



TOTAL WAR
THREE KINGDOMS

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CRACKDOWN
3



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TABLE OF CONTENTS

CRACKDOWN 3

TOTAL WAR: THREE KINGDOMS

WOLFENSTEIN: YOUNGBLOOD

FARCRY: NEW DAWN

CALL OF DUTY: MODERN WARFARE

Galaxy Tab S6

Watch Active 2

Samsung Galaxy S10

Infinix Note 6

Infinix Zero 6

ASTON MARTIN DB11

MECEDES BENZ CLA

Movies

The Top 9 Features Fans Expect
to See on The PS5

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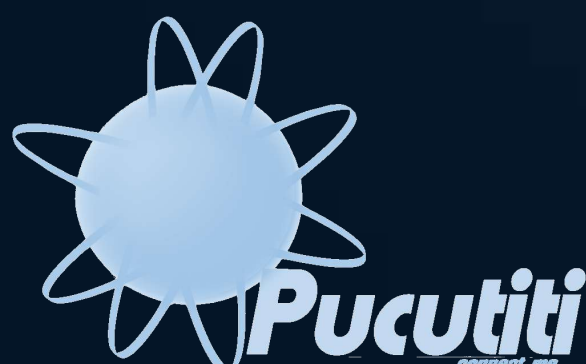
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GAMES



Crackdown 3 is an action-adventure video game developed by Sumo Digital and published by Microsoft Studios for Microsoft Windows and Xbox One. It continues the series nine years after the release of 2010's Xbox 360 video game Crackdown 2. Originally set to be released in 2016, the game was delayed a number of times. The game was released on 15 February 2019 and received mixed reviews from critics, who praised the return of its core features from its predecessors and level of enjoyment, but was also criticized for a lack of innovation and dated design.

Gameplay

Crackdown 3 retains the core gameplay of Crackdown and Crackdown 2, featuring a number of different organizations controlling the city of New Providence that players need to take down by killing their bosses and Kingpins, destroying their facilities, and destabilizing their infrastructures. Players can use a variety of weapons to achieve this end, from guns to grenades to rocket launchers, as well as their own physical power. Players can also drive any vehicle found in-game. The game features the "Skills for Kills" system as found in previous games, in which killing enemies with different tools and finding pickups hidden throughout the city award the player with orbs, which increase the player's core skills – agility, firearms, strength, explosives, and driving.

Crackdown 3 includes a new system known as "Gangs Bite Back", in which a boss's or a Kingpin's attention can be drawn to the player upon destroying locations and elements that they specialize in. Gang members can retaliate for these actions at any time and in any place. If enough retaliations are beaten back, the bosses and Kingpins can come for the player personally.

Crackdown 3: Wrecking Zone

Another new element is the inclusion of destructible environments in a competitive multiplayer mode, Wrecking Zone, in which nearly the entire map is destructible.

Plot

Ten years after the events of Crackdown 2, a terrorist attack from an unknown source kills power around the entire world. The Agency is thrust back into action after the attack is traced to the city of New Providence, controlled by the mysterious organization Terra Nova, led by Elizabeth Niemand. The player characters - super-powered Agents - are called into the field by Director Charles Goodwin (Michael McConnohie) and led by Commander Issiah Jaxon (Terry Crews) as a last resort to dismantle Terra Nova any way they can. As Jaxon briefs the agents of their mission, their drop ship is attack by Terra Nova, resulting in the deaths of everyone on board.

Echo, a member of the rebel group known as the Militia, recovers the remains of one of the agents and regenerates them. Heavily outnumbered by Terra Nova's forces, Echo enlists the agents help in fighting back by dismantling the companies infrastructure.





Development

The game was announced at Microsoft's press conference at the Electronic Entertainment Expo 2014 in June 2014, as an Xbox One exclusive. While the game was still at an early stage at the time of its reveal, Microsoft's Phil Spencer said that the title came about from talks with Dave Jones who, after leaving Realtime Worlds, joined Cloudgine, a software company that is developing technology allowing game developers to take advantage of cloud computing features. Cloudgine had been previously rumored to be a core part of the Xbox One software, with their software used in a technology demonstration at a Microsoft developer's conference in April 2014, demonstrating the use of cloud computer to speed up the physics modeling and rendering in a fully destructible city environment. Spencer revealed that the demo world was the start of this newest Crackdown title, with ability to destroy any part of the city expected to be carried over to the final game. According to Spencer, Cloudgine would help to develop the core engine, while Reagent Games, a studio located in close proximity to Cloudgine also founded by Jones, would develop the gameplay and art assets for the game, with Sumo Digital developing the game's campaign mode and Elbow Rocket (with assistance from Crackdown 2 developers Ruffian Games) developing the multiplayer. Microsoft Studios' creative director Ken Lobb asserted that the game would only be called Crackdown instead of Crackdown 3, stating that the game is set in the future of the first game but represents an alternate timeline from what Crackdown 2 provided.

The game was officially revealed as Crackdown 3 during Microsoft's Gamescom 2015 press conference on 4 August 2015. The focus on cloud-powered real time destruction was first demonstrated there, and Jones stated that Microsoft's cloud computing technology provides twenty times more power than playing the game on a single Xbox One console.[10] Because of the game's reliance to Microsoft Azure for destruction engine, the full scale destruction will only be available in the game's online multiplayer modes, while campaign mode, regardless of number of players, will only have access to limited degree of destruction.

In January 2018, Epic Games acquired Cloudgine, and with that, Jones left Reagent to join Epic Games. Polygon reported at the same time that several Reagent programmers also left to go to Epic. During an interview at E3 2018, Microsoft Studio's Matt Booty stated that Sumo Digital was now the principal developer on Crackdown 3. Jones confirmed that in terms of development, Sumo Digital had always been the principal developer for the game; Cloudgine was there to help support cloud computing, with Reagent established as a consulting firm to allow Jones to help Sumo determine the direction to take Crackdown 3. Jones did not believe there was any stumbling blocks due with Cloudgine, Reagent, or himself leaving the development at that point, since they had done what they had needed for cloud computing support, and considered that now, "it's just the technology stack, it's pretty straightforward" for Sumo to complete. Despite their departures during development, both Cloudgine and Reagent were still credited in the game's packaging and on the end credits.

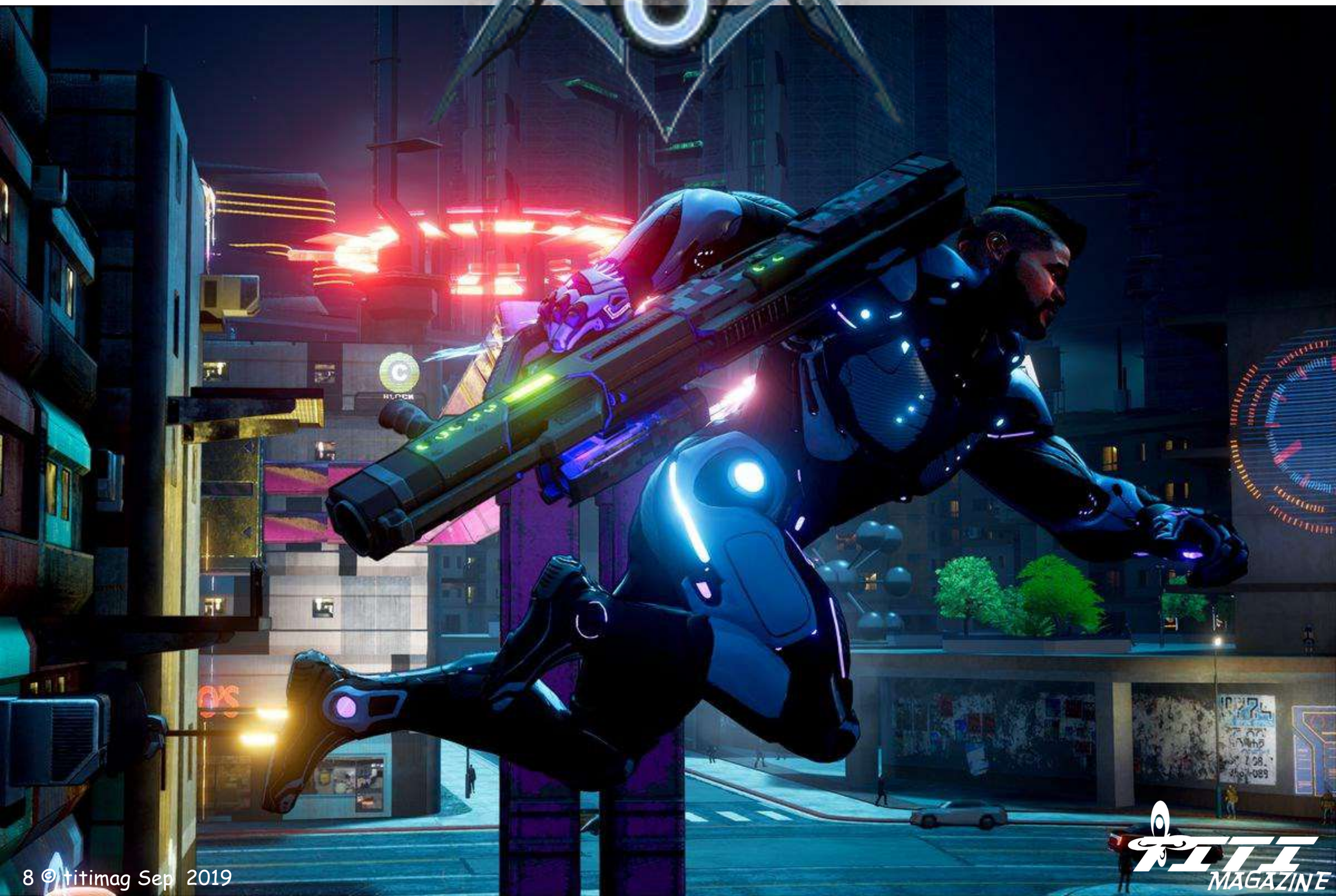
Delays

Crackdown 3 was set to be released worldwide in 2016, which was changed to 7 November 2017 simultaneously with the Xbox One X, but another delay was announced on 16 August 2017, moving the release back to an unspecified Q2/Q3 2018 date. In June 2018, the game was confirmed to be delayed again, pushing back to February 2019.





CRACKDOWN 3



Total War: Three Kingdoms



Total War: Three Kingdoms is a turn-based strategy real-time tactics video game developed by Creative Assembly and published by Sega. As the 12th mainline entry (the 13th entry) in the Total War series, the game was released for Microsoft Windows on May 23, 2019. Feral Interactive released a macOS and Linux version of the game on the same day.

Gameplay

Like its predecessors, Total War: Three Kingdoms is a turn-based strategy real-time tactics game. Set in the Three Kingdoms period (220–280), players control one of the game's twelve factions, who must eliminate other factions, unify China and become its ultimate ruler. These factions are led by warlords, including Cao Cao, Liu Bei, and Sun Jian. In siege battles, players command both infantry and cavalry units. All the units featured in the game are divided into different retinues, with each led by a powerful general. The player can deploy up to three generals into the battlefield at once along with three in reserve, and players will only have access to the units that said generals can recruit.

The player wins a siege battle when all hostile generals are killed or the central point of the city is captured. These generals, which can be commanded separately from their troops, have possession of unique ancillaries, which can be looted once they are killed. For instance, Lü Bu's Red Hare can be captured and used by other generals. Generals can engage in a one-versus-one dueling, which ends when one of them dies or flees. Each general has different classes and specialties, granting their units with both active and passive buffs. The team introduces the concept of "guanxi" to the game, in which each general will form social connections and relationships with other characters. Viewing concepts like "obligations, reciprocity, and trust" as important virtues, these generals have unique personalities and desires that players need to cater to. If their demands are not met, their happiness rating will drop and this may lead to various repercussions for players. Unlike previous Total War games in which characters seldom interact with each other, the generals featured in the game are actively forming relationships with the characters they meet throughout the campaign. This adds a strategic layer to the game in which players need to understand these generals before making any decision.

The game features two game modes. The first mode, "Romance", is based on the novel Romance of the Three Kingdoms, in which generals are gifted with nearly superhuman strength. Another mode, "Records", based on Records of the Three Kingdoms, presents a more historically authentic version. In Records, the generals have their powers removed and they can no longer be commanded separately, in addition to changing certain equipment in-game to be more historically authentic.

TOTAL WAR™ 三國 THREE KINGDOMS



Developer: Creative Assembly

Publisher: Sega

Directors: Janos Gaspar, Pawel Wojs, Chris Budd

Producers: Alexandra Hill, Jonathan Diamond

Designers: Simon Mann, Attila Mohacsi, Leif Walter

Writer(s): Pete Stewart, Dion Lay, Martin Montford, Chris Gambold

Series: Total War

Platforms: Microsoft Windows, macOS, Linux

Release: May 23, 2019

Genres: Turn-based strategy, real-time tactics

Modes: Single-player, multiplayer



Plot

The game begins in 190 AD, in which the once glorious Han dynasty is on the verge of collapse. The new emperor, Emperor Xian, enthroned at the age of eight, was manipulated by the warlord Dong Zhuo, whose oppressive rule leads to chaos. New warlords rise and form alliances to start the campaign against Dong Zhuo. With each warlord having personal ambitions and allegiances constantly shifting, the champions that emerge from the ever lasting wars will shape the future of China.

Development and release

The game was developed by Creative Assembly. Creative Assembly had refined many elements of the game, bringing changes to both the artificial intelligence and the user interface. The team introduced the system of "guanxi" in order to make the characters and generals more important in the game, as Records and Romances, two of the team's most prominent source materials, have a huge focus on characters.

When the game was still in preproduction in November 2016, Creative Assembly announced that the next historical Total War title would explore a new era instead of being a sequel to any previous game. Three Kingdoms was revealed by publisher Sega on January 11, 2018 with a cinematic trailer. Originally set to be released in the second half of 2018, the game was delayed to early 2019 so that the team had additional development time to complete the game's production. Later on, a new release date of March 7, 2019 was announced, which was then delayed to May 23, 2019.







GAMES



Wolfenstein: Youngblood



Wolfenstein: Youngblood is a first-person shooter developed by MachineGames and Arkane Studios and published by Bethesda Softworks. A spin-off of the Wolfenstein series, the game was released for Microsoft Windows, Nintendo Switch, PlayStation 4 and Xbox One in July 2019 and Stadia at a later date.

Plot

Twenty years after Wolfenstein II: The New Colossus, America and much of the world is liberated from Nazi control and B.J. Blazkowicz and his wife Anya are able to raise their twin daughters Jessica and Sophia and teach them how to defend themselves. However, in 1980, Blazkowicz mysteriously disappears without a trace. Jessica, Sophia, and their friend Abby, Grace Walker's daughter, discover a hidden room in the attic with a map indicating Blazkowicz traveled to Nazi-occupied Neu-Paris to meet the French Resistance. Believing that American authorities will not follow Blazkowicz to Nazi France, the girls steal an FBI helicopter and a pair of powered armor suits and head for France.

In France, the girls meet Juju, the leader of the Resistance, who confirms that she had met Blazkowicz, but she has no knowledge of his current location. They discover that he is trying to find a way into a secret Nazi installation called Lab X. In order to gain access to Lab X, the girls decide to help the Resistance hack the main computers of the "Brothers", a trio of security towers that hold the keys to Lab X. Upon reviewing the data in the Brothers' computers, Abby realizes that Juju is a Nazi agent and her partner is General Lothar, the disgraced commander of the Nazi forces in Neu-Paris. The girls pretend to drink Juju's drugged wine, and Lothar gloats that with the Brothers under his control, he can commence his plans to start a Fourth Reich without interference from his superiors in Berlin. A struggle ensues, with Lothar and Juju managing to escape while Abby is stabbed in her left eye.

Abby directs Jessica and Sophia to find Lab X. She also explains that the Nazi leadership attempted to kill Lothar for disobeying their orders, forcing him into hiding where he eventually infiltrated the French Resistance with Juju. Jessica and Sophia breach Lab X and proceed to its deepest level, where they find Blazkowicz alive and well. He admits to them that after he killed Hitler in the 1960s, he accidentally activated a doomsday device that will eventually render the Earth uninhabitable. He traveled to Lab X to find a way to stop the doomsday device, where he learned about the existence of multiple alternate dimensions, and glimpsed one where the Nazis lost World War II. He then uses a Da'at Yichud artifact to upgrade Jessica and Sophia's powered armor suits and directs them to go after Lothar. Meanwhile, Lothar retakes his old headquarters and orders his allies in Berlin to stage a coup against the current government. Jessica and Sophie confront Juju and Lothar and kill them both.

Afterwards, Anya and Grace arrive. Realizing the threat the Fourth Reich poses, Blazkowicz, Anya, and Grace decide to call upon all their allies around the world to fight the Fourth Reich. Jessica, Sophia, and Abby decide to stay in Paris to defend it against the Fourth Reich's inevitable counterattack.



Developer: Machine Games Arkane Studios

Publisher: Bethesda Softworks

Directors: Dinga Bakaba, Jerk Gustafsson

Producer: Kari Koivistoinen

Artists: Damien Laurent, Sébastien Mitton, Axel Torvenius

Writers: Roar Thoresen, Tommy Tordsson

Composers: Martin Stig Andersen, Tom Salta

Series: Wolfenstein

Engine: id Tech 6

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

Release: Microsoft Windows July 25, 2019

Nintendo Switch, PlayStation 4, Xbox One July 26, 2019

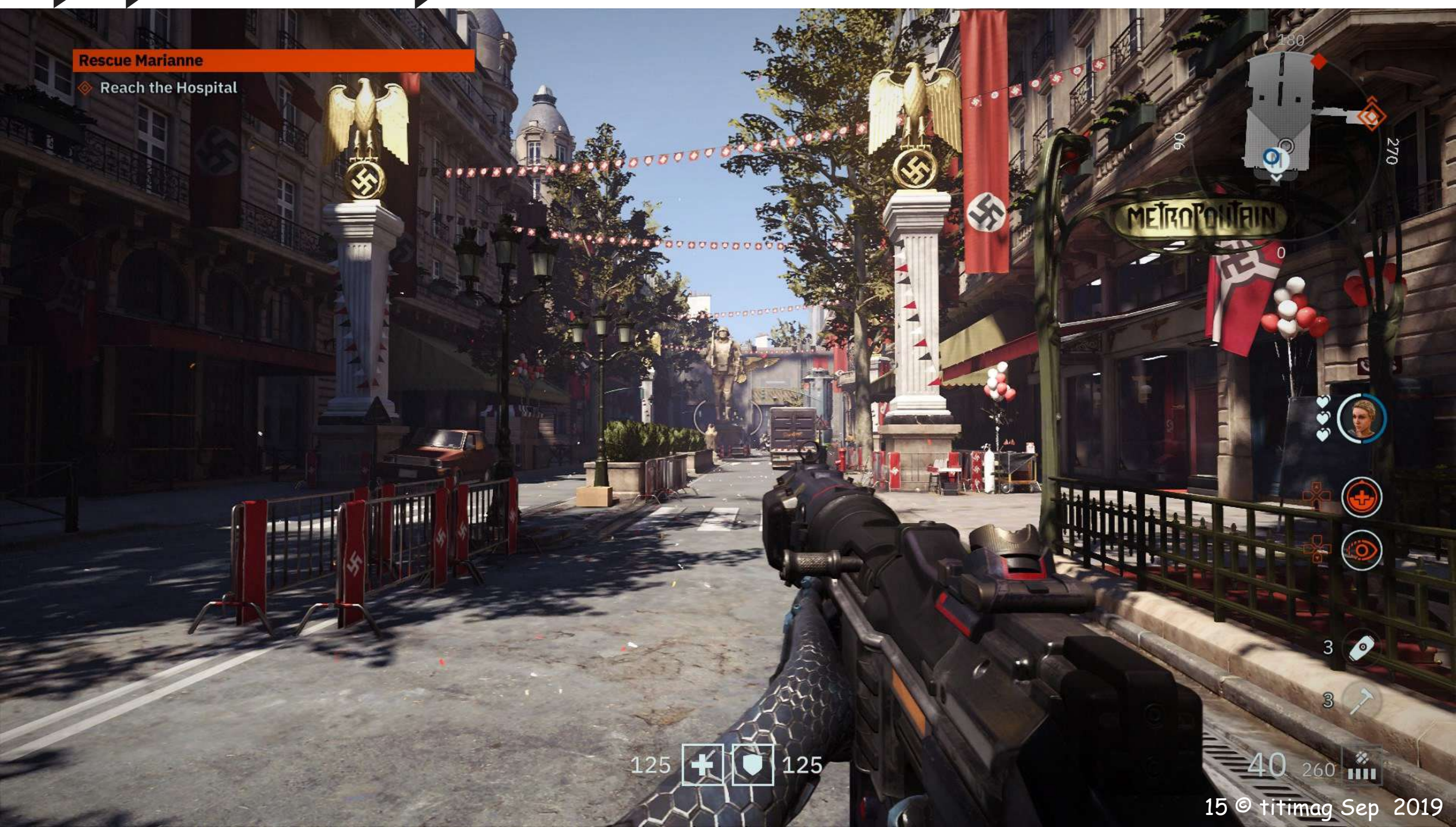
Google Stadia TBA

Genre: First-person shooter

Modes: Single-player, multiplayer



Wolfenstein®





Gameplay

In the game, the player assumes control of either Jess or Soph Blazkowicz from a first-person perspective. An optional cooperative multi-player mode is included in the game. Players can complete the game with another player or with an artificial intelligence substitute. Unlike the reboot games, missions can be completed in a non-linear order, and players can unlock new gear and abilities as they progress in the game.

Development

Bethesda announced the game at Electronic Entertainment Expo 2018. The title was developed by MachineGames, which led the development of the rebooted Wolfenstein series, and Arkane Studios' office in Lyon, which previously handled the development of the Dishonored series. Initially the game was a narrative adventure focusing on only one of the twins. However, during internal testing and feedback phase, the team expanded the scope of the story to include both twins as the game's duo protagonists and added a cooperative multiplayer mode so that two players can complete the game as the twin sisters together. The game's Deluxe Edition includes a Buddy Pass, which can be gifted to a player who does not own a copy of the game. The Buddy Pass enables that player to download and play the game without buying it, on the condition that they play it in the same game session with the player who grants them the pass. Wolfenstein: Youngblood is set to be released for Microsoft Windows (via Steam and Bethesda Store), Nintendo Switch, PlayStation 4 and Xbox One on July 26, 2019. The development of the Switch version was outsourced to Panic Button. Although the Nintendo Switch version will have a standard and a Deluxe Edition retail release, no actual physical game card will be included, and a download code will be offered instead.



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YOUNGBLOOD™





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Far Cry New Dawn is an action-adventure first-person shooter developed by Ubisoft Montreal and published by Ubisoft. The game is a spin-off of the Far Cry series and a narrative sequel to Far Cry 5. It was released for Microsoft Windows, PlayStation 4 and Xbox One on February 15, 2019, and received generally mixed reviews from critics.

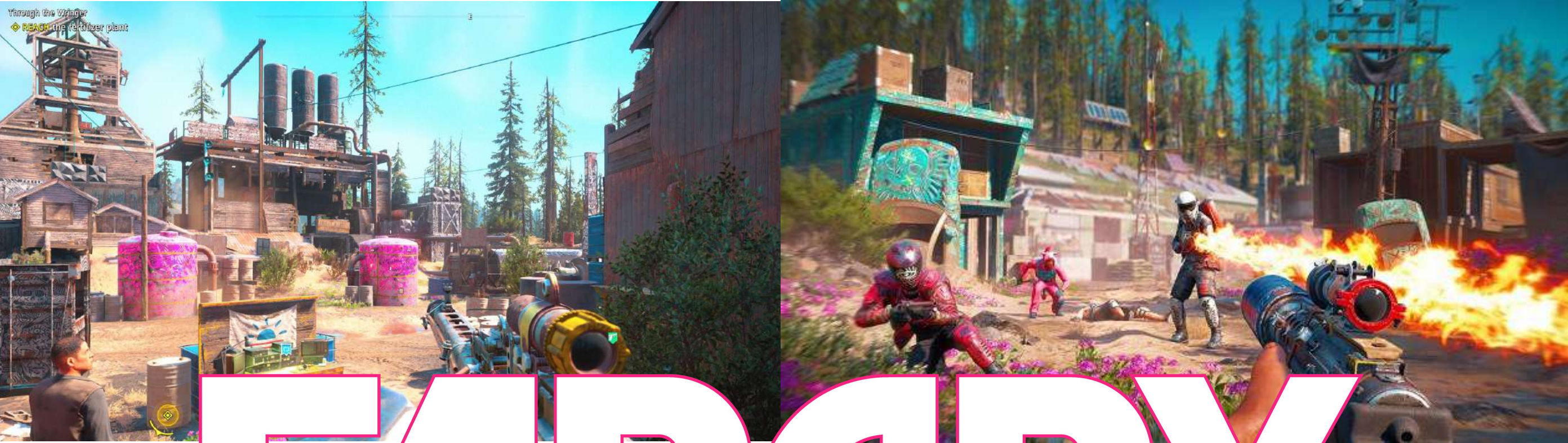
Gameplay

Similar to its predecessors, Far Cry New Dawn is an action-adventure first-person shooter set in an open world environment which the player can explore freely on foot or via various vehicles. The game is set in the fictional Hope County, Montana and uses a reimagined version of Far Cry 5's map. The nuclear war portrayed in Far Cry 5 has reshaped the landscape so that new areas have become available for the player to explore while others are inaccessible.

The player assumes the role of a new character, whose gender and race can be customized. The Guns for Hire and the Fangs for Hire systems from Far Cry 5 return, with the character being able to recruit human survivors and animals for combat assistance. In addition to new characters, the game's cast includes an array of returning characters from Far Cry 5. The player character can also encounter several specialists who have their own personal missions, special abilities and story and help players to repair their weapons. New weapons are introduced in the game, including a "Saw Launcher" that fires the blades of circular saws. Players acquire new weapons and attachments, which can be upgraded to three different levels through crafting and finishing missions. Vehicles can also be crafted.

Players can embark on treasure hunts and liberate different enemy encampments and outposts. Once liberated, they become fast travel points that enable players to quickly navigate the world. These outposts can be occupied and used to manufacture ethanol fuel or raided for resources which leaves the outpost open to "escalation", in which the Highwaymen may reclaim these camps. This allows the player to replay the outposts on higher difficulty settings. The game also features an upgradable home base named Prosperity, which would slowly expand and grow in size as players progress. The game also features a mode called "Expeditions", which allows the player to travel to other locations in the United States such as Louisiana to look for more resources and packages. As these regions are outside the main map and smaller in size, the development team was able to create more complex environments for Expeditions. Expedition missions can be completed with other players.





FARCRY

NEW DAWN



Developer: Ubisoft Montreal

Publisher: Ubisoft

Directors: Jean-Sebastien Decant, Patrik Methe

Producer: Sebastien Ebacher

Designer Rodolphe Recca

Programmer: Raphaël Parent

Artist: Isaac Papismado

Writer: Russell Lees

Composer: Tyler BatesJohn Swihart

Series: Far Cry

Platforms: Microsoft Windows, PlayStation 4, Xbox One

Release: February 15, 2019

Genres: Action-adventure, first-person shooter

Modes: Single-player, multiplayer



FARCRY®

NEW DAWN



Development

New Dawn is developed by Ubisoft Montreal in conjunction with Ubisoft Kiev, Ubisoft Bucharest and Ubisoft Shanghai. According to art director Issac Papismado, the team had wanted to create a post-apocalyptic game set in the Far Cry series for a long time. The team intentionally avoided a dark and bleak tone as they felt that it would be a cliché and resolved to create a world that looks vibrant. Set seventeen years after Far Cry 5, the world is undergoing a "super bloom" in which nature reclaims the world and gives the game a vibrant colour palette. To give Highwaymen a visual identity, the team invited a graffiti artist to create the game's art and graffiti. Similar to Far Cry 3: Blood Dragon and Far Cry Primal, the game is a smaller production when compared to the series' main entries, a decision reflected by the game's lower launch price.

Release

Announced at The Game Awards 2018, the game was released for Microsoft Windows, PlayStation 4 and Xbox One on February 15, 2019.





THE
WITCHER
WILD HUNT





Call of Duty: Modern Warfare is an upcoming first-person shooter video game that is being developed by Infinity Ward and published by Activision. It will serve as the sixteenth overall installment in the Call of Duty series as well as a "soft reboot" of the Modern Warfare sub-series. It is scheduled to be released on October 25, 2019, for Microsoft Windows, PlayStation 4, and Xbox One. The game is set to take place in a realistic and modern setting. For the first time in the franchise's history, Call of Duty: Modern Warfare will support cross-platform multiplayer. Activision has also confirmed that the franchise's traditional season pass had been scrapped, enabling the company to distribute free post-launch content to all players.

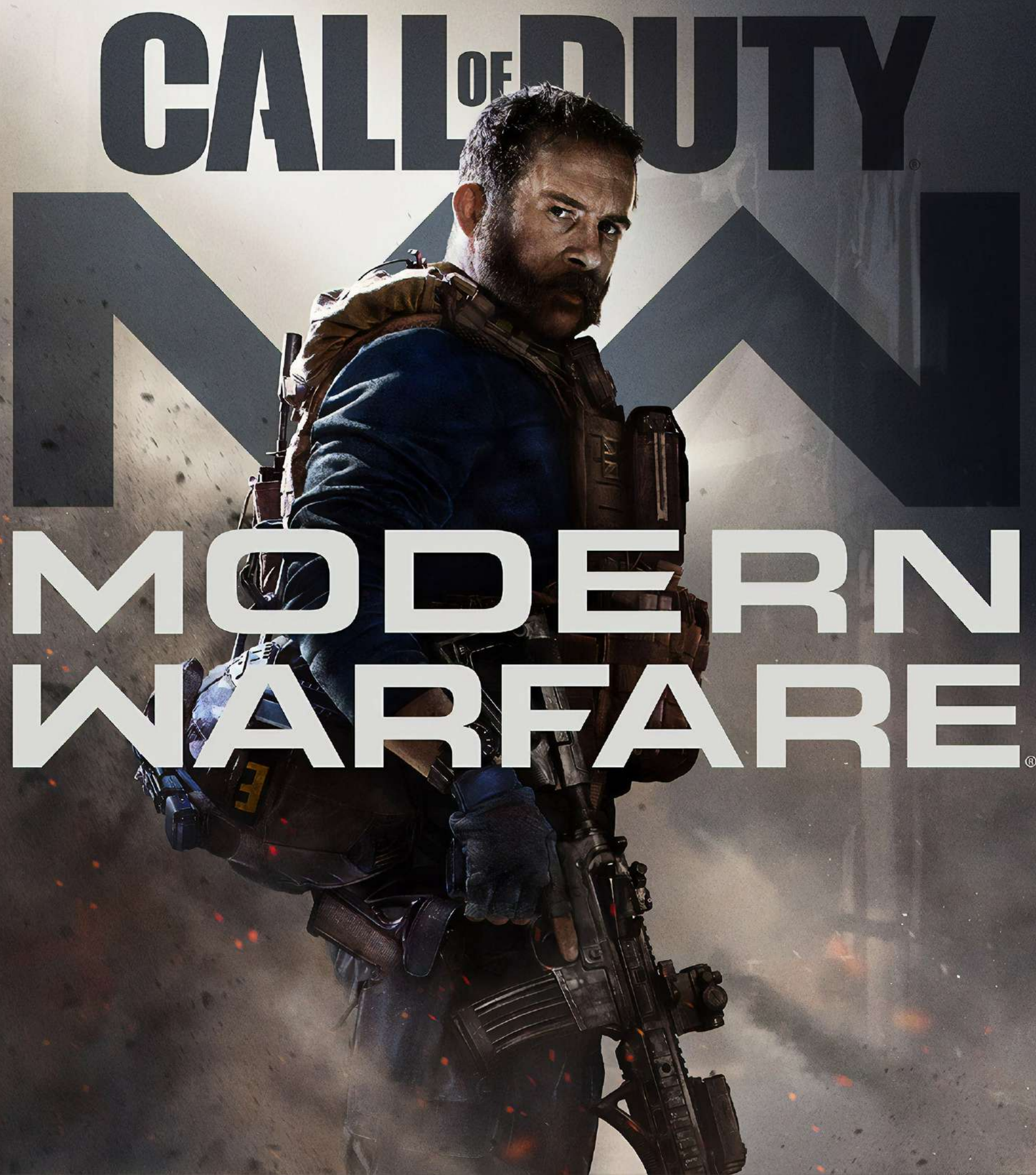
Plot

Modern Warfare will be "heavy on troubling, realistic emotional moments", being compared to the thematic elements of the controversial "No Russian" mission from Call of Duty: Modern Warfare 2. The plot will feature a unified narrative across the campaign, co-op, and multiplayer modes.

Characters

The game will feature the return of Captain Price (portrayed by Barry Sloane rather than Billy Murray, who previously voiced him) from the previous Modern Warfare games; however, the character has been rebooted. One of the villains is a rogue Russian general inspired by Apocalypse Now's Colonel Kurtz.

The player controls Sergeant Kyle Garrick, a former British Army officer, for the first half of the campaign and then shifts to Alex, a CIA officer, in the second half of the campaign. The game also features Farrah, the leader of the rebel fighters, who is a non-playable character.





CALL OF DUTY
MODERN
WARFARE







Gameplay

Modern Warfare's single-player campaign will feature tactical-based moral choices whereupon the player is evaluated and assigned a score at the end of each level; players will have to quickly ascertain whether NPCs are a threat or not, such as coming across a civilian who is believed to be going for a gun before grabbing her baby. This collateral damage score, referred to as a threat assessment, is based on how many civilians the player injures or kills and ranges from rank A to F – rewards are introduced to those who score higher. Dialogue will differ depending on the choices the player makes in the game. Tactical decisions involve using a sniper rifle in a large environment to approach objectives in a non-linear order, and shooting out lights in favor of using night-vision goggles during breaching and clearing. For the first time in the series, the game will allow the player to reload weapons while aiming down the sights of the gun at the same time.

The game's multiplayer has been revised to allow for more tactical gameplay, including a focus on map exploration, door breaching, and a night-vision mode that removes the HUD. The mini-map has been removed in favor of a compass-style marker. Multiplayer also features the return of Killstreaks, more recent Call of Duty titles having used Score streaks instead. The online modes allow for a larger range of players within a map than previous installments, with a new mode called "Ground War" featuring over 100 players, while conversely another new mode, "Gunfight", tasks two teams of two players against each another in a match lasting forty seconds per round. The game includes an extensive weapons customization system, such as allowing some guns to hold over 40 attachments. The introduction of multiplayer matches has also been revamped; while in previous titles players would remain motionless on the map as a timer would count to zero, players will instead be flown into the map via helicopter as part of an animation.

Modern Warfare will be the first game in the series since 2013's Call of Duty: Ghosts not to feature a Zombies mode, instead featuring the co-op Spec Ops mode present in Call of Duty: Modern Warfare 2 and Call of Duty: Modern Warfare 3. The Spec Ops mode shares its narrative with both the campaign and multiplayer.





PHOENIX POINT





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Tab

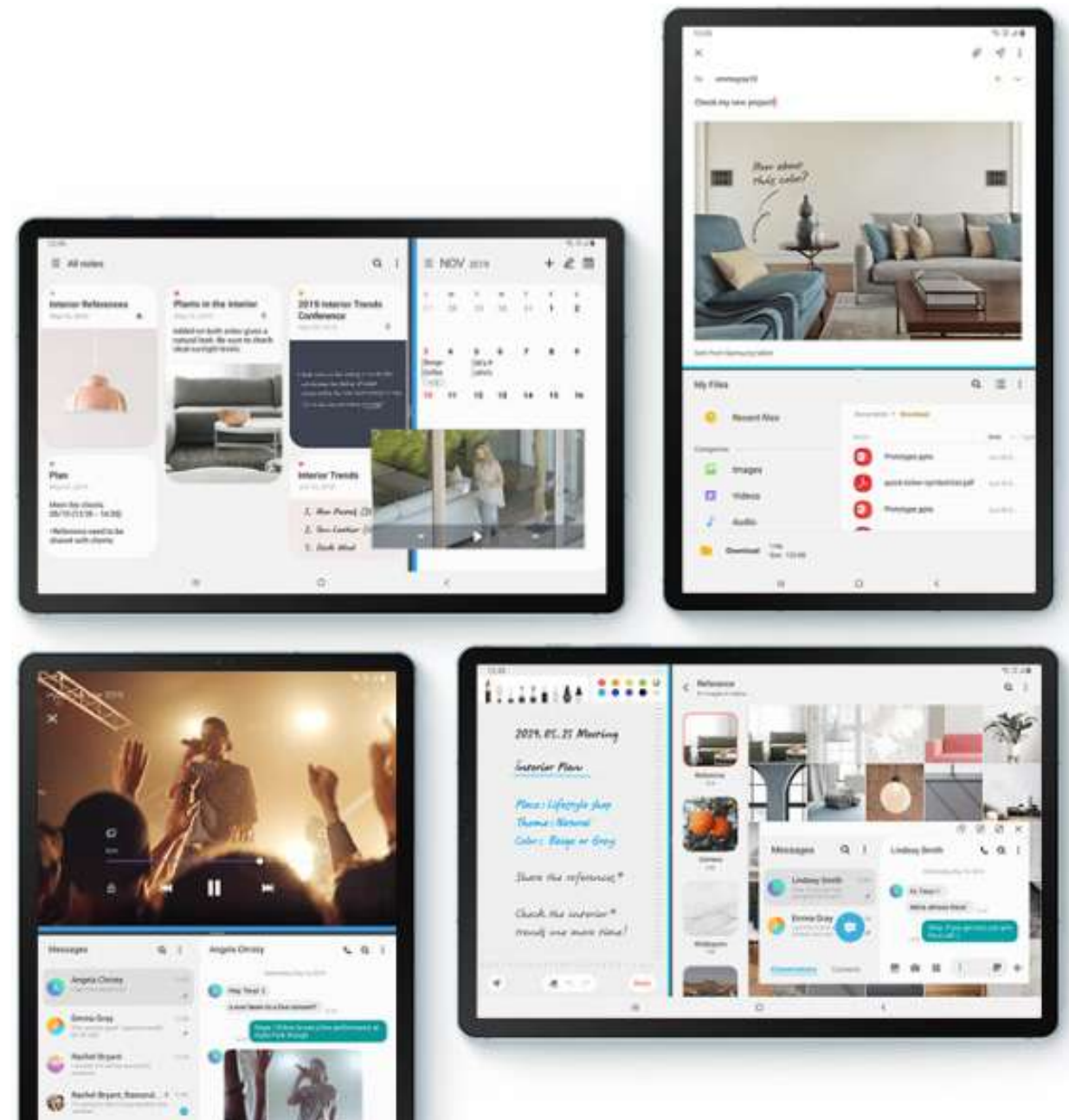


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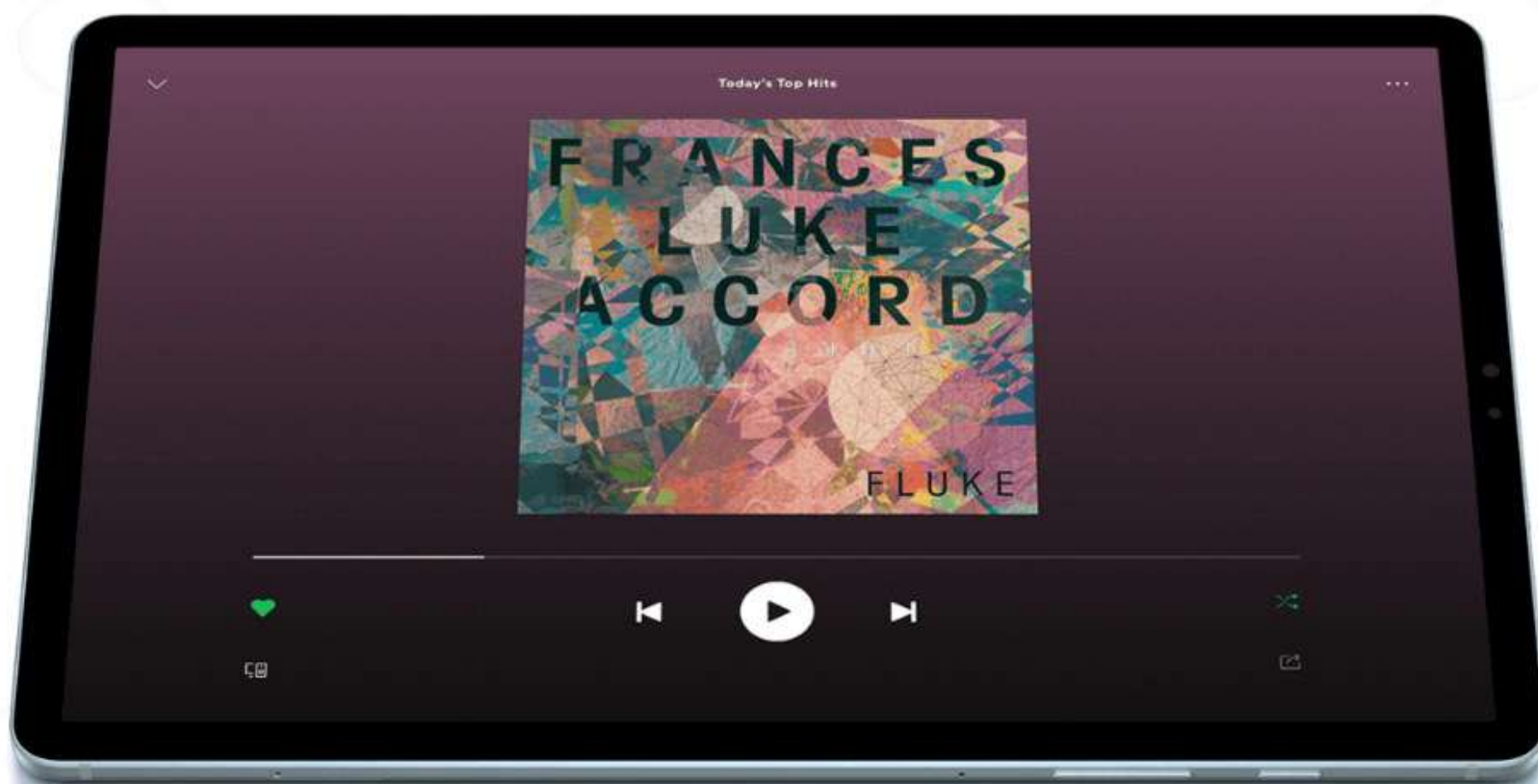
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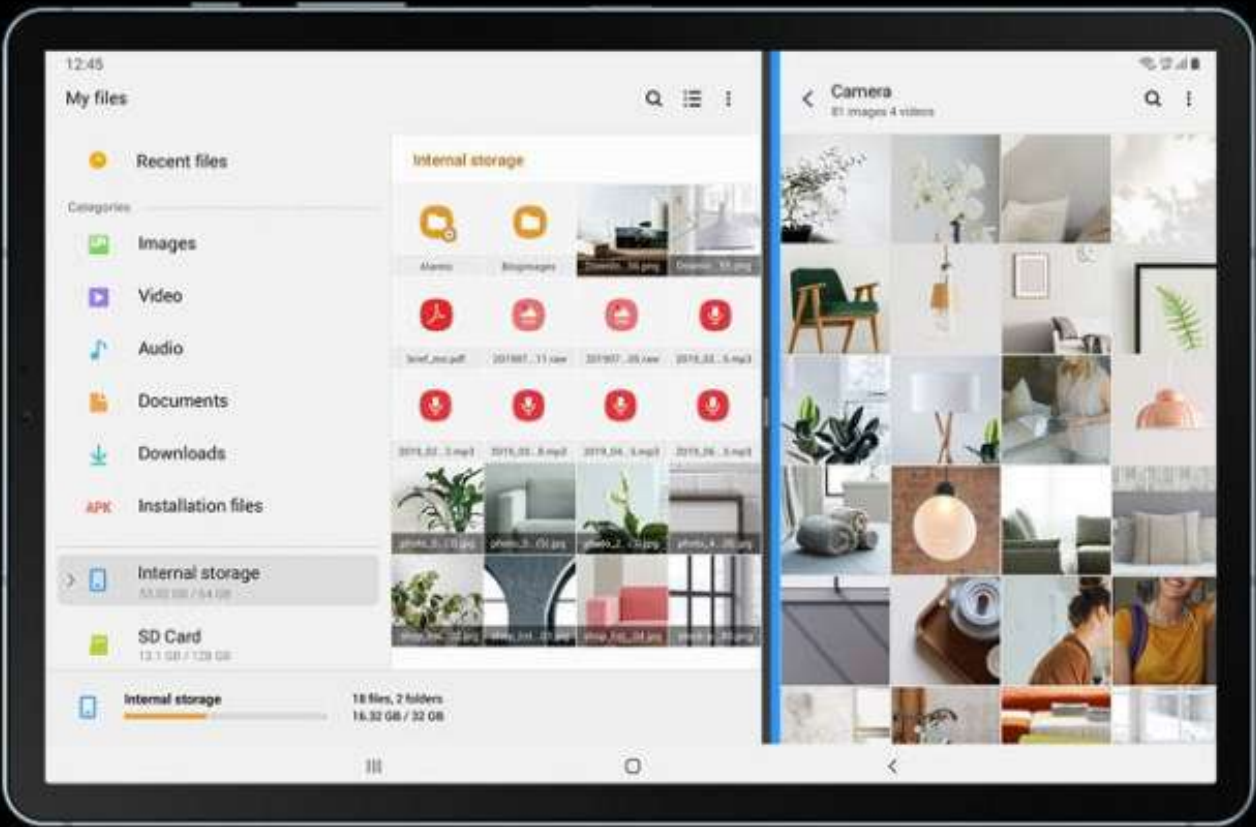
Make your home smart with SmartThings and the new Bixby. Manage your appliances⁹ from a single app on your Galaxy Tab S6 and other devices for full control even when you're away from home. Bixby recognizes your voice¹⁰ to bring you useful information for smart usage via Bixby and Galaxy Tab S6.

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*POGO Charging Dock sold separately.

Battery
7,040mAh

Video Playback
Up to 15 hours

Tap the screen to instantly unlock

Galaxy Tab S6 incorporates an onscreen optical fingerprint scanner for maximum convenience and security. Just touch your finger to the screen to unlock your tablet - a single press on the front screen is all you need, and no password to remember.





A watch to make your own

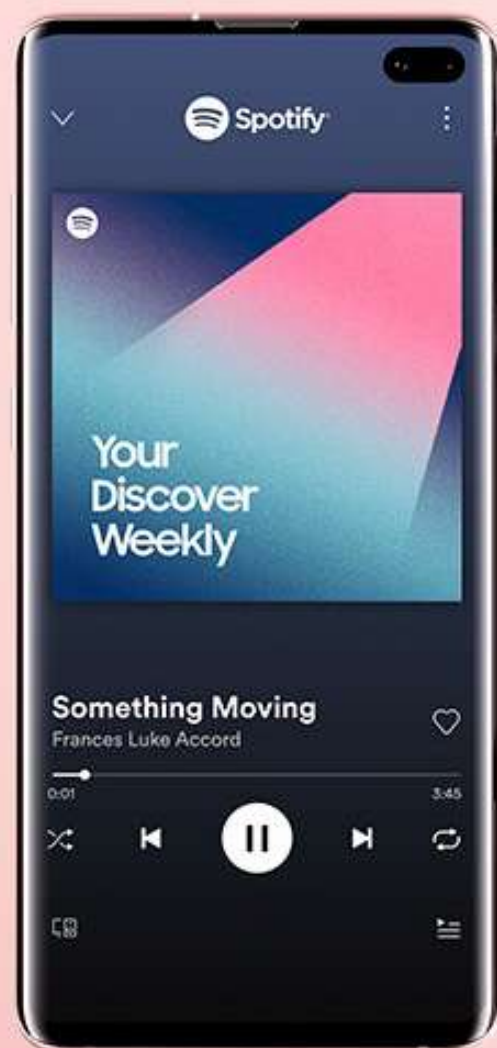


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Galaxy S10
6.1" ¹

Galaxy S10+
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NOTE 6

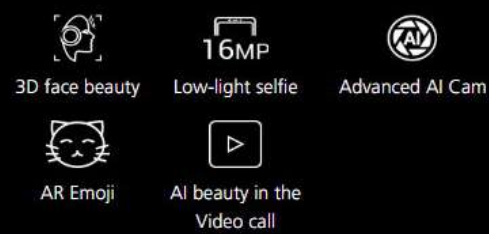
Starting at
\$151.56
for 32GB

An advertisement for the Infinix Note 6. The top half features a blue smartphone tilted diagonally. The screen displays the word 'The Genius' in a blue, cursive, brush-stroke font. A stylized blue and yellow pen, also with the 'Infinix' logo, is shown as if it has just finished writing the word. The background is a light blue gradient.



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Face Unlock and Fingerprint

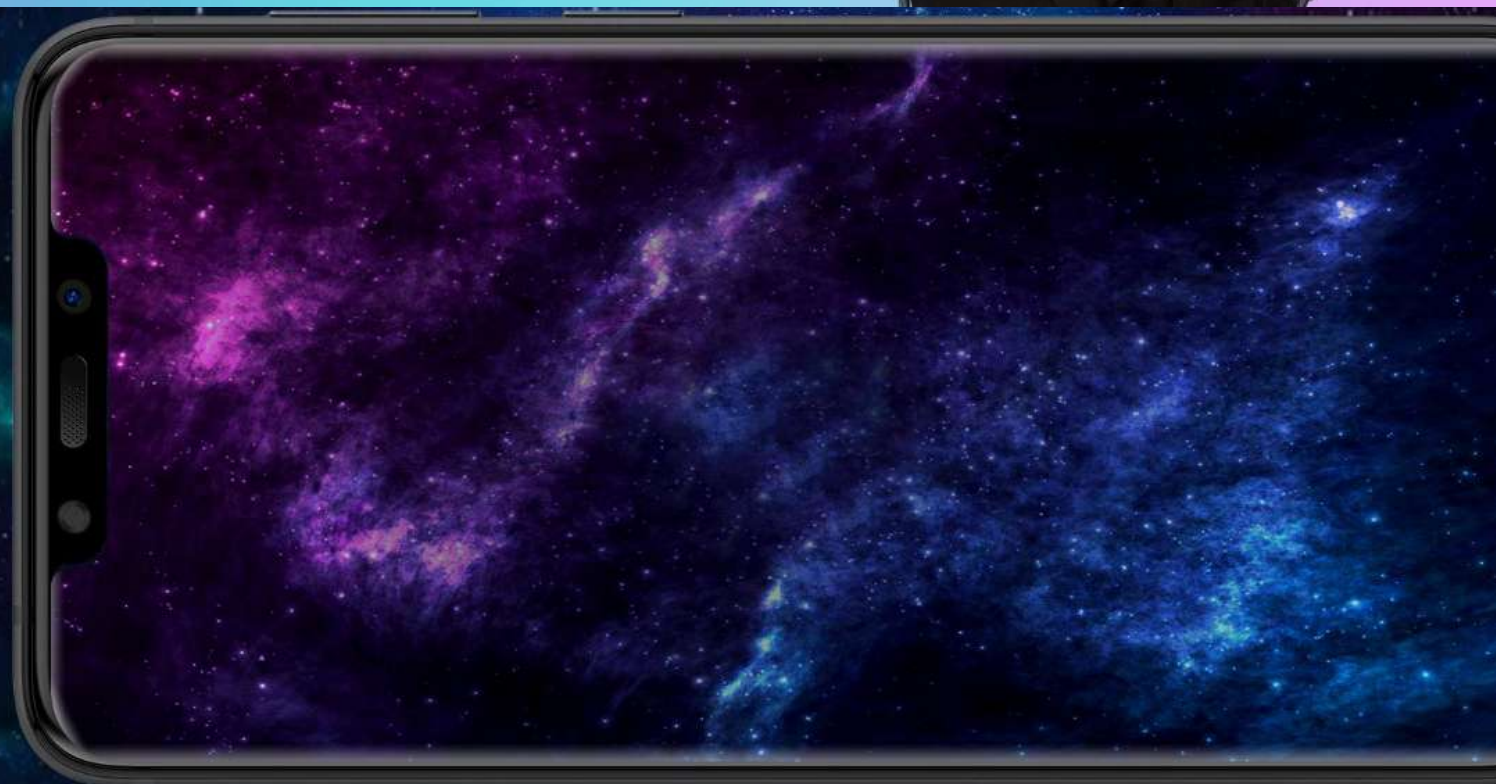


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20MP AI Selfie



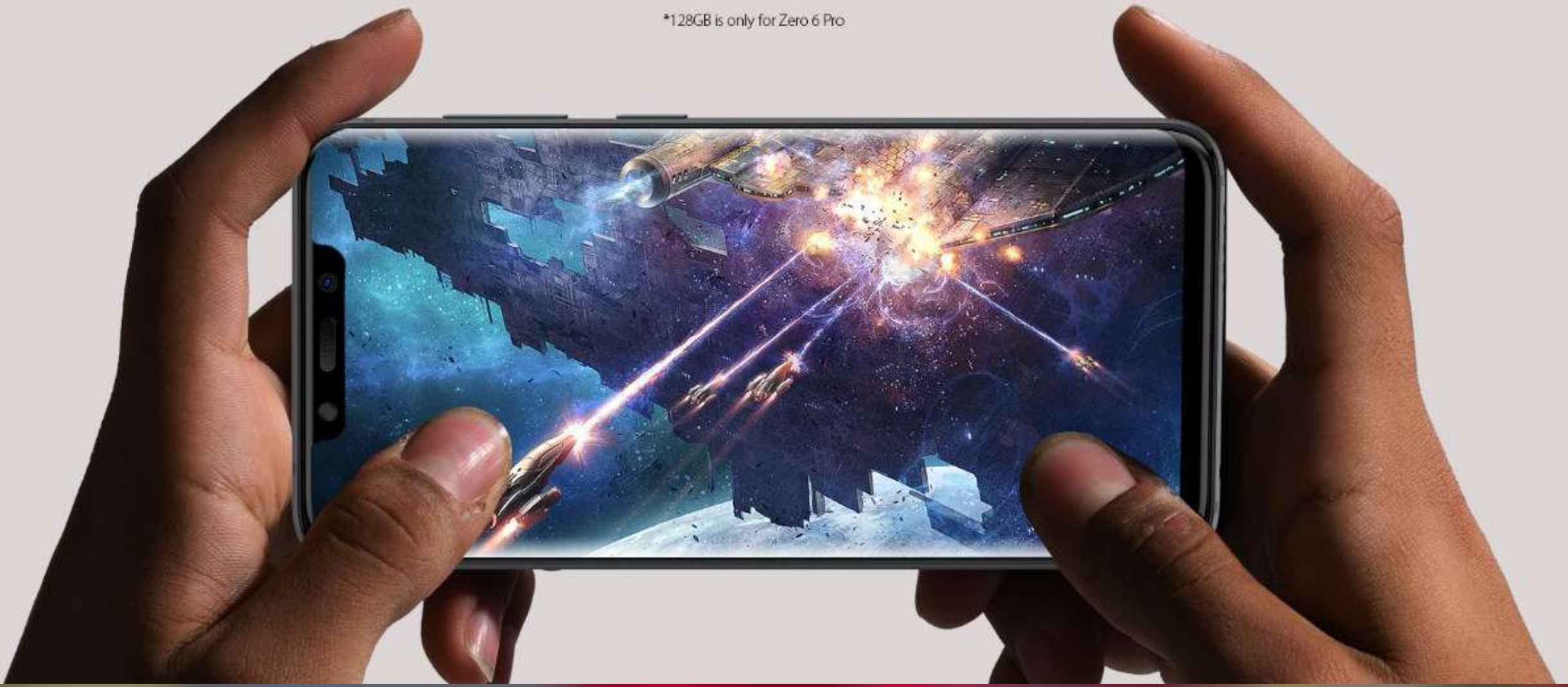
Milan Black - Ring of Lava Design

An amazing design with an inspirational ring of lava that uniquely girdles around Zero 6 like a static stream of spewed lava.



Zero 6 offers a balanced performance with an upgraded RAM memory of 6GB, and a storage memory of 64GB / 128GB making data processing both efficient and fast for an overall optimized phone performance.

*128GB is only for Zero 6 Pro



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3650mAh battery



XCharge



STAYING

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hailstones**

Staying in constant array

**With eyes wide open, you don't
see it; doesn't mean is not there**

**Like air to your cocoon skin,
fading like daylight**

**We strive not because we are
weak but because we are hard**

**Even with the present storm we
will make it before Darkness
Falls.**

P.M.D





Automobile

DB11

AN ICONIC LINEAGE



The phenomenal DB11 is a true pioneer of modern automobiles. It is the Aston Martin you've been waiting for; turbocharged to give you that legendary grand style you deserve.



TiTi MAGAZINE

A DESIGN EVOLUTION

History could have clipped our creative wings, but we used it to our advantage.

To honour the 'DB' legacy we distilled

Aston Martin design down to its very

essence and used it to create something

evolved, bold and fresh. Something

called DB11.





ENGINEERED TO EXHILARATE

Stronger, safer, more dynamic and space-efficient. These are the ambitious targets we set when creating DB11's body structure.





TECHNOLOGY AND CRAFTSMANSHIP

An immersive private space awaits inside the world's finest sporting Grand Tourer. DB11's sumptuous natural materials, the highest levels of craftsmanship and state-of-the-art Climate control and infotainment Technology provide The ultimate In comfort and convenience.

POWERTRAIN

DB11's new twin-turbocharged 5.2-litre V12 engine, boasting 600 bhp and 700 Nm of torque, makes this the most powerful DB production model in Aston Martin's history. It's also the most dynamic, reaching 200 mph, with 62 mph dispatched in 3.9 seconds. What's less expected is that DB11 should also be the cleanest and most fuel efficient DB ever produced, yet such are the tremendous advances made by this landmark car.



SHANGHAI FASHIONISTA

Capturing a spirit of youthful flamboyance this vibrant statement specification is inspired by high fashion. The contrast of Frosted Glass Blue with Ivory and a flash of Vivid Red creates a bold expression of confidence and memorable individuality.



NEW HERITAGE

A contemporary twist on classic style, hi-tech materials like Cuprum Carbon Fibre are used alongside traditional leather trim in Copper Tan and Bitter Chocolate. Arden Green evokes past glories of Racing Green for a modern look steeped in history.



INTREPID SPORT

A powerful exploration of the relationship between technology and the elements. Sharply contrasting Cinnabar Orange bodywork and Black metalware make a striking exterior statement while Black Metallic leather and Chopped Carbon veneer combine to create an equally bold interior.



SOFT TECH

Scandinavian architectural design influences this cool, clean specification. Using complementary tones of Ice Mocha, Ivory, Dark Ash veneer and Satin Champagne metalware, this pared-back theme is a lesson in soothing minimalism and refreshing simplicity.



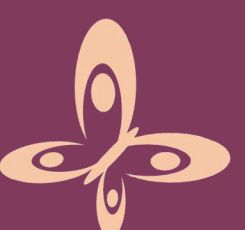
MYSTERIOUS SPORT

A potent palette of brooding tones evokes an unmistakable aura of subtle masculinity. Use of Ultramarine Black and Dark Knight with Indigo Blue brogue and stitching bring surprising depth and detail to this darkly dynamic specification.



ICONIC CRAFT

Marrying beautiful materials and exquisite craftsmanship, this specification showcases traditional techniques such as bookmatched wood veneers and ornate brogued leather. Together with an iconic exterior colour, it exudes Aston Martin's renowned quality and timeless style.



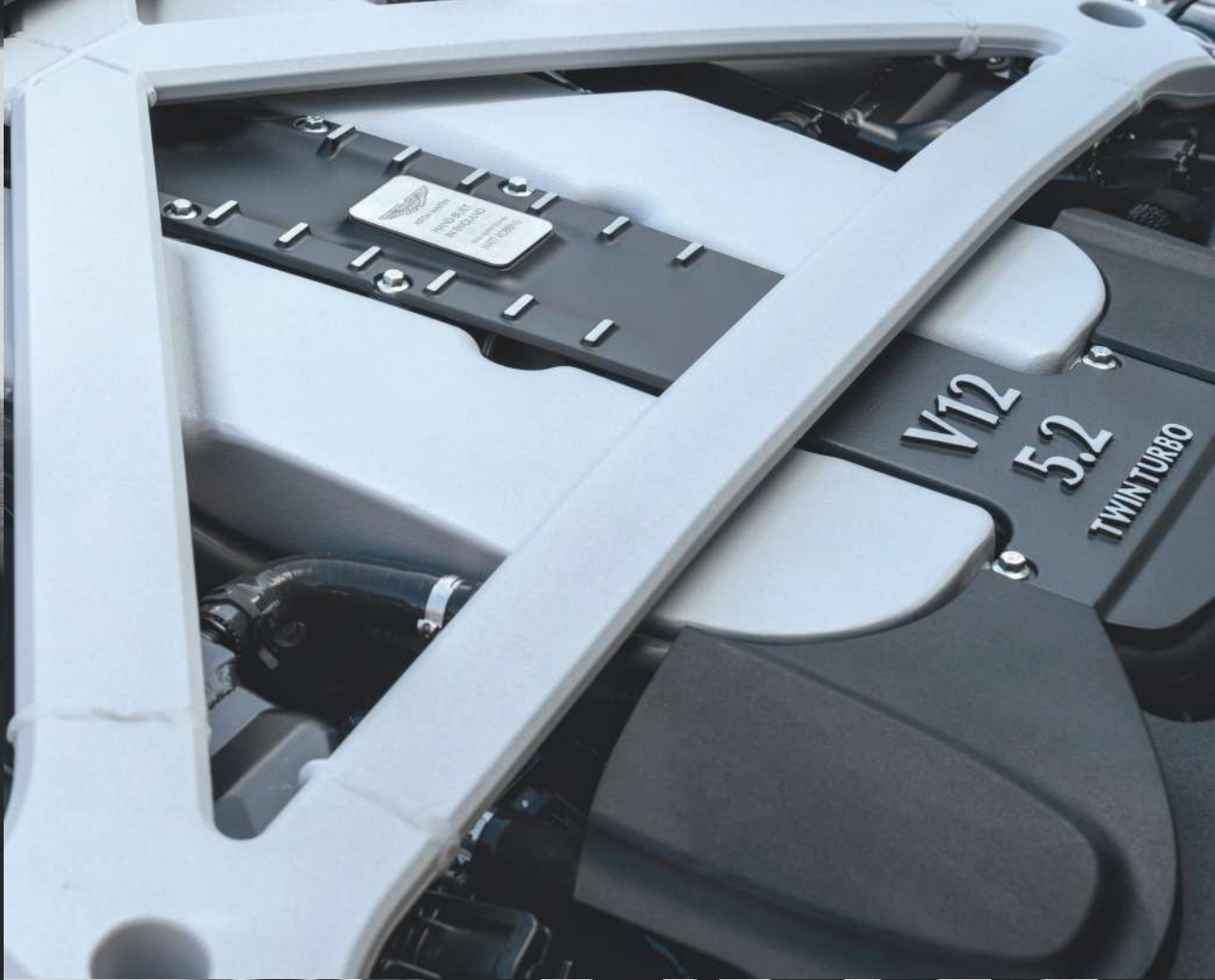




PERFORMANCE DRIVING DYNAMICS

DB11 exploits its inner strength and immense V12 performance with completely re-worked chassis, suspension, steering and electronics. Revised suspension with adaptive damping and multiple driver-selectable dynamics enrich DB11's adaptability.







HIDDEN SECRETS,
INSPIRED AERODYNAMICS



NFS

Team

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\$35,100

Mercedes-Benz
The new CLA.



Word has it that there's only
one thing that travels faster than it.
Its reputation.



From it's impeccable performance, breathtaking
design, futuristic aerodynamics shape, you know at
first sight the CLA is one in a billion; she is truly
beauty of a beast.



The interior also exerts a powerful fascination. Thanks to the integral look sports seats which are standard in both the front and the rear. The design of the air nozzles recalls the form of a jet engine



Statement of intent.

A dramatic silhouette subdivided by three prominent character lines gives the new CLA its masculine aura. A two-pipe exhaust system completes the dynamic ensemble



The diamond radiator grille with pins in high-gloss black, silver-painted louvre and chrome inserts makes a similarly dominant statement





Diesel engine.



Petrol engine



Transmission.





Multimedia systems.



The reassuring feeling of driving a Mercedes-Benz



Takes a strong line.

The new CLA: Challenge the norm

The moment you cast your eyes on the CLA, it breaks your resistance. Its flowing lines give visual expression to its exemplary aerodynamics like no other. Its drag co-efficient sets new standards for series-production vehicles





TAMATOKU
JEWELLERIES



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movies

DISCOVER IT IN
DOLBY CINEMA™

MUST SEE!



IT

CHAPTER TWO

SEPTEMBER 6

R RESTRICTED
PARENTS STRONGLY CAUTIONED
Some Material May Be Inappropriate for Children Under 17



Horror



S T A L L O N E

EVERYONE HAS ONE MORE FIGHT IN THEM

RAMBO

LAST BLOOD

20th Sep 2019

Action



27th Sep 2019



WHAT ARE YOU CARVING
THIS HALLOWEEN?

FROM THE WRITERS OF
A QUIET PLACE

AND PRODUCER
ELI ROTH

HAUNT



Thriller

**NICOLAS
CAGE**

**LAURENCE
FISHBURNE**

20th Sep 2019

RUNNING WITH THE DEVIL

TWO RUNNERS. ONE MISSION. ZERO CHANCE

QUIVER DISTRIBUTION AND PATRIOT PICTURES PRESENTS IN ASSOCIATION WITH REDBOX ENTERTAINMENT AND SATURN FILMS A JASON CABELL FILM NICOLAS CAGE LAURENCE FISHBURNE "RUNNING WITH THE DEVIL"
BARRY PEPPER ADAM GOLDBERG LESLIE BIBB PETER FACINELLI CLIFTON COLLINS JR. NATALIA REYES CHRISTIAN TAPPAN AND COLE HAUSER CASTING BY VALERIE MCCAFFREY
MUSIC BY REINHOLD HEIL PHOTOGRAPHY BY CORY GERYAK PRODUCTION DESIGNER SCOTT CHRISTOPHER CLARK COSTUME DESIGNER DANIELLA MOORE EDITED BY JORDAN GOLDMAN ACE EXECUTIVE PRODUCERS SCOTT REED JUAN PABLO SOLANO
ASSOCIATE PRODUCER LAUREN CRAIG EXECUTIVE PRODUCERS NATALIE PERROTTA SHEA VARGE ETCHIE STROH MIKE NILON PRODUCED BY MICHAEL MENDELSON JIM STEELE WRITTEN AND DIRECTED BY JASON CABELL



Thriller

70 © titimag Sep 2019

A movie poster for the film 'American Dreamer'. The top half features a close-up of two men: Jim Gaffigan on the left, holding a handgun, and Robbie Jones on the right, with a beard and intense expression. The background is dark with colorful bokeh lights. The bottom half shows a car engulfed in flames.

*JIM
GAFFIGAN*

*ROBBIE
JONES*

*ISABEL
ARRAIZA*

AMERICAN DREAMER

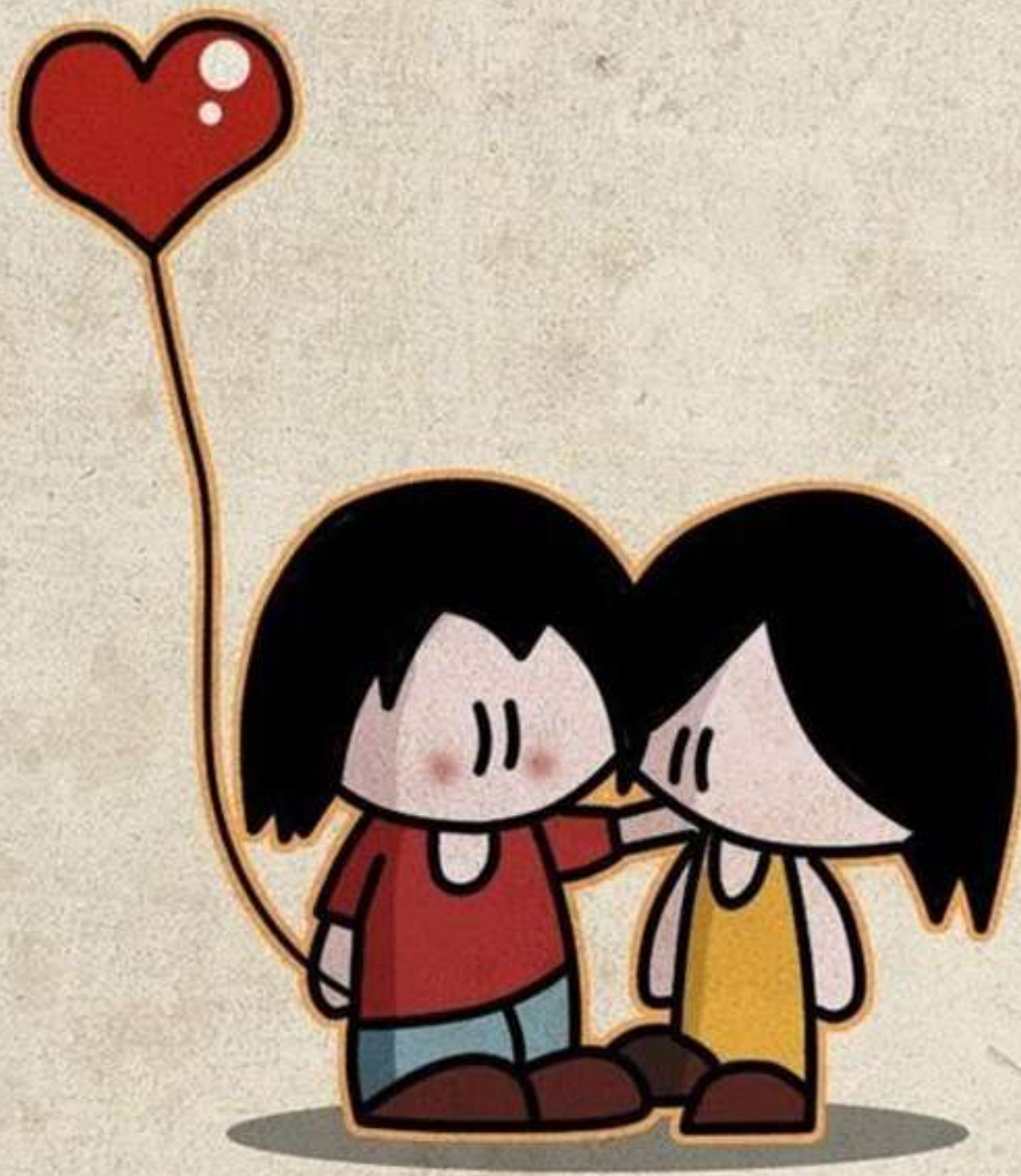
*THERE ARE
NO FREE
RIDES.*



Thriller

20th Sep 2019

27th Sep 2019



FIRST LOVE

Crime



27th

THE HUNT

Thriller



MUST SEE!

A HAUNTING AT SILVER FALLS:

THE RETURN

THE DEAD NEVER DIE

Horror



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JOHNNY DEPP

THE
PROFESSOR

ROSEMARIE
DEWITT

DANNY
HUSTON

ZOEY
DEUTCH

RON
LIVINGSTON

ODESSA
YOUNG



Save your best
lesson for last.



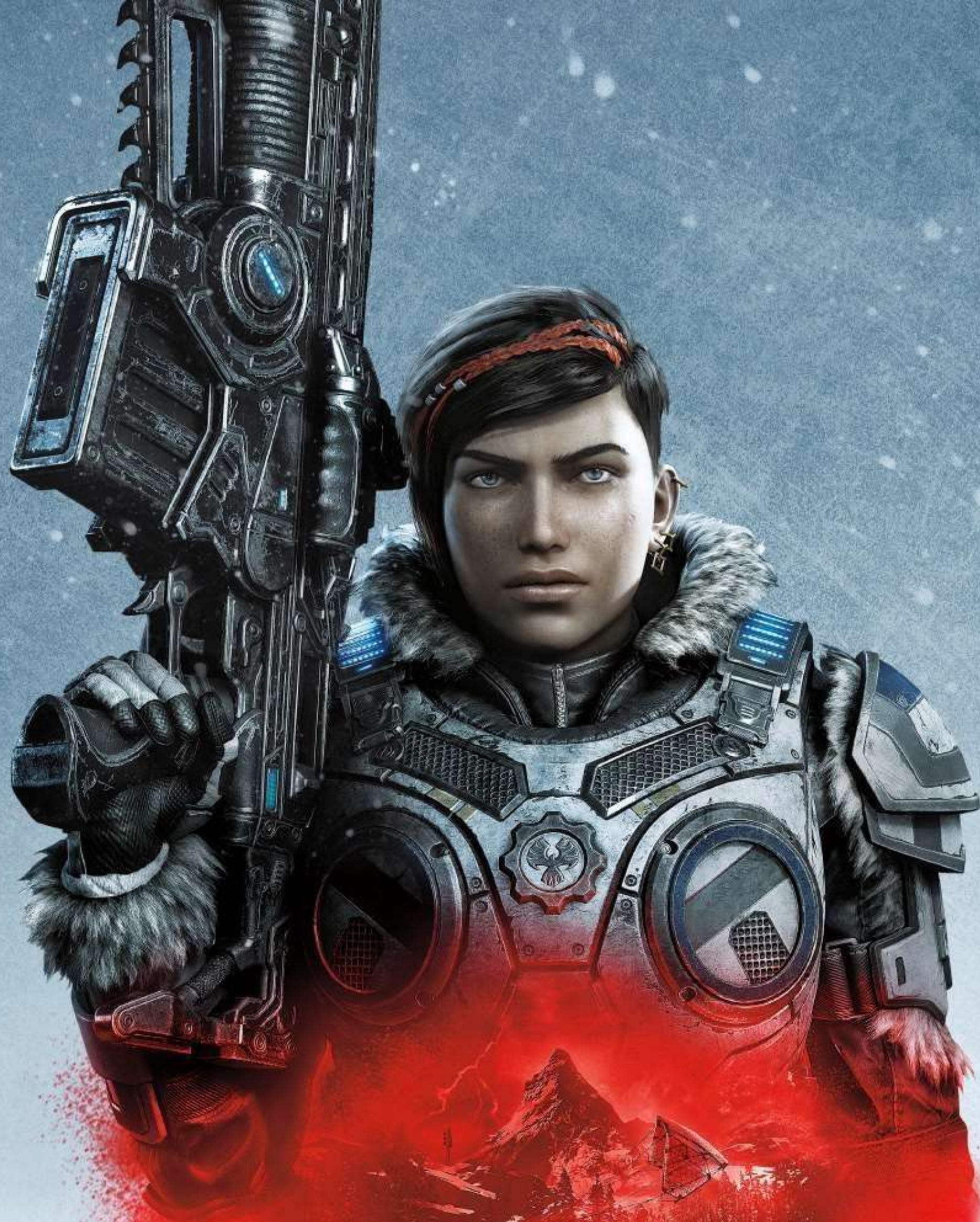
27th Sep 2019



Abominable



Animation

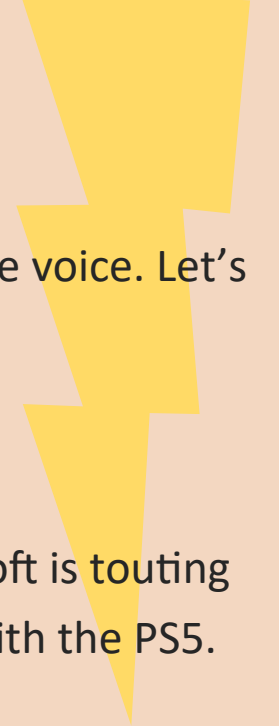


GEARS 5



ARTICLE

The Top 9 Features Fans Expect to See on The PS5



We asked you to tell us what you expect to see on the PS5, and you delivered! The many came together to form one voice. Let's find out which features are most important to you on the PS5!

1. Backwards Compatibility

With about 28% of the votes, backwards compatibility won the top spot by a 6% margin! In a world where Microsoft is touting backwards compatibility on their new Xbox 2/Project Scorpio system, the pressure is on for Sony to match that with the PS5.

Of course, when we talk about backwards compatibility, we have to consider how far back we want. PlayStation has a lot of classic titles from PS1, PS2, and PS3. In fact, the PS4 has already racked up several titles that will no doubt be remembered fondly by history.

PlayStation fans want compatibility as far back as we can get. There's so many games we want to have access to on our latest console. Sony has made some progress here with PS2 Classics on PS4, and they've certainly done plenty of remasters to bring games like The Last of Us and God of War III to the new console.

For PS3 games, we have the streaming service known as PlayStation Now, but that's yet another thing to pay for, and it's selection is good but not overwhelmingly great. Meanwhile, Xbox players are getting more and more 360 games on their system for free if they already own it.

I have to give them a point for that, because it is the right way to handle backwards compatibility. Ideally, PS5 will take this approach where you can keep the games you own and play them on the new system. Digital titles will be accessible, and physical games can be inserted to validate them and add them to your library like Xbox does.

This feature deserves a top spot, so let's hope it shows up in a way that benefits us all. The ball's in your court, Sony!

2. Graphic Processing Power

Second up is graphics processing power with 22% of the votes. Any time there's a new console, graphics are a major point of discussion. After all, power is the selling point of any next generation system. How much better will make games look and play on this system?

Microsoft's upcoming console boasts 6 teraflops of graphical power, which is above even the PS4 Pro. An analyst named Damian Thong recently weighed in and said Sony would be releasing the PS5 with 10 teraflops of power!

That's the equivalent of today's top-shelf video cards on PC, so with another few years, that tech could reasonably find it's way to consoles. With that kind of power, 4K wouldn't be a problem. Graphics would look significantly better than they do now. Textures, lighting effects, antialiasing, 10 teraflops could do it all. Personally, we're in between 8-10 teraflops, but regardless, it will leave Scorpio to pale in comparison.

3. More Games

What do we talk about after graphics? Yep, it's games. Rocking a solid 15% of the total votes, this feature is something that Sony has been bringing since the launch of PS4. New exclusives like Horizon: Zero Dawn, Nioh, and Persona 5 are just some of the many titles that Sony secured on their platform.

With powerhouse developers like Guerilla Games, Naughty Dog, and Sucker Punch, Sony has no problems with their lineup. If anything, it's the launch titles that will require special attention. Coming out of the gate strong is important, and that's what I believe gamers want to see from this specific feature.

4. Processing Power

Ten percent of the votes went to processing power. All too often, this gets lumped in with graphics, but they're two very different things. Graphics processing handles the way the game looks and the resolution. The CPU and RAM are the ones who put it into motion and calculate all those mathematical equations to make the game run.

Without a powerful processor to back it up, the graphics could look as good as they want, but the frame rate would be slow and sluggish. You need both to make the machine run well. Of course, PlayStation's architect, Mark Cerny, knows all about this, so I have faith he will bring the heat with PS5.

5. Hard Drive Space/Speed

The fifth contender is hard drive space/speed with 5% of the votes. With the release of the PS4, we saw games that were 50+ gigabytes in size for the first time on consoles. Even with the 500GB drives that came out, they filled up fast!

Thankfully, not every game is that big, but my PS4 Pro's 1TB of space went pretty quickly despite being double the size. PS5 should, at the very least, have a 1TB hard drive, but I would argue that 2TB is more of a sweet spot for hardcore gamers. Now, the speed of the hard drive matters as well. If Sony were to opt for a SSD inside the PS5, it would drive up costs. The trade-off, of course, would be faster loading times, but you pay more per gigabyte on a hard drive like that.

I'm not too worried about the type of drive, more so the space. That being said, SSDs are more reliable, so I think we would certainly welcome the option.

6. Virtual Reality

Virtual reality is still a toddler in the realm of technology, but it earned 6% of your votes in the poll. There's a lot of argument as to whether VR will take off, but I'm convinced that Sony has found the sweet spot this time. Bringing the Move controller back was a smart move, and incorporating the camera created a trifecta of peripherals that all suddenly found purpose.

VR is one of those things that you won't believe until you try it. Naysayers are often the very same people who have never experienced it. We're confident Sony will win the VR war with their PlayStation VR headset and its successor on PS5. So far, sales are very strong on the headset, so I'm with you all on this being a feature we need.

7. Console Design

You know, console design isn't a make-or-break scenario, but it does help to have a sexy looking system in your entertainment center. You agreed, with 4% of the votes going to the design of the PS5. The PS4's design was pretty sleek and, while the PS4 Pro has been compared to a Big Mac in its triple layered design, I still dig that model as well.

Honestly, I would mind a glossy finish on the PS5. Bring back some of the style that the PS3 had, which of course was also compared to a George Foreman grill when it first released. People will always have their laugh, but I think a striking design with a glossy finish would be sweet for PS5.

Of course, you could also check out the excellent PS5 concepts from Danny Haymond Jr. that we have and see what you think.

8. Controller Design

The design of the controller would be more important for me, but you decided to place it beneath console design with 4% of the votes. No problem, but this is an important feature. The DualShock 4 is perhaps the pinnacle of controller design, but we all like new things.

I think Sony will try to one-up themselves again with the PS5's controller. They'll keep the basic layout the same (or risk riots), and add something new. This time around, we got the touch pad, and the lightbar. What's next? Time will tell.

9. Blu-Ray/Disc Drive

Coming in last is the existence of a blu-ray or optical drive. This tied with controller design in the number of votes and took home 4% as well. This one's an interesting development, because I would have thought physical game lovers would make their voices heard. When PlayStation Players were asked if they prefer digital versions or physical versions of PlayStation games 60+ % voted for physical versions of games.

Or perhaps we're finally accepting a digital future for our games? I know I like the convenience of it, but I still have a place in my heart for a fresh, physical game. That new game smell will always be special to me.

There you have it! The top features gamers expect on the PS5. Is this how you expected things to play out? Did you vote in our poll? Let us know in the comments!

Article by – Bradley Ramsey





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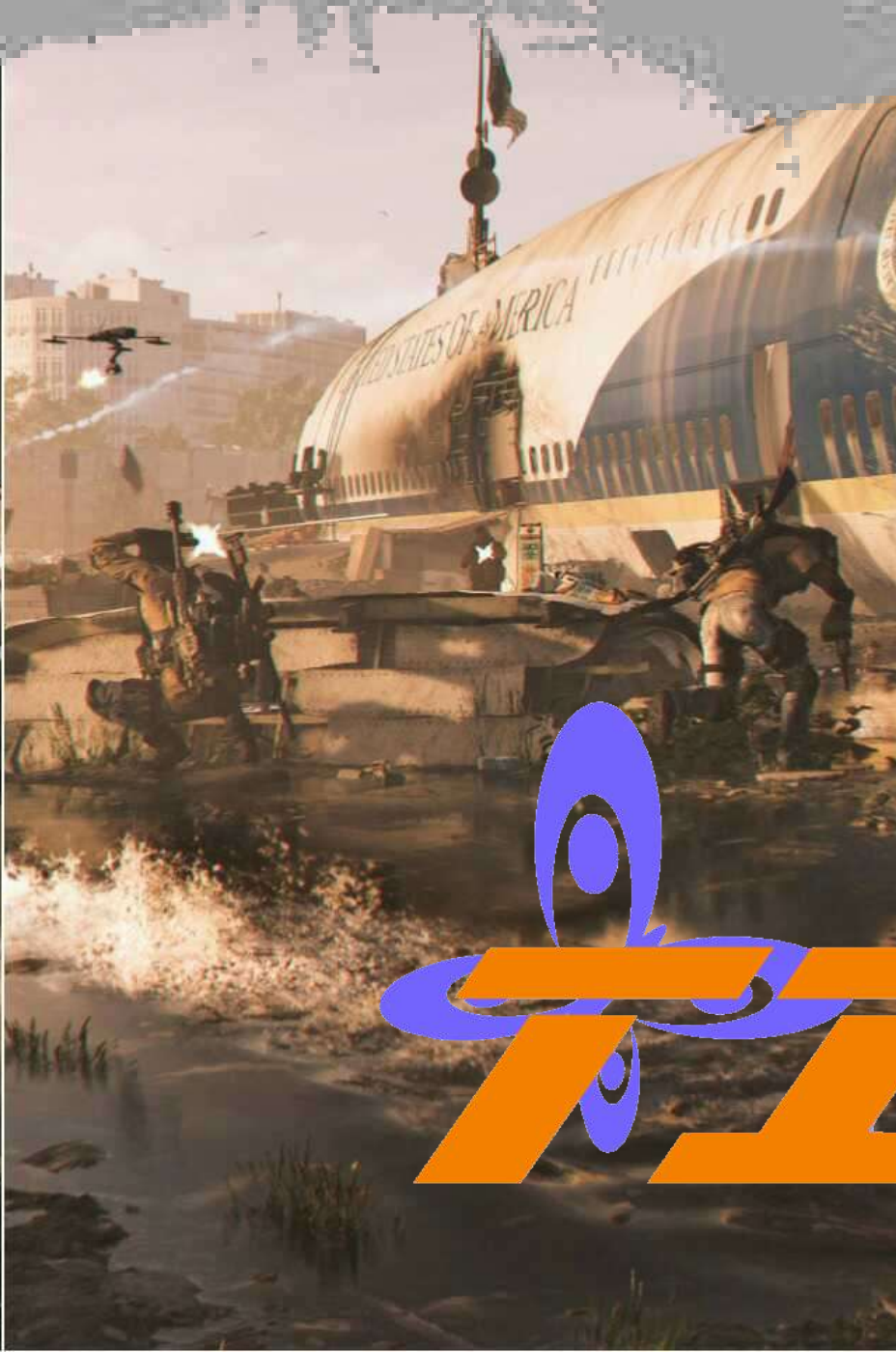
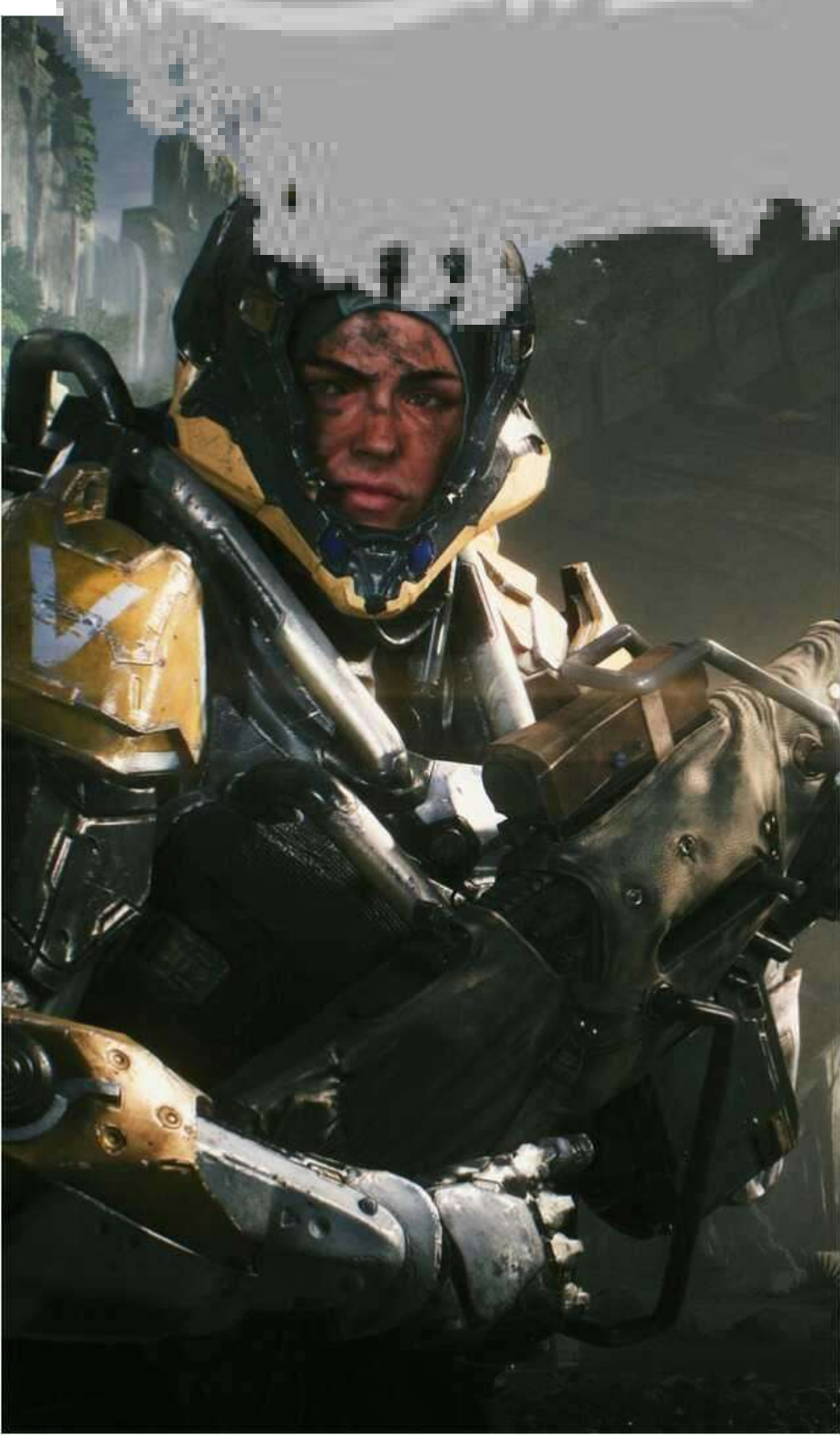
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THE GAMES



III
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