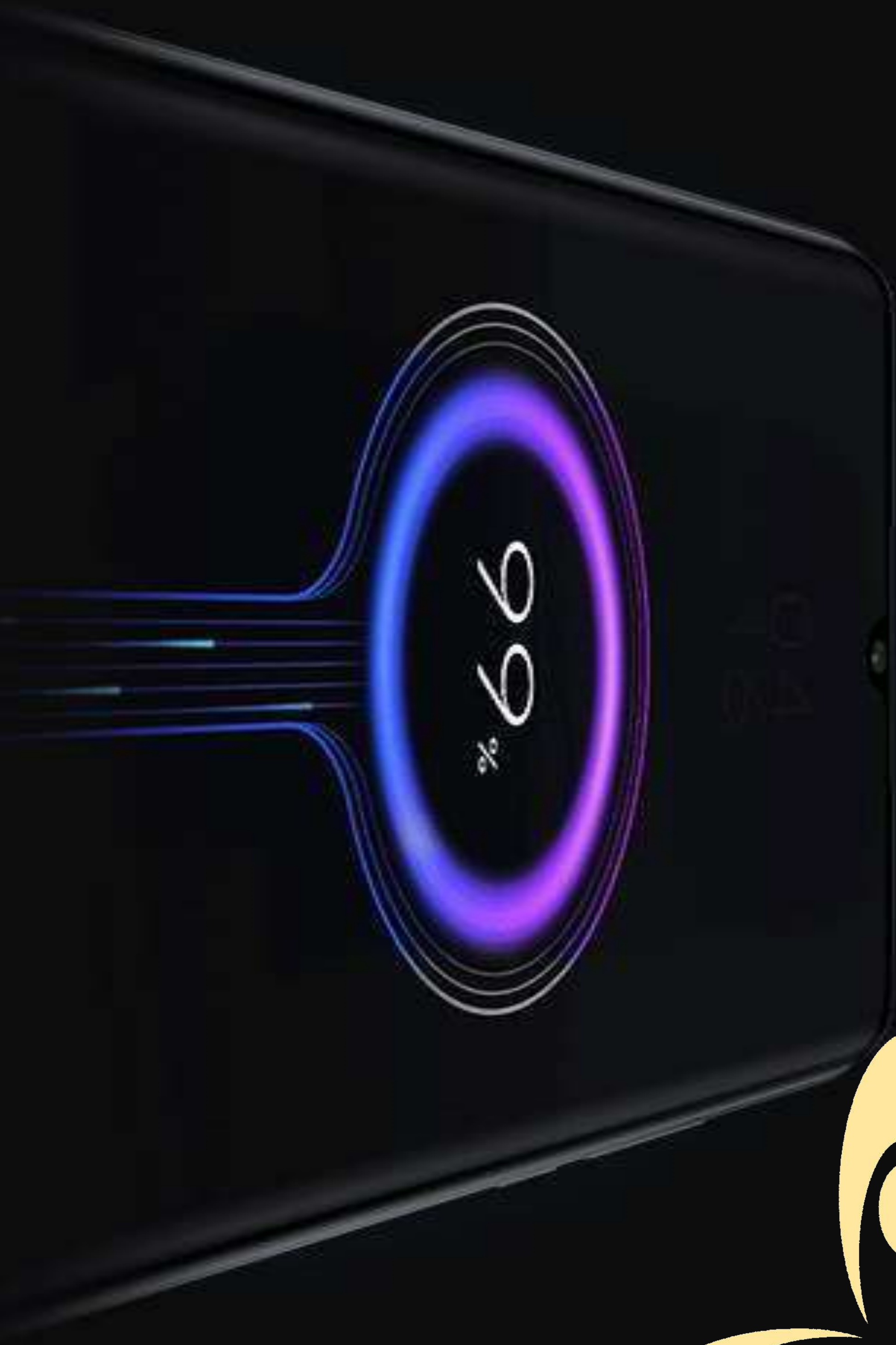
AI

Speed-up

AI Speed-up

Thanks to the AI speed-up technology, it takes only 24 seconds to switch tablet. AI constantly learns the user's usage habits, intelligently speeds up commonly used applications, and intelligently filters search results. Make the tablet experience even better.

Note: All data in the foregoing pages are theoretical values obtained by Teclast internal laboratories through tests carried out under particular conditions. Actual data may vary owing to differences in individual products, software versions, application conditions, and environmental factors.



LG WING

Take Flight to New Spaces

\$999



Faster and more stable, hidden in the watch



TWS true wireless Automatic pairing Touch operation Long battery life

\$78.55



Classic Reproduction

Cool - born for sports!



240*240
HD pixel



exercise more
Calculation



Health
Monitoring



Life
Assistant



IP68
Waterproof



Sleep
Monitor



Silica gel
Strap



information
remind



BT
Photo



Cool
Dial



240Ah
Durable standby



Sedentary
Remind

Z40 SMART WATCH

SMART LIFE | NEW EXPERIENCE | HEALTH & FUN

All you need, is this elegant smart assistant.



\$30.30



1.54 IPS Screen



MTK2502



Bluetooth 4.0



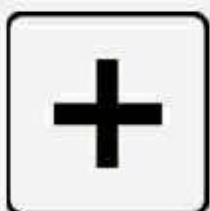
Voice Control



Bluetooth Music



Heart Rate



Blood Pressure



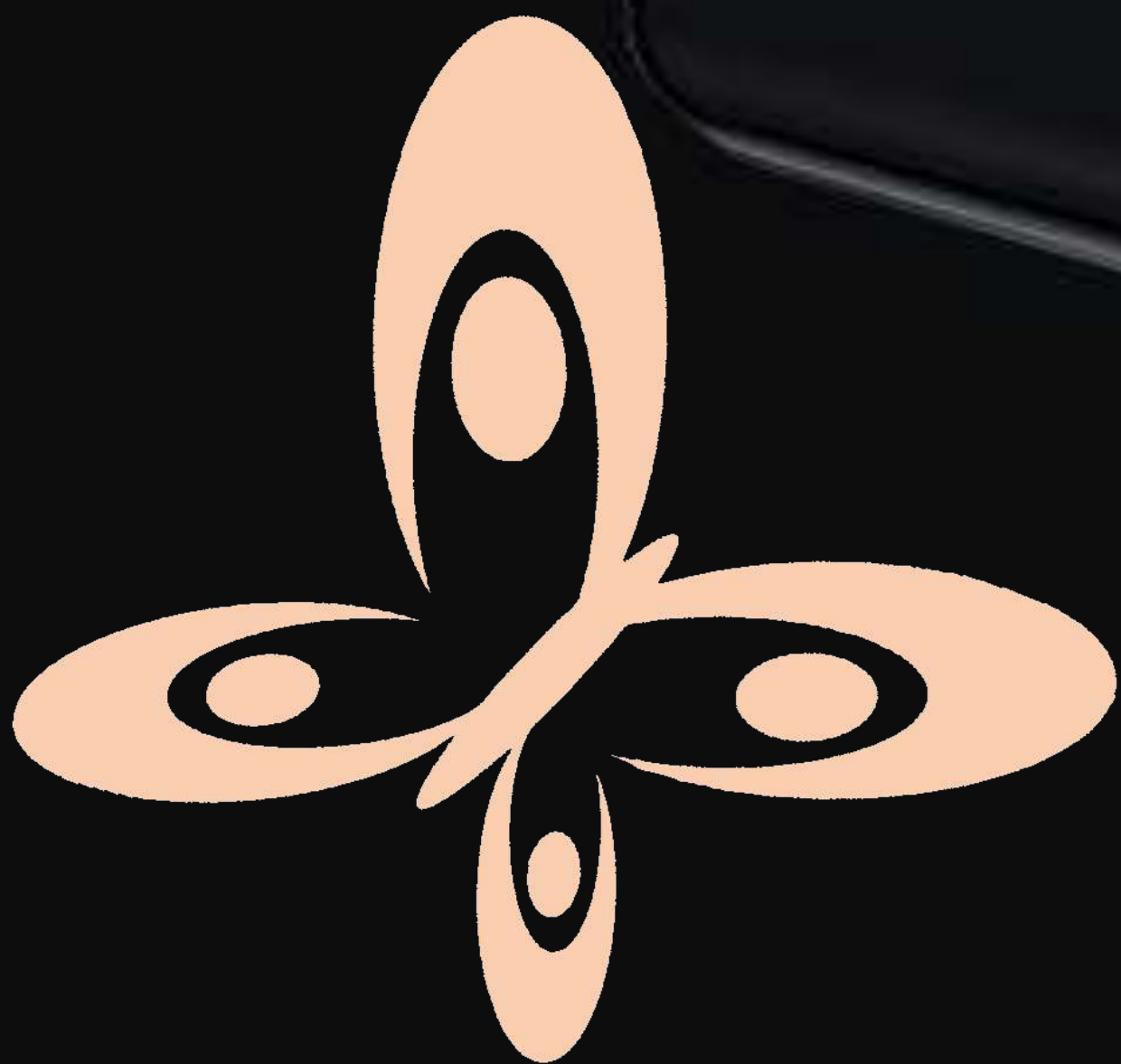
Pedometer



Calories



Bluetooth Camera





\$90

S16

AI Selfie for Everyone

Triple the Camera
Triple the Quality



6.5" HD + Waterdrop FullScreen
View the World

Feel and Experience the Pleasures of
an 8.3mm Thickness



More Stylish than Ever
Visual and Touchable
Beauty

More Battery Life
More Freedom

4000mAh





Automobile



THE BMW M5.



\$111,995



**BOUNDLESS
DRIVING PLEASURE.**





CONNECTIVITY AND INFOTAINMENT.





**PACKED WITH POWER
UP TO THE
CARBON ROOF.**

**LIFE IN
THE FAST LANE.**





WELCOME TO THE WORLD OF HIGH TECH

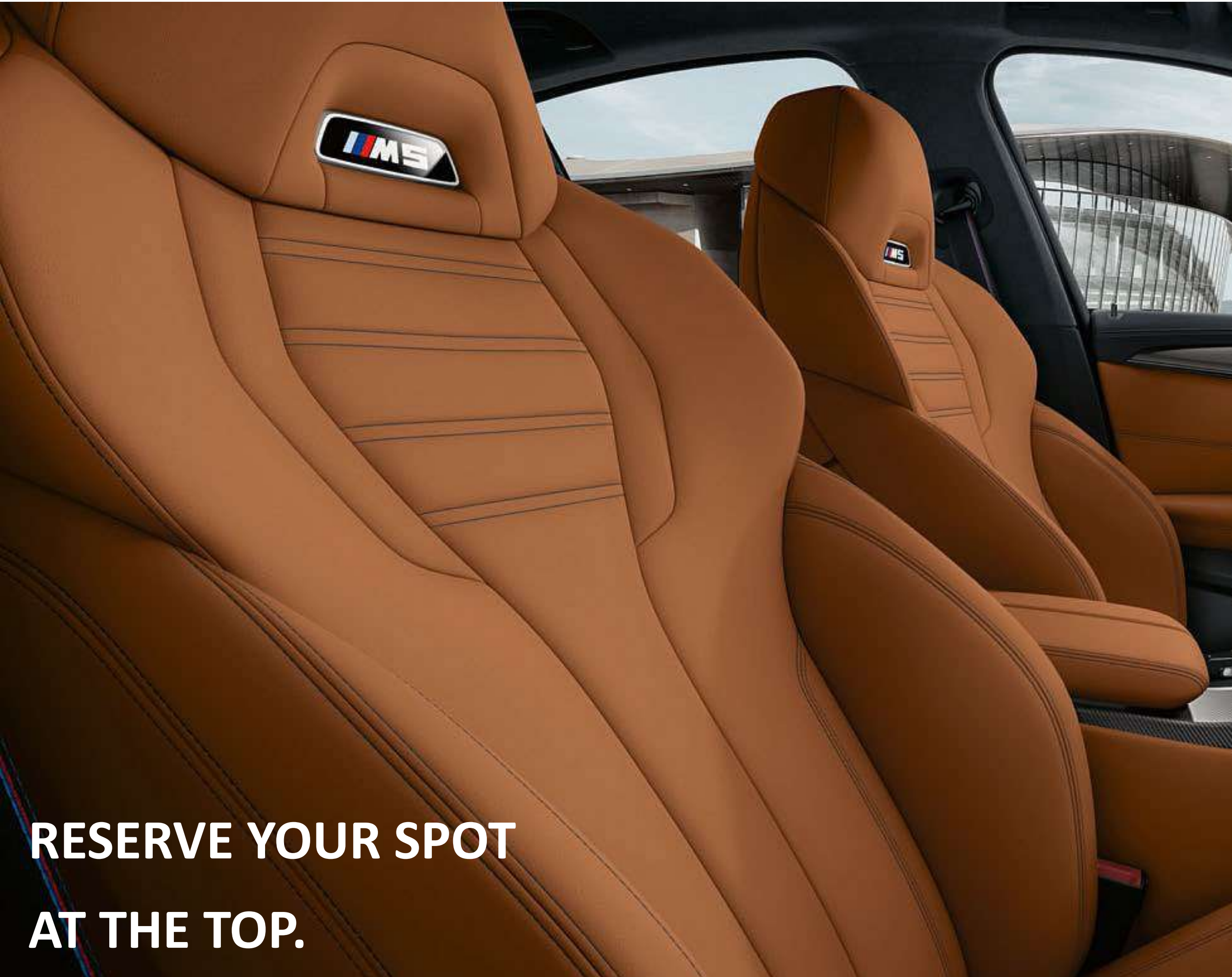




EQUIPMENT HIGHLIGHTS







**RESERVE YOUR SPOT
AT THE TOP.**

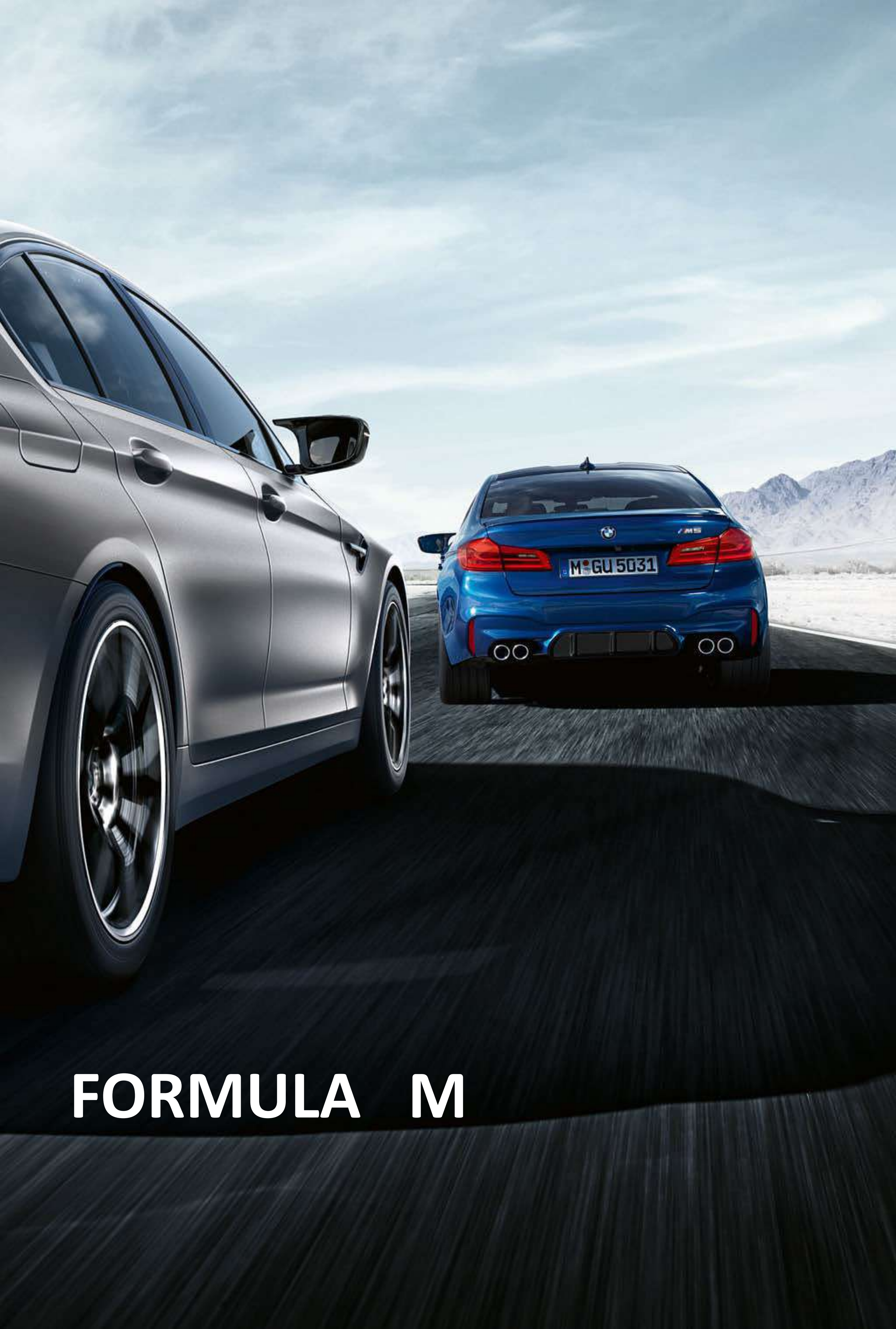






DRIVER ASSISTANCE AND SAFETY.





FORMULA M



INNOVATION AND TECHNOLOGY.

**A CAR THAT'S GOT IT ALL.
EXCEPT FOR COMPETITION.**





EXTERIOR COLOURS.





THE X3 M \$41,950

THE X4 M \$80,400

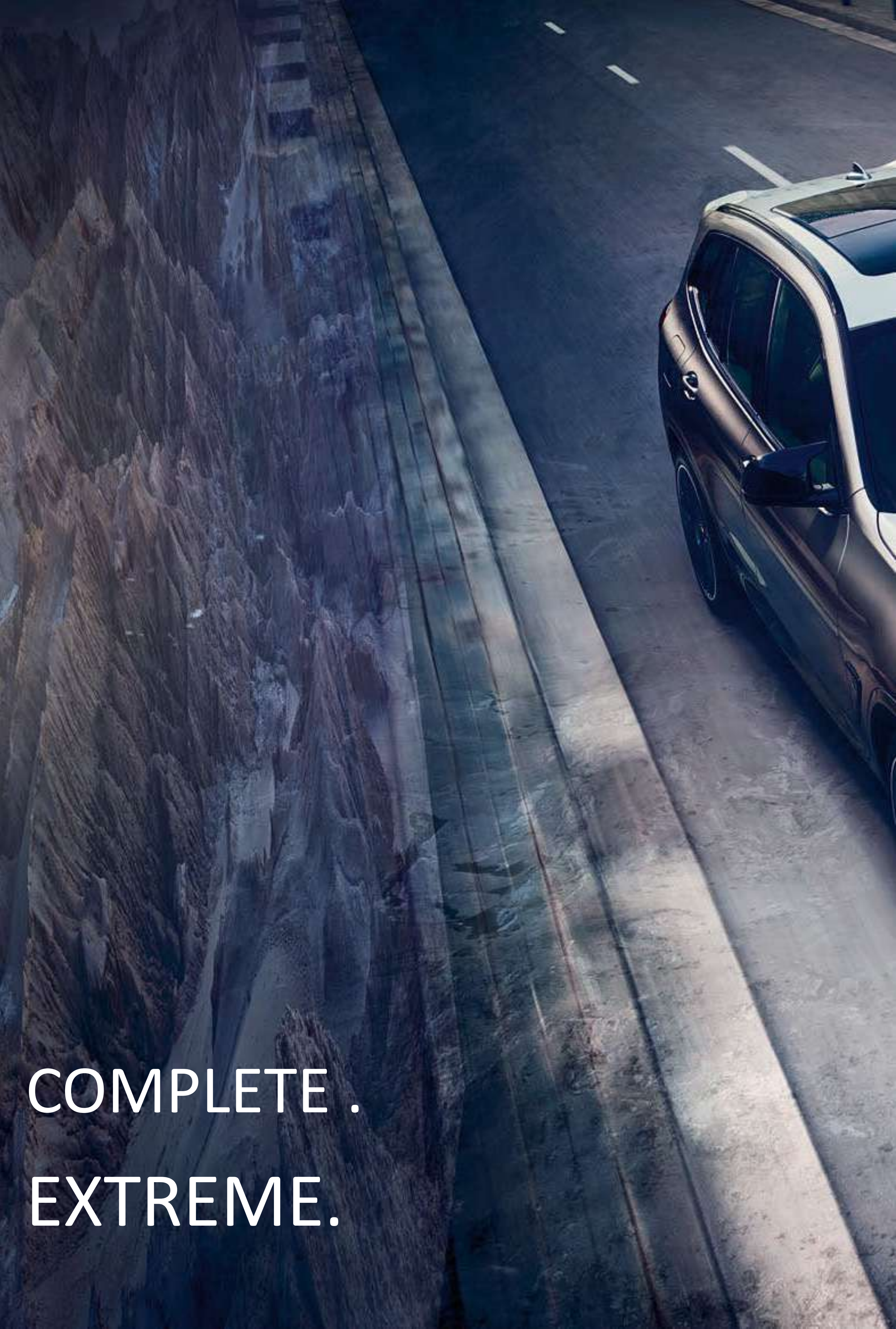


YOUR LADY AWAITS YOU.



TAKE CHARGE OF YOUR DESTINY





COMPLETE .
EXTREME.



**A NEW
DRIVING
FORCE.**



WELL DEFINE INTERIOR



GOOSEBUMPS DON'T LIE.



A NEW
DRIVING FORCE.

RAISING AMBITIONS.





ALL NEW.

ALL M.



A GRILL THAT HAS MADE IT'S MARK



**I WANT TO BE THE
STANDARD**



BE IN TOTAL CONTROL





UNTAMED. BUT UNDER
COMPLETE CONTROL .





THE BMW X5 M AND X6 M.







THE Z4

\$64,700

TO IDOLISE





*TIME TO
OPEN UP.*



RAYS OF SUNLIGHT.



A photograph of a building facade. The upper portion shows a red-tiled roof with a strong perspective, creating a series of parallel lines that recede into the distance. Below the roof is a dark blue or black wall. In the foreground, a light-colored sidewalk with rectangular paving stones is visible. The overall lighting is dramatic, with the red tiles appearing bright against the dark background.

***RATIONALLY
BREAKS EVERY RULE.***



LIFE IS BEAUTIFUL.



Dynamic appeal, everything within reach





Expressive roadster design







STATEMENT OF INDEPENDENCE.



FOR EXPERIENCE COLLECTORS.



MOVIES

NOTE: Movies Release dates are subject to change

SONY PICTURES
ANIMATION

CONNECTED

OCTOBER 23



FAMILY, ANIMATION



DARE

TO

SAY

HIS

NAME

OCTOBER 16



SUSPENSE, HORROR

From Producer JORDAN PEELE A Film By NIA DaCOSTA

CANDYMAN



MUST WATCH



ANIME, ACTION, ANIMATION, SUPERHERO FICTION

Black * Clover

DADDY'S GIRL

EVERY GIRL LOVES
HER DADDY

OCTOBER 5



HORROR, CRIME

ELIZABETH ARENDS SARA ANNE ALBINA KATSMAN BAILEY COPPOLA



OCT 16



HORROR, THRILLER

DON'T TRUST WHAT YOU CAN'T SEE

ALONE

A BROKEN CAGE FILM "ALONE" ELIZABETH ARENDS SARA ANNE ALBINA KATSMAN BAILEY COPPOLA MUSIC BY ROMAN VISHNEVSKIY
PRODUCTION DESIGNER LASHA ZAMBAKHIDZE LINE PRODUCER ELENA SEREBRYANNAYA DIRECTOR OF PHOTOGRAPHY DENIS ZEMTSOV WRITTEN BY SAMUEL BANDEIRA OLABODE OLAKANMI
STORY BY EVGENY BORISOV CHRIS NONG PRODUCED BY EVGENY BORISOV DANIEL SHAPOVALOV ABYLAY ZHAKASHOV DIRECTED BY VLADISLAV KHESIN



ROBERT DE NIRO UMA THURMAN ROB RIGGLE OAKES FEGLEY LAURA MARANO WITH CHEECH MARIN WITH JANE SEYMOUR AND CHRISTOPHER WALKEN

MUST SEE!

OLD SCHOOL vs NEW COOL

THE WAR WITH GRANDPA

OCT OBER 9

A COMEDY FOR THE WHOLE FAMILY

101 STUDIOS AND BROOKDALE STUDIOS PRESENT A MARRO FILMS PRODUCTION PRODUCED IN ASSOCIATION WITH SIGH FILMS LIMITED WEST MADISON ENTERTAINMENT TRIG FILMS AND EMMETT FURLA OASIS FILMS
A FILM BY TIM HILL ROBERT DE NIRO "THE WAR WITH GRANDPA" UMA THURMAN ROB RIGGLE OAKES FEGLEY WITH CHEECH MARIN JANE SEYMOUR AND CHRISTOPHER WALKEN
WRITTEN BY AARON ZIGMAN DIRECTED BY CHRISTOPHER HARGADON EDITOR CRAIG HERRING PRODUCTION DESIGNER PETER S. ELLIOT, ACE EXECUTIVE PRODUCERS JOHN COLLINS PRODUCED BY GREG GARDNER, ASC EXECUTIVE PRODUCERS JOHN KENNEDY FITZGERALD BRYANT PIKE
EXECUTIVE PRODUCERS DAVID C. GLASSER DAVID HUTKIN BOB YARI CHAD DOHER RICHARD BARNER GRANT CRAMER GUY FIERI SAUL P. "SONNY" SCHWARTZ KEN ROSS CHRISTINA PAPACIOKA MATTHEW SALLADWAY
PRODUCED BY MARVIN PEART, P.G.A. ROSA MORRIS PEART, P.G.A. PHILLIP GLASSER, P.G.A. WRITTEN BY ROBERT KIMMEL SMITH DIRECTED BY TIM HILL



COMEDY, DRAMA, FAMILY

The poster features a large, dark, textured face with glowing red eyes and sharp, yellow teeth at the top. At the bottom, a woman with red hair is kneeling on a wooden floor, surrounded by glowing yellow symbols and lines. The overall color palette is dark with red and yellow highlights.

BE CAREFUL WHAT
YOU CONJURE...

OCTOBER 26



HORROR, THRILLER

OUIJA

BLOOD RITUAL

RUBY ROSE

JEAN RENO

HER SECOND CHANCE
IS THEIR LAST HOPE...

THE
DOORMAN

DIRECTED BY RYUHEI KITAMURA

OCTOBER 9



ACTION, THRILLER



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Anamorphic

LIPSYNC

INGENIOUS



DC SHOWCASE ANIMATED SHORTS

BATMAN DEATH IN THE FAMILY

INTERACTIVE MOVIE

OCTOBER 13



ACTION, ANIMATION, SUPERHERO FICTION

MUST SEE!

WATCH ON NETFLIX



ANIME, ACTION, ANIMATION, DETECTIVE, FICTION

The Beginning

ED HELMS

TERRENCE LITTLE GARDENHIGH

AND TARAJI P. HENSON



A NETFLIX FILM

WATCH ON NETFLIX

MUST SEE!



COMEDY, ACTION, CRIME

MUST SEE!


A Silent Voice



ANIME, ADVENTURE, ANIMATION

MUST WATCH





NEVER
STEAL
A MAN'S
SECOND
CHANCE

LIAM NEESON

HONEST THIEF

OCTOBER 9



CRIME, ACTION, THRILLER

**SCOTT
ADKINS**
**MARIO
VAN PEEBLES**



SEIZED

**JUSTICE IS
UNSTOPPABLE**

OCTOBER 13



ACTION, THRILLER



OVER THE MOON

Let
Love
In

WATCH ON NETFLIX



ANIME, ANIMATION, ADVENTURE

Written by *Colin Hosten* Illustrated by *Yujia Wang*



MUST SEE!

anohana

The Flower We Saw That Day



MUST WATCH



ANIME, DRAMA, ANIMATION, ADVENTURE