TITI® MAGAZINE

October 2024 Issue

EDGE OF SANITY

HOMEWORLD 3

SHIN MEGAMI TENSEI V

SILENT HILL
The Short Message

ZERO HOUR

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October 2024 Issue 10

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Content

GAMES

Zero hour

Edge of sanity

Silent hill: the short message

Homeworld 3

Shin megmi tensei V

GADGETS

Huawei mate X3

Huawei matepad pro

Huawei pura 70 pro

Huawei watch gt 5 pro

AUTOMOBILES

2024 Chery Arrizo 6

2024 Chery Arrizo 8

2024 Chery Tiggo 8 pro max

MOVIES & ANIMES

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GAMES


HOUR

Zero Hour

Welcome to Zero Hour, an online multiplayer first-person shooter with realistic size and resource management set in multiple places in Bangladesh. Take on challenging cooperative missions with up to ten players, or go it alone with up to nine AI team members.
In the fast-paced 5v5 PvP mode, take on missions like bomb defusal and hostage rescue that call for strategic planning. Determine your path through gripping scenarios by interacting with objective-driven NPCs and taking on diverse tasks.

Gameplay

a realistically scaled and resource-managed online tactical first-person shooter set in several locations in Bangladesh. Taking cues from other tactical shooter games, Zero Hours attempts to provide a very realistic experience for both PvP and cooperative gameplay.
The goal of the defenders is to prevent the bomb from being defused or to prevent their hostage from being freed and/or fleeing. Rather, it is the attackers' responsibility to neutralize the device or free the hostage. It is also possible for both teams to win if they take out the entire opposition. However, coop immerses you in a more realistic Close Quarters Battle with a wider variety of strategies than PvP. MS-09 units are given a variety of mission goals in cooperative play, such as assassination, hostage situations, bomb situations, and more.

Features

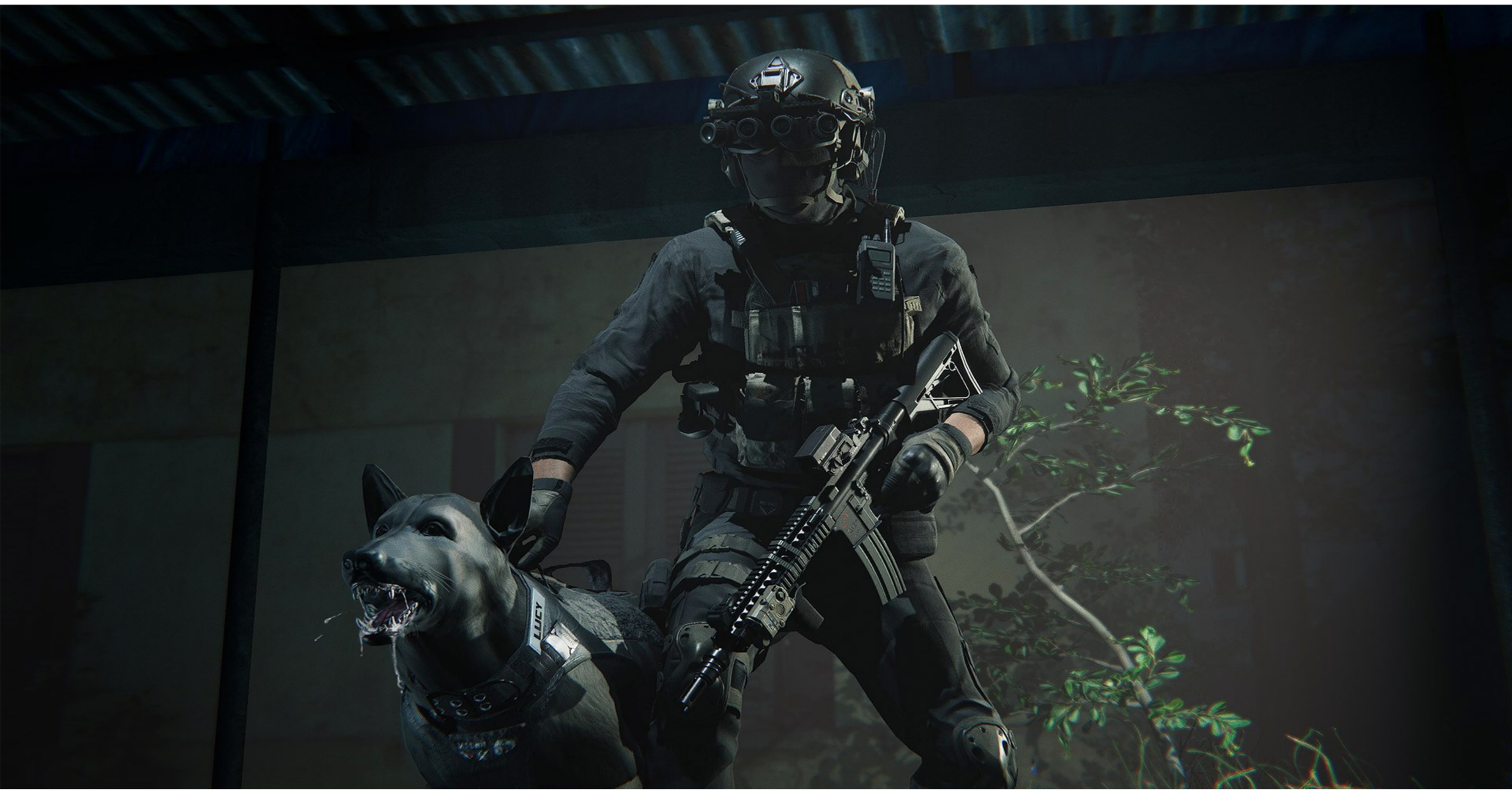
Planning Table: *Similar to how blueprints are used, MS-09 Unit (The Attacking Team) can brainstorm plans at the beginning of each round by sketching a 3D miniature version of the playing area on the planning table.*

Doors: *The doors aid in promoting a deliberate and slow gameplay style, which helps to create a more realistic feel. Both teams would be hesitant to enter a room since they won't be able to see what's happening behind the door.*

Breaker Switch: *The entire operation building that you're playing on goes dark when you flip this switch. The players will be unable to see their surroundings as a result of doing this. Then, by utilizing tactical flashlights or night vision goggles, the attacking team may be able to obtain the upper hand. When the attackers are employing NVGs, the Defending Team can retaliate by blinding them with flares and tactical lamps, which also allow them to see.*

Resource Management: *Each team needs to manage its resources over the course of three rounds. The attacking team possesses two to three sets of seven different sorts of weaponry and five to seven sets of four different kinds of devices. The opposing team is equipped with three sets of seven different kinds of gadgets and three sets of five different kinds of weapons. While the secondary gadgets are not restricted to any team, these devices only occupy the first slot.*
Both Teams will keep the weapon from the previous rounds if they survive; however, if an attacker dies, they forfeit the gun they used in that round. Moreover, weapons from deceased players can be taken by any team. Since everything in the coop is free, resource management is not something you should be concerned with. But the weapons you find on your foes cannot be equipped.

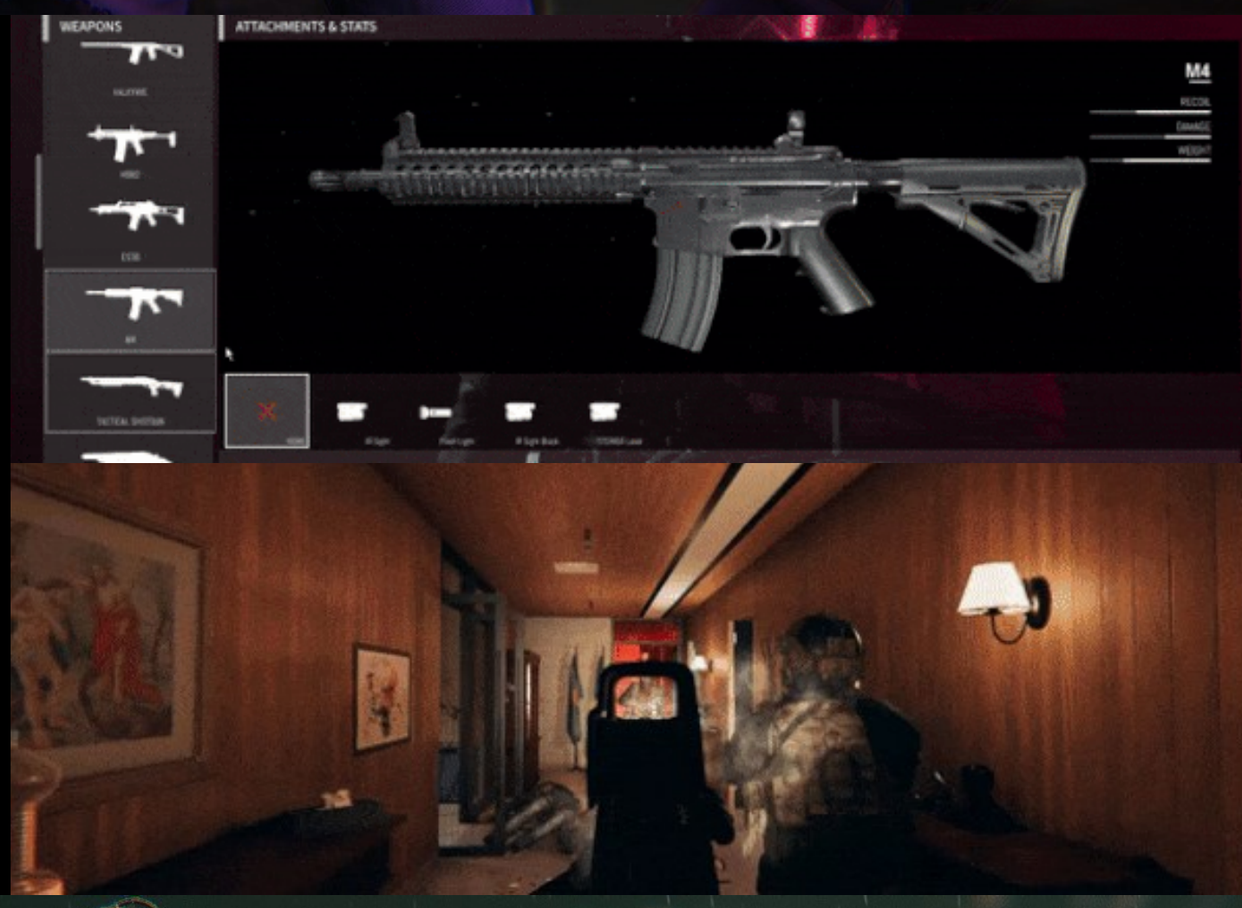
Hostage: *Because of its unique attitude, the prisoner that the defenders are holding will escape if they are not careful. It is vital to monitor the hostage for this reason. If needed, the hostage can also be moved by the defenders.*







ZERO HOUR





Developers: *Attrito, M7 Productions*
Publishers: *Attrito, M7 Productions*
Game Engine: *Unity*
Released: *9th September 2024*
Genre: *Tactical shooter, first-person shooter, Realistic, PvP, PvE*
Mode: *Multiplayer, COOP, Training Grounds*
Platform: *Windows*
Genre: *Action, Simulation, Strategy*
TiTi Rating: *7/10*




HOUR







Slow/Fast Reload: *Two categories of reloads exist. both quickly and slowly. You will be allowed to keep your magazine even though the sluggish reload will take a little longer. Fast reloading will also drop your magazine but reload it much more quickly. You can also use the default key, h, to check your magazine.*

Intense PvP Action

Take part in competitive 5v5 PvP matches in a variety of game modes, including as deathmatch, hostage rescue, and bomb defusal. Play in a competitive environment with a thorough leaderboard and tier system. Make strategic decisions when choosing your loadout because you will lose your restricted weaponry and gadgets when you die.

Intense Tactical Action

The gameplay in Zero Hour is extremely painstakingly intense and slow-paced. The game features realistic gunplay and circumstances where winning requires quick thinking and well-executed strategy. Before acting, use the planning table to review procedures and create a strategy. Recall that every move matters and that strategy, accuracy, and teamwork are necessary for success. Novel Weapon and Gameplay Features

Customization

Take a look at more than eighteen different maps that are situated in different parts of Bangladesh and have special features like dynamic shutters, bulletproof glass, and working elevators for tactical benefits. To give your missions more tactical depth, strategically use the breaker switch to control the lights in the buildings.

Select from more than 23 unique weapons and 18 utilities, with a focus on teamwork and resource management. Customize your weapons in-depth to achieve the best possible results by changing the foregrips, sights, and rails. Checking magazine bullet counts and repackaging magazines for efficiency is a great way to get immersed in reality. Mechanisms of Dynamic Doors

Doors serve as both a barrier and a lifeline. While terrorists are setting up alarms and traps, cautiously infiltrate. Attackers, meanwhile, have more than four breach methods at their disposal: the kick, door rammer, C2 explosives, and rear kick paired with grenades. This gives them a range of tactics to use when navigating these crucial entrance points.

Dynamic Suspect AI

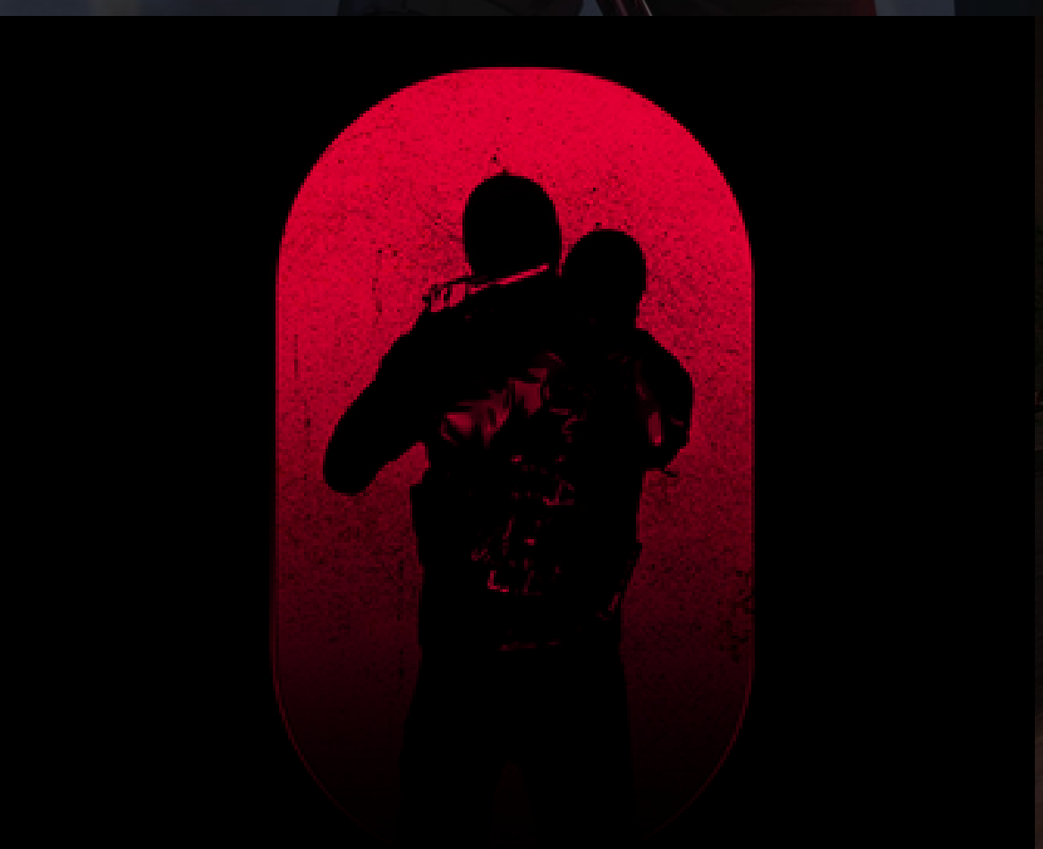
Deal with a range of suspects, each exhibiting unique tendencies. Some even use suicide bombs, and others use long-range maps and sniper techniques. They can even detect approaching fire and pace their moves carefully to maximize safety. Suspects are dynamic, so you never know what they'll do next, so you have to stay on your toes.

Your K9 Companion

Your missions will feel more emotive and immersive with the K9 Attack Dog function. You begin the game as a dog handler, tasked with starting your adventure with a little, monikersa puppy. After initially sleeping in a cage, the puppy soon warms up and begins to play, accompanying the player across the training grounds. The dog companion is ready for mission deployment following the completion of three missions successfully.



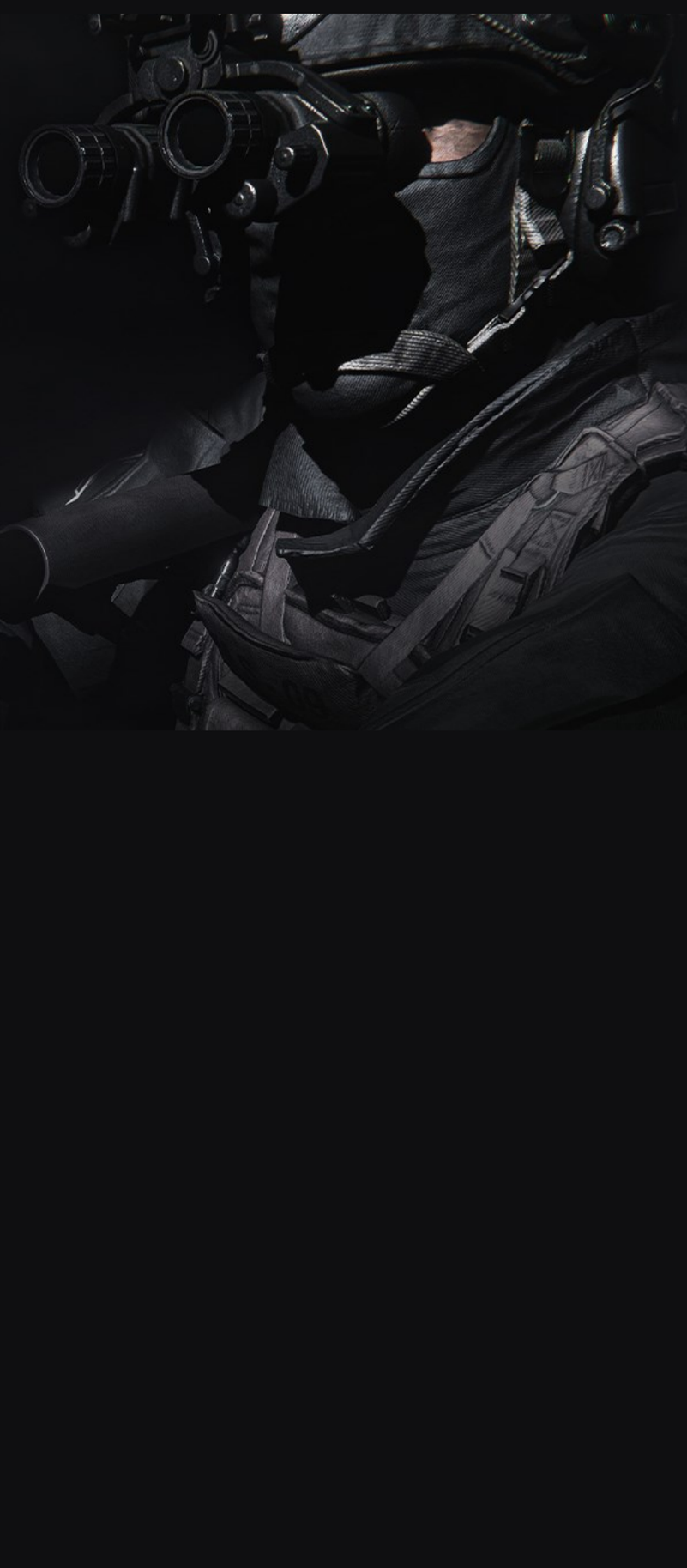


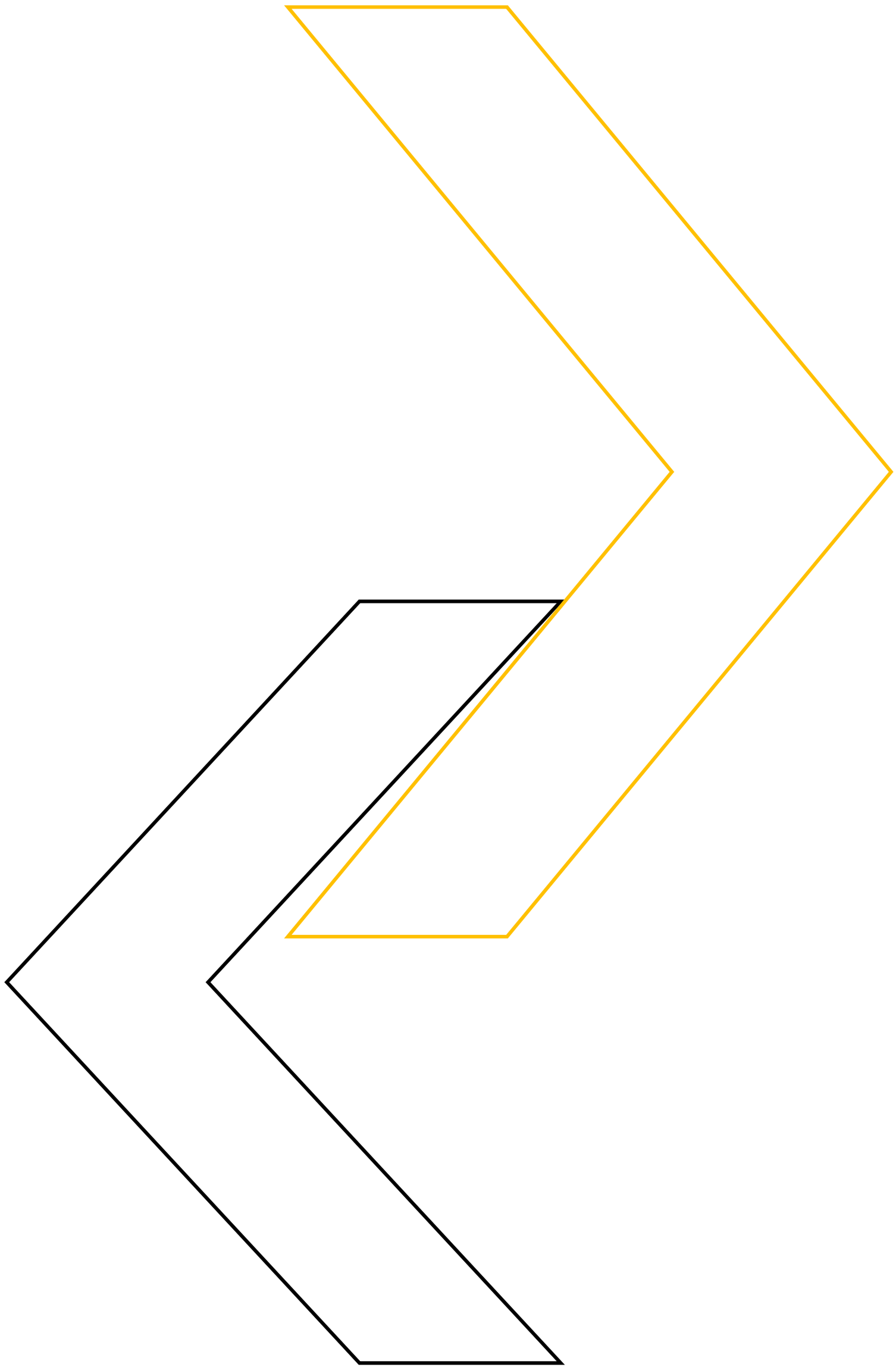



5


BOOK SALE
LOCATED IN THE LIBRARY
EASTSIDE BOOK SALE
FRIDAY 28th 2PM
SCIENCE
THE ART OF SCIENCE
SCIENCE CAMP
PATH SCIENCE & MATH
WELCOME!

ZERO
HOUR






EDGE OF SANITY

Edge of Sanity

Edge of Sanity is a psychological survival horror game with hand-crafted 2D imagery and a powerful atmosphere influenced by the Cthulhu Mythos, all set in the harsh Alaskan wilderness.

As a member of a replenishment crew, you assisted scientists in the field lab located in Alaska. After discovering that the location is free of people, you come across terrifying monsters, and as you flee, your party disperses. You barely survived and managed to establish a makeshift camp. It's imperative to investigate what transpired.
Explore hostile caves, forgotten mines and hidden laboratories in search of precious resources for you and other survivors. Look for clues to uncover the dark secrets of the mysterious PRISM organization and unveil the real story behind their experiments.

In this isolated place, every day is a difficult struggle to survive. Scarce food and resources, together with a strained sense of sanity. Always be ready to adapt and seek for any edge you may have in the face of varied monstrosities. Whether the darkness completely swallows you or if you are able to hold onto what's left of your sanity is entirely up to you.

Madness affecting every game aspect

Every dramatic experience you have while traveling around Alaska permanently alters your perception of it. Gaining trauma from accumulating lunacy influences your characters' behavior and perception of reality, provides you with additional dialogue possibilities, and lets you create completely new objects.

Manage your crew's morale

You need somewhere to recuperate and organize your next adventure, even in the most inhospitable of environments. Locate and allocate the surviving survivors, then dispatch them on reconnaissance missions and construct facilities to generate sustenance, water, and other resources. But keep your wits about you—anything may happen when people are tense.

Multiple ways of approaching the fight

To survive against numerous monstrosities, discover your enemy's weaknesses, dull their senses, manage resources, and utilize the environment and crafting skills. When everything else fails, you can always try using your axe to fight. but be ready for a fatal consequence.

Difficult choices and intense atmosphere

Discover the sinister activities of nearby cults, confront terrifying creatures, and investigate the inexplicable. Welcome to Cold War-era Alaska, a place where morality is ambiguous and where people are losing their minds over monsters derived from the Cthulhu Mythos.

Settings

**Psychological horror inspired by the Cthulhu-Mythos in a hand-crafted 2D art style.*
**Narrative driven, featuring an uncanny atmosphere and sinister story.*
**Explore remote areas to find other survivors and scavenge for basic supplies.*
**Manage the survivor's camp to ensure survival and prepare for expeditions.*
**Pick your fights wisely… or things might go from bad to worse within moments.*




EDGE OF SANITY
Day: 98
1/1
1/1
2/8
1/1
1/1
2/8
1/1
1/1
8/12
0/1
1/1
8/8

EDGE OF SANITY

Developers: *Vixa Games*
Publishers: *Daedalic Entertainment*
Game Engine: *Unity*
Released: *13th September 2024*
Genre: *Psychological horror, Survival*
Mode: *single player*
Platform: *Windows, switch, PlayStation, xbox*
Genre: *Action*
TiTi Rating: *7/10*

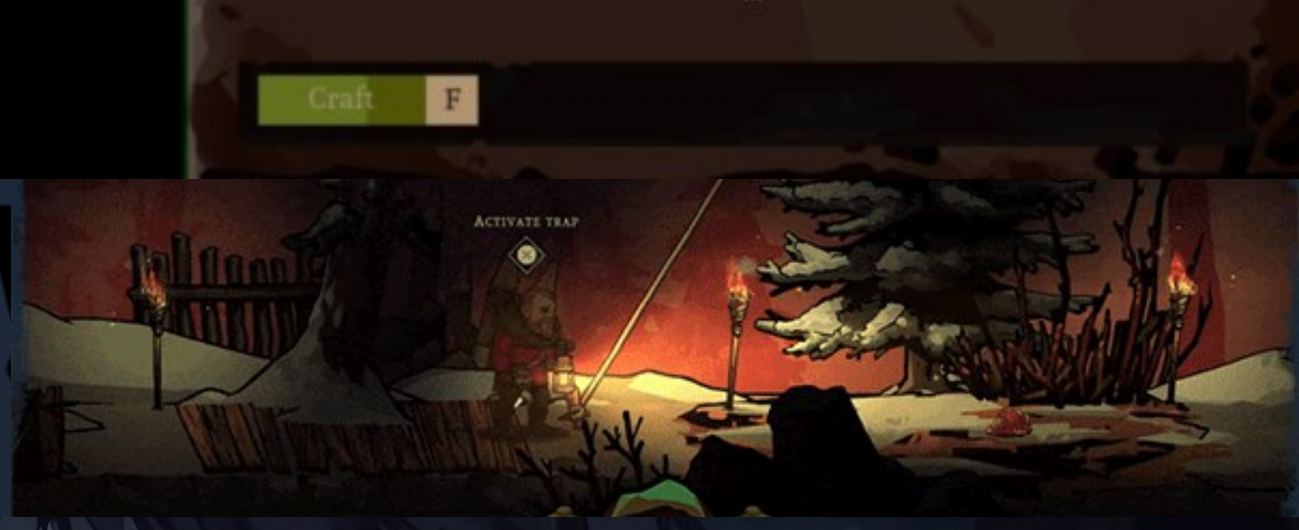







Q
Crafting
E
Basic
Workshop
Food
Stone
Fuel
A tin can with some fuel for the lamp. Not the best quality of petrol and smells like goat shit... but gets the job done.
Count: 1
2
1
...
Craft
F




Activate trap

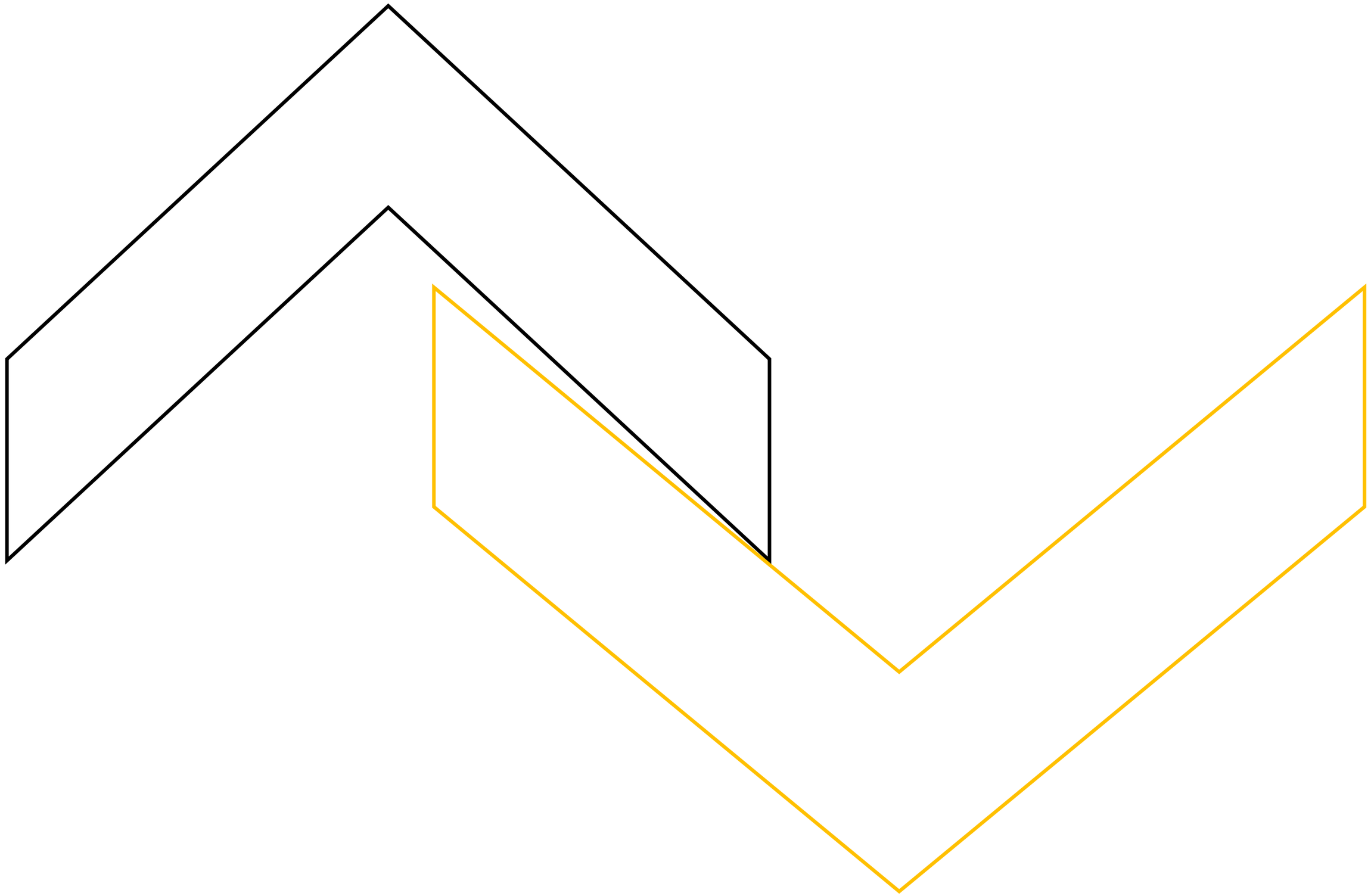





Resources gathered: 12%
Other items gathered: 0%
10/10




23
8
Frank
Q
Assign resources
E
0/2
2/2
Insufficient food - morale will drop!
Day 11
18
6
5
12
15



SILENT HILL

The Short Message

Silent Hill: The Short Message

Co-developed by Konami Digital Entertainment and HexaDrive, is a psychological horror game that was released by Konami in 2024. On January 31, 2024, the PlayStation 5 version of the game was made available without charge.

The story revolves around a teenage girl named Anita who, after receiving strange texts from her suicide friend Maya, must search an abandoned apartment building in Germany for clues. She also has to occasionally avoid a monster covered in cherry blossom petals, later identified as "Sakura Head" after a poll, which follows her at specific times and cannot be attacked.

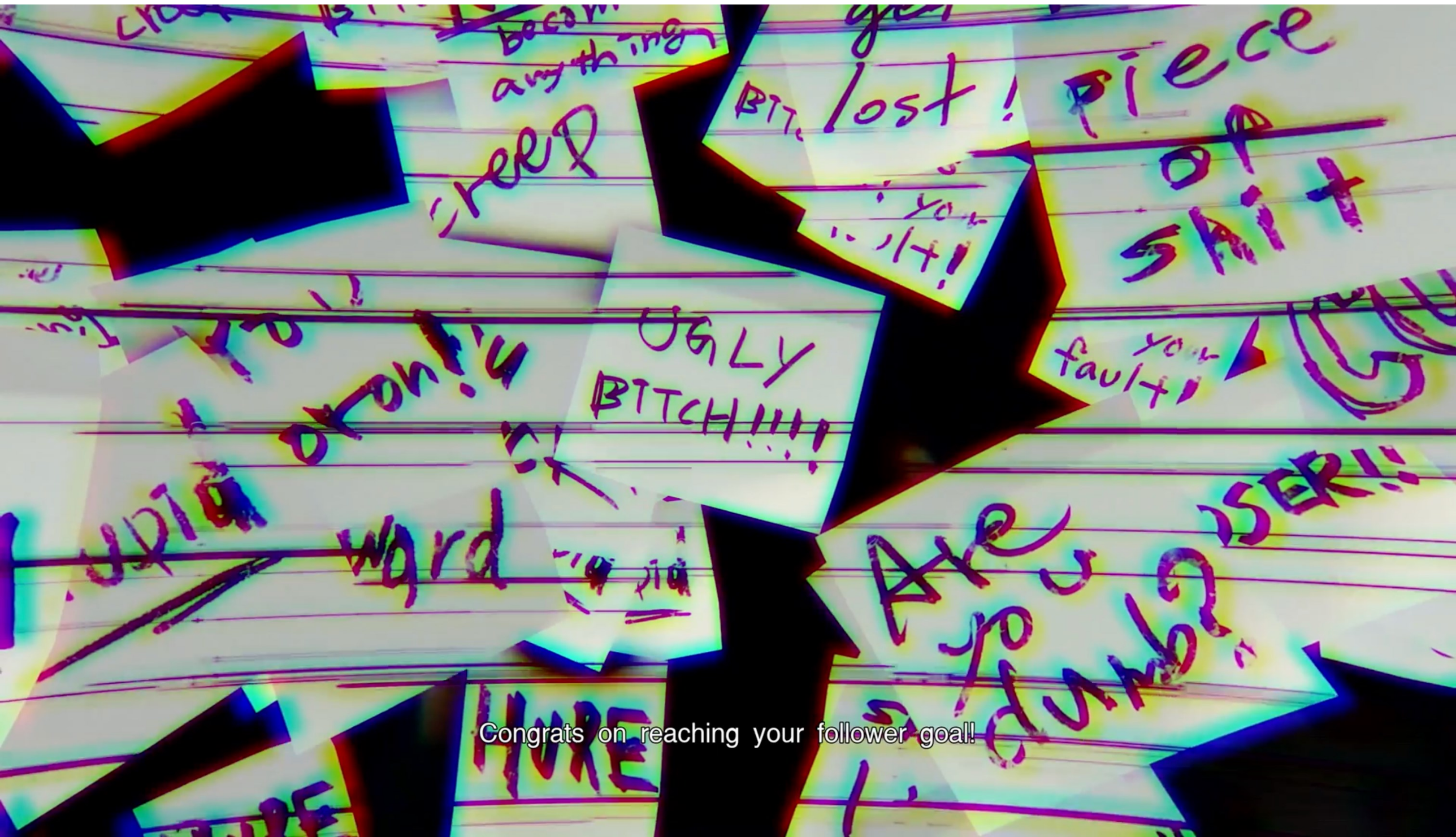
There is no combat in the game, which is played in first person. The main topics of the game include suicide, bullying, and the effects of social media. Reviews of Silent Hill: The Short Message were divided; some complimented the game's themes, graphics, and atmosphere while others disliked its gameplay, dialogue, and pursuit scenes.

Plot

Rather than the town of the same name, Silent Hill: The Short Message takes place in the fictitious German town of Kettenstadt, which is experiencing economic hardship. The "Villa", a major graffiti hotspot and notorious adolescent girl suicide location, is an abandoned apartment complex where the game is set.
A young woman called Anita gets a message from her friend Maya, a well-known graffiti artist on the Internet who goes by the online handle C.B. (Cherry Blossoms), asking her to meet at the Villa. When Anita gets there, she follows Maya's artwork around the structure. She experiences flashbacks during her search, memories of the harassment she faced online while attempting to gain Maya's level of popularity.

She is pursued throughout the game by a creature that is coated in cherry blossoms. She tries texting Maya, but she doesn't get any answer. Anita gets a call from her friend Amelie, informing her that Maya has already passed away after jumping over the Villa's roof some time ago.
Anita wonders who is contacting her under Maya's name and is startled that she would miss something so significant. When she eventually finds herself on the roof, she finds Maya's last artwork. Anita chooses to jump off the roof in an attempt to follow in Maya's footsteps since she is envious of how many followers she has.

But rather than passing away, she awakens back at the Villa from which she first came. Maya texts Anita, stating that until Anita discovers "it," neither of them can go. Anita is compelled to revisit the Villa, which has become increasingly run-down and has had vandalism done to Maya's artwork. She remembers Maya being teased at school for a while before going back to the Villa.
Anita discovers a piece of Maya's painting that she had never seen before, one that shows Amelie. Anita remembers that Maya felt disregarded by her and that she was always more closer to Amelie than she was. Moving on, Anita discovers in the school library that Kettenstadt was purportedly cursed by a Japanese witch following her demise.



SILENT HILL
The Short Message

NEW GAME

OPTIONS

CONTROLS

Start a new game

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Select Confirm





Developers: *Konami Digital Entertainment, HexaDrive*
Publisher: *Konami*
Directors: *Motoi Okamoto, Rika Miyatani*
Producer: *Motoi Okamoto*
Programmer: *Yuya Yamaguchi*
Artist: *Chihiro Tanaka*
Writers: *Kiichi Kanoh, Motoi Okamoto*
Composer: *Akira Yamaoka*
Series: *Silent Hill*
Engine: *Unreal Engine 5*
Platform: *PlayStation 5*
Release: *31 January 2024*
Genre: *Psychological horror*
Mode: *Single-player*
TiTi Rating: *8/10*











GAMEREACTOR
www.gamereactor.de/articles/deadspace3/



When Anita discovers a note that Maya wrote to Amelie pleading for assistance, she remembers that she deliberately kept the letter from Amelie because she was envious of Maya's close bond with her, which she believes contributed to Maya's death. After returning to the roof, she calls Amelie and confesses her guilt about Maya's murder before falling off the roof for the second time.

Once back at the Villa, Anita awakens. Anita is in her former family home, exploring the building once more. She remembers how her mother locked her and her younger brother in the closet and mistreated them. At the end of it all, Anita's brother passed away while he was confined, and her mother tried to conceal his body in the refrigerator before Anita managed to get away and call the police.

She learns that Maya had not been ignoring her at all, since Maya had intended to create an artwork featuring her as well. Anita finds herself back on the roof as the monster pursues her one last time, apologizing to Amelie once more for not understanding how much she and Maya loved their friendship with her.

Anita contemplates leaping from the roof, but she stops herself in time, clearing the mist that surrounded the Villa and bringing Anita back to earth. A while later, Amelie shares on social media that she and Anita have both moved away from Kettenstadt to begin new lives as college students.

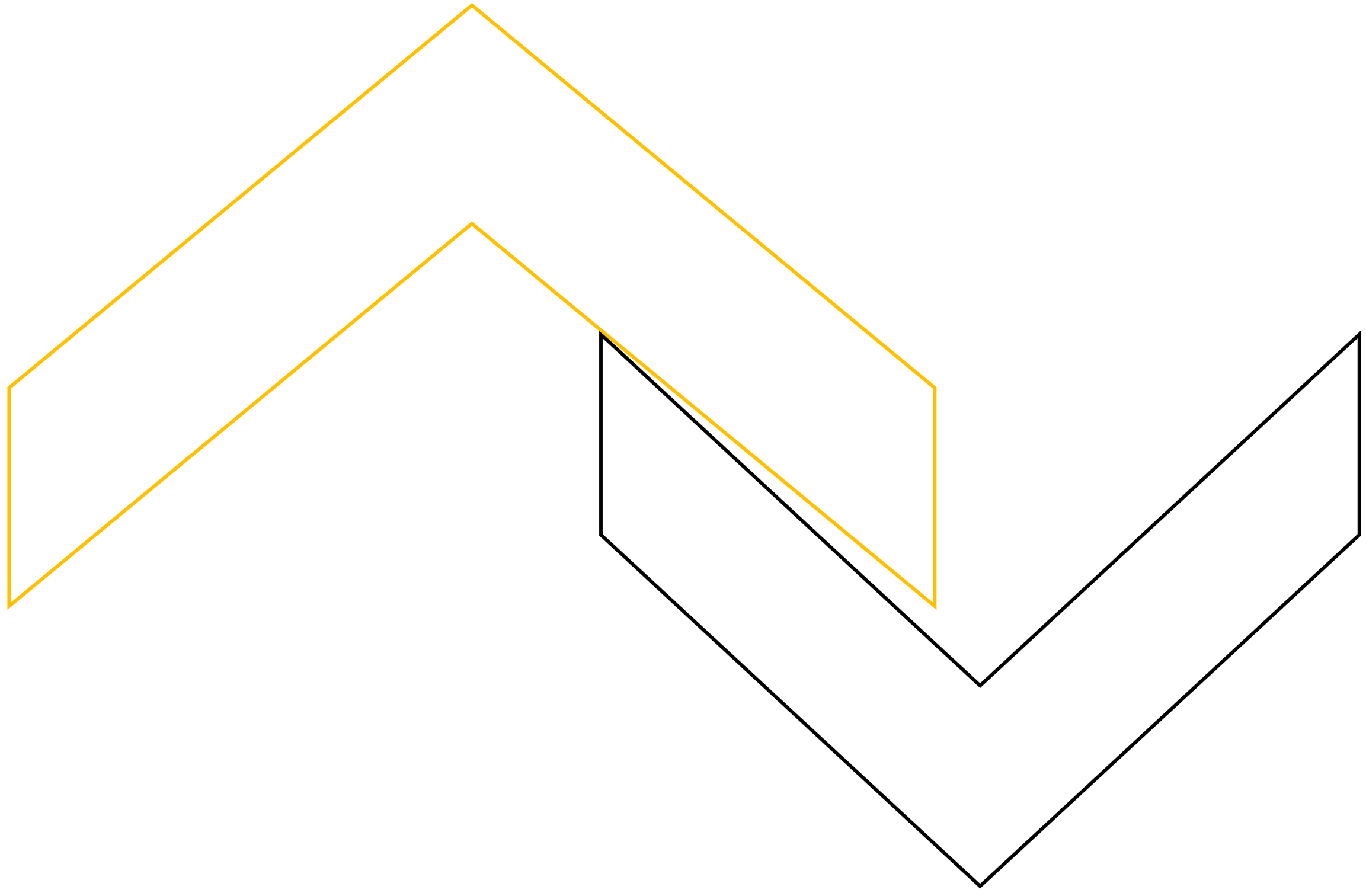
Development

The primary themes of the game, according to Silent Hill series producer Motoi Okamoto, include mental health, cyberbullying, suicide, and social media. Masahiro Ito, a veteran of Silent Hill and creature designer, went on, "I felt that, definitely, this was something that would really resonate with a younger generation, given that so many of them are active on social media."

Leaks

Screenshots of a playable teaser were leaked in 2022 under the name Sakura. September 2022 saw the South Korean rating of Silent Hill: The Short Message, and December 2022 saw the Taiwanese rating of the same film. For prospective Silent Hill projects, including an unnamed in-house game, Konami started hiring in October 2022.






HOMEWORLD 3

Homeworld 3

Blackbird Interactive created the real-time strategy video game Homeworld 3, which Gearbox Software released. May 13, 2024, saw the release of the game.

Gameplay

Space is the setting of the 3D real-time strategy game Homeworld 3. The game's makers state that it has a lengthy campaign mode that prioritizes solitary gameplay, based on feedback from partner surveys. Combat gameplay in this game, as in the others in the series, is based on a powerful 3D ballistics technology.
Huge megaliths and trenches, enormous space formations that will offer coverage strategies for small spacecraft, are among the new, key gameplay additions. The game has a brand-new cooperative mode that "will combine a roguelike structure with Homeworld's RTS gameplay."

Plot

Following their triumph over the Vaygr (as portrayed in Homeworld 2), Hiigara found a massive hyperspace gate network created by an ancient civilization known as the Progenitors, which led to a golden age that lasted for more than a century. But then a new threat in deep space called only "the Anomaly" started to surface, throwing the network into a loop.

The first Fleet Command, Karan S'jet, led a fleet to investigate before vanishing from sight. Twenty years later, Imogen S'jet, Karan's selected heir, takes over as Fleet Command of the Khar-Kushan, a new Mothership. The commanders of the Hiigaran Navy notify the Khar-Kushan almost immediately after launch that a menace unknown is weaponizing hyperspace in the Anomaly.
The Khar-Kushan attempts to go toward Noctuua-27, which is thought to be the origin of the anomaly, by utilizing the operational portions of the gate network; but, during this journey, it is severely damaged and redirected. The Incarnate, who is tethered to the will of a "Queen" and uses salvaged Progenitor technology, is exposed as the unknown opponent while traveling to a Progenitor repair facility. Along with finding an encoded message from Karan to Imogen that provides the location of her Mothership, the Khar-Sajuuk, they also retrieve a frigate from the missing fleet.

Imogen is contacted by the Incarnate Queen, who introduces herself as Tiaa'Ma, an ancient creature who wants to use hyperspace to bend reality to her whim. Imogen is invited to travel with Tiaa'Ma. Imogen finds the Mothership imprisoned in an ice field after it has been rebuilt and follows the coordinates to the Khar-Sajuuk.

After being discovered alive, Karan informs Imogen that in order to overthrow Tiaa'Ma's dominance over hyperspace, they must deliver the three original Hyperspace Cores that the Progenitors created—which were recovered in the first two games. Traveling alone, the Khar-Kushan makes her way to Noctuua-27, where Imogen tricks Tiaa'Ma into thinking she is supporting her, enabling her to approach her "temple," a giant gate-ship known as the Lament.

Karan gives herself over to join Tiaa'Ma in "shared oblivion" as Imogen calls Karan and the fleet to deliver the three Cores, which together with the Khar-Kushan's artificial cores lock the Lament in hyperspace. As a result, the gate network is disabled and the Khar-Kushan's hyperspace drive is overloaded. The fleet choose to obey Imogen as their Fleet Command despite being marooned in outer space and shut off from Hiigara.





HOMEWORLD 3

Developer: *Blackbird Interactive*
Publisher: *Gearbox Publishing*
Director: *Rob Cunningham*
Writer: *Martin Cirulis*
Composer: *Paul Ruskay*
Series: *Homeworld*
Engine: *Unreal Engine 4*
Platform: *Windows*
Release: *May 13, 2024*
Genre: *Real-time strategy*
Mode: *Single-player, multiplayer*
TiTi Rating: *7/10*

Development

The Homeworld television series began in 1999. After Homeworld 2 was released in 2003, THQ acquired the intellectual property rights to the franchise, and further development was put on hold. Before Gearbox Software purchased the franchise's rights from THQ in 2013, it was inactive.
The prequel Homeworld: Deserts of Kharak and the Homeworld Remastered Collection were released prior to the news of Homeworld 3. The success of Deserts of Kharak in the marketplace, coupled with the Remastered Collection's favorable reviews from critics, persuaded publisher Gearbox and the associated development studio Blackbird Interactive to create a new game that would continue directly from the original saga.
While Gearbox had previously provided all financing for the game's development, Blackbird Interactive nevertheless initiated a successful mixed crowdfunding/investment campaign on Fig in late 2019 that resulted in the highest donation average in the platform's history. The game's development began in or around 2017.

The team is also allowing participants to participate in unique surveys in conjunction with this campaign, with the goal of identifying the most well-received aspects of the original trilogy to inform future developments.
Among the teams working on the game are some of the main players from the original Relic development studio (now employed by Blackbird Interactive), including Rob Cunningham, the design director, Paul Ruskay, the composer, and Martin Cirulis, the writer of Homeworld Cataclysm. There are roughly forty individuals working on the game. In February 2021, Gearbox was purchased by Embracer Group.
Consequently, Gearbox was forced to terminate the investment phase of the Fig campaign in June 2021 before receiving funds from the investors who had made pledges. Those that funded the game through the crowdsourcing platform did not receive any changes. The first gameplay trailer for Homeworld 3 was unveiled on August 23, during Gamescom, and it was announced on June 10, 2022 that the game has been postponed until the first half of 2023.
The game was postponed until February 2024 in May 2023. Gearbox said on December 1, 2023, that the game would launch on March 8, 2024. The developers announced on February 7, 2024, that the release date would be pushed out to May 13.



F10 | Objectives O | Population I | Gameplay Events V | Speech Recall H

3
STANDBY

2,149
Resource Operation Dashboard

Build / Research B | Launch L

49 In production

00:14:41
Game time

OBJECTIVES

Defeat the Pirate Carrier

1 2
3 4 5
GROUPS 1-5

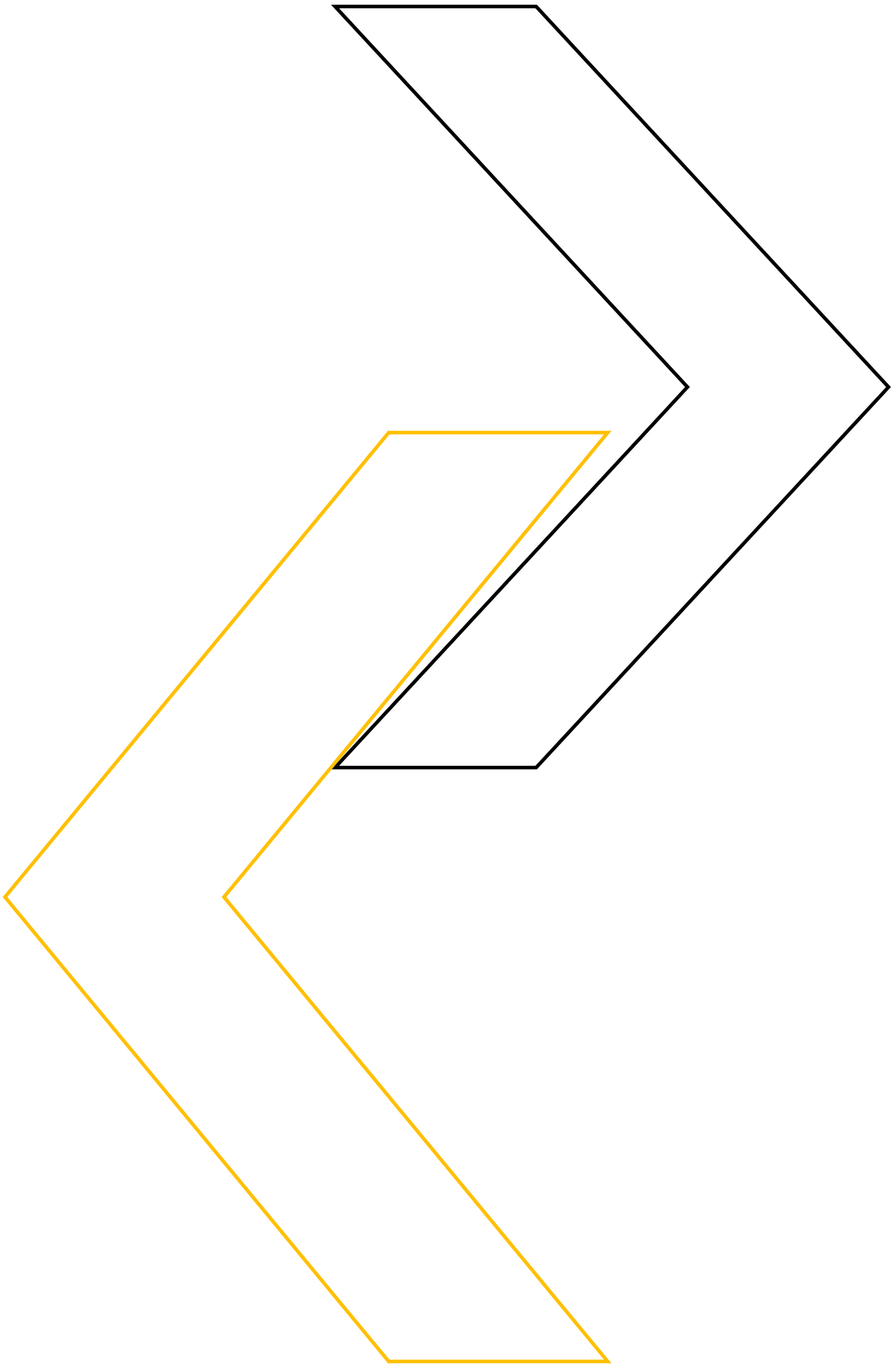
SENSOR

6 7
8 9 10
GROUPS 6-10










SHIN MEGAMI TENSEI
V

Shin Megami Tensei V

For the Nintendo Switch, Atlus created the role-playing game Shin Megami Tensei V in 2021. It is a part of the main Megami Tensei franchise, the Shin Megami Tensei series. Nintendo published it in Europe, Sega in North America, and Atlus in Japan.
The game centers on a high school kid who gets sucked into Da'at, a post-apocalyptic world where angels and devils are at war with one another after Lucifer kills the Creator and starts a struggle over who gets to rebuild the planet. The player's decisions and affiliations determine whether of the story's numerous endings will occur.

Free-roaming Da'at exploration, a turn-based combat system centered on taking advantage of weaknesses, and a mechanism enabling the player to fuse and recruit demons to fight alongside them are all components of the gameplay.
In order to combine elements from Shin Megami Tensei IV and Shin Megami Tensei III: Nocturne, production on Shin Megami Tensei V started in 2016. Planner Kazuyuki Yamai, illustrator Masayuki Doi, and composers Ryota Kozuka and Toshiki Konishi were among the returning personnel. Developing for the Switch and utilizing the Unreal Engine caused production to take longer than expected. Journalists criticized the game's plot and technical execution while applauding the graphics and gameplay concept.

By 2022, the initial release had sold over 1.1 million copies globally. Shin Megami Tensei V: Vengeance, an expanded version for Windows and eighth and ninth generation consoles, was published internationally by Sega in 2024 and by Atlus in Japan. Apart from enhancing and perfecting the gameplay, fresh narrative components were added, and certain pre-existing or modified information was incorporated.
Journalists praised the new story campaign, gameplay changes, and enhanced technical performance of Vengeance, giving it high accolades. In just three days after its release, Vengeance sold over 500,000 copies.

Gameplay

In the role-playing video game Shin Megami Tensei V, players take control of the Nahobino, a hybrid of a human and a demon who travels the post-apocalyptic Da'at. The Da'at can be fully explored and is split up into open zones with various opponents and environmental themes. The player can run around Da'at normally, dash quickly, jump, and use the Nahobino's sword to slash at opponents or items.
Friendly non-playable characters (NPCs) with dialogue and tasks, hidden entities known as Miman that bestow Glory, an upgrade currency, and tiny orbs that replenish MP, HP, and the unique Magatsuhi gauge are all available to players. A companion character will guide the player to objects and treasure in various sections.

Experience points, which increase character levels, and Macca, the in-game cash, are awarded for finishing quests. Demon Abscesses, growths containing demon mobs, obstruct certain places and must be eliminated in order to pass. Enemy demons can be encountered roaming around Da'at. Players can initiate combat by striking first to start the first round of fighting.
The game makes use of the Press Turn System, a repeating turn-based combat system from the series. With each side taking turns to execute actions such as a standard physical attack, using skills that can attack, heal, or change character statistics negatively or positively, guarding, using an item, or fleeing from battle, the player party is composed of the Nahobino and up to three allied demons.



Developer: *Atlus*
Publisher: *Original -JP: Atlus, NA: Sega, EU: Nintendo*
Vengeance - Sega, JP: Atlus
Director: *Shigeo Komori*
Producer: *Shinjiro Takata*
Designer: *Masaru Watanabe*
Programmer: *Yoshiki Oyamada*
Artists: *Masayuki Doi, Hiroshi Sasazu*
Writer: *Yoh Haduki*
Composers: *Ryota Kozuka, Toshiki Konishi*
Series: *Megami Tensei*
Engine: *Unreal Engine 4*
Platforms: *Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, Xbox Series X/S*
Release: *Nintendo Switch - JP: November 11, 2021*
WW: November 12, 2021
Vengeance - NS, PS4, PS5, Windows, Xbox One, Series X/S
WW: June 14, 2024
Genre: *Role-playing*
Mode: *Single-player*
TiTi Rating: *7/10*



The "Press Turn" is a crucial aspect of combat: hitting a vulnerability or executing a crucial blow adds another round, while missing or nullifying an assault takes away a turn. A recent addition are Magatsuhi Skills, which can be utilized without depleting a Press Turn icon and are activated when the Magatsuhi Gauge is full. For the duration of one battle round, the group can use Magatsuhi Skills, which have effects like complete healing and guaranteed critical hits.

In return for a turn, players can exchange or summon demons, and if the Nahobino perishes, the game is over for them. By interacting with them through Demon Negotiation and responding appropriately to their queries dependent on the type of demon they are, players can recruit demons while they are engaged in combat. The demon will ask the player for things, money, HP, or MP once the player responds to their inquiries. If the player successfully bargains with the demon, the demon will agree to join.
The current lunar phase affects the demonic behavior and replies; the new moon facilitates negotiation while the full moon hinders it. Only lower-level demons can be recruited by the player; higher-level demons will remember their successful negotiations and will join the group once the player has overcome them.
Leyline Founts can be found strewn around Da'at; they are utilized to reach the World of Shadows, where Demon Fusion is carried out, and to preserve progress. Demons registered in the Demon Compendium may be called for a Macca charge for use in fusion or the party. Fusion is the process of combining two to four demons to produce a new, stronger demon.

While random Fusion mishaps result in a different demon than expected, reverse fusion lets the player choose a desired Fusion based on their present demon stock. In addition to standard fusion, the player can spend Glory to buy permanent boons called Miracles that have the ability to lower Fusion costs or give the player and their demons more skill slots. These items are called Demon Essences, and they can be used to grant new skills and traits to both the Nahobino and demons.
The enlarged copy Vengeance introduces new gameplay mechanics in addition to a larger roster of demons and a new plot route. The Nahobino can communicate with the demons in their company at rest areas known as Demon Haunts; some of these demons can provide side missions and improve the Nahobino's stats. Magatsu Rails, grind rails that link several sections or lead to hidden destinations with adversaries and collectibles, expand the traversal across Da'at. You can search for items outside of plot sequences by using demon navigators.

If other demon groups are close to an opponent that has been attacked, it may start a chain of consecutive conflicts. Now that they have a designated demon that determines their powers and weaknesses, human characters can join parties and engage in combat. Enemies can be struck with a special assault that combines the powers of specific demons that the player possesses. Additionally, you can initiate an overhead view of an area to aid with navigation and store your progress anywhere in the environment.

Synopsis

Setting and characters

Shin Megami Tensei V is set in two distinct settings: contemporary Tokyo and the Da'at, a post-apocalyptic region. Originally, the Da'at was a different Tokyo that was destroyed in a conflict between the demons allied with the rogue angel Lucifer and the Angels, who serve the Creator.
The Creator is killed by Lucifer before the game begins, creating a power vacuum that leads other gods who were stripped of their knowledge by the Creator to try to reclaim it and take the Throne of Creation. The real world is shielded from the Da'at's influence by the global collaboration of human operatives and divine creatures known as the Bethel Organization.



With Vengeance, the narrative divides into two sections: the modified events-filled "Canon of Vengeance" and the original "Canon of Creation" tale. Decisions made during gameplay impact the plot. The silent lead character of the game is a high school student who becomes entangled in the Da'at. After merging with the artificial Proto-Fiend Aogami, the student becomes the Nahobino, a creature resembling a demon and possessing divine knowledge.

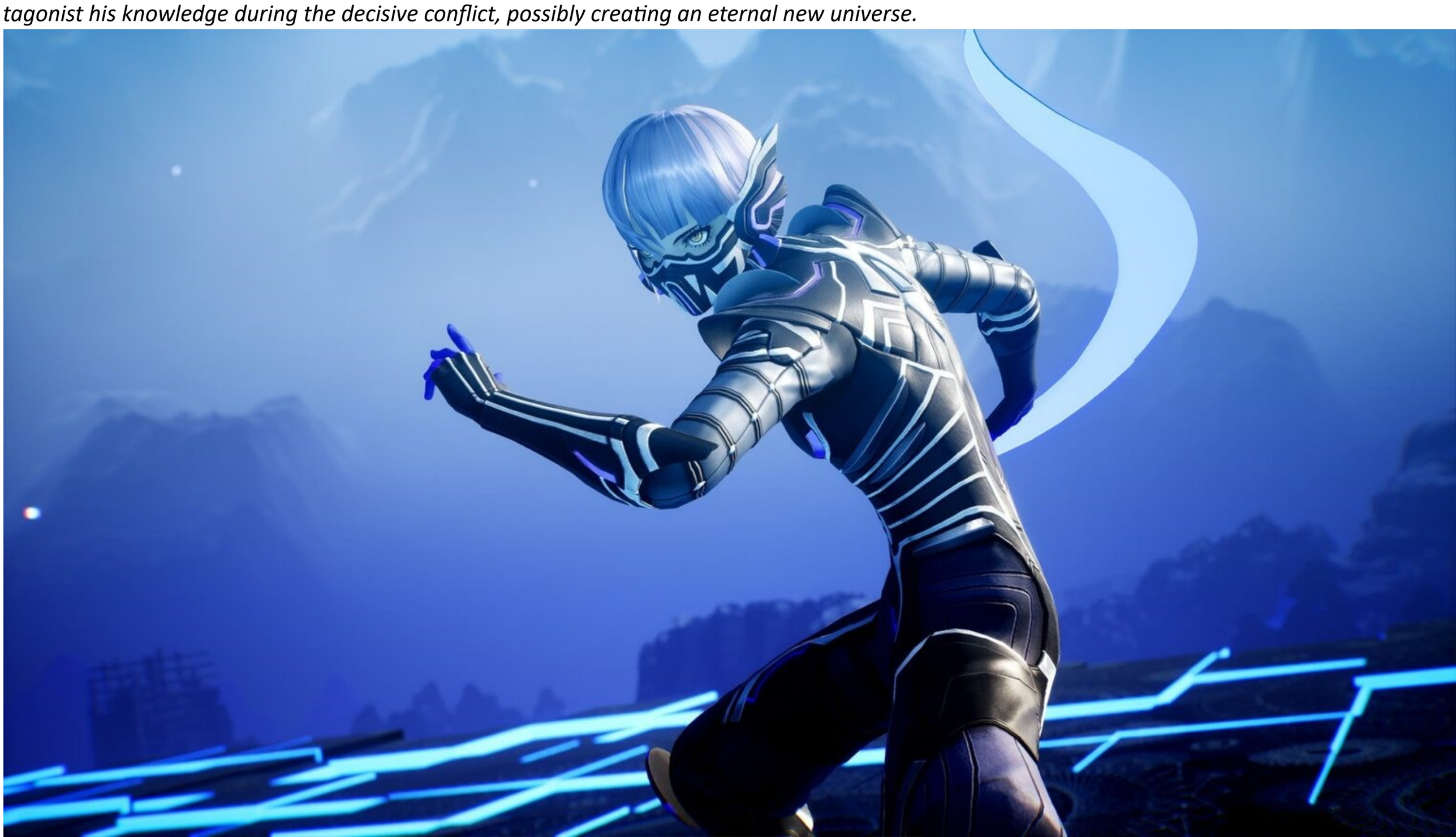
The moral alignments of the game are represented by a number of supporting characters: "chaos" is embodied by Bethel agent Yuzuru Atsuta, "law" is represented by the amiable but dim-witted Ichiro Dazai, and neutrality is represented by rogue Shohei Yakumo and his demon companion Nüwa. Miyazu Atsuta, Yuzuru's bashful younger sister, Tao Isonokami, Bethel's enigmatic Saint, and Sahori Itsukishima, a victim of bullying, are some of the supporting figures.
The angel Abdiel, who is still faithful to the Creator, Hayao Koshimizu, the leader of Bethel Japan and the human embodiment of Tsukuyomi, and Lahmu, the fallen deity who is antagonistic, are the supernatural representatives. Vengeance includes the independent Saint Yoko Hiromine, the angel Mastema, and the Qadištu, a collection of female demons led by Lilith, Naamah, Eisheth, and Agrat.

Plot

One day, the protagonist and Ichiro are drawn into the Da'at while returning from school. There, Aogami transforms into a Nahobino and saves the protagonist from a demon onslaught. Yuzuru greets him and Ichiro, and the two of them are recruited into Bethel, where they prevent demons from fleeing the Da'at, along with Koshimizu.
The main character discovers that the Tokyo of today is a replica created by the Creator after the original city was engulfed by a supernatural event and turned into the Da'at. Additionally, it is revealed that the Creator forbade the Nahobino from being. Lucifer supports this theory through Aogami's deeds, and Abdiel loses to the protagonist during a conference of Bethel's branch leaders when she confronts him in spite of her denial that the Creator has died.

Koshimizu and the other gods demolish Bethel in order to reclaim their Knowledge and take the Throne of Creation. The protagonist regularly encounters Yakumo and Nüwa, who want to demolish the Throne of Creation and give humanity power over their destiny, in addition to these confrontations. Miyazu is momentarily abducted during an attack on the protagonist's school, and Lahmu persuades Sahori to kill her bullies and take on the role of the school's Nahobino.
Lahmu gives the protagonist a fatal wound, but Tao gives her life to save the protagonist, who goes on to murder Sahori and Lahmu. By her sacrifice, Tao wakes a goddess who will accompany a Nahobino to the Throne of Creation. This goddess will choose to mentor the main character when the Da'at overtakes reality and the false Tokyo crumbles. Dazai persuades Abdiel to merge with him in order to establish a world of peace that conforms, while Yuzuru joins forces with Koshimizu to bring about divine diversity despite inevitable con

The protagonist enters the Temple of Eternity, which houses the Throne of Creation, by using keys that he receives from the former Bethel gods. The protagonist can now choose to support Yakumo's plan to overthrow the Throne or to join with Ichiro or Yuzuru; the latter option leads to Tao leaving him. Whichever option is selected, the protagonist takes the throne and all the other contenders are eliminated.
Tao is willing to assist Nüwa's other possibility of utilizing the Throne to create a world devoid of gods and demons, if the protagonist completes specific side tasks and teams up with Yakumo. With the exception of the concluding scene, in which the Throne is destroyed, Lucifer gives the protagonist his knowledge during the decisive conflict, possibly creating an eternal new universe.






CRITICAL!
- 14 HP
CRITICAL!
- 13 HP



In the Vengeance narrative, Yoko travels with the main character for a significant portion of their voyage, while the Qadištu disrupt things as they amass strength to revive the goddess Tiamat, whose fall by Marduk resulted in the Throne of Creation's role in governing the universe. Naamah attacks Sahori, Eisheth momentarily kidnaps Miyazu before she finds safety with a kind demon, and Mastema grants Ichiro the ability to battle within the Da'at when Agrat unleashes a plague of anguish.

By giving their own lives in sacrifice, the Qadištu are able to amass the necessary energy and finish calling Tiamat. Tao and Aogami give their lives to save the main character, Tiamat's emergence decimates the Da'at and kills Nüwa, and Yoko emerges as a goddess with Lilith's will to destroy and reconstruct the world devoid of ruling gods.
Following Yuzuru's death by Ichiro and Abdiel, Koshimizu combines with the main character to resurrect his Nahobino form. In her goddess form, Tao leads the main character to the Temple of Eternity, where she works to protect and preserve the planet while giving everyone the opportunity to live happy lives. He is compelled to kill Abdiel and Ichiro along the way.

The protagonist supports Tao or Yoko in order to further their respective objectives, depending on the decisions he makes throughout the game. In both paths, Tiamat launches an attack—either on Yoko's orders or Mastema's—after Aogami breaks free from Tiamat and teams up with the main character to vanquish her, while Koshimizu perishes in order to preserve the selected heroine.
Following a decisive battle, either against Mastema in Yoko's path or the primordial Tehom in Tao's, the protagonist builds the new universe by having Lucifer bestow his Knowledge once more.

Development

Atlus, the company that developed Megami Tensei, started working on Shin Megami Tensei V in 2016. There were some veterans of past Atlus games on the staff. Veteran of the series Kazuyuki Yamai designed the game strategy, and director Shigeo Komori has previously worked on the Etrian Odyssey and Megami Tensei series. Yoh Haduki wrote the scenario, Masaru Watanabe was the lead designer, and Shinjiro Takata was the producer.

Although Yamai wanted the game's tone and themes to reflect then-current world events, as previous Shin Megami Tensei titles had done in their time, Komori sought to incorporate all of the series' established aspects into a game with a more graphically vibrant setting. While the setting and plot were settled upon early on by the core group, several newer staff members had to be brought on throughout production to see it through to completion.
Shin Megami Tensei IV's portable demon-raising experience was intended to be combined with the "thick" content and mood of Shin Megami Tensei III: Nocturne, according to Yamai. Yamai stated that the project has reached "full-scale development" in February 2018. Because the Nintendo Switch combines high quality gaming capabilities with portability, the development team decided to create the game on it.

Because it was the team's first time creating for the Switch, the game's development took longer than expected. Unreal Engine 4 was used to build the game; this engine was selected following six months of prototype and after the Switch debut. Atlus had previously produced Megami Tensei games using internal engines, therefore this was the first time they had contracted out a third-party engine.
Atlus accepted Epic Games Japan's offer to use Unreal Engine instead of their own internal engine at the time when the company was looking for development studio partners. Yoshiki Oyamada, the lead programmer, relished how simple it eventually was to use the new tools. When compared to their internal development, Yamai was taken aback by the new engine's rapid development and graphics rendering, which gave them more time for trial-and-error design.



Because SpriteStudio middleware had good interoperability with the engine, the team decided to design the user interface during the early stages of production, even though they were not familiar with development tools. Masayuki Doi, who had previously worked on the characters of Shin Megami Tensei IV, designed the characters and demons.
The art director was Hiroshi Sasazu. Doi concentrated on making the demon figures more "alien" in order to emphasize the game's main subject of normalcy being in danger, while he focused on making the human characters grounded and believable. The protagonist was created by Doi in 2016. Doi intended his design to have a particularly Japanese feel, drawing inspiration from the excitement surrounding Japan's future Summer Olympics. The goal of the Nahobino form was to strike a balance between the otherworldly Aogami and the human shape of the protagonist. Doi included allusions to the original mythology of each demon in his drawings, including redesigning a few well-known demons. Doi said that Nüwa was his favorite design because she managed to balance the demonic and human aspects of her form.

Music

Kozuka, who had previously worked on Shin Megami Tensei IV and its follow-up Apocalypse, and Konishi, who was well-known for his work on several Megami Tensei spin-off titles, co-composed the music for Shin Megami Tensei V. In contrast to previous series games, Kozuka explained how the game has changed, and he wanted his music to "keep up" with those developments.

Release

In January 2017, a teaser trailer for Shin Megami Tensei V was unveiled alongside Nintendo's introduction of the Switch gaming system. Later that year came title confirmations and a Western distribution. Doi claims that the original goal was for the game to be released in 2020. November 2021 marked the global release of the game, which debuted on November 11 in Japan and November 12 abroad.
Nintendo in Europe, Sega in North America, and Atlus in Japan all released the game. The game was published alongside themed Switch accessories in Japan, where it was available in both a standard and limited edition with extra content. It was issued in the West in three editions: normal, Steelbook, and limited "Fall of Man" with extra themed items.

Parallel to the game's writing and development was the localization process, which lead editor John Moralis described as both beneficial and demanding because it required constant team communication and the rewriting or scrapping of lines. The enormous effort of localizing demon discussions was divided up among several writers, each of whom was assigned a separate set of demons, in order to allow for recurring jokes between various demons.
The primary narrative was translated through teamwork, with many staff meetings to make sure everyone understood the dialogue requirements of the various characters. The English voice of the protagonist, Casey Mongillo, allowed for tone fluctuation but maintained a "fairly neutral" delivery.
Because of the protagonist's silent involvement in the story, Mongillo was unaware of the plot before the game was released.
Voice actor Daman Mills regarded Aogami's delivery of his lines as "robotic" at first, but not in a soulless way; with time, he becomes vocally devoted to the protagonist. There was downloadable material for the game. The Japanese voice track and an easier "Safety" difficulty were added via a free day one patch. The remaining DLC might be purchased alone or combined with other DLC in limited quantities.

A special mission featuring the Demi-fiend from Nocturne and nine related demons that may be recruited into the party was also released, along with three additional demons that could be recruited as friends. Increased experience and modified opponent spawning were among the passive gameplay improvements included in another batch of DLC.
A patch was made available that included camera controls and altered the lighting while also lowering the amount of jumps needed in a late-game dungeon. In advance of Vengeance's release, the original edition and its DLC were removed from digital retailers on June 13.



5 / 8

4 Acción

Turno aliado

縺つ霊 MAGATSUHI

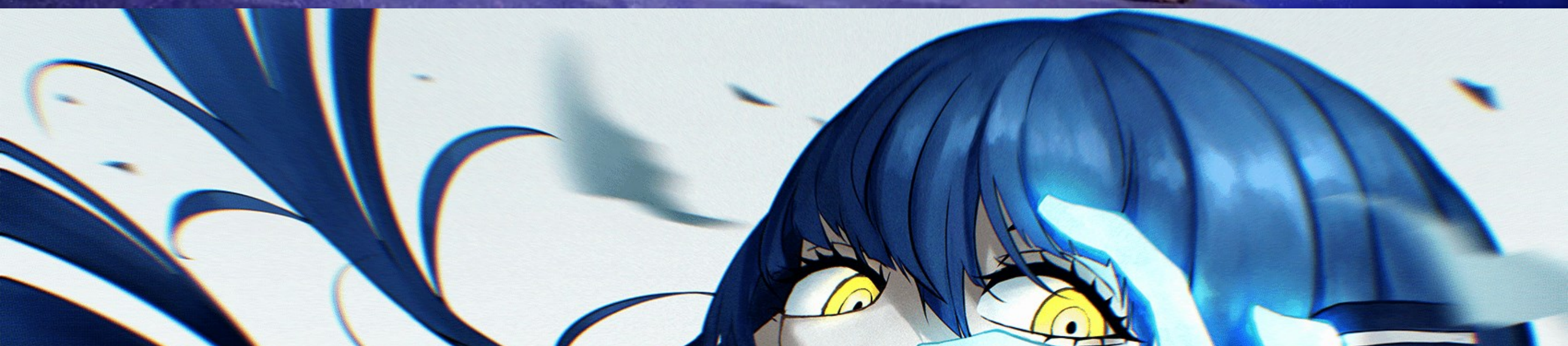
Nv.8 Nahobino
Kei
PS 62
PM 72

Nv.8 Invitado Humano
Yuzuru Atsuta
PS 63
PM 50

Nv.7 Invitado Humano
Yoko Hiromine
PS 32
PM 45

Nv.6 Cazador
PS 31
PM 49







@ku0_ria

After Shin Megami Tensei V became popular, the creators decided to consider the criticism of the first game and bring the title and series to new platforms. Shin Megami Tensei V: Vengeance, the enhanced version, was created for Windows, Xbox One, PlayStation 4, PlayStation 5, Switch, and Xbox Series X/S. Doi made a comeback as the character and demon designer, and Takata and Komori as the producer and director, respectively.

In order to make the game more equitable for lower-level groups, the team concentrated on fine-tuning and rebalancing already-existing aspects. These included enhancing navigation, introducing new difficulty levels, changing objects and demon behaviors, and adding new gameplay elements. The new storyline took inspiration from a historical fight scene between the "Horned God" and the "Serpent," which was mentioned in passing in the main scenario but never really occurred in the game.

The new story would center on the Serpent, whereas the Horned God's perspective was employed in the original. This tale choice affected which demons would be included in the revised edition as well as the overall concept of retribution by an oppressed group. The developers not only created a new campaign but also expanded the existing one by adding additional objectives and conversation to strengthen the characters, whom fans had criticized for being too shallow.

Yoko was not included in the initial release in order to concentrate on the other characters. The purpose of Yoko's role was to act as a "heroine of chaos" in opposition to Tao. Drawing on one interpretation of the word as denoting an oppressed minority and selecting demons linked with devastation and temptation, Doi hypothesized the existence and designs of the Qadištu.

When the new tracks for the Vengeance plot and other additions, such as twenty new fight themes, were taken into account, Kozuka estimated that the music for Vengeance had grown by 80%. Kozuka said, "Dark and a bit bewitching" is how he and other members of the Atlus Sound Team characterized the music from the new scenario. They were careful during production to incorporate the new tracks without changing the overall musical tone.

On June 14, a soundtrack album was made available. Vengeance was formally revealed in February 2024, following leaks that occurred in 2023 and 2024. June 14 was chosen as the new release date after the original June 21, 2024, date was revealed. Atlus released it in Japan, while Sega distributed it globally. Vengeance comes with all of the DLC from the original edition as well as two brand-new DLC packs that feature two new demons, Konohana Sakuya and Dagda from Shin Megami Tensei IV: Apocalypse.

Although players cannot transfer save data from the original to Vengeance, they can transfer three demons in the Vengeance compendium if they have save data from the original. In Japan, promotional materials included a sake bottle with a theme and a promotional video with Slipknot, a heavy metal band.



5 / 8

MENU

SKILLS

ITEMS

GUARD

TALK

CHANGE

ESCAPE

PASS

4 Action

Player Turn

MAGATSUHI

Lv20 Atlus HP 115 MP 96 Nahobino

Lv20 Jack-o'-Lantern HP 82 MP 120 Fairy

Lv18 Cait Sith HP 88 MP 89 Beast

Lv19 Pixie HP 79 MP 128 Fairy

Options Pass Stats Auto-Battle

HELP Use a skill.







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GADGET

HUAWEI Mate X3

XMAGE

Unfold a New Horizon



$3,905.00

A Body to Behold

Introducing the world's first quad-curve foldable smartphone — a future-proof design that ushers in a revolutionarily contoured body. Solid as the phone is, its four edges are softly rounded for handling comfort, bolstering an exquisite sensation that lingers with time.



Violet

White

Slimmed Down, Spruced Up

HUAWEI Mate X3 has set the standard for how a slim and light foldable smartphone should be, by taking full advantage of a new-gen multi-dimensional hinge to ensures compactness when folded and ultra-thin when unfolded, an ultra-slim Type-C component,, and ultra light and strong aluminium, as well as other materials, such as innovated carbon fibre, for reduced weight.



Black





Gold

Ultra Vision XMAGE Camera

5x Optical Zoom[7], 50 MP Ultra Vision Camera, XMAGE Style, Rear Camera Selfies, Fast Snapshot, Flex-Stop Photography





Gaze into the Future

The rear camera layout resembles the shape of a spacecraft porthole, which has been crafted by a custom diamond blade, a process that takes 29 steps and 12 hours, with an exquisite contrast between its satin and polished surfaces, giving the look and feel of a luxury timepiece.

The new-gen multi-dimensional hinge is slim and shows off state-of-the-art materials, for reliable, durable use in the long haul. With the help of dual-track wing-shaped hinge, HUAWEI Mate X3 boasts a sturdy body when folded[19]. Better yet, the high-precision cam-drive system, which makes flex-stop possible, is a thrill to unfold as well.

Powerful Performance

IPX8-rated Water-resistance[8], 4800 mAh Battery[9], 66 W Wired[10] and 50 W Wireless HUAWEI SuperCharge[11], Low-Battery Emergency Mode





Durable from the Inside-Out

The multi-layered interior screen[4], including a layer of non-Newtonian fluid materials, is 4x more impact-resistant, making it the industry-first foldable display to pass the Switzerland's five-star SGS impact-resistance certification.

*This advertising image is for reference only.



SGS

Durable Kunlun Glass[3]

10x More Drop-resistant Kunlun Glass[3], 4x More Impact-resistant Foldable Interior Screen[4], Switzerland's SGS Five-star Reliability Certifications[5]



Vibrant Colours

Time-Lapse in Flex-Stop Mode



See flowers bloom in seconds and clouds dash across the sky, with time-lapse photography. Thanks to Flex-Stop Mode, just whip out your phone, unfold it to your preferred angle[18], and action.



The Ultra Vision XMAGE system and XD Fusion Pro True-Chroma Image Engine work in tandem to capture intricately-detailed scenes, chock full of colour and texture.

Stands Up, Unfolds Flat





Ultra-high Resolution[13]	Ultra-high Resolution[13]
2496 × 2224	2504 × 1080
Ultra-high Pixel Density	Ultra-high Pixel Density
426 ppi	426 ppi
Eye Protection in Low Light[14]	Eye Protection in Low Light[14]
1440 Hz PWM dimming	1440 Hz PWM dimming
Adaptive Refresh Rate[15]	LTPO Adaptive Refresh Rate[15]
120 Hz	120 Hz

Wet Screen? Scroll On!

While enduring splashes with its IPX8 rating[8], HUAWEI Mate X3 can even respond to your touches when the screen is wet — which comes especially handy in a drizzly day.



Elegance that Enchants

The Anti-Fingerprint Feather-Sand Glass with a microcrystalline structure is set to amaze the eyes and soothe your skin with every touch. HUAWEI Mate X3 also comes with a Vegan leather version, featuring an ultra-thin layer of delicately-textured, skin-friendly material for timeless aesthetics.

Same Great Views on Two Screens

HUAWEI X-True™, TÜV Rheinland Certifications (Colour Accuracy & Precise Colour Projection)[6], Ultra-high Resolution, 426 Pixel Density, 1.07 Billion Colours, Intelligent Light-Sensitive Display





Dark Green

Lasts Longer, When You Need It the Most

The phone can keep going for much longer with its 4800 mAh large battery[9] and bounce back even faster via 66 W wired[10] or 50 W wireless HUAWEI SuperCharge[11]. 7.5 W Wireless Reverse Charging allows you to charge your other devices when you're in a bind. Low-Battery Emergency Mode will kick in when the battery level drops to 1%, giving you enough power for 12 minutes of calling, or three hours of standby[20].

As the first foldable smartphone to garner two TÜV Rheinland certifications (Colour Accuracy & Precise Colour Projection)[6], HUAWEI Mate X3 brings true-to-life details right in front of you, supporting 1.07 billion colours and groundbreaking HUAWEI X-True™ technology. Thanks to its Intelligent Light-Sensitive Display, the screens deliver consistent viewing experience, whatever the occasion is. The interior screen's anti-reflection layer keeps the view clear, even under direct sunlight.



Colour Accuracy & Precise Colour Projection

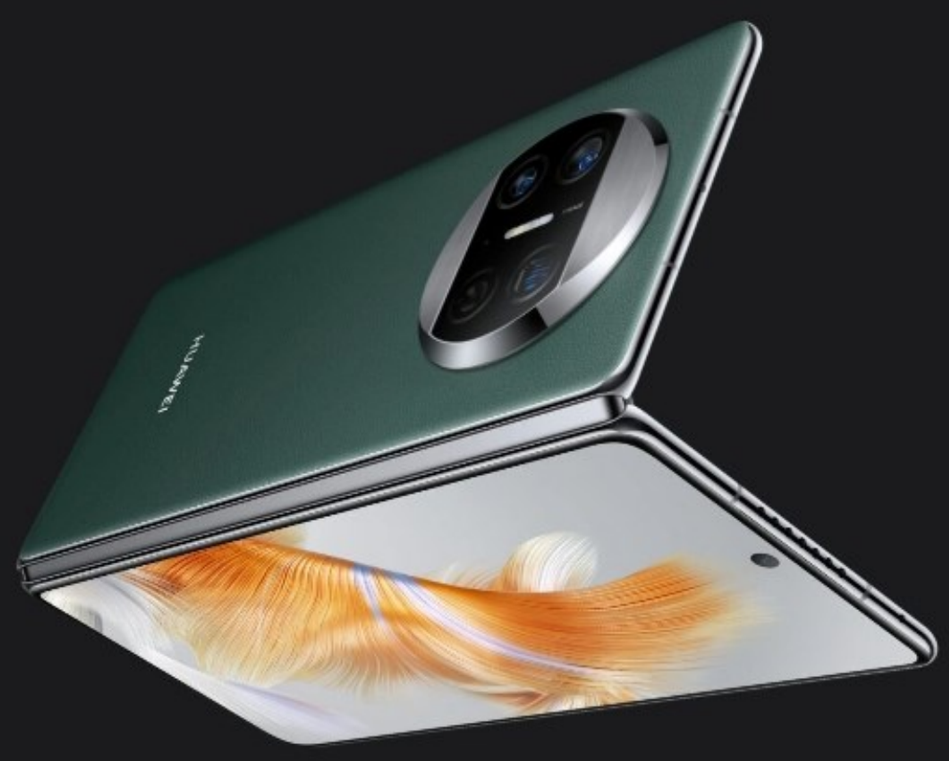
Kunlun Glass, Solid as Ever

The durable Kunlun Glass exterior screen is 10x more drop-resistant[3], which has obtained a five-star drop-resistance certification from Switzerland's SGS.



Slim, Lightweight Quad-Curve Foldable Design

239 g Quad-Curve Body[1], Slimmed Down to 5.3 mm thickness[2], Advanced Lightweight Materials, Comfortable to Grip



Detail Beyond the Eyes



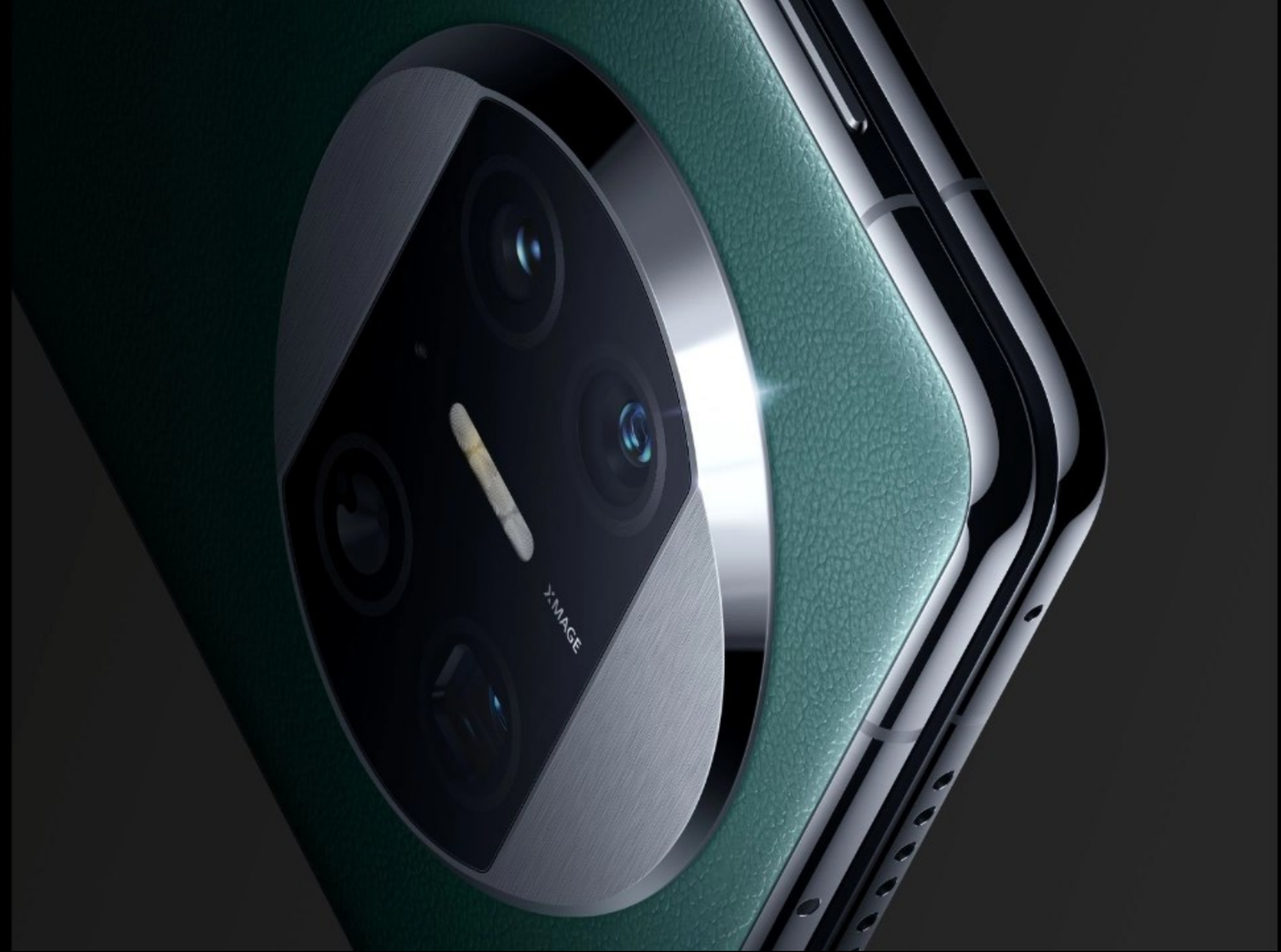
Squeeze more into the frame with the 120° ultra-wide angle lens[23], to expand the horizon for immersive viewing, and capture every beautiful glimpse you've witnessed with your eyes in one photo.



The periscope telephoto lens supports a maximum of 5x optical zoom[7] and 50x digital zoom, and can capture details that naked eyes would miss, of scenes from far away.

Gets Cooler for Both Sides

The new-gen cross-hinge cooling system utilizes a unique flexible conductive layer to shift heat across the dual parts of the screen with a 20% larger heat dissipation area[21], striking balanced heat dissipation across the hinge. The 1800 W/m·K ultra-high thermally-conductive graphene layer helps the phone keep its cool, even when it's handling a lot.





XMAGE

Ultra Vision XMAGE Camera

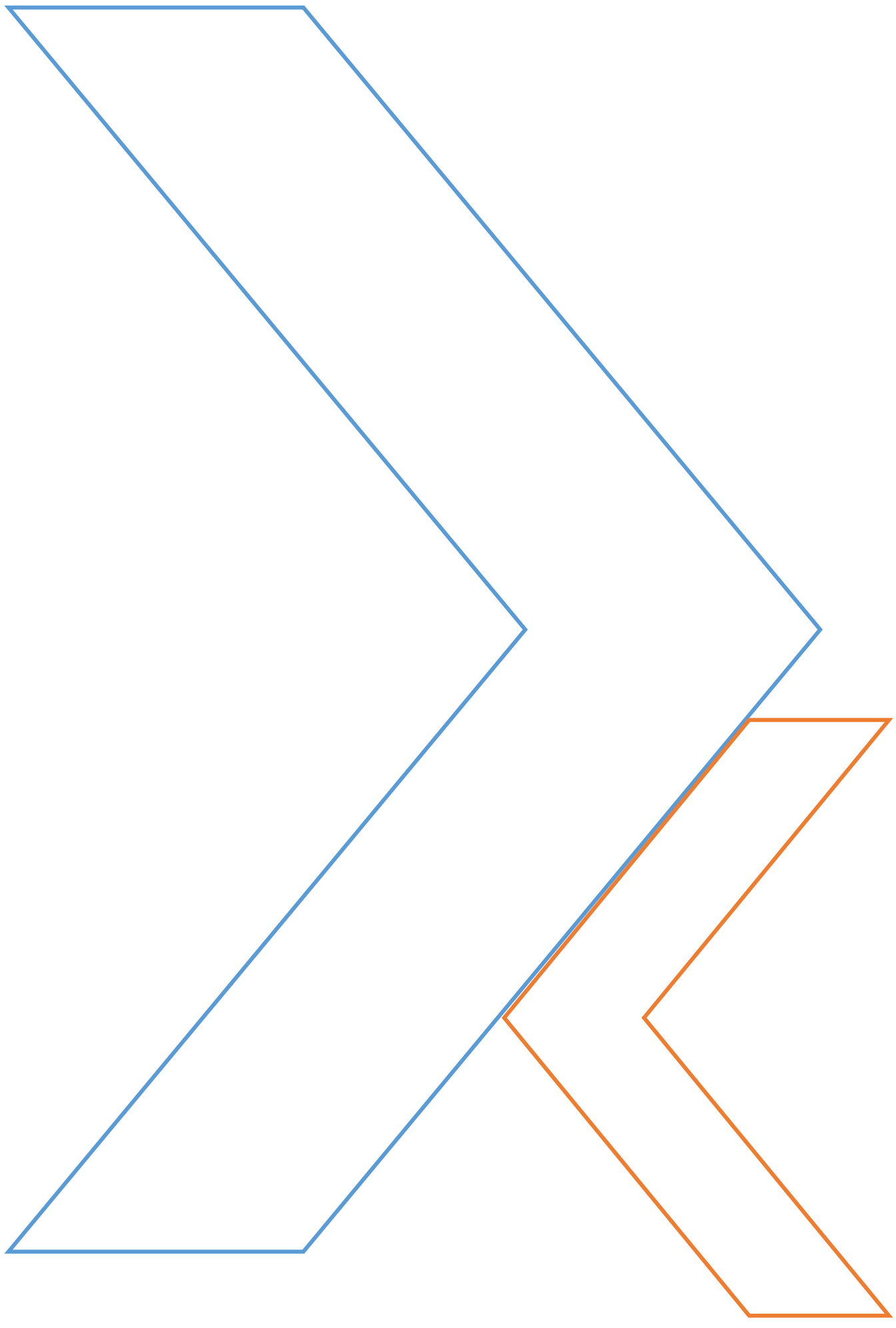
Images You'll Admire

Just the Light Touch



HUAWEI Mate X3 comes with an RYYB sensor, which takes in 40% more light[22], to generate vivid images, even in dimly-lit environments.

HUAWEI Mate X3 packs a 50 MP Ultra Vision Camera, 13 MP Ultra-Wide Angle Camera, and 12 MP Periscope Telephoto Camera, which supports 5x optical zoom[7], to capture your timeless memories in breathtaking splendour. The fast snapshot algorithm is now faster, to ensure that no moment ever passes you by. Three XMAGE styles — Original, Vivid, and Bright — paint your world in the striking colours that appear in front of you.





Creation of Beauty

HUAWEI MatePad Pro

12.2" Tandem OLED PaperMatte Display[1] I HUAWEI Glide Keyboard[2] I GoPaint App[3]

$600.00

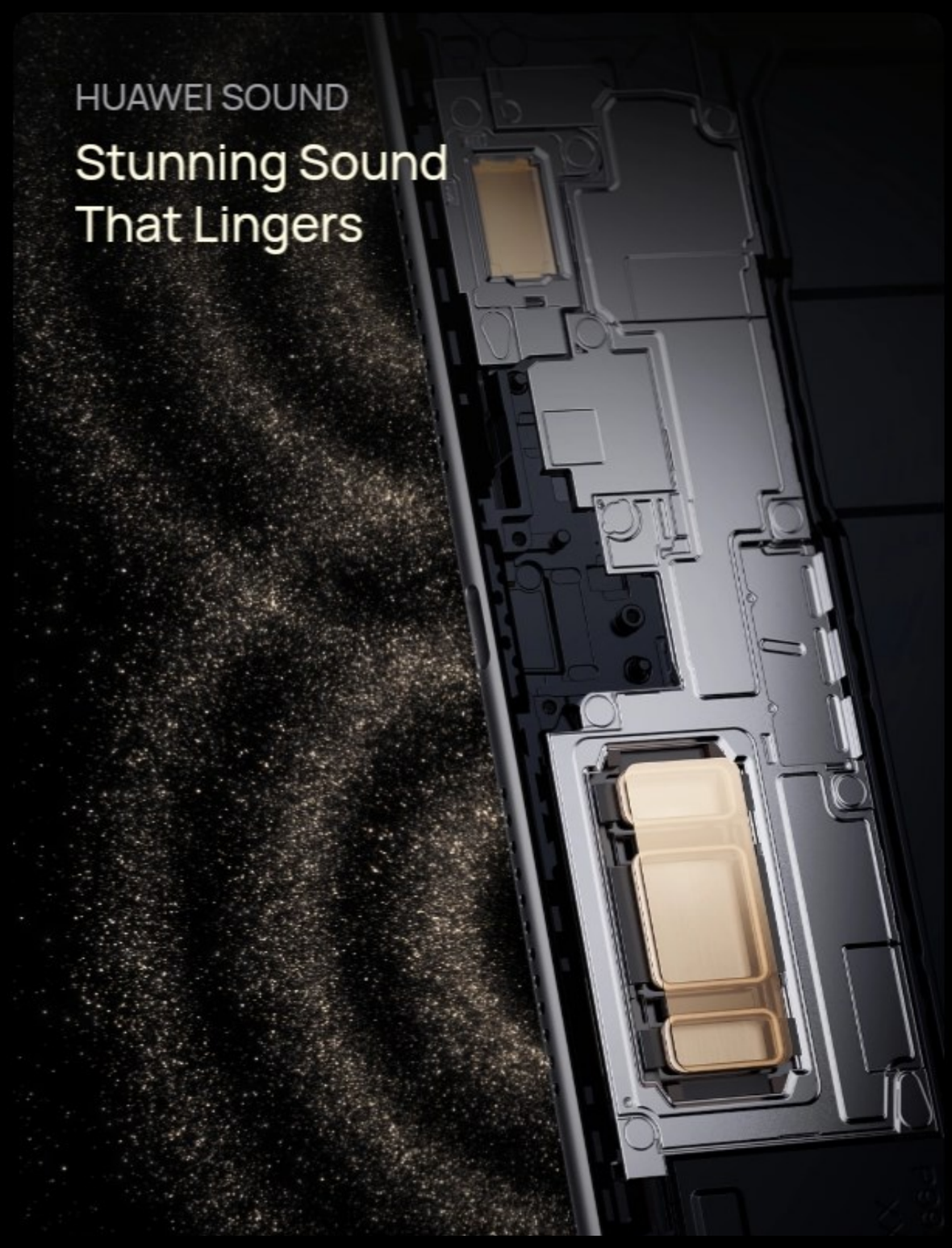
Screen

12.2-inch Tandem OLED PaperMatte Display[1]



Reproduces the Rustle of Pen on Paper

The HUAWEI M-Pencil (3rd generation)[14] powered by NearLink[15] works together with the Tandem OLED PaperMatte Display, to bring over 10,000 levels of pressure sensing[16] and ultra-low latency, so that each stroke of the pen is a sight to see. Unique micro-vibration and damping provide an irresistible pen-on-paper feel, unleashing unlimited creativity.



HUAWEI SOUND

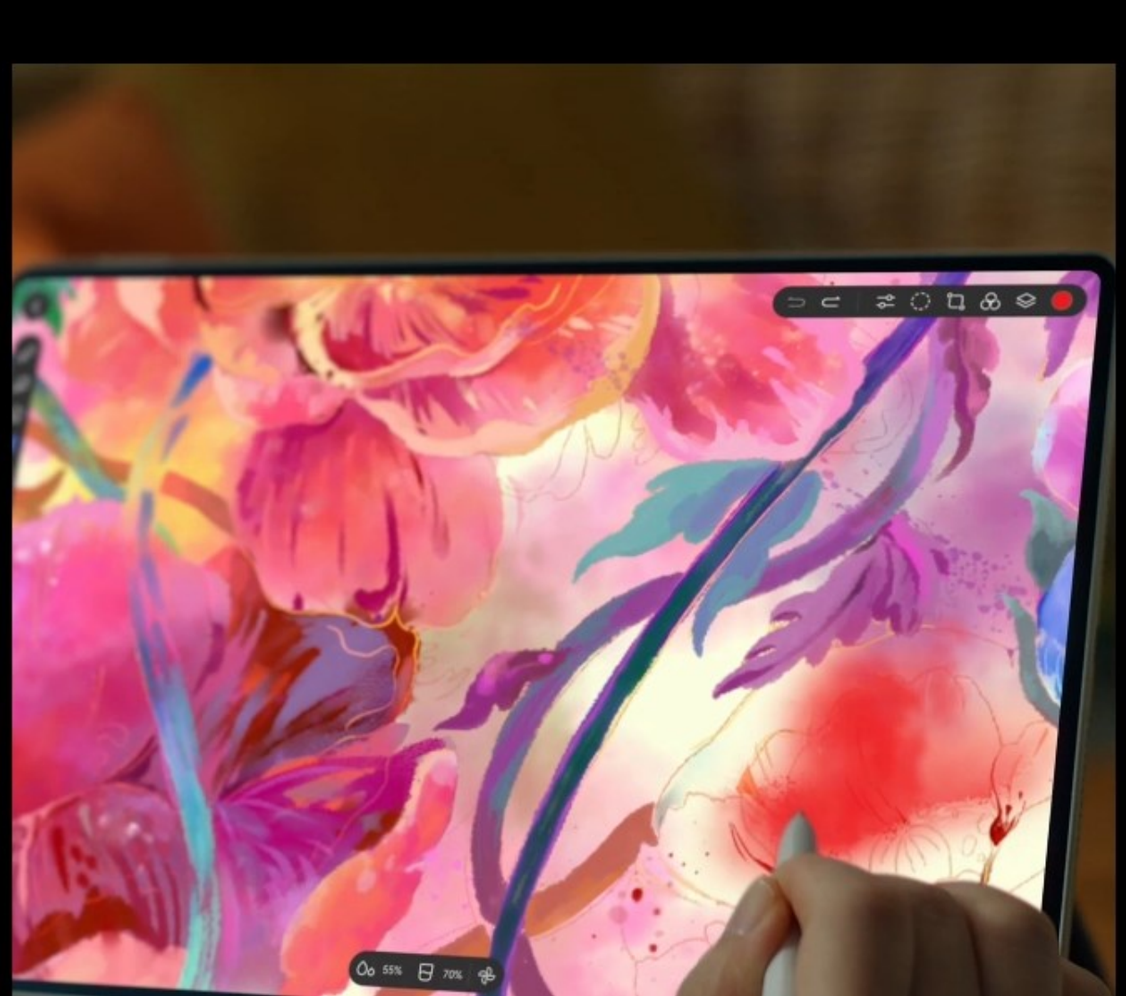
Stunning Sound That Lingers

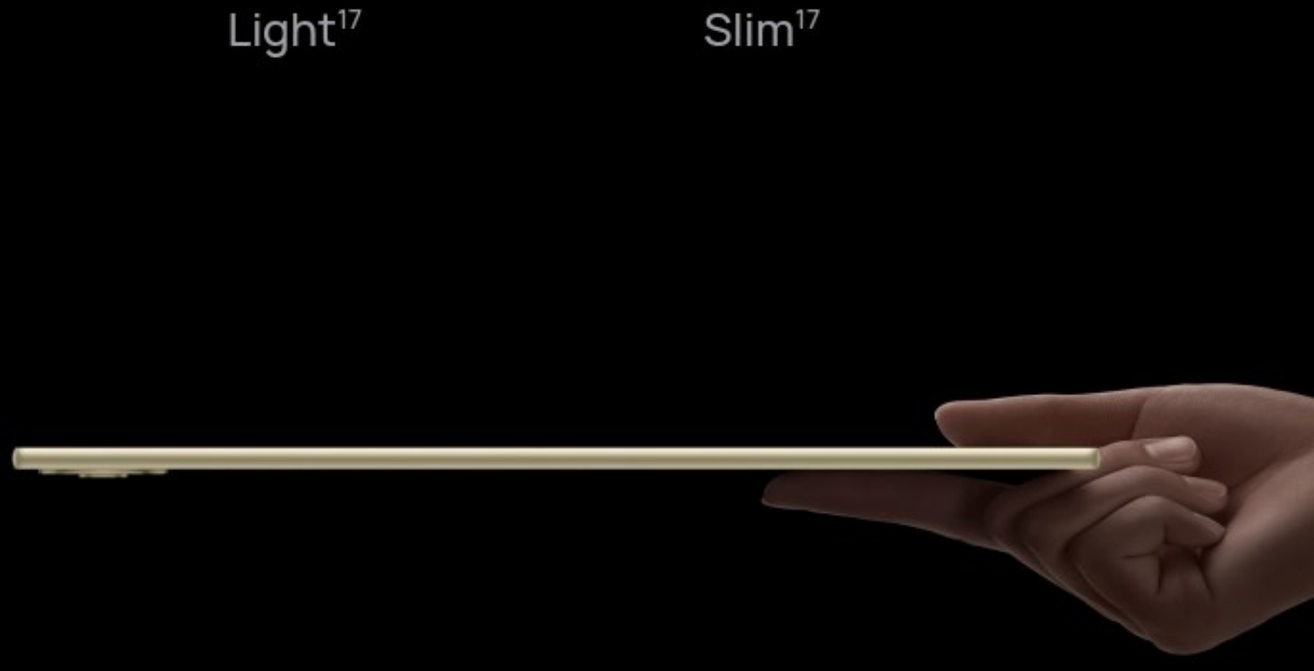
A Breeze in Your Hand

All-round lightweight design boasts a sleek body with a highly satisfying grip.

508 g
Light[17]

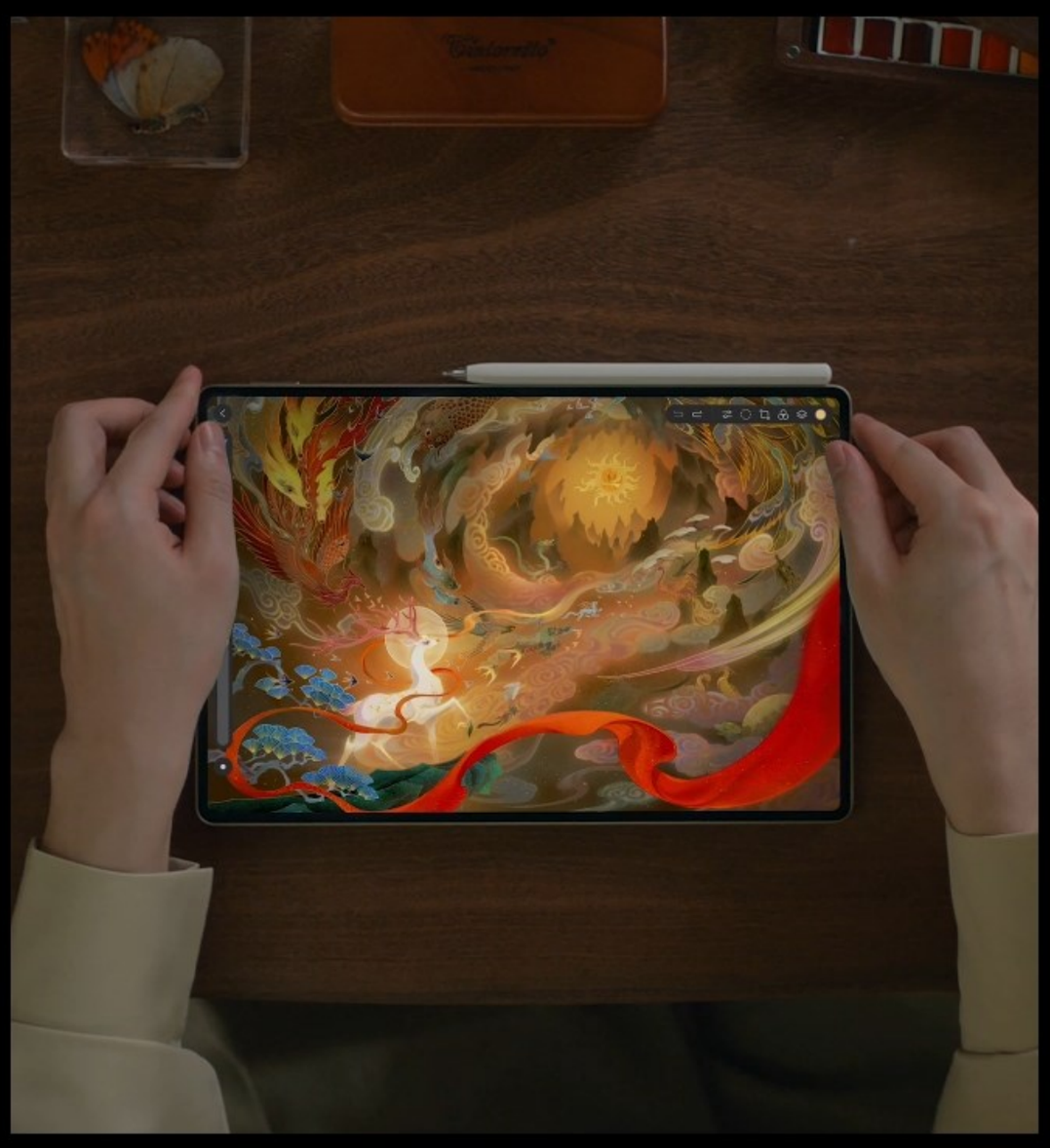
5.5 mm
Slim[17]





Paint with Passion

FangTian Painting Engine 2.0 supports massive 8K canvases,[24] a staggering 500+ layers,[25] and 120 fps high frame rate,[26] while staying smooth as can be at all times.



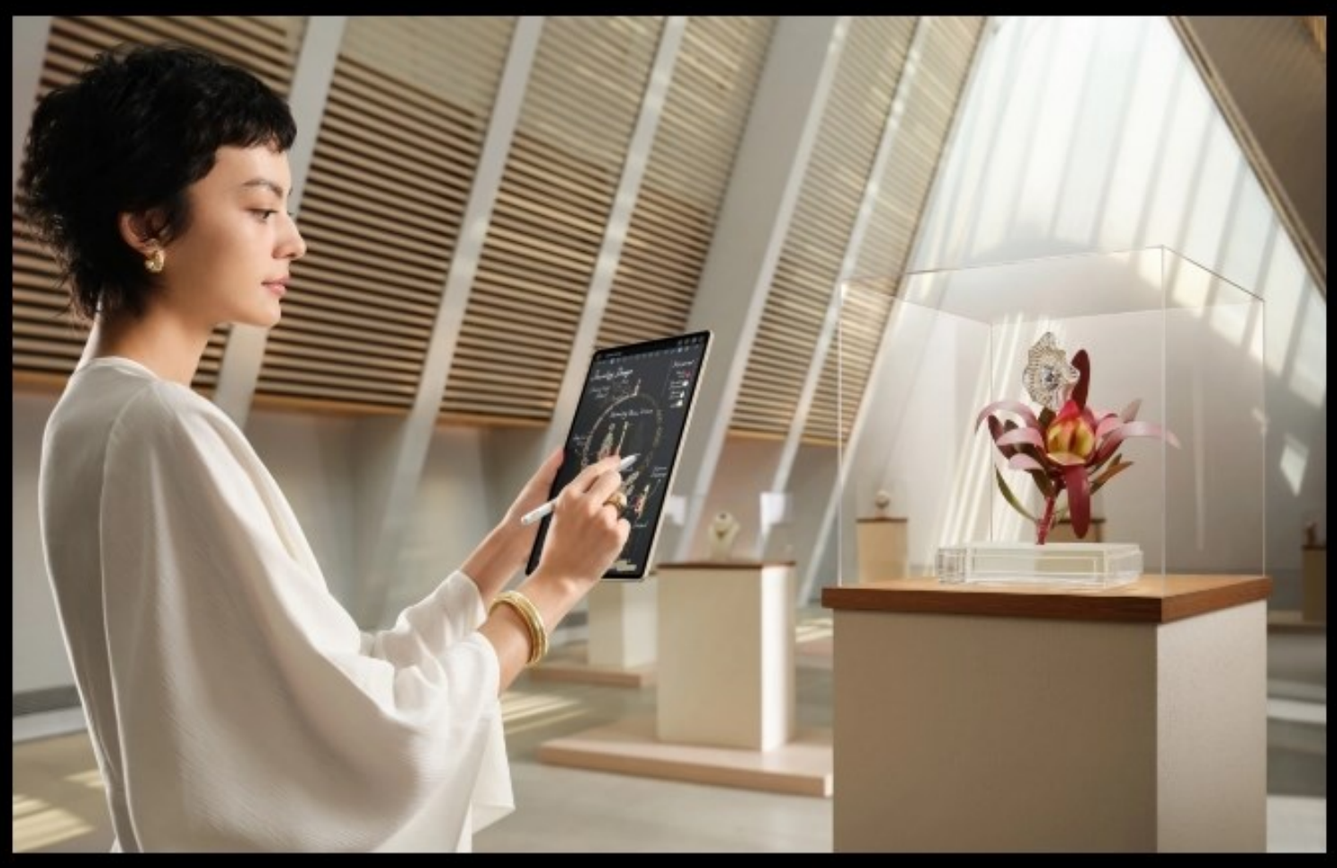
Create Like a Charm

The **brand-new professional brush engine** supports a wide array of true-to-life brushes and **unprecedented realistic textures**, so that you can craft new masterpieces on screen with each stroke.



Huawei Notes, Your Handy Meeting Companion

Huawei Notes is chock-full of smart features that help you express yourself with greater ease, like a lasso tool that changes the colour of selected text, custom colours in the palette that allows you to make your own colours, and prominent toolbar shortcuts for frequently-used items.



2000 nits
peak brightness[8]

2,000,000 : 1
ultra-high contrasts

144 Hz
high refresh rate[9]

2800 × 1840
2.8K resolution

1.07 billion
colours[10]

ΔE < 1
pro-level colour accuracy[11]

Display

Every Detail Brought to Life



The 12.2-inch Tandem OLED FullView Display[1] brings each detail to life and is built to last,[6] with nano-level pixel stacking technology and ultra-high brightness and contrasts. The 92% screen-to-body ratio[7] and versatile 3:2 aspect ratio also give you a wider field of view.

One-tap split-screen

Read and take notes side-by-side by simple tapping on the split-screen button at the top toolbar.

Multi-note opening

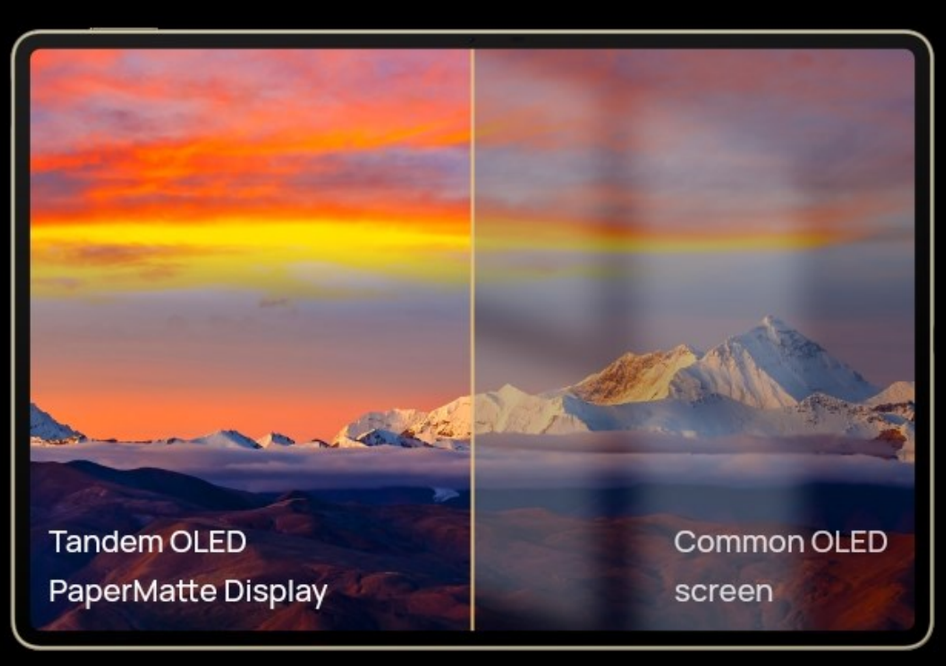
Open multiple notes at once and find exactly what you need.

Note Replay

Combine audio recordings and handwritten text to help you recall and review the key conference contents more accurately.

See More, Strain Less

The all-new Tandem OLED PaperMatte Display is bolstered by anti-sparkle technology, nanoscale anti-glare etching technology that eliminates 99% of environmental light interference, and magnetron nano-optical layers to reduce screen reflectivity substantially[12] — keeping images clear and easy on the eyes,[13] even under direct sunlight.





2-in-1 Stylus & Keyboard Storage

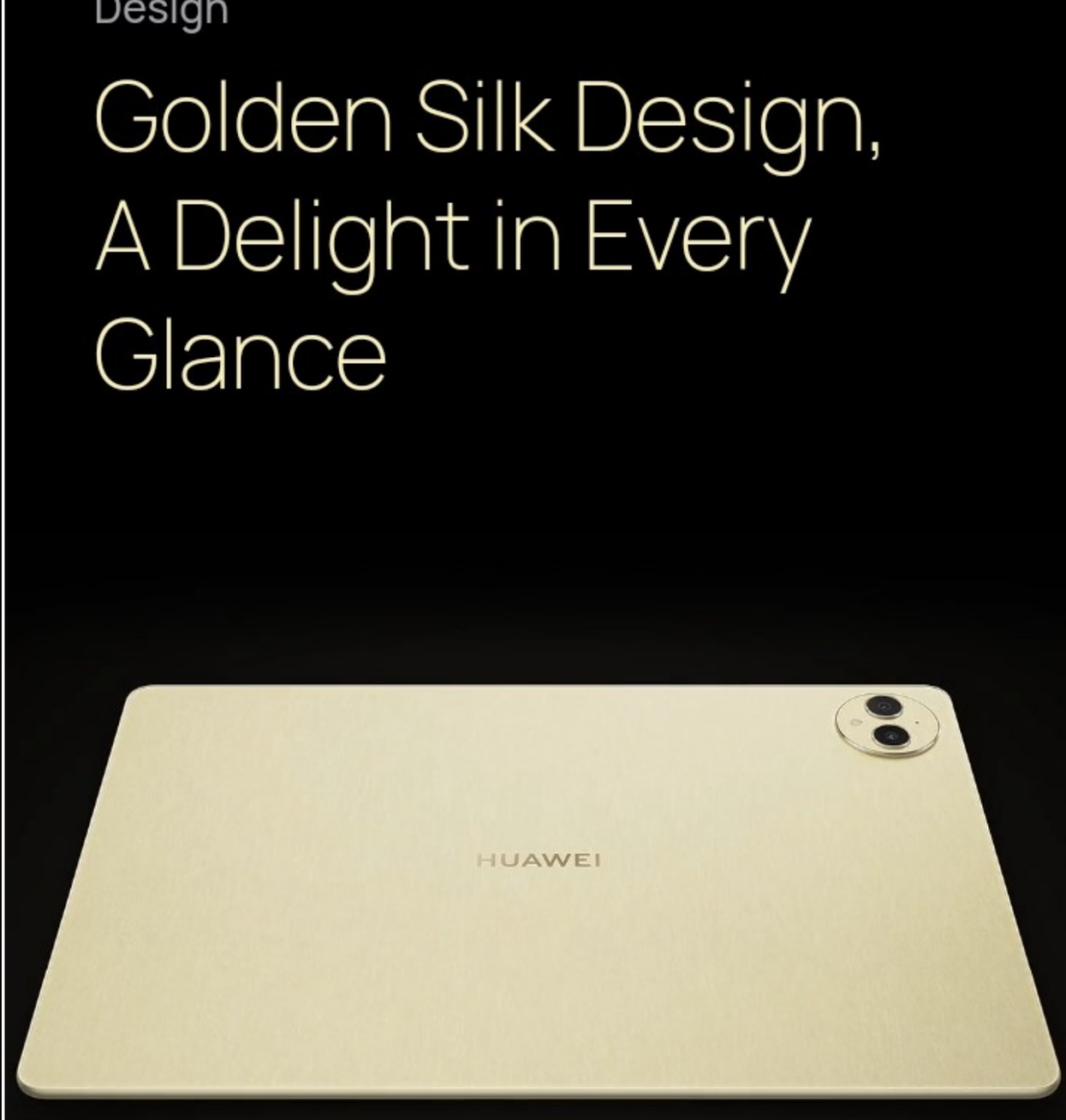
Create, Brook No Delay



The **all-new HUAWEI Glide Keyboard**[2] weighs just 420 g,[18] and features a unique **stylus slot**, for secure storage and seamless charging at a moment's notice.[19] You can open and close the tablet in one step like a laptop, to get started whenever inspiration strikes.

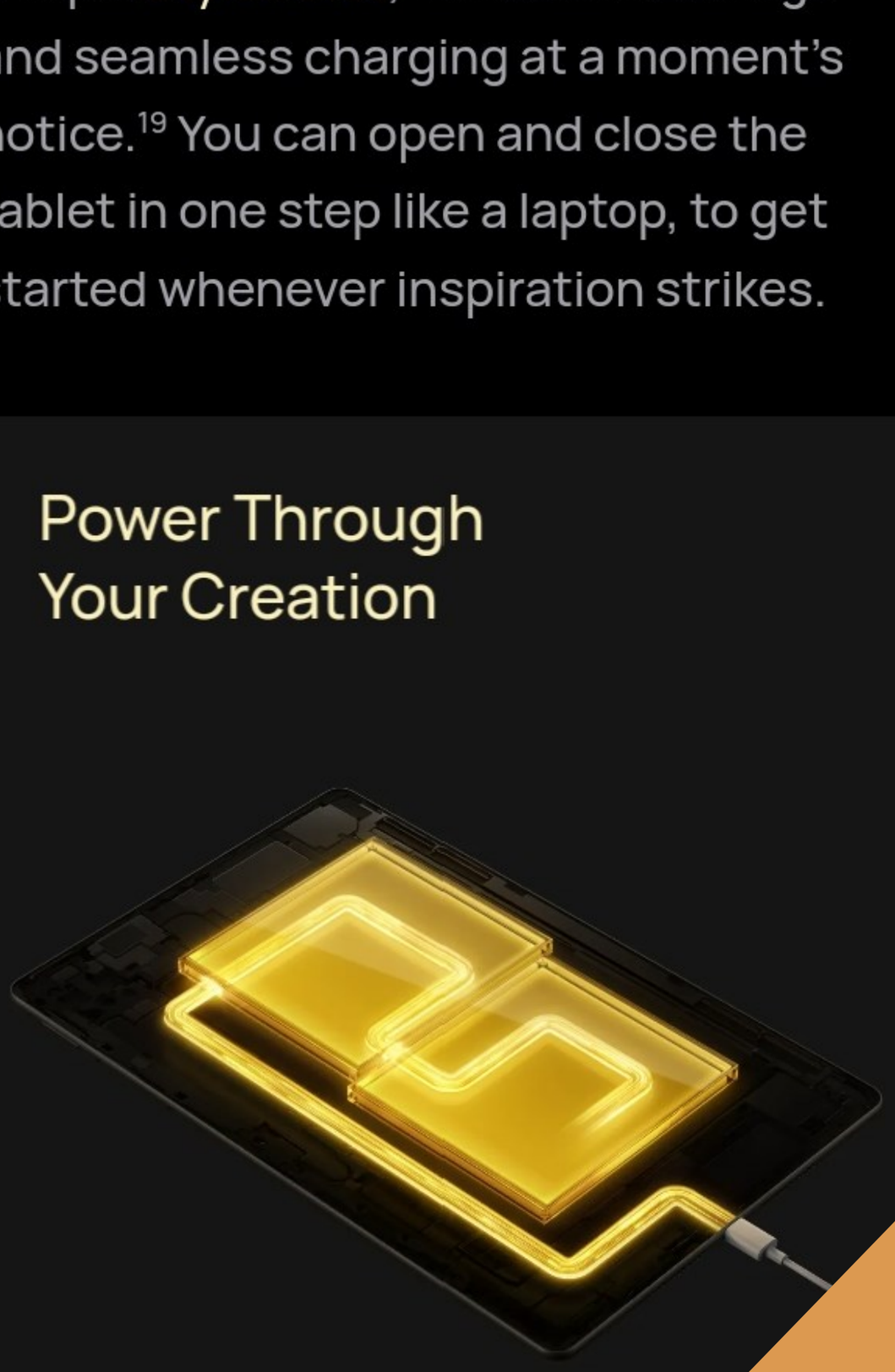
Design

Golden Silk Design, A Delight in Every Glance

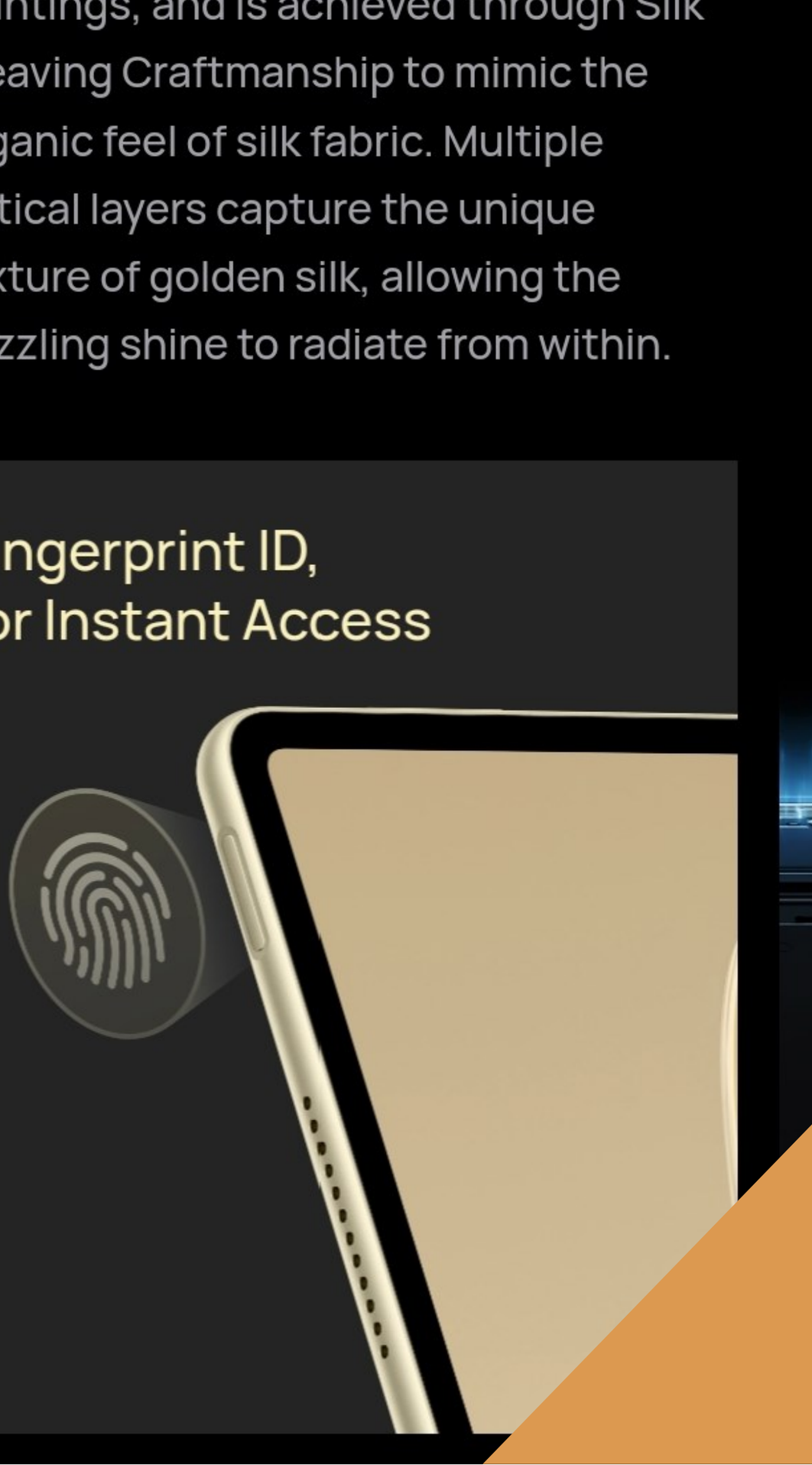


The **Golden silk design**[4] is inspired by the silky texture of traditional silk paintings, and is achieved through Silk Weaving Craftmanship to mimic the organic feel of silk fabric. Multiple optical layers capture the unique texture of golden silk, allowing the dazzling shine to radiate from within.

Power Through Your Creation



Fingerprint ID, for Instant Access



Where Spotless Meets Timeless

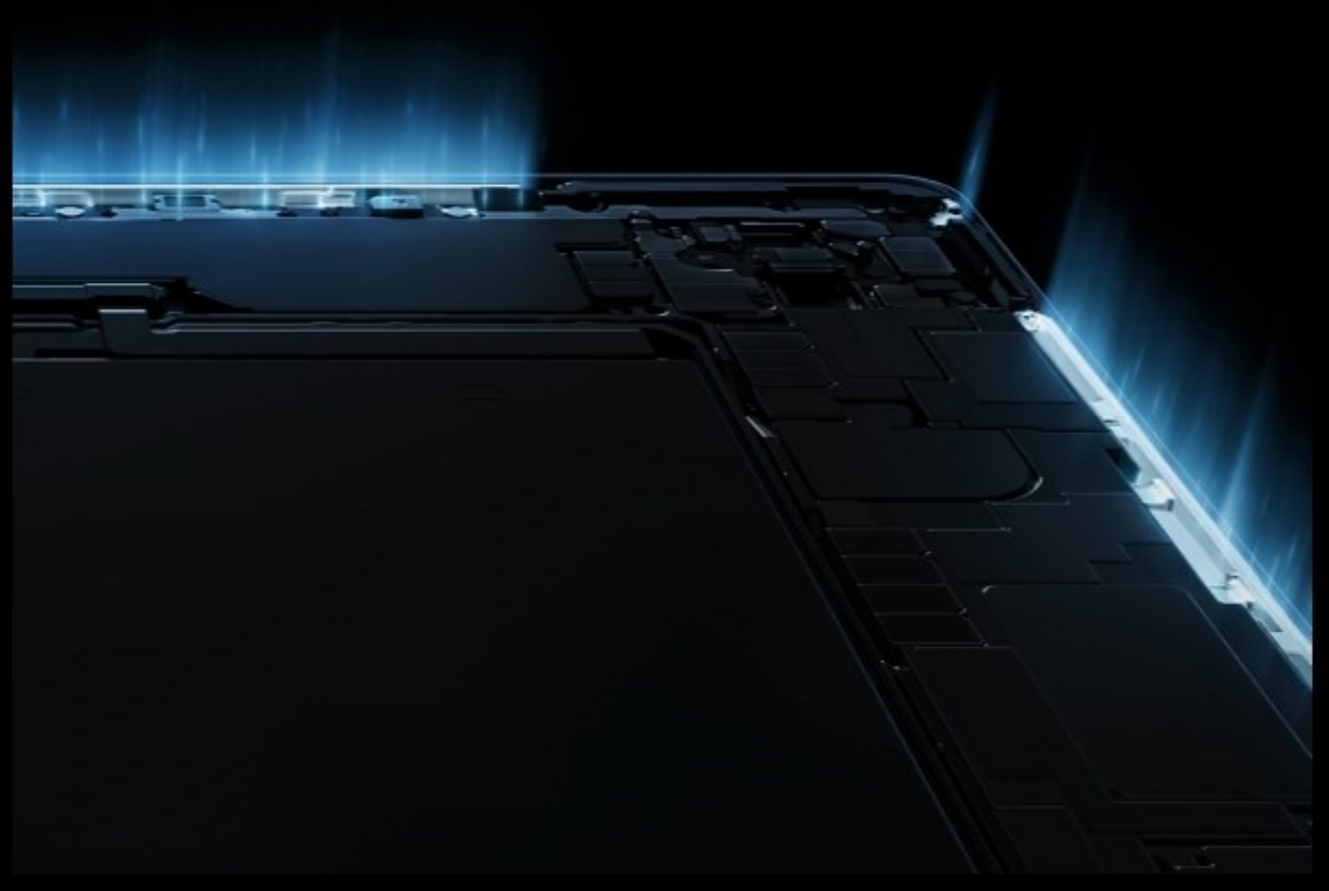
The keyboard is made of **skin-soothing materials and resistant to everyday stains.**[20] NearLink connections[15] make it easy to pair, and support pinpoint touch controls with ultra-low latency.



Performance

The Power to Make Waves

A Stunningly Strong Signal



Creation

Unleash Your Inner Artist

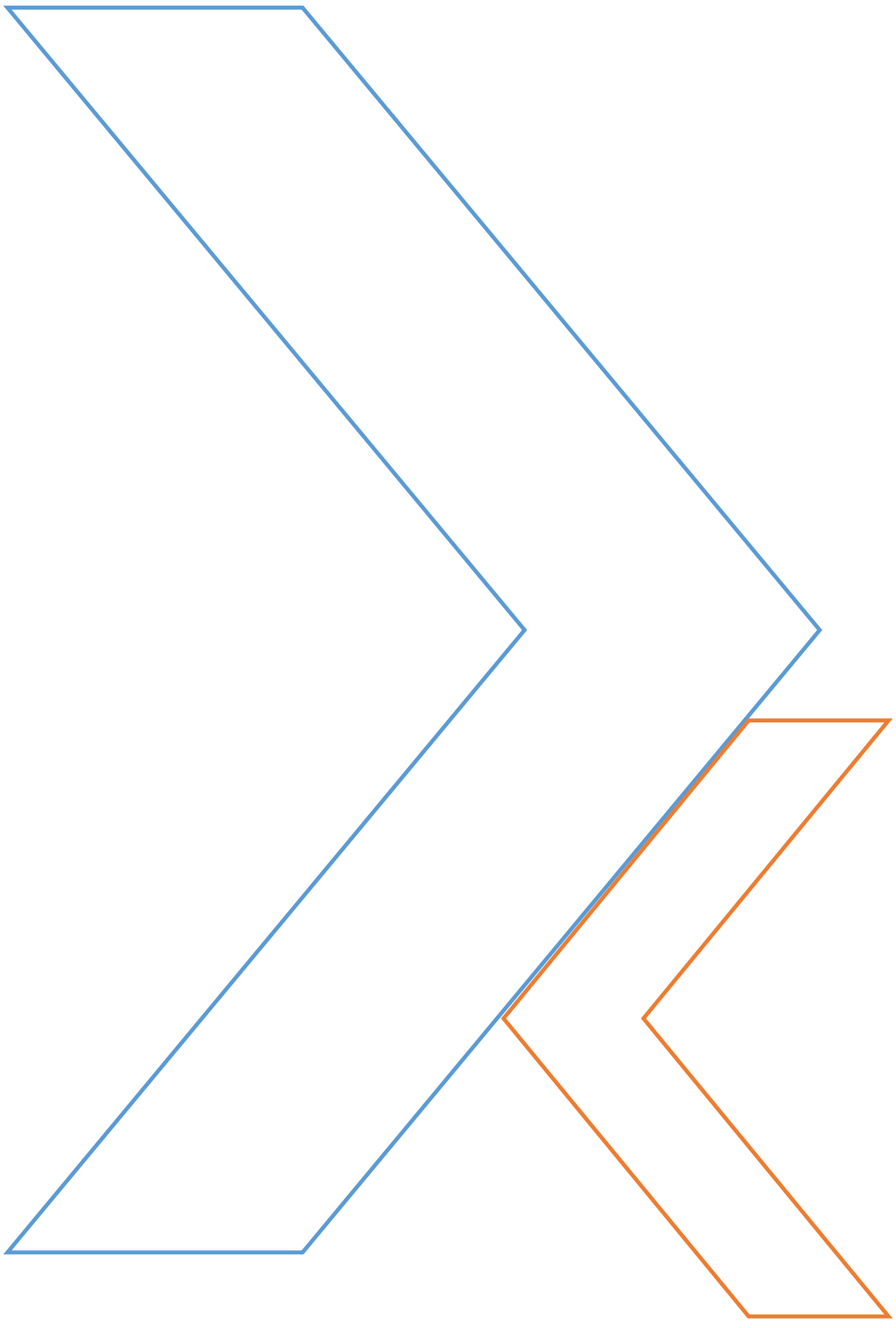


Huawei's exclusive GoPaint App,[3] developed in tandem with the China Academy of Art, is sure to be the creative springboard for your best work, with its wealth of painting effects and features, from ink wash to oil painting to watercolours.

Keyboard

Brand-new HUAWEI Glide Keyboard[2] 2-in-1 Stylus & Keyboard Storage







HUAWEI Pura70 Ultra

XMAGE

Fashion Forward

$1,440.00

Beyond-Limit Robustness

Rest assured with the Crystal Armour Kunlun Glass, featuring **enhanced scratch and drop resistance capabilities,** turning sure mishaps into safe.



Interactive Themes

Get ready to be amused by the interactive themes full of interesting elements that change with your gaze. **Make your home screen in sync with your mood and personality** by adding those trendy stickers and fun emojis.



5200 mAh battery[9]

Blazing-Fast Charging

The dual SuperCharge have your phone raring to go in a matter of minutes, and the 5200 mAh battery[9] will keep it running for hours on end. You can even power your other devices in a pinch, with up to 20 W reverse charging.[10]

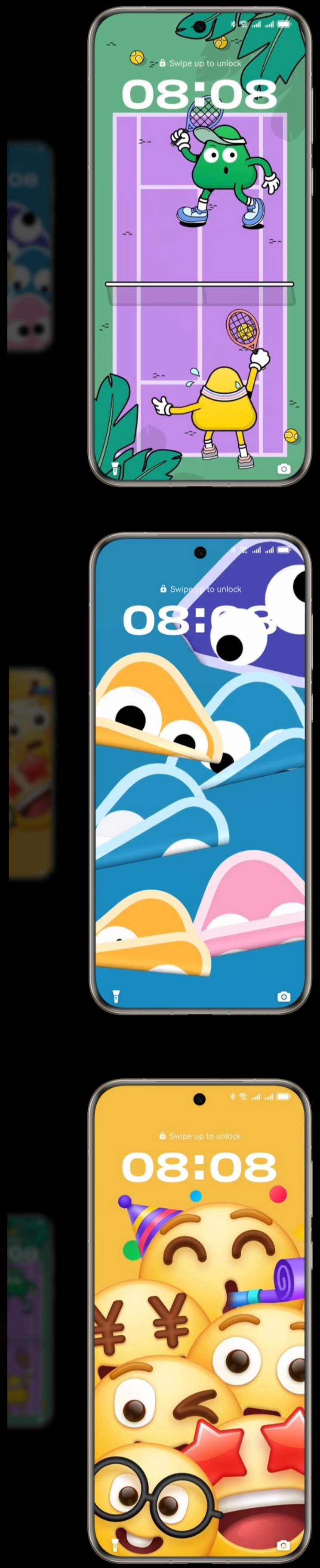
True-to-Life Portrait

Each Frame a Masterwork

Grab portraits that pop with life, where every touch of the shutter **captures the real characters,** as vivid as the eye beholds.

EMUI 14.2

Interactive, Smart, Smooth



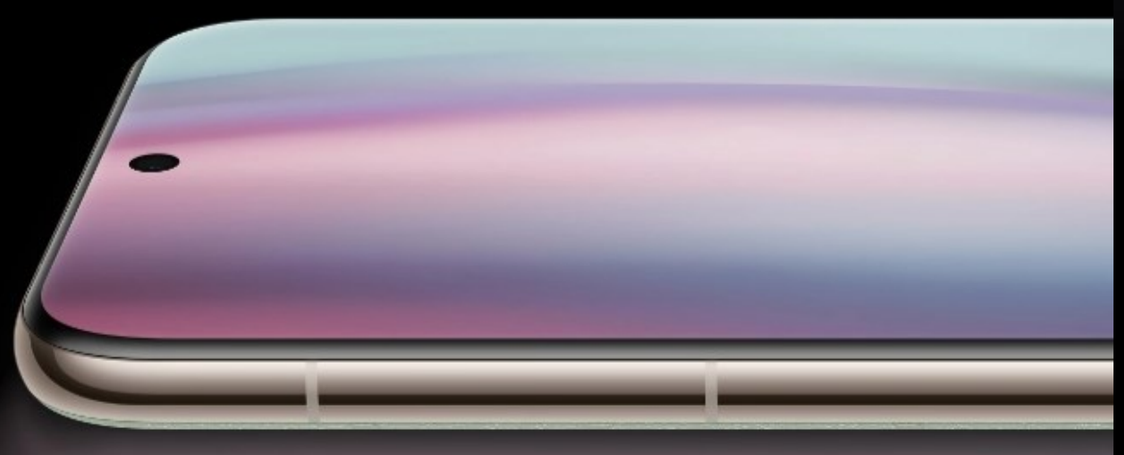
AI Gesture Control



HUAWEI X-True™ Display

Delight in Every Pixel

Immerse yourself in a brilliant screen, with vivid visuals and accurate colour replication, which keeps outdoor glare at bay and shows you more at a glance.



2500 nits
peak brightness[6]

1-120 Hz
adaptive refresh rate[7]

460 ppi

HDR Vivid



100 W
HUAWEI SuperCharge[11]

80 W
Wireless HUAWEI SuperCharge[12]

Ultra Lighting Super Macro

Less Is Now So Much More

Unravel new mysteries below the surface with up to 35x macro zoom,[1] from a shooting range of as close as 5 cm. And the F2.1 large aperture will help you find visual gems hiding out of plain sight, even in dim light!

AI Privacy View



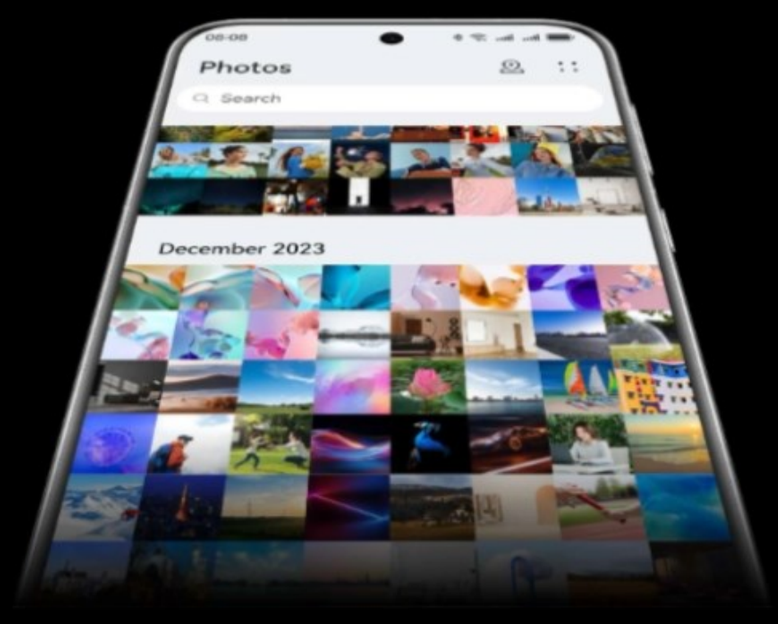
Full Focal HD Photography

A Camera that Goes the Distance

Peer into the distance and capture it for good, with a **200x zoom range**[5] and the XD Fusion Pro Engine, to go above and beyond what your eyes can show you.

Smoothing the Way

Experience **blistering app launches** and **ultra-smooth dynamics**, and say hello to **instant access to tens of thousands of images**[13]—no waiting necessary!



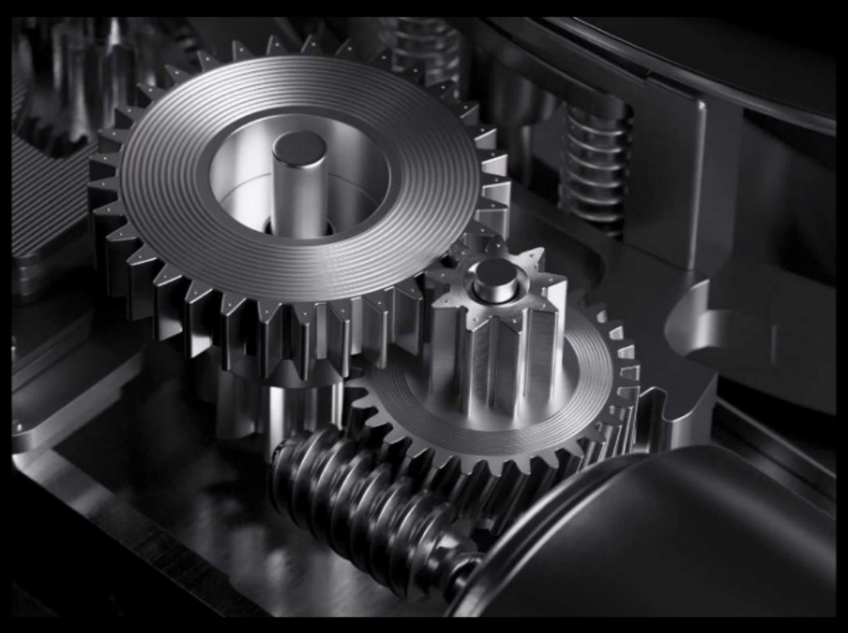
The Next Wave in Photography

The Ultra Lighting Pop-out Camera features a retractable lens and massive, light-gathering 1-inch large sensor, to turn ordinary scenes into extraordinary images. And find new mysteries below the surface, with an Ultra Lighting Macro Telephoto Camera, packed with an F2.1 large aperture and 35x macro zoom.[1]



Ultra Lighting Pop-out Camera

Innovative Retractable Camera Structure



Snap up the splendour with the innovative retractable camera structure that springs to life with a symphony of **mechanical sound**, transforming every photo opportunity into an exhilarating experience.

The camera structure can withstand 300,000 times[2] of retractions and water resistance at 2 metres with its IP68 capabilities.[3]

Crystal Armour Kunlun Glass

Beyond-Limit Robustness

Rest assured with the Crystal Armour Kunlun Glass, featuring **enhanced scratch and drop resistance capabilities**, turning sure mishaps into safe.

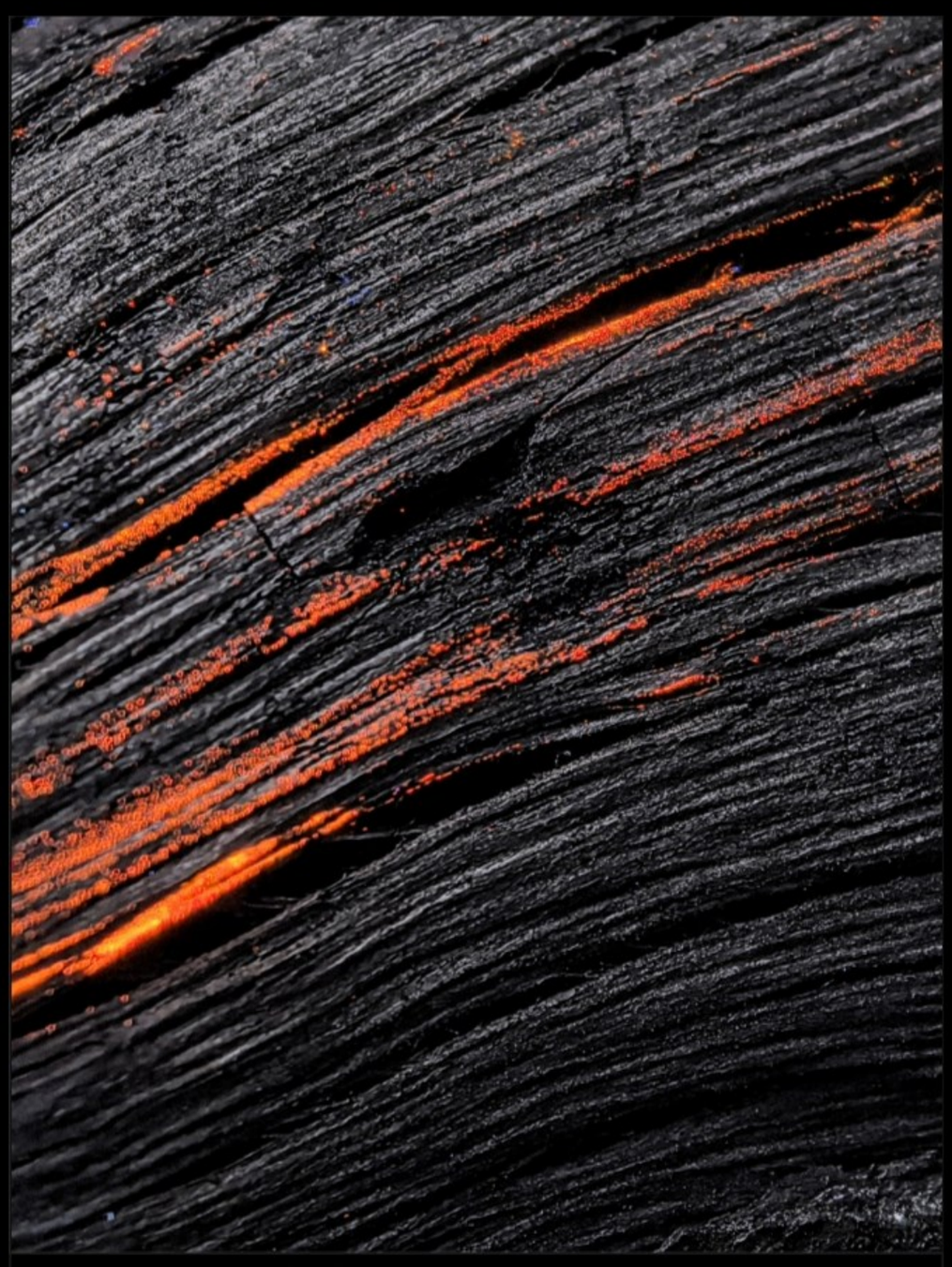


Scratch resistance improved by[8]

300%

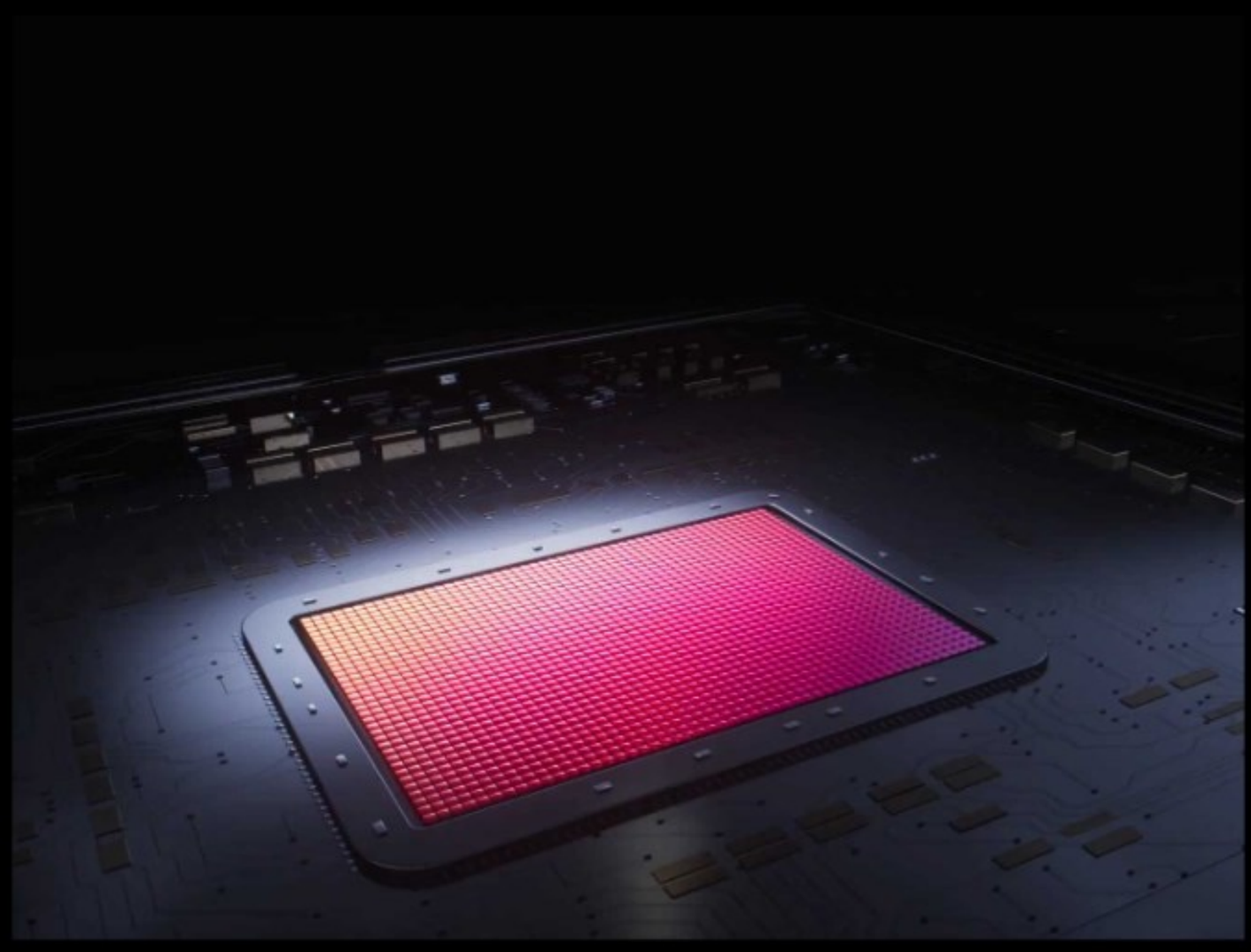
Drop resistance improved by[8]

100%





Burning charcoal



The Ultra Lighting Pop-out Camera features a retractable camera structure and massive, light-gathering **1-inch ultra large sensor,** as well as an F1.6 aperture and sensor shift OIS, to take photography into a whole new frontier.





Rutile

Ultra Speed Snapshot

Snapshots in a Flash

Find inspiration in your midst and capture it in the blink of an eye, with an Ultra Lighting Camera and HUAWEI XD Motion Engine—even for an object moving at an **ultra high speed of 300 km/h.**[4]







Ultra Lighting Pop-out Camera

Innovative Retractable Camera Structure

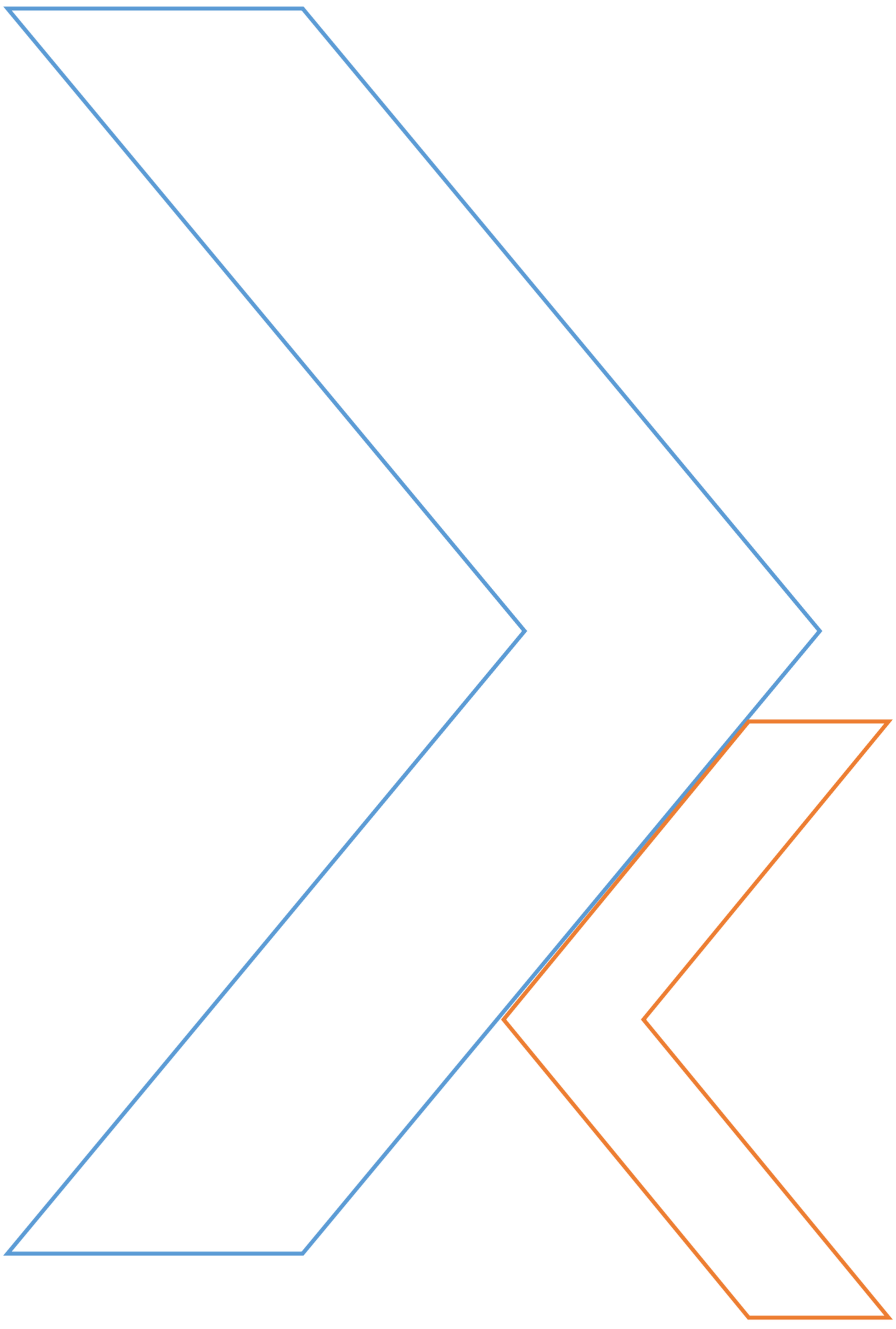


Ultra Lighting Video

Dynamic Video Vibes

Step into the night's enigma with HDR videos—where **every frame dances with light and shadow.** Go through the walk of clarity with Super AIS that **keeps your world steady on the move.**







Fashion Edge

HUAWEI WATCH GT 5 Pro

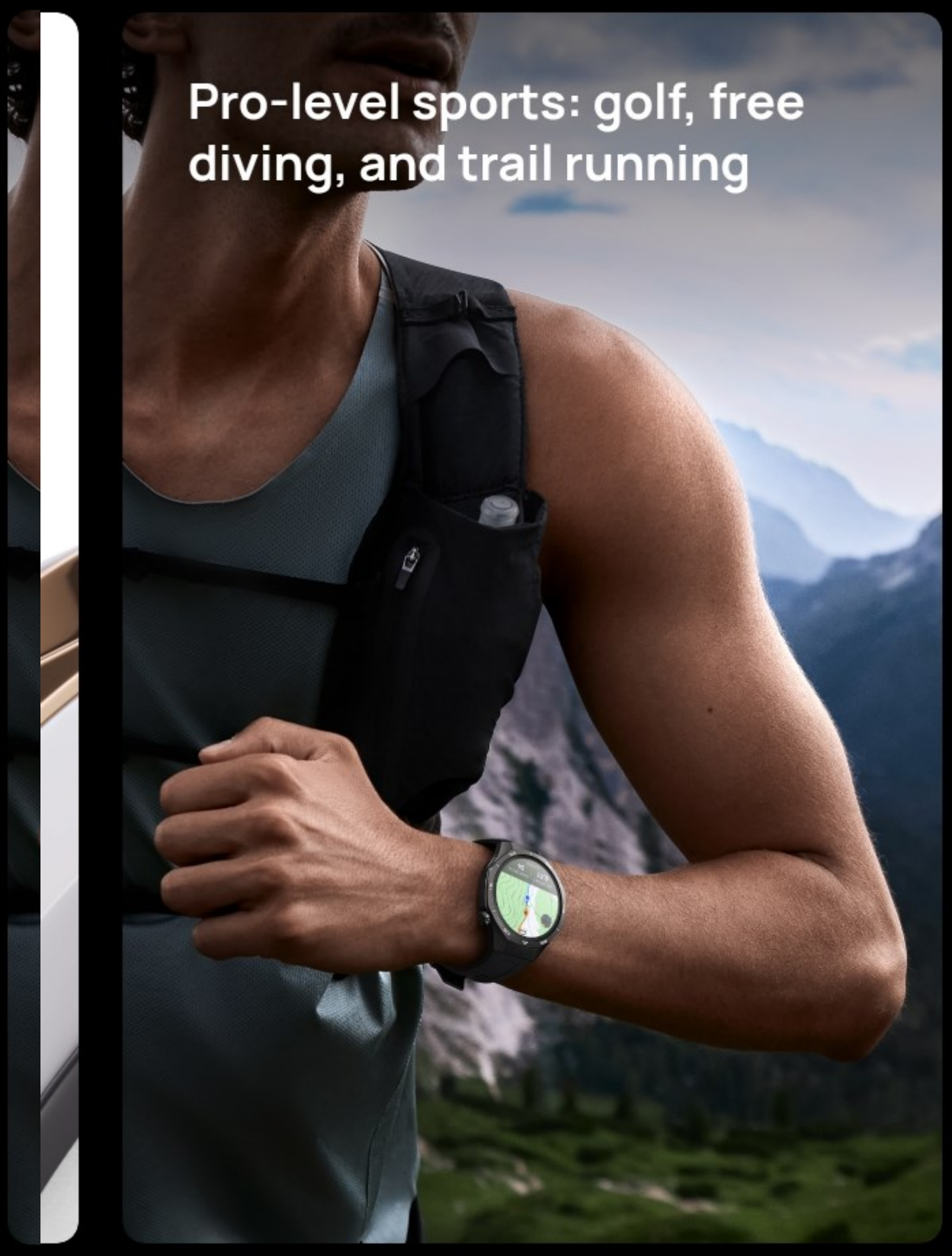
Ceramic and Titanium | Pro-Level Sports

Golf Courses Map[1] | Up to 2-Week Battery Life[2]

$556.00

Sculpted look, geometric feel. Crafted with premium materials.







Up to 2-week battery life[2]

HUAWEI WATCH GT 5 Pro 46 mm

14 days[2]
Max. battery life

9 days[2]
Typical battery life

HUAWEI WATCH GT 5 Pro 42 mm

7 days[2]
Max. battery life

5 days[2]
Typical battery life



An instant classic, this **iconic crown** comes with an eye-catching red ring.

The **distinctive red and blue ring** showcases new styles you'll be sure to savour.



Sports Edition | Classic Edition



Sports Edition | Classic Edition



White

Sports Edition | Classic Edition



Titanium

Sports Edition | Classic Edition



Black

Sports Edition | Classic Edition

The **sapphire glass screen** and golden-leaf bezel shimmer under the light and glimmer at a glance.

The **bezel and crown** are polished to perfection with **golden leaf facets**, displaying elegance in full bloom.

The **nanocrystal ceramic body** and strap are where style meets sophistication.



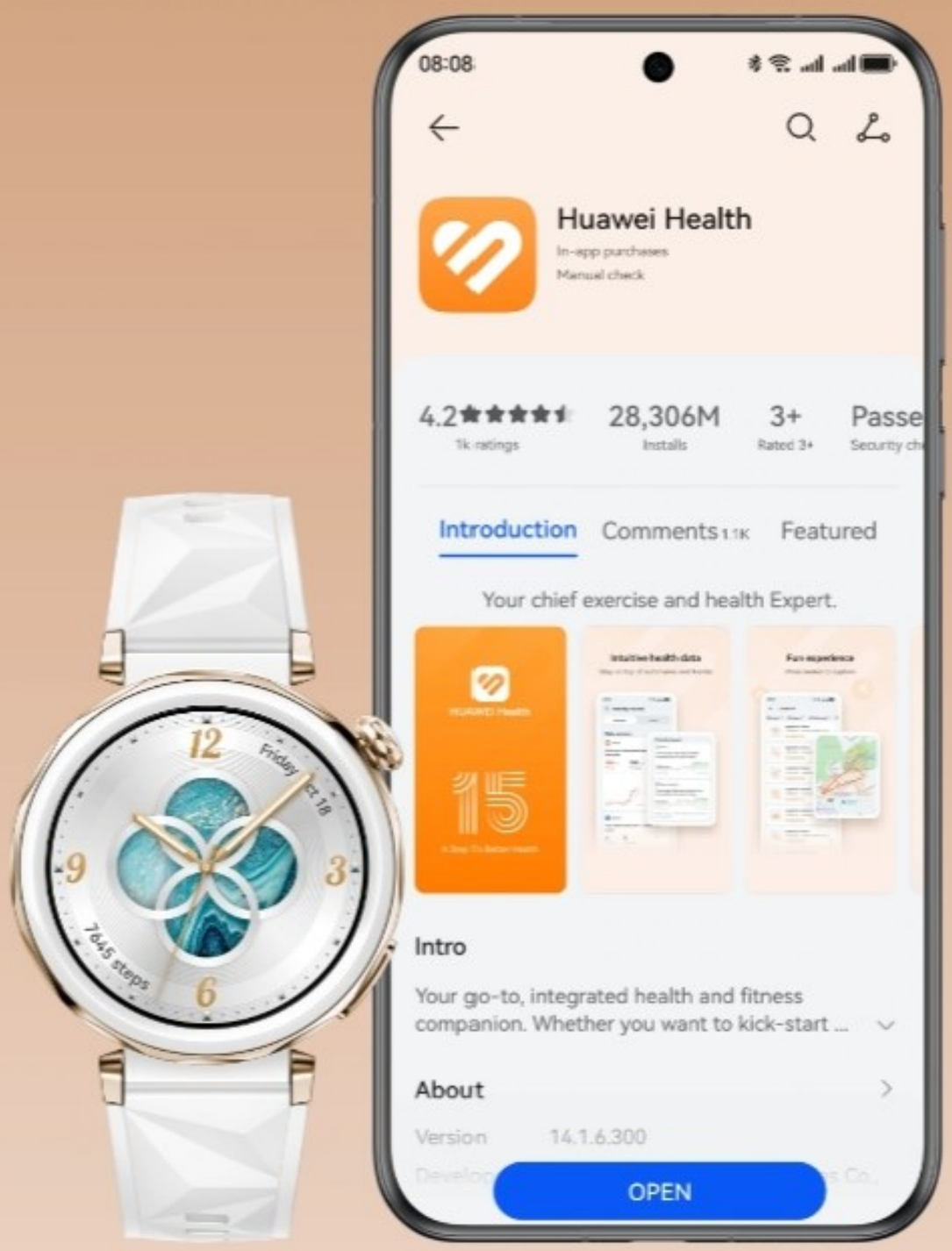




Sharp-Edged Design

Sculpted with aerospace-grade titanium alloy and complemented by a runway-inspired fluoroelastomer strap, this watch goes perfectly with your fitness-focused lifestyle.

Broadly compatible



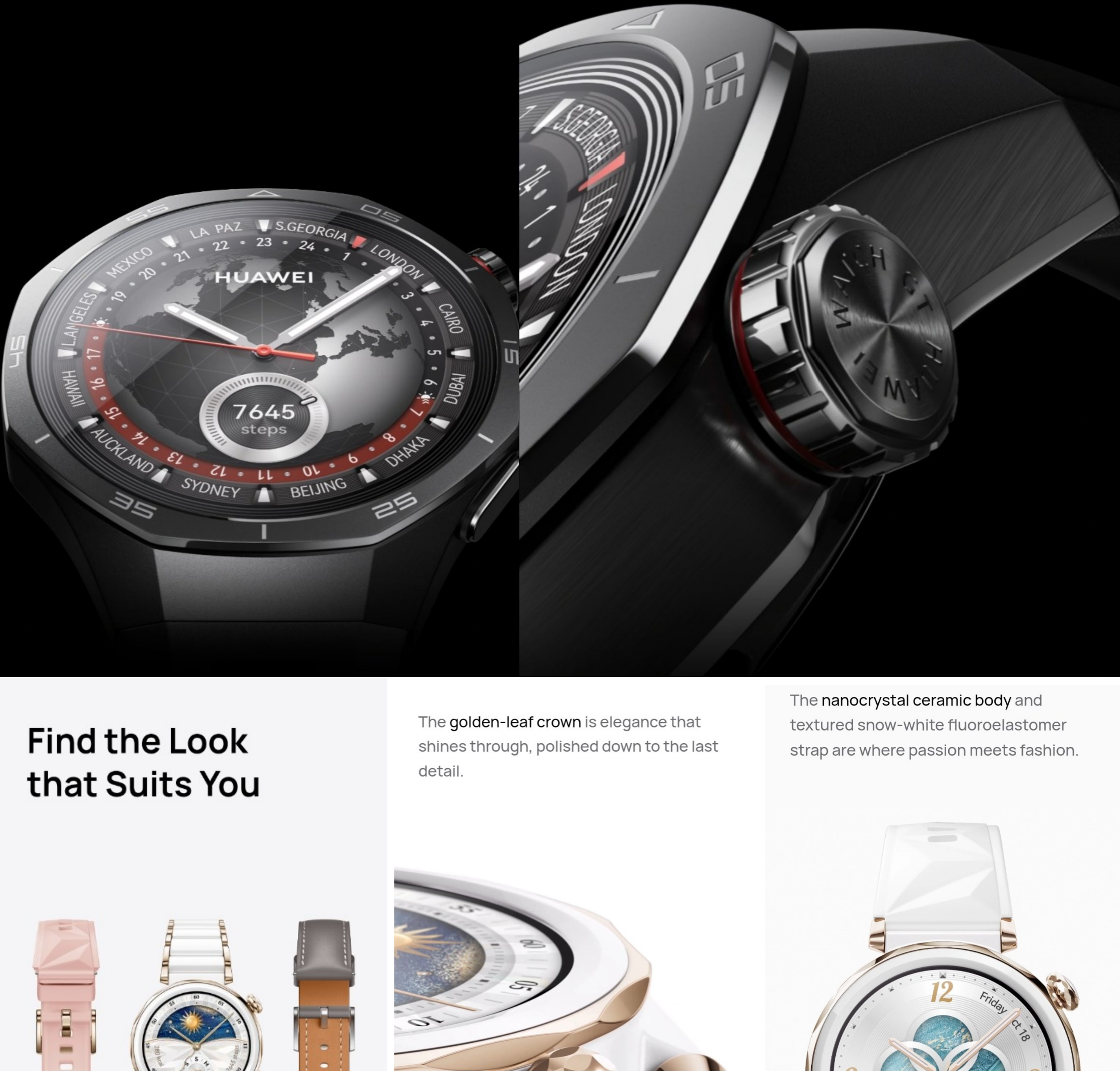


Sports Edition | Classic Edition

Sharp-Edged Design

An instant classic, this iconic crown comes with an eye-catching red ring.

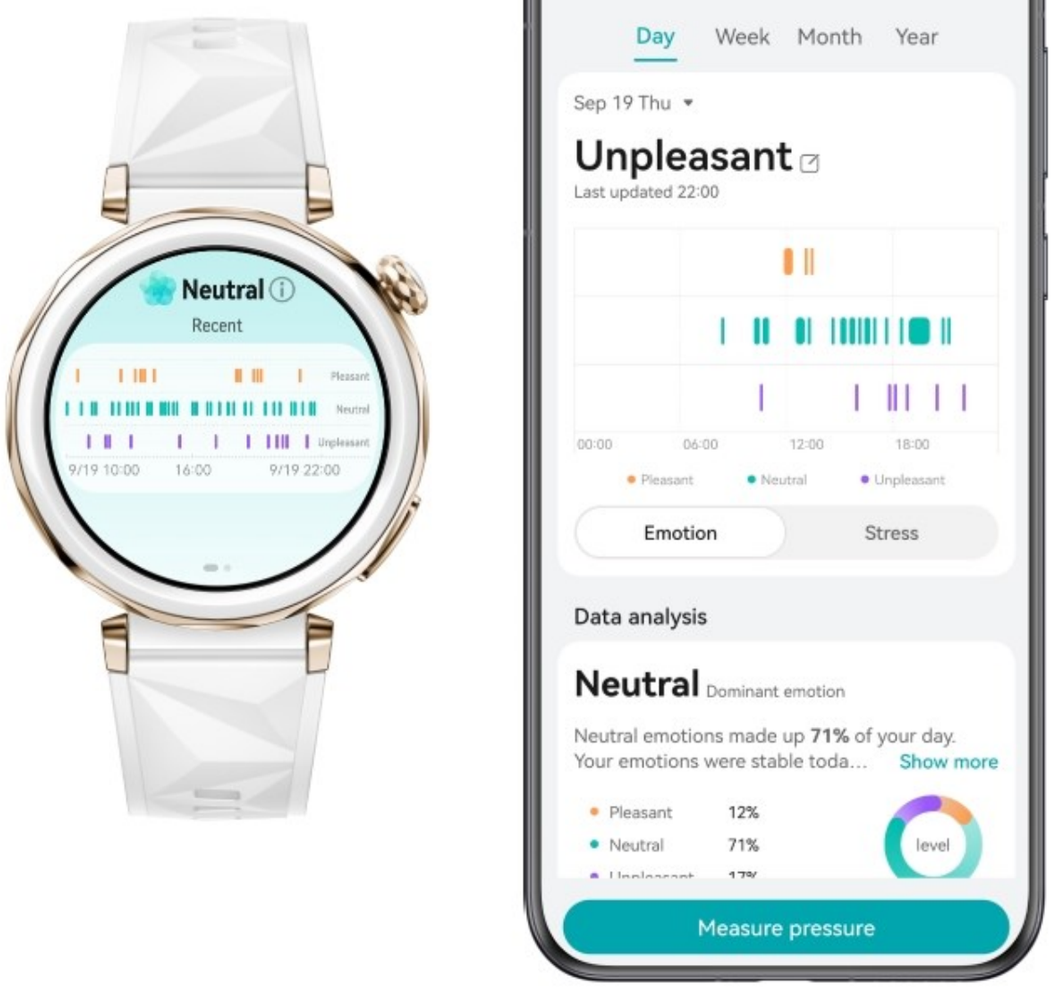
The eight-sided titanium alloy bezel looks even better when you're dressed to the nines.



Find the Look that Suits You

The golden-leaf crown is elegance that shines through, polished down to the last detail.

The nanocrystal ceramic body and textured snow-white fluoroelastomer strap are where passion meets fashion.



Navigate with ease within an optimised interface, with colour-coded apps, streamlined cards, and seamless transitions.



See your emotions laid out for you by day, week, month, and year, and benefit from tailored sleep and fitness tips to keep body, mind, and soul in a good state.[16]



Lightweight and Snug-Fit

0.9 mm thinner[5] and 14.5% lighter[5] than its predecessor, this ceramic watch is a work of art that won't weigh you down.



Extra Attentive to Women's Health

Get estimated period, ovulation, and fertile times at just a glance, which are based on high-level physiological data and a deep learning algorithm.[18]



Sleep Tight Every Night

Hit the hay with peace of mind, thanks to a pro-level sleep monitor that tracks health indicators and detects abnormal breathing during sleep.[19]

Press the Up and Down buttons to take a watch screenshot,[21] and go to your phone's Gallery to share it.





Embrace the Great Outdoors

The enhanced Trail run mode[9] now supports segment-based navigation, off-course alerts, contour lines, and crown-controlled zoomable maps. You'll also get real-time fitness data and trail info beamed directly to your wrist.

Type with Celia Keyboard — straight from your wrist!



Watch Faces Galore

With 13 new watch face themes[3] to choose from, from the fashionable to the sporty, you can enrich each new day with a design that speaks to you.



Built to Outlast the Elements

Premium materials and processes, such as ultra-hard coatings and nano-flim waterproof finish, take wear-and-tear, water,[4] and corrosion resistance into the realm of the extraordinary. The watch has also obtained the IP69K rating, proving capable of withstanding fast-flowing water.



A Watch that Gets You

Stay attuned to your mental health with the exclusive Emotional wellbeing app,[14] and enjoy timely tips to harness the power of positive thinking.



The app uses HUAWEI TruSense data to tell you how you're feeling in the moment. Raise your wrist to see your mood, and marvel as the panda's expression changes to match your own state of mind.[15]



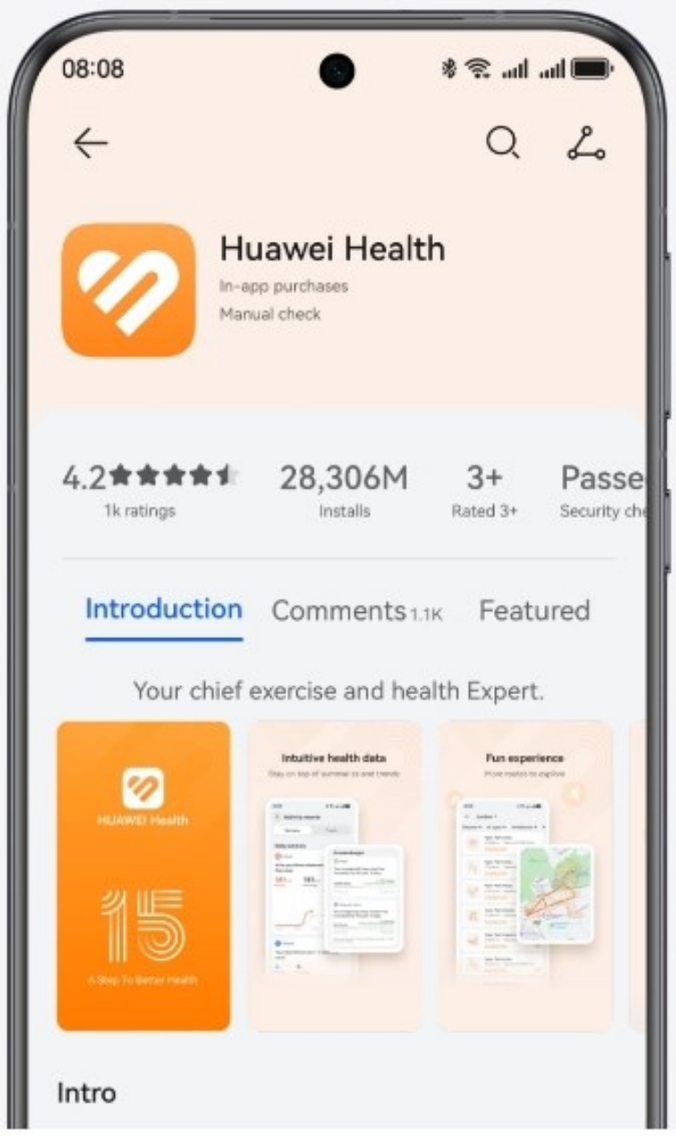
Stressed out or feeling down? Swipe left to start a breath exercise or workout, and put your mind and body at ease.

Broadly Compatible

HUAWEI WATCH GT 5 Pro is compatible with both iOS and Android, for greater ease of use.[24]







Pulse Wave Arrhythmia Analysis

Stay on top of your heart health, with timely alerts on potential A-fib and premature beat risks, powered by the PPG sensor.[19]

The sapphire glass screen enhances the luxury of the platinum design, producing a glimmering grandeur.

Quick Release Links

With the freely-adjustable ceramic strap,[6] you can get the snug fit you deserve in little time at all.





Robust Battery Life Always Ready to Go

HUAWEI WATCH GT 5 Pro 46 mm

14 days[2]
Max. battery life

9 days[2]
Typical battery life

5 days[2]
AOD enabled

60 mins[23]
To charge to capacity

HUAWEI WATCH GT 5 Pro 42 mm

7 days[2]
Max. battery life

5 days[2]
Typical battery life

3 days[2]
AOD enabled

60 mins[23]
To charge to capacity



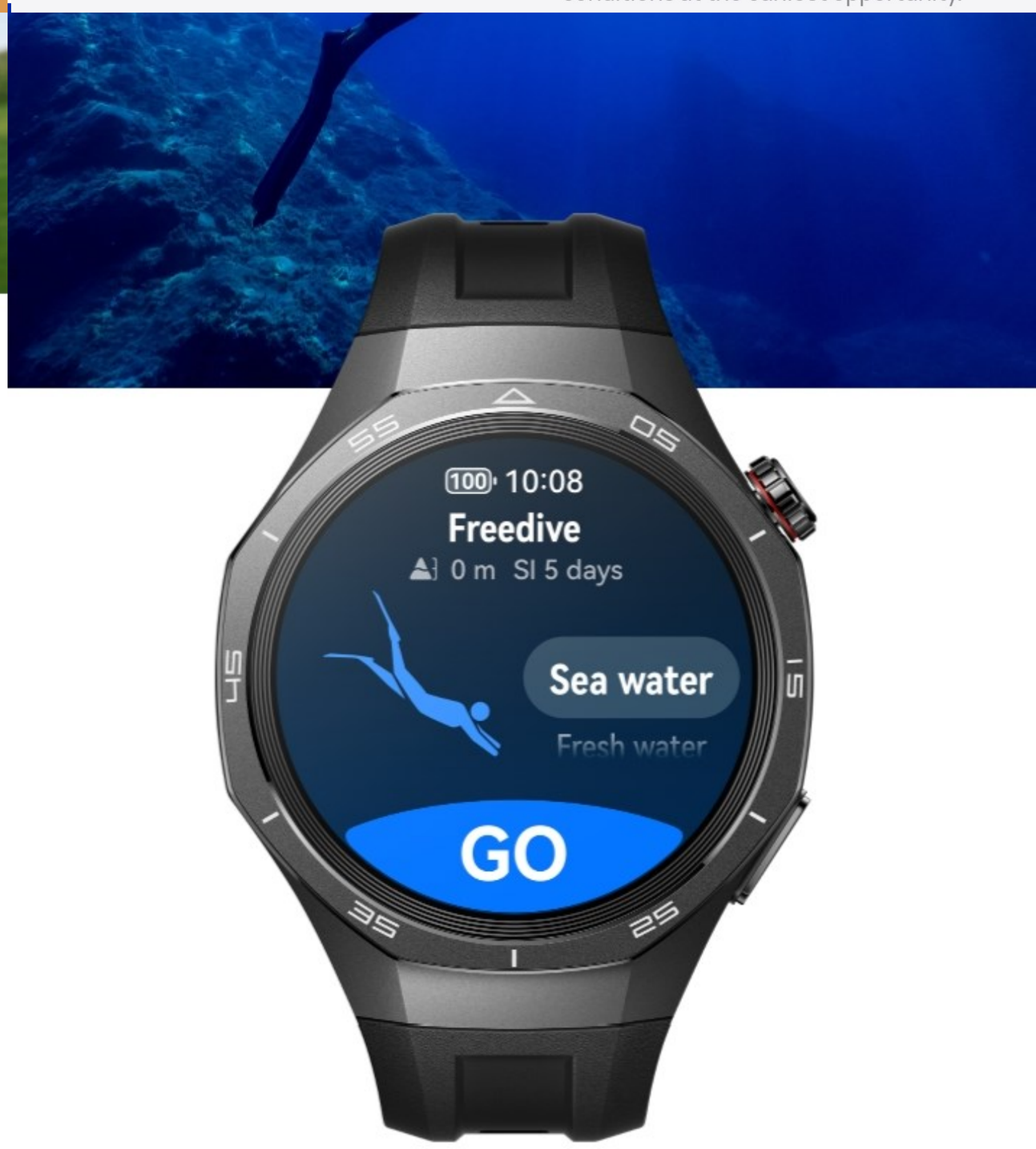
Beat-by-Beat ECG Analysis

ECG signal collection is more accurate and responsive, thanks to new and improved electrode technology. Holding down on the electrode on the side for 30 seconds generates real-time data that can help you screen for common heart conditions at the earliest opportunity.[17]



Swing with Skill, Play with Passion

Find your current course within our 15,000+ course database,[7] and enjoy detailed 3D views of the green, fairways, and bunkers.[8] You'll also get tips on where to aim and which club to use, thanks to pinpoint distance measurements.



Dive Deep, Dream Big

Wear the watch on free dives as far down as 40 m[4] and benefit from pro-level features like hover timer, water type identification, and safety reminders, as well as apnea training and tests to enhance your stamina.

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Automobile



2024 chery Arrizo 6

Starts at $18,500.00


ARRIZO 6

7-inch multi-function LCD instrument panel

The instrument panel is applied with the CD drawing technology and decorated with chrome plated garnishes, and the style of scales is inspired from the Patek Philippe watch, which exude the exquisite watch element. The 7-inch irregular color screen has three themes full of sense of science and technology, and provides such information displays as temperature, fuel consumption, monitored tire pressure, shift reminder, and fault alarm.

1.5T high-efficiency engine

The engine has a thermal efficiency up to 37.1%, a maximum horsepower of 147Ps and a peak torque of 210N.m. The engine is integrated advanced technologies that increase the acceleration response by 35% and reduce the 100km fuel consumption down to 6.4L, enabling the driver to enjoy a high rpm driving without the worry on fuel consumption.





8-inch A/C LCD touch screen

The A/C panel is crafted with the IML technology, bringing the overall aesthetic of the cockpit. The A/C panel is interlinked with the central control screen for dual screen display, and the capacitive touch screen buttons provide a high-tech experience.

360° around-view monitor

The four 180° wide-angle cameras on front, rear, left and right sides of car provide all-round views of the car and truly realize blind spot free parking and aerial view of real driving environment, making turning, parking and aisle meeting easier.

Germany Bentler chassis adjustment

The sturdy and robust high-performance chassis provides excellent vibration filtering effect and stable maneuverability, defining a new level of driving quality in its class. It plays very well both on winding road and in daily driving.





Latest high-efficient 9-speed CVT25

The latest 9-speed CVT has a maximum torque of 280 N·m and a transmission efficiency of 92.5%, The manual gearshift mode enables you to simulate the 9-gear manual shifting effect. and by virtue of its perfect matching with the power system, it provides favorable power output, high reliability, smooth gearshift and high fuel economy.

Ultrahigh-strength steel cage-type body

It is the third generation high-strength steel cage-type body. 6 pieces of thermoformed steel with a strength of 1300Mpa. Application ratio of high-strength greater than 60% and application of rolling and self-soldering technology for front bumper beam. It creates a worry-free safety cabin for the occupants of the car, and minimize the damage caused by collision.

Bosch ESP9.3

Functions including TCS +ABS+EBD+HHC are integrated to automatically monitor the running status of the car in real time, and once the car is in such a dangerous status that it deviates the specified track due to understeering or oversteering, ESP will send command to TCS, ABS, EBD and other security functions to intervene in the corresponding wheels to eliminate or mitigate the danger.



Diamond-type LED daytime running lamp

The stylish and beautiful modeling improves the grade of the car.It can improve the identifiability of car in the case of poor driving light at daytime, preventing the accidents in advance, and guaranteeing the driving safety.

Transverse air conditioning vents

The innovative design together with the class-top cooling effect enables you to enjoy a cozy atmosphere in the car at all seasons.



Band-type light-guide headlight

The newly designed lighting system is highly recognizable at night, and the sharp modeling is very powerful, so people can't help but watch it.

“X" type family wide front face

The "X"MEN type family front face looks mighty and powerful, not only representing the forward-looking design of ARRIZO6 but also leading the trend.

HHC (Hill-start Assist Control)

For the car not equipped with HHC, when started on a slope in city, it is likely to collide with the following car; however. HHC can help to realize easy hill start.















Rear air conditioning vents

In the summer, the rear air conditioning vents can help to cool down the rear row space quickly.

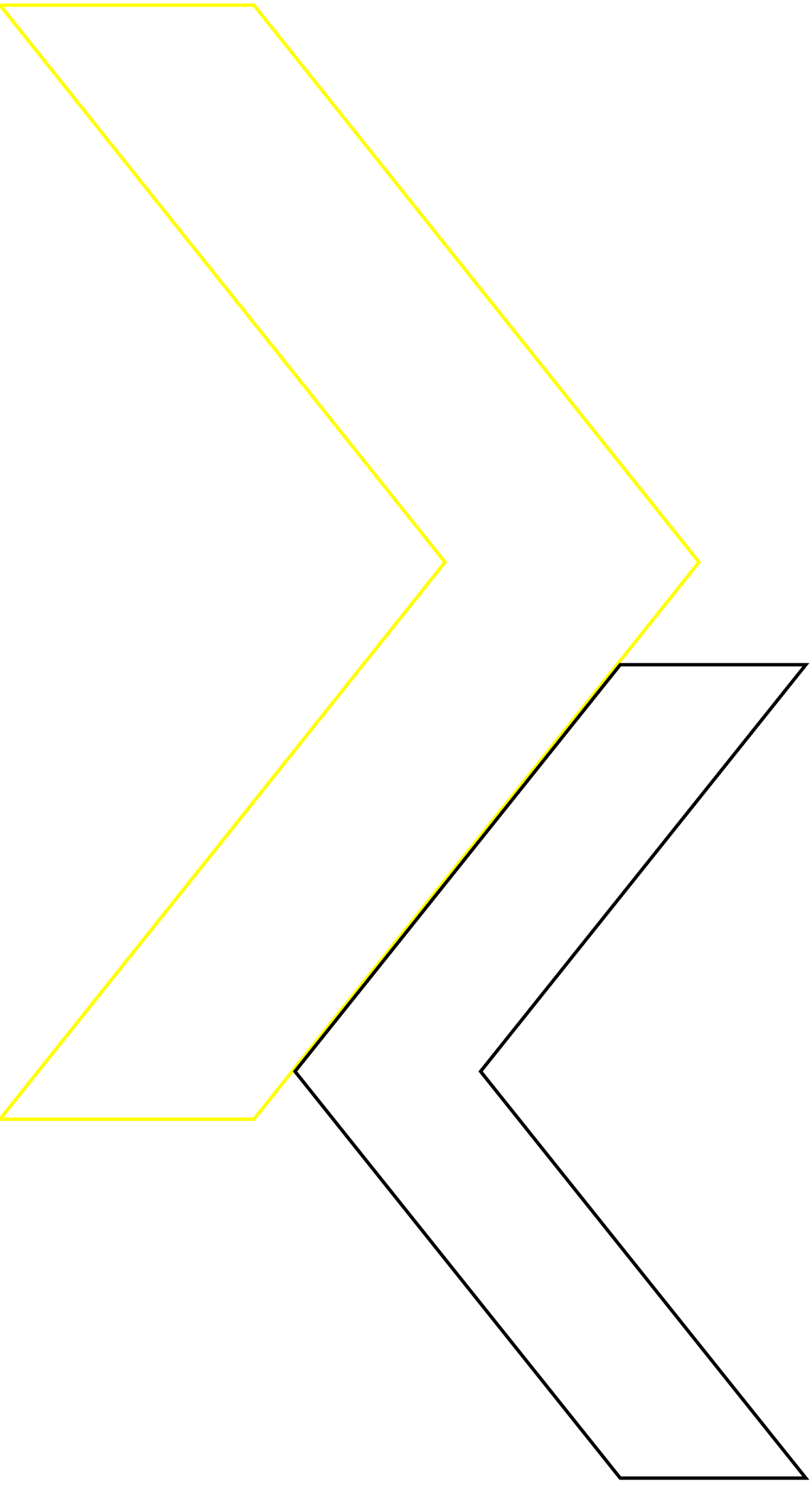
Future-wing floating instrument panel

The simple design blends in well with the traverse air conditioning vents, creating a strong sense of luxury.
The asymmetric “Future Wing” floating instrument panel design and the interactive system tilting to the driver's side make the operation easier.



ARRIZO 6







2024 chery Arrizo 8

Starts at $20,500.00





Dynamic welcome lights + infinite atmosphere lights

Highlighted by dual-lens LED light cluster, it is also equipped with smart dynamic turn signals+VIP welcome lights, which can be described as an outstanding characteristic in commercial and elegant appearance.

Class B body size

ARRIZO 8 boasts a wheelbase of 2770mm and a body length of 4757mm, whose extra-long dimension of body length reveals the confidence of upgrading to the next level.







Aviation Silver
Tiffany Blue
Khaki White
Bloodstone Red
Aurora Green
Carbon Crystal Black





Aviation Silver
Tiffany Blue
Khaki White
Bloodstone Red
Aurora Green
Carbon Crystal Black





Aviation Silver
Tiffany Blue
Khaki White
Bloodstone Red
Aurora Green
Carbon Crystal Black





Aviation Silver
Tiffany Blue
Khaki White
Bloodstone Red
Aurora Green
Carbon Crystal Black





Aviation Silver
Tiffany Blue
Khaki White
Bloodstone Red
Aurora Green
Carbon Crystal Black





Aviation Silver
Tiffany Blue
Khaki White
Bloodstone Red
Aurora Green
Carbon Crystal Black



7-speed Dual Clutch Transmission



1.6T /2.0T GDI engine





540° panoramic image

ARRIZO 8 showcases its leading edge in luxury and commercial style in terms of configuration and functionality through its strong technological innovation capabilities.

ARRIZO 8

TOP-LEVEL TECHNOLOGY









18 ADAS functions







ARRIZO 8

TOP-LEVEL DESIGN



4757 mm

Length

1832 mm

Width

1471 mm

Height



Opposite opened armrest + 6-way electric adjustment of doors + yacht-style gear level

So that everyone can easily feel the elegance and luxury valued by business people at a glance.



24.6-inch duplex surrounding screen

It provides the driver with an embrace-like touch, control, and appearance and gives the driver a sensory experience like a flight cockpit. Secondly, it enhances the sense of an interactive experience.



Wave-like surrounding cabin

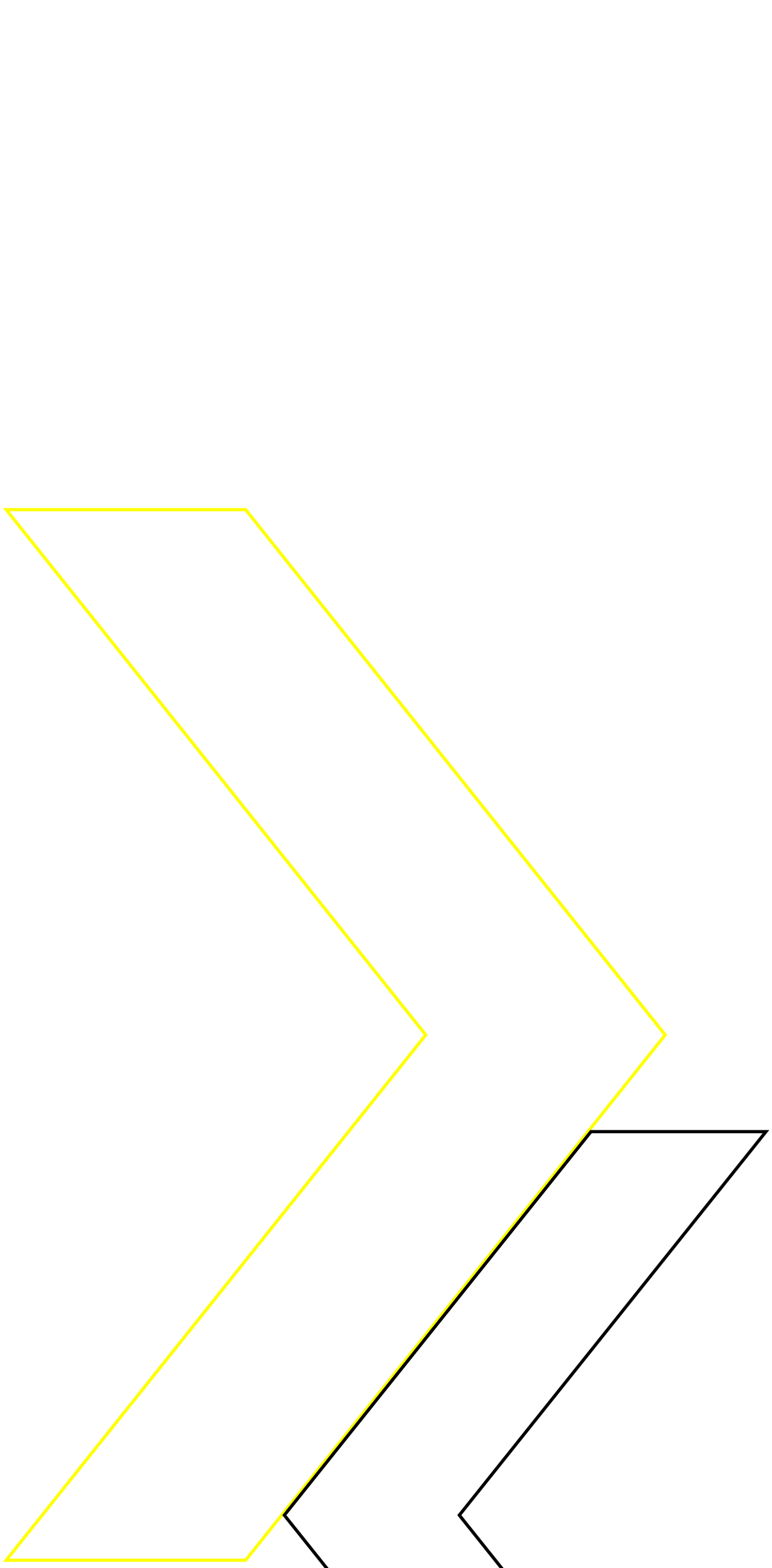
The surrounded cockpit with style of luxury and technology creates a strong sense of embracing through multiple curves, which is elegant and calm while tough.



24.6-inch duplex surrounding screen

It provides the driver with an embrace-like touch, control, and appearance and gives the driver a sensory experience like a flight cockpit. Secondly, it enhances the sense of an interactive experience.







2024 Chery Tiggo 8 Pro Max

Starts at $26,900.00







9-airbag system provides all-round protection



50W high power wireless charging



540° Panoramic image

Chery Power-2.0TGDI Supreme power, easy elegance

Maximum Power	Maximum Torque	Fuel consumption
145 Kw	375 N·m	7 . 39 L/100km

Driving modes

6

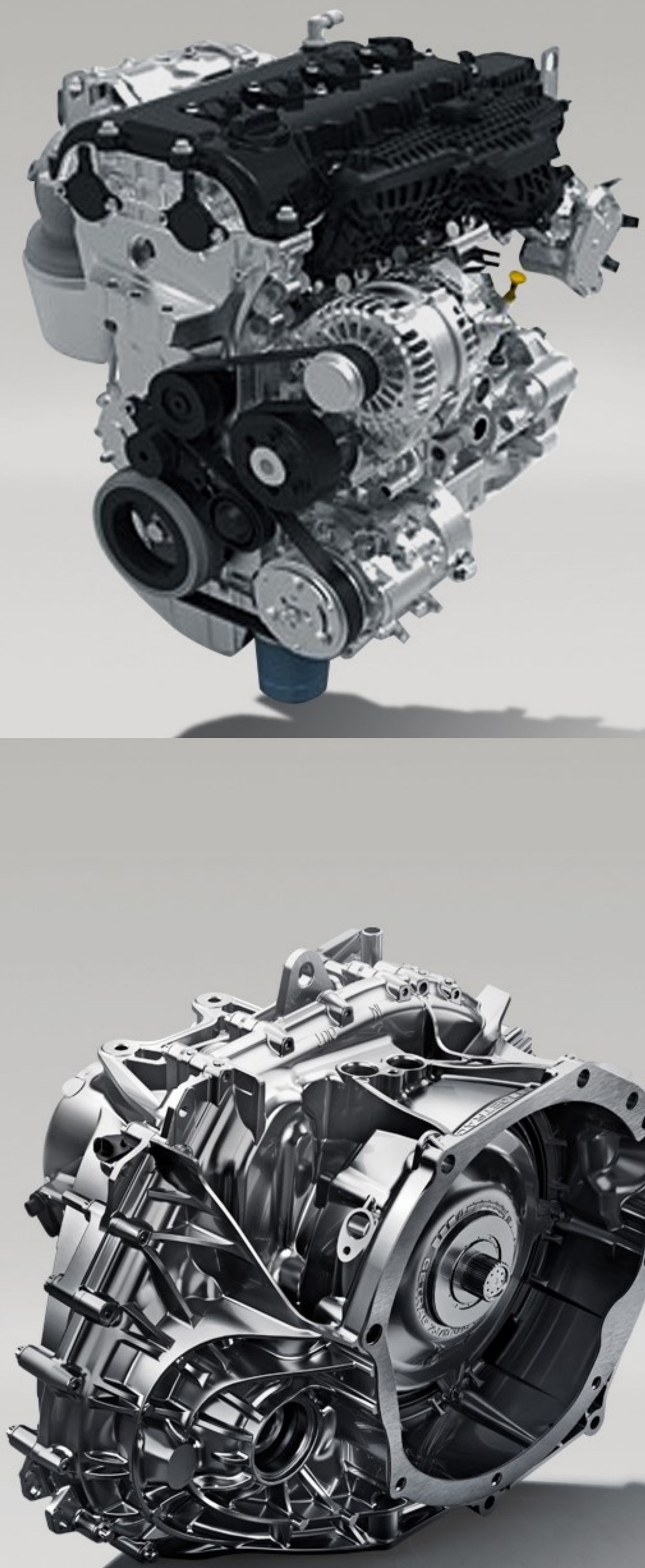


19 "glossy sport hub



Dynamic lighting combination+Concierge lights


72.70%
0
km/h
369 km
Trip A Information
0.6
1000rpm
ECO
0
km/h





7DCT High-efficiency Transmission



W-HUD Starflight Plain View Display



24.6-inch intelligent double screen



Security

Ultimate Security

Safety airbags

9

ADAS functions

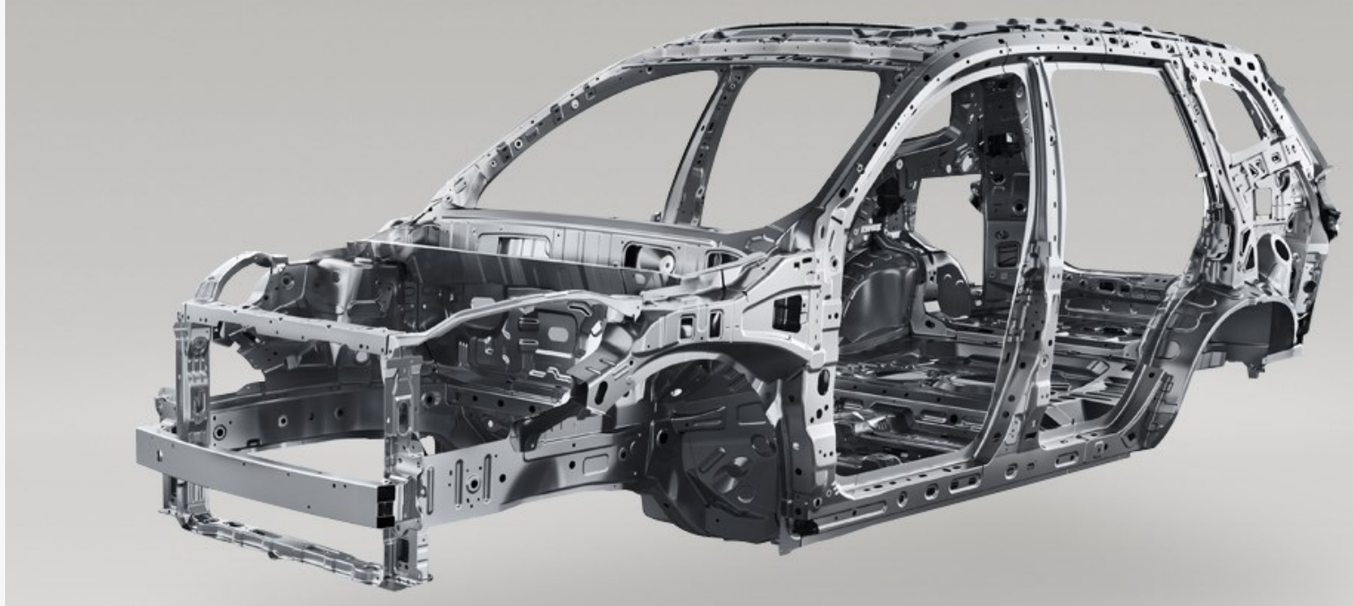
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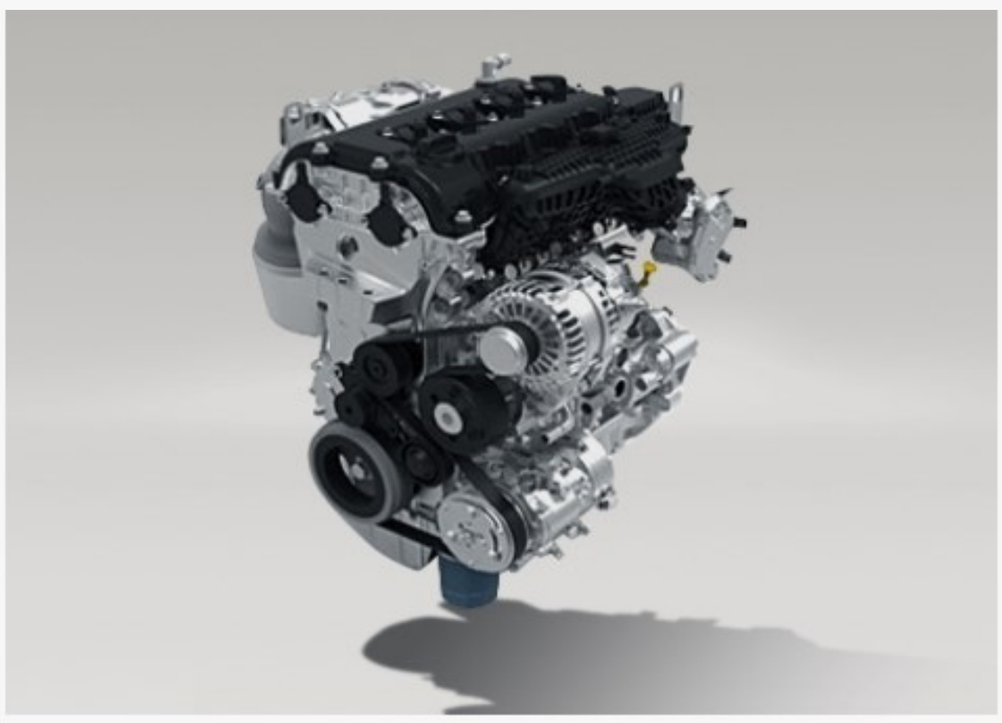



TIGGO 8



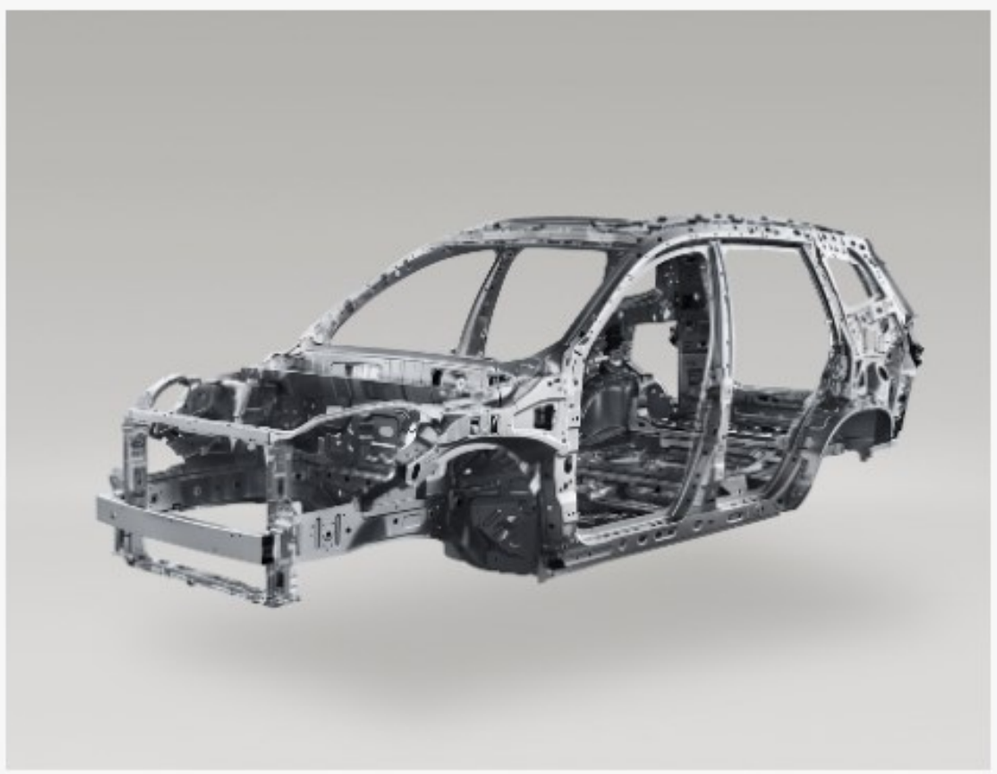
ZF All-scene intelligent 4-wheel drive





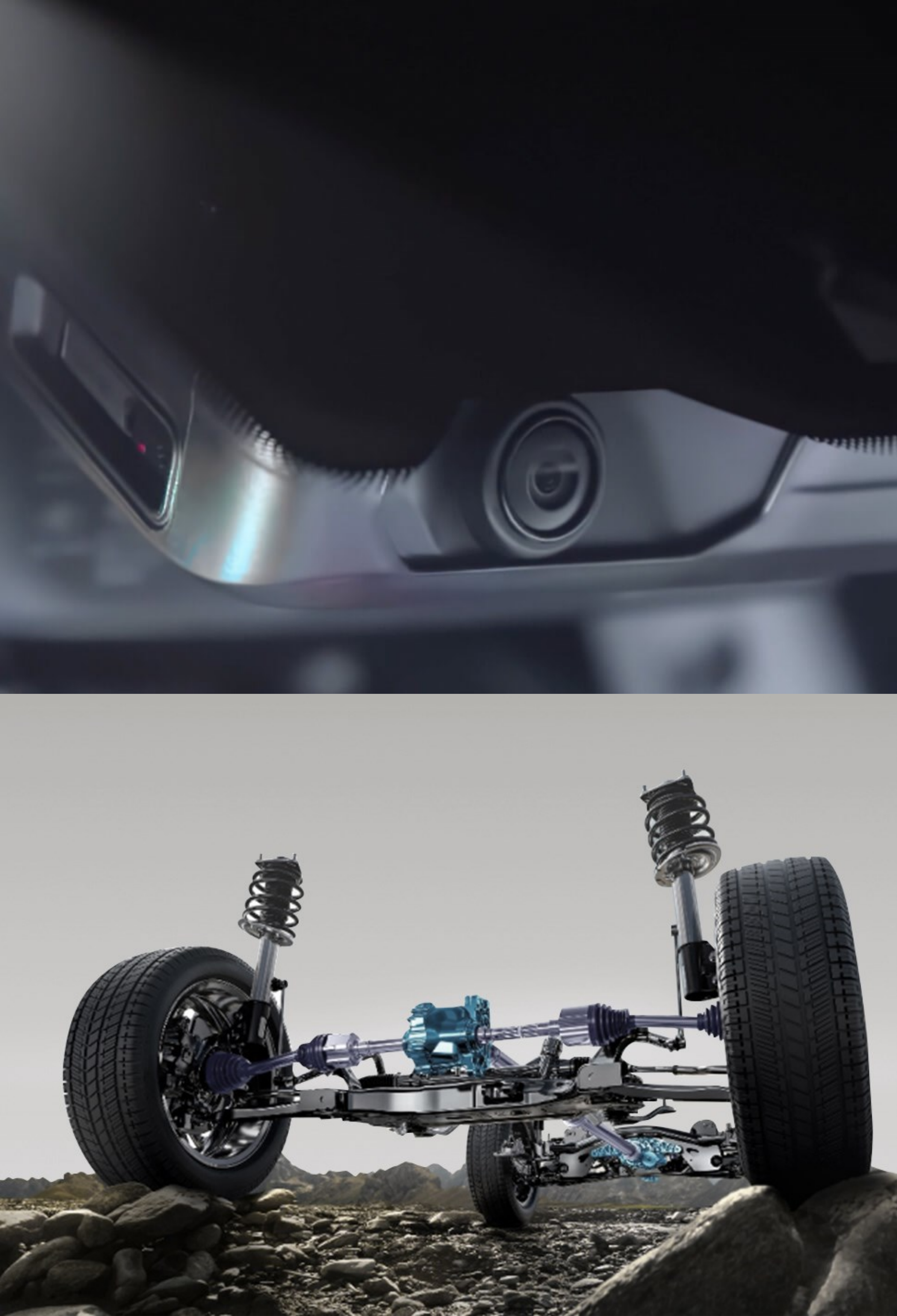
2.0TGDI Engine





T1X platform






TIGGO8

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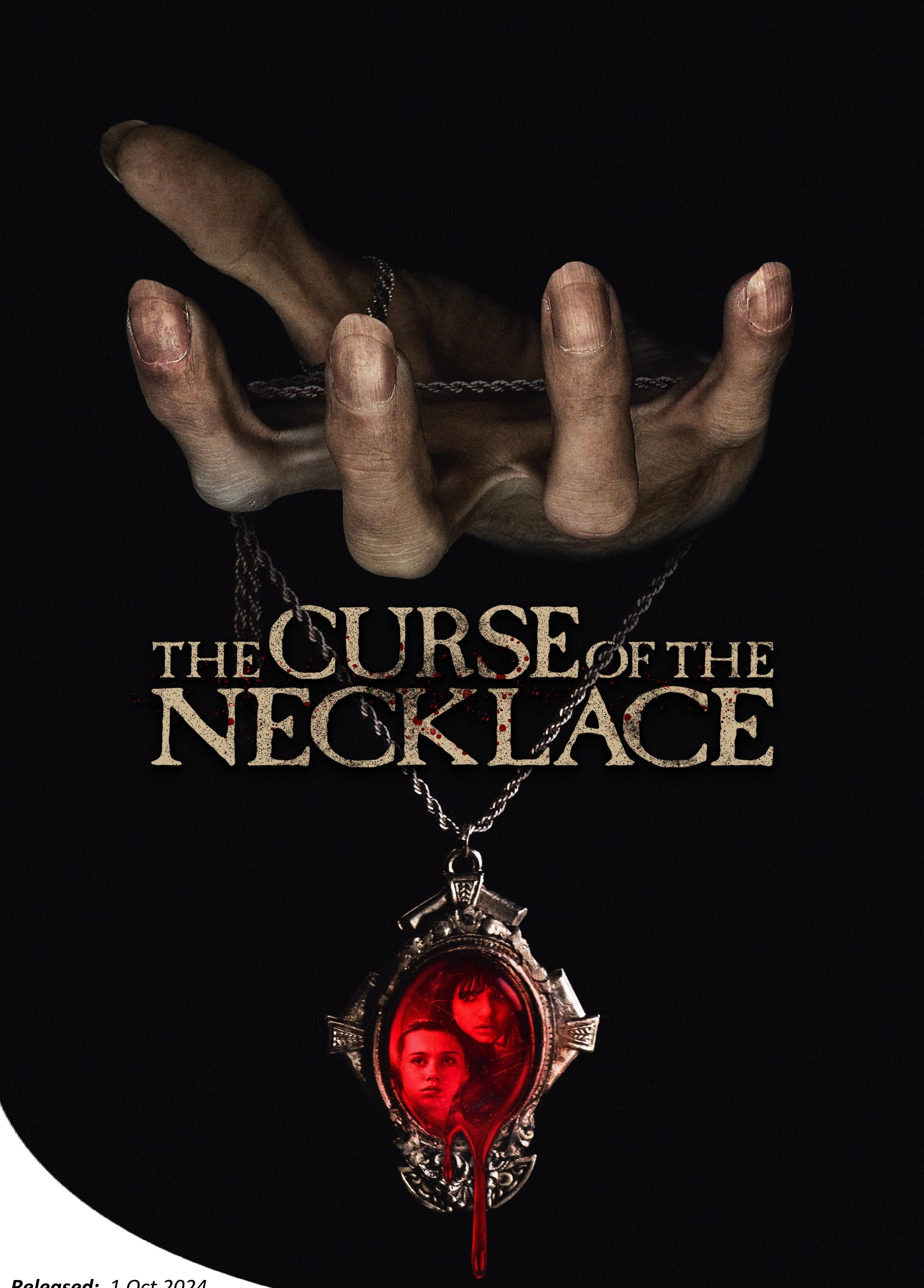
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MOVIES



Released: *1 Oct 2024*

Genre: *horror.*

RAÚL BRIONES

TWO-TIME ACADEMY AWARD® NOMINEE

ROONEY MARA

74 Internationale Filmfestspiele Berlin
Competition



LA COCINA

M BY ALONSO RUIZPALACIOS

Released: *25 Oct 2024*

Genre: *drama.*

Lauren Lapkus in

ANOTHER HAPPY DAY

a postpartum depression comedy









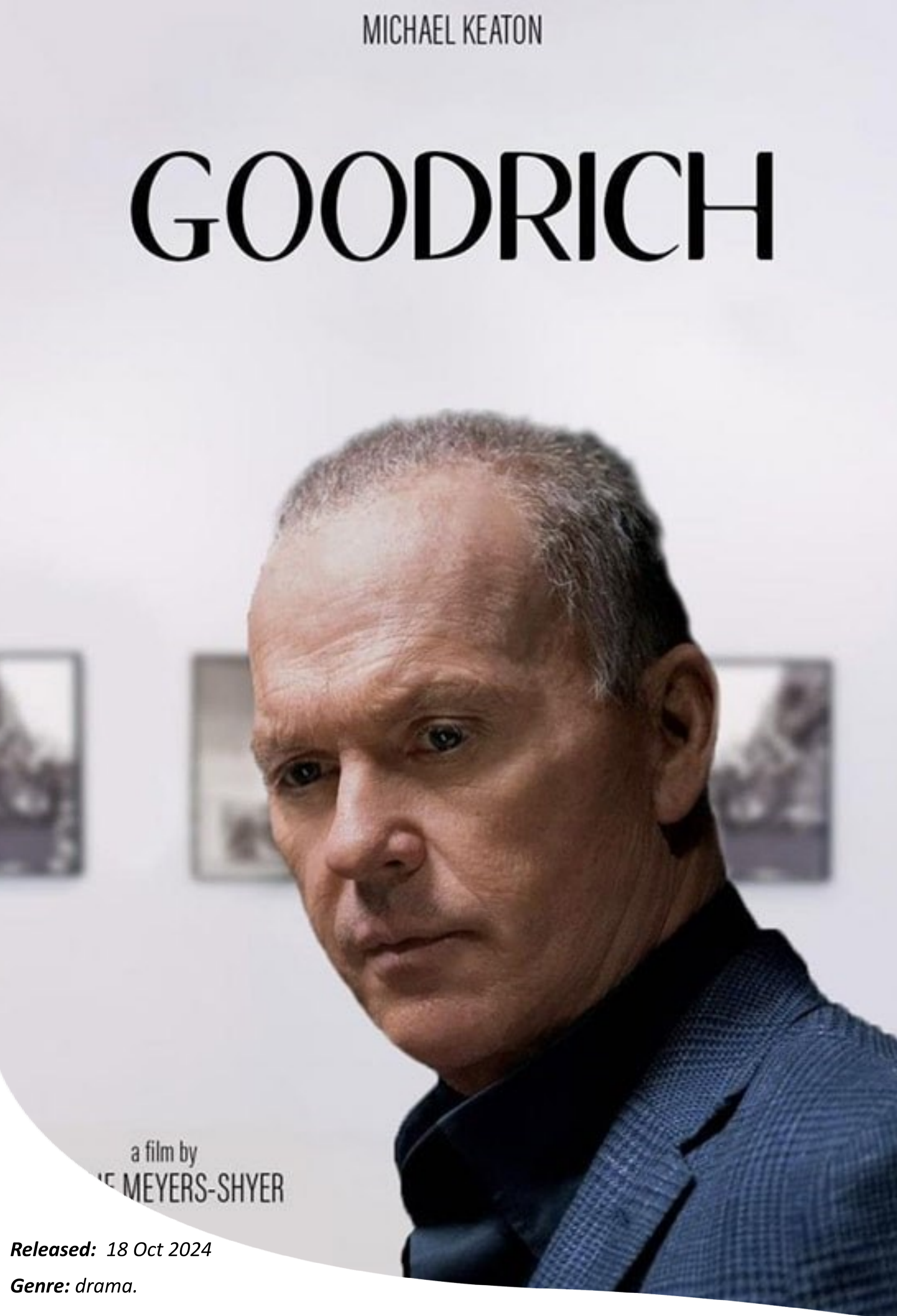
Released: *1 Oct 2024*

Genre: *comedy.*



Released: *4 Oct 2024*

Genre: *action, suspense, superhero.*



Released: *18 Oct 2024*

Genre: *drama.*

"THE MOST FUN YOU'LL HAVE AT THE MOVIES THIS YEAR"

Dread Central

WINNER AUDIENCE AWARD sundance london film festival 2024



MELISSA BARRERA

TOMMY DEWEY

Your MONSTER

OCTOBER 25, 2024

Only In Theaters

Released: *25 Oct 2024*

Genre: *romance, horror, thriller, comedy.*



Released: *3 Oct 2024*

Genre: *adventure, animation, prequel.*

Released: *4 Oct 2024*

Genre: *drama.*



Released: *22 Oct 2024*

Genre: *action, thriller, crime.*

'Cause Nine Just Ain't Enough!



Released: *11 Oct 2024*

Genre: *animation, family, comedy.*



Released: *4 Oct 2024*

Genre: *drama.*



Released: *11 Oct 2024*

Genre: *comedy, romance.*



Released: *25 Oct 2024*

Genre: *drama.*



Released: *8 Oct 2024*

Genre: *drama.*



Released: *11 Oct 2024*

Genre: *animation.*

Released: *25 Oct 2024*

Genre: *animation.*

KENNETH TRUJILLO

KATERINA EICHENBERGER

CHRISTOPHER GENOVESE

I WILL NEVER LEAVE YOU ALONE

Released: *18 Oct 2024*

Genre: *horror.*

ANDRE HOLLAND JOHN EARL JELKS ANDRA DAY AND AUNJANUE ELLIS

EXHIBITING FORGIVENESS



Released: *18 Oct 2024*

Genre: *drama.*



Released: *3 Oct 2024*

Genre: *adaptation, horror.*



Released: *25 Oct 2024*

Genre: *thriller.*

Released: *11 Oct 2024*

Genre: *thriller.*



Released: *11 Oct 2024*

Genre: *action, thriller.*

THE VAMPIRE AND THE VIGILANTE

Released: *22 Oct 2024*

Genre: *action, horror.*

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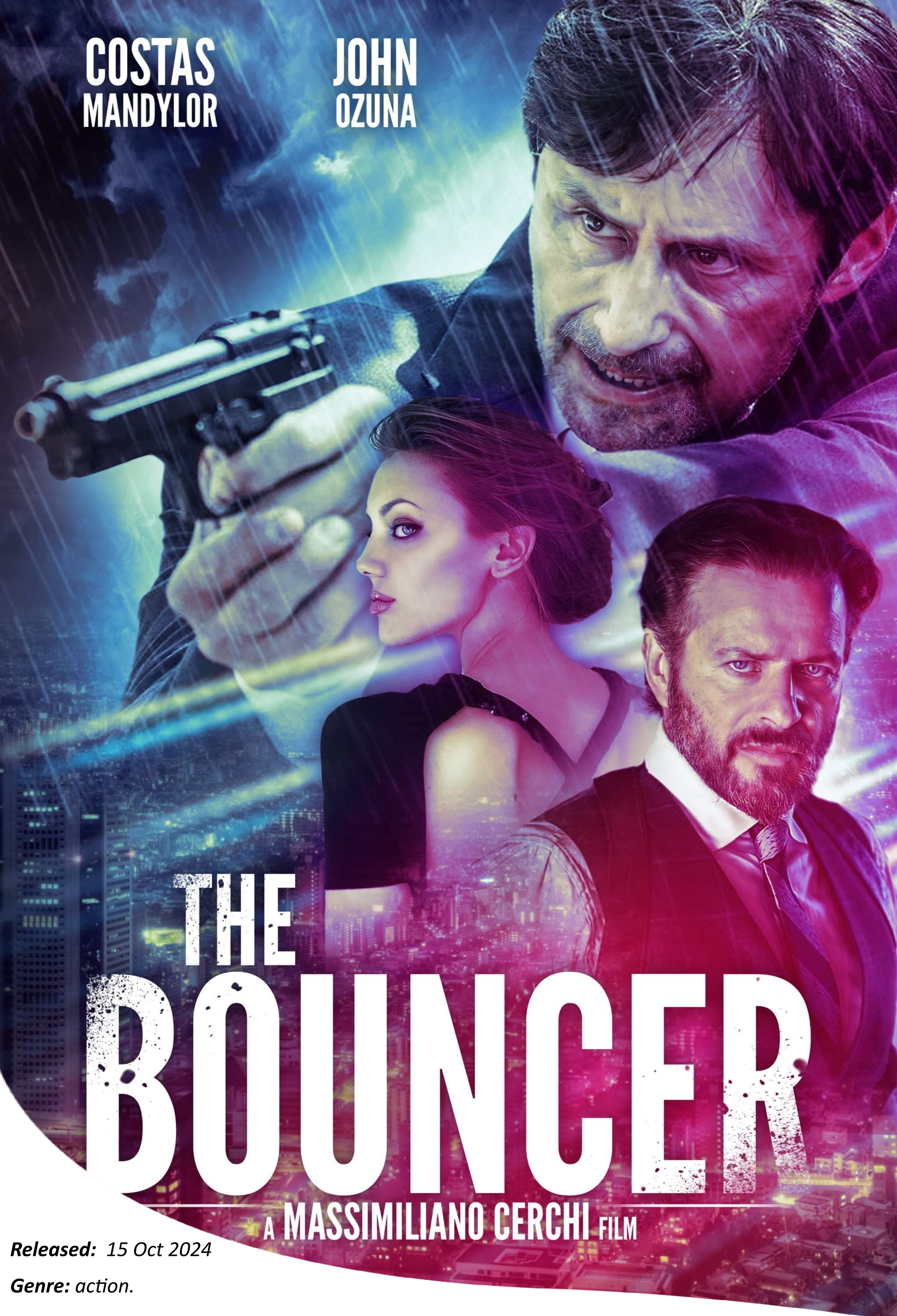
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Released: *15 Oct 2024*

Genre: *action.*



Released: *11 Oct 2024*

Genre: *horror, thriller, suspense.*

tv+

WRITTEN FOR THE SCREEN AND DIRECTED BY
ALFONSO CUARÓN

ACADEMY AWARD® WINNER
CATE BLANCHETT

ACADEMY AWARD® WINNER
KEVIN KLINE



*THE PAST ALWAYS FINDS YOU.

Released: *11 Oct 2024*

Genre: *thriller.*



Released: *18 Oct 2024*

Genre: *sequel, horror, suspense.*



Released: *4 Oct 2024*

Genre: *thriller, comedy, mystery.*



Released: *4 Oct 2024*

Genre: *action, thriller.*



Released: *1 Oct 2024*

Genre: *horror.*



Released: *18 Oct 2024*

Genre: *thriller, comedy.*



Released: *24 Oct 2024*

Genre: *adventure, western, drama.*



Released: *11 Oct 2024*

Genre: *comedy.*



Released: *1 Oct 2024*

Genre: *fantasy, family.*



Released: *4 Oct 2024*

Genre: *thriller, adventure, mystery.*



Released: *11 Oct 2024*

Genre: *sequel, horror.*



Released: *4 Oct 2024*

Genre: *thriller, sequel.*



Released: *17 Oct 2024*

Genre: *action, comedy.*



Released: *11 Oct 2024*

Genre: *horror, thriller.*

Released: *17 Oct 2024*

Genre: *action, thriller.*

MUD KEY



Released: *11 Oct 2024*

Genre: *comedy, drama.*



Released: *4 Oct 2024*

Genre: *comedy, adventure, fantasy.*



Released: *11 Oct 2024*

Genre: *thriller, drama, crime.*

NARRATED BY JONATHAN ROUMIE



HEART OF A SERVANT

THE FATHER FLANAGAN STORY

FATHER FLANAGAN LEAGUE PRESENTS SPIRIT JUICE STUDIOS PRODUCTION "HEART OF A SERVANT"

COMPOSED BY SEAN BEESON EDITED BY RENEE POSKITT NARRATED BY JONATHAN ROUMIE PRODUCED BY VICTORIA MCEACHERN

SUPERVISING PRODUCER SENECA LESTER WRITTEN BY KELLY CUNNINGHAM DANIEL GEBERT DIRECTED BY DANIEL GEBERT ROB KACZMARK

EXECUTIVE PRODUCERS SENECA LESTER BRANDEN STANLEY ROB KACZMARK STEVE WOLF JONATHAN ROUMIE

NOISEFLOOR SOUND SOLUTIONS ARRI FATHOM EVENTS

Released: *8 Oct 2024*

Genre: *faith, documentary .*



Released: *15 Oct 2024*

Genre: *thriller, mystery.*



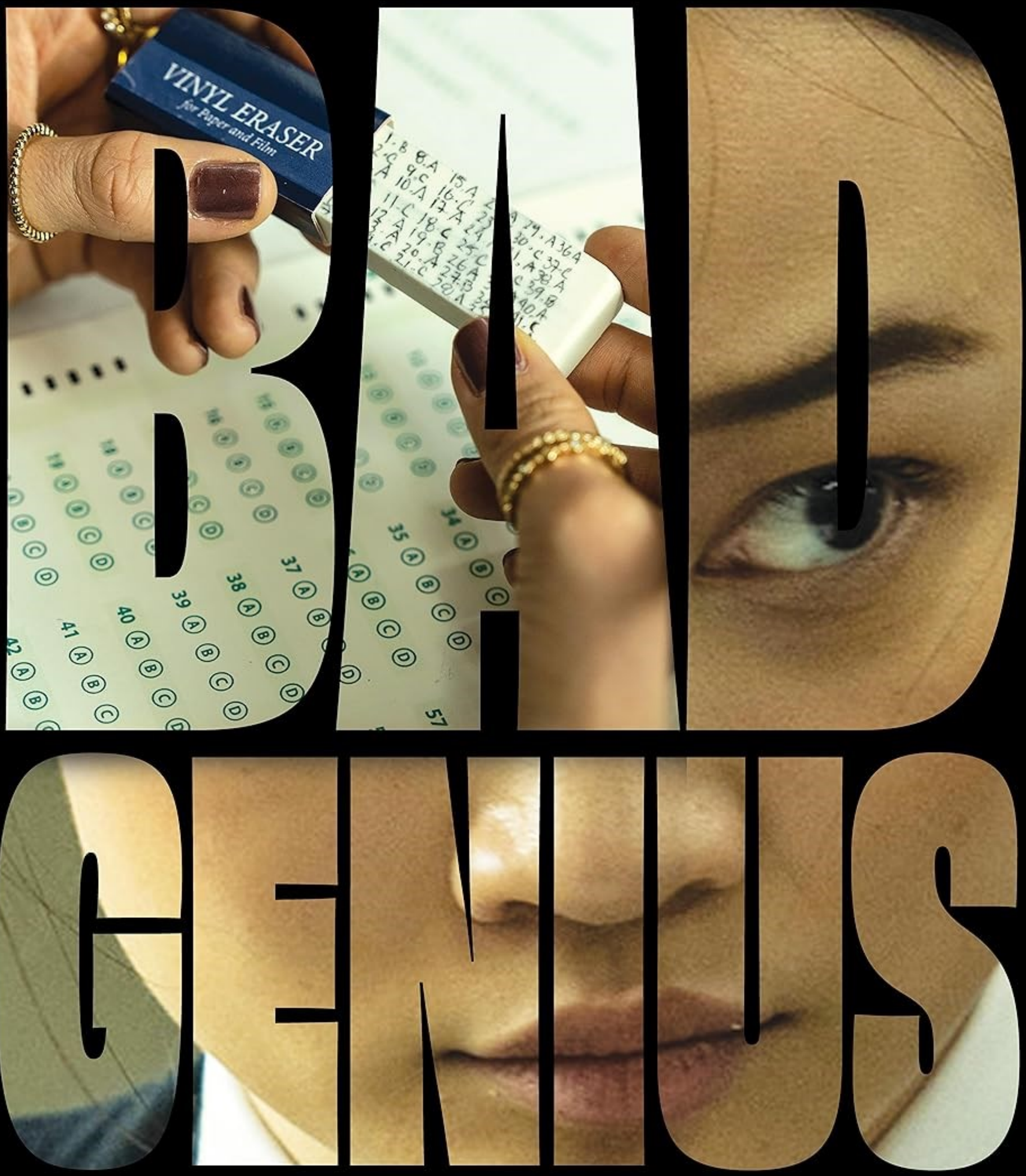
Released: *24 Oct 2024*

Genre: *action, spy, thriller.*



Released: *18 Oct 2024*

Genre: *horror, thriller.*



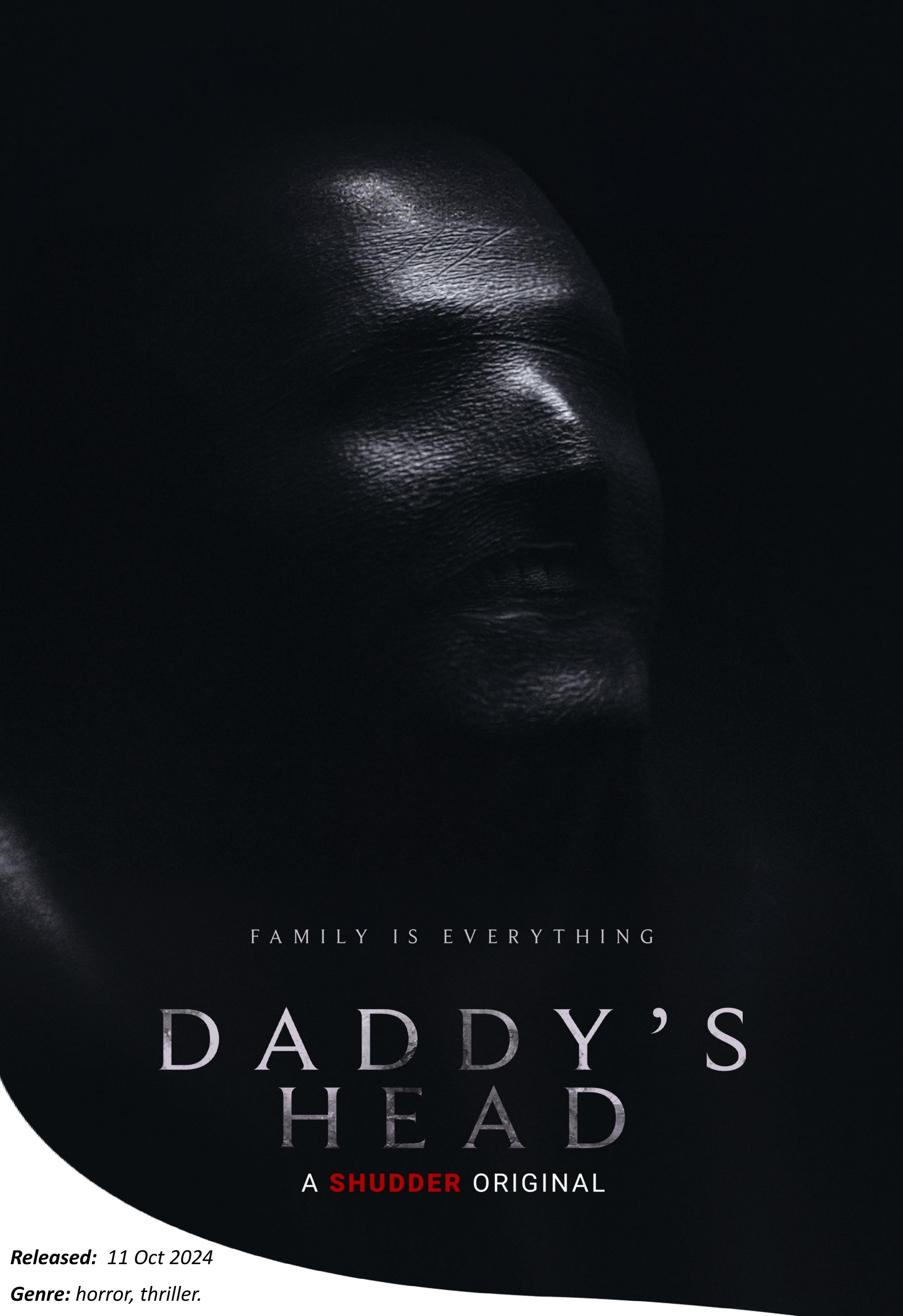
Released: *11 Oct 2024*

Genre: *thriller.*



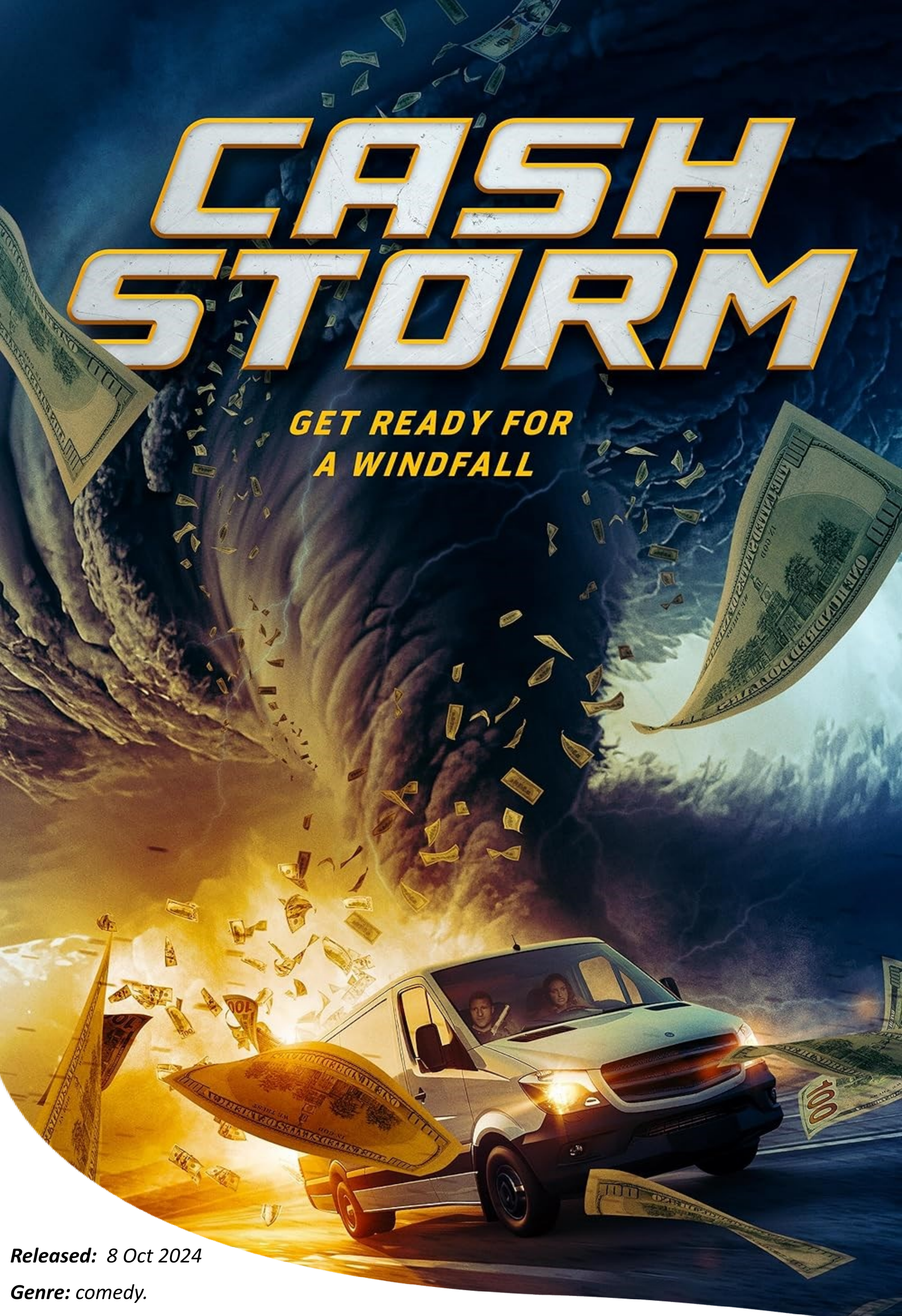
Released: *11 Oct 2024*

Genre: *documentary.*



Released: *11 Oct 2024*

Genre: *horror, thriller.*



Released: *8 Oct 2024*

Genre: *comedy.*

From the Krazy minds that brought you **NEW KIDS TURBO** and **NEW KIDS NITRO** (Jonguh)

With Nick Frost Alicia Silverstone Gaite Jansen Walt Klink And Kevin Connolly



KRAZY HOUSE

A Film By Steffen & Flip

SPLENDID FILM PRESENTS A KAAP HOLLAND FILM IN ASSOCIATION WITH AMAZON PRIME VIDEO & XYZ FILMS A KAAP HOLLAND FILM PRODUCTION "KRAZY HOUSE" NICK FROST ALICIA SILVERSTONE GAITE JANSEN WALT KLINK AND KEVIN CONNOLLY SUPPORTED BY THE NETHERLANDS FILM FUND, THE NETHERLANDS FILM PRODUCTION INCENTIVE AND STICHTING ABRAHAM TUSCHINSKI FONDS MELISSA KOSTENBAUDER REBECCA VAN UNEN MUSIC BY MICHIEL MARSMAN SOUND DESIGNERS ARNO WILLEMSTEIN MARTIJN HELLE COSTUME DESIGNERS MARION BOOT EVELIEN KLEIN GEBBINK MAKE UP & HAIR BY MARIKE WILLARD-HOOGVELD FLIP VAN DER KUIL DOP RENE VAN BERGE HENEGOUWEN PRODUCTION DESIGNER BEN ZUYDWIJK DIRECTOR OF PHOTOGRAPHY JORIS KERBOSCH LINE PRODUCER NIKO POST EXECUTIVE PRODUCERS JORN BAARS TODD BROWN MAXIME COTTRAY NICK SPICER CO PRODUCERS STEFFEN HAARS FLIP VAN DER KUIL PRODUCED BY MAARTEN SWART WRITTEN & DIRECTED BY STEFFEN HAARS FLIP VAN DER KUIL

16 mei in de bioscoop

Ook in Nederlandse versie beschikbaar

NL FILM FONDS · NL FILM INCENTIVE · Stichting Abraham Tuschinski Fonds · splendid film · amazon prime · XYZ FILMS · WTFILMS · INTERNATIONAL FILM FESTIVAL ROTTERDAM

Released: *4 Oct 2024*

Genre: *dark comedy.*



Released: *4 Oct 2024*

Genre: *comedy.*



Released: *18 Oct 2024*

Genre: *comedy, romance, drama.*



Released: *18 Oct 2024*

Genre: *thriller, drama.*



Released: *3 Oct 2024*

Genre: *suspense, horror, thriller.*



Released: *4 Oct 2024*

Genre: *horror.*

Released: *3 Oct 2024*

Genre: *horror, thriller.*



Released: *18 Oct 2024*

Genre: *true story, crime, thriller, psychological.*

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Released: *11 Oct 2024*

Genre: *biography, true story, drama.*



Released: *23 Oct 2024*

Genre: *fantasy, comedy, adventure.*

THOMAS and MATHIEU VERHAEGHE
present

"Altogether Delightful."
Variety

Anaïs Demoustier
Gilles Lellouche
Edouard Baer
Jonathan Cohen
Pio Marmaï
Didier Flamand
Romain Duris
Agnès Hurstel

"If Buñuel directed Monty Python."
Sight & Sound

80
MOSTRA INTERNAZIONALE
D'ARTE CINEMATOGRAFICA
LA BIENNALE DI VENEZIA 2023
Official Selection



Daaaaaali!

A film by
QUENTIN DUPIEUX

Released: *4 Oct 2024*

Genre: *comedy, drama.*



Released: *18 Oct 2024*

Genre: *drama.*

OPERATION BLOOD HUNT

Released: *4 Oct 2024*

Genre: *thriller.*



Released: *18 Oct 2024*

Genre: *animation, family, adventure.*



Released: *25 Oct 2024*

Genre: *horror, thriller.*



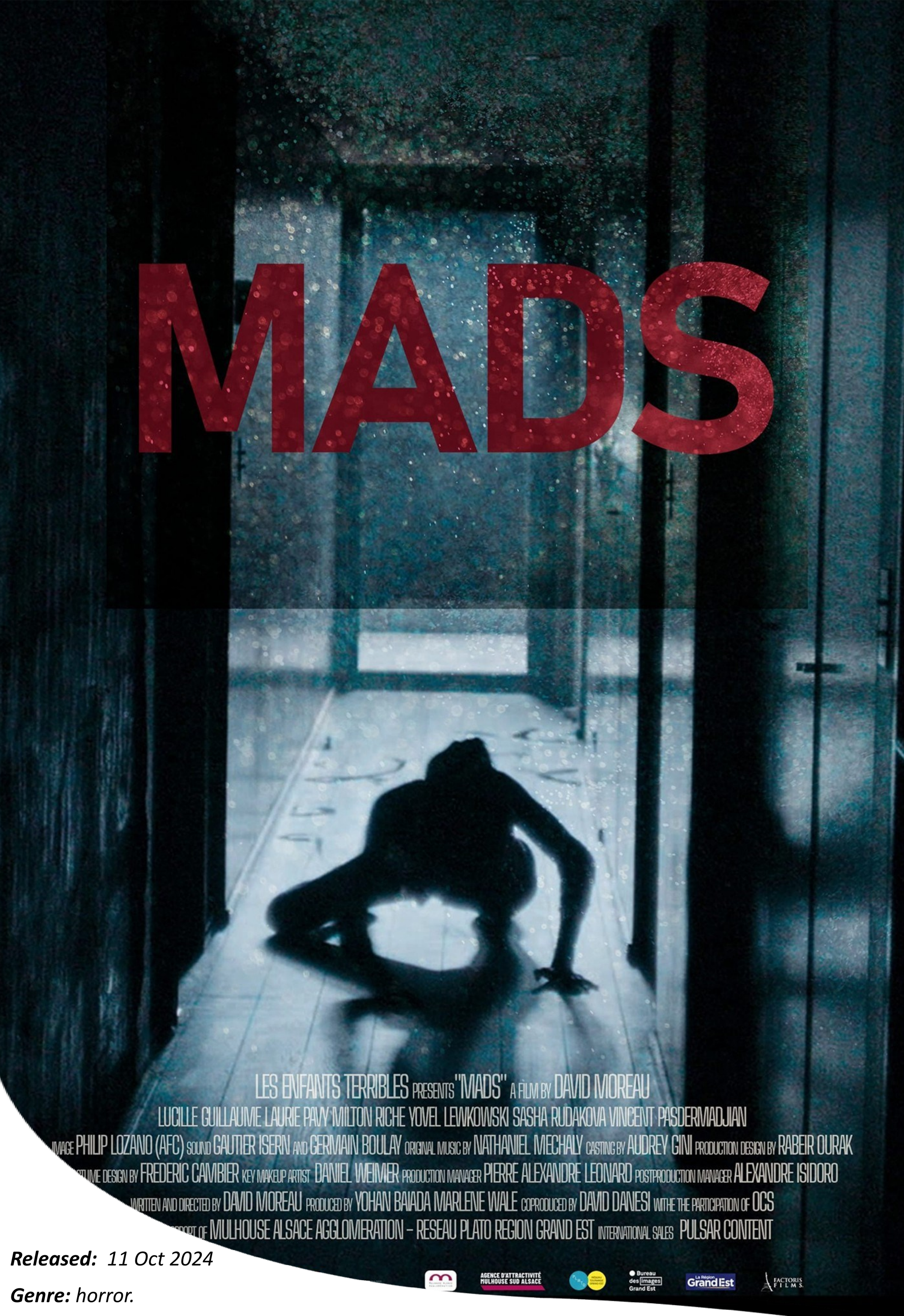
Released: *10 Oct 2024*

Genre: *action, drama, thriller.*



Released: *25 Oct 2024*

Genre: *action, sequel, superhero, adventure.*



Released: *11 Oct 2024*

Genre: *horror.*



Released: *11 Oct 2024*

Genre: *thriller.*

THE STOIC

Released: *18 Oct 2024*

Genre: *thriller.*

THE QUIETEST RAGE IS THE DEADLIEST.

THINGS WILL BE DIFFERENT



Released: *4 Oct 2024*

Genre: *thriller, sci-fi.*



Released: *4 Oct 2024*

Genre: *drama, family, spin-off, period, coming of age.*

SALLY HAWKINS

CILLIAN MURPHY

RAFFEY CASSIDY

AARON MACGREGOR

KEN WATANABE

A film by NEIL BOYLE and KIRK HENDRY

KENSUKE'S KINGDOM

Based on the best selling book by MICHAEL MORPURGO

OFFICIAL SELECTION ANNECY COMPETITION



Released: *18 Oct 2024*

Genre: *animation, adventure, family, kids.*



Released: *4 Oct 2024*

Genre: *horror.*

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ANIME



Title: Jigoku shoujo futakomori

Genre: *supernatural, horror, mystery, psychological.*

Type: *Series*

Status: *Completed*

Released: *fall 2006*

TiTi Rating: *7.9/10*



Title: Hyouka

Genre: *slice of life, mystery, school.*

Type: *Series*

Status: *Completed*

Released: *spring 2012*

TiTi Rating: *8.1/10*



Title: Durarara!! X2 Ten

Genre: *action, mystery, supernatural.*

Type: *Series*

Status: *Completed*

Released: *summer 2015*

TiTi Rating: *8.0/10*



***Title:* Houseki no kuni**

Genre: *action, drama, fantasy, mystery.*

Type: *Series*

Status: *Completed*

Released: *fall 2017*

TiTi Rating: *8.4/10*



Title: Fugou keiji : balance : unlimited

Genre: *mystery, comedy, police.*

Type: *Series*

Status: *Completed*

Released: *spring 2020*

TiTi Rating: *7.7/10*



Title: Ergo proxy

Genre: *psychological, mystery, sci-fi.*

Type: *Series*

Status: *Completed*

Released: *winter 2006*

TiTi Rating: *7.9/10*

エデン

Eden of the East

Title: Higashi no Eden:

Air Communications

Genre: *mystery, comedy, romance.*

Type: *movie*

TiTi Rating: *7.6/10*



Title: Boogiepop wa warawanai

Genre: *psychological, mystery, horror.*

Type: *Series*

Status: *Completed*

Released: *winter 2019*

TiTi Rating: *7.1/10*

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