



**CITIZEN
SLEEPER**

**DAWN
OF THE
MONSTERS**

**telling
lies**

GIGABASH


STRAY

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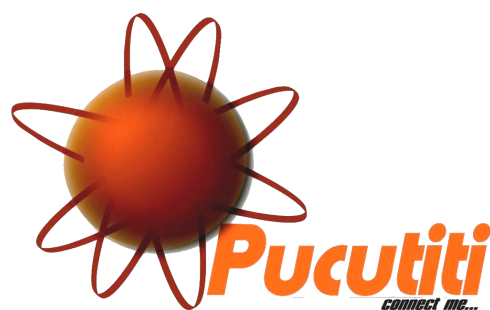
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GAMES 



Adventure game *Stray* was created in 2022 by BlueTwelve Studio and released by Annapurna Interactive. The plot centers on a stray cat that accidentally enters a walled metropolis filled with robots, machines, and mutant microorganisms. With the aid of B-12, a drone companion, the cat attempts to escape and return to the surface. Third-person perspective is used to present the game. By climbing up walls and jumping across platforms, the player moves around the game area, and they may also interact with their surroundings to create new paths. They may use B-12 to store stuff discovered all around the world and hack into technology to solve challenges. The player must avoid the hostile Zurks and Sentinels that try to murder them during the course of the game.

The project's development started in 2015 under the direction of Koola and Viv, the co-founders of BlueTwelve Studio, who left Ubisoft Montpellier to pursue an independent project. To release the game, they collaborated with Annapurna Interactive. Kowloon Walled City, which the creators believed a cat could correctly explore, had an effect on *Stray*'s aesthetics. Murtaugh and Riggs, the cats of the game developers, served as inspiration for the gameplay, and the team conducted research using photos and videos of cats. Although they had difficulties balancing design and gameplay, they discovered that playing as a cat led to unique level design chances. The choice to populate the universe with mechanical characters had an even greater impact on the plot and backstory.

When *Stray* was revealed in 2020, there was a lot of anticipation. It was made available on PlayStation 4, PlayStation 5, Windows, and Xbox One and Xbox Series X/S in July 2022 and August 2023, respectively; a macOS version is in the works. The game's graphic design, cat gameplay, story, original score, and platforming portions all drew accolades from reviewers, however opinions on the combat and stealth sections were varied. The game won awards at The Game Awards, Game Developers Choice Awards, and Golden Joystick Awards, and it was listed on year-end lists from other magazines. An animated movie adaption is currently being created.

Gameplay

A third-person adventure game is called *Stray*. A wandering cat is controlled by the user, who can make new trails by climbing in buckets, tipping paint cans over, running a vending machine, and clawing at things. The cat can jump across levels and scale barriers. To advance the story, they must solve puzzles that frequently include shifting barriers. Sleeping, meowing, and cuddling up to non-player characters are all optional actions that typically evoke a reaction. Some levels feature open-world components that let the player explore at their leisure.

B-12, a drone companion, helps the player by translating other characters' languages, storing objects discovered across the area, giving light, and hacking into various technology to open doors and resolve riddles. The player discovers several of B-12's memories as they progress through the game, adding context to the narrative. The majority of these memories are optional, however some are revealed as the plot develops. Badges, some of which are optional, can be amassed by the player and are shown on the cat's knapsack.

The world is inhabited by robots, which often use the player to find objects that reveal information and advance the story. Some robots even offer optional tasks, like Morusque who plays songs after being given music sheets found in the slums. Most of the robots in the world can be interacted with.

There are two types of enemies that can kill the player in *Stray*:

Zurks, a giant mutated bacterium that can swarm and eat the cat

Sentinels, security drones that will try to shoot the player when they see them

For a short period of time, the Defluxor can be attached to the B-12 and used to take out the Zurks. However, it only works for a short time before the B-12 gets too hot and needs some time to cool off. Avoiding the Sentinels involves avoiding their line of sight, which is indicated by blinking lights.





Developer: BlueTwelve Studio
Publisher: Annapurna Interactive
Director: Koola and Viv
Producer: Swann Martin-Raget
Designers: Mathieu Audrain, Alexandre Brodu, Hugo Dunas-Wald
Programmers: Rémi Bismuth, Sores Hatipoglu, Antonin Ferret
Writer: Steven Lerner
Composer: Yann van der Cruyssen
Engine: Unreal Engine 4
Platforms: PlayStation 4, PlayStation 5, Windows, Xbox One, Xbox Series X/S, macOS
Release: PS4, PS5, Windows -- 19 July 2022
Xbox One, Series X/S -- 10 August 2023
macOS -- TBA
Genre: Adventure
Mode: Single-player
TiTi Rating: 7/10



STRAY



Plot

The story follows the adventures of four stray cats as they wander through the debris of an abandoned facility. One of the cats gets separated from the rest of the group after falling into a pit leading to an uninhabited underground city. In the city, the cat finds a laboratory where he helps download an AI into the body of one of the small drones, a robot named B-12. B-12 tells the cat that he helped a scientist before, but much of his memory was damaged and he needs time to heal. B-12 vows to help the cat get back to the surface, so he follows him deeper into the city. Along the way, the cat and his companion discover that, although the city is completely uninhabited by humans, their robotic servants known as Companions remain. The Companions have become self-aware and built their own society within the city's ruins, but they are also trapped underground. The city's ruins are infested by Zurks, mutated bacteria that have developed the ability to eat organic life and robots alike.

The two meet Momo, one of the Outsiders—a group of Companions devoted to finding a path to the surface.

With the Outsiders' help, Momo and B-12 make their way to the city's Midtown sector. There, they find another Outsider, Clementine, who is intent on stealing an atomic battery that will power a subway train that will take them to the surface.

The three are captured and imprisoned, but the cat rescues them all and helps them escape prison.

Clementine remains behind to deceive the Sentinels and B-12 and the cat escape on the subway that leads to the city's control center.

B-12 finally regains all of his memories. He remembers that he was once a human scientist who tried to upload his own consciousness into the robot body. The process went wrong and the cat arrived to save him. B-12 also remembers that the city of Walled City 99 was built to protect humanity from a disaster on the surface. Eventually, the entire human population was wiped out by a plague.

B-12 realises that humanity's legacy now belongs to the Companions, and to the cat. He sacrifices himself to unlock the blast doors above the city, allowing the city to be exposed to sunlight that destroys the Zurk and deactivate the sentinels. Since the main exit is now unenclosed, the cat exits the city and makes its way to the surface. At the moment the cat departs, a screen at the exit glows and activates.

Development

Koola and Viv, the founders of BlueTwelve Studio, started work on Stray back in 2015. After a successful stint at Ubisoft Montreal, they wanted to work on an independent project. They kept a development blog on the game, which at the time was called HK Project. They shared some footage with friends on Twitter, and in April 2016 they received a request to publish the game. At the time, they had only developed a few scenes, but they had a clear vision for the final game.

Annapurna had not published a game at the time of the deal, but they helped build the studio over the years. They gave occasional feedback, but mostly left the developers to their own devices.

The studio was funded in April 2017 and had a five-person development team by late 2017.

Koola and Viv knew from the beginning that they wanted to keep the development team small, as they prefer to work through direct communication. With a small team, the scope of the game shrank over time, with the developers focusing on what was important to them. After the reveal of the game, Koola and the team wanted to concentrate on production and only start marketing when development was almost complete; they felt that the reaction to the reveal made the pressure to deliver a polished experience even greater. The game is built on Unreal Engine 4.

The design of Stray was heavily influenced by the aesthetics of the game. Koola and Viv loved the organic architecture of the city, and found it very interesting to approach as an artist. They designed several graphical tests of the city's environments and buildings. They found the city to be the “perfect playground” for a cat due to the variety of paths and views.



The development team found that playing as a cat opened up interesting level design possibilities, especially for platforming and puzzle mechanics. They faced artistic and technical difficulties in reconciling interesting game design with an open world, as usually decorative items—like pipes and AC units—were explorable pathways in *Stray*.

Antvillage’s in-game location gave the team the opportunity to test vertical game design and offer several paths for the player to choose from. At the start of development, the team opted not to use standard platforming challenges after observing players consistently missing jumps, which they felt “don’t feel cat-like”. “The movements of a cat are smoother,” says co-creator, producer, and lead to the creation of the game’s guided movement system. “We found that the DualSense controller’s sounds and vibrations add to the playability and interactivity of being a cat. The low camera angle allowed us to observe the environment more deeply than a human protagonist.”

The contrast between the “small, organic and lively” cat and the “angular and bold” robots was very important to the developers. Initially, Viv wanted to create some non-player characters in the game, but was not happy with the results and realized that the high visual quality needed would be too much work for a small team. After some experimentation with robots, it became easier to place them within scenes, and they liked the contrast against the cat.

The addition of robots inspired more story, and the developers found it appropriate because of their love of movies such as *Blade Runner* (1982). The robots’ language printed all over the world made players feel like they are in a foreign country; its inclusion also led to the creation of the world’s backstory.

B-12 was also added as the cat’s companion to add extra abilities for the player to interact with technology. Both the B-12 and cat’s backpack were conceived early on in the game’s development, when HK Project was still in development.

The gameplay experience was heavily inspired by the founders’ cats Murtaugh & Riggs, as well as the studio’s in-house cats Oscar & Jun. The main inspiration for the protagonist came from Murtaugh, an ex-strain cat found under a vehicle in Montpellier. Oscar, a fur-free Sphynx, was also a great reference for animation. Miko, the game’s cat animator, studied several images & videos of cats for his research, and worked closely with the cat programmer, Remy Bismuth, to find the right balance between smooth animations & enjoyable gameplay.

The majority of the team owns cats, which provides constant inspiration & reference material. When their office cats started to respond to and interact with the in game cat, the team knew their choices had paid off. Although the game is a “love letter” to the team’s cats, they chose not to make a simulator game, preferring interesting gameplay over full realism. Action sequences were added to give the player some stress, and they wanted to create a rhythm to sustain the story’s progression. The sequence where the player kills the Zurks was inspired by Koola & Viv’s revenge for a bedbug. The user interface was kept minimal, with directions integrated in the game world to guide the player.

Release

Stray was first announced on 11 June 20, 2020, at PlayStation’s Future of Gaming event. The game was said to be in development for PS4, PS5, and Windows. A January 2021 CES trailer showed a release window printed as October 2021; however, this was later removed. A new gameplay trailer in July 2021 showed a release window of early 2022; however, the game was later delayed to mid-year in April 2022. In June, during PlayStation’s State of Play presentation, the game’s release date was revealed to be 19 July 2022.

At launch, *Stray* was available for PlayStation Plus’s Premium, Extra, and Deluxe tiers. *Stray* had the most players on PlayStation Plus the year after the service’s rebranding in June 2022; however, it is scheduled to be removed in July 2023.

It was one of the most highly anticipated games of the year after its announcement, topping Steam’s wishlist charts before launch, breaking Annapurna’s record of concurrent Steam players upon launch (over 62,000) and becoming the highest rated game of the year so far on the platform. In July, it became the most downloaded PS4 and PS5 game in North America and the second most downloaded PS5 and third most PS4 game in Europe.

In August, it became the fifth most downloaded PS5 game and the sixth most downloaded PS4 game in North America.

In September, it became the 19th ranked PS5 game in Europe.

After launch, *Stray*’s cat-watching videos went viral, with a dedicated Twitter account called “Cats watch stray” with 32,000 followers.

Annapurna collaborated with several charities for the release to raise funds for homeless cats, offering giveaways as incentive for donations.

iam8bit & Skybound Games released two physical versions:

The retail version for PS5 on 20 September with 6 art cards;

The Exclusive Edition for PS4 & PS5 on 12 December with additional poster & embroidered patch

Vinyl Record of the soundtrack - May 2023 - Vinyl Record of the Soundtrack - Album Art - Fernando Correa

Annapurna revealed in June 2023 that the game is in development and will be available for Xbox One, Xbox Series X & Series S.

It was then released for Mac OS 10 on August 10, 2023 and is Apple M series device compatible.





STRAY





LIGABASH

GigaBash is a brawler game developed and published by Malaysian independent studio Passion Republic Games. It was released for Microsoft Windows, PlayStation 4 and PlayStation 5 on August 5, 2022. It was also released for Nintendo Switch, Xbox One and Xbox Series X/S on August 4, 2023.

Gameplay

In GigaBash, you control a kaiju, and you and your opponent must fight each other in stages full of ruinous environments. Each monster can perform light and heavy attacks, as well as a unique special move, dodge, air dash, and throw buildings and objects at your opponents. As you damage your enemies, you will gain Giga energy. When you have enough Giga energy, your kaiju will turn into a “S-class” monster, which is much stronger and bigger. A Giga-ball appears during a match, and the kaiju that gets a Giga ball will unleash an ultimate attack on your opponents. The game will have 10 different monsters at launch.

Both local and online multiplayer is available in battle mode. In this mode, players can fight each other freely or divide into two teams and fight against each other. The game supports up to 4 players, but solo players can also play against AI-controlled characters.

There are 4 single-player campaigns in the game, which follow the adventures of four monsters: gorogong, pipijuras, woolley, and thundatross. The game also has a party mode called Mayhem. This is a party mode where players complete minigames together.

Development

Passion Republic Games is a Malaysian indie game development studio that has just released their first game, GigaBash. The game's monsters are based on tokusatsu classic characters like Godzilla, Megazord Dino, Ultraman, and more. Passion Republic Games was also inspired by video games like the WWE license games like King of the monsters, Rampage, and Gundam Versus. They also looked into party games like Overcooked or Rocket League. Passion Republic Games also added a story mode to GigaBash, which is like an "extend" to the game's main battle mode. In this mode, you'll get to know the background of 4 different monsters and where they came from.

The game's control system is easy to use and straightforward, but your attack will change depending on what's going on around you, like if you're blocking, dashing, or grabbing. Every character in the game has gone through a lot of development, and Thundatross was the first one we got our hands on. He's described as a "full-bodied monster" that looks a lot like other classic kaijus.

The game's first trailer was released on 12 September 2019.

The game was released on August 5, 2022, for PS4, PS5, and Windows.

The 2022 Tokyo Game Show revealed that the game would feature a guest character named "Godzilla".

On November 2, a teaser for the game's guest character was released. On December 9, it was revealed that the character would be joining the game as a downloadable content (DLC).

It has since been confirmed that three other kaijus from the "Godzilla" series, "Gigan", "Kiryu", and "Destoroyah", will be released along with the game's main character in the DLC.

On November 16, "Gigan" and "Kiryu" were foreshadowed by three trailers that were released on November 23 and November 30 respectively.

The game's port to Nintendo Switch was announced at a Japanese indie world showcase on April 19





Developer: Passion Republic Games

Publisher: Passion Republic Games

Directors: Mel Law, Aiken Tow

Producer: Ng Aik Sern

Writer: Gerald Yong

Engine: Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 4, PlayStation 5,

Nintendo Switch, Xbox One, Xbox Series X/S

Release: Windows, PS4, PS5 -- August 5, 2022

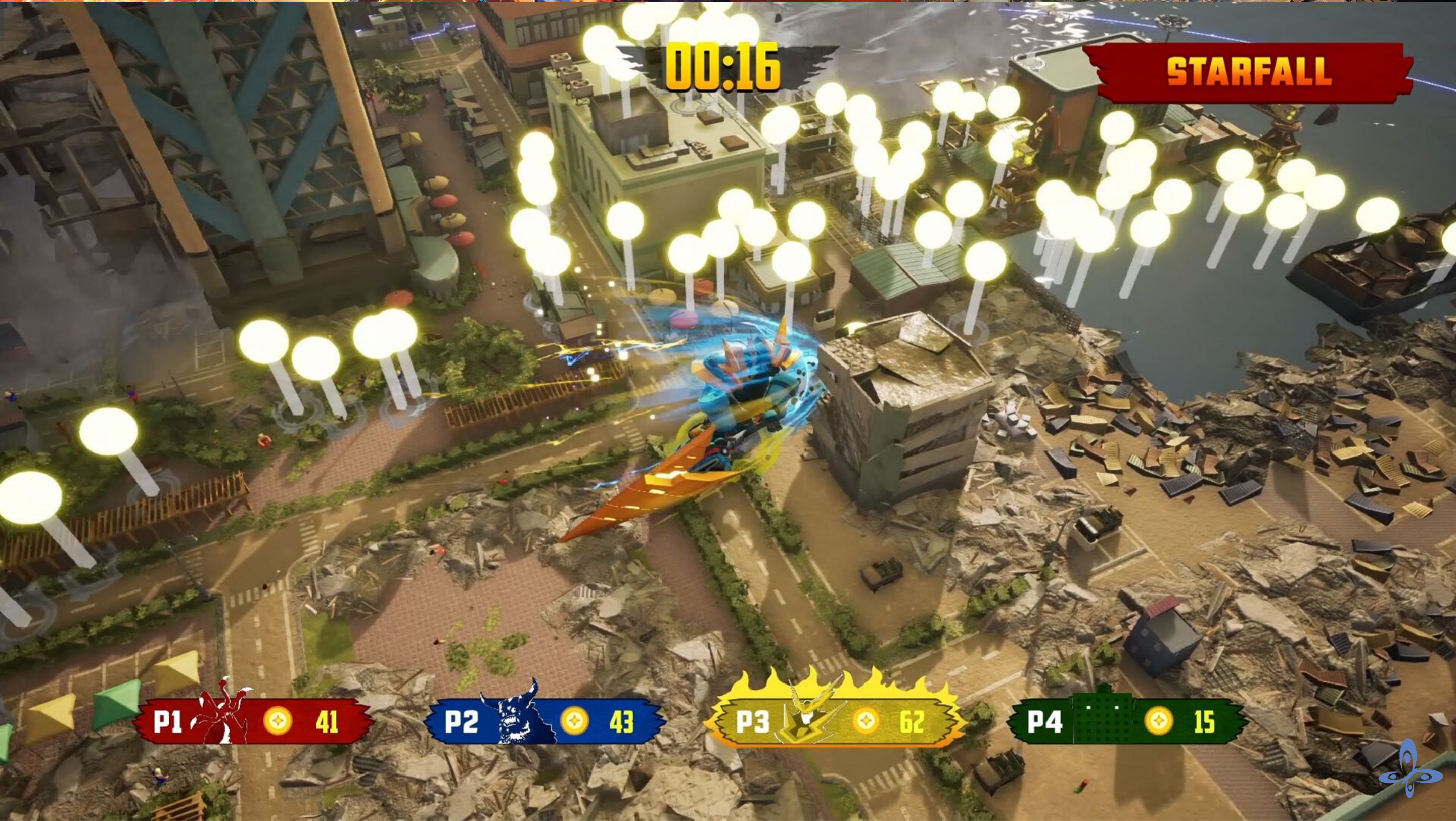
Switch, Xbox One, Series X/S -- August 4, 2023

Genre: Brawler

Mode: Single-player, multiplayer

TiTi Rating: 6/10





GIGABASH





DAWN OF THE MONSTERS



Dawn of the Monsters

Dawn of the Monsters is a beat'em up video game developed by 13AM Games and published by WayForward. The game was released in March 2022 for Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S, and Google Stadia. The game received generally positive reviews upon release.

Premise

The game starts in 2036. The Nephilim, a race of giant creatures, have invaded Earth and wreaked havoc all over the planet. Then, in the 2040s, the Defense Alliance worldwide network (DAWN) was created. In the meantime, Megadon and his fellow guardian creatures, Ganira and Aegis Prime and Galahad, have joined forces to take back the planet from the creatures.

Gameplay

In Dawn of the Monsters, you play as one of the four guardian creatures and battle other giant monsters. Each character has its own unique attack and finishing move. The guardian monster will attack its opponents and destroy buildings as its Rage meter slowly builds up. It can then unleash special moves called Rage attacks. You can also use Cataclysm Attacks to deal massive damage to your opponents. Additionally, you can use environmental hazards to deal more damage to your enemies. As you play, you can unlock augments that can modify the monster's combat abilities. At the end of every stage, you'll be rated based on your performance. The game's campaign consists of 35 different levels, and the game takes place in 4 main locations: Toronto (Single Player), Foz do Iguaçu (Multiplayer), Cairo (Multiplayer), and Tokyo (Multiplayer).

Development

13AM Games is a Canadian game studio that specializes in kaiju games. The team initially had the idea to make kaiju games in early 2016. However, no publisher was interested in funding the game, so the team moved on to making Double Cross. The game was released in 2019. After that, 13AM Games developed a prototype for Dawn of the monsters. The team pitched the game at E3 and WayForward was interested in partnering with them. WayForward officially announced the partnership in October of 2020. The game was originally set to launch in late 2021 but was later delayed. The game was finally released digitally on March 15th, 2022. The game will be available for Windows/Nintendo Switch/PlayStation 4/PlayStation 5/Xbox One/X Series X/Series S. A physical edition will also be released by Limited Run Games.

The game's art style was based on comics. It was "striking" and "evocative" of kaiju movie poster imagery, according to director Alex Rushdy. The art style was a combination of Japanese manga and Mike Mignola's works, according to Rushdy. To make sure the team had a unified vision of the game's tone, he organised movie nights where they watched movies like "Godzilla (1954)" or "Gamera." The team also invited various artists to work on the game. For instance, Shinji Nishikawa (who worked on the design of several "Godzilla" films) helped the team create a boss character. Yuji Kaida (who served as illustrator on multiple "Kaiju" projects) designed the cover of the physical edition of the game. E.J. Su (the game's key art creator) collaborated with Zander Cannon on the production of the promotional materials. The game's animated opening sequence was created by Powerhouse Animation Studios.





DAWN OF THE MONSTERS



Developer: 13AM Games

Publisher: WayForward

Director: Alex Rushdy

Producer: Steph Sandercock

Designer: Justin Fernandes

Programmer: Marty Kugler

Artist: Takashi

Writer: Unai Cabezón

Composer: Dan Rodrigues

Platforms: Windows, Nintendo Switch, PlayStation 4, PlayStation 5,

Xbox One, Xbox Series X/S, Stadia

Release: Google Stadia -- March 1, 2022

Windows, Switch, PlayStation 4, PS5, Xbox One, Xbox Series X/S -- March 15, 2022

Genre: Beat'em up

Mode: Single-player, multiplayer

TiTi Rating: 6/10

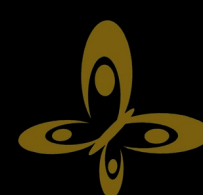


TALENT OF THE MUSICIANS



DAWN OF THE MONSTERS





telling
lies



Telling Lies is an iPhone, Mac, and Windows-based narrative video game created by Sam Barlow, Furious Bee, and Annapurna. Annapurna published the game in August 2019, and ported it to Nintendo Switch, PS4, and Xbox One in April 2020. Like Barlow's previous game, Her Story, Telling Lies uses full-motion, live action video of four characters (Logan Marshall-Green), (Alexandra Shipp), (Kerry Bishé), and (Angela Sarafyan) in video calls between them. You'll need to use tools from the game to sort through events and what statements might be lies to solve the mystery.

Gameplay

Barlow calls Telling Lies a "desktop thriller" similar to Her Story, where you're sucked into a drama that's being played out through video clips and other data stored on your virtual computer desktop. In Telling Lies, you're presented with hundreds of video segments that, according to the game's narrative, span two years and are stored on a computer hard-drive stolen from the NSA. You're able to search through these hundreds of segments on keywords to cobble together timelines, events and interactions, all while trying to figure out why the four central characters have been subject to electronic surveillance and what your character's role in these events is (this character appears to be a woman and can be seen on a virtual reflection of your computer screen to the real player).

These clips, however, only show the video and sound from one party's perspective, so you'll need to figure out which clips match the other party's players, and you'll have potential interactions with about 30 other players. You can scroll forward and backward within segments, pick out specific words in video subtitles to search for, and save notes within an on-screen memo pad.

You'll only have a few hours in a single playtime to scan content from your hard-drive. You'll have to start all over again (losing notes, bookmarks, etc.) if you want to view more content. Barlow estimates that Telling Lies's content is about 4 to 5 times more than Her Story's.

There are three possible endings that you'll find in the game, based on which character's videos you explored most often.

There is also a version of the game called "King of Clubs". However, it does not have the King of Clubs and therefore cannot be won.

Plot

In 2019, former FBI agent Karen Douglas logs into her computer and searches the videos on the USB drive.

These videos tell the story of an FBI agent named David Smith. In 2017 and 2018, under the guidance of his handler Mike, David worked on a case called Green Dagger. The purpose of the case was to investigate possible acts of terrorism by an environmental group called "Green Storm", led by activist Riordan.

In order to break into this group, David infiltrates a smaller team called the "Organizing Group". This group was after Prosperen, a company that the activists believed was planning to build a pipeline that would pollute their water source.

David reaches out to one of the members of the group, Ava.

He forms a romantic relationship with Ava and is invited to join the Organizing Group.

The Organizing Group is made up of 4 people: Erik, Chris, Peter and Simon. Simon is an undercover Black Kite agent feeding information to the FBI. David ingratiates himself with the group. He finds out that Peter slept with Ava when she was underage and drugged her while filming their relationship. He attacks Peter, angers Ava and the FBI. He then plants drugs on Peter and frames him. As David grows more and more out of control, he outs Simon as a black kite spy. These actions and Ava's increasing closeness to David alarm Mike. David calls Riordan and the rest of the Organizing Group together on his boat to discuss plans to sabotage movement on a critical bridge vital to Prosperen's agenda. On the boat Ava tells David that she's pregnant with his baby.

telling lies





Don't you dare!



telling lies

Developer: Sam Barlow, Furious Bee

Publisher: Annapurna Interactive

Composer: Nainita Desai

Platforms: iOS, macOS, Windows, Nintendo Switch,
PlayStation 4, Xbox One

Release: iOS, macOS, Windows -- 23 August 2019

Nintendo Switch, PlayStation 4, Xbox One -- 28
April 2020

Genre: Interactive film

Mode: Single-player

TiTi Rating: 8/10





I am going to decorate an apartment.



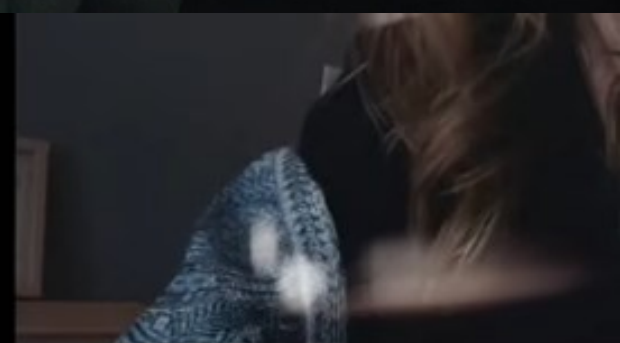
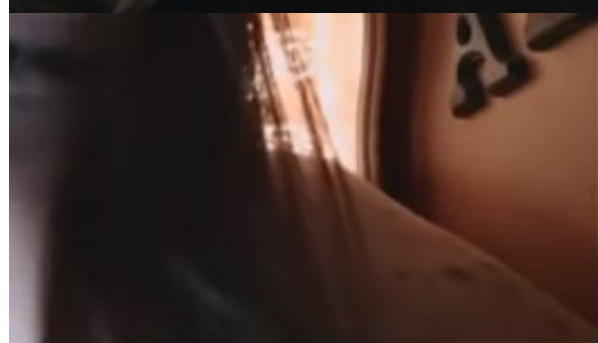
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00:45



And I'd like to know if anybody else here agrees



Hey so is that where we are getting our intel?



A new black kite infiltrates Green storm, and David works with him to lure riordan into a direct assault on the bridge, but the plan goes wrong, and David finds out that mike and black kite decide to wait on green storm and arrest the organizing group. David protests but is overruled by mike, who orders him to end the infiltration. The organizing group is arrested, including ava.

David is angry at mike, but mike notices that david had been hiding information, including ava’s pregnancy. David attempts to keep meeting with the organizing group, but is interrupted by his then field supervisor, karen douglas, who gives him cover to get out. David is infuriated but agrees to back down.

Ava is heartbroken at David’s disappearance.

In the meantime, David is having trouble with his wife, Emma, and daughter, Alba. Emma's mother, Laura, moved in with David while he was undercover. However, while David was away on his mission, Laura lapsed into a state of dementia and died, despite medical attention from Steven, the anaesthesiologist the couple hired. We also learn that while David was a friend of Emma's, he murdered Paul, Emma's violent ex, with Emma acting as an unwitting accomplice. As a way to deal with stress, David started chatting with Maxine Williams, a sex worker who operated a webcam chatroom using multiple aliases. David would pay her to chat, and he would share personal stories with her, including his own. As his life unraveled, he began to believe he had a real relationship with Maxine.

She banned him, but when he kept coming back, she told him that everything he knew about her was a lie, that she had recorded their conversations and would release them if he kept following her. With Harry's help, David tracked her down. Maxine was ready, she had already posted the videos, and she shot David in the leg as the police arrived.

This breaks his bond with Emma who had become afraid of him. David starts to live on his own, no longer connected to his wife and daughter Ava. He tries to get back together with Ava and Emma, but they both turn him down.

Finally, David kills himself by setting off explosives on his yacht, which could have destroyed the bridge.

Karen reviews the videos and leaks them to the public. Emma and Ava will move on with their lives without David and raise their two daughters. Maxine will leave her Cleveland, Ohio home and open a Cam Agency in New York City. She will then become a novelist who writes crime stories with strong female leads. The end credits show Emma's fate, Ava's fate, and Maxine's fate depending on the video the player has viewed.

Development

Barlow’s work with Telling Lies started in January 2016 with what he described as a “spiritual successor” to Her Story. The story in Telling Lies was not connected to the original game, although it did continue to use full motion video as its main gameplay element. While some had encouraged him to create a direct follow-up to Her Story in the form of a murder mystery and another actor, Barlow felt that this would be a riskier approach. He wanted to take advantage of the “her-story” aspects of the game where the player gets to know the main character better through the “clips”. The idea of electronic surveillance came to him partly because he was a parent and wanted to monitor his teenage son’s online activity. He read up on surveillance techniques used by the NSA and MI5 and found that Telling Lies shared some similarities with Her Story, such as being able to search on “stored video and audio” using keywords.

In July 2017, he announced that Telling Lies would have three to four main characters, and that the game would be a mix of The Conversation (1974), and Shame (2011) films. Telling Lies was set to be released in late 2017, or early 2018, according to Barlow.

For the film, Barlow wanted conversations between characters to feel natural. Ideally, he wanted both actors to be speaking at the same time, but from different places. To do this, he rented out a compound with multiple homes and buildings that he could make look like the locations in the script (including scenes where he moved around the compound). The actors would record their lines in their respective locations over video conference calls, and Barlow would run between sets as needed to give direction. Most of the shooting was done in chronological order for the narrative story. More than 100 hours of footage were captured for the film, but only about ten hours were actually used for the game.

The first trailer for the game was released by Barlow in March 2019.

The game was released on iOS devices on August 23, 2019, and PC on September 28, 2019, for PS4, Xbox One, and Nintendo Switch. Console ports for Windows and macOS were planned for April 28, 2020.

telling lies







IMMORTALITY





Immortality is an interactive movie video game released in 2022. Sam Barlow developed the game and Half Mermaid Productions published it. The game was first made available for Windows in August 2022. It was then made available for Xbox in September 2022. It was also made available for Android and iOS through Netflix in November of 2022. The macOS version was made available in April of 2023.

Gameplay

The protagonist of the game is Marissa Marcel (played by Manon Gage), a former model turned actress who starred in three films (1968, 1970 and 1999) that were never released. She has since disappeared, leaving the player to solve the mystery of her fate. Much like Barlow's previous works (Her Story, Telling Lies), Immortality uses full-motion video to help the player piece together Marcel's story. The player starts with one clip from each of the three films. They pause and click on someone or something interesting. The game then shows all the other clips from those three films, along with behind the scenes production footage, as well as television and interview clips that the player can watch and search for more people or things.

Plot

The majority of the story is told through secret footage, which the player manipulates by manipulating footage from movies, television interviews, etc. As a result, the story progresses in an irregular, broken narrative structure. This summary follows chronological order:

Two immortal creatures, "The One" and "The Other," predate humanity and can live forever by assuming human forms and living human lives. This seemingly terminates the human's life, but elements of their personality and memories merge with the beings' personalities and memories. The number of their kind has decreased since the beginning of human civilization. They can be regenerated from being killed, although some methods, particularly burning, are thought to be physically permanent.

The One is captivated by humanity, especially its lust for sex and violence, as well as its love of art.

The Other, on the other hand, is scornful of humanity, viewing it as an inferior imitation of the immortal and believing that the immortal and the human should exist apart from one another.

However, they allow The One to explore the human condition. Marissa (Marcel) is a French girl, who is thought to have been killed by German soldiers during World War II. She is then adopted as The One's pet. In 1968, Marissa auditions for and is cast in the role of Ambrosia, a gothic film based on Matthew Lewis' best-selling novel The Monk. During the filming, Marissa falls in love with John Durick, the film's director. Unfortunately, Arthur Fischer steals the film's negatives, preventing the film from being released.

Two years later, John is writing and directing Minsky. The supernatural detective story takes place in the surreal art world of New York City. Marissa stars and co-writes the script. The Other assumes the form of lead actor Carl Greenwood. In one of the filming scenes, Marissa shoots and kills Carl with a close-range prop pistol. To everyone on set, it looks like a simple accident, but The One deliberately kills Carl. Carl's death cripples the entire production and the film is never released. Marissa says to John that Carl and she are immortal and she killed Carl and John is in shock. John is frustrated with The Other. He kills John and The Other assumes his form and takes Marissa's form. The world assumes Marissa is a recluse.





Hear my truthful confession
so I may be free of sin



Developer: Sam Barlow
Publisher: Half Mermaid Productions
Director: Sam Barlow
Producers: Natalie Watson, Jeff Petriello, Shyam S. Sengupta
Programmer: Connor Carson
Writers: Sam Barlow, Amelia Gray, Allan Scott, Barry Gifford
Composer: Nainita Desai
Engine: Unity
Platforms: Windows, Xbox Series X/S, Android, iOS, macOS
Release: Windows, Xbox Series X/S -- 30 August 2022
Android, iOS -- 16 November 2022
macOS -- 5 April 2023
Genre: Interactive film
Mode: Single-player
TiTi Rating: 7/10



IMMORTALITY



After nearly 30 years, Fischer hands the negatives of Ambrosio over to John in an effort to free himself from his deathbed regret. The nostalgia makes The One think fondly of Marissa and takes on her form at the same time as John's, virtually existing in two bodies simultaneously. At the same time, actress Amy Archer sees footage of Carl's death, allowing The Other to take on her form.

John, Marissa and Amy start working on a new movie, Two of Everything. It stars pop star Maria, who allows her coincidentally identical body double Heather to replace her at a billionaire's birthday party. John stars as the director and Marissa stars as both Maria and Heather, paralleling The One's attempt to live as two people. Amy stars as the billionaire's wife, who has Heather murdered (thinking she is Maria) to cover up her husband's attempted rape of her.

During production, Marissa is unresponsive at times and suffers from nosebleeds. She and John both collapse in exhaustion. John is often absent during the filming, suggesting that he disappears when The One can no longer sustain both forms. Amy begs Marissa to stop filming, but she refuses. In the movie's final shot, Marissa bleeds out of her head. The One demands that the Other help her to die onscreen, just like The Other, so that she can truly be immortalized in the film. Then, Amy sees herself burning an immovable Marissa's body. Two of Everything never completes filming. As the game ends, the grid containing all the clips they've collected in the game fades away, revealing The One's face. They tell the player that they are "part of you now," suggesting that they are their new host.

Cast

- Manon Gage as Marissa Marcel
- Hans Christopher as John Durick
- John Earl Robinson as Arthur Fischer
- Cesar D' La Torre as Fabio 2nd Camera Assistant
- Jocelin Donahue as Amy Archer
- Charlotta Mohlin as The One
- Timothy Lee Depriest as The Other
- Ty Molbak as Carl Greenwood
- Katarina Morhacova as Diane Willis
- Michael Otis as Andrew Hessenberg
- Jascha Slesers as Sofia Morgana
- Brooke Anne Smith as Agnes/ Jane Smith
- Justin Sorvillo as Artist
- Miles Szanto as Robert Jones
- Daniel V. Graulau as Detective Walker
- Eric Evans as Eddie
- Julian Goza as Monk

Development

In 2020, Barlow announced Immortality as "Project Ambrosio" and blogged about the game's development throughout the year. In his blog, he wrote that the game might be more horror-focused than his previous work, and there were several passages marked as "classified" or "redacted."

Barlow brought on three additional writers for the game: "Allan Scott", "Amelia Gray", and "Barry Gifford". The game's casting took place over Zoom at the beginning of 2021. It was Manon Gage's first starring role in three years after graduating from Juilliard. The three film-related scripts were shot chronologically and amounted to 400 pages. Filming took place over 10 weeks in Los Angeles' Arts District in August 2021.

The game was officially revealed at E3 2021 in June 2021 for Microsoft Windows/iOS/Android. In March 2022, it was reported by Half Mermaid Productions that the game will also have an Xbox Series X / S version at launch. At PC Gaming Show 2022 it was revealed that the game will be re-released on 26 July 2022 but later on 30 August 2022. In August 2022 it was reported that the mobile ports will be released by Netflix.

Release

Immortality had its world premiere at the June 2022 Tribeca Film Festival. It was then released on August 30th, 2022 on August 30th on Xbox Series X / S, Xbox Game Pass and Windows via Steam / GOG. The film also made its Netflix debut via Google Play / iOS in November 2022.







CITIZEN SLEEPER





Jump Over the Age's 2022 role-play video game, *Citizen Sleeper*, was released on May 5, 2022, for Mac OS X, Windows, and Nintendo Switch. It was later released on Xbox One, PlayStation 5, and PlayStation 6 on March 31, 2023, by fellow traveller, Fellow Traveller.

Gameplay

In order to advance the story, stay alive, and get away from the Eye, you roll a certain number of dice every day in the game. Your dice are then randomly assigned to different tasks, with higher numbers indicating better results. Lower numbers are good for the station's data-cloud, which allows you to collect information about the actions of the different factions. The higher the number, the better the results for the rest of your game. You have to constantly work to feed yourself and take care of your decaying robot body, which requires special materials to maintain.

Plot

Citizen Sleeper is a first-person shooter in which the player character (Sleeper) is a human whose consciousness is digitized and placed in a robot body for the sole purpose of being controlled by an artificial intelligence known as the Essen Arp corporation.

Citizen Sleeper begins with the player's Sleeper escaping from a life of servitude aboard a freighter to a space station known as the Eye. There, they fight for their lives and freedom as they attempt to survive.

Throughout the game, the player interacts with a wide variety of characters, each representing a different faction and interest. There are multiple endings to the game depending on what the player chooses to do.

Development

Gareth Damian Martin created and developed *Citizen Sleeper* through his one-person London-based game development studio jump over the age. The character design was done with Guillaume singelin.

When Martin first started his career as a game developer, he had two games in mind: *In Other Waters* and *A* game about a thief in an urban fantasy world struggling to survive hardship and squalor while engaging in the political life of the city. The former then shifted to a science fiction setting and became *Citizen Sleeper*.

During the development process, Martin's focus was on the closeness of community, and his own experience of working in a gig economy city as a 'non-binary' person struggling to support themselves. When playing sci-fi games such as *Mass Effect*, Martin found himself drawn to side characters. "As sci-fi stories move towards these epic quests, I really want to stay in these people's lives in these unique environments," he said. "I want to stay in those people's normal lives in these unique settings." They cited the sci-fi story 'Diaries of a spaceport janitor' as one of the examples of the type of story they wanted to tell. "It showed me that sci-fi could be a really great place to play slice of life games."


The game was inspired by Martin's current experiences with Uber, other gig economy, and debt experiences. "I wanted to write a story at the edge of capitalism, where so much of us has learned how to live," he said. "I also wanted to explore how precarious life can be for people living on the fringes of capitalism." Drawing inspiration from Anna Tsing's "the Mushroom at the end of the world," Martin said.

The developers also announced three additional downloadable content (DLC) packs. The first one, "Flux," is available for download in July 2022. The second one, *Refuge*, is available in October 2022. The third one, "Final Chapter," is scheduled for March 2023.



CITIZEN SLEEPER






SKILLS

0 UPGRADE POINTS

1 UPGRADE POINT	2 UPGRADE POINTS	3 POINTS
ENGINEER Work with machines and physical tools.	EFFICIENT EXTRACTOR Chance to gain RANDOM SCRAP ITEM on ENGINEER actions.	SELF REPAIR Use SCRAP COMPONENTS at home to repair CONDITION.
INTERFACE Work with digital interfaces.	TRANSFER INTERCEPT Chance to gain CRYO on INTERFACE actions.	ICEBREAKER AGENT nodes give double DATA rewards.
ENDURE Use strength or strength of will.	PHOTOSYNTHETIC SKIN "Sunbathe" DICE ACTION allows ENERGY recovery at home.	HARD TO KILL Keep 2 DICE even when CONDITION is BREAKING.
INTUIT Approach problems with awareness.	PREDICTIVE REASONING DICE ACTIONS display potential positive and negative outcomes.	INSTANT KARMA Reroll all of your DICE, once per CYCLE.
ENGAGE Approach a problem head-on.	THRILL SEEKER Chance to gain ENERGY after any ENGAGE action.	OBSESSIVE HAGGLER All CRYO ACTIONS are discounted by 20%.
1 UPGRADE POINT	2 UPGRADE POINTS	3 POINTS

DISABLE YOUR TRACKER

Help Feng chase his leads.



As you arrive Feng comes striding towards you, taking you by surprise. "Let's go Sleeper," he puts a hand on your shoulder and turns you back the way you came.

"To see Hardin Hurst," he gives you a sideways glance, "isn't that what you are here for?" He steps into the passageway, guiding you downring, towards the Shipyard. "Sorry for the hurry, but we have something of an opportunity."

FENG

CONTINUE

FIX THE AMBERGRIS

Repair the ship's hull.



EMPHIS

Imposing street food vendor.

ITEMS DATA

FADING

1	2	3	4	5	6
1	2	3	4	5	6

Emphis is busy, his broad face uplit by the makeshift gas burner in front of him. With precise delicate movements, he lays thick chunks of marinated fungus into a dented wok, his other hand idly tossing a metal bowl of sliced vegetables in some red-flecked dressing. The smell is incredible.

You watch as he fulfills a set of orders, heaping the fungus with the bright salad and depositing it in plastic trays. A stack of chits rattles in his apron pocket as customers file past the burner, handing over payment.

► Approach.
Watch.

GROW MUSHROOMS

Clear the Aviary.



PERK "PREDICTIVE REASONING"

+++ HYPHA MEMBER

+ HYPHA MEMBER

REPEATABLE ACTION

WORK THE CANTEEN ENGAGE

Newcomers to the commune can work within the canteen, preparing and serving food for those that make the compound their home.

SAFE

INPUT DICE

STABLE

1	2	3	4	5	6
1	2	3	4	5	6

LEAVE

PERK "PREDICTIVE REASONING"

+++ HYPHA MEMBER

+ HYPHA MEMBER

REPEATABLE ACTION

WORK THE GROWBEDS ENDURE

The growbeds are at the heart of the commune, feeding the members and fuelling their lab work. You are invited to assist in maintaining them.

SAFE

START ACTION

HYPHA MEMBER

The only way to become part of the commune is to work your way in, through long service. It isn't for everyone.

ITEMS / DATA

Developer: Jump Over the Age

Publisher: Fellow Traveller

Designer: Gareth Damian Martin

Artist: Guillaume Singelin

Writer: Gareth Damian Martin

Composer: Amos Roddy

Engine: Unity

Platforms: macOS, Microsoft Windows, Nintendo Switch,

Xbox One, Xbox Series X/S, PlayStation 4, PlayStation 5

Release: macOS, Windows, Switch, Xbox One, Series X/S -- 5 May 2022

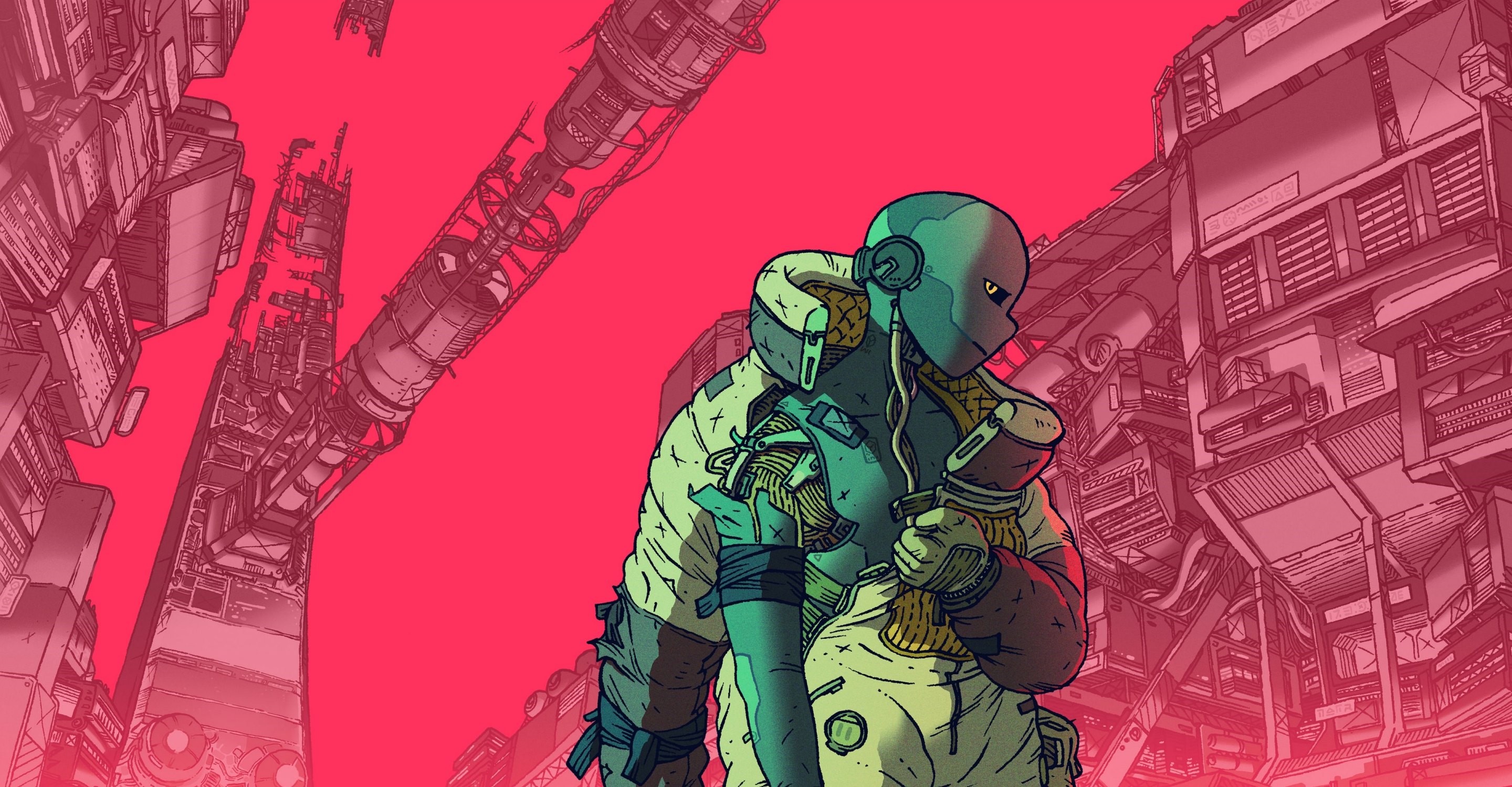
PS4, PS5 -- 31 March 2023


Genre: Role-playing video game

Mode: Single-player

TiTi Rating: 6/10







SKILLS

0 UPGRADE POINTS

UPGRADE

1 UPGRADE POINT

2 UPGRADE POINTS

ENGINEER

Work with machines and physical tools.

-1

0

EFFICIENT EXTRACTOR

Chance to gain RANDOM SCRAP ITEM on ENGINEER actions.

+1

-1

0

INTERFACE

Work with digital interfaces.

+1

-1

0

ENDURE

Use strength or strength of will.

+1

-1

0

PHOTOSYNTHETIC SKIN

'Sunbathe' DICE ACTION allows ENERGY recovery at home.

+1

-1

0

INTUIT

Approach problems with awareness.

+1

SELF REPAIR

Use SCRAP COMPONENTS at home to repair 2 CONDITION.

+2

ICEBREAKER

AGENT nodes give double DATA rewards.

+2

HARD TO KILL

Keep 2 DICE even when CONDITION is BREAKING.

+2

PREDICTIVE REASONING

INSTANT KARMA



SABINE

A doctor set up in the Bright Market.

ITEMS / DATA



They swap to your other arm, running some thin metal device over your skin. You feel your forearm tremble.

"I'm sorry," Sabine says, and you are unsure if they mean for the cold touch of the metal or everything else.

"Emulations like you, sleepers as most people know you, aren't classified as people in any of the surrogate systems. You have no rights, no status." They focus hard on the inspection of your arm. "And Essen-Arp has no reason to release stabilizer into the market."

CONTINUE





CITIZEN SLEEPER



GADGET





vivo V27 5G

Delight in Every Portrait

Sony IMX766V Sensor | 50 MP AF Selfie

\$399





Sony IMX766V Sensor



50 MP AF Selfie



120Hz 3D Curved
Screen



Dimensity 7200 Processor

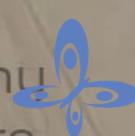


Aura Light
Portrait System



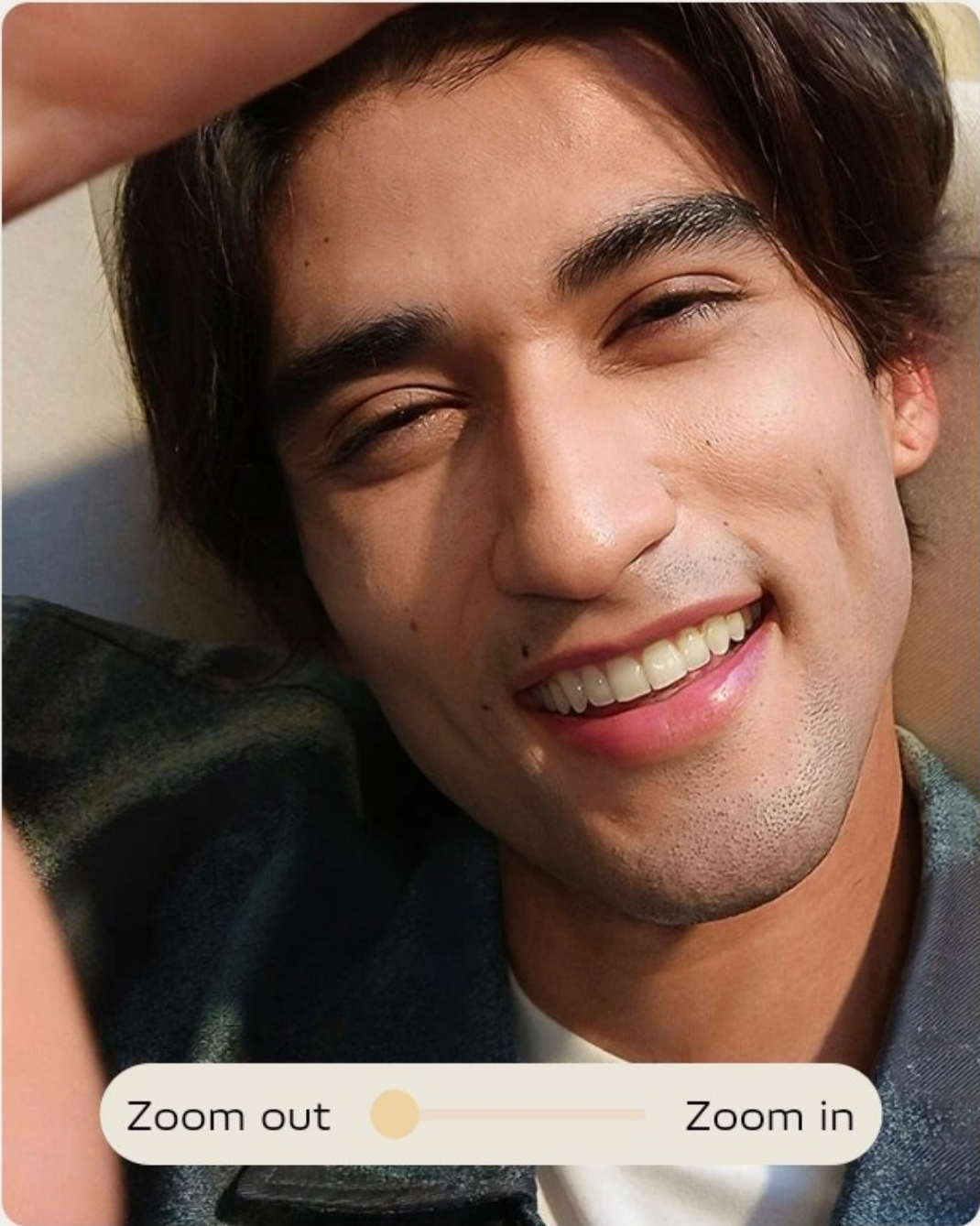
In Your Best Light

Gorgeous night portraits await. The Sony IMX766V Sensor with OIS captures more



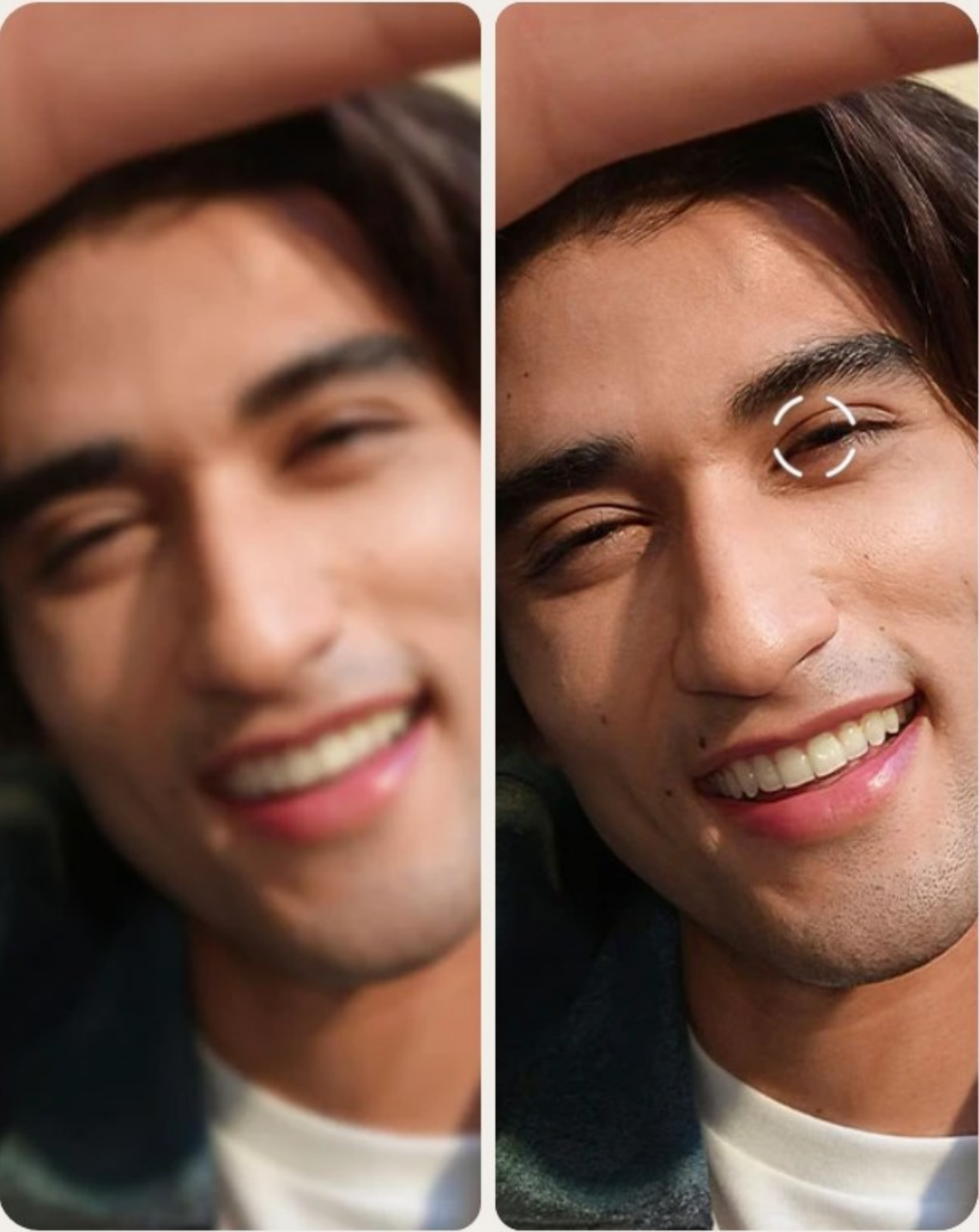
Near or Far, Always Clear

The 50 MP HD AF Front Camera is a candid selfie expert. Zoom in, crop, and edit to create richly detailed poster-like selfies. ¹



Never Lose Focus

Shoot selfies without any action blur. The HD AF camera with Autofocus always keeps you in focus.



Without AF

With AF



- 1
- Real-Time
Extreme Night Vision
- Super
Night Mode
- XDR Photo

Brighten Up the Night

Real-Time Extreme Night Vision expertly captures light beyond what's visible to the human eye to brighten low-light settings.



Without Super Night Video

With Super Night Video

Clear Night Footage. Simplified.

Pure night footage with just one tap. Super Night Video turns down the noise from different light sources. Night videos are clearer, brighter and more detailed than ever.





3

Real-Time
Extreme Night Vision

Super
Night Mode

XDR Photo

Clearer, Brighter Memories

XDR Photo recognizes the high-light areas in HDR photos taken in backlit conditions and at night look as bright as they do in real life.



Without Super Night Video

With Super Night Video

Clear Night Footage. Simplified.

Pure night footage with just one tap. Super Night Video turns down the noise from different light sources. Night videos are clearer, brighter and more detailed than ever.



2

Real-Time
Extreme Night Vision

Super
Night Mode

XDR Photo

Faithfully Capture the Night

Night shots with a brilliant dynamic range. V27 5G faithfully restores brightness, preserving details in dark and bright areas.



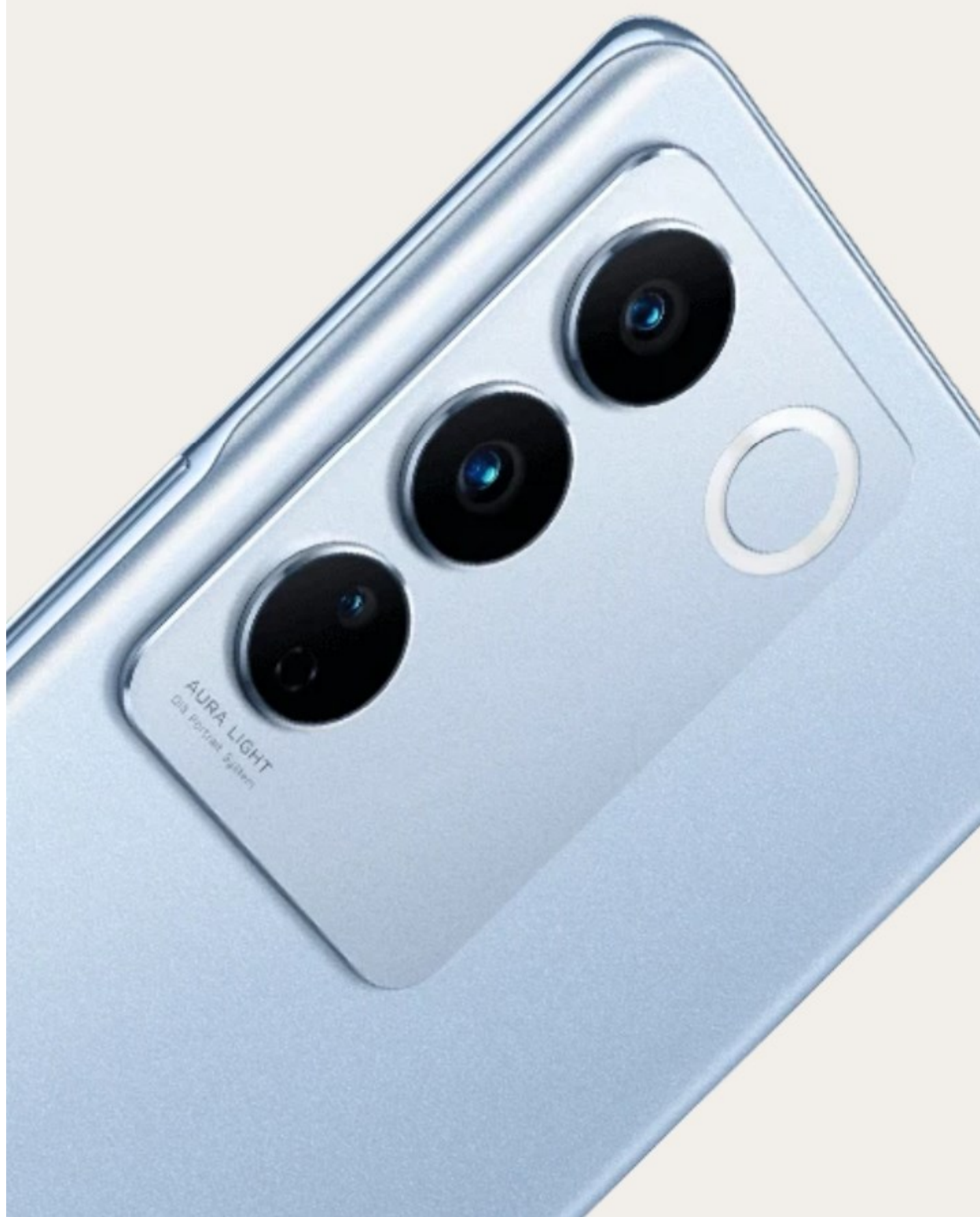
Fall without Fear

Screen by SCHOTT Xensation® α high-strength glass, strong and drop-resistant, while bringing 1 billion true color display, 1300 nits Peak local brightness and SGS certified eye protection with less blue light.



Make Heads Turn

A fluid camera layout that is sure to get a double take with its clean, sleek and attractive design.



Minimalist Aesthetic Design

Slim and Smooth 3D Curved Screen

Boasting a 3D Curved Screen without compromising color display at the screen edges, V27 5G is just 7.36 mm thick and weighs only 180g, providing you with a silky-smooth feel in the palm of your hand.





Noble Black

As your viewing angles change, Noble Black is like a starry night sky, flickering brilliantly with specks of light.



Magic Blue

Be enchanted by the changing of blue hues, from light to dark of Magic Blue.



Without OIS+EIS | With OIS+EIS

Get Rid of the Shakes

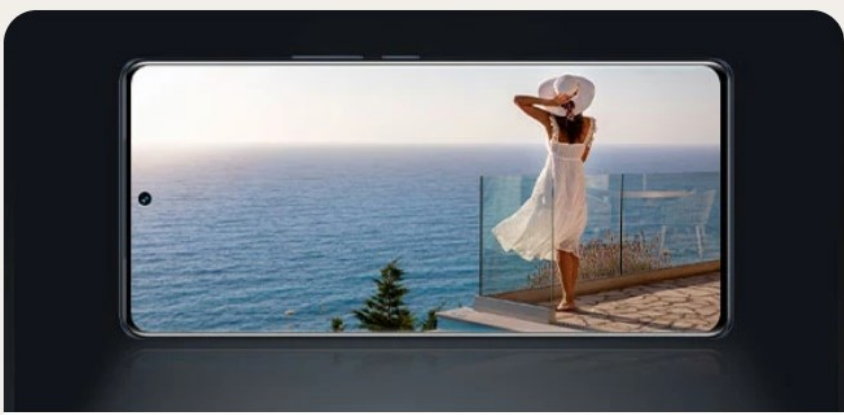
Hybrid Image Stabilization can perform stabilization computations thousands of times per second, even in low light. Perfect for a night stroll.



Vlogging Fun and Easy

With a variety of rich effects, portrait optimization, one-tap editing, and one-tap result, sharing your daily vlog adventures is so easy.





Your Personal Cinema Screen

With a 120 Hz 3D Curved Screen that can display 1 billion colors, movies on the go will never be the same.



Feel the Sound

Relive a concert on the go with All-Round Audio Enhancement. With speakers that intelligently remove noise for clearer sound, immerse yourself in pure, high-fidelity audio.



Always Keep You Cool

Even operating at its peak, V27 5G won't overheat because of its innovative materials and cooling features.

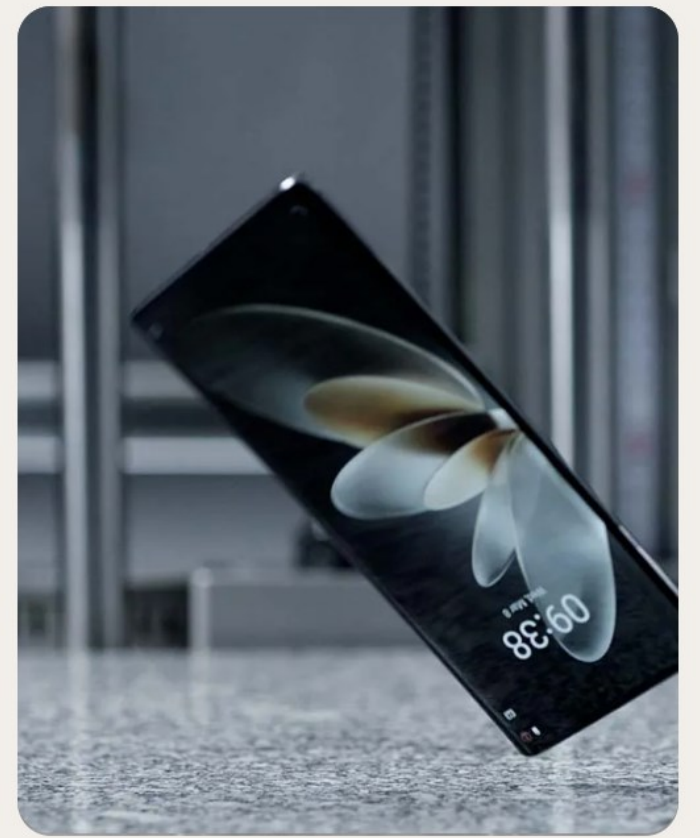


Immersive Gaming Experience

Experience smooth, stable gaming and feel the action with 4D Game Vibration and Game BOOST Mode, for a truly immersive, mobile gaming experience by 2.8 GHz super-large-core processor.

Built for the Long Haul

vivo sets high quality standards for the V27 and tests to its limit, ensuring a mobile that is strong and durable.

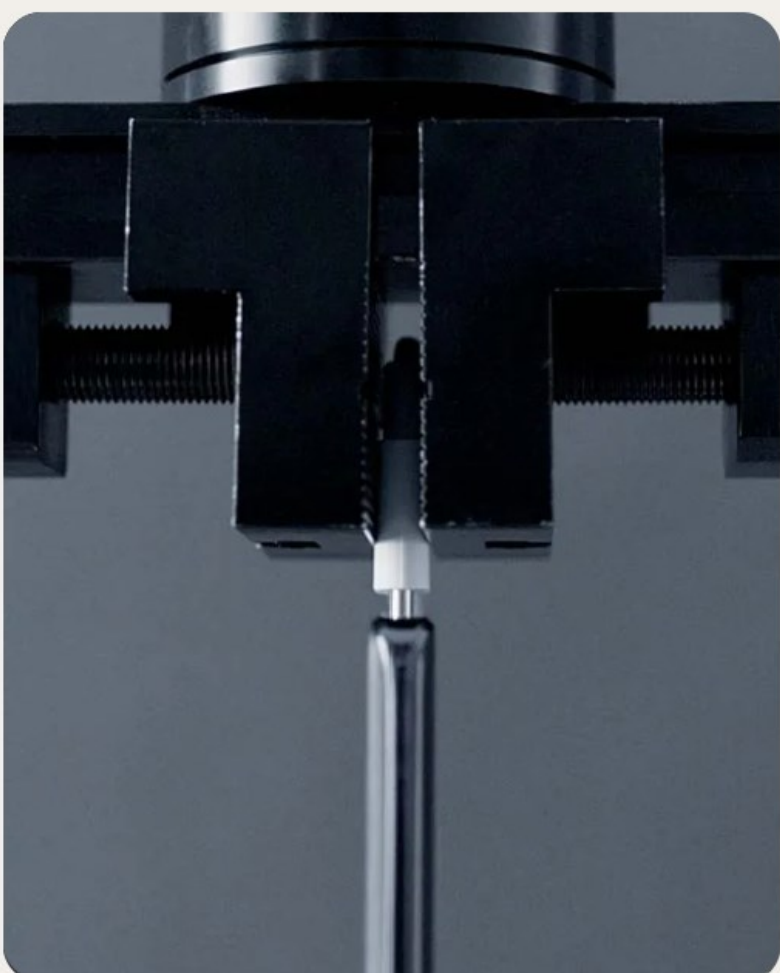


100 times
Drop test

Immerse in Fun Experience

Built for the Long Haul

vivo sets high quality standards for the V27 and tests to its limit, ensuring a mobile that is strong and durable.



10,000 times
Plugging and unplugging

Fast FlashCharge, Long Battery Life

With smart, safe charging algorithm doubling the industry standard battery life. Get on your way faster with 66W FlashCharge. Charge from 1% to 50% in 19 minutes. ^{7,8,9,10}

19 mins

Charges to 50%

66W

FlashCharge

4600 mAh

Battery

2x

Battery Lifespan



24-Dimension
Security
Protection



Smart
Charging
Engine



Unmatched Performance

Built for the Long Haul

vivo sets high quality standards for the V27 and tests to its limit, ensuring a mobile that is strong and durable.



150,000 times
Switch on and off

OS Tailored to You

Sleek. Light. Elegant.

The one-piece narrow frame on V27 5G is 2.3 mm thick. Or should we say 2.3 mm thin.

2.3
mm



Built for the Long Haul

vivo sets high quality standards for the V27 and tests to its limit, ensuring a mobile that is strong and durable.

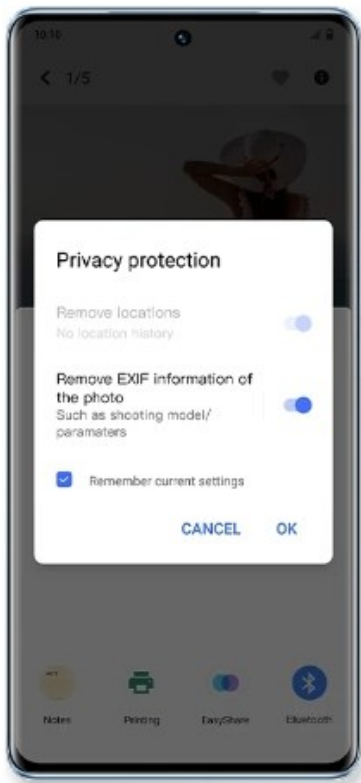


1000 times
Press test



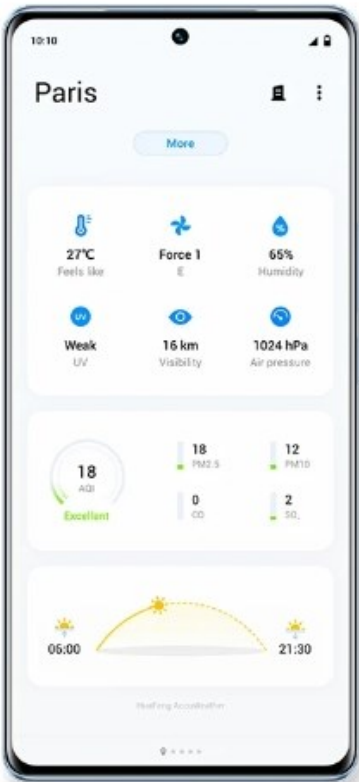
Share with Peace of Mind

Photo Privacy Protection gives you more control over privacy-sensitive information when you share photos.



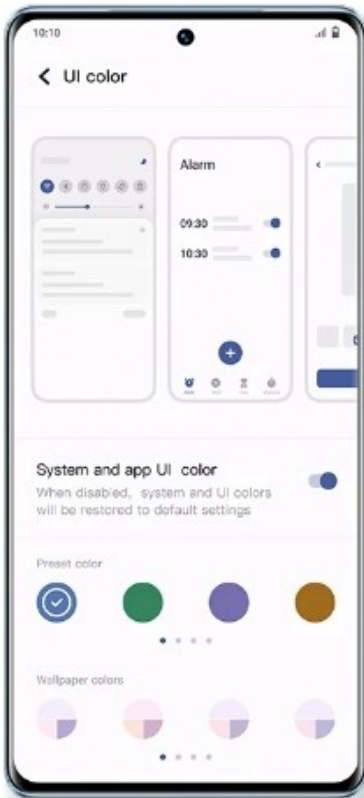
Wallpapers Your Way

Take customization to another level with kinetic wallpapers that react to your step count.



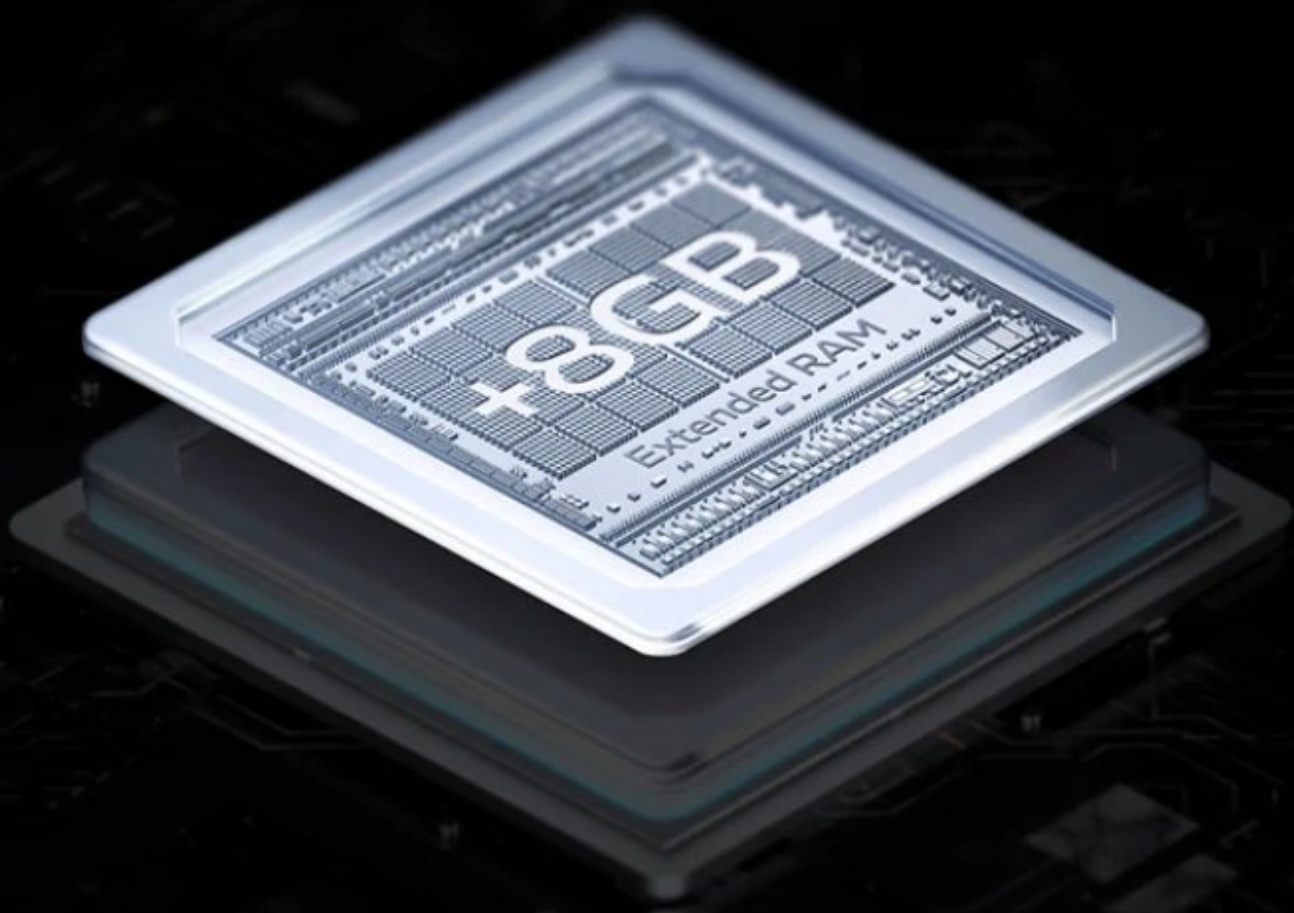
Breathe Easy

With a real-time AQI card on a neat dashboard, always be in the know of the air quality and weather with one quick glance.



Harmony in Your Hands

For your unique style. Choose the right color combination for your icons and wallpaper that best matches your vibe. ¹¹



8 GB Extended RAM

No more waiting for apps to load. With 8 GB Extended RAM, run multiple apps in the background so they are always ready to go. ⁵



Powerful 4nm Chip

Experience a boost of efficiency. The MediaTek Dimensity 7200 offers higher processing speeds while using less power because speed is truly everything. ³



22%
Higher CPU
Performance



43%
Higher GPU
Performance







Y02t

2.5D Trendy Design

\$132



2.5D Trendy
Design



4GB + 4GB
Extended RAM



5000 mAh
Large Battery



6.51" HD+ Eye
Protection
Screen



LARGE CAMERA

Simple Design Great Work



Combine modern techniques with classic designing elements, as a perfect expression of the sense of design and beauty of simplicity.

4 GB RAM + 4 GB EXTENDED RAM

Boost the Smooth Experience

YO2t (4 GB + 64 GB) features 4 GB of RAM* and has a memory trick up its sleeve. Part of your idle ROM space can be used as extended RAM to make switching between apps even smoother. Up to 4 GB extended RAM* is supported. Feel free to download your favorite apps and run them without lag.



SLIM BODY

The Thinner The Cooler



Just 8.49 mm thick with a 2.5D slim body and a flat frame. It's comfortable to hold and stylish with its trendy design.



Matte
Finish



Resistant to
Scratches



Resistant to
Fingerprints



FASHIONABLE COLOR

Creative Color of Nature



LARGE BATTERY

Lasting Power Endless Fun



Orchid Blue

New nano material spraying process with a mixed bluish purple tone brings you surprise. The color brings you the calmness and peace.



Cosmic Grey

Impress you with light shadow texture and smooth surface resistant to fingerprints. The color brings you the calmness and peace.



LARGE SCREEN

Full Display Free to Play



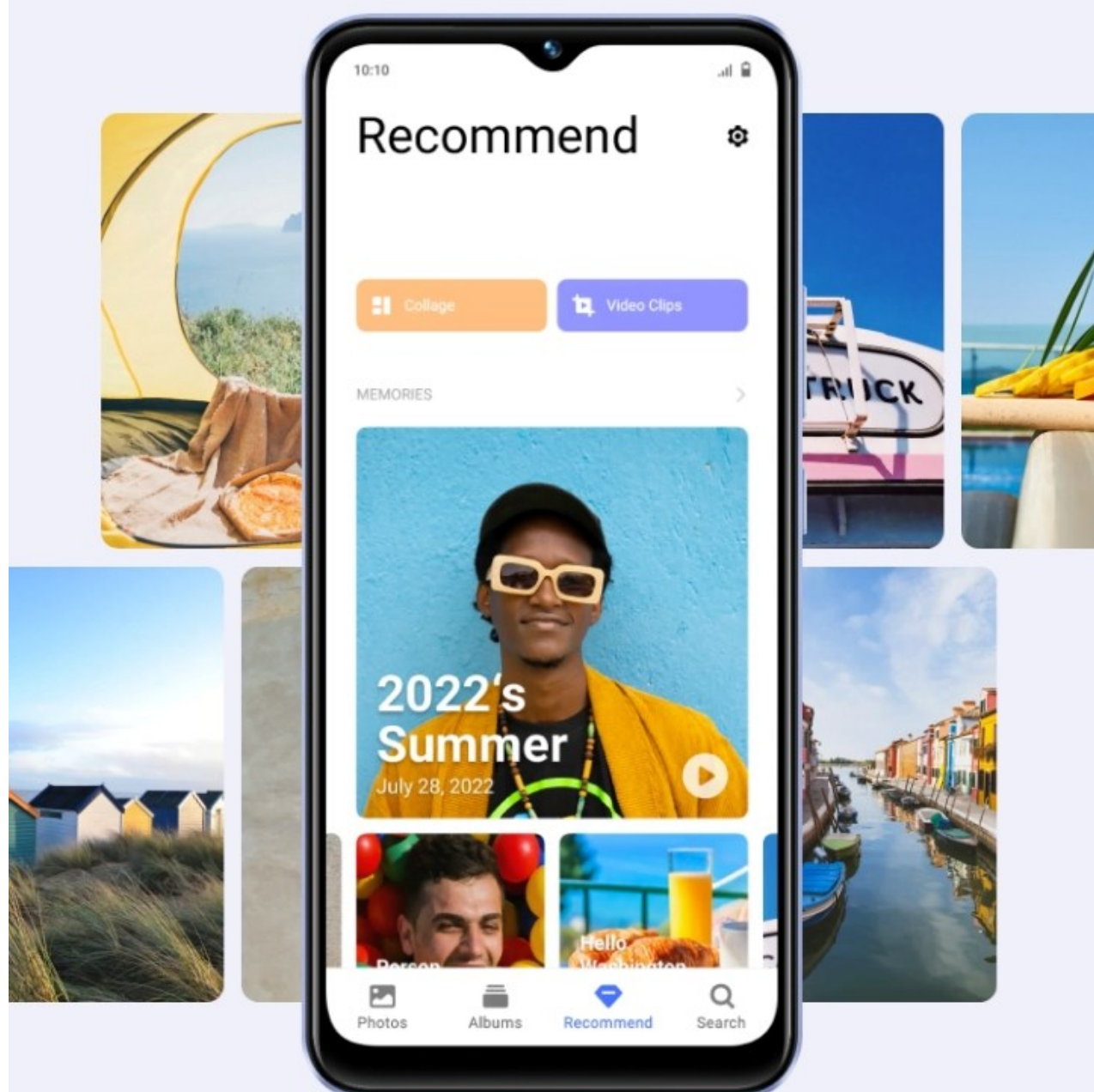
YO2t boasts a 6.51-inch² FullView™ Display with HD+ (1600 × 720) resolution, providing you with a wide immersive view and sharp images. Don't worry about eyestrain because the phone can automatically adjust its screen brightness and filter blue light³.

CAPACITY EXPANSION

4GB + 64GB

1TB Extended Memory

Memory is large enough to facilitate the enjoyment of music and movies⁴.



Funtouch OS

Easy Share, Easy Life

Phone clone is easily achieved without usage of any mobile data.

File transfer

Send/Receive files

Phone clone

Clone data from the old phone to the new phone with one tap

18 hours

Online HD video streaming

With a 5000 mAh (TYP) large battery, no fear of low battery indication. Overheating protection ensures charging safety. The 5V/1A reverse charging feature also covers your other electronic devices, which turns your phone into a mobile power bank¹.



Octa-Core Processor

Speed You Can Count On



With the MediaTek octa-core processor that offers reliable performance, be amazed at how your phone runs smoothly.

DURABILITY

Use at Ease

Your phone has undergone rigorous quality tests and is proven to withstand scratches, being dropped and extreme weather.



Resistant to daily scratches



Extreme environment test
-20°C to 50°C
(phone in use)
-40°C to 75°C
(phone in storage)



Drop tests
32,000 times



USB port tests
10,000 times
(plugging and unplugging)



Headset port tests
6,000 times
(plugging and unplugging)

8MP MAIN CAMERA

Be a Master of Photography



With Face Beauty and Time-Lapse, regardless of the environment, take as many photos as you want⁵.

TIME-LAPSE

Charm of Time



Capture scenes where there are changes imperceptible or subtle to eyes.



iManager

iManager clears junk files and checks the security, ensuring your phone is running smoothly all the time.



TRIPLE CARD SLOT

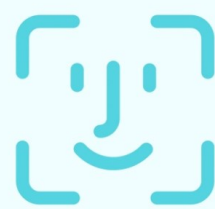
Extra Memory Endless Fun

The triple card slot supports memory expansion of up to 1 TB. Record unforgettable moments at ease, and no more worry about capacity.



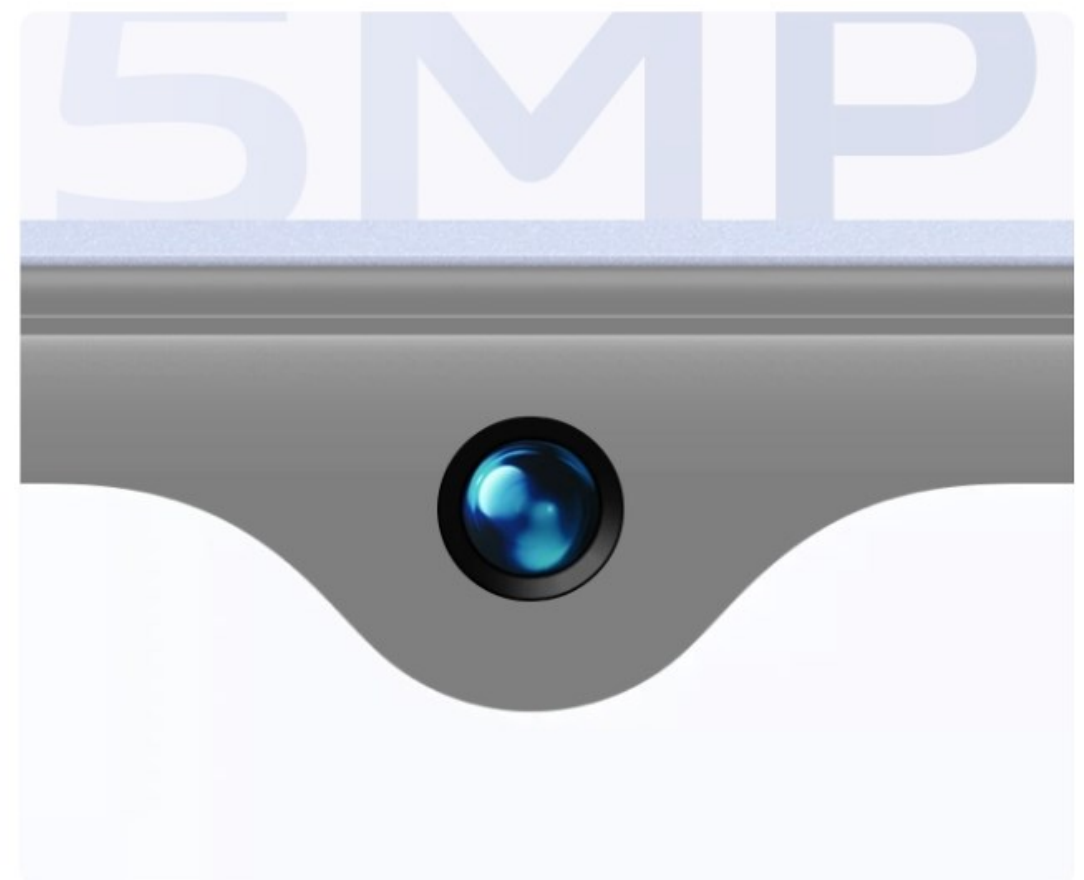
Face Wake

Unlock your phone freely whenever necessary.



5MP FRONT CAMERA

Show Yourself Freely



Trust the 5MP HD front camera to express yourself at ease by selfies.

BOKEH MODE

Focus on Your Beauty

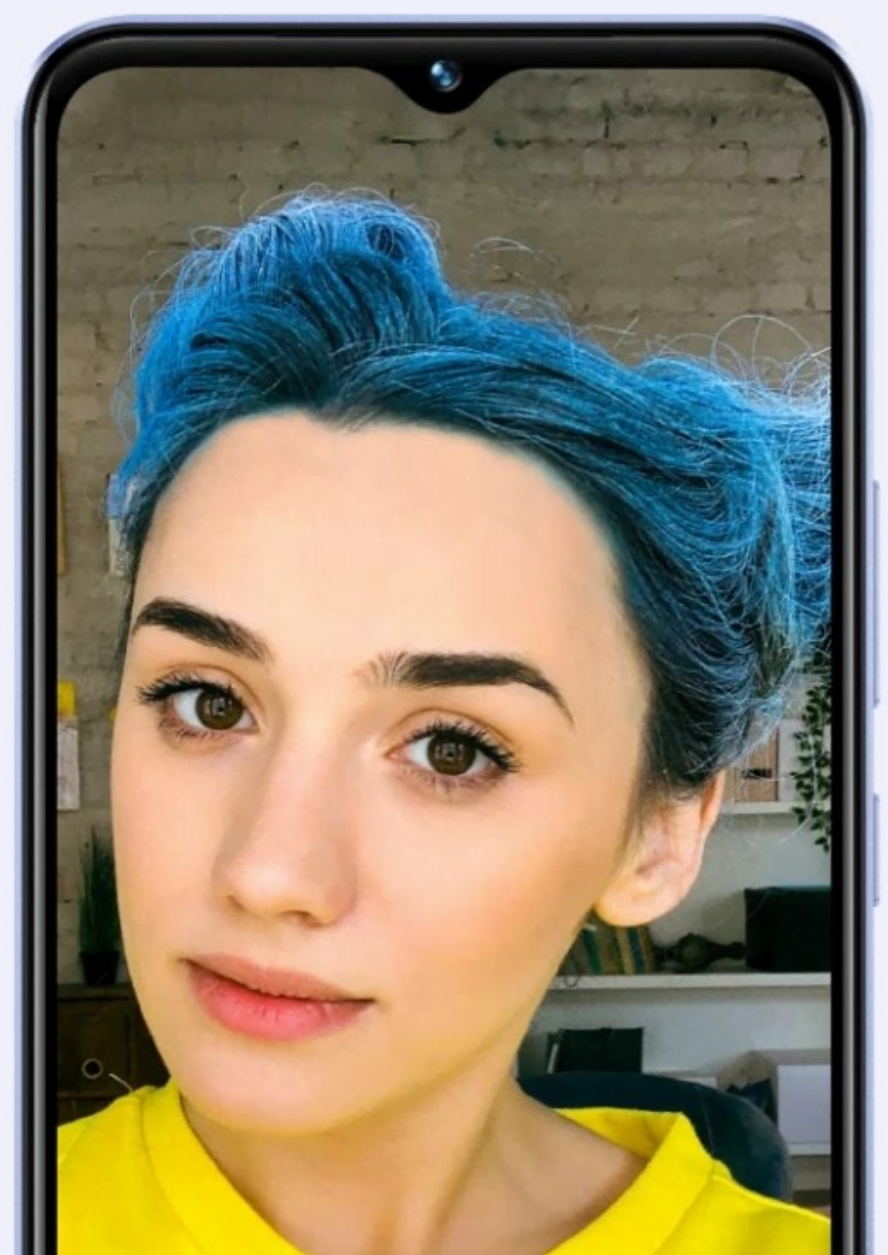
With the built-in bokeh algorithm, make your images more expressive.

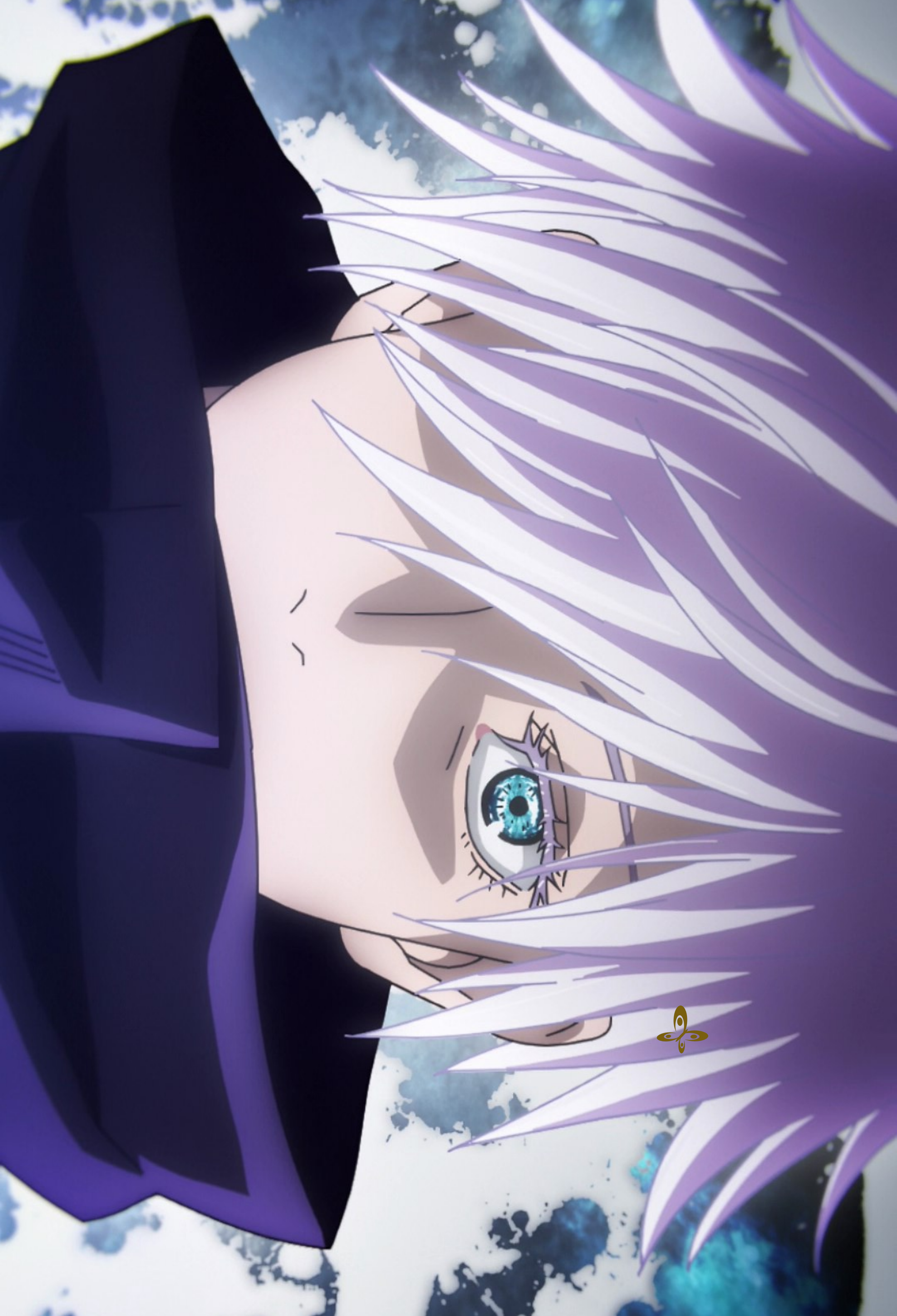


Face Beauty

Your Beauty You Define

Refine the face from skin tone to complexion, making you look delicate and natural.







vivo Y16

Flat-Edge Design | 4GB RAM + 64GB ROM
5000mAh Long-lasting Battery | Side-Fingerprint

\$149



Flat-Edge Design

5000mAh Long-lasting
Battery

5000
mAh

AI Dual Rear Camera



Side Fingerprint

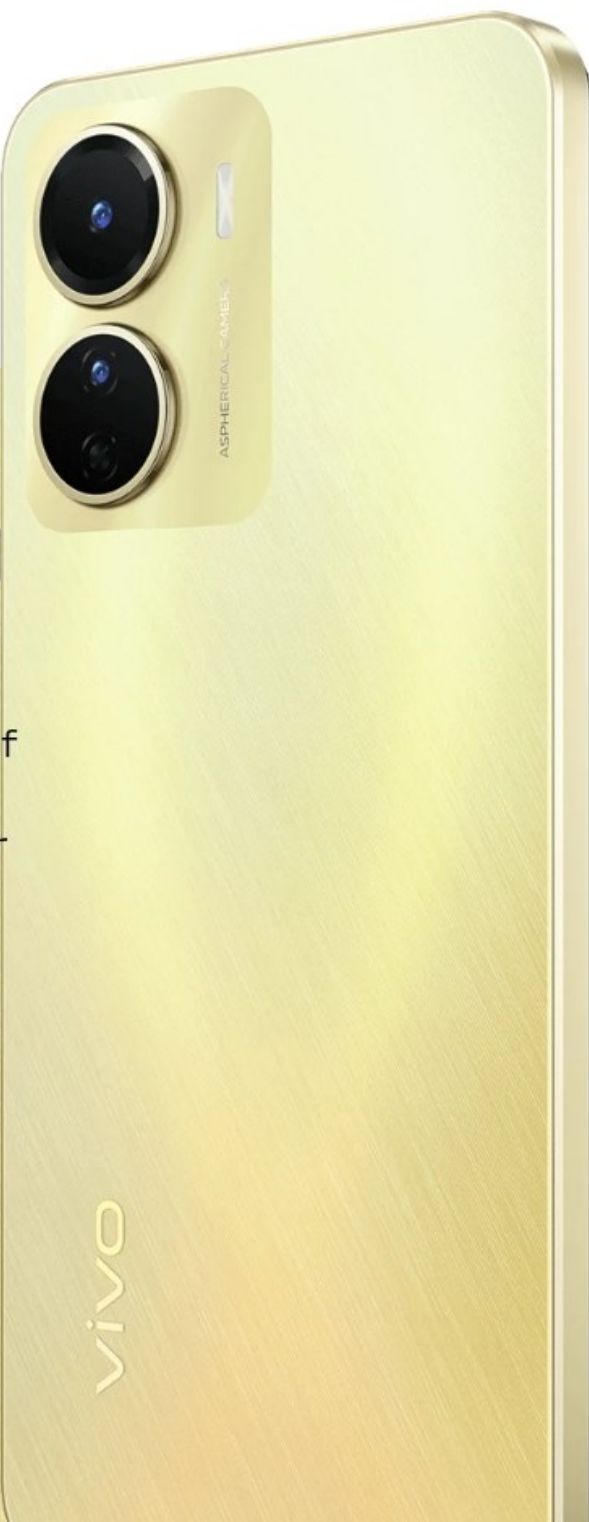


Gold Lasts Forever



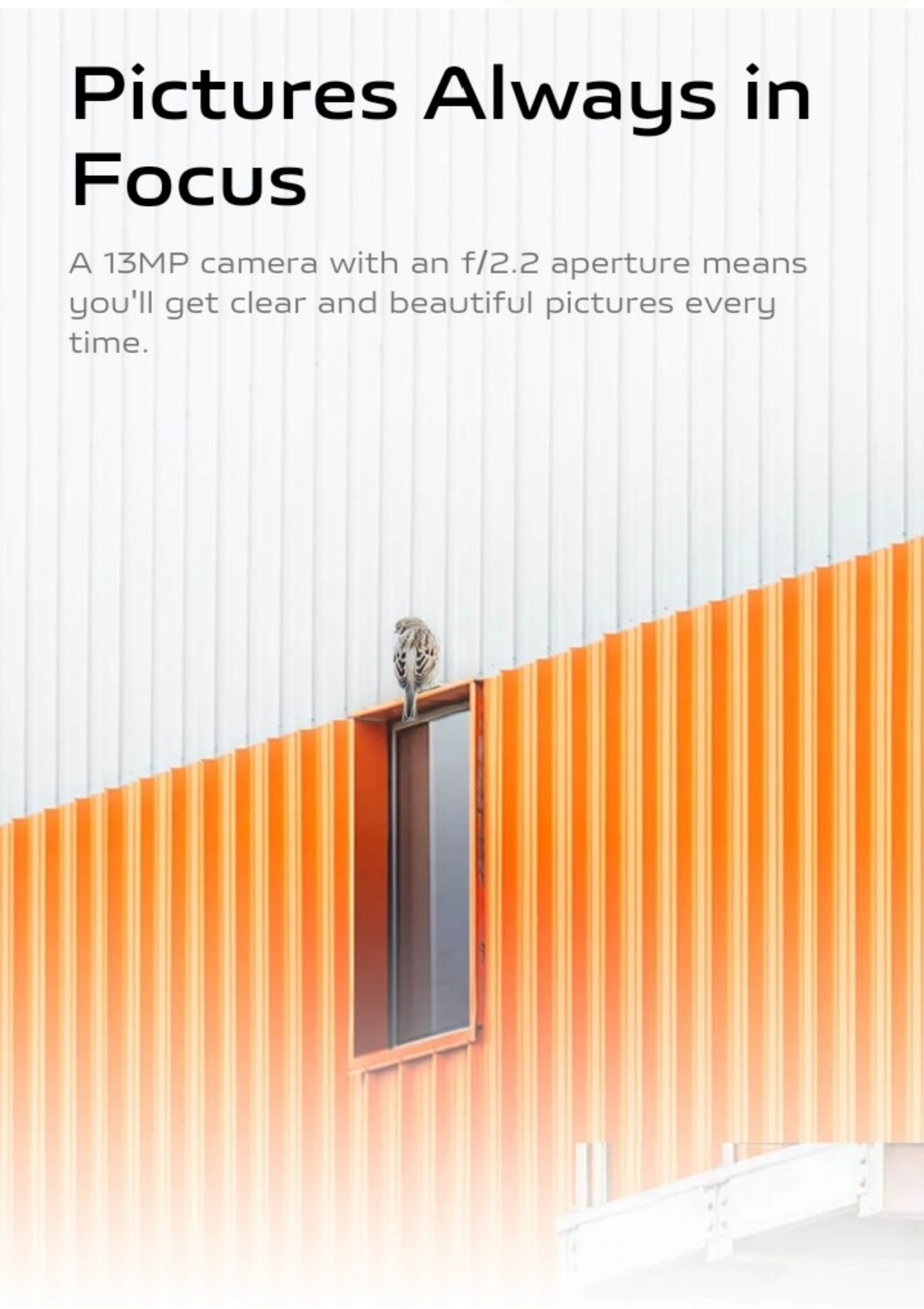
Drizzling
Gold

Bask in the warmth of
glorious golden rays
that brighten up your
mood and celebrate
the stylish flair of
youth.



Pictures Always in Focus

A 13MP camera with an f/2.2 aperture means
you'll get clear and beautiful pictures every
time.



Sparkling Starlight



Stellar
Black

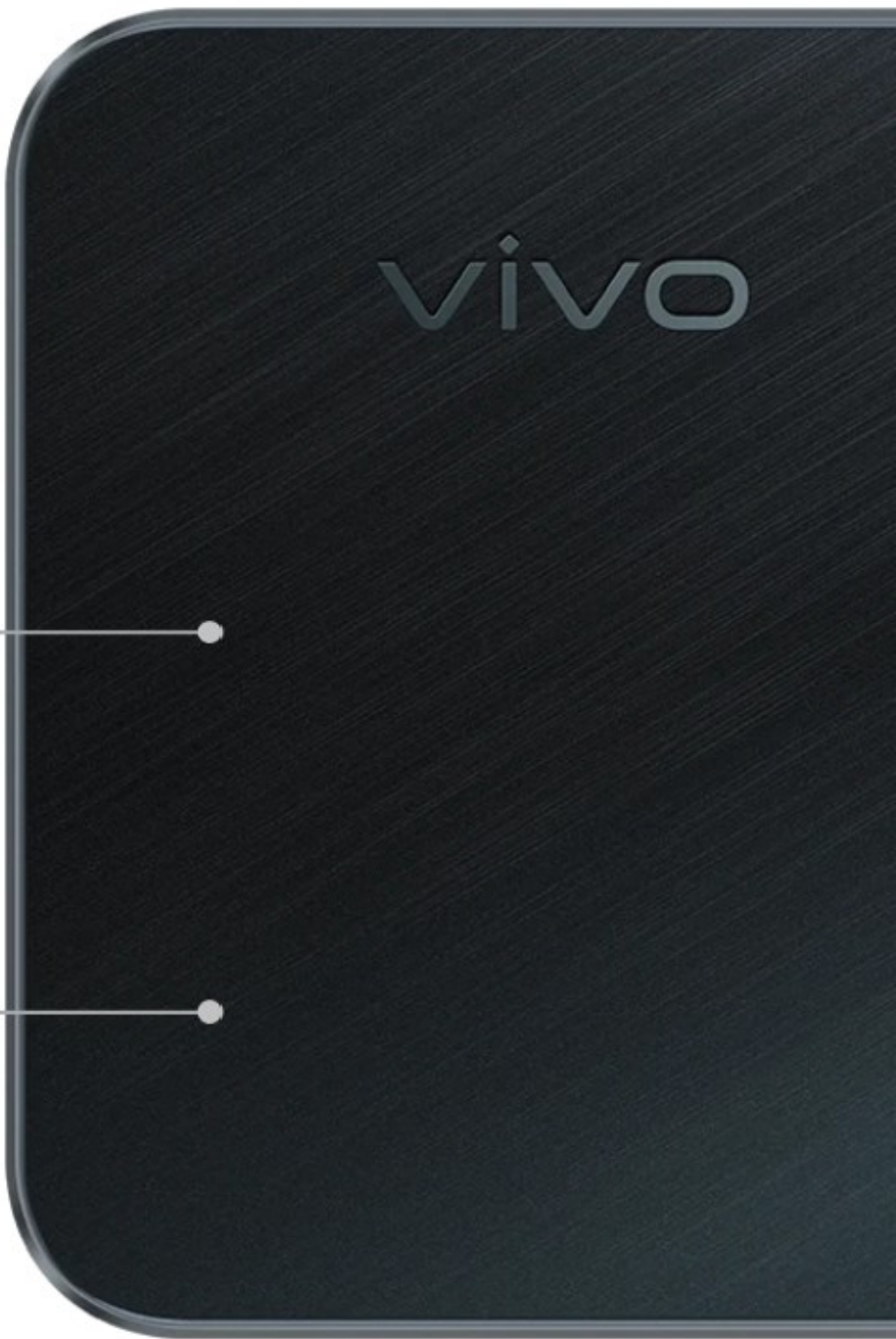
Our unique fluorite
texture gives the
surface a glistening
effect, and a pattern
of shooting stars add
to the charm.



Extended RAM 2.0

4GB ²+1GB ³

With idle ROM added to your memory when needed, even harder use will run without a hitch. Use more apps at the same time and switch between them effortlessly.



Tested for Endurance

Our devices undergo rigorous testing to make sure they can meet various requirements of your busy life.



Volume Button ¹
70,000 presses
7 kg resistance

Power Button ¹
150,000 presses
7 kg resistance

Side-Mounted
Fingerprint Scanner ¹
500,000 presses

USB Port ¹
10,000 cycles of
plugging/unplugging

Headset Port ¹
6,500 cycles of
plugging/unplugging



Tested for Endurance

Our devices undergo rigorous testing to make sure they can meet various requirements of your busy life.

4GB ² + 64GB ROM

With 4GB of memory, there will be no lack of power for your heavy use. All your favorite videos, photos, music and movies, they' ll all have space with 64GB of storage.



You'll Be on in **One** 0.232 Seconds ⁶

With side-mounted super-fast fingerprint scanner, placed in the power button, you'll have access the moment you pick up your phone.



Unlock Your Phone in One Fluent Motion

Scan your finger while turning on your phone. Fingerprint scanner integrated in the power button means fast and secure access when you need it.



Details of the Macro Photography

The 2MP macro camera gives you a whole new perspective and lets you discover the hidden tiny worlds around you, as close as 4 cm.



6.51-inch Halo FullView™ Display ⁷

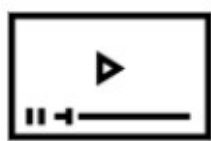
The display automatically adjusts the brightness based on ambient light conditions and filters out harmful blue light to prevent eye strain. ⁸



5000
5000
5000
mAh

Y16 boasts a 5000mAh ⁴ (TYP) battery that keeps battery anxiety at bay.

A single full charge can provide



18 hours of online HD video streaming⁵



7 hours of resource-intensive gameplay⁵



22 hours of music playback⁵

Ultra Game Mode

Ultra Game Mode has been enhanced to give you a fuller sensory gaming experience. Play, enjoy, and win in cooler style and with more fun.



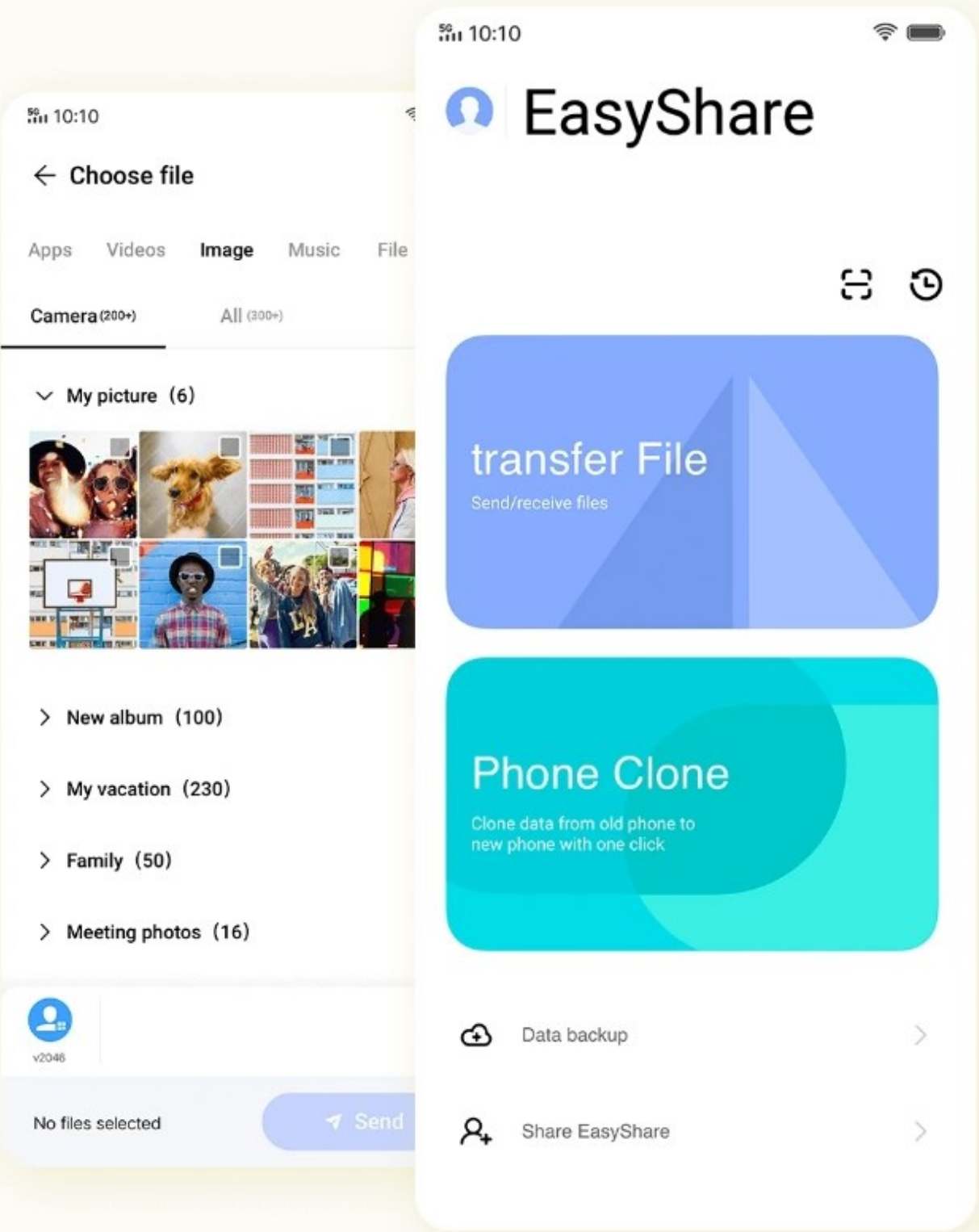
Do Not Disturb



Esports Mode

EasyShare

Switch phones instantly and easily using EasyShare, without the need for mobile data.



Funtouch OS

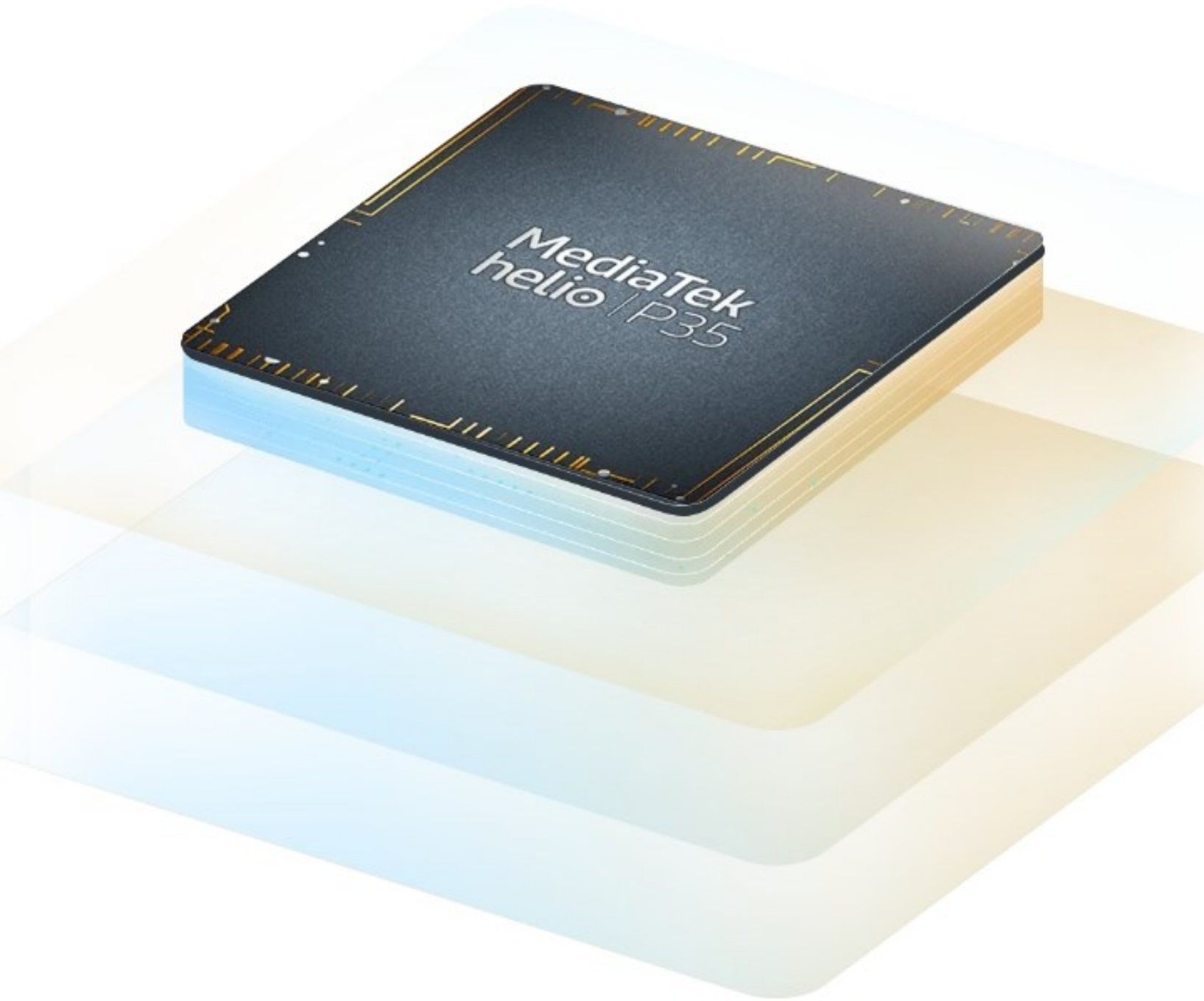
Multi-Turbo 5.5 ⁹

Our exclusive Multi-Turbo 5.5 can focus on optimizing core scenes to reduce stuttering and lag in games.



Powered from the Core

With the MediaTek Helio P35 octa-core processor, speed, power and capacity will never hold you back.

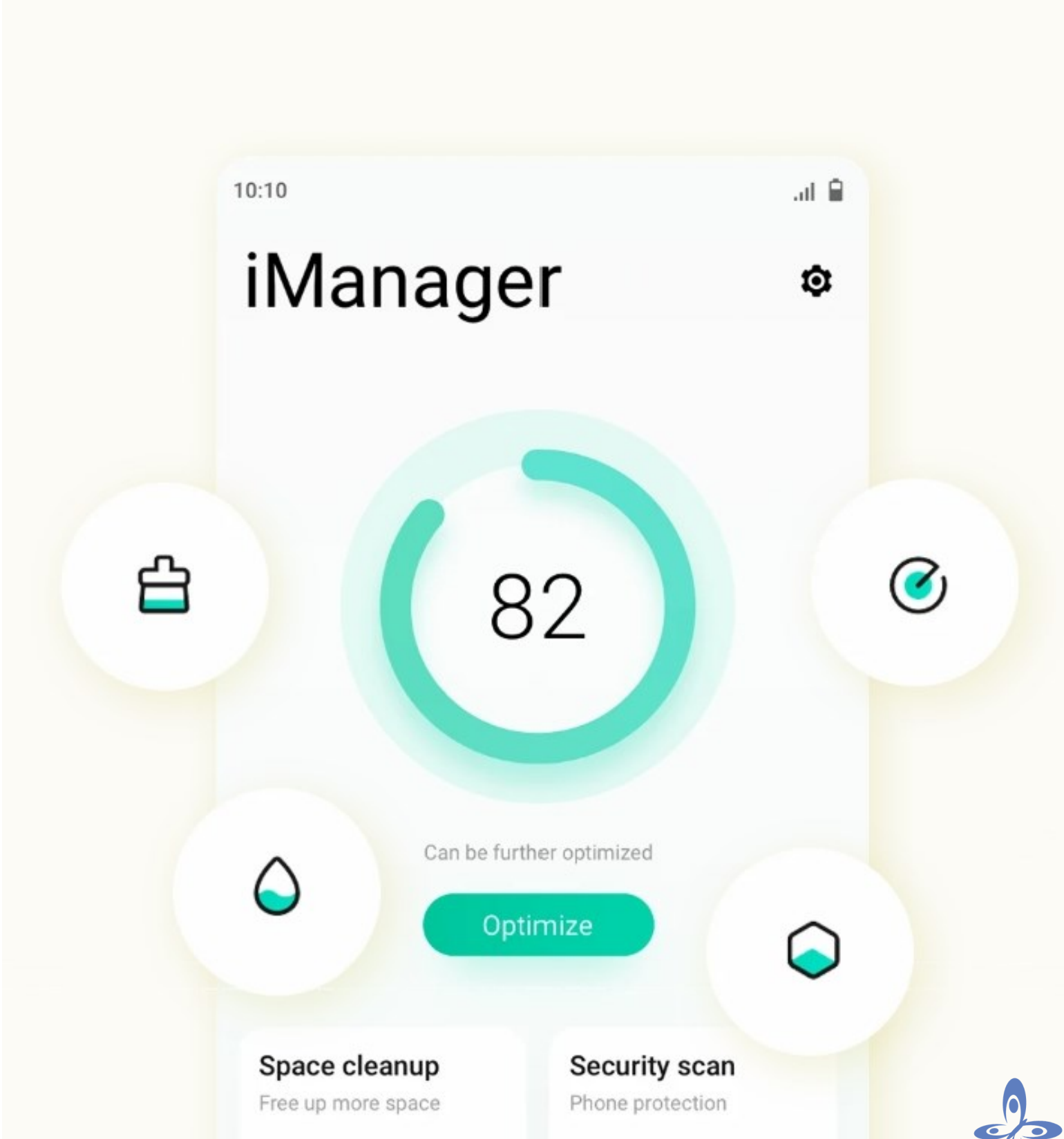


All You Need for Creative Photography

The dual camera system with AI capabilities offers a 13MP main camera and a 2MP macro camera. It supports all the features you need for true artistic creativity.

Always Looking New

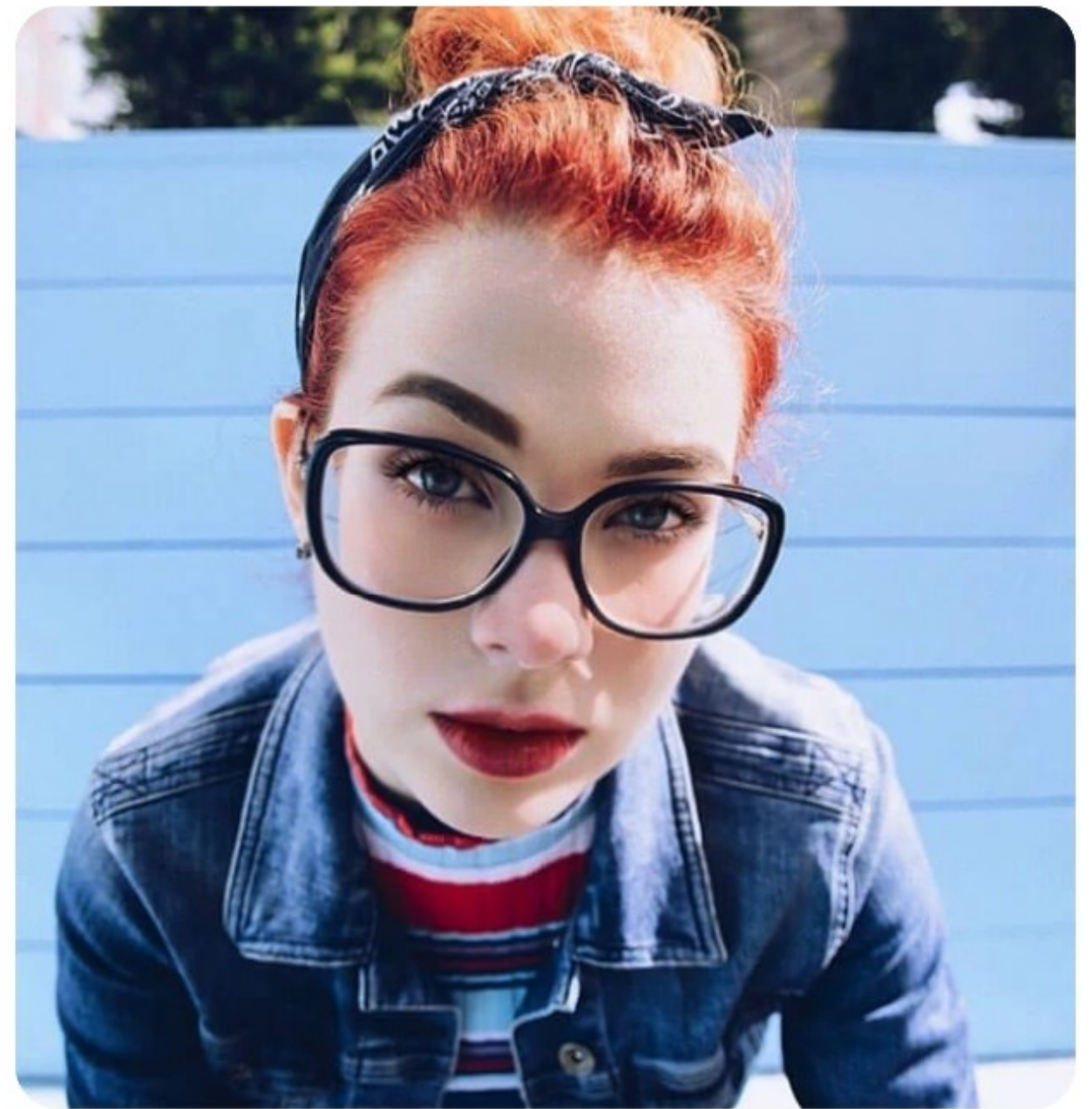
Our cover is made with a glass-like texture that can withstand wear and tear and will keep colors bright and elegant.



An Energetic Day



You Never
Looked Better



5MP Front Camera + Aura Screen Light

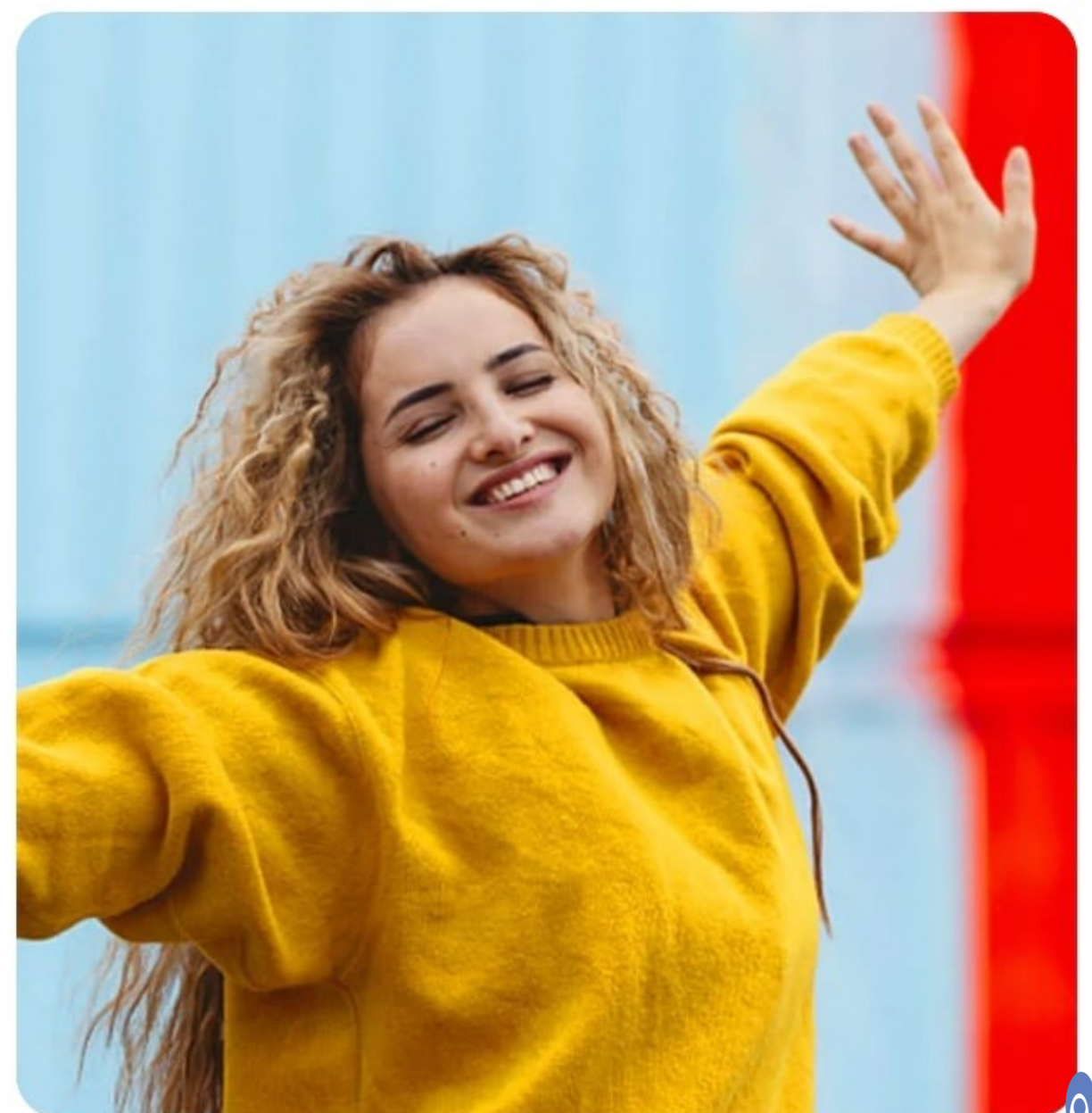
Taking selfies when it's dark? No problem. A soft band of light turns on to help your beauty shine through.



AI Face Beauty

With our AI algorithm, skin tone, face shape and facial features are instantly adjusted for a stunning, yet natural look.

Unleash Your Creative Flair







vivo Y22s

Flowing Feather Sheen | Snapdragon 680
6GB + 6GB Extended RAM | 50MP Ultra Clear Camera

\$250



Snapdragon
680 Processor



5000mAh
Battery



18W
Fast Charge



50MP
Ultra Clear
Camera



2.5D Curvature and Trendy Colors

Stay stylish and practical with a trendy body in 2 shades that's comfortable to hold and resistant to scratches and fingerprints.



Ultra Game Mode

Enjoy next level immersion with customized audio effects and features that keep your attention on the game.

Multi-Turbo 5.5

Don't let the lag from many apps stop you, as its algorithm intelligently optimizes power for more smoothness and stability to prioritize your game.



2.5D Curvature and Trendy Colors

Stay stylish and practical with a trendy body in 2 shades that's comfortable to hold and resistant to scratches and fingerprints.



Swipe for more



2.5D Curvature and Trendy Colors

Stay stylish and practical with a trendy body in 2 shades that's comfortable to hold and resistant to scratches and fingerprints.



Swipe for more



Snapdragon 680 6nm Platform

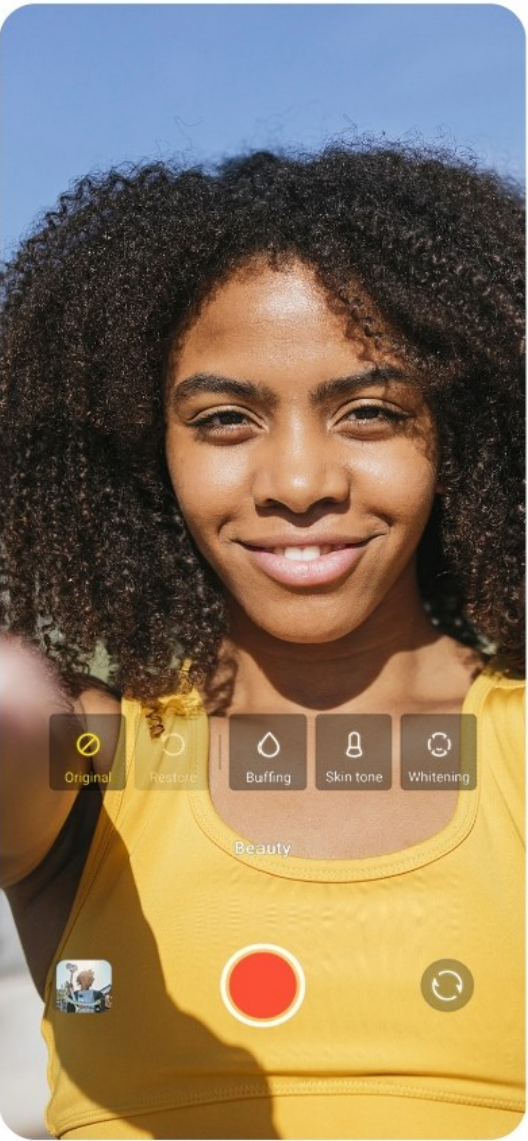
Enjoy the amazing performance that the phone runs multiple apps easily, smoothly, and without lag².

- 6nm platform
- 2.4GHz clock speed
- Single-core CPU performance increased by 20%
- Overall GPU performance increased by 10%
- AnTuTu score: 279211



Video Face Beauty

Flaunt your best-looking self with natural-looking enhancements on features, skin tone, and complexion⁸.



Side Fingerprint and Face Wake

Unlock within 0.25 seconds with a fingerprint scanner-infused power button, or do it almost as quickly with your face with Face Wake¹.



18W Fast Charge

Keep your mind off the battery as it gets recharged in no time, even while gaming. The vivo Energy Guardian also optimizes and boosts battery performance⁵.

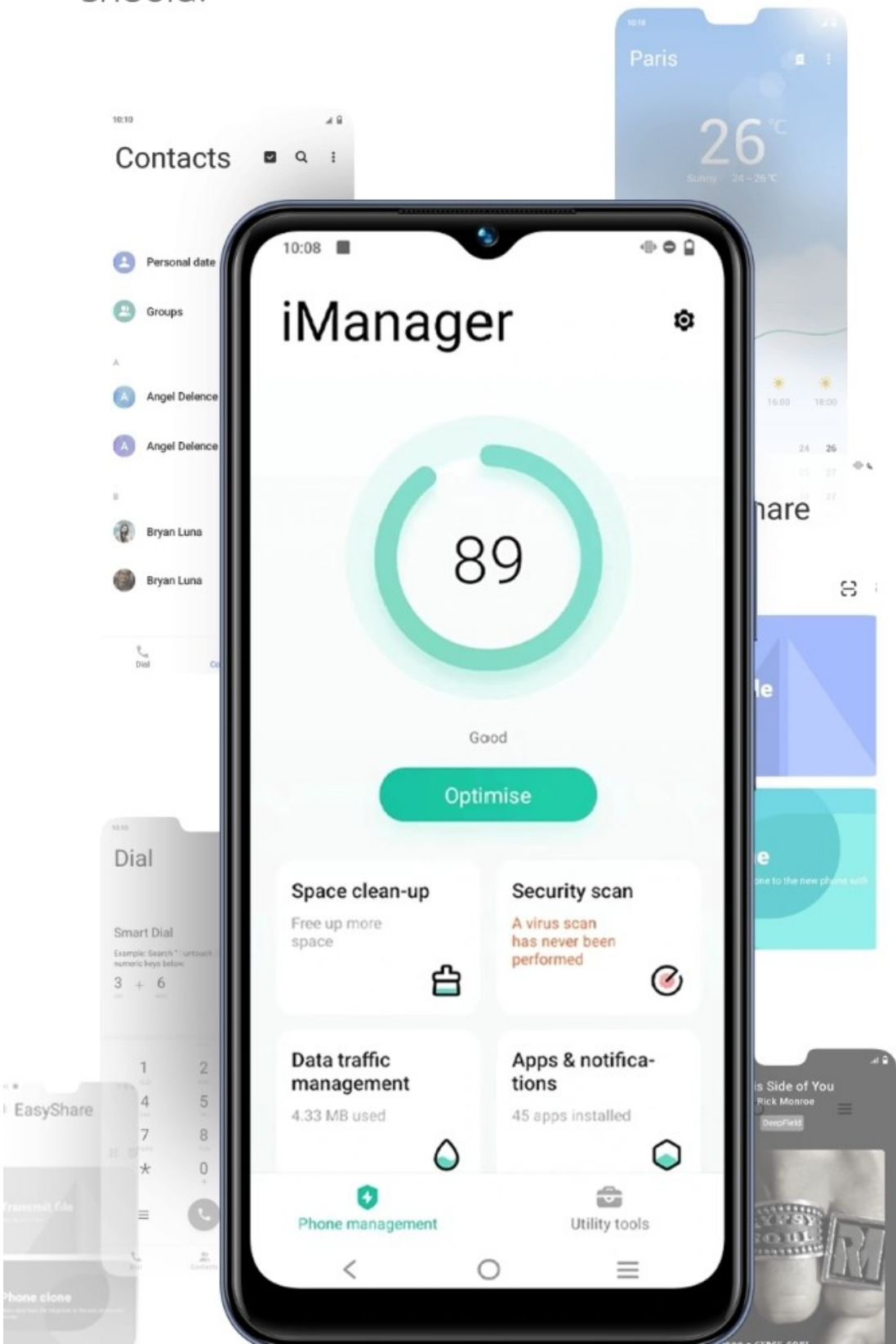
15Mins
Charge to play up to 258 minutes of videos or 5 rounds of games.

70Mins
Charge to get 70% of power back.



iManager

Get on with an optimally-functioning device, as it scans for risk, frees up space, and manages your data to keep everything running the way it should.



Clear Selfies

Let your vibrant self shine through with brilliantly clear selfies in every condition with an 8MP HD front camera.



Multi-Style Portrait

Customize your portraits to perfection with numerous styles inspired by fashion shows.



50MP Main Camera with a Large Sensor

Get professional-looking, high-definition shots with a large light-gathering sensor and other capabilities that work perfectly in light or darkness.

8MP
Front Camera

50MP
Main Camera

2MP
Macro Camera



Super Night Camera

Capture the glamor of the night with just a tap through soft light that makes every environment work⁷.



Front Camera



Clear Selfies

Let your vibrant self shine through with brilliantly clear selfies in every condition with an 8MP HD front camera.



5000mAh Large Battery

Enjoy anxiety-free fun time with a bigger battery that lasts longer with AI power saving technology. Its reverse charging also takes care of your other devices⁴.



Online HD movie streaming
21.5hours

Graphics-intensive games
9.4hours*

Up to
24.7days of standby

50MP Main Camera with a Large Sensor

Get professional-looking, high-definition shots with a large light-gathering sensor and other capabilities that work perfectly in light or darkness.





20.1:9

Aspect Ratio

90Hz

High Refresh Rate

89.67%

Screen-to-body Ratio

70% NTSC

Color Gamut

HD+

Display

6.55-inch HD+ Display

Enjoy clear, wide, and immersive visuals. More than comfortable viewing, it's also super responsive and filters out harmful blue light⁶.

Small Widgets, Big Help

Get all your favorite features regrouped and reorganized for immediate access the moment you unlock your phone.



Macro Camera

See even more with a focus that draws as close as 4cm and discover tiny, wonderful worlds beyond your imagination.



128GB Capacity and Expansion up to 1TB

Keep everything precious to you with 128GB of space. When you need it, add up to 1TB of extra space with a triple card slot design³.



Multi-Turbo 5.5

Don't let the lag from many apps stop you, as its algorithm intelligently optimizes power for more smoothness and stability to prioritize your game.



Water resistance and Dust resistance

Put water and dust concerns to one side with a reliable and durable body that's resistant to both⁹.

IP5X

Dust resistance

IPX4

Water resistance

Drop tests

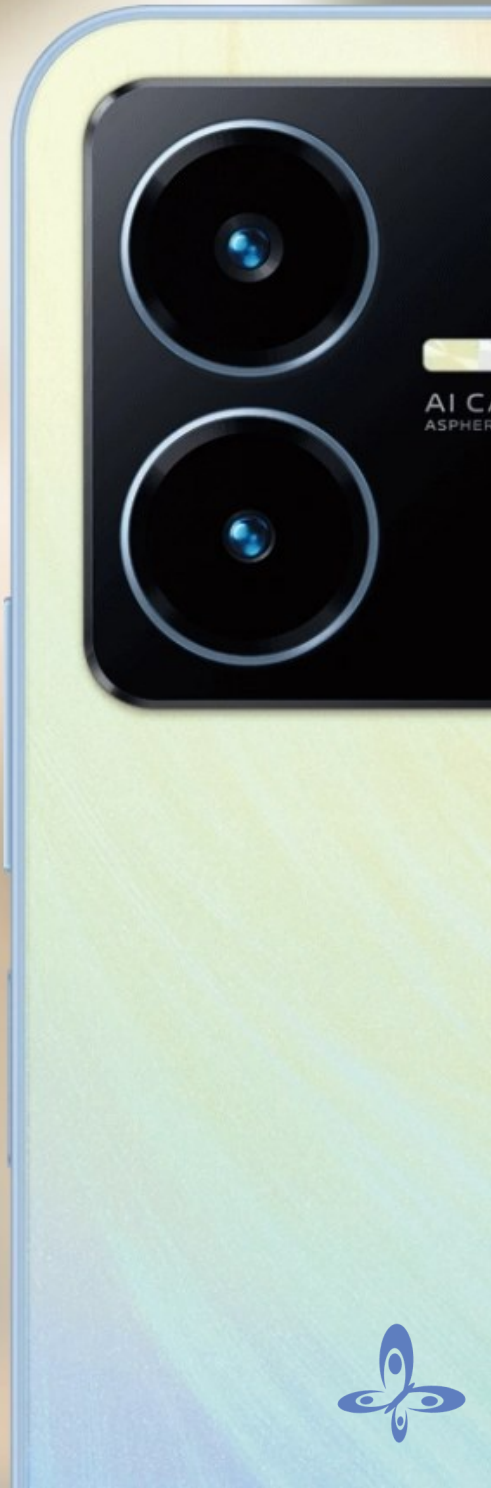
32,000 times

Headset port tests

6,500 times of plugging and unplugging

USB port tests

6,000 times







\$210





vivo Y36

- Premium Crystal Glass
- 44W FlashCharge & 5000mAh Battery
- 8GB+8GB Extended RAM



Exquisite
Design

Memory
Booster



Exquisite Design

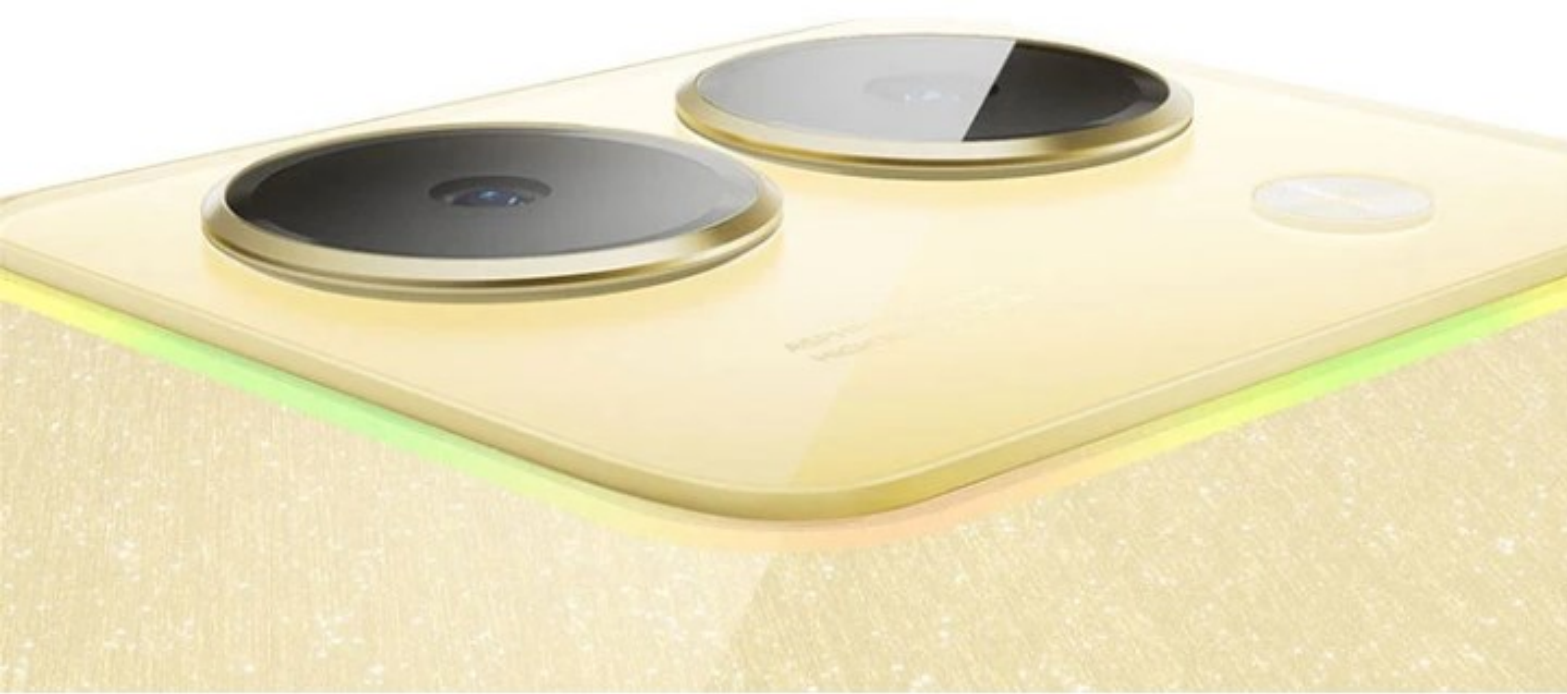
44W
5000 mAh

FlashCharge

Atmospheric
Portrait

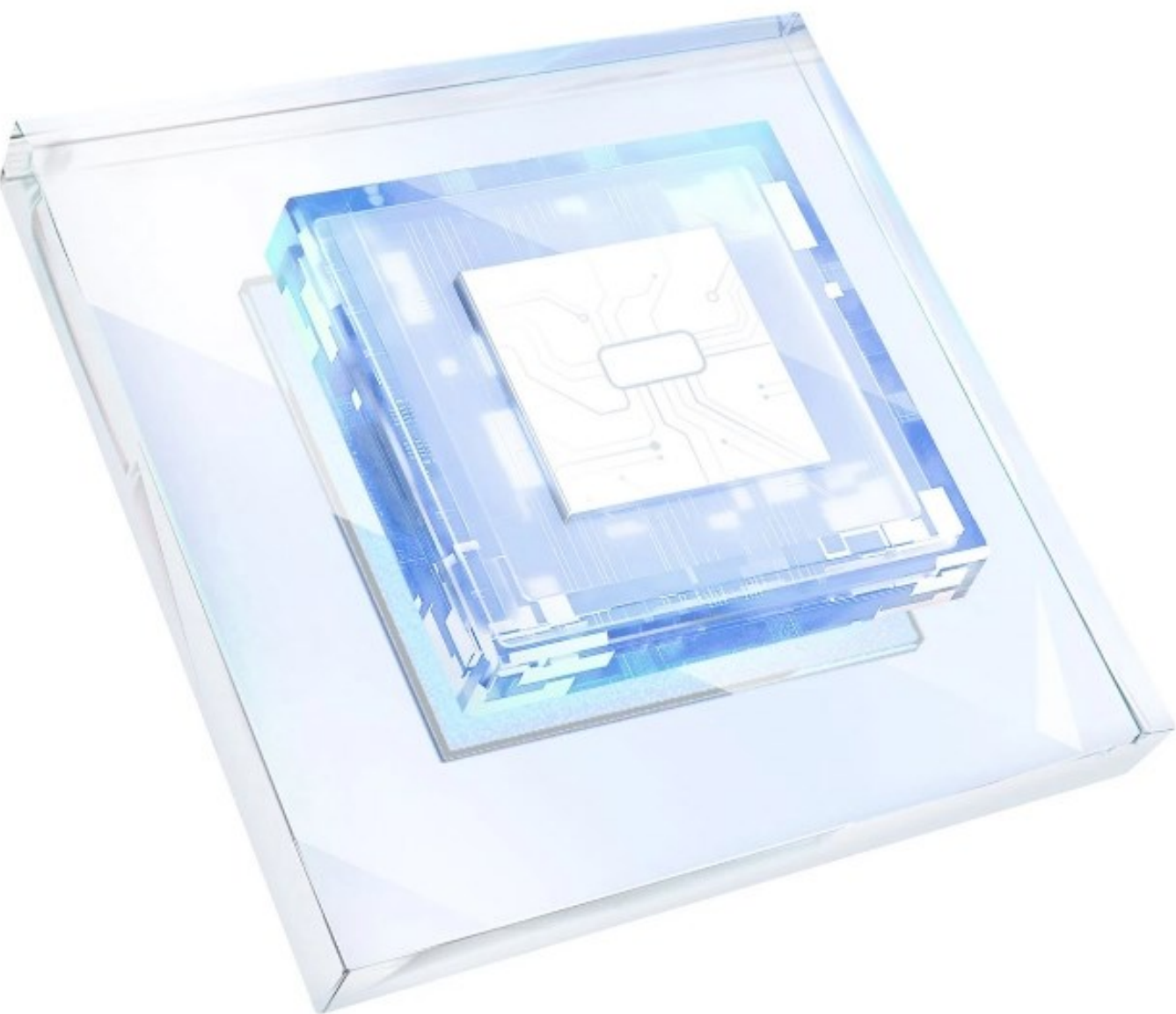


Fantasy Frame



Framed to please,
a rainbow ring adds vibrancy to your lens.

Smooth and Cool Chip



6 nm
Process

2.4 GHz
CPU Clock Speed



Our Snapdragon® 680 has a 6 nm processing system that powers up the speed but slows down unnecessary energy consumption. So all you feel is smooth cell-ing!

Fluorite AG Glass



Meteor Black

Stardust fades into a metal brushed Fluorite AG Glass, leaving streaks of mystery and glamour. Black is back but with a little mischief.

Golden Ripple Process & Crystal Glass¹



Vibrant Gold

Catch the vitality of the sun as it dances with the ripples of the water onto our glowing Crystal Glass.



Audiovisual Feast in the Sun

The 6.64-inch sunlight readable dotch display and a volume increased to 200% powered by Audio Booster bring you an audiovisual feast.



90 Hz

Refresh Rate

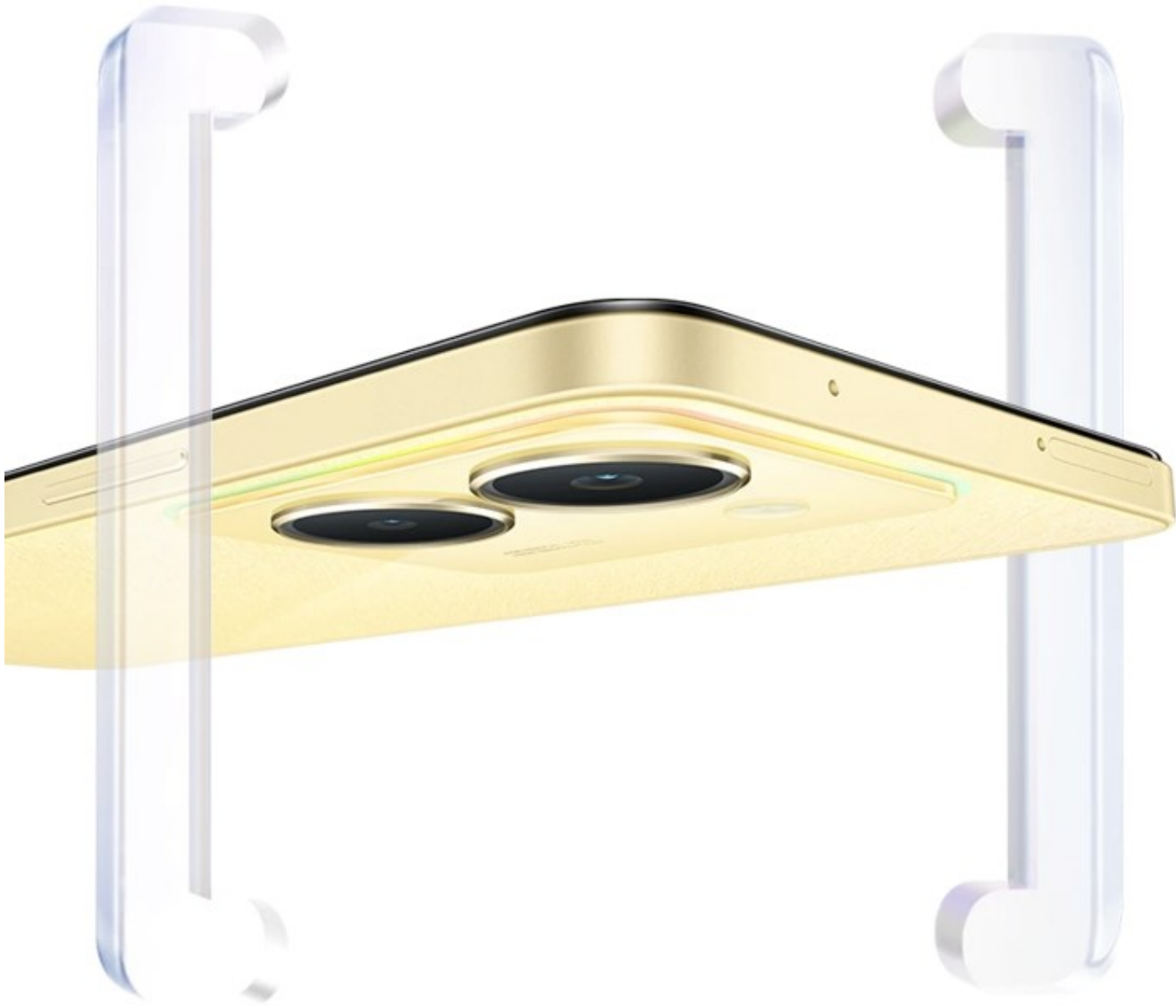
6.64-Inch

Dotch Display

200% Volume

Audio Booster

Curves Ensure Smoothness



2.5D

Curved Design

Our curves give all the right angles. Take away the rough edges and feel the difference a smooth touch can make.

Extended RAM 3.0

Enjoy 8 GB of extended RAM which enables smooth switching between apps. Keep over 25 background apps active for instant access.²



RAM Saver

Extended RAM allows for a wider range of app roaming freedom, while RAM Saver makes more space and prevents overcrowding.³

Interface Preserver

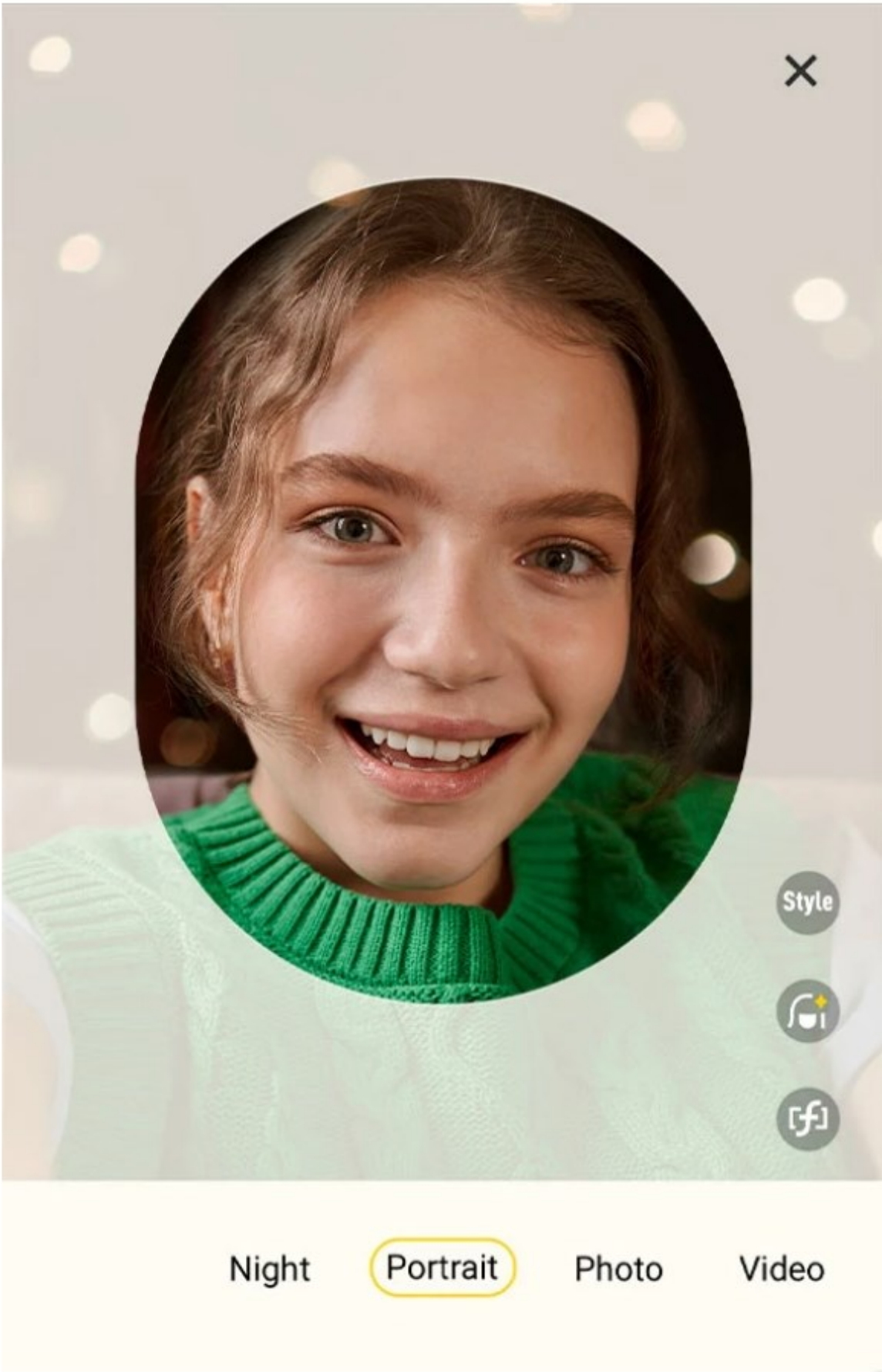
Interface Preserver wakes up background apps in an instant, so you can quickly access your previous interface.⁴



Portrait Light Effect



Portrait Bokeh



A large storage capacity of 128 GB brings a life museum to collect every wonderful moment of yours. Whether it is shooting beautiful scenery or recording the bits and pieces of life, they are beautiful memories worth cherishing for a lifetime.



Welcome to a Parallel Universe

Combine two portraits and explore no limits to your parallel universe.



Memory Booster

A smoother, uninterrupted task processing experience.
No need to manually exit background apps.

Dust Resistance

IP5X
Dust Resistance

IPX4
Water Resistance

Let water and dust roll off the rain and mud, but keep your phone effortlessly good.



50 MP
HD Main Camera

2 MP
Bokeh Camera

Atmospheric Portrait

Ultra-Clear Imaging

High-definition shots from any angle, leaving you feeling clear and bright.

16 MP
HD Front Portrait Camera



Bigger Battery, Faster Charging



Charge to
30% in about
15 mins

FlashCharge 44W
We've added 5000 mAh of battery to your FlashCharge, giving you extended longevity and freedom. ^{5, 6}







Xiaomi Pad 6

Built for work, designed for ease

\$281



144Hz WQHD+ eye care display

Slim unibody design
with metal finish



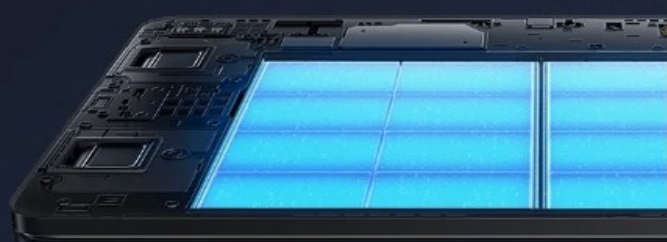
Snapdragon® 870

Powering flagship
performance



Up to 16 hours of video playback*

Powered by 33W
fast charging



Quad speakers for immersive stereo sound

Dolby Vision® and Dolby
Atmos® supported



Hardware low blue light to protect your eyes Full-range DC dimming

The display supports the reading mode with TÜV
Rheinland Low Blue Light Certification.
Protect your eyes with full-range DC dimming for
extended viewing with peace of mind.



Ambient colour
temperature sensing



TÜV Rheinland Low
Blue Light Certification



Premium metal unibody design



○ Gravity Gray

○ Mist blue

○ Gold

Everything you need, all waiting in the "Conference tools"

Open the "Conference tools" to enhance your meeting
efficiency, including unlocking all kinds of features in
seconds that make meetings and chats easier than ever.



13MP
Clear rear camera

6.51mm
thickness
490g
weight



Snapdragon® 870 Control in complex settings

The flagship Snapdragon® 870 Mobile Platform features powerful performance. It can easily handle and perform smoothly in large games, large-format files, 4K video editing and other high-intensity usage scenarios.



LPDDR5 +
UFS 3.1



The Snapdragon® 870 Mobile Platform with LPDDR5 and UFS 3.1 is powerful and fast with better performance and lower power consumption.



11" large display

309

ppi

Dolby
VISION

Dolby Vision®



HDR10



DCI-P3



Dynamic
compensation*

Multiple sound pickup modes For different meeting needs

4-mic array directional sound pickup system. Front display 60° sound pickup for single participant.
360° audio pickup for multiple participants. Concentrate on meetings without being distracted by noise*.



Single participant
Single-direction audio pickup

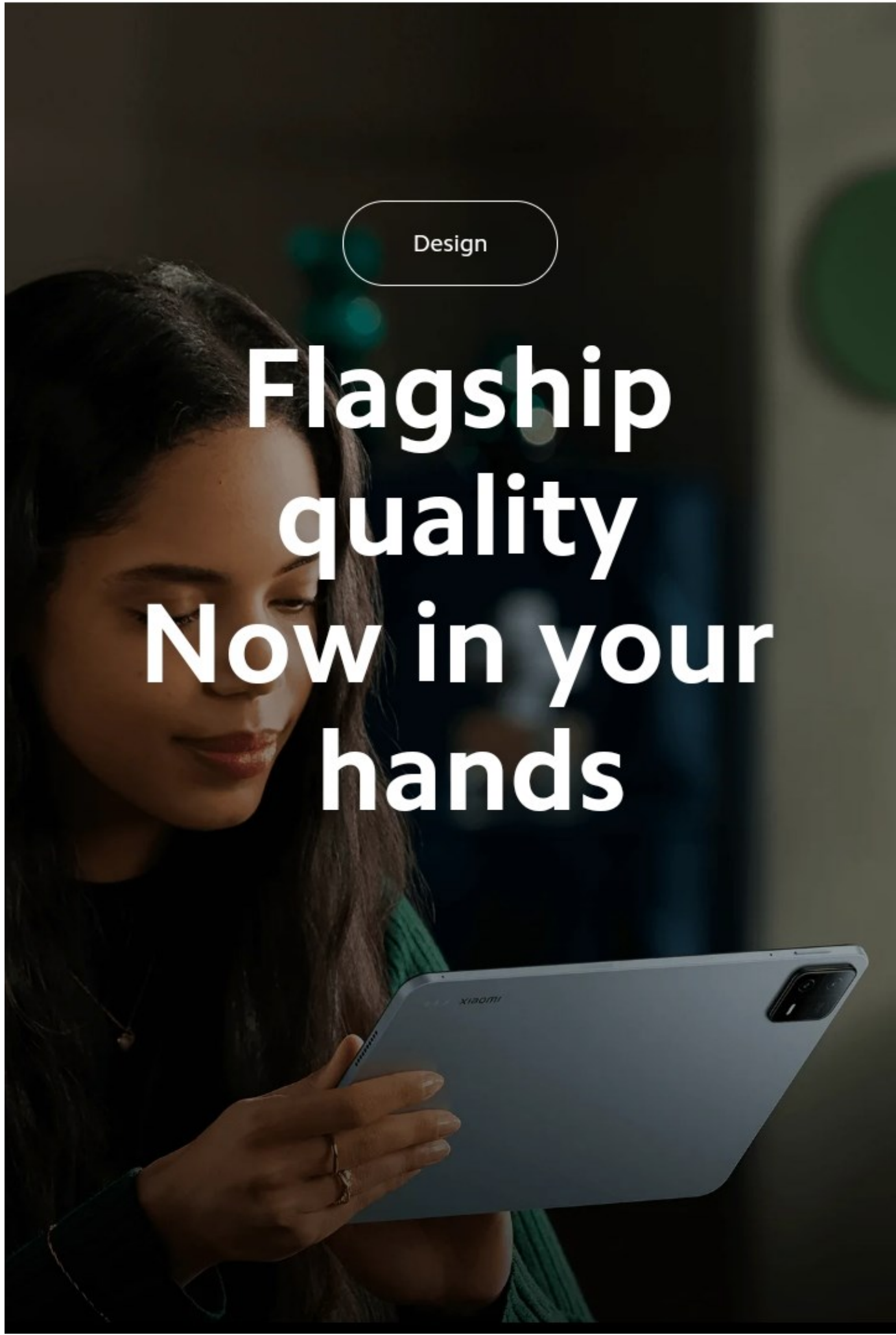


Multiple participants
360° audio pickup



Design

Flagship
quality
Now in your
hands



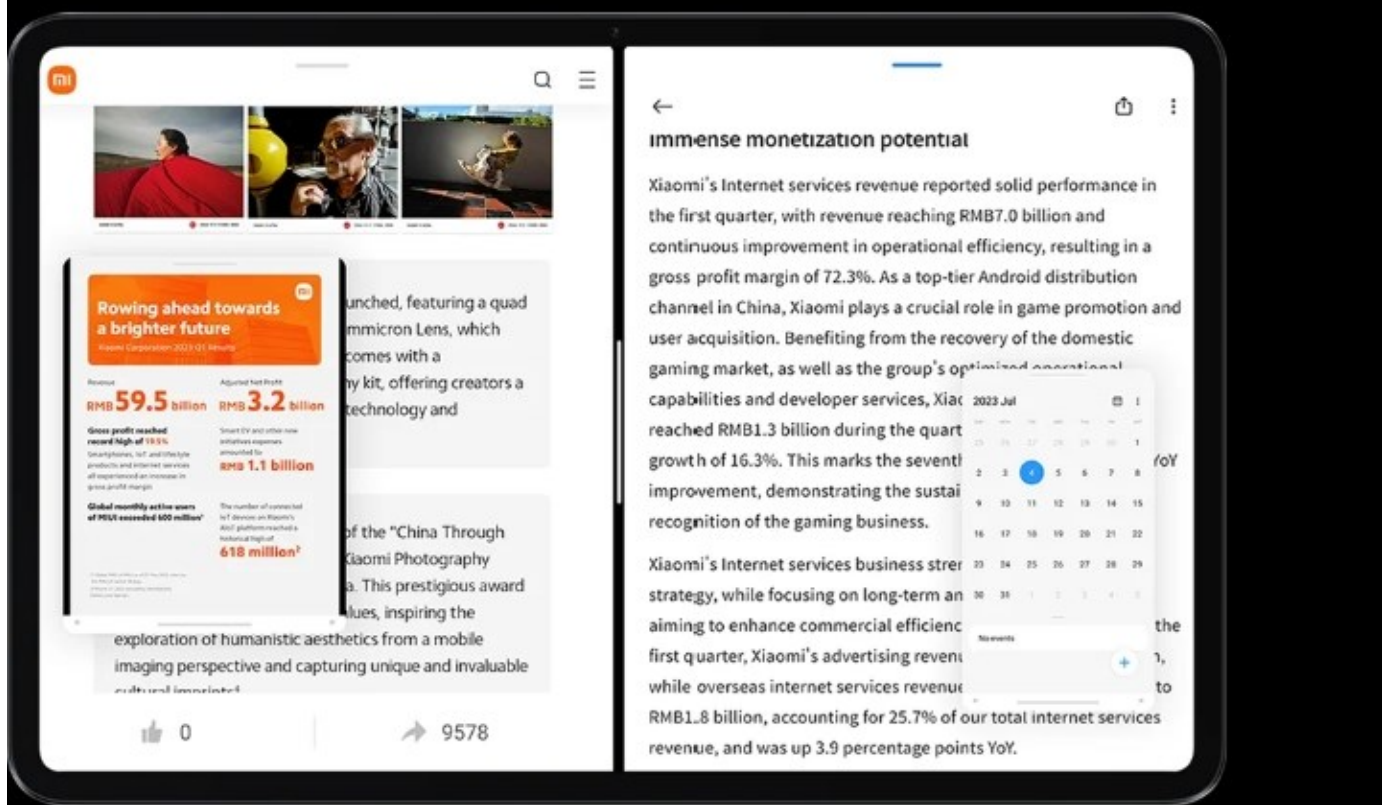
Dolby Atmos® supported
Quad stereo speakers
Your private theatre





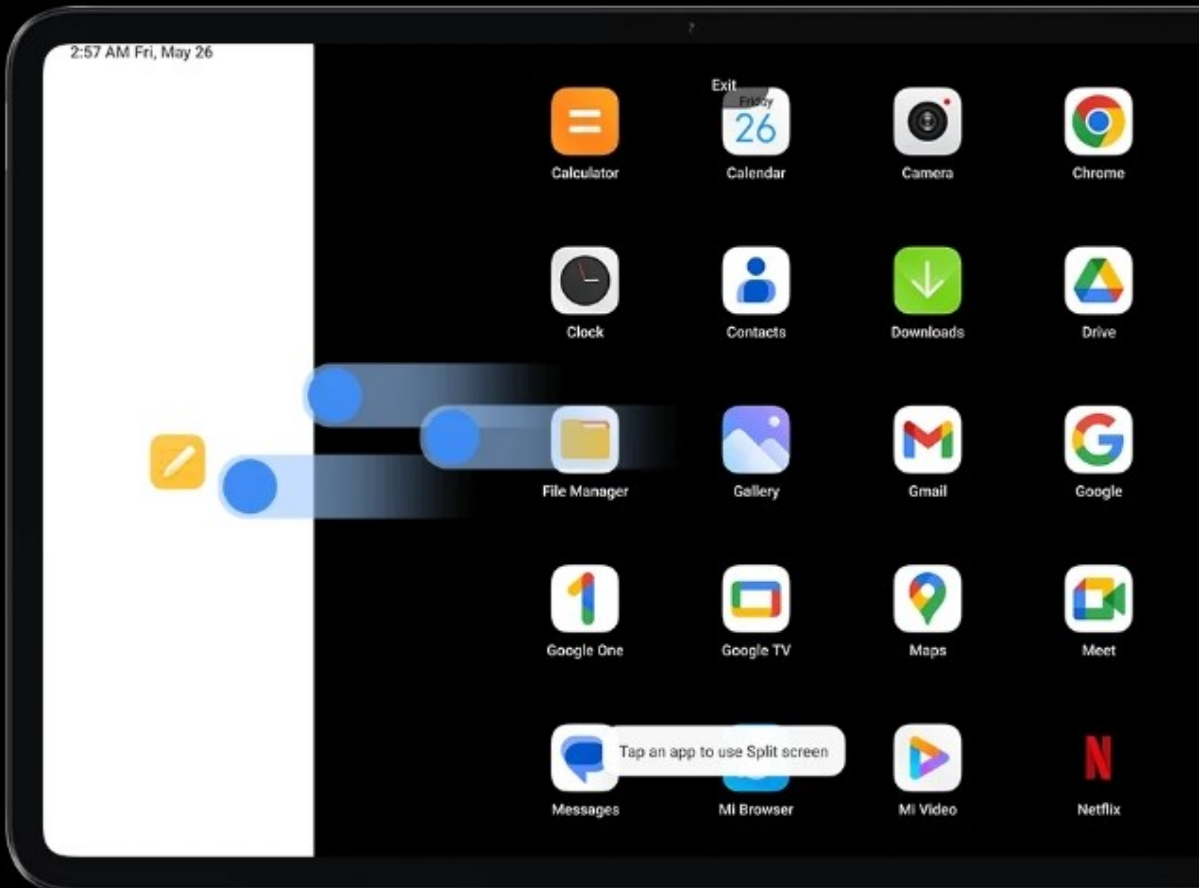
Multi-window display
Up to four apps opened
at the same time

Open up to four windows at the same time in the split screen mode for easy multi-tasking.



Three-finger swipe
Quick split screen

Multi-tasking and quick split screen mode in just one step make your daily tasks convenient and efficient.

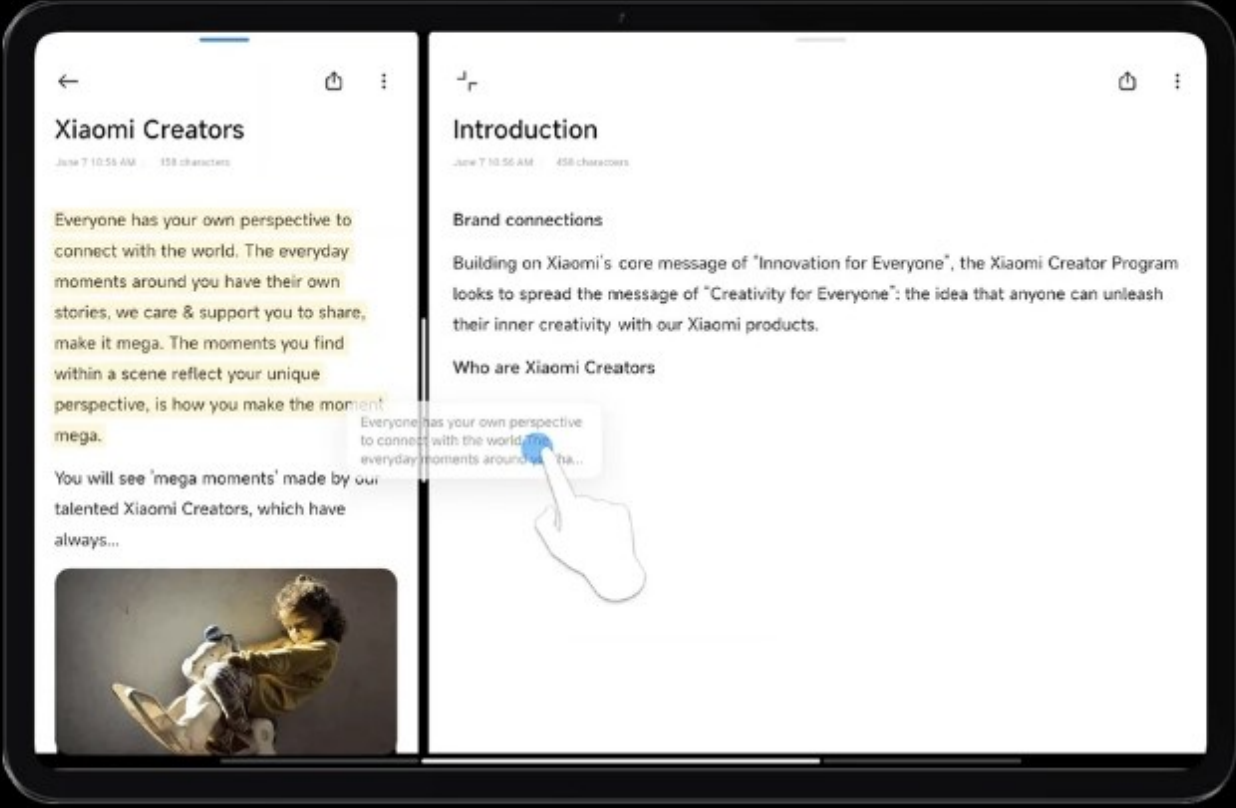




Drag and drop Share across apps

Text, images and files can be shared across apps in the multi-tasking, making daily office work more efficient.

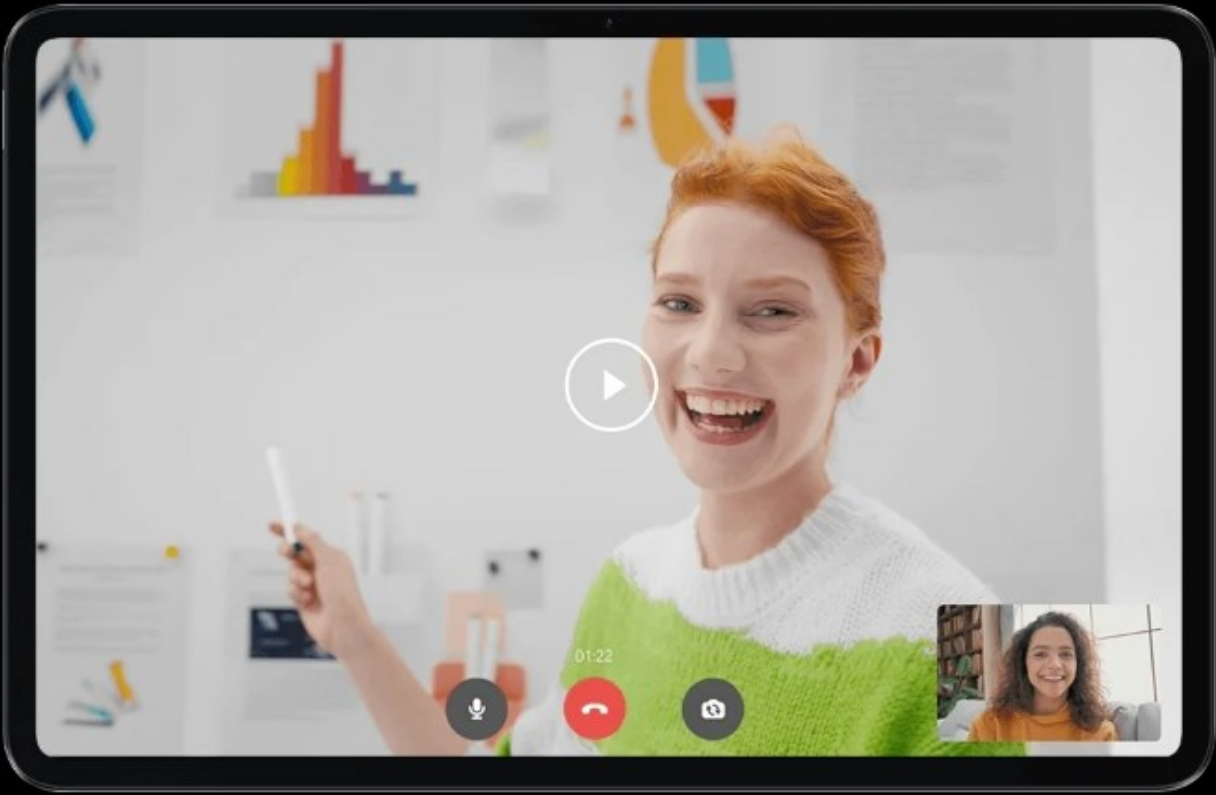
*This function is supported only by certain apps.



Video meetings enhance all-round efficiency

8MP front camera with FocusFrame

The camera's fill light function will make you shine in meetings, while the FocusFrame will keep you centered, even when you move. If someone joins or leaves, the lens viewing angle will be expanded or reduced accordingly to achieve the best angle.



Performance

Powerful performance For any task, any day

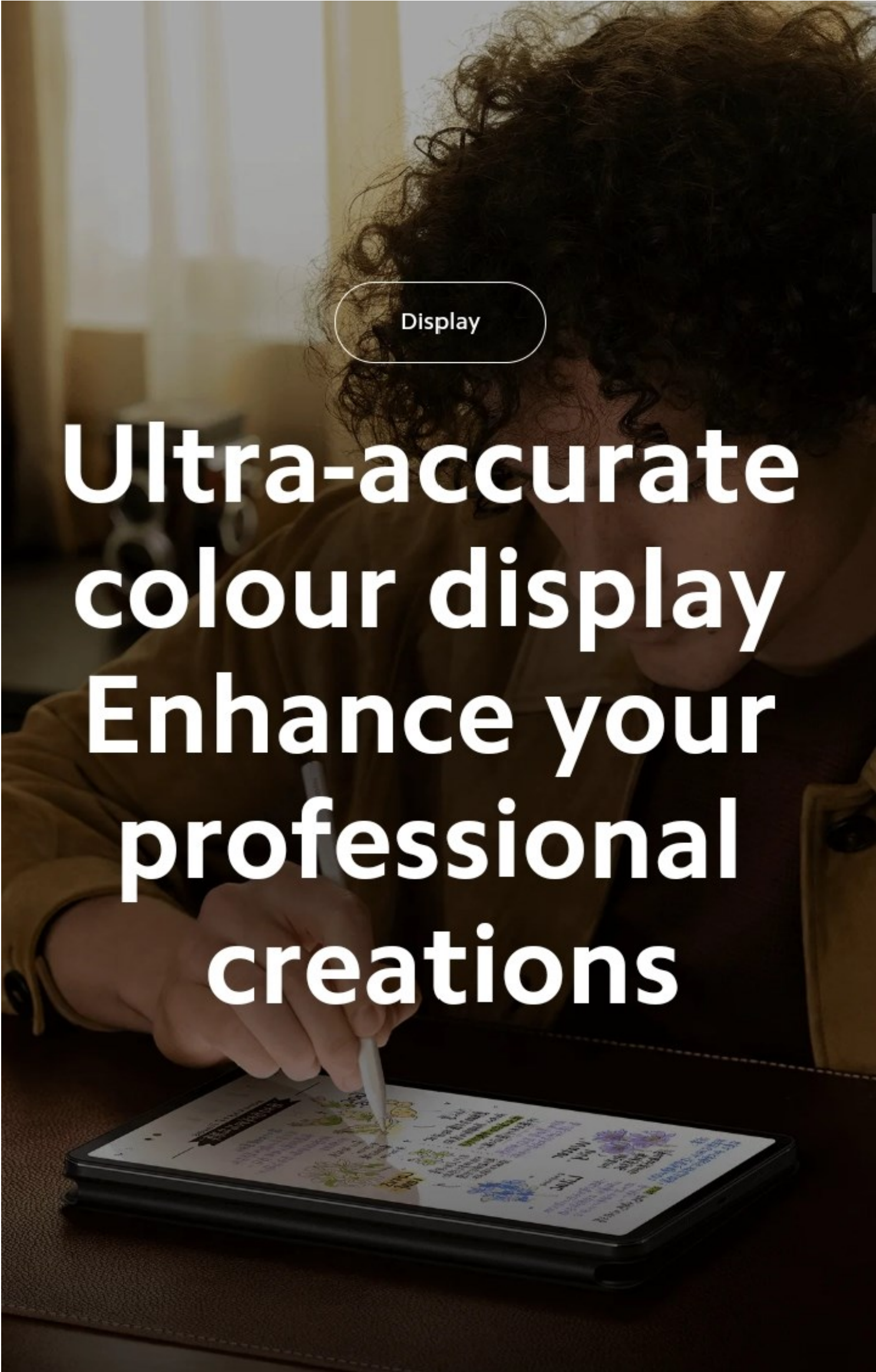
Accessories

Unleash productivity with a good partner

XIAOMI Smart Pen 2nd generation

[Learn more about Xiaomi Smart pen \(2nd generation\)](#)

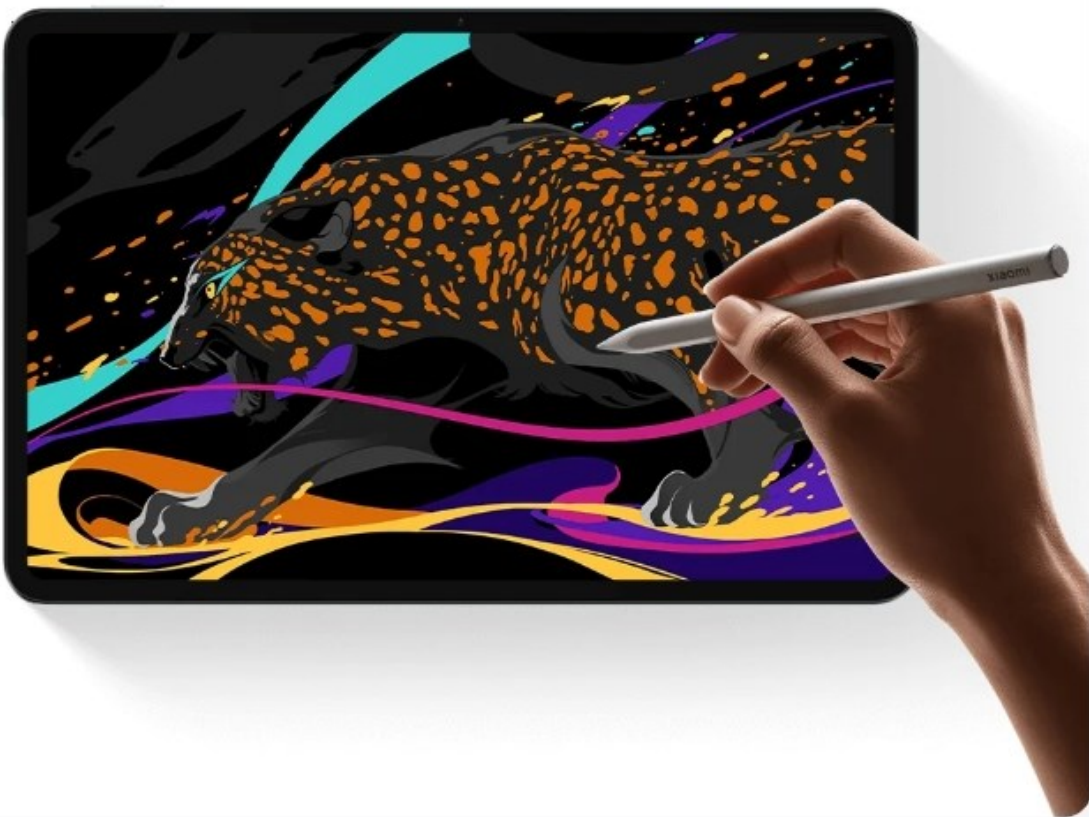




Ultra-accurate colour display Enhance your professional creations

High sensitivity with
smooth pen strokes.

Ultra-low latency, 5g sensitive ink output



A soft nib that mimics the
experience of writing on
real paper.

4096-level pressure sensitivity



XIAOMI Pad 6 Keyboard

[Learn more about Xiaomi Pad 6 Keyboard](#)

Large 64-key keyboard
Magnetic back plate to provide a stable connection
Enjoy a more productive work experience



Gravity Gray

Gold

Mist blue



150 hours of battery life for fully-powered creation.

1 minute of charging for 7 hours of writing

*Charging data provided by Xiaomi Laboratory, tested with 0% initial power.



Exceptional power capacity and fast charging Online anytime, anywhere

Its 8840mAh (typ) high power capacity means that whether you are at home watching videos, going out to meetings, or travelling on business, it will keep you company far beyond your imagination.

8840mAh



33W
Charge to 100%
in 99 minutes

Standby
26.9 days

Music
65 hours

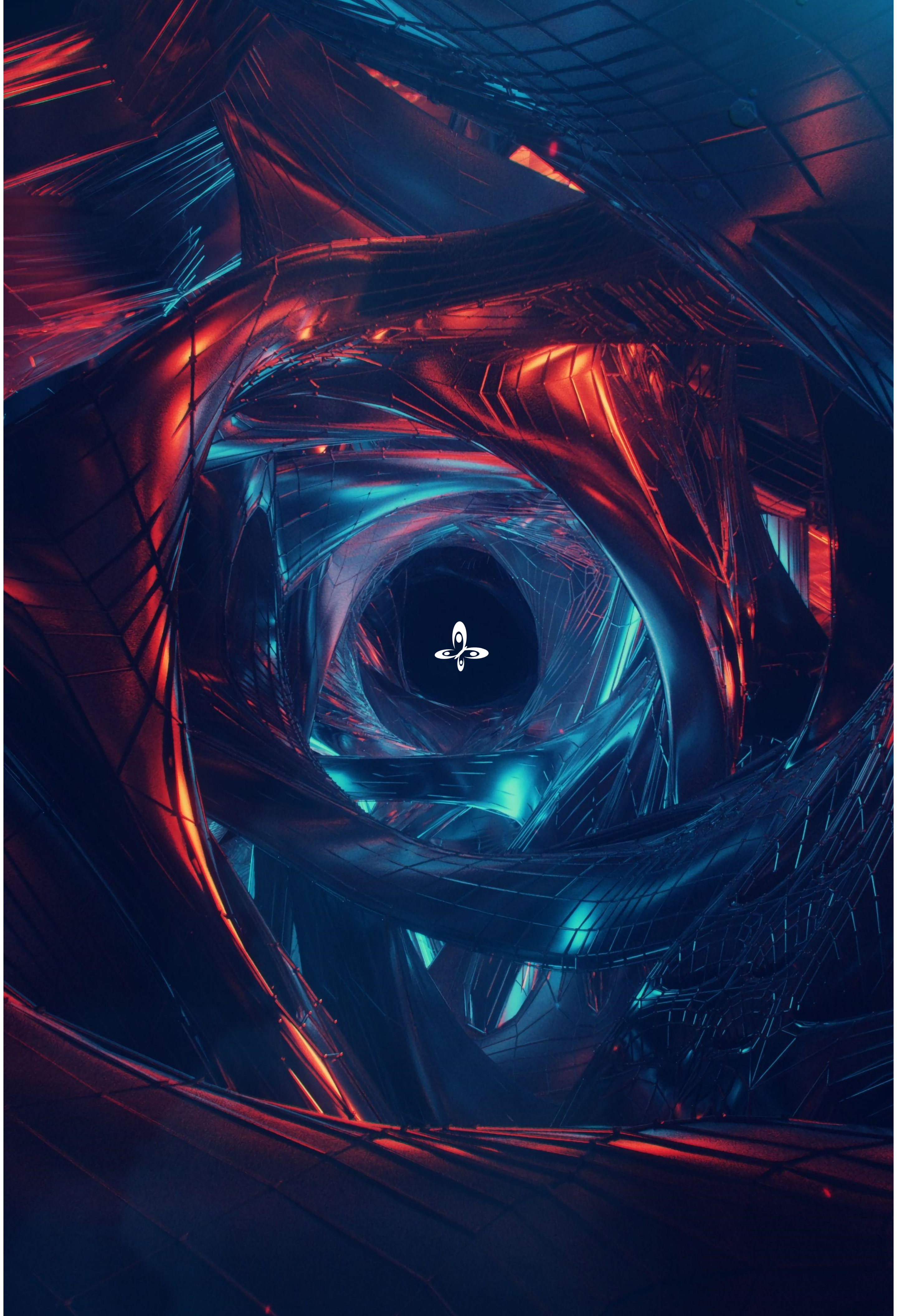
Video playback
16 hours

Reading
23 hours

Efficiency

Improve your work efficiency With a powerful wingman for work







Automobile



2023 Lucid Air

\$83,900



The future of electric vehicles







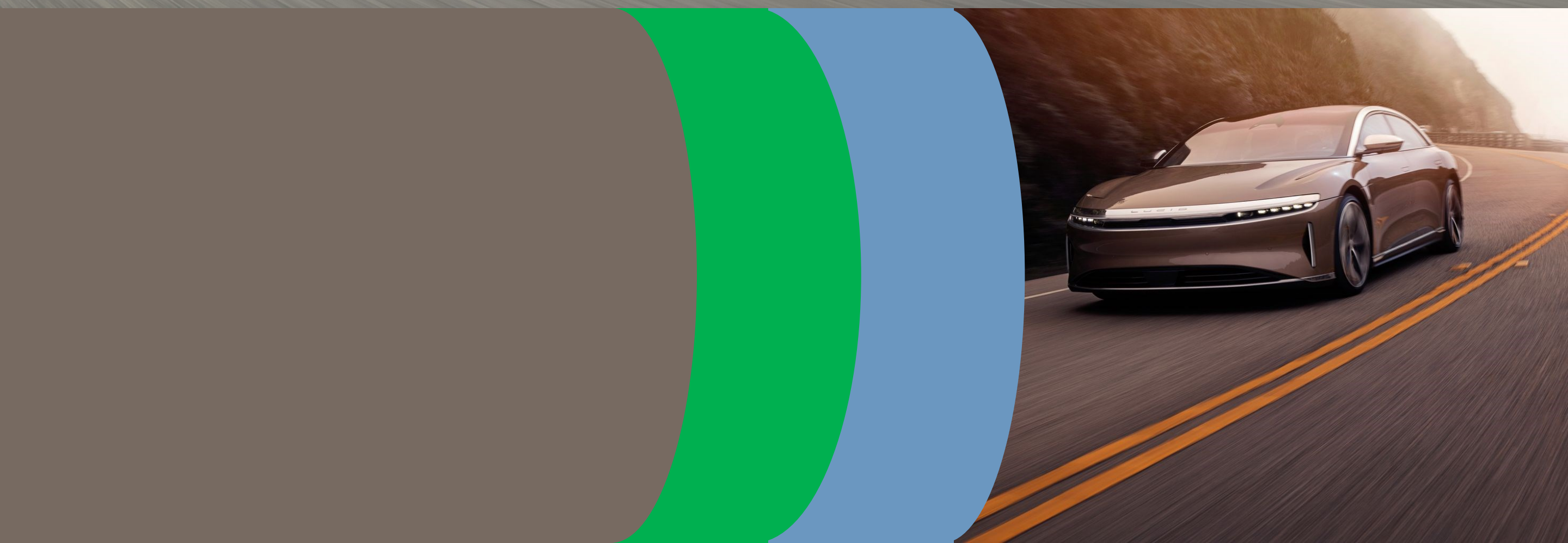
*All the information
you need is just a
touch away*







Looks so good, no matter the angle



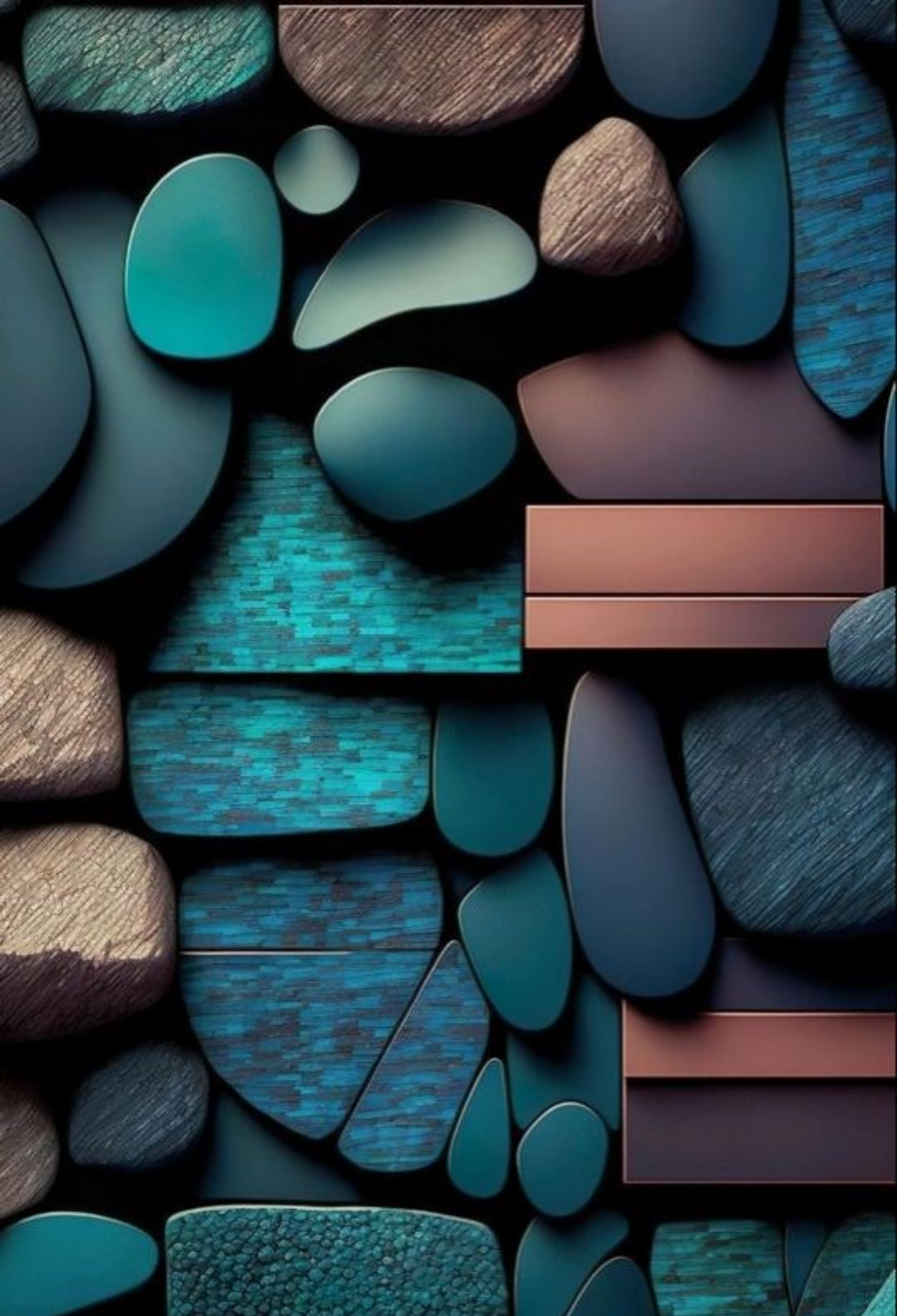




Make a statement when you drive



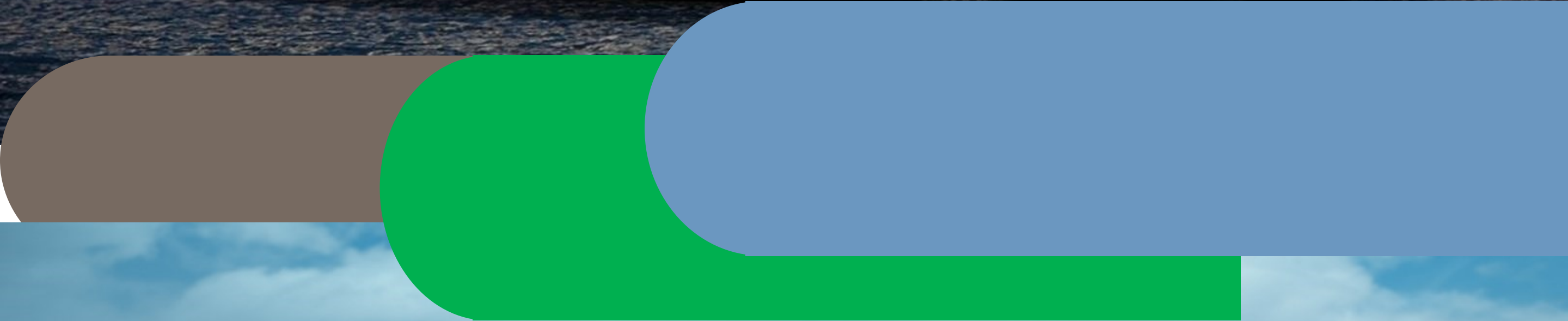






2023 *Lamborghini Urus*

\$260,676





Bold performance SUV







Why wait! Take control right now





A beast with a name...





A rare combination of beauty and performance





Always ready to take up new challenge









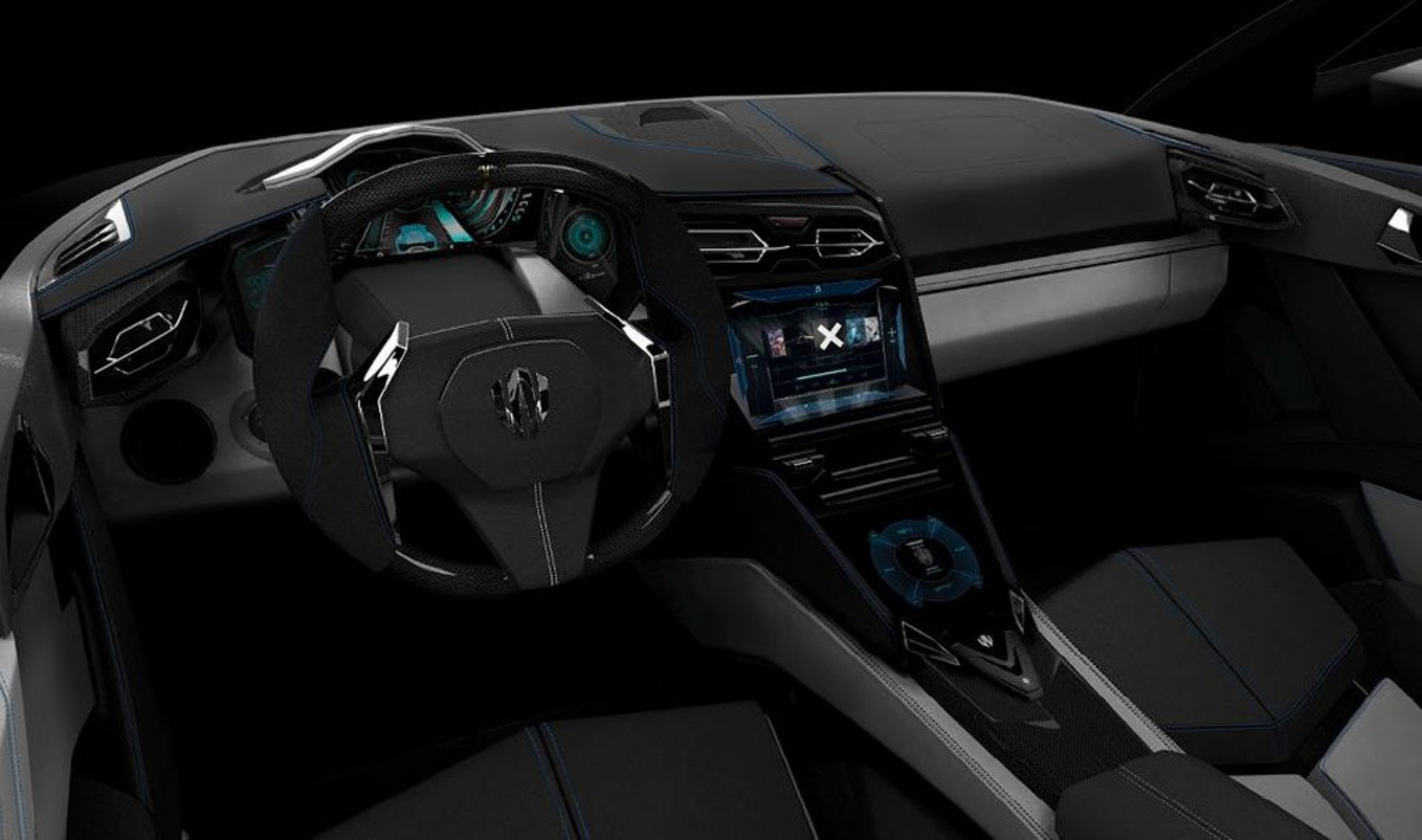
Lykan Hypersport

\$3.4 million



Speed needs no translation





Crafted to dominate







Eyes like a wild beast





Aggressive from all sides





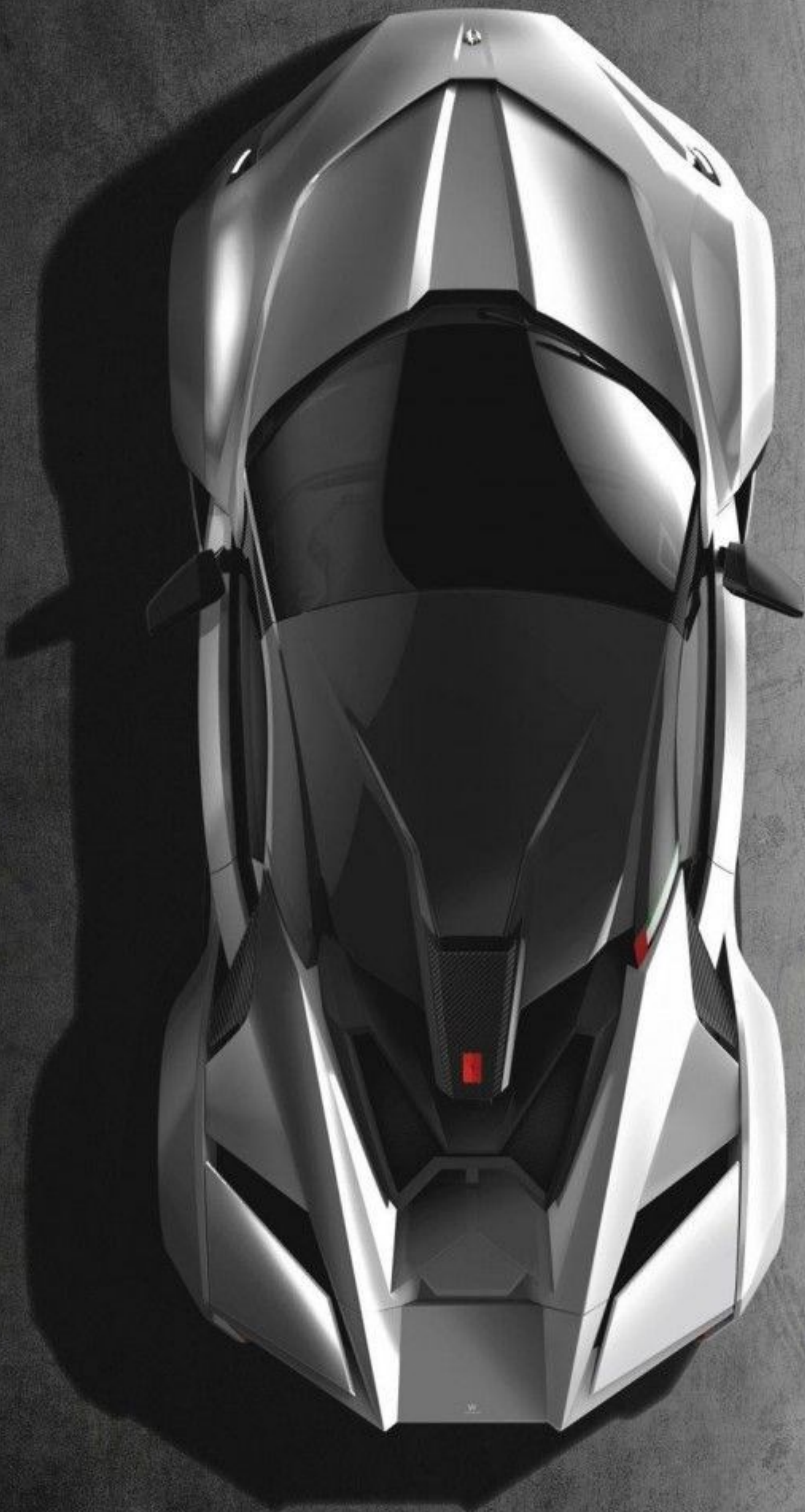
Say Hello!





The beast of all beast







Dominate the roads





MOVIES



MOVIES





PALME D'OR
FESTIVAL DE CANNES

"A BREATHTAKING MASTERPIECE"
THE PLAYLIST

ANATOMY OF A FALL

A FILM BY JUSTINE TRIET

SANDRA HÜLLER SWANN ARLAUD MILO MACHADO GRANER

NTON PRESENTS LES FILMS PELÉAS AND LES FILMS DE PIERRE PRESENT A FILM BY JUSTINE TRIET SANDRA HÜLLER SWANN ARLAUD MILO MACHADO GRANER "ANATOMY OF A FALL" ANTOINE BEURBATZ SAMUEL THEIS JENNY BETH SANDRA BONTAÏER CAMILLE
SCREENPLAY JUSTINE TRIET AND ARTHUR HARRAD PRODUCED BY MARIE-ANGE LUCIANI AND DAVID TAYON ASSOCIATE PRODUCERS PHILIPPE MARTIN PHOTOGRAPHY SIMON DESPILS EDITING LAURENT SÉNÉCHAL COLLABORATION IN THE DIRECTION OF ACTORS CYNTHIA AGRA ASSISTANT DIRECTOR BENJAMIN PAPIN SCENE SUPERVISOR CLÉMENTINE SCHAFFNER
EXECUTIVE PRODUCERS CHARLÈNE PANNETIER EXECUTIVE PRODUCERS SOPHIE LEJON AND DAVID LÉO SCHAFFNER PRODUCTION MANAGER JULIEN FLECK LOCATION MANAGER BENJAMIN COUDARD POSTPRODUCTION DIRECTOR JULIETTE MAILLOUX LES FILMS PELÉAS AND LES FILMS DE PIERRE PRODUCTION IN PARTNERSHIP WITH FRANCE 2 CINÉMA, AUTEUR
THE CENTRE NATIONAL DU CINÉMA ET DE L'IMAGÉ ANIMÉE THE NOUVELLE-AQUITAINE REGION THE CHARENTA-MARITIME DEPARTMENT IN PARTNERSHIP WITH THE CNC THE AUVERGNE-ROUNDE-ALPES REGION IN ASSOCIATION WITH COPINOVA 18 CINÉMA 17 INDÉFINI

Released: 13 October 2023

Genre: thriller, drama.

EUGENIO DERBEZ

RADICAL

BASED ON A TRUE STORY



VIX+ IN ASSOCIATION WITH EPIC MAGAZINE & THE LIFT PRESENT A 3PAS STUDIOS PRODUCTION A FILM BY CHRISTOPHER ZALLA WITH EUGENIO DERBEZ, DANIEL HADDAD, GILBERTO BARRAZA AND JENNIFER TREJO
DANILO GUARDIOLA CASTING MARCO AGUILAR COSTUME LUPITA PECKINPAH PRODUCTION DESIGNER JUAN SANTISO DIRECTOR OF PHOTOGRAPHY MATEO LONDOÑO SOUND DESIGNER MARTIN HERNANDEZ COMPOSERS PASCUAL REYES ILLAN
EDITOR EUGENIO RICHER EXECUTIVE PRODUCERS JAVIER WILLIAMS, JOSH BEARMAN, AVELINO RODRIGUEZ, PATRICIA SANCHEZ PRODUCED BY JOSH DAVIS PRODUCED BY BEN ODELL & EUGENIO DERBEZ

VIX



Released: 20 October 2023

Genre: drama.

BASED ON THE NOVEL BY MICHAEL FARRIS SMITH

THE ROAD
TO REDEMPTION
IS TWISTED

GARRETT
HEDLUND

WILLA
FITZGERALD

AND

ACADEMY AWARD® WINNER*
MEL
GIBSON

DESPERATION
ROAD

LIONSGATE GRINDSTONE ENTERTAINMENT GROUP AND CAPSTONE GLOBAL PRESENT AN ASSOCIATION WITH GRANERCY PARK MEDIA BALCONY 9 PRODUCTIONS 12013 FILMS AND SUN GLOW NEVADA AN ELEVATED FILMS PRODUCTION
GARRETT HEDLUND WILLA FITZGERALD RYAN HURST AND MEL GIBSON "DESPERATION ROAD" MUSIC BY HANA MAZAR COSTUME DESIGNER YVON ROSENBERG EDITOR JUNG HAN PRODUCTION DESIGNER MOLLY WARTTLE
TINA CULLIVER STEPHEN HAYS PETER GRAHAM CHRISTIAN MERCINI ROMAN VARIUS BARRY BROOKER STAN WERTLICH WALTER JUSTEN PATRICK
DIRECTED BY CASSIAN ELWES WRITTEN BY MADINE CROCKER BASED ON THE NOVEL BY MICHAEL FARRIS SMITH PRODUCED BY MICHAEL FARRIS SMITH

Released: 6 October 2023

Genre: thriller, action.



ITS FLEECE WAS RED AS BLOOD



Released: 3 October 2023

Genre: horror.

MARY HAD A LITTLE LAMB

A movie poster for the animated film "Inspector Sun and the Curse of the Black Widow". The scene is set in a grand, dimly lit mansion with ornate architecture. In the foreground, a blue, furry detective named Inspector Sun, wearing a blue suit and a red bow tie, holds a magnifying glass over his large, expressive eye. To his left, a woman with long dark hair and a black dress looks on with a concerned expression. Behind them, a small, round, purple creature with a large nose and a man in a purple suit are visible. In the background, a large, muscular insect-like character stands near a bright window, and a small, winged insect flies nearby. On the right, a woman in a red dress and a large hat stands next to a red baby carriage. The overall atmosphere is mysterious and suspenseful.

ONE OF THEM IS THE KILLER

INSPECTOR SUN

AND THE
CURSE OF THE BLACK WIDOW

Released: 13 October 2023

Genre: family, animation.

FROM BLUMHOUSE, TOTALLY RAD PRODUCERS BEHIND
MEGAN AND *HAPPY DEATH DAY*

TOTALLY KILLER

MURDER IS SO 1987.



prime

OCTOBER 6
New Movie

Released: 6 October 2023

Genre: comedy, horror.

LUKE
BRACEY

TOBY
JONES

DIRECTED BY JOHN CURRAN

MERCY ROAD

ONE WRONG TURN CAN COST YOU EVERYTHING

WELL GO USA PRESENTS IN ASSOCIATION WITH MEDIA FINANCE CAPITAL RAINMAKER FILMOLOGY AND ICON FILM FINANCE A HIANLO AND ARCLIGHT INTERNATIONAL FILMS PRODUCTION "MERCY ROAD" LUK
CASTING ANN FAYE & LEIGH PICKEFORD DIRECTOR OF PHOTOGRAPHY ROSS GIARDINA SOUND DESIGNER LUKE MYNOTT COMPOSER JOHN CURRAN EXECUTIVE PRODUCERS ANDREW ROBINSON JAKE CHRISTIAN DJ McPHERSON TODD FELLMAN
KELLY ROGERS DORIS PFARDRESCHER JESSE HEFFRING & CHRIS PELLITIER MARLON VOGELGESANG NATHAN ADABADZE CLAY PECORIN ZAK TANJELOFF JASON HALIO LOUISE MATHIAS
BRUCE DAVEY ALASDAIR KING PRODUCED BY PENNY KARLIN & DANIALE JARRY PRODUCED BY GARY HAMILTON YING YE AND MICHELLE KRUMHOLTZ WRITTEN BY JESSE HEFFRING & CHRIS PELLITIER

ARCLIGHT FILMS

MEDIA FINANCE CAPITAL

RAINMAKER

ICON FILM FINANCE

FILMOLOGY

HIANLO

Released: 6 October 2023

Genre: thriller, psychological.

FROM THE PRODUCER OF **THE REVENANT**

DAISY **RIDLEY**

BEN **MENDELSON**

Released: 6 October 2023

Genre: thriller, adaptation, psychological.

THE MARSH KING'S DAUGHTER

BASED ON THE BESTSELLING NOVEL

STXfilms presents a BLACK BEAR PICTURES production an ANONYMOUS CONTENT production "THE MARSH KING'S DAUGHTER" DAISY RIDLEY BEN MENDELSON GARRETT HEDLUND CAREN PISTORIUS BROOKLYNN PRINCE and GIL BIRMINGHAM
CASTING BY MARY VERNIEU CSA AND MICHELLE WADE BYRD CSA MUSIC BY ADAM JANOTA BZOWSKI EDITOR ANNE DIXON COSTUME DESIGNER NAOMI GERAGHTY PRODUCTION DESIGNER TIM GRIMES DIRECTOR OF PHOTOGRAPHY ALVIN H. KÜCHLER, BSC
EXECUTIVE PRODUCERS MICHAEL HEIMLER CHARLES MILLER CLIFF ROBERTS ROBERT SIMMONS ADAM FOGELSON JOHN FRIEDBERG SAMUEL J. BROWN PRODUCED BY TEDDY SCHWARZMAN, P.G.A. KEITH REDMON, P.G.A. MARK L. SMITH
SCREENPLAY BY KAREN DUNNE BASED ON THE NOVEL BY WELLS SMITH & MARK L. SMITH DIRECTED BY NEIL BURGER
LIONSGATE STX FILMS BLACK BEAR ANONYMOUS CONTENT READERS



ONLY IN THEATERS OCTOBER 6

FEAR THE PAST OR FACE IT

A **huluween** ORIGINAL MOVIE

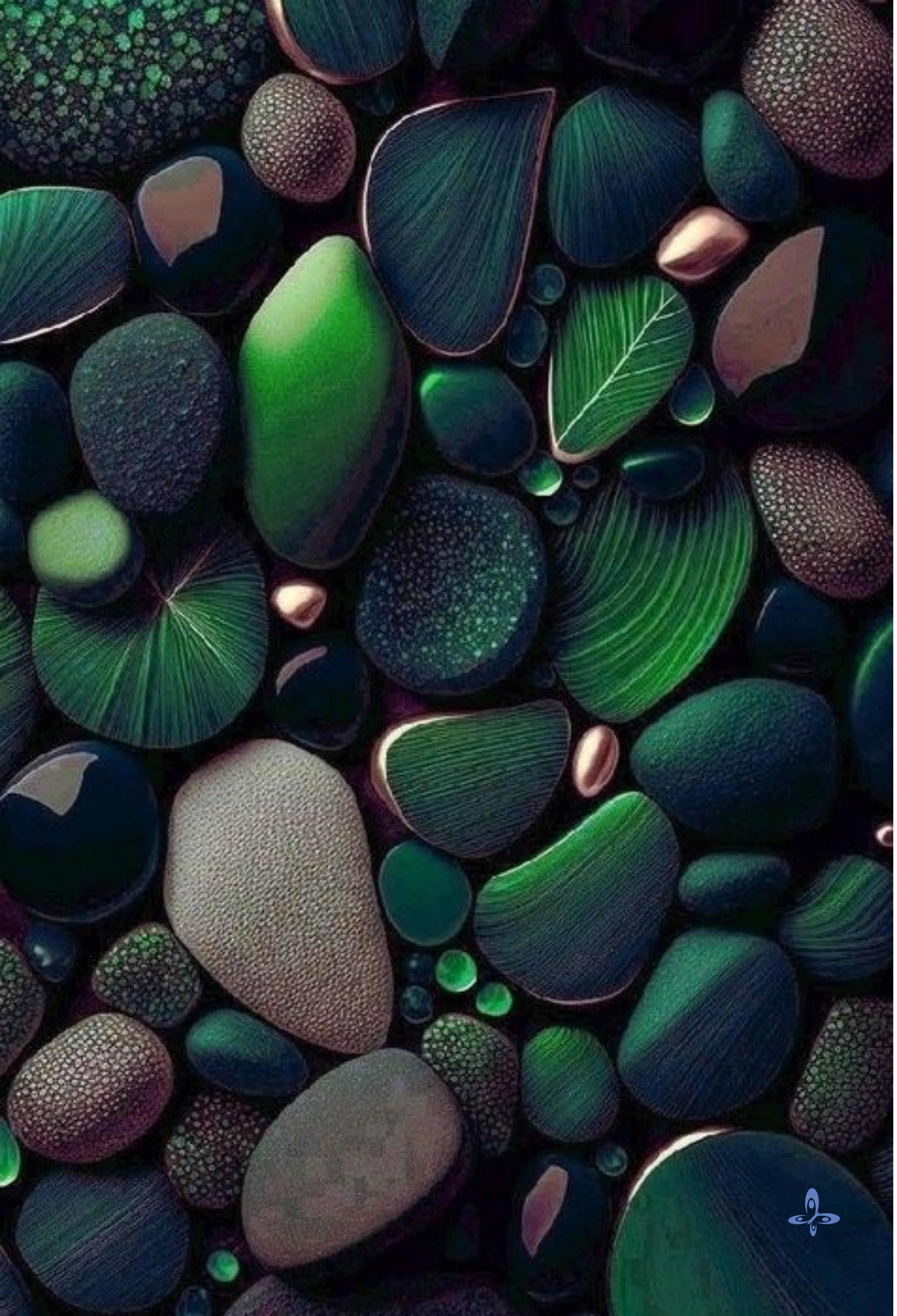
EMBRACE YOUR
INNER DEMONS

hulu
APPENDAGE

OCT 2 **hulu**

Released: 2 October 2023

Genre: horror.



Paramount+
ORIGINAL MOVIE

PET SEMATARY

BLOODLINES

DEATH IS DIFFERENT HERE

Released: 6 October 2023

Genre: horror.



BASED ON THE NOVEL "PET SEMATARY" BY
STEPHEN KING

WRITTEN BY LINDSEY ANDERSON BEER AND JEFF BUHLER DIRECTED BY LINDSEY ANDERSON BEER



STREAMING OCTOBER 6



FROM THE CREATOR OF **THE HAUNTING OF HILL HOUSE**



Released: 12 October 2023

Genre: drama, horror.

N E V E R M O R E
**THE FALL OF THE
HOUSE OF
USHER**

ONLY ON **NETFLIX** | **OCTOBER 12**



Released: 27 October 2023

Genre: thriller, horror.

CAN YOU SURVIVE

FIVE NIGHTS AT FREDDY'S

October 27



Genre: horror.

BENICIO
DEL TORO

JUSTIN
TIMBERLAKE

ALICIA
SILVERSTONE

REPTILE

Released: 6 October 2023

Genre: thriller, drama, crime.

SHED
THE
LIES



ONLY ON **NETFLIX** | **SEPTEMBER 29**



SCARIER
THAN
YOU
REMEMBER

Goosebumps

NEW SERIES

hulu Disney+

Released: 13 October 2023

Genre: adventure, fantasy.



Released: 6 October 2023

Genre: thriller, superhero, action.

VILLAINS AREN'T BORN. THEY'RE MADE.

KRAVEN

THE HUNTER

EXCLUSIVELY IN MOVIE THEATERS

OCTOBER



THIS FILM IS NOT YET RATED.
FOR FUTURE INFO GO TO
FILMRATINGS.COM

#KravenTheHunter

IN PREMIUM LARGE FORMATS AND **IMAX**

KravenMovie.com

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a Sony Company



LEONARDO
DiCAPRIO ROBERT
DE NIRO LILY
GLADSTONE

UN FILM DE MARTIN SCORSESE

KILLERS OF THE FLOWER MOON



SCÉNARIO
DE **ERIC ROTH ET MARTIN SCORSESE** RÉALISÉ
PAR **MARTIN SCORSESE**

Released: 6 October 2023

Genre: drama, crime, mystery, true story.



a film by

RAÚL CEREZO & FERNANDO GONZÁLEZ GÓMEZ

Zorion EGUILEOR

Gustavo SALMERÓN

Paula GALLEGO

Irene ANULA

THE ELDERLY


NOW IT'S TOO LATE

PRODUCED BY FEDE POUSO & ALMUDENA BRÉTÓN. WRITTEN BY IRENE PEDROSA. DIRECTED BY JESÚS GIL. COSTUME DESIGNER: ÁNGEL GUTIÉRREZ. EXECUTIVE PRODUCERS: MAMÉN TORTOSA. EXECUTIVE PRODUCERS: NOIDENTITY. EXECUTIVE PRODUCERS: LAURA LOSTALÉ. EXECUTIVE PRODUCERS: IGNACIO AGUILAR. EXECUTIVE PRODUCERS: CARLOS RUIZ. EXECUTIVE PRODUCERS: ROBERTO HG IAPSAI. EXECUTIVE PRODUCERS: JAVIER TRIGALES / RAÚL CEREZO. EXECUTIVE PRODUCERS: JAVIER TRIGALES & RAÚL CEREZO. EXECUTIVE PRODUCERS: JOSÉ MANUEL JIMÉNEZ IMAET. EXECUTIVE PRODUCERS: ENOKO VADILLO. EXECUTIVE PRODUCERS: JOSÉ LUIS RANCAÑO. EXECUTIVE PRODUCERS: JOSÉ LUIS RANCAÑO / SILVIA MELERO / CARLOTA AMOR / HELIOM RAMALHO. EXECUTIVE PRODUCERS: JOSÉ LUIS RANCAÑO. EXECUTIVE PRODUCERS: RAÚL CEREZO & FERNANDO GONZÁLEZ GÓMEZ.

PERSON'S LA DALLA ANTÍDOTO SERRAVALLO FILMS

Released: 13 October 2023

Genre: horror, thriller.



Released: 6 October 2023

Genre: thriller, sequel, horror, reboot.

THE EXORCIST

B E L I E V E R

SHE CAN GET IN, BUT CAN SHE GET OUT?

A FILM BY MITESH PATEL

WOMAN IN THE MAZE

APPLIED ART PRODUCTIONS PRESENT "WOMAN IN THE MAZE"
CASTING BY RENEE GARCIA COSTUME DESIGNER JENNIFER CRANHAM
SCRIPT SUPERVISOR HANNAH NANCE PRODUCTION MANAGER
EDITOR JASON BRITTON PRODUCTION DESIGNER
EXECUTIVE PRODUCERS

Released: 6 October 2023

Genre: thriller, horror.

- **Cinebirpa**



Release

Released: 24 October 2023

Genre: *thriller.*



JEREMY
PIVEN

ELENA
KAMPOURIS

SEAN
ASTIN

VINDICTA

Released: 6 October 2023

Genre: horror.

**JOHN
CENA**

**ALISON
BRIE**

**JUAN PABLO
RABA**

**CHRISTIAN
AND SLATER**

FROM THE DIRECTOR OF **TAKEN**
FREELANCE

RETIREMENT DIDN'T
SUIT HIM



ONLY IN THEATERS OCTOBER 6



RELATIVITY

AGC
STUDIOS

ENDURANCE
MEDIA

Sentient

LIPSYNC

Released: 6 October 2023

Genre: action, comedy.

FILM NETFLIX

Dear

David

HANYA DI

NETFLIX

| 9 FEBRUARI

Released: 13 October 2023

Genre: thriller, supernatural.



BRIE LARSON



Released: 13 October 2023

Genre: drama.

Life rarely follows a formula

LESSONS
— *in* —
CHEMISTRY

Based on the Acclaimed Best-Selling Novel

OCTOBER 13

MEG RYAN DAVID DUCHOVNY

They missed their connection.



WHAT
HAPPENS
LATER

Directed by Meg Ryan

RESTRICTED
R
LANGUAGE, SOME
SEXUAL REFERENCES
AND BRIEF DRUG USE.
Under 17 Requires Accompanying Parent or Adult Guardian

ONLY

Released: 13 October 2023

Genre: comedy, romance, romantic comedy.

EVIL STALKS



ADAPTED FROM THE AWARD-WINNING NOVEL

DARK HARVEST

Released: 13 October 2023

Genre: thriller, horror, adaptation.



ANIME 

バック・アロー

BACK ARROW

The wall encloses the world. It encircles,
protects, and nurtures those sheltered within.
It is worshipped as God.



Title: *Back Arrow*

Genre: Action, Fantasy.

Type: Series

Status: Completed

Released: winter 2021

TiTi Rating: 6.3/10

ALDNOAH .ZERO 2

LET JUSTICE BE DONE, THOUGH THE HEAVENS



Title: *Aldnoah.zero* part 2

Genre: Action, Sci-fi.

Type: Series

Status: Completed

Released: winter 2015

TiTi Rating: 6.9/10



Title: *Fruit Basket* the final

Genre: slice of life, comedy, supernatural, drama, romance.

Type: Series

Status: Completed

Released: spring 2021

TiTi Rating: 9.0/10

FRUITS BASKET

The Final Season

BLUE PERIOD



Title: *Blue Period*

Genre: *Drama, slice of life.*

Type: *Series*

Status: *Completed*

Released: *fall 2021*

TiTi Rating: *7.9/10*

ALDNOAH.ZERO

LET JUSTICE BE DONE, THOUGH THE HEAVENS FALL.

Title: *Aldnoah.zero*

Genre: Action, Sci-fi.

Type: Series

Status: Completed

Released: summer 2014

TiTi Rating: 7.4/10





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