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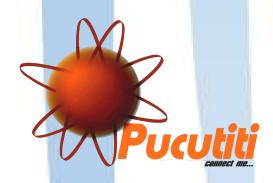
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GAME

Residdent Evil Village

Deathloop

Riders Republic

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Itel Vision 1 Pro

AUTOMOBILES

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2021 Subaru Legacy

2021 Subaru WRX/WRX STI

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Resident Evil Village

Resident Evil Village is a 2021 first-person survival horror game developed and published by Capcom. It is the sequel to Resident Evil 7: Biohazard (2017). Players control Ethan Winters, who is searching for his kidnapped daughter after a fateful encounter with Chris Redfield, and finds himself in a village filled with mutant creatures. While Village maintains the Resident Evil series' survival horror elements, the game adopts a more action-oriented gameplay style compared to its predecessor.

The game was announced at the PlayStation 5 reveal event in June 2020 and was released on May 7, 2021, for Windows, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S and Stadia. Resident Evil Village received generally favorable reviews, being praised for its gameplay, setting, and variety, although it received criticism for its puzzles, boss fights, and performance issues on the Windows version. The game's increased focus on action over its predecessor received more mixed opinions.

Gameplay

Like its predecessor, Resident Evil 7: Biohazard, Resident Evil Village uses a first-person perspective. It is set in a snowy explorable Eastern European village, described as "pulled straight from the Victorian era" and much larger and immersive than its predecessor. Structures and buildings in the central village can be climbed and used to fight enemies. Compared to Biohazard, the game is more action-focused, with protagonist Ethan Winters now equipped with more combat skills due to military training. The game's primary enemies, the werewolf-like Lycans, are not only agile and intelligent, but can wield weapons and attack in packs, forcing the player to rethink their strategy on whether to utilize sparse ammunition, use melee combat, or simply run away. Similar to Resident Evil 4, makeshift barricades can be used to fend off enemies.

The inventory management mechanic is similar to that of Resident Evil 4, featuring a briefcase and the ability to move and rotate items for better storage space. Players can buy supplies, weapons, upgrades, and items from a merchant, called the Duke. The players can also hunt animals in the village and have them cooked into dishes by the Duke. Eating side dishes allows the player to gain certain advantages such as decreasing the damage taken while blocking. Treasures and collectibles can be found around the village, and sold to the Duke for currency.

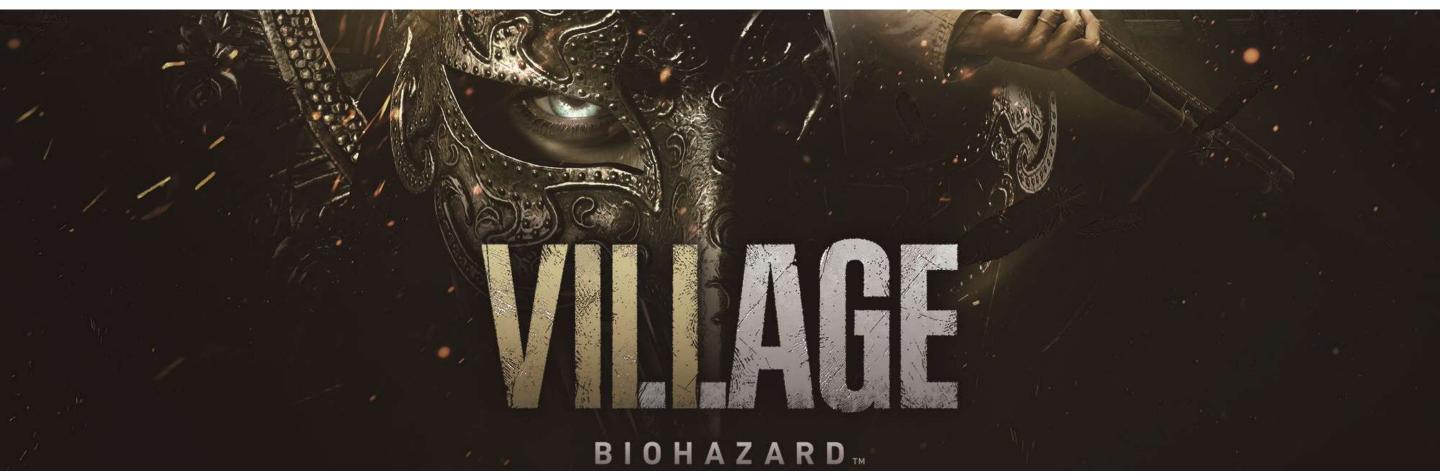
Players can manually save the game progress by locating and using typewriters, which replaces the tape recorders seen in Resident Evil 7 and marks their first appearance in a mainline game since Resident Evil 4. A map of the village can be accessed from the pause menu, as well as a diary with sketches recapping the player's progress in the story so far. Two new features added to the game were photo mode, which gave players the opportunity to screenshot in-game moments, and a button to skip cutscenes.

Similar to Resident Evil 3 (2020), Resident Evil Village will include a six-player online multiplayer game, Resident Evil RE:Verse, which was delayed until summer 2021, and was later further delayed until 2022. The Mercenaries Mode also makes a returning appearance in Village. Like its previous Resident Evil entries, it is an arcade-style game mode.

Synopsis

Setting

Resident Evil Village is set three years after the events of Resident Evil 7, largely on the day of February 9, 2021. Ethan Winters returns as the protagonist. Ethan has been living with his wife Mia and 6-month-old daughter Rosemary when Chris Redfield – the protagonist of previous Resident Evil entries – and his men suddenly appear, murder his wife in cold blood, and kidnap him and his baby daughter, bringing them to a mysterious European village. Ethan has to traverse the village to rescue Rosemary. The village is invaded by werewolf-like mutants called Lycans and governed by four different mutant lords, each controlling their own forces from strongholds within the village. Lady Alcina Dimitrescu,[b] an unusually tall vampiric aristocrat, resides at Castle Dimitrescu with her three daughters Bela, Cassandra, and Daniela, and mutated female attendants. The hallucination-inducing and ghost-like Donna Beneviento rules from her mansion, House Beneviento, and acts through her puppet Angie. The grotesque Salvatore Moreau operates from a reservoir in close proximity to the village and is described as a "merman". Karl Heisenberg, who can manipulate magnetic fields, leads a group of Soldat simulacra from a contemporary factory. All houses respond to a supreme leader figure called Mother Miranda, the ruler of the village who is a "presence worshipped by the villagers."





Plot

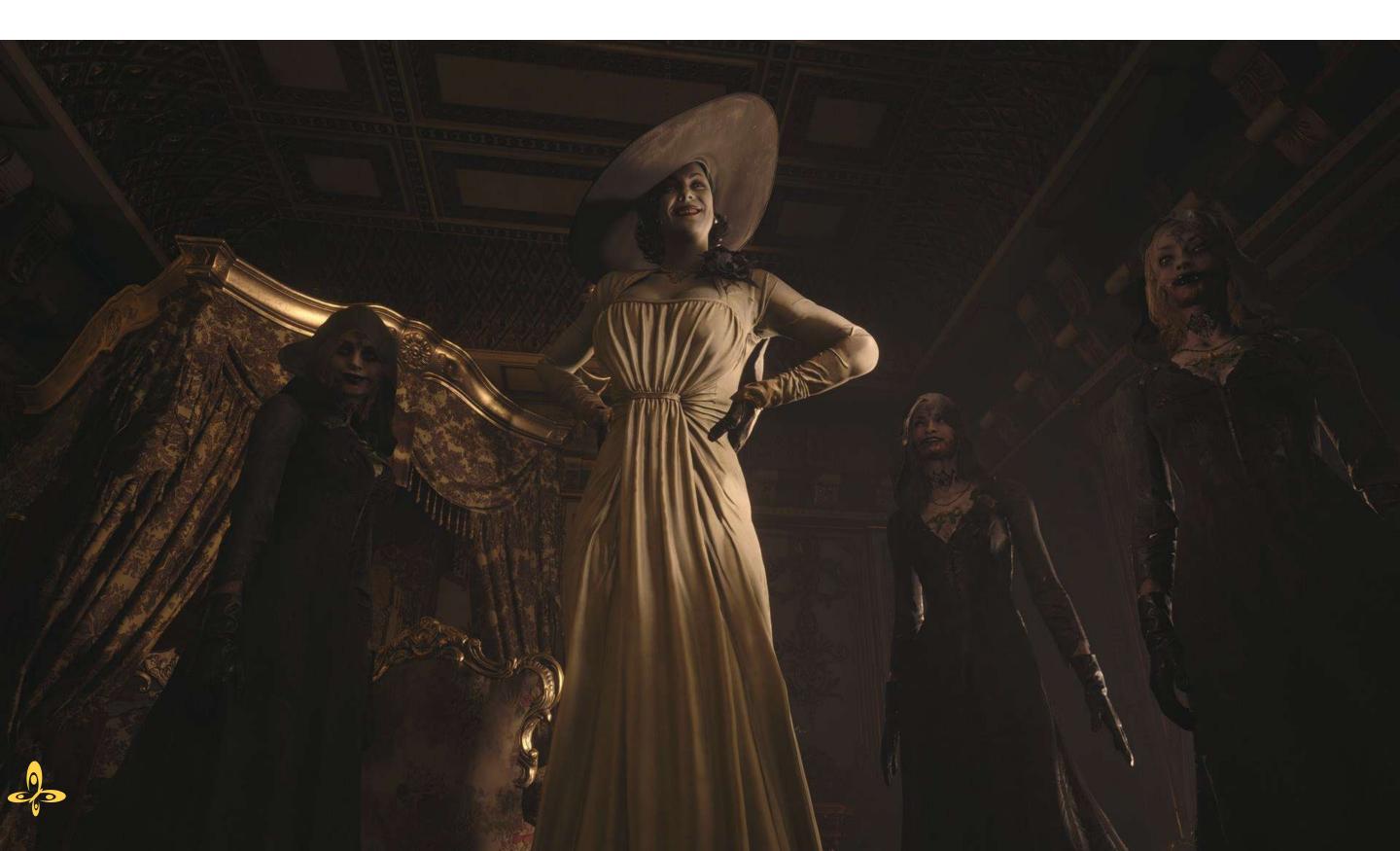
Three years after the events in Dulvey, Ethan and Mia have been relocated to Europe by Chris Redfield to start a new life with their newborn daughter Rosemary. One night, Chris and his Hound Wolf squad raid the house, assassinate Mia, and abduct Ethan and Rosemary. Ethan awakens next to the crashed transport truck they were riding in and reaches a nearby village terrorized by werewolf-like creatures known as Lycans. Ethan is unable to save the remaining villagers and is captured and brought before the village priest Mother Miranda and her lords: Alcina Dimitrescu, Donna Beneviento, Salvatore Moreau, and Karl Heisenberg. Ethan escapes a death trap made by Heisenberg and ventures into Dimitrescu's castle to find Rosemary, with the support of a mysterious local merchant known as the Duke. Ethan eliminates Dimitrescu and her daughters, finding a flask containing Rosemary's head. The Duke explains that Miranda placed Rosemary's body parts in four different flasks for a special ritual and that she can be restored if Ethan recovers the other flasks held by the remaining lords.

While killing Beneviento and Moreau for their flasks, Ethan learns Hound Wolf is also in the village. Ethan passes a test from Heisenberg for the fourth flask and is invited to the lord's factory where Heisenberg offers a proposal to defeat Miranda together. Ethan refuses once he learns Heisenberg intends to weaponize Rosemary and escapes. Ethan encounters and confronts Chris over Mia's death, learning the "Mia" Chris killed was Miranda in disguise. Chris reveals that Miranda possesses the power of mimicry and was attempting to abduct Rosemary, succeeding when she crashed the transport truck. Chris destroys Heisenberg's factory while Ethan uses a makeshift tank to defeat Heisenberg. Miranda confronts Ethan and kills him after she reveals her plans to take Rosemary as her own.

Witnessing Ethan's death, Chris leads Hound Wolf to extract Rosemary while a Bioterrorism Security Assessment Alliance (BSAA) assault force distracts Miranda. Chris enters a cave beneath the village and discovers a Megamycete (called the "fungal root" (菌根, kin kon) and the "Black God" (黑き神, kuroki kami) in the Japanese game), the source of the mold. He plants a bomb on the Megamycete and finds Miranda's lab, learning that she has lived a century since coming into contact with the Megamycete and was a mentor to the Umbrella Corporation's founder Oswell E. Spencer; Oswell used her knowledge to eventually develop the t-Virus. Miranda experimented with the fungus in an attempt to revive her daughter, Eva, who had succumbed to the Spanish flu; the four lords, Lycans, and Eveline were failed experiments. Miranda found a suitable host with Rosemary due to her special abilities inherited from Ethan and Mia. Chris also rescues the imprisoned Mia, learning that Ethan is still alive when Mia reveals her husband's powers.

Ethan revives after encountering Eveline in limbo who reveals that he was killed in his first encounter with Jack Baker in Dulvey, but was revived by her mold which gave him regenerative powers. The Duke brings Ethan to the ritual site where Miranda is attempting to revive Eva, but only succeeds in reviving Rosemary. An enraged Miranda battles Ethan, who kills her, before the Megamycete emerges from the ground. Ethan, his body deteriorating from his regenerative powers having reached their limit, sacrifices himself to detonate the bomb planted on the Megamycete, while Chris transports Mia and Rosemary to safety. As Mia mourns the loss of Ethan, Chris discovers that the BSAA soldiers sent to the village were organic bioweapons and orders his squad to head for the BSAA's European headquarters.

In a post-credits scene, a teenage Rosemary visits Ethan's grave before being called away for a mission on behalf of an undisclosed organization. As she and her escort drive off into the distance, an unknown figure is seen approaching their vehicle.





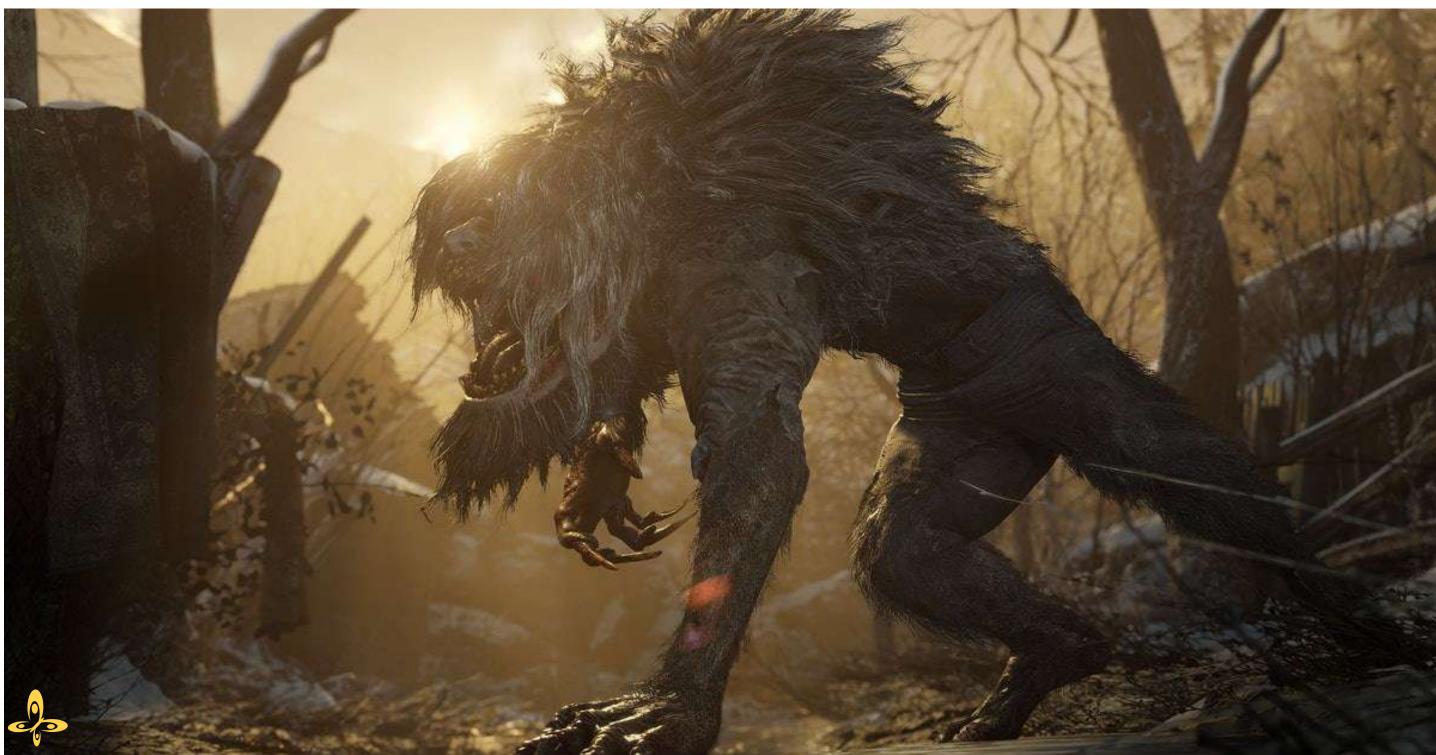
Development

Resident Evil Village had been in development for approximately three and a half years prior to its announcement in June 2020. Capcom had asked the Resident Evil team to start development of the next game on August 8, 2016, while Resident Evil 7 was still about a half a year out from release, according to director Morimasa Sato. Without having RE7's release to judge its success, the team kept the initial designs around the core survival horror gameplay roots that had been in Resident Evil 4 (RE4) and had been a return to form in RE7. During this early period they came up with the concept of the titular village as the central theme of the game, inspired by RE4 where its village was also a central location as well as many of the gameplay mechanics established by the title. The team used RE4's approach to create "a balance of combat, exploration, and puzzle solving". Sato said that for the new game, "we're bringing the essence of Resident Evil 4, while Resident Evil 7 functions as the base for the game". Looking back at the utilization of horror of RE7, producer Tsuyoshi Kanda said, "one of the lessons we took away is that this isn't something that is black and white, it's always going to have some variation or modification and figuring out ok this worked for [RE7], but rather than replicating it, let's find a variation that works for a wider audience," hence the development team opted for a more balanced take on action and horror for Village.

RE7 was released in January 2017 and was well received by critics and players, so then the team decided to make the next game a direct sequel to RE7, keeping its protagonist Ethan Winters as the main character and retaining the same style of gameplay. According to Kanda, this also helped to complete Ethan's story that was left open in RE7. The team had become attached to his character, and worked to devise a story for him with the other Resident Evil teams within Capcom.

As they continued to develop the village, Sato said they wanted to give players more freedom toward solving problems, and make it "a horror movie that you can play". Kanda said that like with RE4, they were able to incorporate a wide variety of different themes of horror within the village, leading Capcom to describe the village as "a theme park of horror". Further, in contrast to past Resident Evil games that generally have been linear progressions, the team created a more open world-style village, with optional and secret areas to explore, designed to reward the player for exploration. The game's main story remained in a pre-set order that the team felt best for how the player should experience it. He shared that compared to the claustrophobic feeling of the Baker mansion in RE7, the horror in the game came from the uncertainty on what lurks in the "openness" of the village, while easing the "tension curve" compared to the previous game through quiet moments such as save points in the game. Sato also stated that the village's snowy weather was inspired by the team's trip to Europe for research for the game, where they were met by an "unseasonable cold snap, the scenery was covered in snow. This inspired us to implement snowscapes into our game. We use snow not just for visual presentation, but as gameplay elements as well." While it is recognized by Capcom as the eighth main game in the series, and its logo stylized to include the Roman numeral "VIII" for 8, the producers stylized the title to emphasise on the "village" aspect rather than the "8". In a Famitsu interview, producers Kanda and Peter Fabiano said that they considered the village a character, and wanted to reflect that in the stylization of the title so that players would remember it. Development on the game was hampered by the COVID-19 pandemic in Japan, at one point bringing the development process to a halt for a month.

Like RE7, Village was developed with the RE Engine. According to art director Tomonori Takano, the developmental team drew inspiration from Resident Evil 4 as they wanted to have memorable characters populating the titular village in the game. Takano said the developers wanted to continue the same approach that started with Resident Evil 7 in that they wanted to move away from simply using elements like zombies to scare players but created unique situations and characters that would create fear in new ways. Capcom had considered populating the game's castle and village with hundreds of witches but found this difficult to conceptualize into a video game. The team decided to switch directions from witches to vampires for Lady Dimitrescu and her daughters, albeit avoiding stereotypical tropes of vampires in popular culture. Castle Dimitrescu was also inspired by Peleş Castle in Romania.





The other three Houses in the villages drew from other classic gothic horror themes of werewolves, mermen, and ghosts for Heisenberg, Moreau, and Beneviento, respectively. Karl Heisenberg is characterized as an engineer with an extravagant dress sense inspired by men's fashion from the 1960s; his base of operations is not covered in snow unlike the other lords', likely due to the lower altitude of its location. Salvatore Moreau was conceived as "the most repulsive character on Earth"; his domain was originally inspired by a frozen lake the team sighted during a research trip in Eastern Europe. House Beneviento furthered some of the ideas that the team had used in Resident Evil 7, with Sato noting that the fully veiled Donna Beneviento and her puppet Angie are considered to be the scariest of the four lords by his American colleagues, even though the team approached Angie's design with an instant impact in mind rather than being purely frightening. For major antagonist Mother Miranda, Takano stated that crows were the primary motif of her design, noting them being symbolic in the game's village, as well as functioning as an overarching design theme for the game.

The Lycans' werewolf-like design was developed with the game's gothic horror setting in mind, with Sato explaining, "They very much spawned from the fact that we wanted to create an enemy that represented the village...We designed it very much where this is kind of the twisted outcome of a human being where we draw a lot of inspiration from werewolves, being able to tap into that gothic horror visual."

Chris Redfield, a prominent protagonist in several Resident Evil entries since the first game, appears as a major supporting character in Village; however, he is instead shown as more nefarious in the game's trailers due to killing Mia and kidnapping Rosemary, which surprised longtime fans. Kanda described Chris's appearance in the game as "a much darker, more sinister role," in contrast to his previous heroic portrayal in the series. Chris' actions serve as a major mystery to the game, which Capcom felt was an opportunity to showcase the character's progression to fans who were already familiar with him. Chris eventually becomes playable towards the end of Village, where the game briefly transitions from survival horror gameplay into a more action-heavy segment due to Chris' veteran experience in fighting bioweapons, which Andy Kelly of PC Gamer saw as a "cathartic moment for players who have been carefully conserving ammunition up until that point."

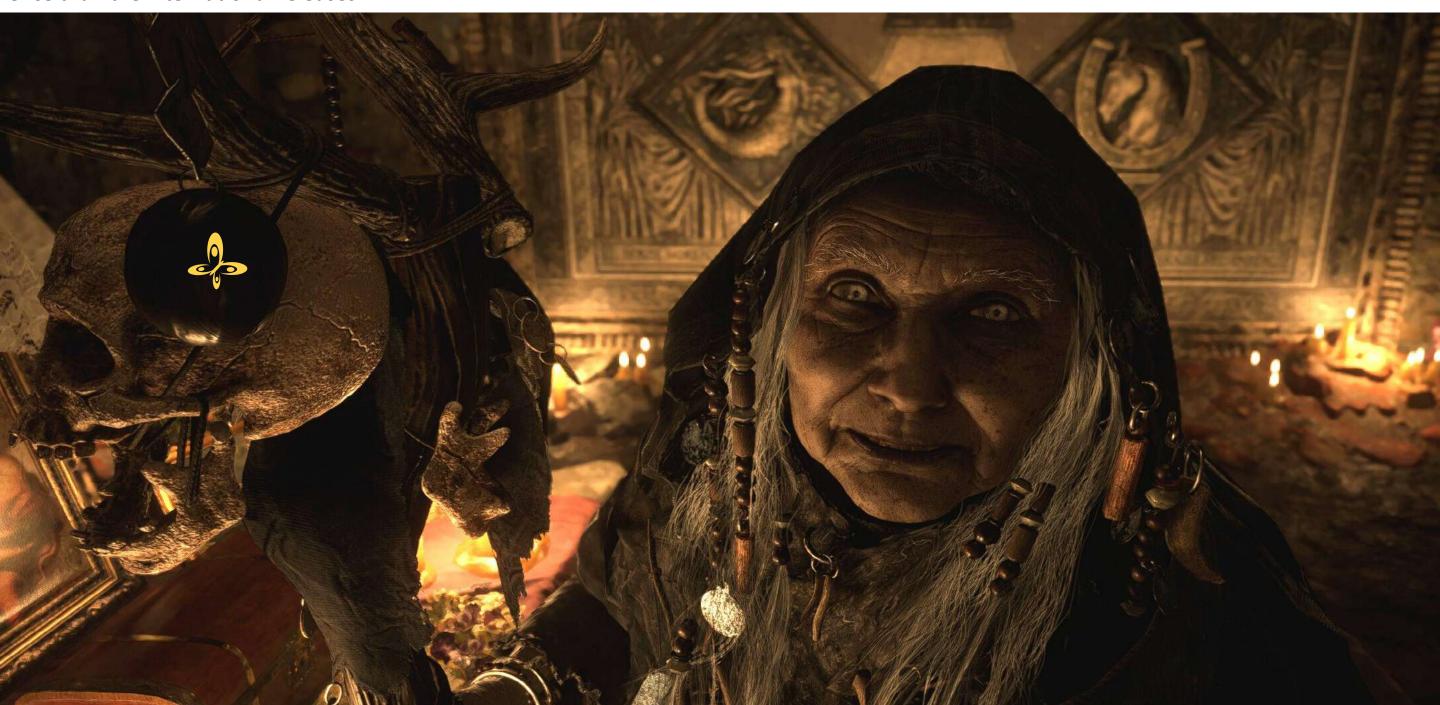
At the E3 2021 convention, Capcom announced that downloadable content for the game is in development.

Release and promotion

Lady Dimitrescu, a character who rose in popularity prior to the game's release, was featured extensively in promotional material and merchandise prior to the game's launch. To promote the game, Capcom announced that a special lottery event would be held to give away a free Resident Evil Village acrylic jigsaw puzzle which could be entered by tweeting the hashtag #VILLAGE 予約. On March 3, AMD announced that the PC version would feature ray tracing and AMD FidelityFX. Resident Evil Village was the featured cover game in the April 2021 issue of Game Informer. On April 30, 2021, a puppet show featuring the four lords was released on YouTube, with each puppet claiming that they are not scary. On May 11, 2021, Capcom released a video that showed a behind-the-scenes on their YouTube channel on working on the game's theme song, "Village of Shadows". Maiden, the first of two demos, was released exclusively for the PlayStation 5 on January 21, 2021. For PS4 and PS5 users, an early access

demo Village was released on April 15, 2021. It allowed players 30 minutes to explore the village and was playable only once and live for 8 hours. The Castle demo was released for PlayStation early access users on April 24, 2021. It allowed players to explore the castle for 30 minutes, it was also playable once and live for 8 hours. A multi-platform demo released on May 1, 2021, for all platforms. It allowed players to explore both the Village and Castle for 60 minutes and it was live for a 7-day period.

Village was released for Windows, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S and Stadia on May 7, 2021. In celebration of the release, Capcom commissioned a large chalk artwork of a Lycan creature to be drawn on a hillside at Somerset. The artwork was 58 meters high and over 100 meters long. In Japan, the game was released in two versions to comply with local regulations, a CERO Z version that is legally restricted to ages 18 and up, and a CERO D version with less violence that is available to ages 17 and up with no legal restrictions. Both versions contain less violence than the international releases.







Deathloop

Deathloop is a 2021 action-adventure game developed by Arkane Studios and published by Bethesda Softworks. It was released on September 14, 2021 for Microsoft Windows and as a timed console exclusive for the PlayStation 5.

Gameplay

In Deathloop, the player takes on the role of Colt, an assassin stuck in a time loop who has been tasked to take out eight targets called Visionaries across the island before midnight, as leaving even one alive will cause the time loop to reset and undo his work. Further, should Colt die before taking out the eight targets, he will wake back up at the start of the loop. The player uses a combination of stealth, parkour, attack skills, guns, gadgets, and powers as in Arkane's previous Dishonored and Prey games to move about the game world, avoid or take out guards, and learn the patterns of Colt's targets to figure out the right order to eliminate these using guns, melee attacks, or other environmental means.

Unlike The Legend of Zelda: Majora's Mask, another game with a time loop that runs in real time, the time loop in Deathloop is not strictly timed and is aimed to give players more time and freedom to take out these eight targets in one loop. Each day is divided into four periods (Morning, Noon, Afternoon, and Evening), and moving between the island's four districts (Updaam, Karl's Bay, Fristad Rock, and The Complex) causes time to advance. The routines of the people in a particular district vary depending on what time of day the player enters it, and the player's actions in one district can affect the routines in the others.

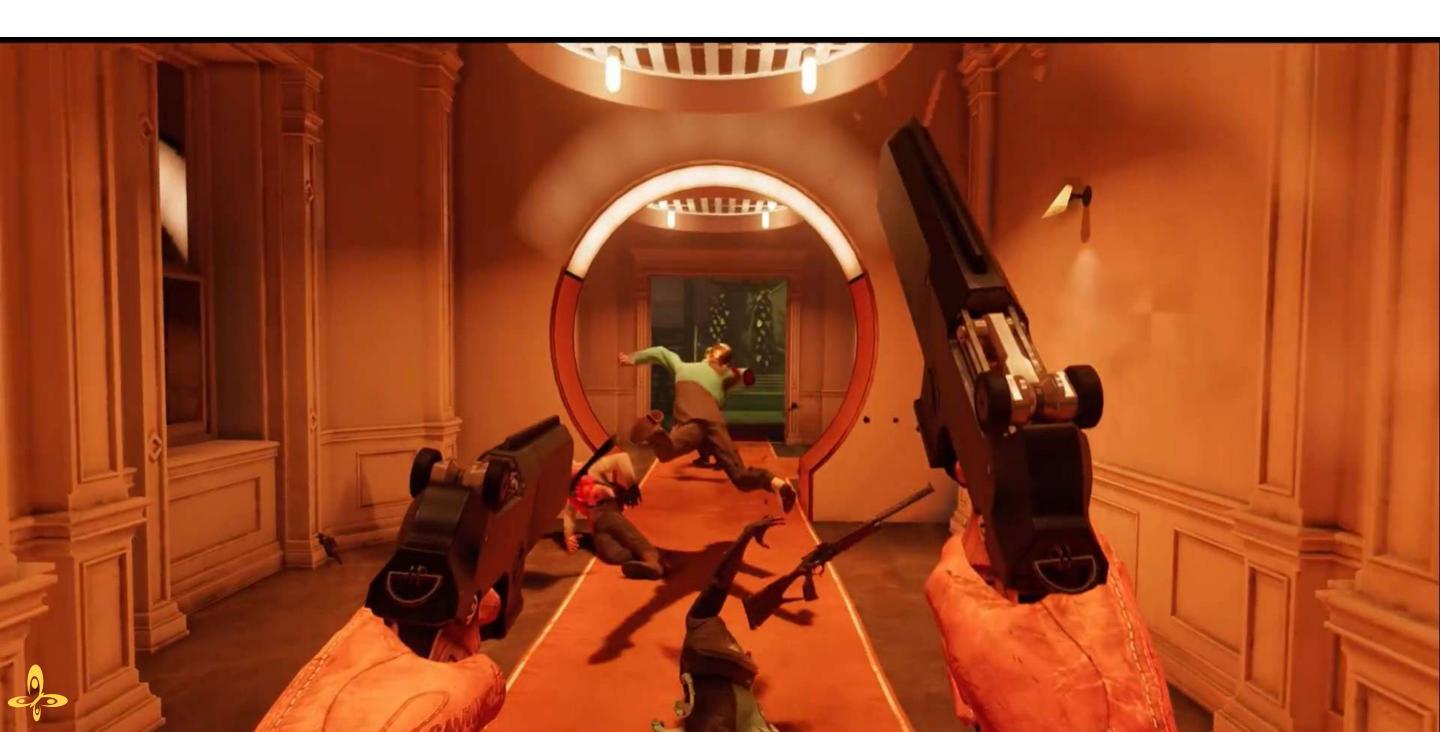
The game features a multiplayer aspect in which the player can alternatively take the role of Julianna, an agent tasked to protect the time loop and take out Colt. When the player takes this role, they will enter a random player's game and may interfere with their play. The multiplayer portion is optional and players can prevent others from taking on the role of Julianna in their game, instead leaving this to a computer-controlled opponent to try to stop Colt.

Synopsis

Setting

Set in the 1960s, Deathloop takes place over the course of a single repeating day on the subarctic island of Blackreef. First charted in 1931, Blackreef was originally home to a small fishing settlement and a military base where experiments were conducted on local temporal anomalies. It is now owned by the AEON Program, founded by scientist Egor Serling to exploit the island's unique properties to gain immortality by living in an infinite time loop. Serling attracted eight other eccentric and talented individuals to his cause, the Visionaries, and scores of young, fanatical followers called Eternalists dedicated to serving them. Thanks to the time loop, the members of the AEON Program are able to hold a never-ending party where they can do anything they desire without fear of consequences, since the loop resets at midnight and restores everyone to their original state with no memories of the previous day.

Disrupting the natural flow of the loop are two of the Visionaries: Colt Vahn and Julianna Blake. Julianna is immune to the time loop's memory erasure, and every day she alerts all of Blackreef's inhabitants that Colt has betrayed the AEON Program and wants to break the loop, causing everyone to hunt him. Colt develops the ability to retain his memories from previous days as well, and is thus able to learn the behaviors and patterns of the Visionaries and Eternalists. In order to break the loop, Colt must assassinate the other eight Visionaries, including Julianna, in one day, since each of them possesses a "Slab" imbued with Blackreef's power that allows the loop to continue resetting at the stroke of midnight.







"DEATHLOOP"



Characters

The central characters of Deathloop are the nine Visionaries:

Colt Vahn (voiced by Jason E. Kelley) - The previous Head of Security of the AEON Program who seeks to break the loop and escape Blackreef.

Julianna Blake (voiced by Ozioma Akagha) - AEON's Archivist and new Head of Security, who is constantly hunting Colt. **Egor Serling (voiced by Josh Zuckerman)** - The Founder of the AEON Program and a self-proclaimed "pseudoscientist".

Dr. Wenjie Evans (voiced by Erika Ishii) - AEON's Head Scientist and the builder of the Loop machine that generates the time loop.

Harriet Morse (voiced by Marcela Lentz-Pope) - The Leader of the Cult of Eternalists.

Ramblin' Frank Spicer (voiced by Andrew Lewis Caldwell) - A former mobster turned aspiring rockstar, and host of Blackreef's only radio show.

Charlie Montague (voiced by Khoi Dao) - A brilliant yet sadistic game designer and AEON's Head of Entertainment.

Fia Zborowska (voiced by Cherami Leigh) - An experimental artist and junkie with a love for explosives.

Aleksis "The Wolf" Dorsey (voiced by Michael Croner) - AEON's hard-partying Financial Backer.

Plot

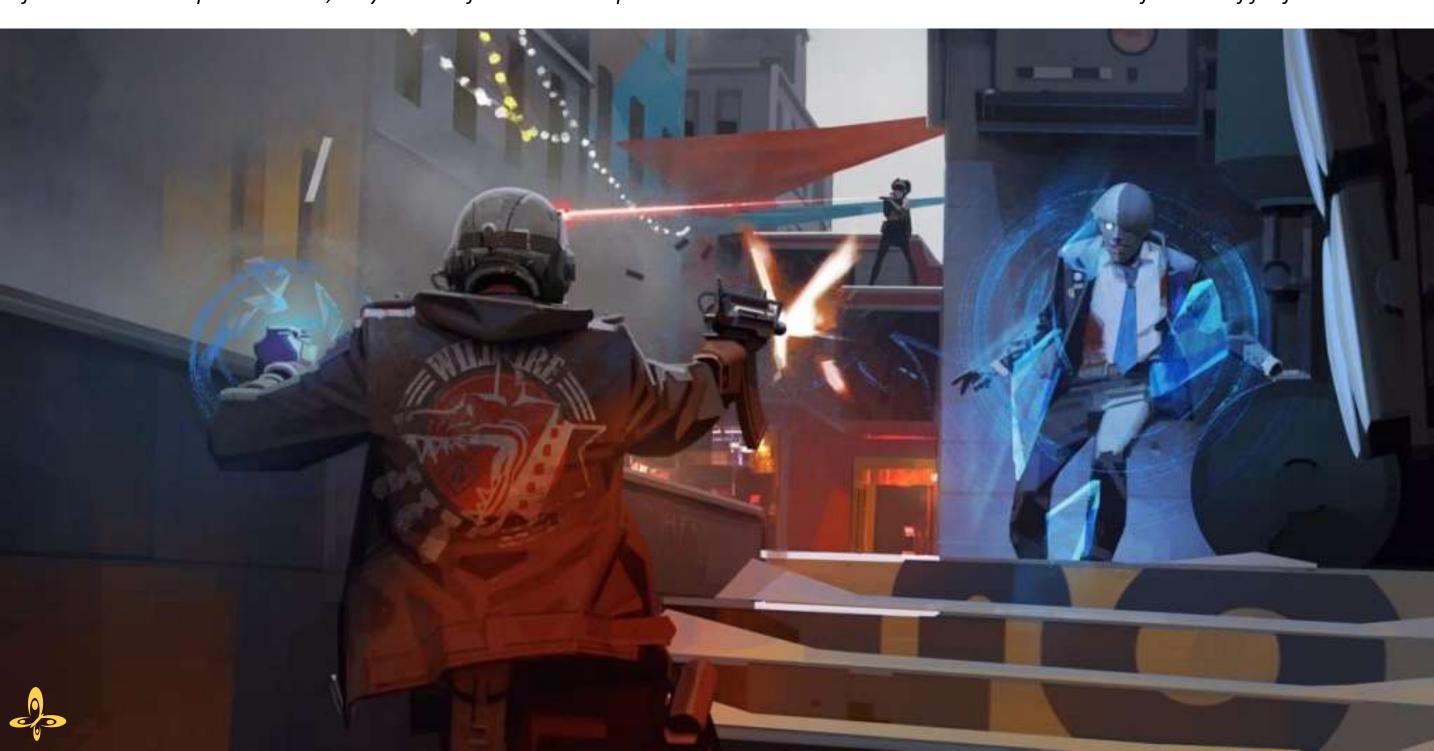
Awakening from a dream where he is murdered by an unknown woman, Colt Vahn suddenly wakes up hungover on a beach with no memories of himself or where he is. However, he receives guidance from messages and meetings from alternate versions of himself, instructing him to break the time loop he is trapped in. In order to do this, he must kill all eight Visionaries before time loops at the end of the day. Complicating matters is the head of security, Julianna Blake, who warns the Visionaries and their followers, the Eternalists, of Colt's plan and calls for him to be hunted down. Julianna also taunts Colt to try and break the loop, even though she works to stop him. Soon, Colt finds that unlike the other inhabitants of the island, he has gained the ability to retain his memories across loops, allowing him to better plan and prepare for his ultimate goal of breaking the loop. He also learns that Julianna appears to retain her memories across loops, as well.

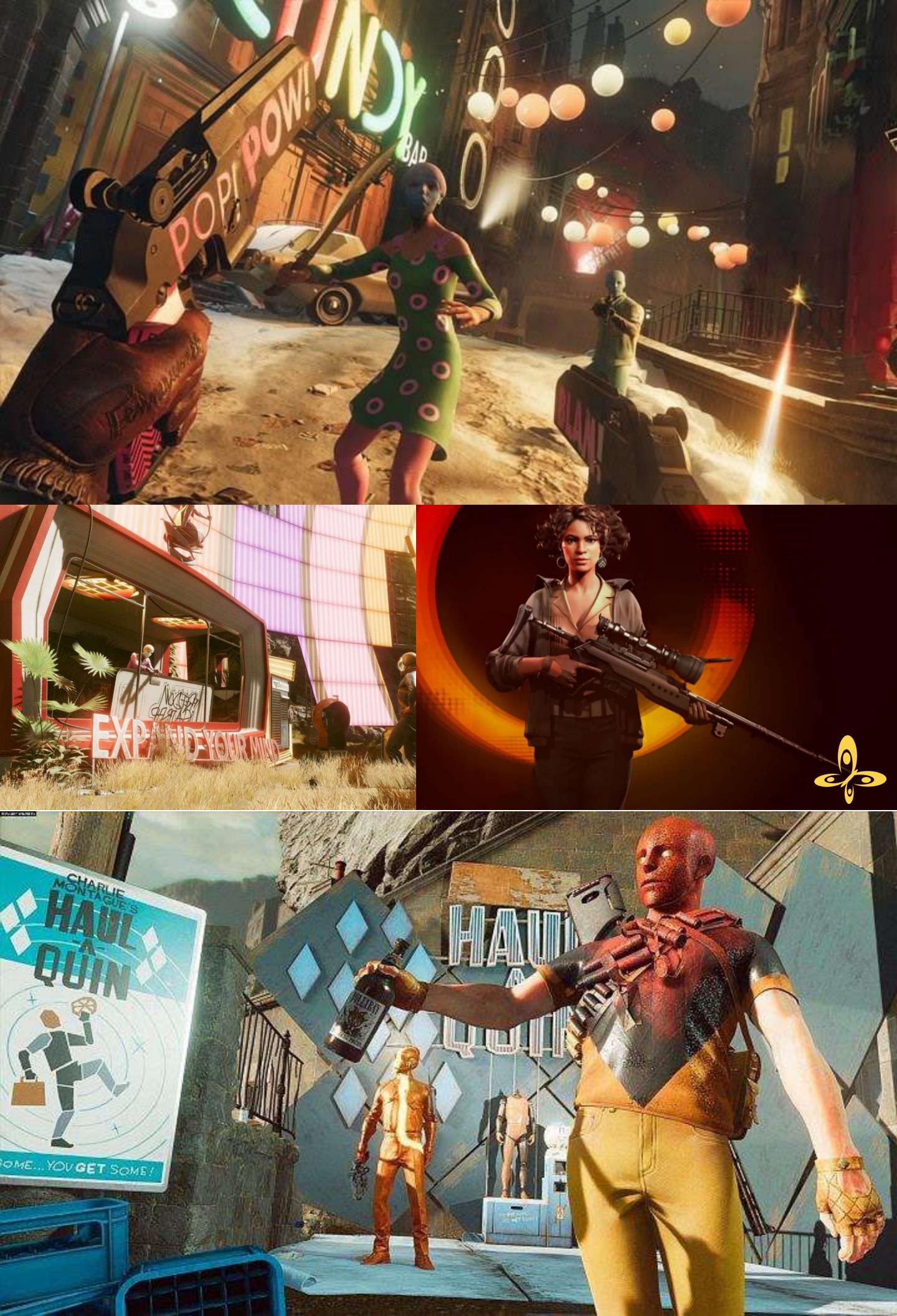
While Colt is able to come up with a plan to kill seven of the Visionaries, Julianna remains the most elusive, choosing to hide in the Loop, the structure that powers Blackreef's time loops. The only way to reach the Loop is to use an abandoned rocket plane left behind by the military, so he begins investigating all of the old bunkers littered across the island. He eventually comes to learn that he was one of the members of Operation Horizon, the original military expedition to Blackreef decades earlier, but was accidentally sent into the future due to an experiment gone awry. Colt then joined the AEON Program in hopes of finding a way to travel back to the past and reunite with his girlfriend Lila. However, as a consequence of being sent to the future, he discovers that Julianna is in fact his daughter. Colt manages to activate the rocket plane and reach the Loop, where he confronts Julianna directly. Julianna claims that things started to go wrong when Colt, having had second thoughts about the AEON Program, started murdering her in every loop in an effort to free her from it. Julianna eventually grew to hate Colt and began to retaliate, culminating in her starting to hunt him in every loop. Julianna then presents Colt with a choice: kill her and break the loop to suffer whatever uncertain future occurs afterwards, or spare her so they can continue living eternally through the loops.

*If Colt chooses to kill Julianna and commits suicide to break the loop, he wakes back up on the beach with Julianna holding him at gunpoint. She decides to spare him and disappears, leaving him to face the uncertain future alone.

*If Colt chooses to kill Julianna but refuses to commit suicide, the loop resets as normal.

*If Colt chooses to spare Julianna, they become friends and cooperate with each other to hunt the other inhabitants of Blackreef for fun.





Development and release

Deathloop was developed primarily by Arkane Studios at their Lyon, France locations. Game director Dinga Bakaba described the game as an "inverted Cluedo", a murder puzzle that the player needs to figure out how to solve in one perfect run after failing through many previous runs. The game is designed around aiding the player in learning the necessary pieces to this puzzle with each run, but they needed an element of unpredictability to make it a challenge. While current artificial intelligence (AI) in video games can lead to believable behavior, AI tends to lack surprising actions. This led to bringing in second online player to control Julianna as to randomly affect the player's game, itself something Arkane had explored in their unreleased title The Crossing. Deathloop is playable offline as well.

Deathloop combines elements of both the Dishonored series as well as Prey. They wanted to be able to give the player a wide range of abilities that they could select to try to complete the "perfect loop", many which mirror powers from both Dishonored and Prey. While the game does allow the player to use stealth and related abilities as in Dishonored to move quietly, Deathloop does not allow for non-lethal takedowns of non-player characters, as Arkane recognized the choice of killing or subduing enemies had weighed down players in Dishonored. These stealth abilities can still be chained together with other abilities to make Colt fight like John Wick, according to Bakaba. The Julianna character has a similar range of abilities, many of these closer to the Prey abilities such as being able to mimic any character in the game, including Colt, and thus interfere through activities such as drawing the player away from the real target with her mimicry or by posing as a duplicate Colt in front of one of the targets to cause confusion that way.

The game's setting of Blackreef is based on the Faroe Islands, and inspired by the styles of the Swinging Sixties.

Deathloop was revealed at E3 2019. It was further showcased during Sony's PlayStation 5 event in June 2020, confirming that the game will see release as a timed console exclusive on the PlayStation 5 in late 2020 alongside a Windows release. In August 2020, it was announced the game was delayed until Q2 2021 as development was impacted by the governmental response to the COVID-19 pandemic. The company later announced it planned to release Deathloop on 21 May 2021. About a month prior to the planned May release, Arkane delayed the release until 14 September 2021, stating that they will be "using this extra time to accomplish our goal: create a fun, stylish, and mind-bending player experience."

On 21 September 2020, Bethesda Softworks' parent company, ZeniMax Media and Microsoft announced Microsoft's intent to buy ZeniMax and its studios, including Arkane, for US\$7.5 billion, incorporating the studios as part of Xbox Game Studios, with the sale finalized on 9 March 2021. Xbox Game Studios head Phil Spencer said that this deal would not affect Deathloop's platform-exclusive release on the PlayStation 5, and the game would remain exclusive there for one year before arriving on other consoles.







Riders Republic

Riders Republic is an upcoming sports video game developed by Ubisoft Annecy and published by Ubisoft. The game is set to be released for Microsoft Windows, PlayStation 4, PlayStation 5, Stadia, Xbox One, Xbox Series X and Series S on October 28, 2021.

Gameplay

The five main activities available in the game include mountain biking, skiing, snowboarding, wingsuit flying, and rocket wingsuiting. Ubisoft described the game as a "massively multiplayer sports game", as more than 50 players can compete against each other in races. The PS4 and Xbox One versions only support about 20 players. In addition, players can also play a 6v6 competitive multiplayer mode named "Tricks Battle Arena". In this mode, each team competes in an arena and needs to perform as many tricks as possible in order to score Trick points. The team which has the highest score would win the match. The game is set in an open world which meshes seven distinct American national parks, including Bryce Canyon, Yosemite Valley, Sequoia Park, Zion, Canyonlands, Mammoth Mountain, and Grand Teton, into one single map. It also features a social hub in which players can meet and interact with each other.

The game also features a career mode, in which players engage in 6 different activities (Bike Freestyle, Bike Racing, Ski Freestyle, Ski Racing, Wingsuit, Rocket Wingsuit). Each of them has their own progression path. Gradually, players would reach important milestones, such as being invited to join competitions like UCI Mountain Bike World Cup, Red Bull Rampage and the X Games, and signing with real-world sports sponsors. The final objective is to participate in "Riders Ridge Invitational", "a never seen before multi-sport competition featuring all sports in one single event". In this event, players can switch between the sport activities at will. As players progress in the career mode, they will unlock new gears, outfits and cosmetic items.

Development

The game is currently being developed by Ubisoft Annecy, the team which released Steep, also an extreme sports game, in 2016. Development of the game started in 2017, and the development team expanded to include members from other Ubisoft's studios

in Montpellier, Belgrade, Pune, Berlin, Kyiv, and Odesa. The development team recreated the national parks using GPS data, and even though the seven national parks are distinct regions in real life, the team integrated the parks together in order to create one single open world for players to explore. The American national parks were chosen as the game's setting as they are often used to host competitions for extreme sports. The studio also sent a team to visit these parks to ensure that they are accurately represented in the game.

Like Steep, the game is not a simulation video game, as the team designed the gameplay to be as accessible as possible. The team worked with experts and athletes to ensure that each activity featured is authentic. For instance, different bike brands have stats that would "mimic real life behaviour". The gameplay was designed to be a social game which emphasizes "excitement and camaraderie of online community". This decision was made after Steep was offered as free game for PlayStation Plus members in early 2019, which went on to attract more than 10 million new players.

Riders Republic was announced on September 10, 2020 during the Ubisoft Forward digital event. The game was set to be released on February 25, 2021, but it was delayed by Ubisoft in January 2021. The game was then set to be released on September 2, 2021, but was delayed to October 28. Players who pre-ordered the game would receive the Bunny Pack, which adds additional cosmetic items into the game. The game would be supported extensively with post-launch downloadable content. It is currently scheduled to be released for Windows, PlayStation 4, PlayStation 5, Stadia, Xbox One and Xbox Series X on October 28, 2021.















Tales of Arise

Tales of Arise is an action role-playing game developed and published by Bandai Namco Entertainment for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S. The seventeenth main entry in the Tales series, it was originally planned to release in 2020 but was delayed to September 2021 due to internal quality issues and the ability to launch the game on more platforms. The game follows two people from the opposing worlds of Dahna and Rena and their journey to end the Renans' oppression of the Dahnan people.

Developed by a team composed of both series veterans and newcomers, the aim was to revitalize the Tales series. Minoru Iwamoto, one of several artists who worked on Tales of Zestiria and Tales of Berseria, returns as both character designer and art director. The game is built using Unreal Engine 4. Upon release, the game received critical acclaim from critics. The game was praised for its plot, gameplay, characters, visuals and presentation, while its handling of DLC received criticism. The PS4 and Xbox One versions also received some criticism for technical issues.

Gameplay

Like previous games in the series, Tales of Arise is an action role-playing game, although its gameplay has gone through unspecified alterations as part of its development goals while retaining the basic Tales battle system, dubbed the Linear Motion Battle System. The game has a big focus on evading and countering, with Tales of Graces, a 2009 entry praised for its combat, cited as inspiration. Unlike many of the previous titles in the series, the game doesn't feature multiplayer, with the development team deciding to focus on various interactions between characters in combat, including the addition of the "Boost Strike" feature, allowing multiple party members to perform destructive attacks together under certain conditions.

Story

Setting

Arise takes place in a setting divided between the medieval world of Dahna and the advanced world of Rena. Three centuries ago, the Renans invaded and conquered Dahna, enslaving the population and dividing the land into five isolated realms, each ruled by a Lord: Calaglia, Cyslodia, Elde Menancia, Mahag Saar and Ganath Haros. Every 10 years or less, the "Crown Contest" is held to decide which among five Lords is chosen to become the next Renan Sovereign. The main characters are Alphen, a Dahnan man with no memories of his past whose head is covered by an iron mask; Shionne Vymer Imeris Daymore, a Renan outcast woman with mysterious powers who allies with Alphen to take down the lords; Rinwell, a young Dahnan mage; Law, a young Dahnan martial artist who works as an agent for the Renans until he defects to Alphen and Shionne's side; Dohalim il Qaras, one of the Renan Lords who also allies himself with the party and Kisara, a Dahnan knight and a former servant of Dohalim's.

Development

According to producer Yusuke Tomizawa, development of Arise began before the announcement of the Definitive Edition of Tales of Vesperia in 2018. Beginning development under the codename "Arise", the aim was to reevaluate and evolve the Tales franchise formula. The game's title derived from its codename as it best exemplified both the game's story themes and the team's wishes. While previous Tales games used a dedicated in-house engine, Arise was built using Unreal Engine 4, allowing much higher graphical quality compared to earlier entries. Character models and movement were also improved, with the team aiming at the same level of quality found in 3D films and television. While the previous game Tales of Berseria had been a cross-generation game for PlayStation 3 and PlayStation 4, Arise was made exclusively for modern hardware. Tomizawa stated that while the team was aiming for a level of quality that can be enjoyed globally, the game would not neglect its Japanese fans.







Arise is developed by Bandai Namco Studios. The team included veterans going as far back as Tales of Phantasia, alongside newcomers who were passionate about the series. The art director and character designer was Minoru Iwamoto, who had worked on both Berseria and Tales of Zestiria. This was the first time the same person had filled both roles, and was part of Bandai Namco's move towards unifying the game's themes and art-style. The world design went in a darker direction compared to earlier entries, both to further the series evolution and appeal to the Western market. Despite the overt focus on 3D graphics, 2D anime cutscenes are still planned as with previous entries. Similar to the previous games in the series, the anime sequences were produced by Ufotable, while the game's score was written by Motoi Sakuraba. The game's theme song is "Hibana" by Kankaku Piero, which marks the third time a theme song in the Tales series has had both an English version and a Japanese version. Ayaka performs two songs for the game, "Blue Moon" for the game's grand theme song and "Hello, Again ~Mukashikara Aru Basho~" (Hello, Again ~Blue Moon" for the game's grand theme song sinsert song.

Arise was revealed at E3 2019, although details of the game had leaked on the internet a few days before. The game was originally planned to release in 2020 for Microsoft Windows, PlayStation 4 and Xbox One, but was delayed to September 10, 2021 due to internal issues and the ability to launch the game on next-generation consoles.

Reception

Tales of Arise received "generally favorable" reviews according to review aggregator Metacritic.

Sales

In under one week on sale Tales of Arise had sold over one million copies becoming the fastest-selling entry in the series.







Life Is Strange: True Colors

Life Is Strange: True Colors is a graphic adventure video game developed by Deck Nine and published by Square Enix's European subsidiary. It was released in its entirety on 10 September 2021 for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S, Stadia, and will be released for the Nintendo Switch at a later date. It is the fifth installment in the Life Is Strange series, and the third mainline game, succeeding Life Is Strange 2. The plot focuses on Alex Chen, a young woman who can experience the emotions of others, as she tries to solve the mystery behind her brother's death.

Gameplay

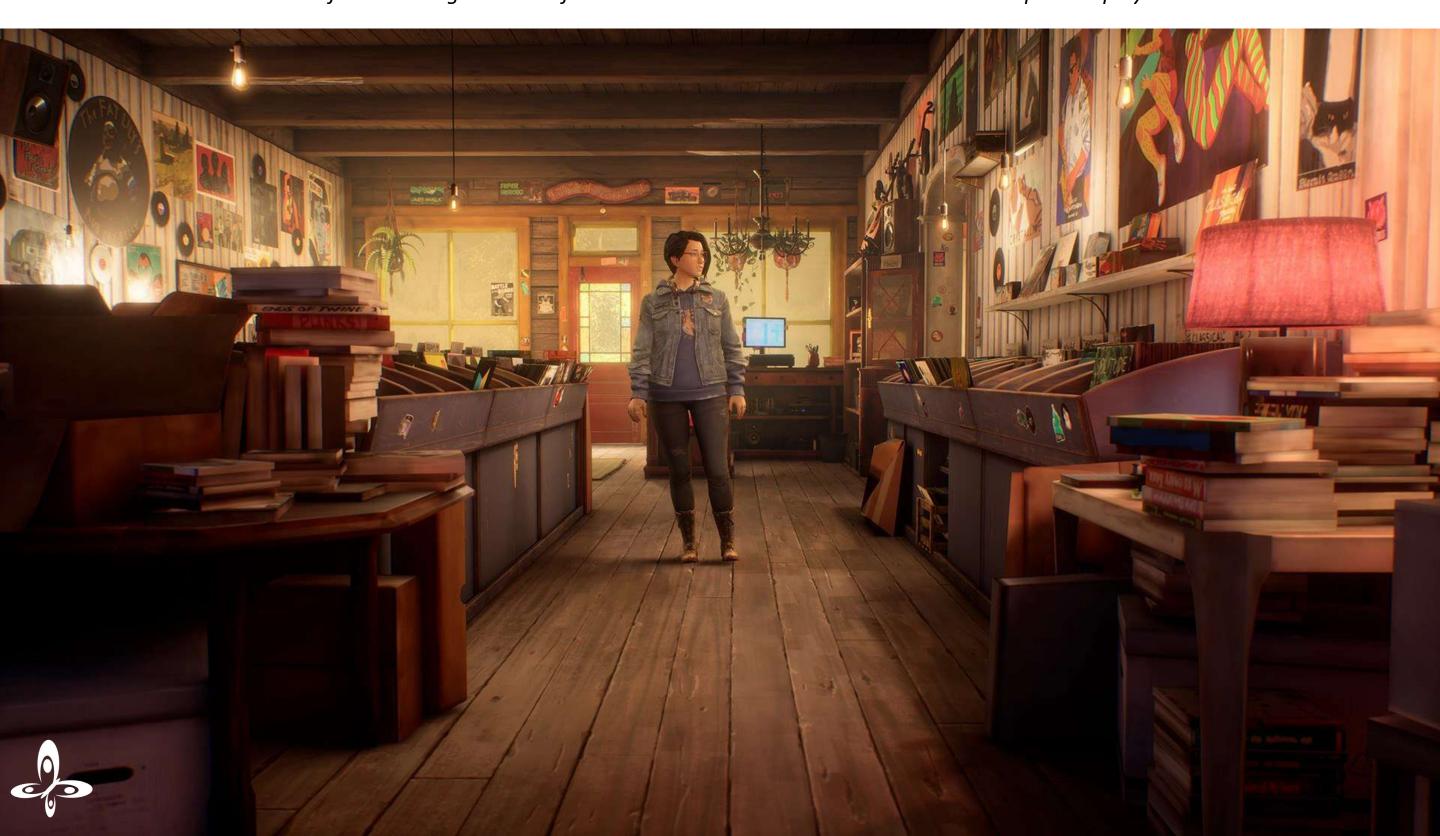
Life Is Strange: True Colors is a graphic adventure played from a third-person view. The player controls the protagonist, Alex Chen, to explore various locations in the fictional setting of Haven Springs and communicate with non-playable characters through the conversation system based on dialogue trees. Alex has psychic empathy power that allows her to read and manipulate the emotions, which she perceives as colorful auras, to physically see how others feel around her at the cost of being "infected" by their emotions. Some of the non-player characters will have more intense auras indicating trauma or hardship they may be going through. When Alex interacts with them, this creates a "nova" that appears to transform the world around Alex and the character to reflect elements of this trauma, giving the opportunity for the player to figure out what exactly is wrong and to opt to guide Alex in helping to comfort the character.

Plot

Alex Chen, a young Asian-American woman who has grown up in a foster family and has had a troubled childhood, reunites with her brother Gabe eight years later when he encourages her to return. After Gabe is killed in a mysterious accident, Alex investigates the truth behind the accident by using her empathy powers. Along the way, Alex meets many citizens of Colorado's picturesque mountain town of Haven Springs, including two potential love interests, Ryan and Steph, the latter of whom appeared in Life Is Strange: Before the Storm.

Development

Deck Nine, which had previously developed the first game's prequel Before the Storm, began work on True Colors in 2017. On 18 March 2021, Square Enix revealed the game as part of a live digital presentation, along the announcement of remastered versions of the original Life Is Strange and Before the Storm, as part of Life Is Strange: Remastered Collection, to be released later in 2021. A Nintendo Switch version of the game along with Life Is Strange Remastered Collection for Switch was announced during the Nintendo Direct E3 2021 presentation. On 11 August, the DLC Wavelengths was announced to release on 30 September, alongside a delay of the Remastered Collection to early 2022. The next day, the Switch version was said to be delayed to later in 2021. On 20 August 2021, the game's original soundtrack was revealed to be composed by Australian duo Angus & Julia Stone. A crowd vote extension for Twitch was released for the game's before launch.[16] On 5 September, a partnership with Critical Role was announced for Wavelengths with references to the webseries' merch and its tabletop RPG's players.







A common theme of the Life Is Strange series has been based on characters with a type of super-human ability, though not like superheroes, that the developers can then provide "meditations on real experiences that regular people go through", according to Felice Kuan, senior writer at Deck Nine. For True Colors, they had determined early on they wanted their protagonist to be based on a power of empathy, not only to be able to sense what others were experiencing but to be vulnerable herself and would be able to grow past this as the story progressed, "giving her a path to greater self-acceptance and greater trust in her own abilities" according to Kuan. This led to creating the story around Alex losing her brother early in the game as a driver for her to explore her empathy powers and reveal more about her past as she uses them. Erika Mori portrays Alex through full performance capture, which Mori said was "instrumental in successfully creating this game about empathy because it allowed us to get really high-fidelity facial expressions that were organically connected to whatever was going on with my voice and body in a particular scene."

In a 2019 interview, Dontnod Entertainment, the developer of the previous two main games in the series, expressed interest in the future of the franchise while noting they would opt for new characters again, but explained that the rights belong to Square Enix and that decisions on the future of the franchise lay with them. With the announcement of True Colors, Eurogamer claimed that Dontnod's time with the franchise was over and that the Life Is Strange series have been passed to Deck Nine.

Release

True Colors was released on 10 September 2021 for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X and Series S, Google Stadia, and will be released later in 2021 for Nintendo Switch. Unlike the prior mainline games in the series which have had an episodic release schedule, the game was released in its entirety at once. The game is structured in five chapters so that the player may experience the game in smaller segments.[8] An exclusive story called Wavelengths starring Steph will be available as part of a Deluxe Edition on 30 September. A bundled Ultimate Edition version, with access to the remastered versions of Life Is Strange and Before the Storm, is also available.

Music

The original soundtrack album by Angus & Julia Stone, which is titled Life Is Strange and features 12 songs, was released on 20 August 2021. A new song by Novo Amor called "Haven" was used in the official trailer[and the game. In addition, the game contains a cover of Radiohead's "Creep" by mxmtoon, who also provides the singing voice of Alex. Other featured artists include Phoebe Bridgers and Gabrielle Aplin. Girl in Red, Alt-J. Portugal. The Man, Foals, Hayley Kiyoko, and Maribou State contributed to Wavelengths with their music.

Reception

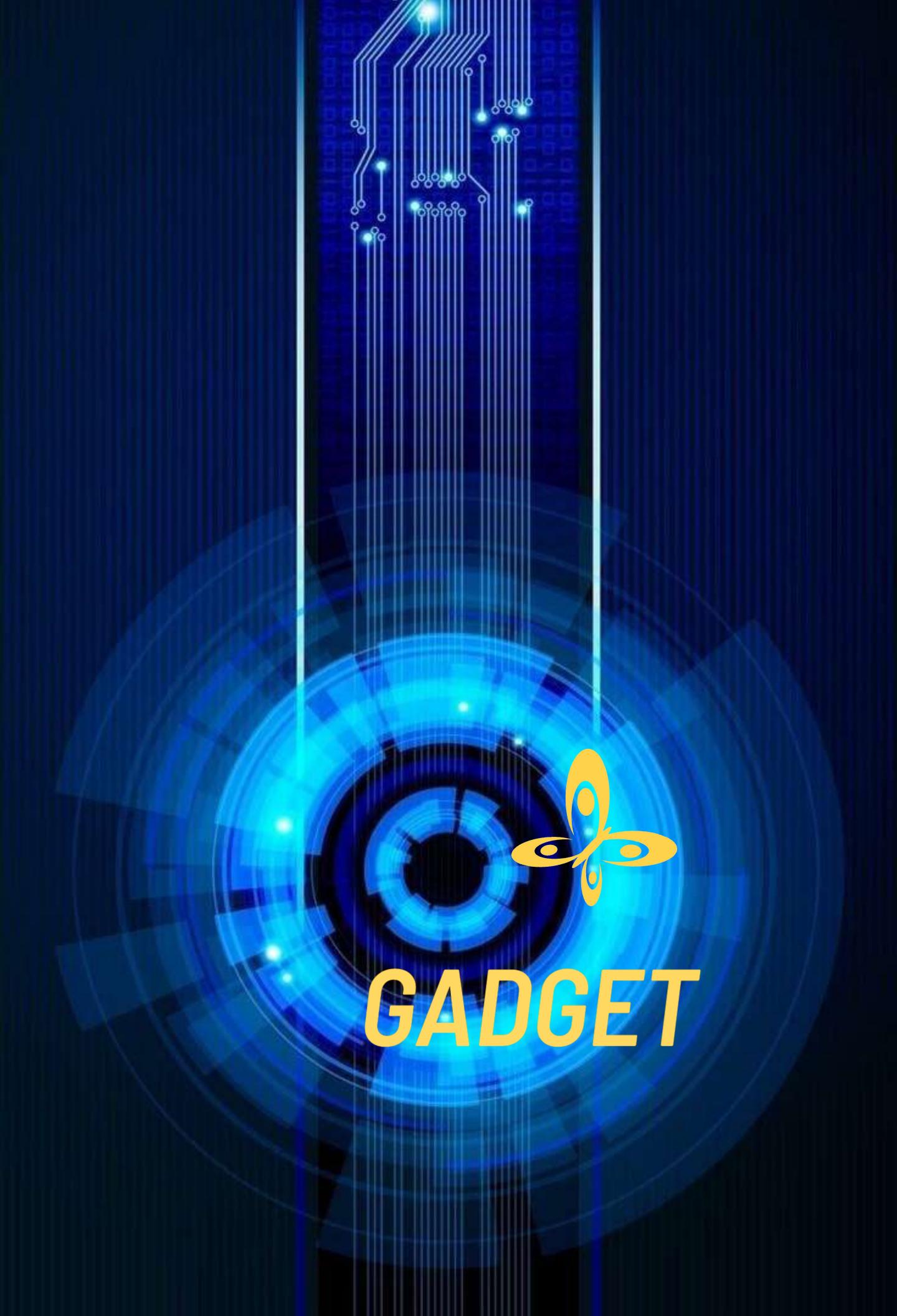
Life Is Strange: True Colors received "generally favorable reviews" according to review aggregator Metacritic.

Audience response

Chinese players review bombed the game on release due to the inclusion of the flag of Tibet on the basis of the Tibet's sovereignty from China.





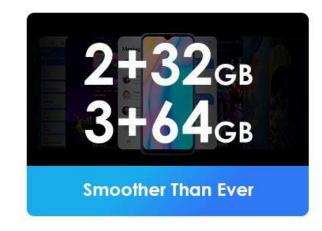




















Al Face Beauty



Al Intelligent Recognition



Smile shot



5 levels Video Beauty



5000mAh Big Battery + Al Power Master = Never Run Low on Charge



4G LTE - Enjoy Connection Speed 8 Times Faster Than 3G



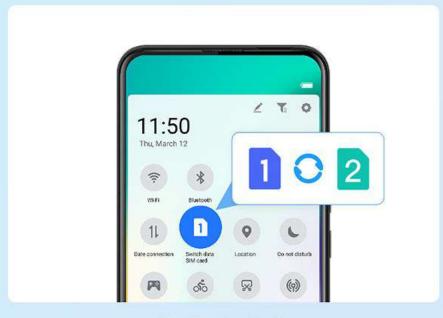
Explore The World With the 13MP Dual Camera

Take beautiful photographs during the day or choose to turn on night mode for stunning shots in the dark. You will also have lots of fun with the incredible AI Selfie 4.0!



OS V7.0

Smoother Than Ever



Data Switcher



File Mover



Image Compressor

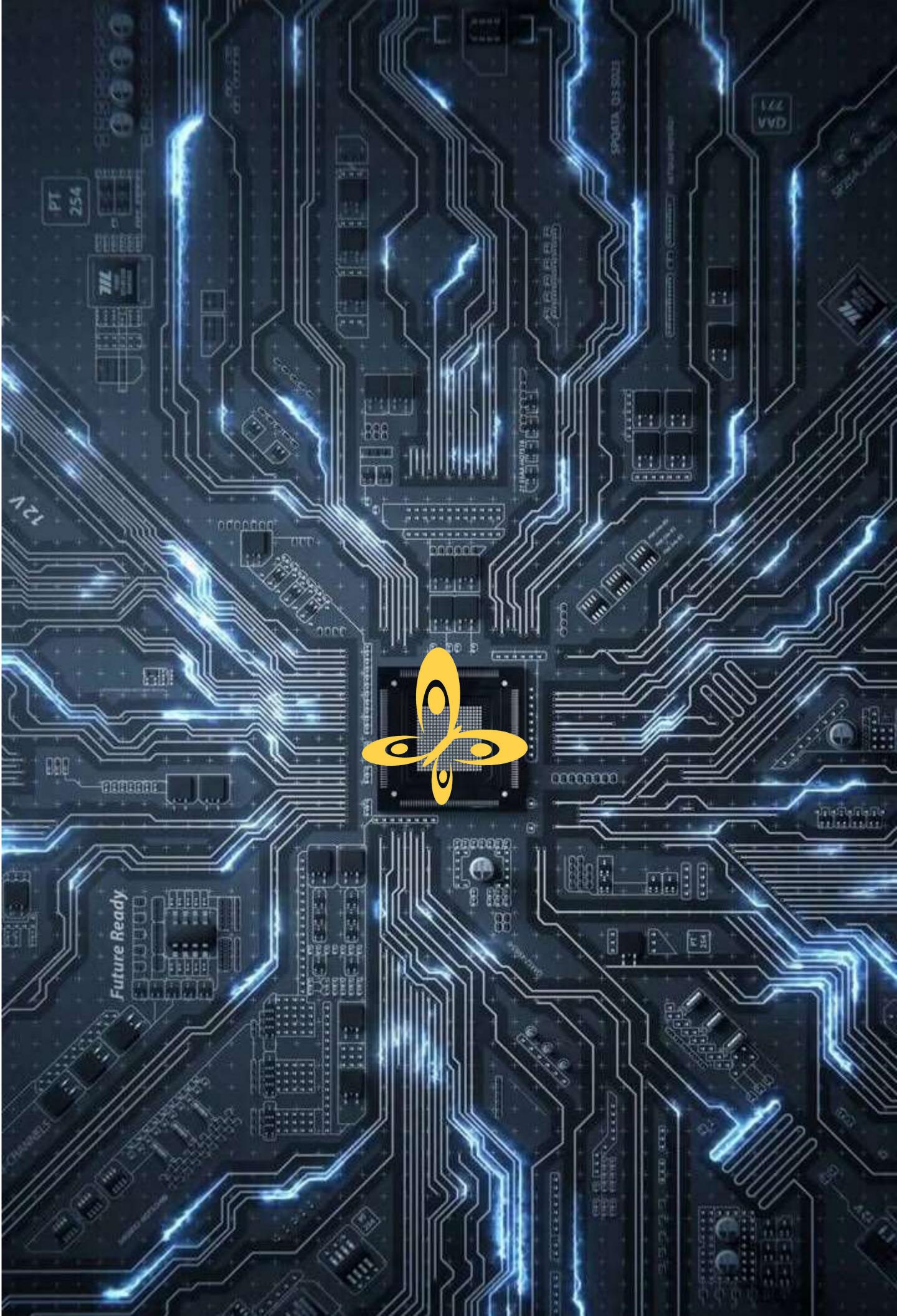


Safe Charge

Worry-free Storage

Run up to 12 apps with ease and enjoy a smooth gaming experience! With more than twice the amount of space compared to other models, you'll have more room for entertainment.







The New Dot-notch Display

Experiencing a new and innovative 6.6" HD+ Dot-notch FullScreen with 1600*720 resolution, a 20:9 aspect ratio and a 90% screen-to-body ratio, S16 Pro provides a more fashionable design and a clearer view that is sure to satisfy any user.



All Day Energy with the 4000mAh Big Battery

The 4000mAh big battery provides up to 800 hours of standby, 25 hours of 3G calling or 32 hours of 2G calling, 35 hours of music playing and 7 hours of video watching. You'll never run low on charge with the S16 Pro!



New & Improved Al Selfie 2.0

Face beauty 3.0



Al Portrait HDF



Al Smile Selfie

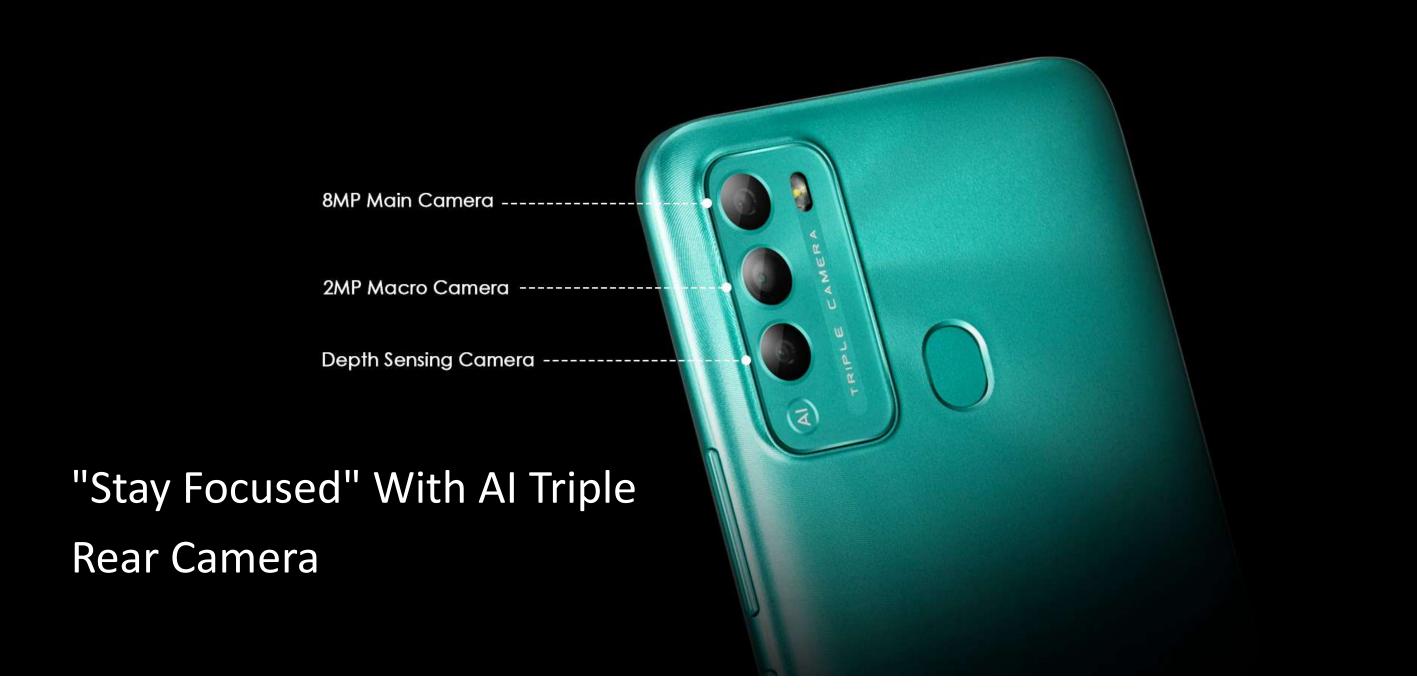


Al Bokeh Effect



Al Scenario Detectio





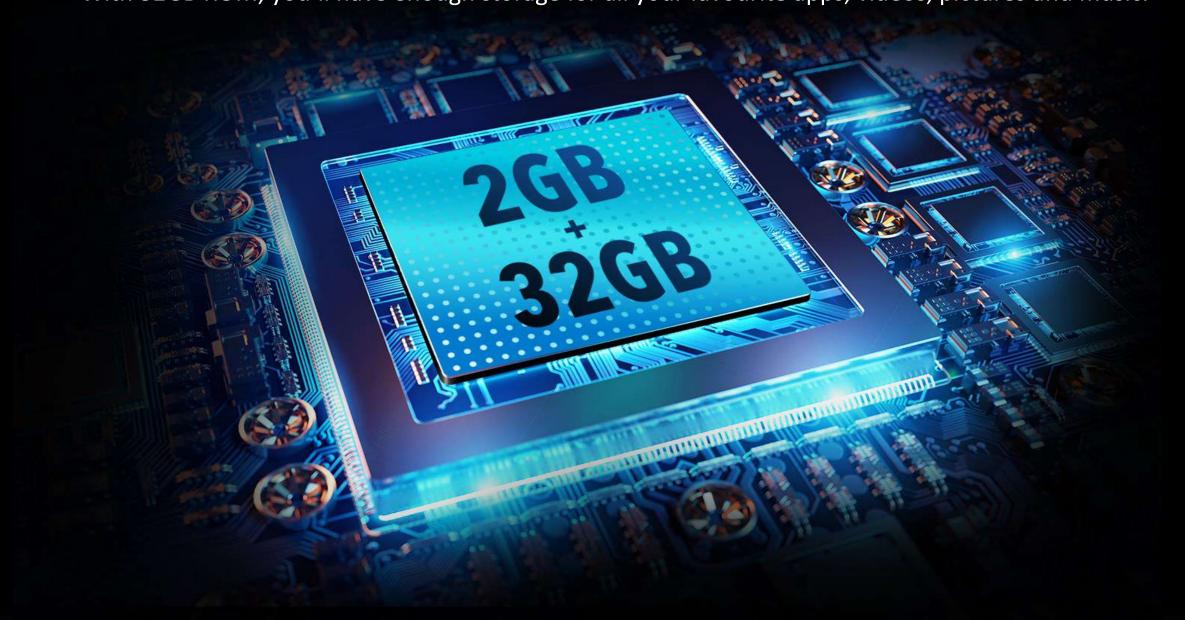
8.3 mm Super Slim Unibody Design for Super Stylish You

The incredible unibody design provides an extra slim and portable experience whilst ensuring the mobile is splash and dust proof to give owners ultimate protection and peace of mind.



Bigger Memory with a Powerful Performance

Thanks to its 2GB RAM and Quad-core 1.3GHz processor, the S16 Pro can run multiple apps with ease. With 32GB ROM, you'll have enough storage for all your favourite apps, videos, pictures and music.







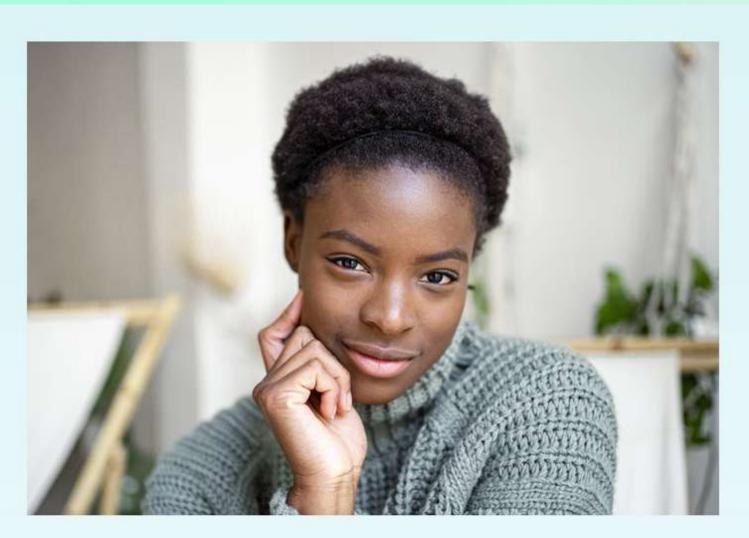
A37

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5.7"HD+ Waterdrop FullScreen

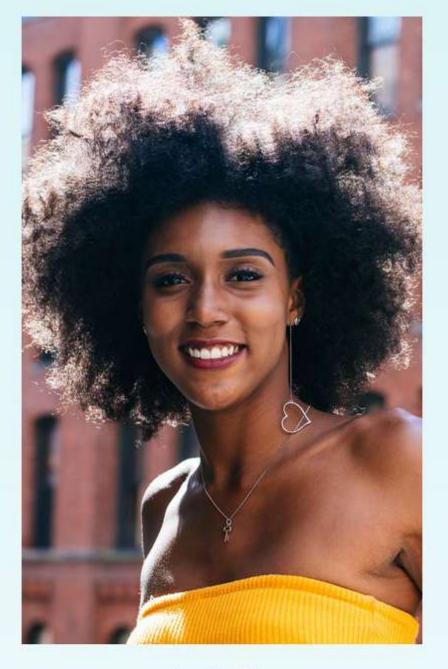
\$78







Al Face Beauty



Smile Shot

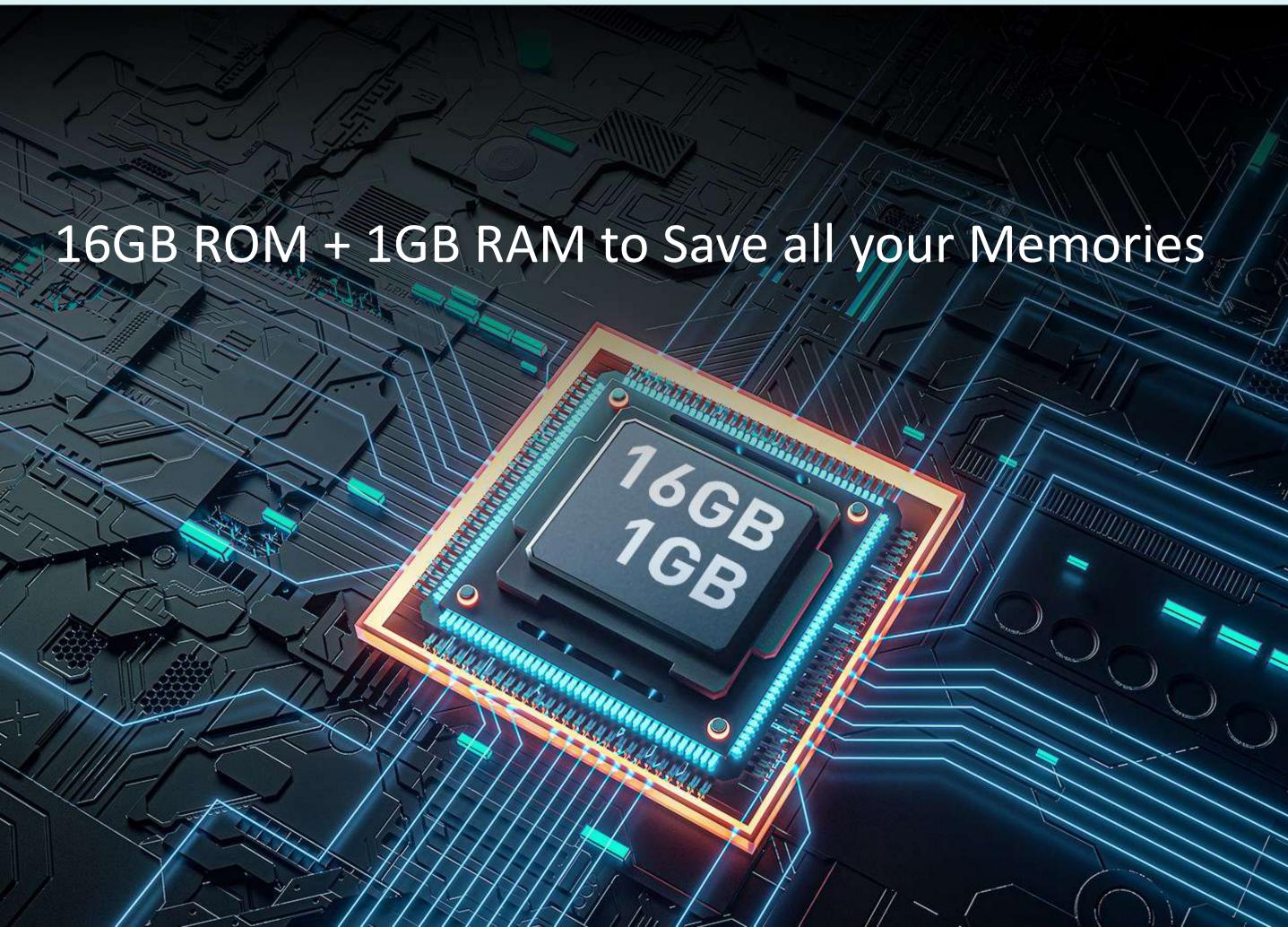


HDR Bokeh Mode

Al Camera Makes Photographing Even More Beautiful and Interesting

Alongside the incredible 5MP rear camera and 2MP front camera, the A37 has fun features such as, AI Face Beauty, HDR, Smile Shot, AI Sticker and Bokeh Mode!







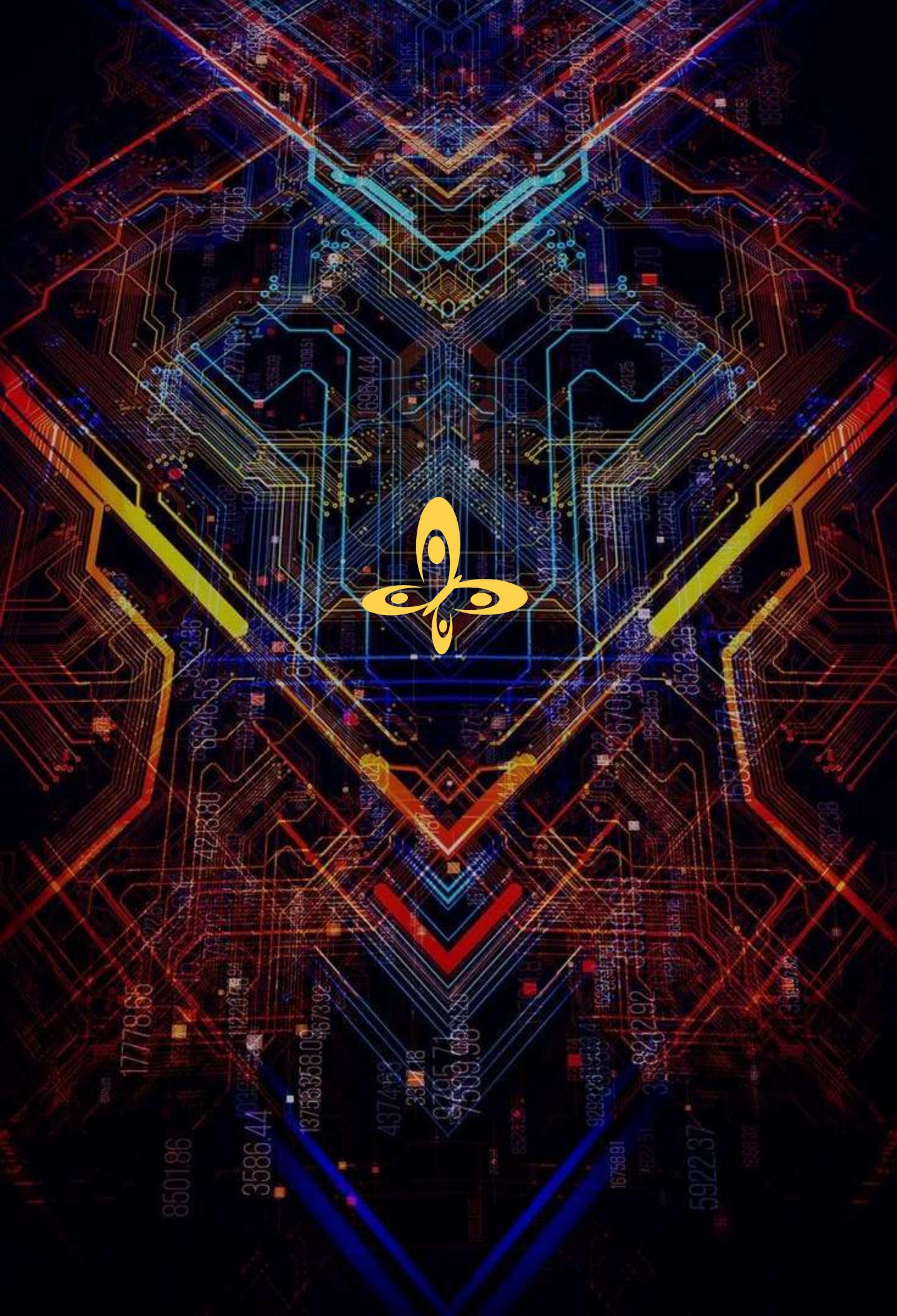
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A Unique & Impressive 84.6% Screen-to-body Ratio



Enjoy the benefits of a 5.7" Waterdrop Full Screen







Vision 1 Pro
The Power of Vision

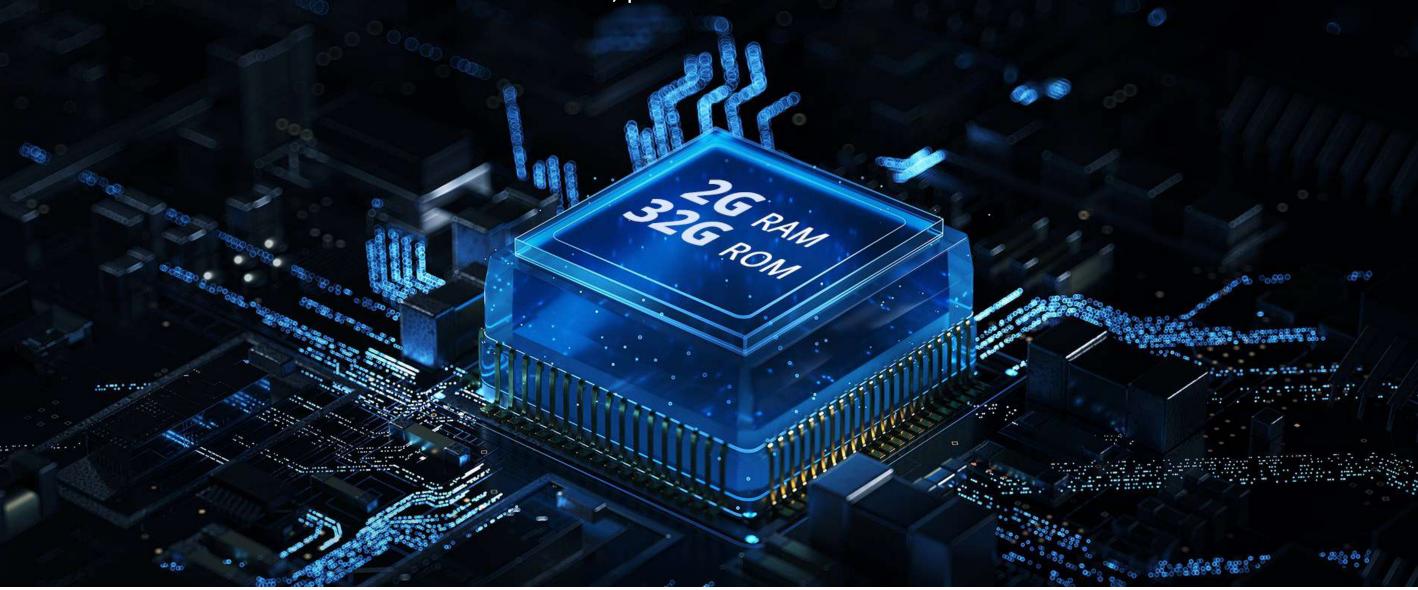
\$83

More Battery Life More Freedom

400mmAh

Bigger Memory with a Powerful Performance

Thanks to its 2GB RAM and 1.4GHz Quad-core processor, the Vision1 Pro can run multiple apps with ease. With 32GB ROM, you'll have enough storage for all your favourite apps, videos, pictures and music.



Al Selfie 2.0

Al Face beauty 3.0



Al Portrait HDR



Al Smile Selfie



Al Bokeh Effect

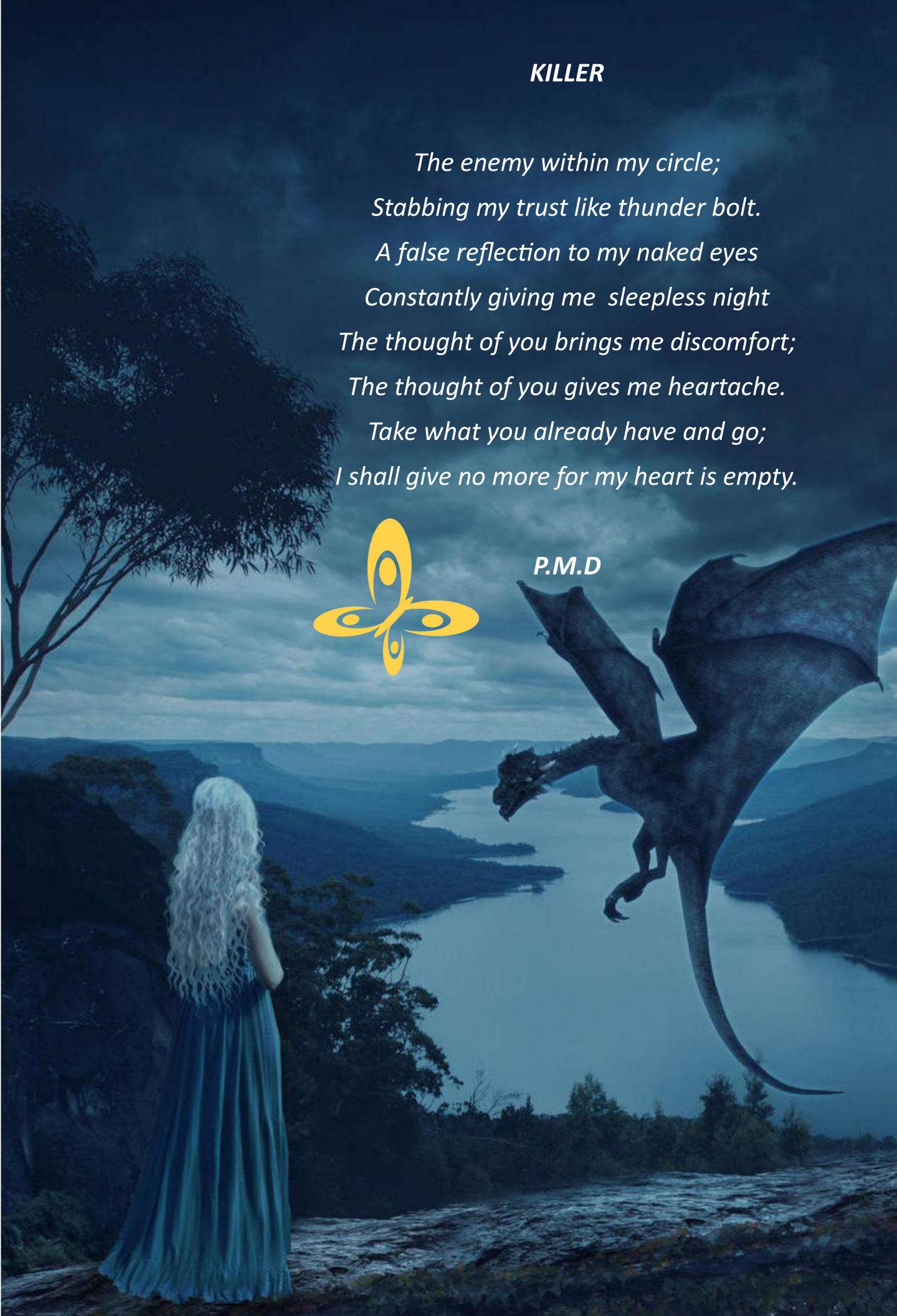




Feel and Experience the Pleasures of an 8.5mm Thickness











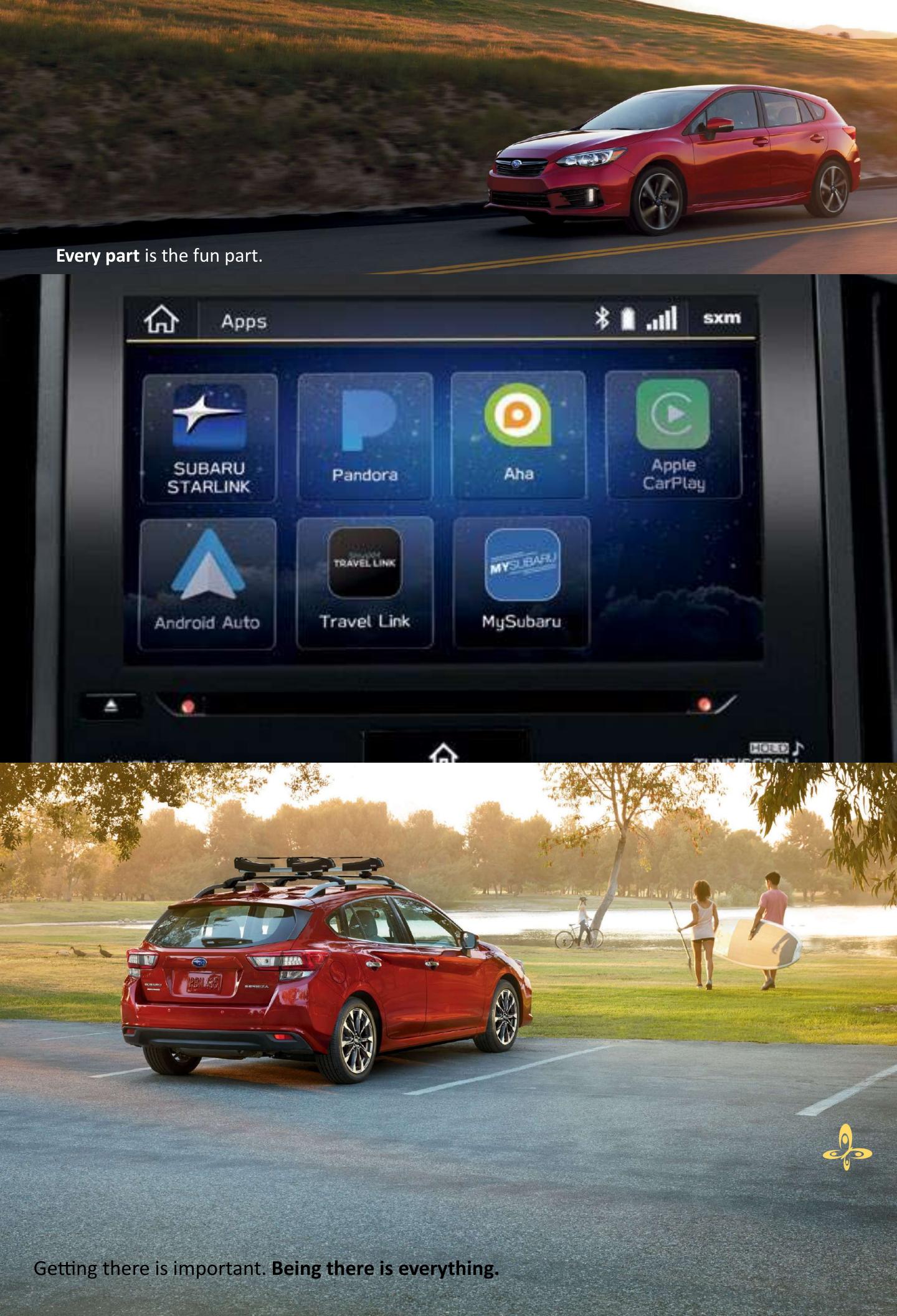


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Room to push limits.



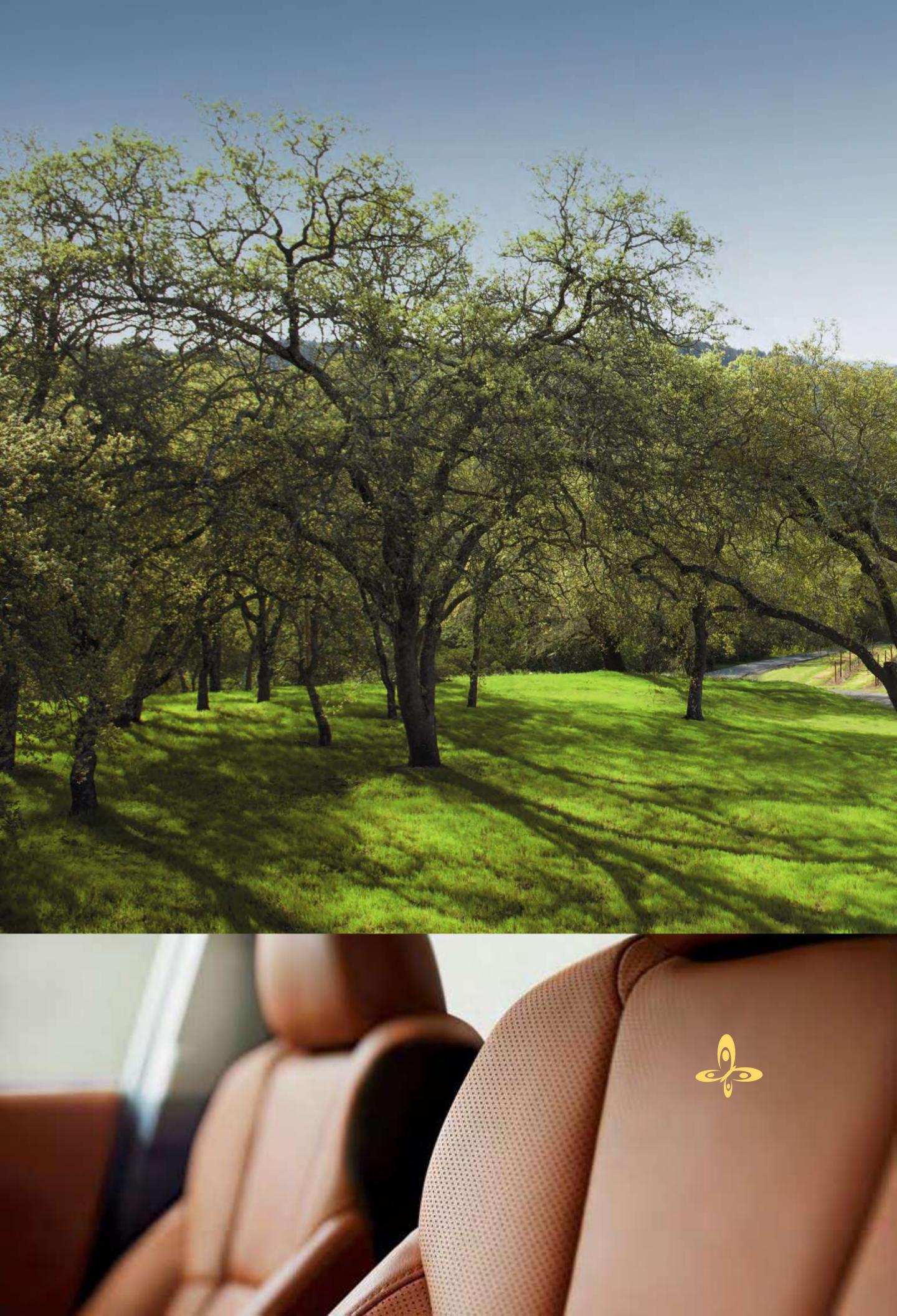


















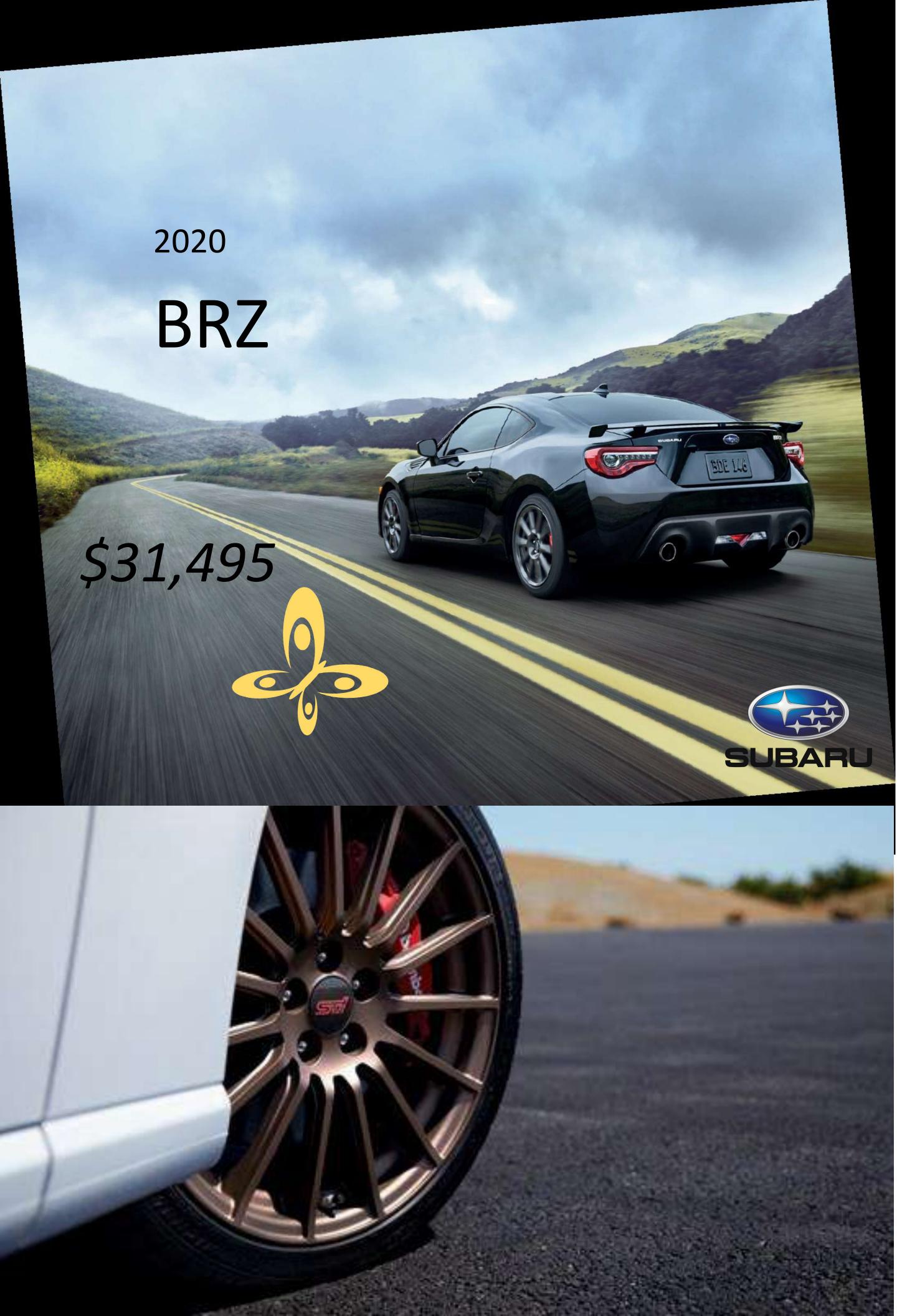






No barriers, no limit, no obstacles









tuned for maximum excitement























Status: Completed

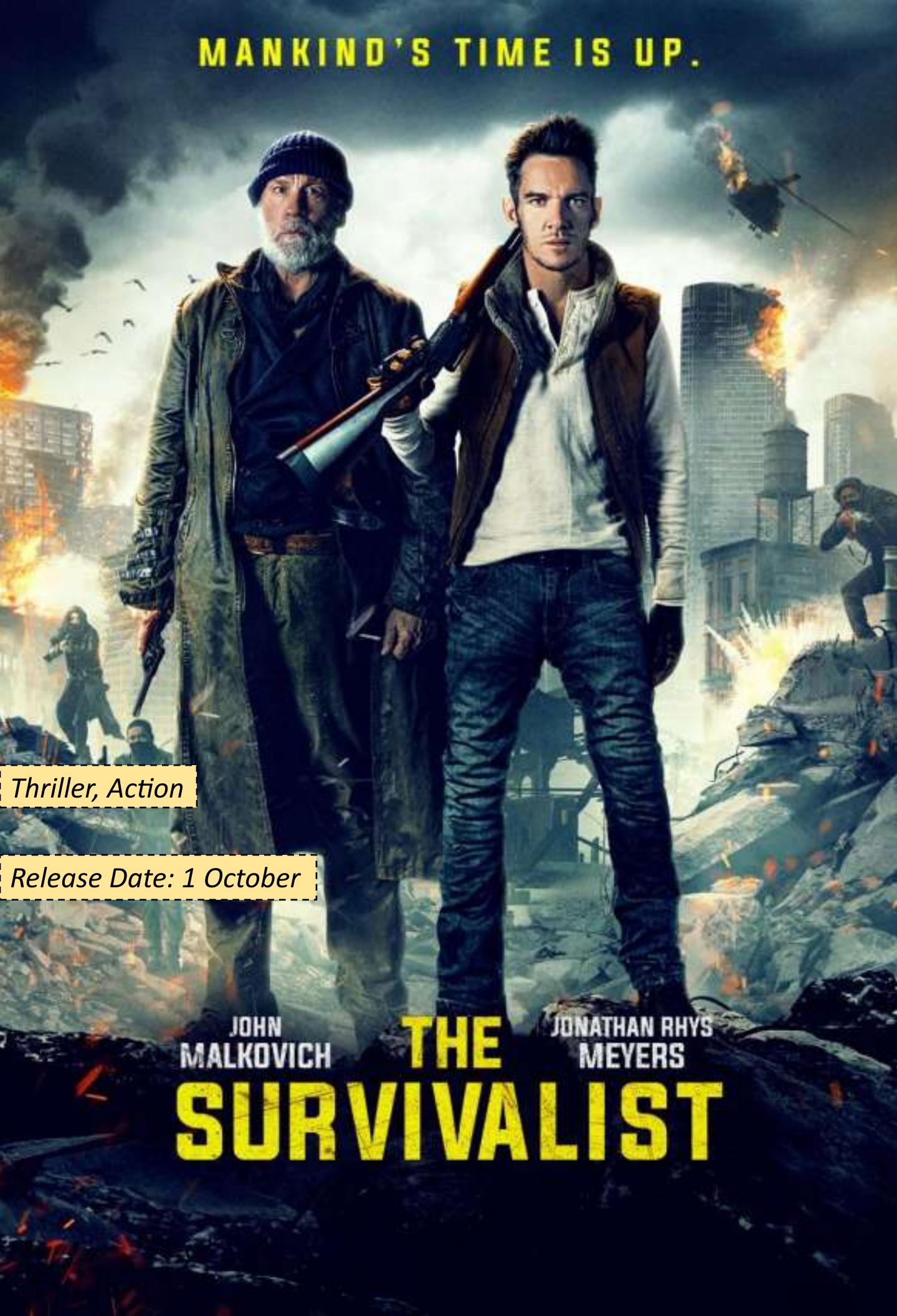
Biohazard: Infinite Darkness

7月8日 (不) 独占配信スタート

Action, Horror, Sci-fi







AMAZON ORIGINAL MOVIES

Thriller, Comedy, Horror

Release Date: 29 October

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Screen

"A THRILL"

Variety

"EUPHORIC"

The Playlist

GRACE VAN PATTEN

MIA GOTH



HAVANA ROSE LIU

SOKO

JULIETTE LEWIS



Fantasy

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"MAYDAY" GRACE VAN PATTEN MIA GOTH HAVANA ROSE LIU SOKO THÉODORE PELLERIN AND JULIETTE LEWIS CASING DOUGLAS AIBEL, C.S.A. SUPERASSINS SUSAN JACOBS AND JACKIE MULHEARN

MISSIC COLIN STETSON COSTUME OLA STASZKO PROJUCTION IVAN VELJAČA EDITED NICHOLAS RAMIREZ PROJUCRAPHY SAM LEVY CO-PROJUCR AMANDA MESSENGER PROJUCRS GABRIELLA LUDLOW OSCAR BOYSON

QUEERS ARMY PRODUCED JONAH DISEND LUCAS JOAQUIN KAREN CINORRE SAM LEW WRITENAND KAREN CINORRE

magnolia

OCTOBER 1

TIM BLAKE NELSON

SCOTT HAZE WITH TRACE ADKINS AND STEPHEN DORFF





"BRILLIANT... A BRAKELESS FREEWHEEL THROUGH A TEEMING BAZAAR"



A FIRM BY WES ANDERSON



OF LIBERTY, KANSAS EVENING SUN



Drama

SEARCHLIGHT PICTURES and INDIAN PAINTBRUSH present an AMERICAN EMPIRICAL PICTURE by WES ANDERSON "THE FRENCH DISPATCH OF THE LIBERTY, KANSAS EVENING SUN" U.S. Casting by DOUGLAS AIBEL, CSA French Casting by ANTOINETTE BOULAT U.K. Casting by JINA JAY Music Supervisor RANDALL POSTER Music by ALEXANDRE DESPLAT Costume Designer MILENA CANONERO Editor ANDREW WEISBLUM, ACE Production Designer ADAM STOCKHAUSEN Director of Photography ROBERT YEOMAN, ASC Line Producer FRÉDÉRIC BLUM Co-Producer OCTAVIA PEISSEL Executive Producers ROMAN COPPOLA HENNING MOLFENTER CHRISTOPH FISSER CHARLIE WOEBCKEN Produced by WES ANDERSON STEVEN RALES JEREMY DAWSON Story by WES ANDERSON & ROMAN COPPOLA & HUGO GUINNESS & JASON SCHWARTZMAN

y by WES ANDERSON Directed by WES ANDERSON

Release Date: 22 October IN CINEMAS OCTOBER 22



Thriller

A JAMES ASHCROFT FILM

HEMECOMING PRODUCTIONS (TO recommend THE NEW ZEACHO FRIN COMMISSION record a LIGHT IN THE DAYN and COMING HOME IN THE DAYN COMING HOME. THE DAYN COMING HOME IN THE DAYN COMING HOME IN THE DAYN COMING HOME IN THE DAYN COMING HOME. THE DAYN COMING HOME IN THE DAYN COMING HOME IN THE DAYN COMING HOME IN THE DAYN COMING HOME. THE DAYN COMING HOME IN THE DAYN COMING HOME IN THE DAYN COMING HO



THE WAR BELOW

BASED ON TRUE EVENTS



Drama, War, Historical

A FILM BY J.P. WATTS "THE WAR BELOW" STARRING SAM HAZELDINE TOM GOODMAN-HILL KRIS HITCHEN

ANDREW SCARBOROUGH ANNA MAGUIRE ELLIOT J. LANGRIDGE JOSEPH STEYNE SAM CLEMMETT SONNY A. SERKIS AND DOUGLAS REITH
SHAKYDA DOWLING CSA. ANNE KILLONEN, PROGRAMMEND CAPOLINE STEINED, PROGRAMME PROGRAMMED OF CONTROLLED SHAKYDA DOWLING CSA.

PRODUCER KEVIN CASEBIER CO-EXECUTIVE PRODUCERS MARK JACOBS & DAVID KIRKUP EXECUTIVE PRODUCER BRAD FRIEDLANDER
ROWLL KNOCHEL CHRIS LEMOS WRITTEN BY J.P. WATTS & THOMAS WOODS DIRECTED BY J.P. WATTS













Adventure, Sequel, Animation

The Addams Family 2





SLAY TIME IS OVER... OR IS IT?



Comedy, Horror Rimley ari schneider Jana Savage Jeff Lorch Kevin Ocampo Casey Grafo and Richard Gayler

Director of SEAN AYERS Production AUDREY HAWORTH Music ROBBY ELFMAN and ARI SCHNEIDER

Release Date: 20 October EY AJ GORDON and ARI SCHNEIDER Written & RYAN BARTON-GRIMLEY



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Release Date: 20 October



Thriller

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RONS GONE WRONG

GET YOUR BOTS IN THEATERS OCT. 22









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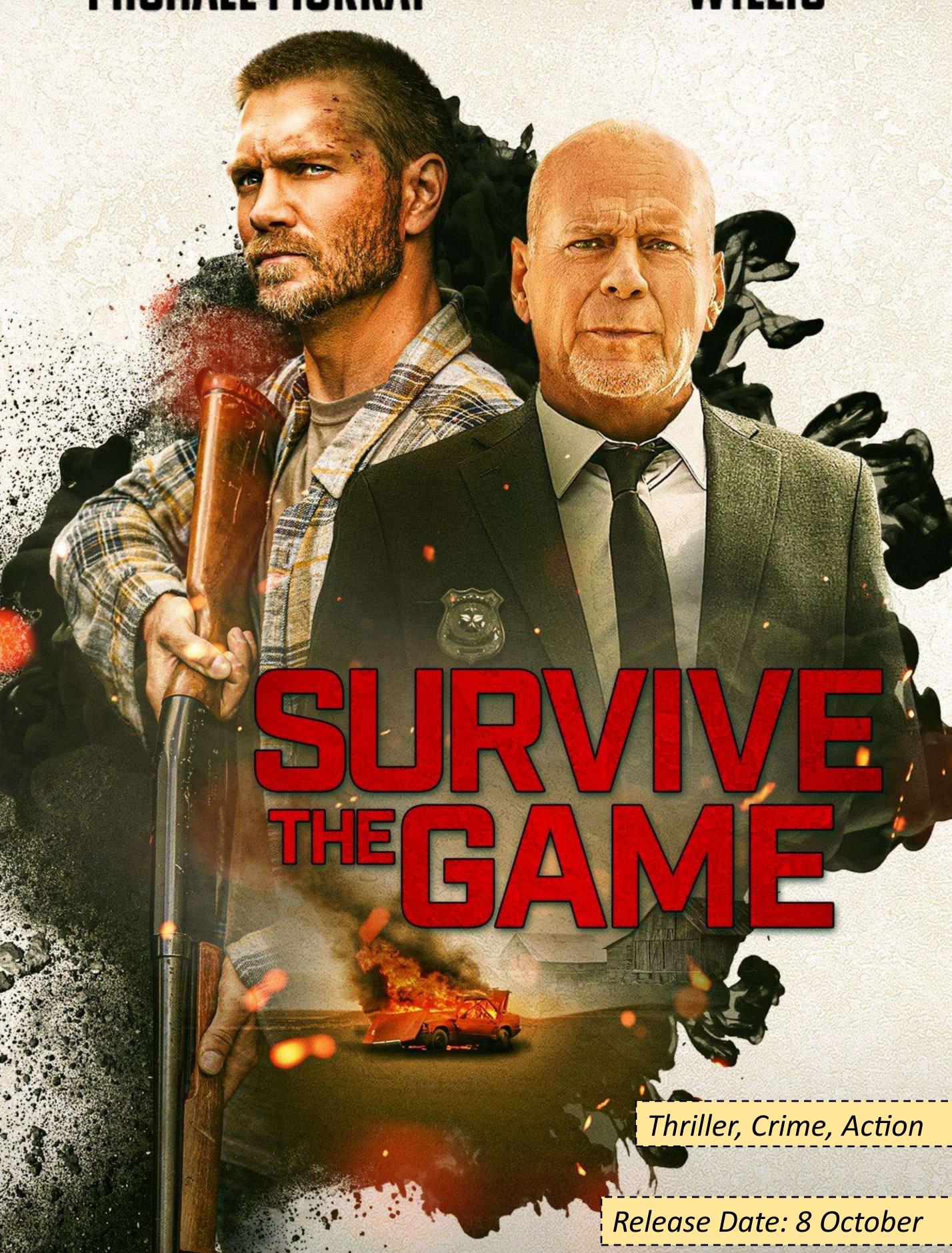
WHITE SABATOJR. BATTISTELLI WASHINGTON FORSYTHE

Drama, Sequel, Faith

Release Date: 5 October

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CHAD MICHAEL MURRAY BRUCE WILLIS





Drama, Romance, Sc-fi

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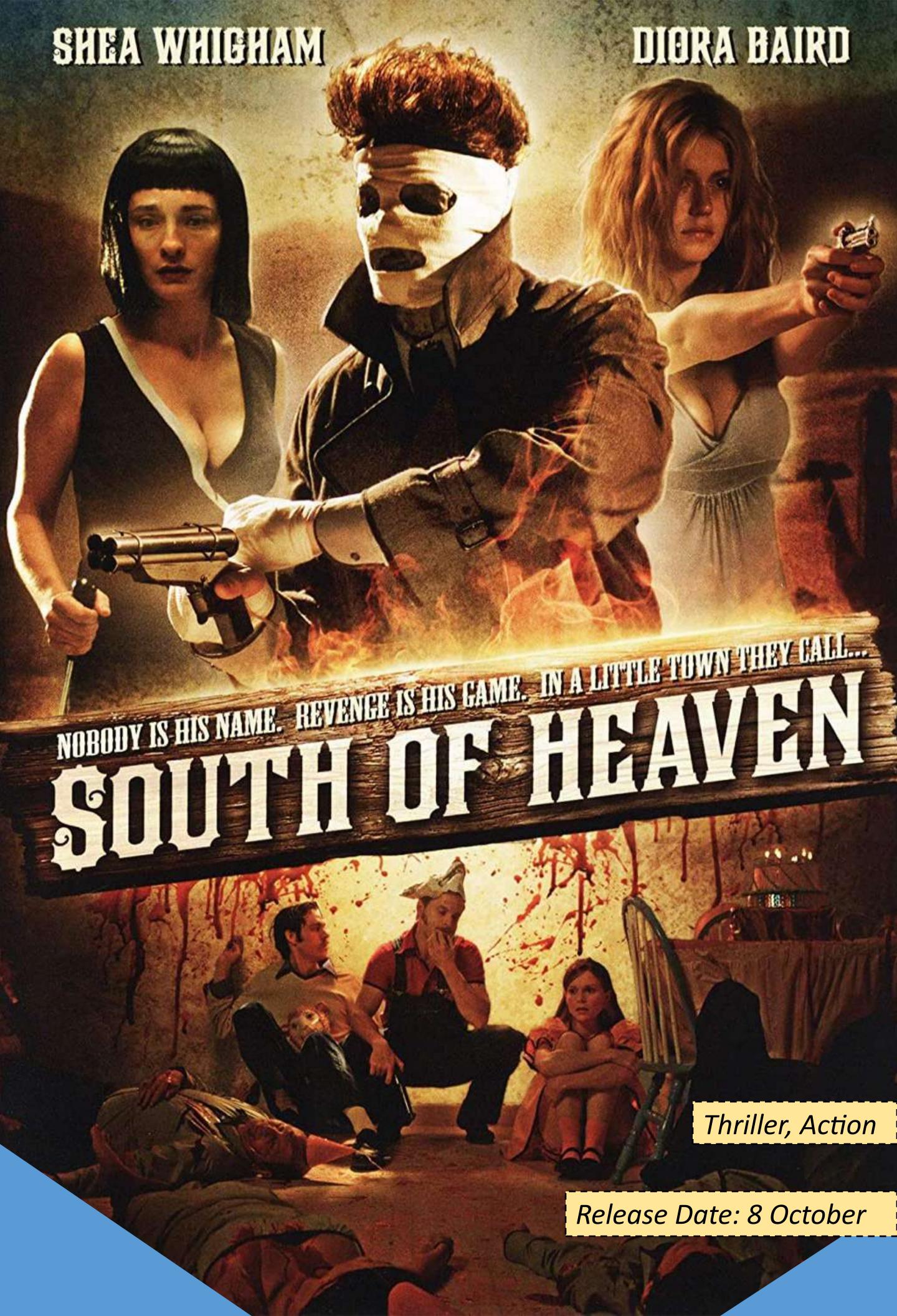
Release Date: 15 October

MELLINGHAUS JASON CLOTH CHRIS CONOVER RICHARD McCONNELL PRODUCES ZANNE DEVINE p.g.a. DAVID THWAITES, p.g.a. AARON L. GILBERT, p.g.a.

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SCREENPLAY BY C. HENRY CHAISSON & NICK ANTOSCA AND SCOTT COOPER
DIRECTED BY SCOTT COOPER

FROM PRODUCER
ZACK SNYDER





Release Date: 29 October

A NETFLIX FILM

ARMYOFTHIEVES

| NETFLIX



TOM

WOODY HARRELSON MICHELLE WILLIAMS REID

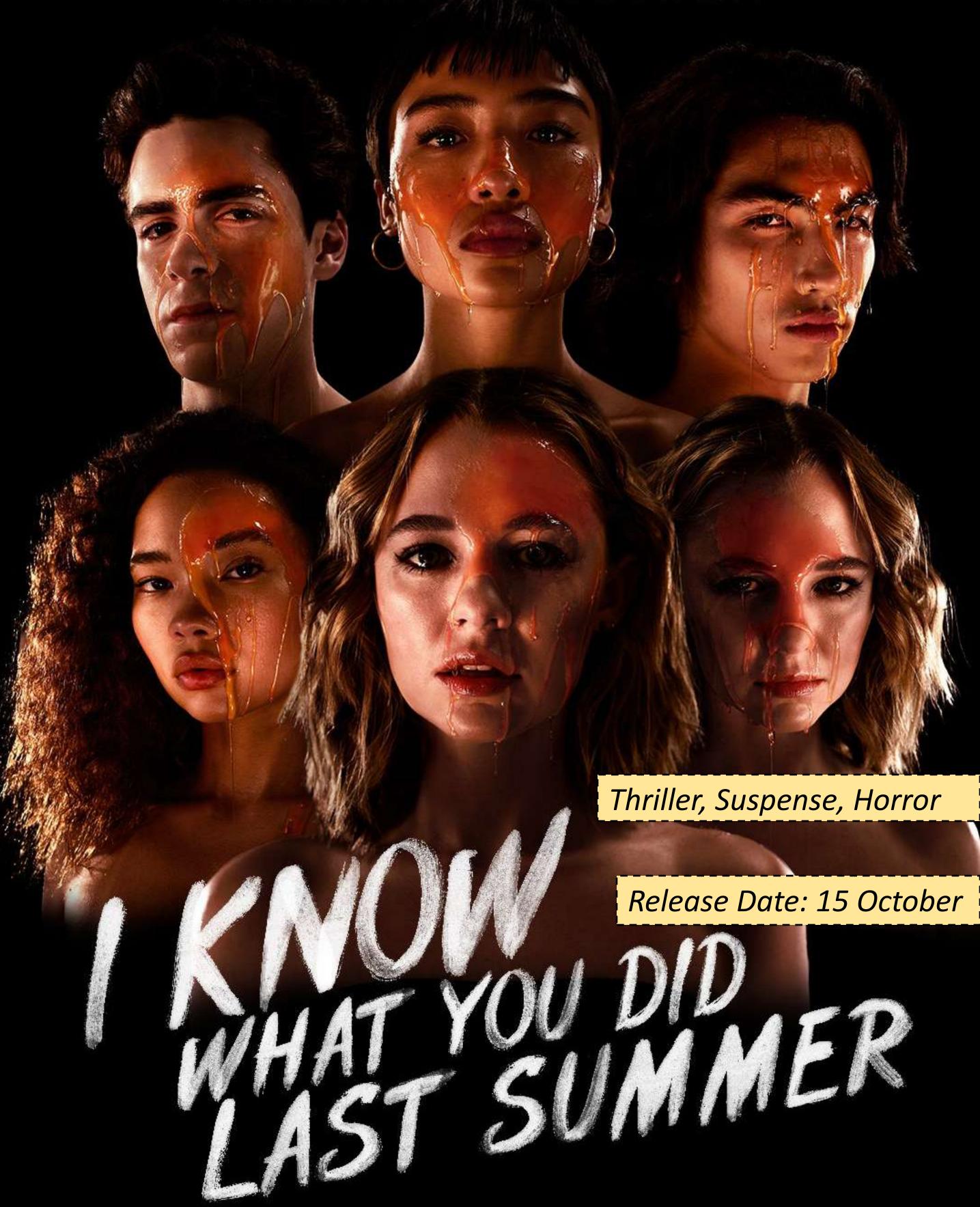
NAOMIE HARRIS



Release Date: 15 October

Sequel, Sci-fi, Action, Comic book

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TIMOTHY

PETER STORMARE



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EXCEPT IMMORTALITY

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MASS

REED BIRNEY

ANN DOWD

JASON ISAACS

MARTHA PLIMPTON

