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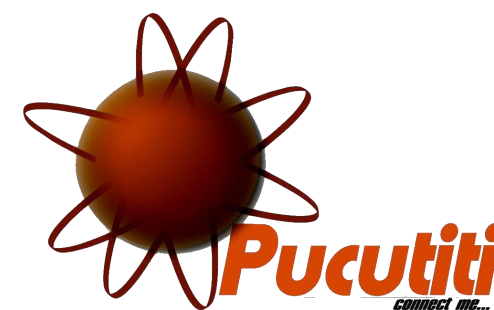
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GAMES





# The Legend of Zelda: Breath of the Wild



*The Legend of Zelda: Breath of the Wild* is a 2017 action-adventure game developed and published by Nintendo for the Nintendo Switch and Wii U consoles. *Breath of the Wild* is part of the Legend of Zelda franchise and is set at the end of the series' timeline; the player controls Link, who awakens from a hundred-year slumber to defeat Calamity Ganon before it can destroy the kingdom of Hyrule.

Similar to the original Legend of Zelda (1986), players are given little instruction and can explore the open world freely. Tasks include collecting multi-purpose items to aid in objectives or solving puzzles and side quests for rewards. The world is unstructured and designed to reward experimentation, and the story can be completed in a nonlinear fashion.

Development of *Breath of the Wild* lasted five years. Wanting to reinvent the series, Nintendo introduced elements such as a detailed physics engine, high-definition visuals, and voice acting. Monolith Soft, known for their work in the open-world *Xenoblade Chronicles* series, assisted in designing landscapes and topography. The game was planned for release in 2015 as a Wii U exclusive, but was delayed twice. Released on March 3, 2017, *Breath of the Wild* was a launch game for the Switch and the final Nintendo-published game for the Wii U. Two downloadable content expansions were released later in 2017.

*Breath of the Wild* received acclaim for its open-ended gameplay and attention to detail, and has been cited as one of the greatest video games of all time. Critics called it a landmark in open-world design, despite minor criticism for its technical performance at launch. It won numerous awards, including several game of the year honors. The game had sold over 19 million copies by 2020, making it the bestselling Zelda game and one of the best-selling games of all time. A sequel was announced at E3 2019 and is in development.

## Gameplay

Players are free to explore the world of *Breath of the Wild* using a variety of tools. For example, by jumping from a high elevation and deploying his paraglider, Link can travel distances quickly.

*Breath of the Wild* is an action-adventure game set in an open world where players are tasked with exploring the kingdom of Hyrule while controlling Link. In terms of structure, *Breath of the Wild* encourages nonlinear gameplay, which is illustrated by the game's lack of defined entrances or exits to areas, scant instruction given to the player, and encouragement to explore freely. *Breath of the Wild* introduces a consistent physics engine to the Zelda series, letting players approach problems in different ways rather than trying to find a single solution. The game also integrates a "chemistry engine" that defines the physical properties of most objects and governs how they interact with the player and one another. For example, players may take advantage of the game's dynamic weather by throwing metal objects at enemies during thunderstorms to attract a lightning strike. However, the level of realism offered in the "chemistry engine" also means that players will equally attract an unavoidable fatal lightning strike if wearing any metal during thunderstorms. These design approaches result in a generally unstructured and interactive world that rewards experimentation and allows for nonlinear completion of the story.





**Developer:** Nintendo EPD

**Publisher:** Nintendo

**Director:** Hidemaro Fujibayashi

**Producer:** Eiji Aonuma

**Programmers:** Takuhiro Dohta, Kenji Matsutani, Hiroshi Umemiya

**Artist:** Satoru Takizawa

**Writer:** Akihito Toda

**Composer:** Manaka Kataoka, Yasuaki Iwata, Hajime Wakai

**Series:** The Legend of Zelda

**Platforms:** Nintendo Switch, Wii U

**Release:** March 3, 2017

**Genre:** Action-adventure

**Mode:** Single-player

**TiTi Rating:** 6/10



# THE LEGEND OF ZELDA<sup>TM</sup> BREATH OF THE WILD



As Link, players can perform actions such as running, climbing, swimming, and gliding with a paraglider, although Link is limited by his stamina. Link can procure items from the environment, including weapons, food, and other resources. Unlike previous Zelda games, weapons and shields will degrade over time. Many items have multiple uses; for example, wooden weapons and armor can be set to light fires or collect incoming enemy arrows, and shields can be used as makeshift snowboards. Players can obtain food from hunting animals, gathering wild fruit, or collecting parts of defeated enemies. By cooking combinations of food or materials, the player can create meals and elixirs that can replenish Link's health and stamina, or provide temporary status bonuses such as increased strength or weather resistance. An important tool in Link's arsenal is the "Sheikah Slate", which can be used to mark waypoints on a map and as an in-game camera. Over the course of the game, Link can collect powers to add to the Slate, including the abilities to create remote bombs, manipulate metal objects, form ice blocks on watery surfaces, and temporarily stop objects in time. In combat, players can lock onto targets for more precise attacks, while certain button combinations allow for advanced offensive and defensive moves. Players may also defeat enemies without weapons, such as by rolling boulders off cliffs into enemy camps.

Besides exploration, players can undergo quests or challenges to obtain certain benefits. Activating towers and shrines adds waypoints that the player may warp to at any time.[13] Activating towers also adds territories to the map, although location names are not added until the player explores that area. Dotted throughout Hyrule are shrines that contain challenges ranging from puzzles to battles against robotic opponents. Clearing shrines earns Spirit Orbs, which can be traded for additional health or stamina points. Scattered across Hyrule are small puzzles that reveal Korok Seeds, which can be traded to expand inventory size for weapons, shields, and bows. Towns serve as hotspots for quests, sidequests, and shops selling materials and clothing. Hikers and other travelers offer sidequests, hints, or conversation. Additionally, players can scan Amiibo figures against their console to summon items or call Link's horse Epona from previous Zelda games and Wolf Link from Twilight Princess.

## Plot

*Breath of the Wild* takes place at the end of the Zelda timeline in the kingdom of Hyrule. 10,000 years before the beginning of the game, the evil Calamity Ganon threatens Hyrule, but he is defeated by a princess with the blood of the goddess and with the help of her appointed knight. Hyrule matured into an advanced civilization, protected by four enormous animalistic machines called the Divine Beasts and an army of autonomous weapons called Guardians. Upon Ganon's return, four great warriors were given the title of Champion, and each piloted one of the Divine Beasts to weaken Ganon while the princess and knight fought him so she could seal him away.

9,900 years later, the kingdom of Hyrule had devolved to a medieval state. Reading their ancestors' prophecies, the Hylians recognized the signs of Ganon's return and excavated the Divine Beasts and Guardians. During this time, Zelda trained vigorously to awaken the sealing magic needed to defeat Ganon. The champions of Hyrule's races—Daruk, warrior of the mountainous Goron; Mipha, princess of the aquatic Zora; Revali, archer of the bird-like Rito; and Urbosa, chief of the desert-dwelling Gerudo—assembled to pilot the Divine Beasts (Vah Rudania, Vah Ruta, Vah Medoh, and Vah Naboris respectively,) while the current Zelda and Link battled Ganon. However, Ganon possessed the Guardians and Divine Beasts, turning them against Hyrule. King Rhoam and the Champions were killed, the castle town was destroyed, and Link was gravely wounded. Zelda took Link to safety, hid the Master Sword, and used her magic to trap Ganon in Hyrule Castle.

100 years after that, an amnesiac Link awakens in Hyrule. He meets an old man, who reveals himself as the spirit of King Rhoam. Rhoam explains that Ganon, sealed in Hyrule Castle, has grown strong; he pleads for Link to defeat Ganon before he breaks free and destroys the world.









Link travels across Hyrule, returning to locations from his past and regaining his memories. With the help of the Hyrulean races, he boards the four Divine Beasts and purges them of Ganon's monsters, releasing the spirits of Hyrule's former champions and allowing them to pilot the Divine Beasts once again. After obtaining the Master Sword from the Lost Woods, Link enters Hyrule Castle and defeats Ganon with the help of the Divine Beasts and Zelda's Bow of Light. Zelda seals Ganon away, restoring peace and allowing the spirits of King Rhoam and the champions to depart. Sensing their presence, Link and Zelda smile fondly.

If players fulfill certain conditions (freeing all four Divine Beasts, retrieving the Master Sword, and finding all memories), they unlock a secret ending in which Zelda realizes that Hyrule must be rebuilt and that she and Link must begin the process themselves. As Link and Zelda survey Hyrule and embark to rebuild their world, the princess confides that she may no longer possess any supernatural power, yet still she is happy.

## Development

Nintendo EPD, an internal division of Nintendo, developed *Breath of the Wild* for the Nintendo Switch and Wii U. According to series producer Eiji Aonuma, the development team aimed to "rethink the conventions of Zelda". Following the release of *The Legend of Zelda: Skyward Sword* in 2011, Aonuma received comments from players who wished to see a more interconnected map to explore the locales between the gameplay areas. In 2013, Nintendo experimented with nonlinear, open-world gameplay in *The Legend of Zelda: A Link Between Worlds*. At E3 2014, Aonuma said he planned to reform dungeons and puzzles, two of the series' major gameplay elements, and redesign the game to allow players to reach the end without progressing through the story. As Nintendo had never worked on a modern open-world game before, they took influence from the development of *The Elder Scrolls V: Skyrim*.

Prior to full development, the developers designed a playable 2D prototype similar to the original *Zelda* to experiment with physics-based puzzles. The final game uses a modified version of the Havok physics engine. At the 2017 Game Developers Conference, Director Hidemaro Fujibayashi, technical director Takuhiro Dohta, and art director Satoru Takizawa held a presentation titled "Change and Constant – Breaking Conventions with The Legend of Zelda: Breath of the Wild", during which they demoed the prototype. Aonuma called the physics engine in *Breath of the Wild* a major development for the *Zelda* series, saying that it "underpins everything in the world" and makes things operate in a "logical and realistic way", allowing players to approach puzzles and problems in different ways. He expanded on the difficulty in developing this system, recalling how one day during development he entered an area in the game and found that all the objects had been blown away by the wind.

"Our mission in developing this new *Zelda* game ... is quite plainly to re-think the conventions of *Zelda*. I'm referring to the expectation that the player is supposed to complete dungeons in a certain order...we want to set aside these conventions, get back to basics and create a newborn *Zelda* so that the players can best enjoy the real essence of the franchise."

The game was built and demonstrated with touchscreen features for the Wii U, but the developers found that looking away from the main screen distracted from the game. The features were removed when the game moved to tandem development across the Switch and Wii U. The Wii U GamePad also affected animation; although Link is canonically left-handed, he is right-handed in the game to match the GamePad's control scheme, which has its sword-swinging buttons on its right side. The Switch version performs better than the Wii U release when docked to a television, although when undocked, both run at the same resolution. The Switch version also has higher-quality environmental sounds. Aonuma stated that the art design was inspired by gouache and en plein air art to help identify the vast world. Takizawa has also cited the Jōmon period as an inspiration for the ancient Sheikah technology and architecture that is found in the game, due to the mystery surrounding the period. The game's landscape was based on locations in and around Kyoto, the hometown of game director Hidemaro Fujibayashi, and was partially designed by Monolith Soft, who assisted with topographical level design.









"I really think the implementation of this physics engine is a major development for the Zelda series. The way the physics engine underpins everything in the world really offers up a lot of new possibilities. For instance, in *Breath of the Wild* you might have a puzzle where making use of the physics, there'll be various ways you can solve that puzzle. That really opens up a lot of possibilities so there's not just one way to progress in the game or just one way to solve a puzzle."

*Breath of the Wild* was the first main Zelda game to use voice acting in cutscenes, although Link remains a silent protagonist. Aonuma was affected by the first time he heard a character with a human voice in-game, and wanted to leave a similar impression on players. The team decided to record voice-overs for all cutscenes instead of only the key scenes, as originally planned. Nintendo provided voice-overs and subtitles in eight languages. Initially, players were not able to mix and match the languages of voices and subtitles; however, Nintendo released an update in May 2017 that allowed players to choose the voice-over language. After five years of development, the game went gold on February 3, 2017, with Nintendo holding a wrap party to celebrate. Coinciding with the game's launch in Taiwan and South Korea in early 2018, Nintendo introduced a patch worldwide adding traditional and simplified Chinese and Korean translations for the Nintendo Switch version.

The original score was composed by Manaka Kataoka, Yasuaki Iwata, and Hajime Wakai. Kataoka and Wakai had previously worked on the Zelda games *Spirit Tracks*<sup>[e]</sup> and *The Wind Waker* respectively. The soundtrack was primarily written and performed on a piano, with a focus on ambient music and sounds rather than the melodic and upbeat music in previous Zelda games. According to Wakai, this helped add "authenticity" to the environments, and was taken on as a challenge by the rest of the sound team.

## Release

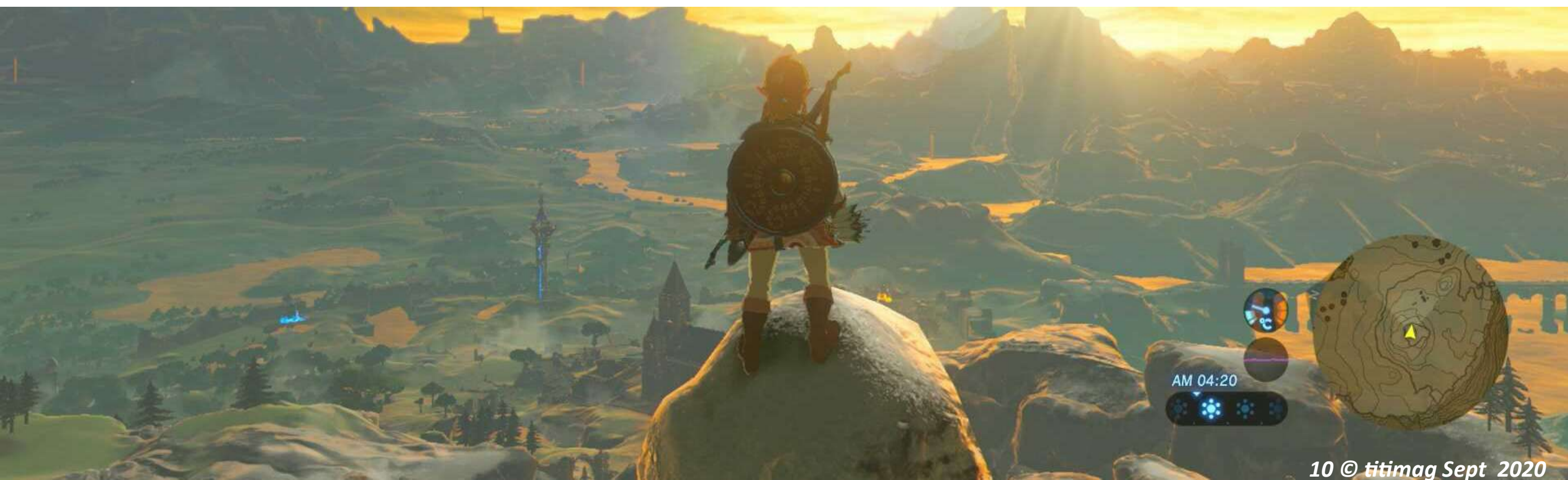
Aonuma originally teased the game for the Wii U in January 2013 during the company's Nintendo Direct presentation. The game, he continued, would challenge the series' conventions, such as the requirement that players complete dungeons in a set order. The next year, Nintendo introduced the game's high-definition, cel-shaded visual style with in-game footage at its E3 2014 press event. Once planned for release in 2015, the game was delayed early in the year and did not show at that year's E3. Zelda series creator Shigeru Miyamoto reaffirmed that the game was still set for release on the Wii U, despite the development of Nintendo's next console, the Nintendo Switch. The game was delayed again in April 2016 due to problems with its physics engine. Nintendo let attendees play the game's Wii U version at E3 2016, where they also announced its subtitle, *Breath of the Wild*. CNET said that the showing would "take your breath away", and *Breath of the Wild* was the most talked-about E3 2016 game on social media according to Brandwatch, a social media monitoring platform. It was also listed among the best games at E3 by Eurogamer, GameSpot, and GamesRadar+. At a Nintendo presentation in January 2017, a trailer was shown announcing that the game would be released as a launch game for the Switch.

*Breath of the Wild* launched for both the Wii U and Switch on March 3, 2017. It was the last Nintendo game released for the Wii U. The Switch version was available in limited "Special Edition" and "Master Edition" bundles, which both included a Sheikah Eye coin, a Calamity Ganon tapestry with world map, a soundtrack CD, and a themed carrying case for the Switch. The Master Edition also included a figurine based on the Master Sword. An "Explorer's Edition" was released for the Switch on November 23, 2017, containing a two-sided map and a 100-page book of story information. In Europe, the game used unique packing artwork. A five-disc, 211-track soundtrack was released in Japan on April 25, 2018.

## Downloadable content

On June 30, 2017, Nintendo released a "season pass" for two bundled downloadable content (DLC): *The Master Trials* and *The Champions' Ballad*. The *Master Trials* adds gameplay modes, features, and items. In the Trial of the Sword challenge, Link fights through 45 rooms of enemies and must finish each room before proceeding. Link begins with no equipment, but is rewarded with a glowing Master Sword that has greater durability and possesses a doubled damage stat if the player completes the challenge. The pack also adds an option to play the game at a higher difficulty level, called "Master Mode", which adds ranks and raises the ranks of enemies. The enemies are more perceptive when Link sneaks near them and slowly regenerate health in battle. New floating platforms throughout the land offer enemies to battle and treasure as a reward. The Hero's Path feature draws the player's path on the game's map, designed to help players determine places they have not visited. The player can also find the hidden Travel Medallion to save Link's current position as a single waypoint to which the player can transport Link at any time. New items include the Korok Mask, which helps the player find Korok locations, and other themed cosmetics related to previous Zelda games.

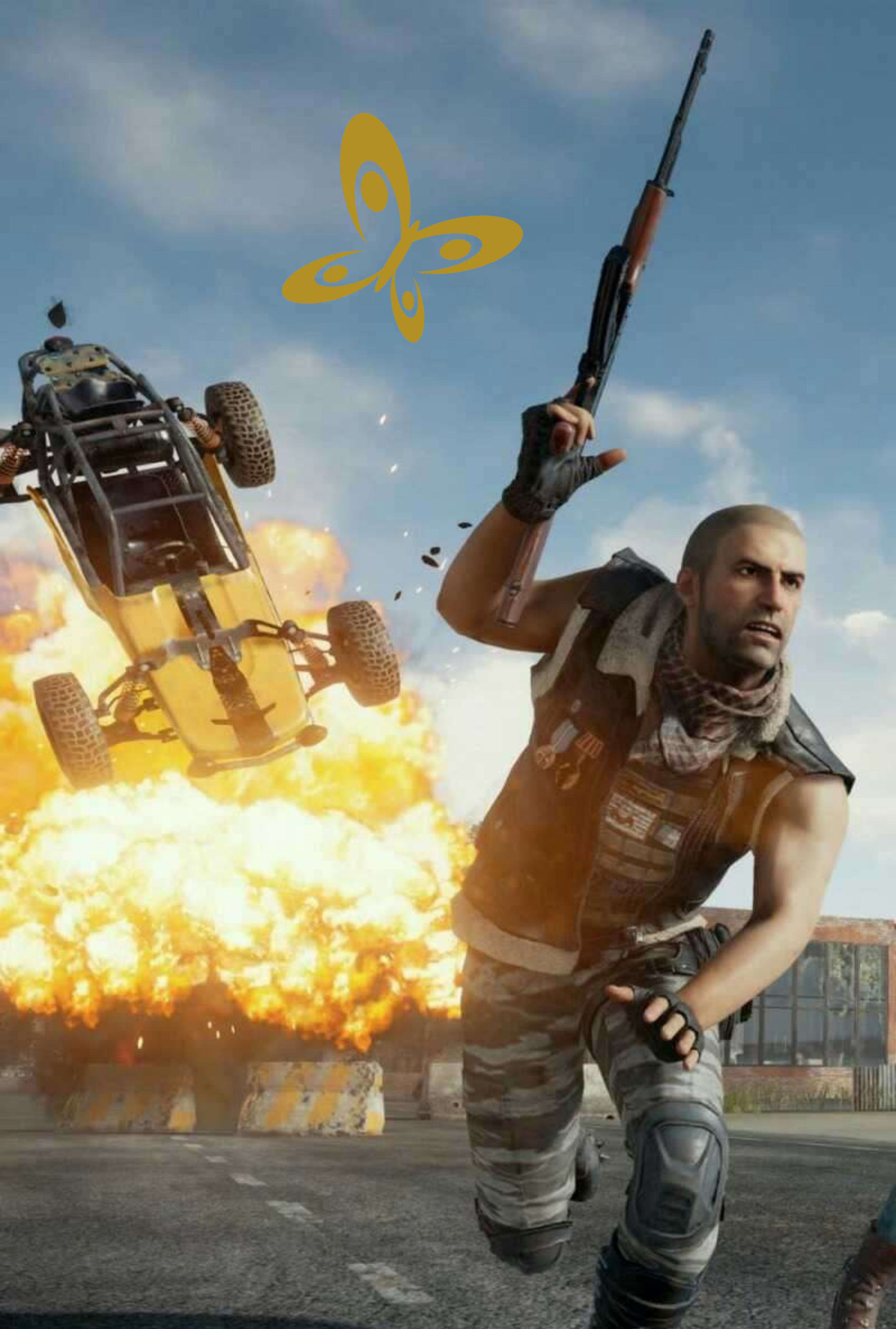
*The Champions' Ballad* was released on December 7, 2017, with a trailer presented at The Game Awards 2017 exhibiting the new content. The expansion pack adds a new dungeon, original story, gear, and additional challenges. It also introduces the Master Cycle Zero, a motorcycle-like vehicle that Link can ride after players complete the pack's additional content.













*Ark: Survival Evolved (ARK) is a 2017 action-adventure survival video game developed by Studio Wildcard, in collaboration with Instinct Games, Efecto Studios, and Virtual Basement. In the game, players must survive being stranded on an island filled with roaming dinosaurs and other prehistoric animals, natural hazards, and potentially hostile human players.*

*The game is played from either a third-person or first-person perspective and its open world is navigated on foot or by riding a prehistoric animal. Players can use firearms and improvised weapons to defend against hostile humans and creatures, with the ability to build bases as defense on the ground and on some creatures. The game has both single-player and multiplayer options. Multiplayer allows the option to form tribes of members in a server. The max number of tribe mates varies from each server. In this mode all tamed dinosaurs and building structures are usually shared between the members. There is a PvE mode where players cannot fight each other.*

*Development began in October 2014, where it was first released on PC as an early access title in the middle of 2015. The development team conducted research into the physical appearance of the animals, but took creative license for gameplay purposes. Egypt-based developer Instinct Games was hired to facilitate the game's development. The game was released in August 2017 for PlayStation 4, Xbox One, Microsoft Windows, OS X and Linux, with versions for Android, iOS, and Nintendo Switch in 2018. It received generally mixed reviews, with criticism for its "punishing" difficulty and reliance on grinding. Several expansions to the game have been released as downloadable content. The game begot two spin-off games in March 2018—virtual reality game ARK Park and sandbox survival game PixArk—and two companion apps: A-Calc in October 2015, and Dododex in August 2017.*

## Gameplay

*Ark: Survival Evolved is an action-adventure survival game set in an open world environment with a dynamic day-night cycle and played either from a third-person or first-person perspective. To survive, players must establish a base, with a fire and weapons; additional activities, such as taming and feeding dinosaurs, require more resources. The game's world, known as the "Ark", is approximately 48 km<sup>2</sup> (19 sq mi) in size: there is approximately 36 km<sup>2</sup> (14 sq mi) of land with 12 km<sup>2</sup> (4.6 sq mi) of ocean.*

*There are currently 176 creatures that populate the world of Ark. In the early versions of the game, nearly all creatures were real dinosaurs and other prehistoric creatures, however, as the storyline progressed, mythical creatures such as the wyvern, manticore, and phoenix were added. As expansions were released, completely original creatures, such as the Karkinos and the Velonasaur also made their way into the game as well as original robotic creatures such as the Enforcer and Scout.*

*One of the primary game mechanics of the game is taming creatures. The majority of creatures can be tamed by the player, though some, such as Meganeura or Titanomyrma, cannot. The taming method varies creature by creature. Most creatures are "violent" tames, meaning the players must knock the creature out using tranquillizing projectiles like tranq darts or by using blunt weapons, such as a club. Oftentimes players will need to keep the dinosaur sedated for the duration of the tame. Some dinosaurs take longer than others to tame, therefore require more narcotics. Players are able to use narcoberries, or craft narcotics from narcoberries and spoiled meat. Once knocked out, the player must feed the creature their preferred food, such as berries for herbivores or raw meat for carnivores. Different foods help tame animals at varying speeds. Most creatures tame most effectively — and quickest — with a food called Kibble, which is an item crafted using eggs from another creature. Some creatures can also be tamed passively, by approaching them and carefully giving them food. Once a creature is tamed, it will follow the commands of the player who tamed them. As well, most creatures can be ridden, and therefore allow the player to utilize the creature's abilities, such as flight or fast underwater movement. When riding atop certain creatures, players may still be able to use weapons. They can also be used to carry items, and players can issue offensive and defensive commands to them; for example, a pack of Utahraptors can be assigned to defend the base, or a group of Triceratops can be ordered to attack an enemy's base. Some of the larger creatures, such as a Brontosaurus or Mosasaurus, can have a building platform placed on their back, giving players a mobile, though small, base. The game also features various other animals, such as the dodo, saber-toothed tiger, woolly mammoth, Meganeura, Titanomyrma, and Doedicurus. Every creature in the game has living ecosystems and predator hierarchies.*





**Developer:** Studio Wildcard

**Additional work by:** Instinct Games

Efecto Studios

Virtual Basement

**Publisher:** Studio Wildcard

**Directors:** Jesse Rapczak, Jeremy Stieglitz

**Producers:** Navin Supphapholsiri, Dave Loyd

**Designers:** Craig Brown, Kayd Hendricks

**Programmer:** Graham Stewart

**Composer:** Gareth Coker

**Engine:** Unreal Engine 4

**Platforms:** Linux, Microsoft Windows, macOS, PlayStation 4,

Xbox One, Android/iOS, Nintendo Switch

**Release:** Steam-August 27, 2017

Linux, PC, macOS, PS4, XBOX- August 29, 2017

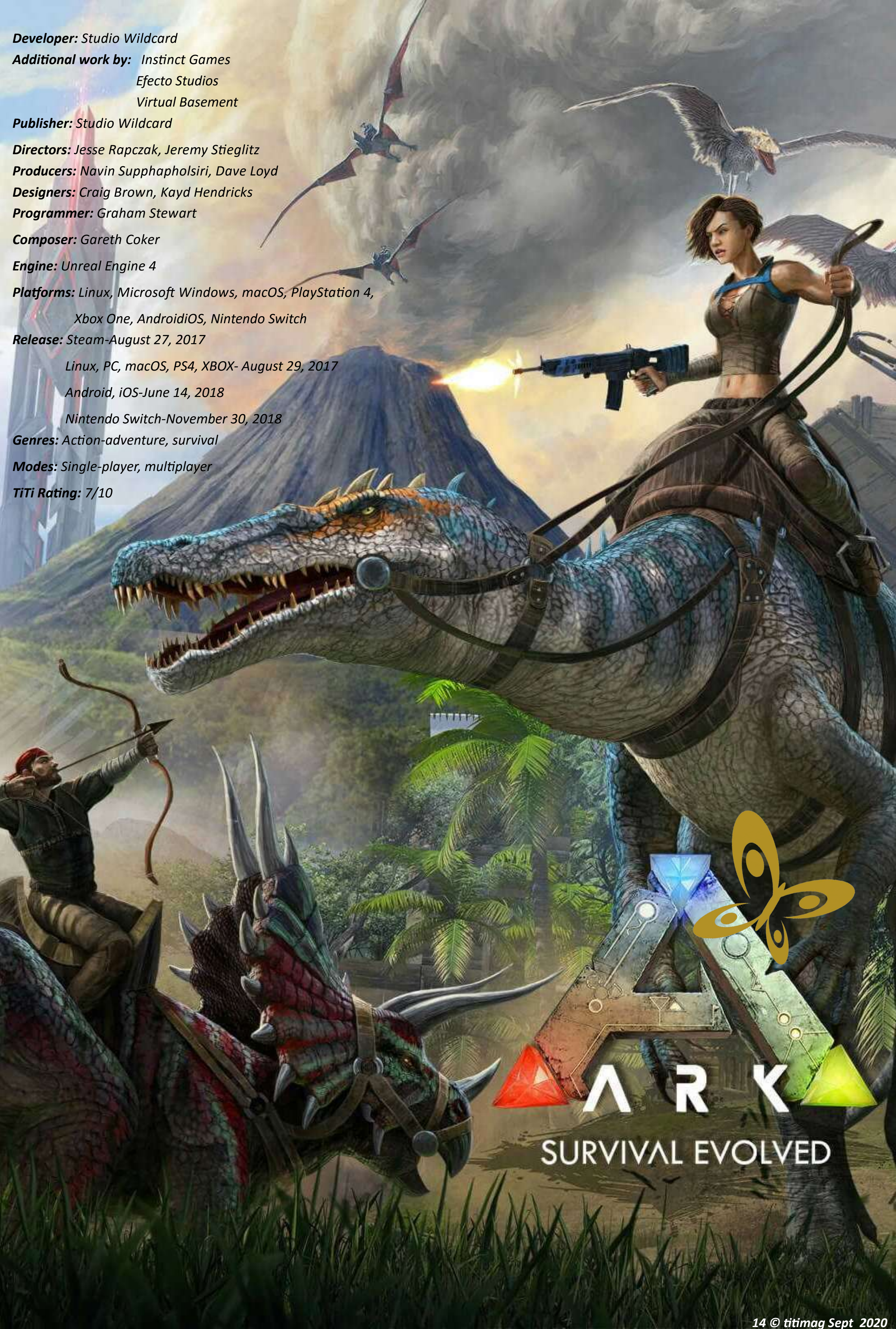
Android, iOS-June 14, 2018

Nintendo Switch-November 30, 2018

**Genres:** Action-adventure, survival

**Modes:** Single-player, multiplayer

**TiTi Rating:** 7/10





Players must keep track of various meters, such as health, stamina, oxygen, hunger, thirst, and "weight", or how much they can carry. Should players take damage, their health meter will gradually regenerate if they have consumed the necessary food, or if they craft items that regenerate the health meter at a faster pace. Otherwise, a player's health meter will gradually regenerate slowly over time. Players can gain experience through harvesting materials, crafting, killing, or discovering explorer notes. Once the player has obtained enough experience, they will gain a level point, which can be spent improving one of the player's stats, which include max health, max stamina, max oxygen, max food meter, max water meter, max carry weight, melee damage, movement speed, and crafting speed. As of June 2020, the maximum player level is 105, an additional 45 levels to be gained by defeating end-game bosses and 5 acquired by leveling up a chibi (cosmetic pet obtain through an in-game event). Tamed creatures can also gain experience and level points, which can be spent on similar stats. Creatures spawn into the game at levels ranging from 1 to 150, and, when tamed, can gain up to 75 more levels by gaining experience. There are also dinosaurs which can be tamed at a higher level, the tek dinosaurs. These spawn at a maximum level of 180. There are specific varieties of creatures, for instance, the Rock Drake, or the Wyvern variants, which are able to spawn up to level 190, but they are untameable in the wild, and instead must be hatched from their respective egg.

Players can build structures throughout the world. To build a base, players must acquire structure components—such as floors, doors and windows built with the resources littered throughout the world—which are earned as they progress and gain levels, then collect the necessary materials to make them. These components can then be crafted and placed in the world. Players can create any structure, as long as they have the logistics and resources; the structural integrity of the building is compromised when the pillars and foundations are destroyed. Structures can be built from various tiers of materials, with better tiers providing more protection, but costing more resources to create. Players start out by creating thatch structures, then moving on to wood, stone, metal, and finally tek, a futuristic and late-game material. There are also glass structures that can be used to gain a greenhouse effect on plants grown inside. Adobe structures block heat from outside for an ideal temperature in the building. Players can also craft items in the game, such as weapons, by collecting the resources and technology required for crafting. In addition, players can craft and attach accessories to their weapons, such as a scope or flashlight for a pistol or machine gun.

## Development

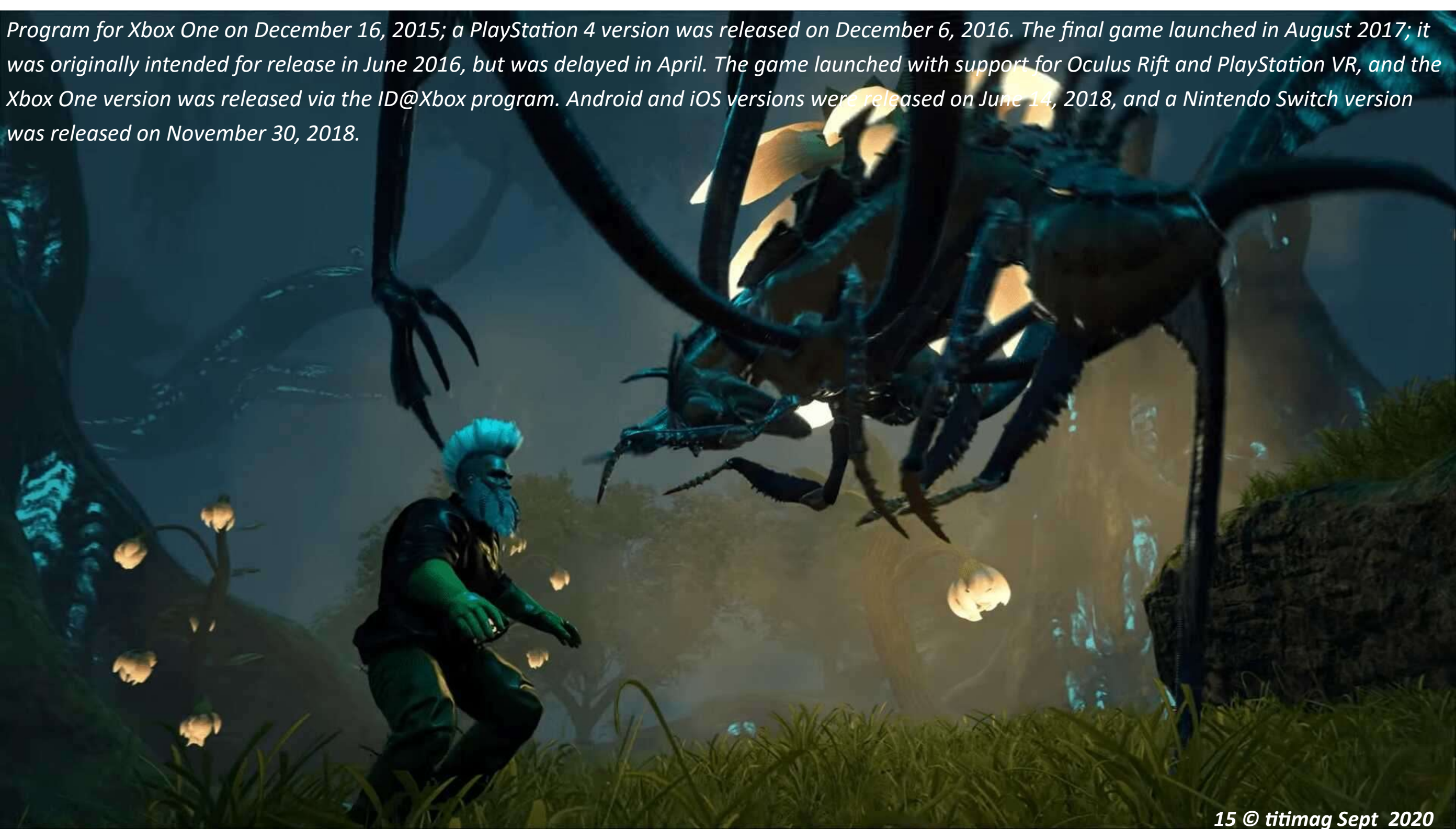
Preliminary work on Ark: Survival Evolved began in October 2014. Studio Wildcard, the Seattle-based team behind the game, co-opted Egypt-based developer Instinct Games to facilitate development. When researching for information about the game's prehistoric species, the development team read "general audience books" and online articles, and sought assistance from friends who studied in the fields in biological sciences. When creating the species and world, the team took creative license for gameplay purposes, although there is an in-game reason that the species have diverged from their historical counterparts. Many of the development team members were inspired by dinosaur films such as Jurassic Park and The Land Before Time.

The team added features to the game that would appeal to all players, as opposed to specifically players of the survival genre, such as the ability to simply explore the island and compete against large bosses, as a reward for uncovering secrets of the island. They also added an end-game for players to strive towards, as they felt that most survival games lack a final goal. They wanted to "provide a depth and scope that allows for the world to not just be a means to an end [...] but also a place to explore", said creative director Jesse Rapczak.

The game, powered by Unreal Engine 4, contains "tens of thousands" of artificial intelligence entities, according to Rapczak. It also features support for virtual reality (VR) gameplay; Rapczak, who has almost three years of experience with head-mounted displays, described the game as being designed with VR in mind from the beginning.

The game was initially released through Steam Early Access for Microsoft Windows on June 2, 2015, shortly before the theatrical release of Jurassic World later that month. Rapczak said that the game's release was scheduled to take advantage of the "dino fever" that was present with the film's imminent release. The game subsequently received an Early Access release for Linux and OS X on July 1, 2015, and through the Xbox Game Preview

Program for Xbox One on December 16, 2015; a PlayStation 4 version was released on December 6, 2016. The final game launched in August 2017; it was originally intended for release in June 2016, but was delayed in April. The game launched with support for Oculus Rift and PlayStation VR, and the Xbox One version was released via the ID@Xbox program. Android and iOS versions were released on June 14, 2018, and a Nintendo Switch version was released on November 30, 2018.













The game left early access on August 29, 2017, for Microsoft Windows, PlayStation 4, and Xbox One. The standard version was released alongside an "Explorer's Edition", which included a season pass with three expansions, and the "Collector's Edition", which included a season pass as well, a necklace, a map, a notebook, a development team poster, a wooden chest packaging, and the game's official soundtrack.

## Game modes

On March 16, 2016, the Survival of the Fittest game mode was released in early access as a free standalone game with no microtransactions; it was scheduled to fully launch in mid 2016, but was eventually merged back to the main game as the development team did not wish to monetize on its release, and wanted to ensure that modders can apply the development kit of Survival Evolved to create mods for Survival of the Fittest. There will be various eSports tournaments of the game mode, with a prize pool of US\$50,000. Players who played Survival of the Fittest before it was merged back into the main game can continue to play the game without paying an extra cost, while new players must pay before getting access to it. It will be available for every player who purchases the main game.

On March 25, 2019, game developers announced a new mode of gameplay: Classic PVP. The new game mode was made available on PC April 2, 2019. The update aims to revert the PVP meta back to the younger days of Ark via clustered servers with limitations such as: no official tribe alliances, limits to tribe size, lack of evolution events, un-tame-able Tek dinos, no access to Aberration and Extinction content, no Tek Engrams and reduced scaling of weapon damage.

## Expansions

On September 1, 2016, Studio Wildcard released the paid downloadable content (DLC) Scorched Earth. The expansion includes a new, desert map as well as several desert-themed resources and items. It also features ten new creatures, some of which are fictional, like the Wyvern. The release of paid DLC for a game still in early access caused negative reaction among players of the game, resulting in lots of negative reviews on Steam right after the expansion launch.

On December 12, 2017, the paid DLC Aberration was released, adding a new underground/alien-themed map and 15 new alien/underground themed creatures, as well as new items such as climbing hooks and glider suits to navigate the hostile terrain. The largest map in terms of playable area, Aberration also allowed players to continue the story line of Ark and discover more of the truth about the Ark worlds.

On November 6, 2018, the third paid DLC expansion, Extinction was released. The expansion takes place on a future, dystopian Earth that has been corrupted by "Element"; various creatures have been infected by this Element and will attack the player regardless of their normal behavior. The DLC introduced a new mechanic to the game: PVE events in which the player must defend either orbital supply drops from space or Element mineral veins for loot and resources, respectively. The final bosses of Extinction are called "Titans", powerful fictional creatures that are several magnitudes larger than any other creature in the game, and that can either be killed or temporarily tamed.

On February 25, 2020, the fourth paid DLC expansion, Genesis was released. (This will be part 1 of 2 released. Part 2 will be released at a later unknown date) This expansion takes place in a simulation allowing player to travel to 5 mini maps. Each mini map will be a different biome. The different biomes will include Bog, Arctic, Ocean, Volcanic, and Lunar. The new expansion adds new resources, items, and dinosaurs. During Ark Genesis players will discover the story with a new companion HLN-A (Helena). Genesis adds new missions that allow for players to experience Ark in a new and exciting way.

## Spin-offs

Two spin-off games developed by Snail Games were released in March 2018: ARK Park, a virtual reality game, and PixArk, a sandbox survival game.









# Assassin's Creed Valhalla



Assassin's Creed Valhalla is an upcoming action role-playing video game developed by Ubisoft Montreal and published by Ubisoft. It is the twelfth major installment and the twenty-second release in the Assassin's Creed series, and a successor to the 2018 game Assassin's Creed Odyssey. Set in 873 CE, the game recounts an alternative history to the Viking invasion of Britain. The player controls Eivor, a Viking raider who becomes embroiled in the conflict between the Brotherhood of Assassins and the Templar Order.

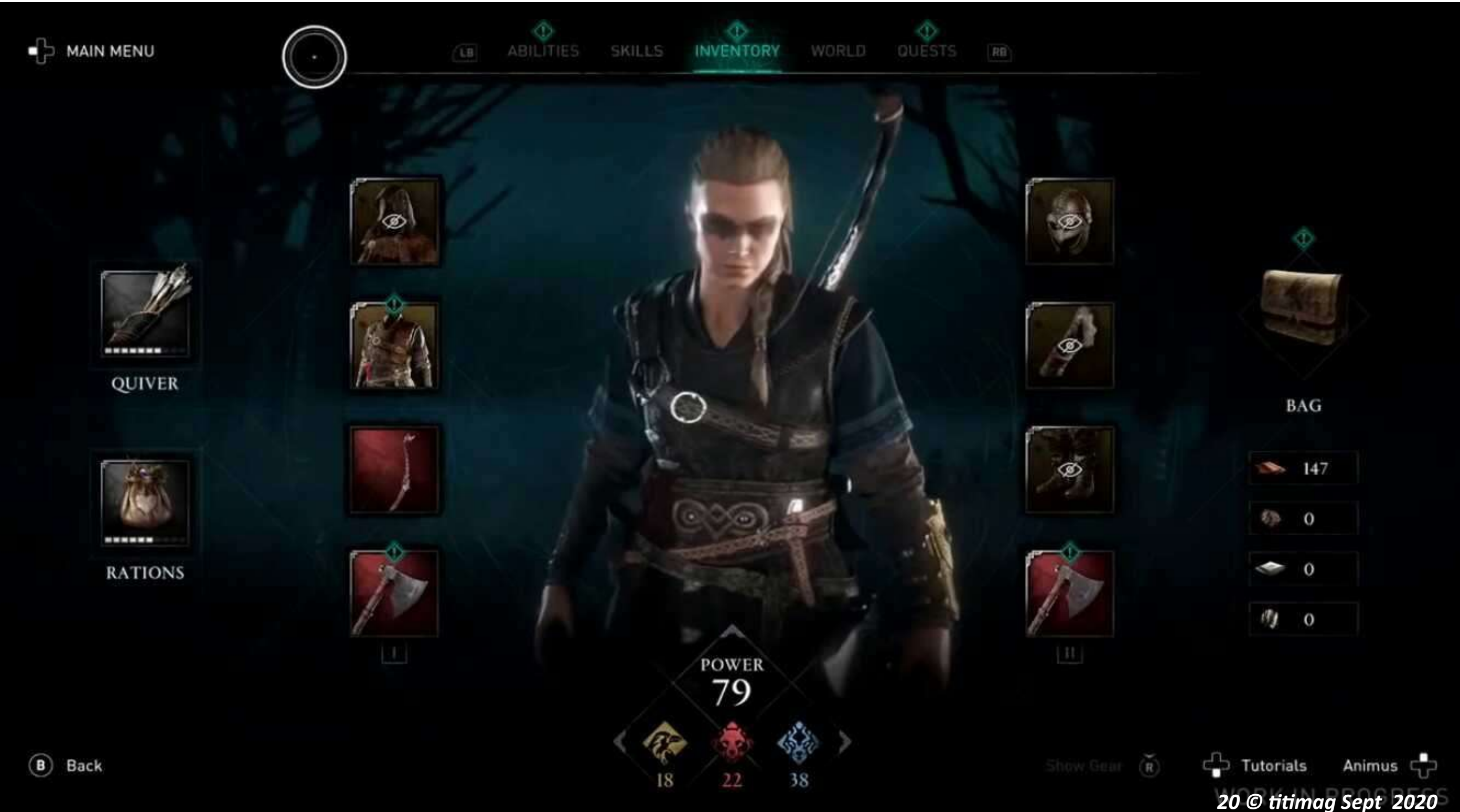
The game is set to be released on November 17, 2020, for Microsoft Windows, PlayStation 4, Xbox One and Stadia. It will also be Ubisoft's launch title for the next generation of gaming consoles, the PlayStation 5 and Xbox Series X.

## Gameplay

Assassin's Creed Valhalla is an open world action-adventure game, structured around several main story quests and numerous optional side missions. The player takes on the role of Eivor a Viking raider, as they lead their fellow Vikings against the Anglo-Saxon kingdoms. The player will have the choice of playing Eivor as either male (voiced by Magnus Bruun [da]) or female (voiced by Cecilie Stenspil and is able to customise Eivor's hair, warpaint, clothing, armor, and tattoos. The variety of weapons available to the player has been expanded to include weapons such as flails and greatswords. Combat has been changed to allow dual wielding of almost any weapon, including shields, and every piece of gear that the player collects is unique. The Eagle Vision mechanic of previous titles will return in the form of "Odin Sight". The player's companion animal will be a raven named Syn-in (Old Norse for "insight") and can be used to scout the nearby areas, much like previous avian companions had done in Origins and Odyssey, identifying foes and aspects of the game world from afar before Eivor engages in combat. There will be more focus on the stealth aspects for both traversing the game world and in combat. The "social stealth" concept from earlier Assassin's Creed games will return: Eivor can hide from enemies not only in stationary environmental objects, but can pull down their hood and slip into certain crowds to use them as cover. Eivor can feign death, use their raven to distract guards, and can access a hidden blade for near instantaneous assassinations. The game's key boss characters all will have a route through approach, tactics, and weapon selection to be assassinated through a single attack, but still can be defeated through numerous other routes.

Valhalla will have a similar structure of main story missions and a number of optional side missions. While the main storyline in past Assassin's Creed games typically moved linearly through the main sections of the game world, Valhalla has the player often returning back to the main settlement and back to areas previously visited as information about the new areas of England are learned by the Vikings through reconnaissance or from contacts. Not all missions require violent ends, with some that can be resolved through diplomatic means. Player choices through conversation or game-play options will affect the characters and their political alliances with other non-player characters. The game will rely less on a traditional leveling system and instead focus more on the selection of skills through skill trees selected by the player as Eivor advances through the game. The difficulty posed by enemies will be rated based on the player's collection of skills.

The development team aimed to introduce a wider range of enemy archetypes to Valhalla than in previous Assassin's Creed titles as they wanted the player to be continually surprised by the game even after playing for tens of hours. Enemy archetypes will have their own special abilities that they can use against the player. Narrative director Darby McDevitt said that the game has 25 unique enemy archetypes, and each "has a unique way of challenging the player." Some enemy types can coordinate with each other special attacks. Enemies can also use objects in the environment to their advantage. Some enemies are also capable of adapting to the player's actions and combat and finding ways to defend themselves. Enemies can also show personality during combat. While some might be intimidated by Eivor and fight more defensively, others might be more aggressive in their approach.







**Developer:** Ubisoft Montreal  
**Publisher:** Ubisoft  
**Director:** Ashraf Ismail  
**Producer:** Julien Laferrière  
**Writers:** Darby McDevitt, Thierry Noël  
**Composers:** Jesper KydSarah Schachner, Einar Selvik  
**Series:** Assassin's Creed  
**Engine:** Anvil Next 2.0  
**Platforms:** Microsoft Windows, PlayStation 4, PlayStation 5,  
Stadia, Xbox One, Xbox Series X  
**Release:** November 17, 2020  
**Genre:** Action role-playing  
**Mode:** Single-player  
**TiTi Rating:** 9/10



Conquest Battles, a feature introduced to the series in *Odyssey*, will return. They will be known as "Assaults" and will see the player lead Viking armies to attack fortifications. Raids are smaller battles where the player leads a raiding party to attack a target and secure resources for their settlement. The player will be able to build a raiding party by recruiting non-player characters to assist with these. The player will be able to create a Viking mercenary, or Jomsviking, that can be recruited by other players to act as a non-playable character within those games; the player will gain additional in-game rewards for successful missions that their Jomsviking takes part in.

The game will see the return of settlements, which have been absent from the series since *Assassin's Creed IV: Black Flag*. However, where these settlements offered the player passive gameplay bonuses, settlements in *Valhalla* will take on a renewed importance. Game director Ashraf Ismail described this as being "[because] a lot of what you're doing in the game world is, at the end of the day, going to feed into the settlement so that it can grow, it can flourish." Quests will start and finish in the settlement and the player will be able to direct construction of certain types of buildings, which in turn provide benefits for gameplay. To build these structures, the player will need to lead the Vikings on raids to collect resources. In addition, the player can forge diplomatic weddings to form relationships between clans in the community. As with *Odyssey*, the player as Eivor will be able to explore romance options for Eivor, including same-sex relations.

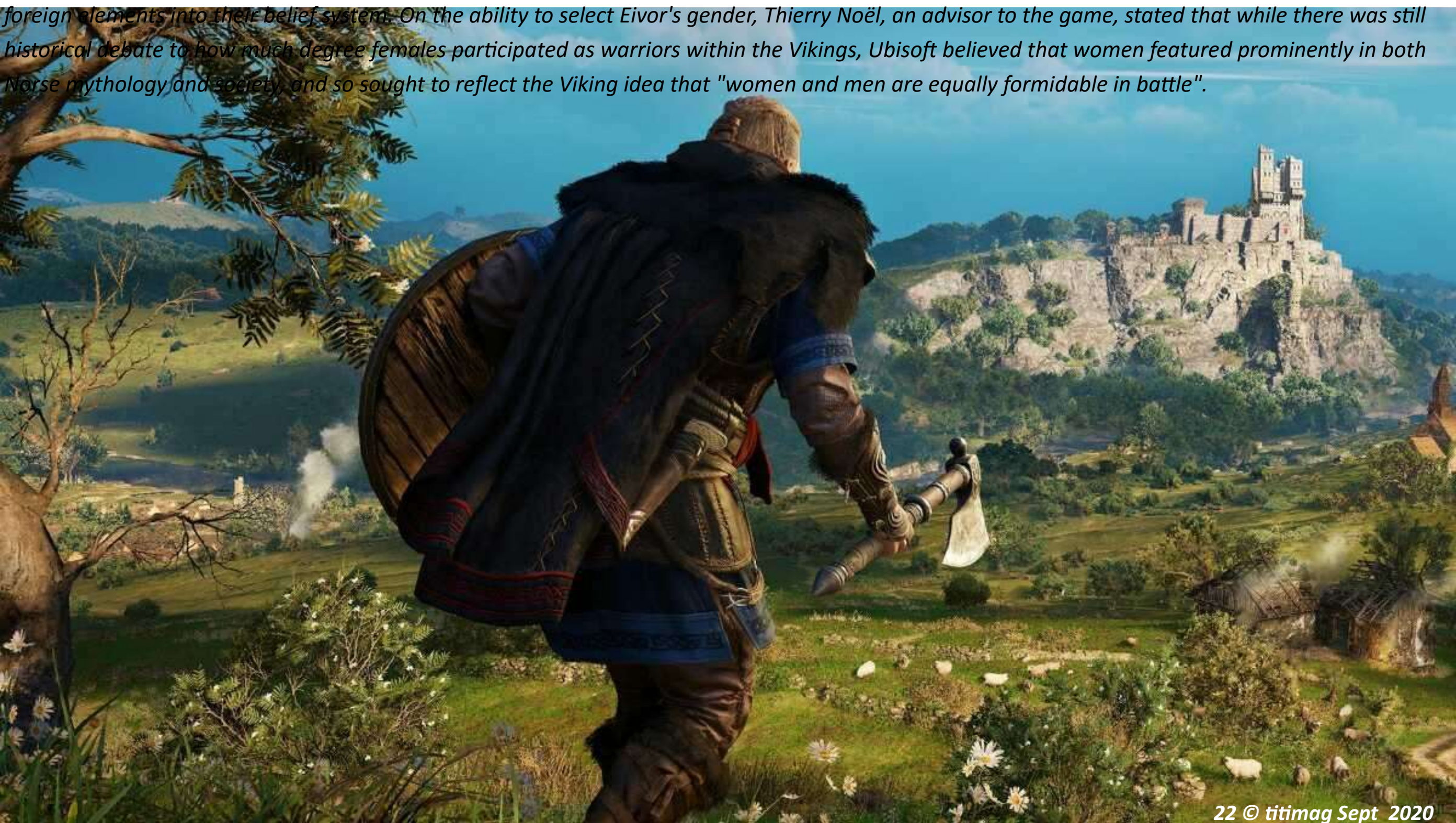
Though the use of naval transport has returned, naval combat has been dialed back. Eivor's longship will act more as a means of travel when performing raids and for escaping after land combat, rather than being used in combat with other naval vessels. In addition to these, the player can engage in a variety of activities such as; hunting, fishing, brawls with other Vikings, drinking contests, and flyting challenges, which Ubisoft described as "Viking rap battle".

## Development

*Assassin's Creed Valhalla* had been in development for more than two and a half years by its announcement in April 2020. The main development was led by the *Assassin's Creed Origins* team at Ubisoft Montreal and supported by fourteen other Ubisoft studios worldwide. While the tail-end of the game's development fell during the COVID-19 pandemic, the bulk of the Ubisoft staff assigned to game were able to work from home with support of Ubisoft's information technology departments, assuring the game was ready for release in 2020.

Ashraf Ismail served as the creative director having previously led work on *Assassin's Creed Origins* and *Assassin's Creed IV: Black Flag*. The game's narrative director was Darby McDevitt, who was the lead writer for *Assassin's Creed: Revelations* and *Black Flag* and co-writer of *Assassin's Creed Unity*. US Gamer's Mike Williams described the large scope and effort behind *Assassin's Creed Valhalla* as the equivalent of the series' "grand unifying theory" to combine all the past design and development work into a single vision without necessarily reinventing any of the previously developed concepts. McDevitt explained that *Valhalla*'s story was written as a recap of all the prior *Assassin's Creed* games, connecting them in non-trivial fashions, but not intended to be the final game in the series. He also stated that his experimental structure to the narrative was "quite unique for any game" he had seen as well as for the *Assassin's Creed* series itself.

Ismail cited Michael Crichton's 1976 novel *Eaters of the Dead*—itself a retelling of the epic poem *Beowulf*—as playing a major role in influencing *Valhalla*'s setting. McDevitt said that the development team recognized there would be similarities to the *God of War* games, but felt those games "skew very heavily towards the mythology", whereas Ubisoft wanted *Valhalla* to be a more "historically grounded" experience. Elements of Norse mythology will appear in the story. According to game director Ashraf Ismail, this will be based on how Eivor and the Vikings may take uncommon events to be signs of their gods' involvement rather than the more overt role that mythology played in *Origins* and *Odyssey*. This was particularly in light that much of the game takes place in England where Christianity dominated, so that the narrative and gameplay shows how Eivor would incorporate such foreign elements into their belief system. On the ability to select Eivor's gender, Thierry Noël, an advisor to the game, stated that while there was still historical debate to how much degree females participated as warriors within the Vikings, Ubisoft believed that women featured prominently in both Norse mythology and society and so sought to reflect the Viking idea that "women and men are equally formidable in battle".













*In researching the time period, Ismail and McDevitt said that the development team found that most historical records of the Viking expansion into Britain were written decades, if not centuries, after the event. They were often written from the perspective of the Anglo-Saxons and so portrayed Vikings as bloodthirsty invaders. However, the development team felt that this overlooked the Vikings' success in settling in England and the contributions they made to agricultural practices and their influence on the English language. The development team thus sought to portray the Viking Age more accurately, emphasising elements such as the settlement. This was represented in the trailer and promotional materials by juxtaposing Al-fred the Great's narration warning of the threat posed by the Vikings with scenes showing the Viking community. This research, in turn, led the team to make the settlement a focal point of the game and gave Valhalla more of a role-playing flavor, according to lead producer Julien Laferrière. He compared the settlement's relevance to the importance of Skyhold in Dragon Age: Inquisition or the SSV Normandy in Mass Effect. Laferrière added that the team came to use the settlement not only to show the more cultured side of the Vikings, but as a means to show the player the results of choices they made in the game, including the "harsh choices [one had] to face" from missions.*

*In a Tweet that was later deleted, Ubisoft's head of communications for the Middle East Malek Teffaha discussed the subject of the game world where he stated that Valhalla will not be the largest or biggest game in the series. Teffaha also stated that Valhalla would address one of the main criticisms of Odyssey, namely that the game suffered from a bloated world populated by repetitive locations; in their review of Odyssey, IGN noted that the main story campaign—not including downloadable content—lasted for roughly forty hours, but that completing every side quest and location could extend that to over one hundred hours. In a later interview with Kotaku, Ismail described that much of the game's world was "handcrafted" and that they had put effort to developing content that was worthwhile for the player to explore and find that content, keeping it about "uniqueness" and "about respecting our players' time and giving them mysteries and puzzles to sort of resolve".*

*Music for the game was composed by Jesper Kyd and Sarah Schachner, both whom have worked on past Assassin's Creed games. Einar Selvik, who had written original songs for the History Channel show Vikings, will work with Kyd and Schachner for new songs for Valhalla.*

*In June 2020, Polygon reported that Ismail "said he would step down from the project following accusations of multiple extramarital affairs with younger fans. [...] Ubisoft later confirmed his departure to Polygon".*

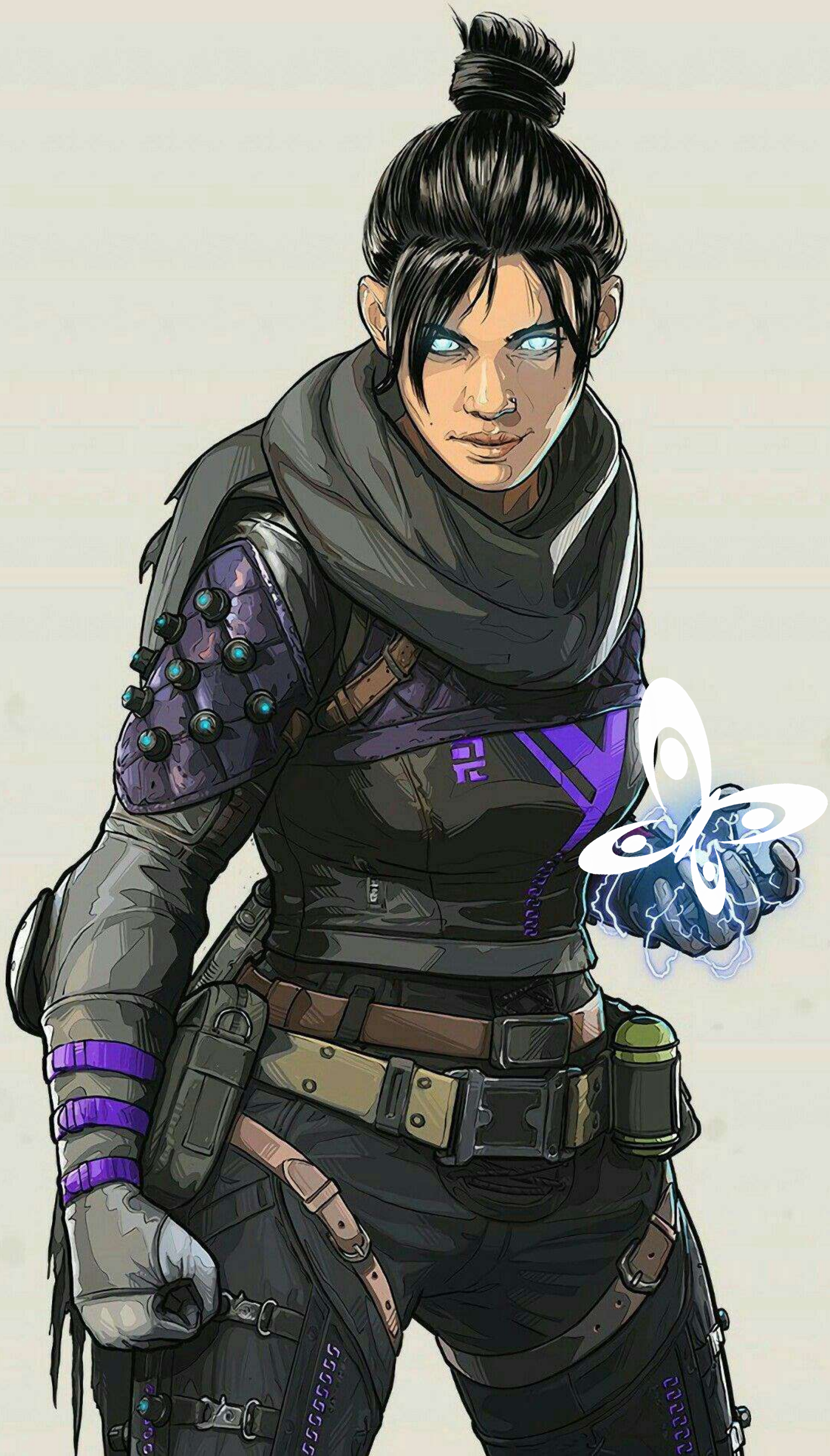
## Release

*Valhalla is set to be released on November 17, 2020 for Microsoft Windows, PlayStation 4, Xbox One and Stadia. It will also be the first Assassin's Creed title for the next-generation of consoles, the PlayStation 5 and Xbox Series X. Ismail said that Valhalla represents Ubisoft's "flagship" game for these next-generation systems, and has been developed to take advantage of faster loading times both new consoles offer. Players on Xbox One or PlayStation 4 will be able to upgrade their game to the next-gen version on their respective platform at no extra cost.*

*Ubisoft's 2019 title Tom Clancy's The Division 2 included an Easter egg in the form of a poster that appeared to tease the next Assassin's Creed game as named Valhalla. The poster included an image of a Viking dressed in similar fashion to an Assassin of the series' previous titles and held what appeared to be an Apple of Eden, one of the Isu artifacts featured in Assassin's Creed series. The Easter egg led Jason Schreier of Kotaku to report that there was a new Assassin's Creed title in development, planned for release in 2020. However, on the game's official announcement in April 2020, McDevitt said that the Easter egg in The Division 2 was coincidence as the Swedish studio behind the game, Massive Entertainment, wanted to incorporate some Swedish iconography into The Division 2 and had no intention of referencing or teasing Valhalla.*









# Final Fantasy VII Remake



*Final Fantasy VII Remake is a 2020 action role-playing game developed and published by Square Enix. It is the first in a planned series of games remaking the 1997 PlayStation game Final Fantasy VII. Set in the dystopian cyberpunk metropolis of Midgar, it puts players in the role of a mercenary named Cloud Strife. He joins AVALANCHE, an eco-terrorist group trying to stop the powerful megacorporation Shinra from using the planet's life essence as an energy source. The gameplay combines real-time action with strategic and role-playing elements.*

*Remake was announced in 2015 following years of speculation. Several key staff members returned, including character designer Tetsuya Nomura as director and main character designer, director Yoshinori Kitase as a producer, scenario writer Kazushige Nojima as scenario, event planner Motomu Toriyama as co-director/scenario design, and composer Nobuo Uematsu returning to compose the main theme of the game, along with the additional staff. The staff redesigned the characters to balance realism and stylization. While the veteran Japanese Final Fantasy VII voice cast returned for the new installment, the English cast was recast.*

*The game was released for the PlayStation 4 on April 10, 2020. It received positive reviews, with praise for its graphics, gameplay, narrative, and music. Critics applauded how faithful the story and lore was to the original game from 1997 while expanding on it. The updated battle system was praised for its strategic elements and visual flourishes. However, reception was more mixed toward the game's linearity and the repetitive nature of its sidequests. Final Fantasy VII Remake was a financial success and has become one of the fastest-selling PlayStation 4 games, selling over 3.5 million copies within the first three days.*

*A sequel is in development.*

## Plot

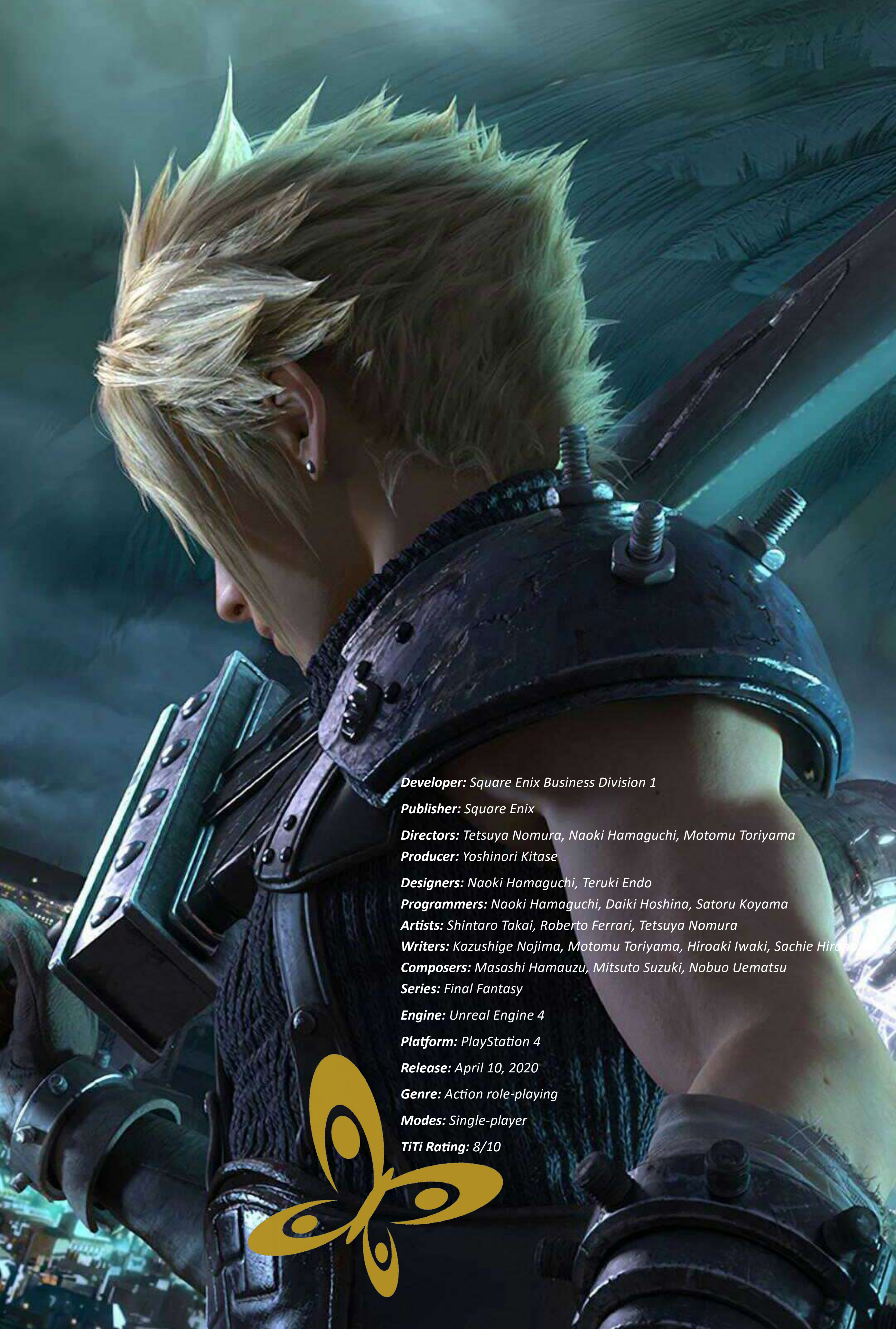
*Cloud Strife is a former member of SOLDIER, the elite warriors of the Shinra Electric Power Company. Shinra uses mako, the Planet's spiritual energy, harvested by massive reactors, to power the metropolis of Midgar and develop cutting-edge technology. Disillusioned with Shinra, and at the request of his childhood friend Tifa Lockhart, Cloud takes a mercenary job for Avalanche, an eco-terrorist organization, led by Barret Wallace. Barret believes excessive mako harvesting harms the planet, leading a bombing attack on a mako reactor. In the aftermath, Cloud is haunted by memories of Sephiroth, an enigmatic former SOLDIER member, and meets the florist Aerith Gainsborough. Cloud goes missing in action in the next attack. Cloud meets Aerith again and protects her from Shinra forces. After they reunite with Tifa, the trio learns that Shinra plans to collapse a piece of the "plate" onto the Sector 7 slums. Avalanche fails to stop Shinra's plan, and the plate falls. Aerith helps most of the population and Barret's daughter Marlene evacuate in time, but is captured by Shinra.*

*Cloud, Tifa, and Barret infiltrate Shinra headquarters and rescue Aerith from being used as an experiment by Shinra scientist Hojo. She reveals that she is the last descendant of the Cetra, a near-extinct precursor race who resided in a "Promised Land", which Shinra covets for its boundless mako reserves. The group meets a talking wolf-like creature called Red XIII, who explains that the strange ghost-like entities the group has encountered are called Whispers. They exist to ensure that the course of destiny is not altered, by correcting any deviations from this course. Meanwhile, Sephiroth infiltrates Shinra and steals a mysterious entity known as "Jenova", connected to the extinction of the Cetra.*

*In a confrontation at the top of Shinra headquarters, Sephiroth murders the president of Shinra. His son Rufus assumes control of the company and fights Cloud, but is defeated. Cloud and his allies flee the scene via the Midgar Expressway, but find Sephiroth waiting for them at the end. After defeating Whisper Harbinger, an entity formed by an amalgam of Whispers, Cloud's group battles Sephiroth. Sephiroth separates Cloud from the group, asking him to join him and defy fate. Cloud refuses and fights Sephiroth, but is defeated, although Sephiroth spares him before departing. Meanwhile, as Cloud's group leaves Midgar to stop Sephiroth, in a presumed alternate timeline, SOLDIER Zack Fair is seen defeating an army of Shinra forces and departing with a comatose Cloud.*







**Developer:** Square Enix Business Division 1

**Publisher:** Square Enix

**Directors:** Tetsuya Nomura, Naoki Hamaguchi, Motomu Toriyama

**Producer:** Yoshinori Kitase

**Designers:** Naoki Hamaguchi, Teruki Endo

**Programmers:** Naoki Hamaguchi, Daiki Hoshina, Satoru Koyama

**Artists:** Shintaro Takai, Roberto Ferrari, Tetsuya Nomura

**Writers:** Kazushige Nojima, Motomu Toriyama, Hiroaki Iwaki, Sachie Hirano

**Composers:** Masashi Hamauzu, Mitsuto Suzuki, Nobuo Uematsu

**Series:** Final Fantasy

**Engine:** Unreal Engine 4

**Platform:** PlayStation 4

**Release:** April 10, 2020

**Genre:** Action role-playing

**Modes:** Single-player

**TiTi Rating:** 8/10









## Development and Release

Rumors of a *Final Fantasy VII* remake appeared in 2014. It was announced at the 2015 Electronic Entertainment Expo (E3) during the PlayStation conference, and received a standing ovation. Visual Works created the announcement trailer. Square Enix's stock prices rose to their highest rating since November 2008, and the YouTube release of the reveal trailer garnered over 10 million views in the following two weeks. The game was next showcased at the 2015 PlayStation Experience, demonstrating cutscenes and gameplay from the opening sequence.

During the *Final Fantasy* 30th anniversary opening ceremony event hosted by Square Enix in Tokyo on January 31, 2017 — the 20th anniversary of *Final Fantasy VII*— the game's first piece of CGI key art was unveiled, along with announcements for a collaboration event with *Mobius Final Fantasy*.<sup>[80]</sup> On February 18, Nomura revealed two screenshots, showing off the updated HUD. Due to its lack of footage since 2015, switch to internal development, and other projects Nomura was involved in, there were concerns about the status of the project. Speaking following E3 2018, Nomura stated that the game was in development, with his full attention shifted to it when *Kingdom Hearts III* was completed.

After years without substantial footage, a teaser trailer was shown during PlayStation's May 2019 State of Play broadcast. Kitase announced that the team had wanted to "try something new" on the State of Play broadcast by showing the trailer. The release date, March 3, 2020, was revealed the following month in a second teaser trailer during an orchestral concert dedicated to the music of *Final Fantasy VII* in Los Angeles. Further release details were announced at the company's E3 2019 press conference, including different editions of Remake. Kitase later clarified at the event that Square Enix had yet to determine the number of games in the Remake series, adding that they were in the process of planning the second installment.

An extended gameplay showcase and demo was playable at E3 2019, demonstrating parts of the opening mission, including some of the exploration, combat system, and first boss battle. The playable demo has received a positive reception in early previews, with praise towards the graphics, gameplay and combat system. At E3 2019, it won three awards at the Game Critics Awards for Best of Show, Best Console Game, and Best Role-Playing Game, as well as the best looking Unreal Engine game at E3 2019. Extended footage of the demo, as well as an additional trailer, was featured at the 2019 Tokyo Game Show. In December 2019, it was announced that the game would be a timed PlayStation 4 exclusive until 2021, with no further details about its release on other platforms. In January 2020, the team decided to push the release date back from March 3 to April 10, 2020. A demo was released on the PlayStation Store on March 2, 2020, covering the first chapter.

On March 30, 2020, Square Enix announced that Europe and Australia would receive physical copies of *Final Fantasy VII Remake* early, due to growing concerns of the effect of the COVID-19 pandemic on distribution. This did not apply to downloads, as they were not directly affected by the global supply chain. Artwork of Cloud was used on buildings in Los Angeles to promote the game.











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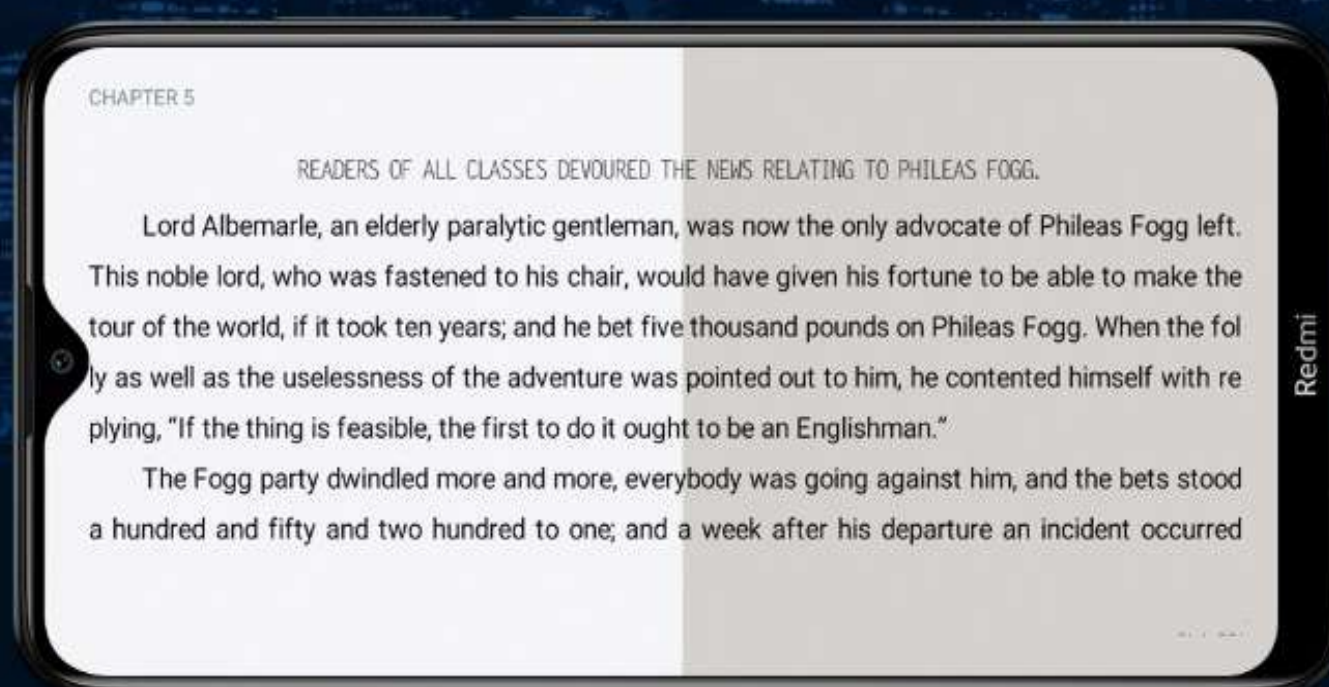


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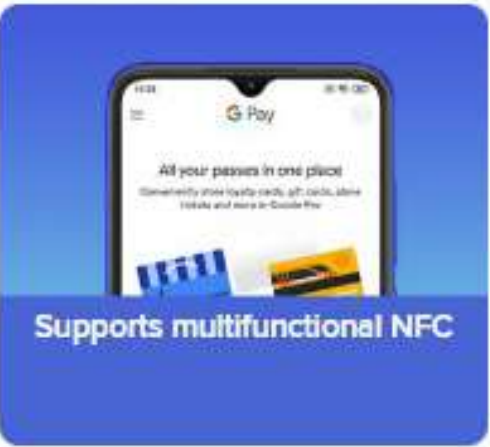
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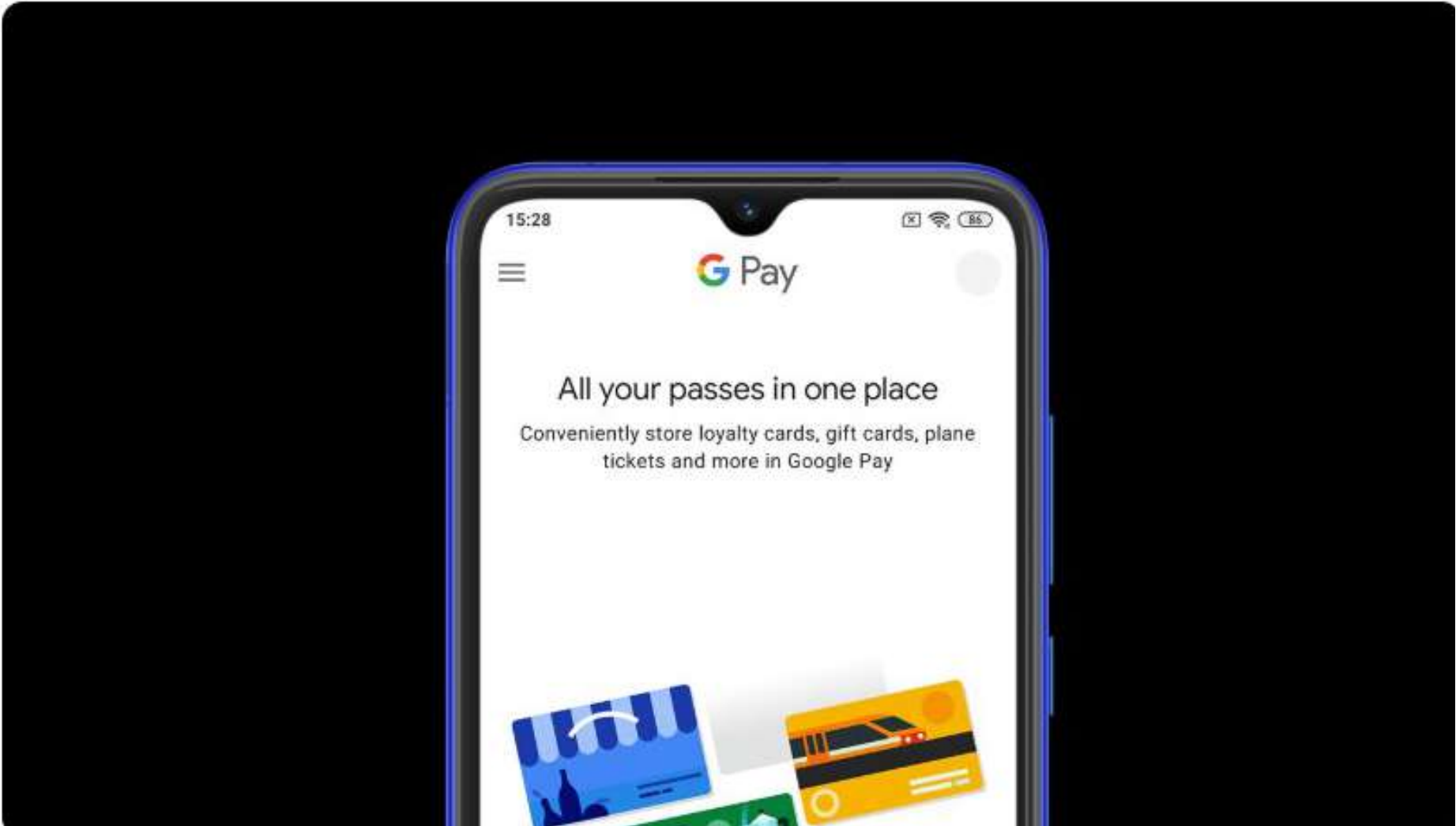
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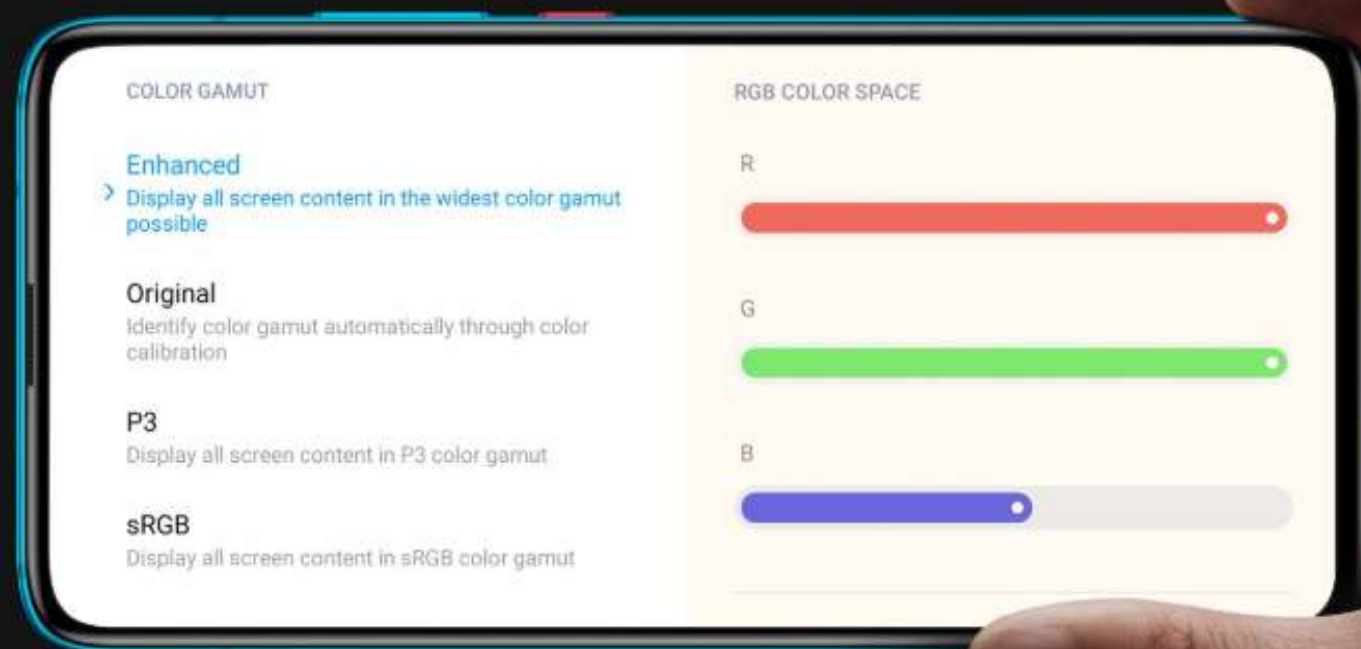
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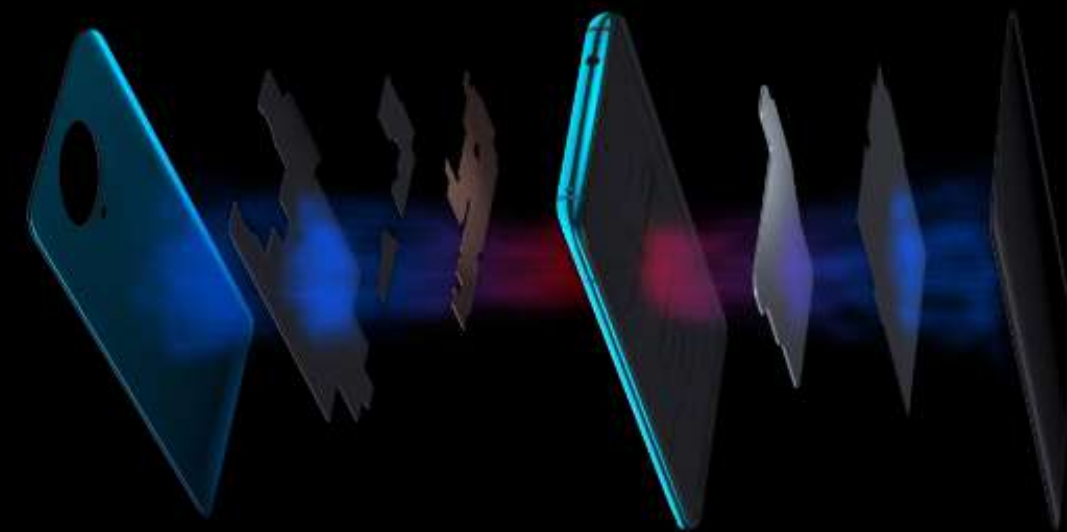
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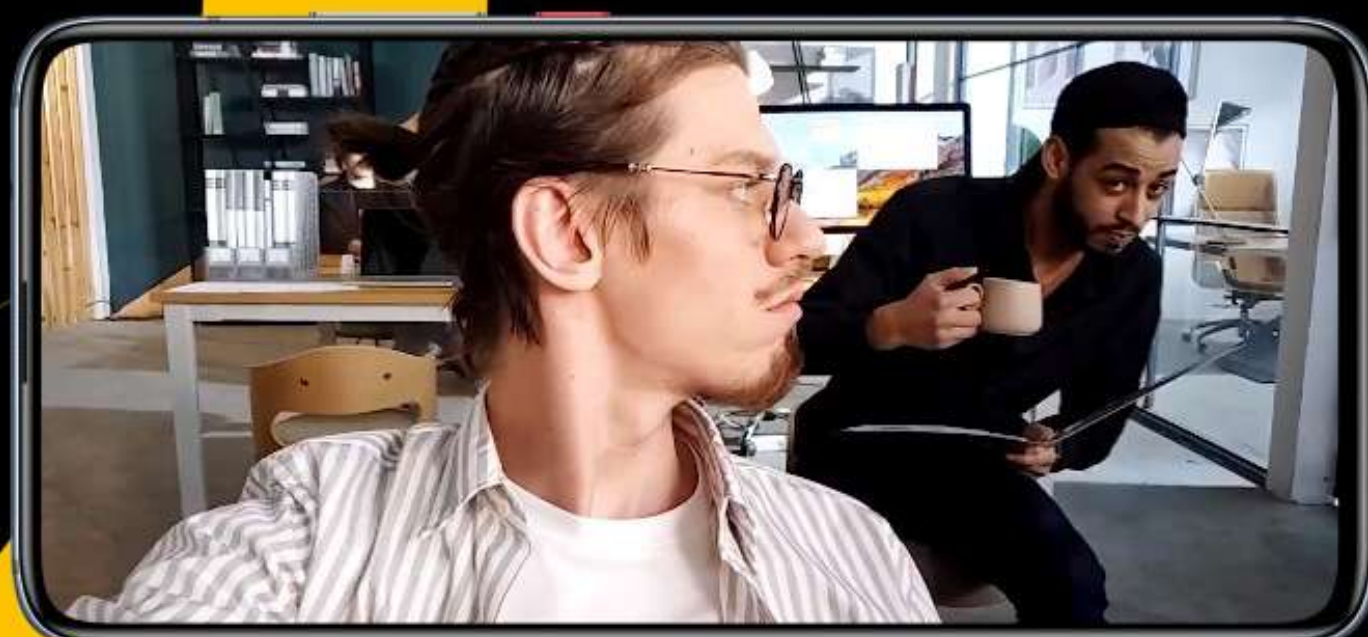


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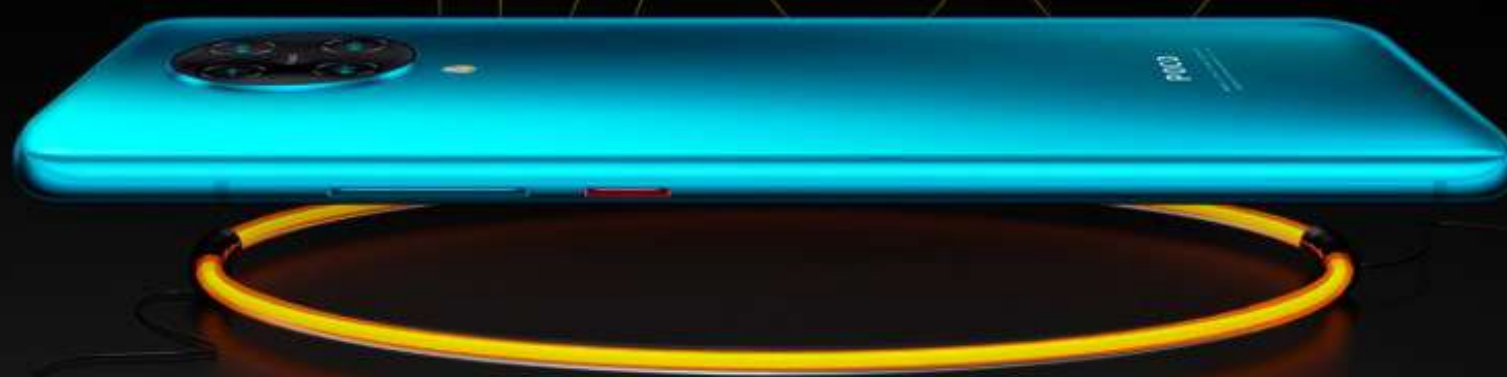


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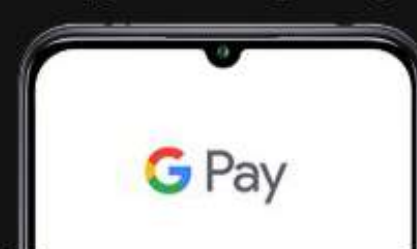
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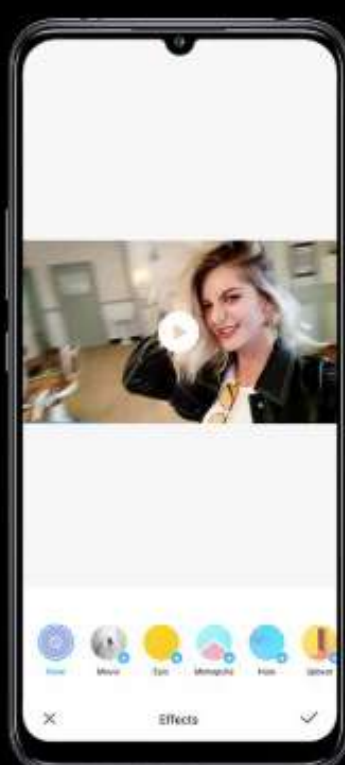
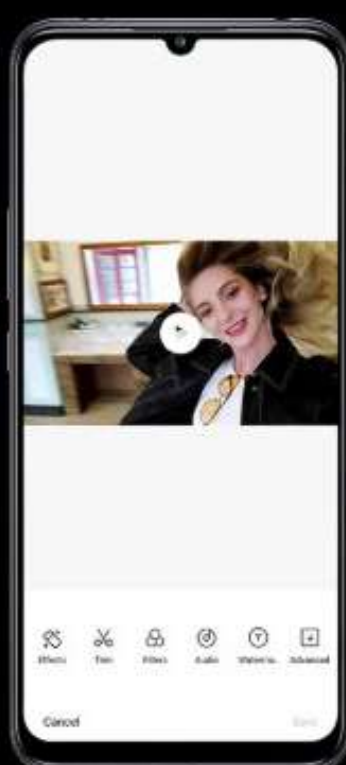
## Front Camera 120fps Slow Motion

120fps slow motion is applied to the front camera to help you capture swift moments of beauty and make yourself the protagonist in the film of your life.



## Take a photo and turn it into a printable document

Use Perspective Correction to correct the angle, the Shadow Remover function to get rid of any shadows. Black and White mode can then turn your photos into printable documents, making your mobile phone the best tool for both business and studies.





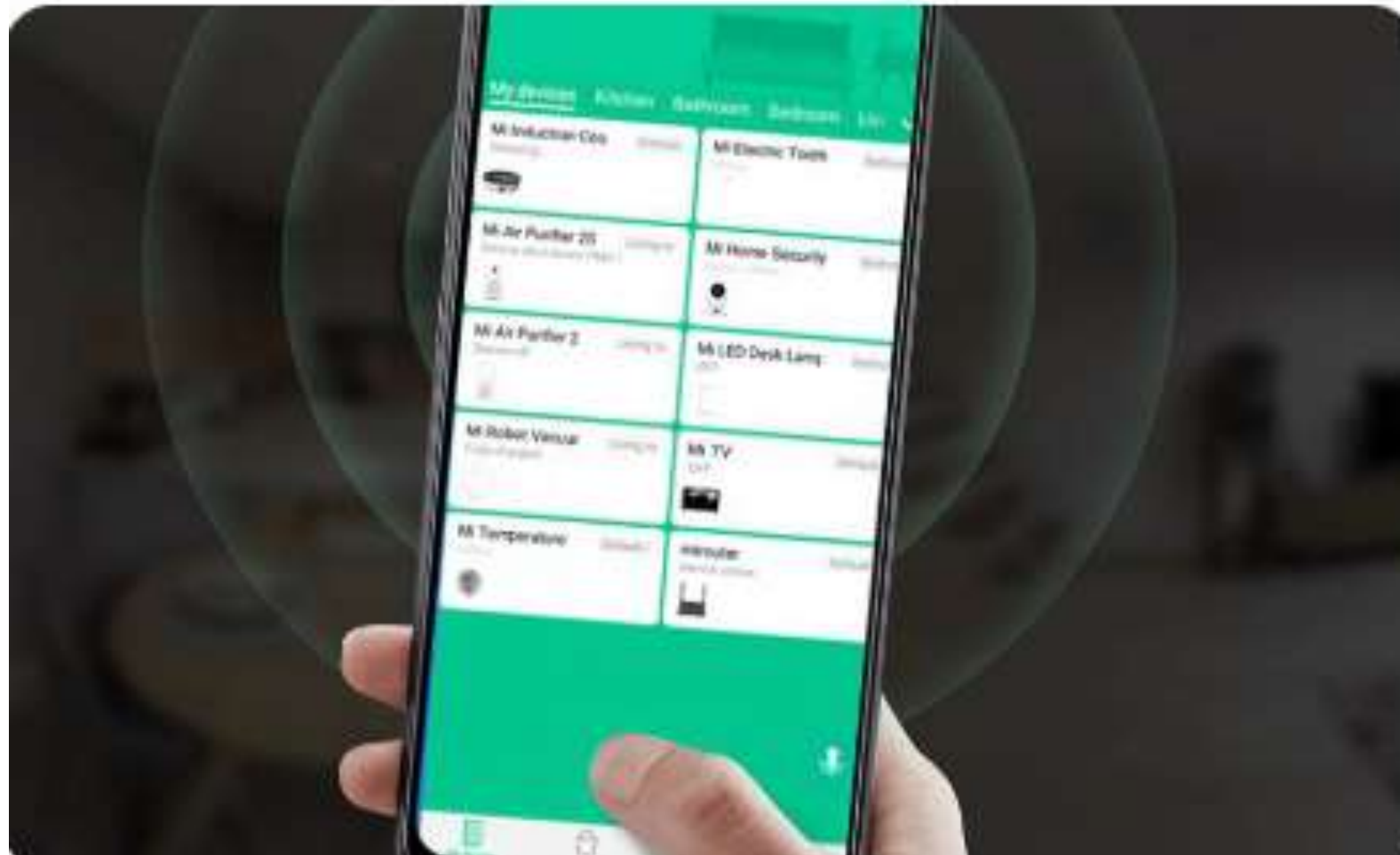


### Fast charging, Long lasting

Worried about running out of charge? The high-capacity battery allows you to enjoy video games for longer periods of time, and the 20W fast charge allows you to quickly restore power when the battery is low.

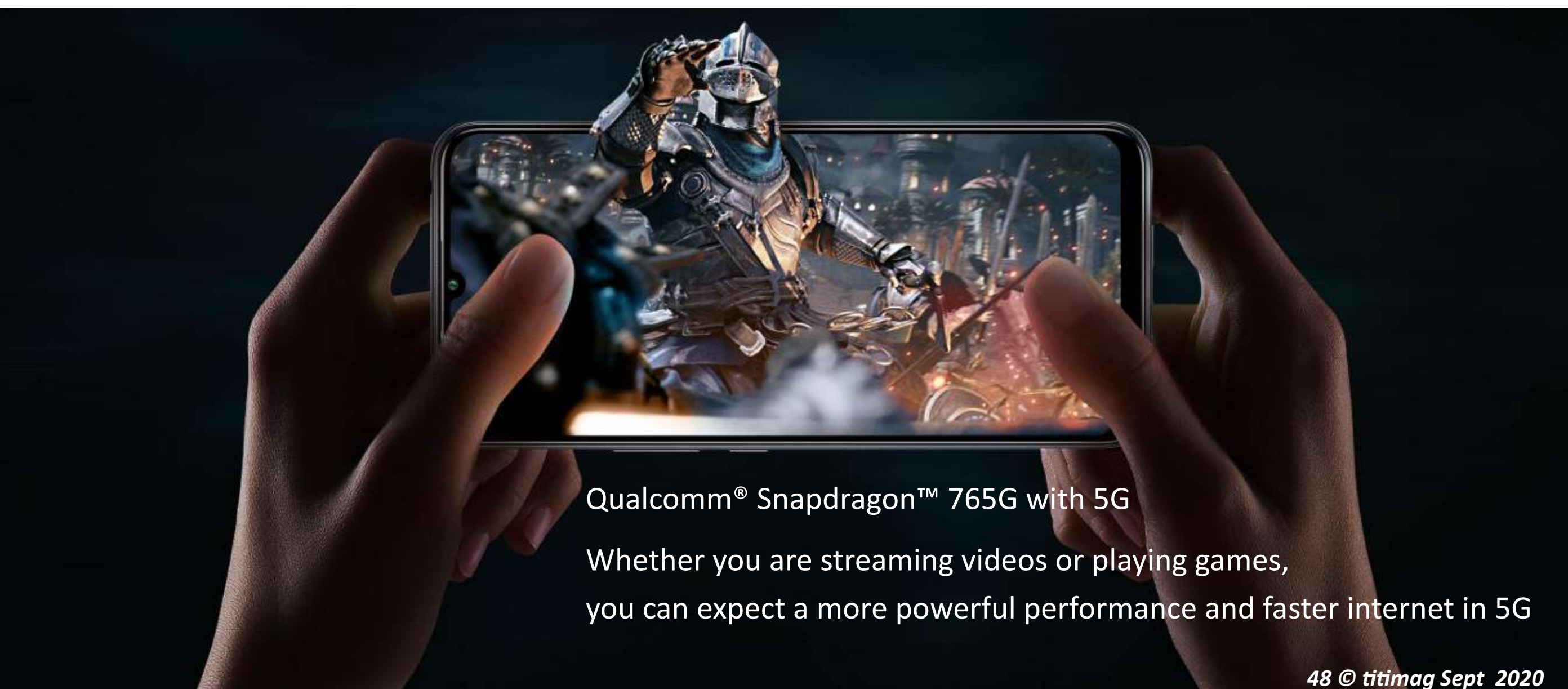
### IR Blaster

Air conditioners and TVs no longer need a remote control, everything can be controlled by your smartphone!



### Multifunctional NFC

From now on, you can simply use your smartphone to use public transport, access your home or parking lot.



Qualcomm® Snapdragon™ 765G with 5G

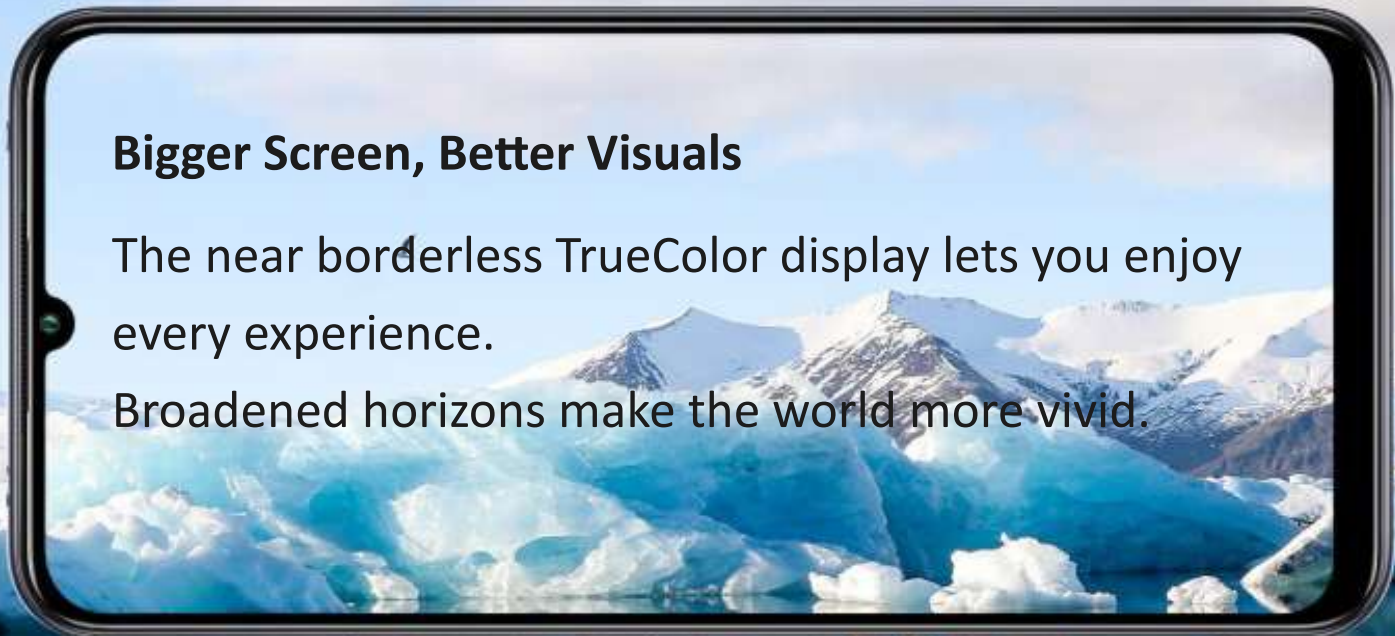
Whether you are streaming videos or playing games, you can expect a more powerful performance and faster internet in 5G





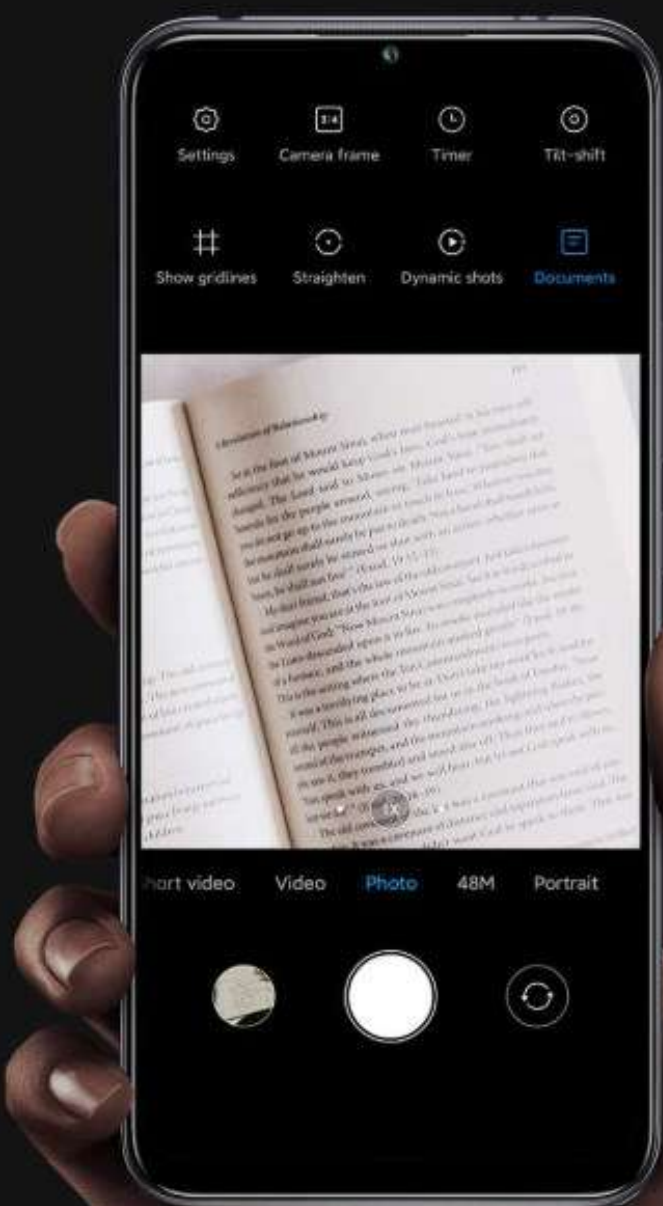
**The world is in your hands**

Whether it is a panorama, portrait, or night scene, the Mi 10 Lite 5G, packed with powerful hardware and software, can be used with ease. The AI Quad Camera can handle any scene.



**Video powerhouse of the new 5G era**

With the popularization of 5G networks, the pace of life has changed. Whether it's live streaming, high-speed downloading or playing advanced games, Mi 10 Lite gives you more options. With features of a flagship phone, Mi 10 lite will add to the excitement of your 5G life!

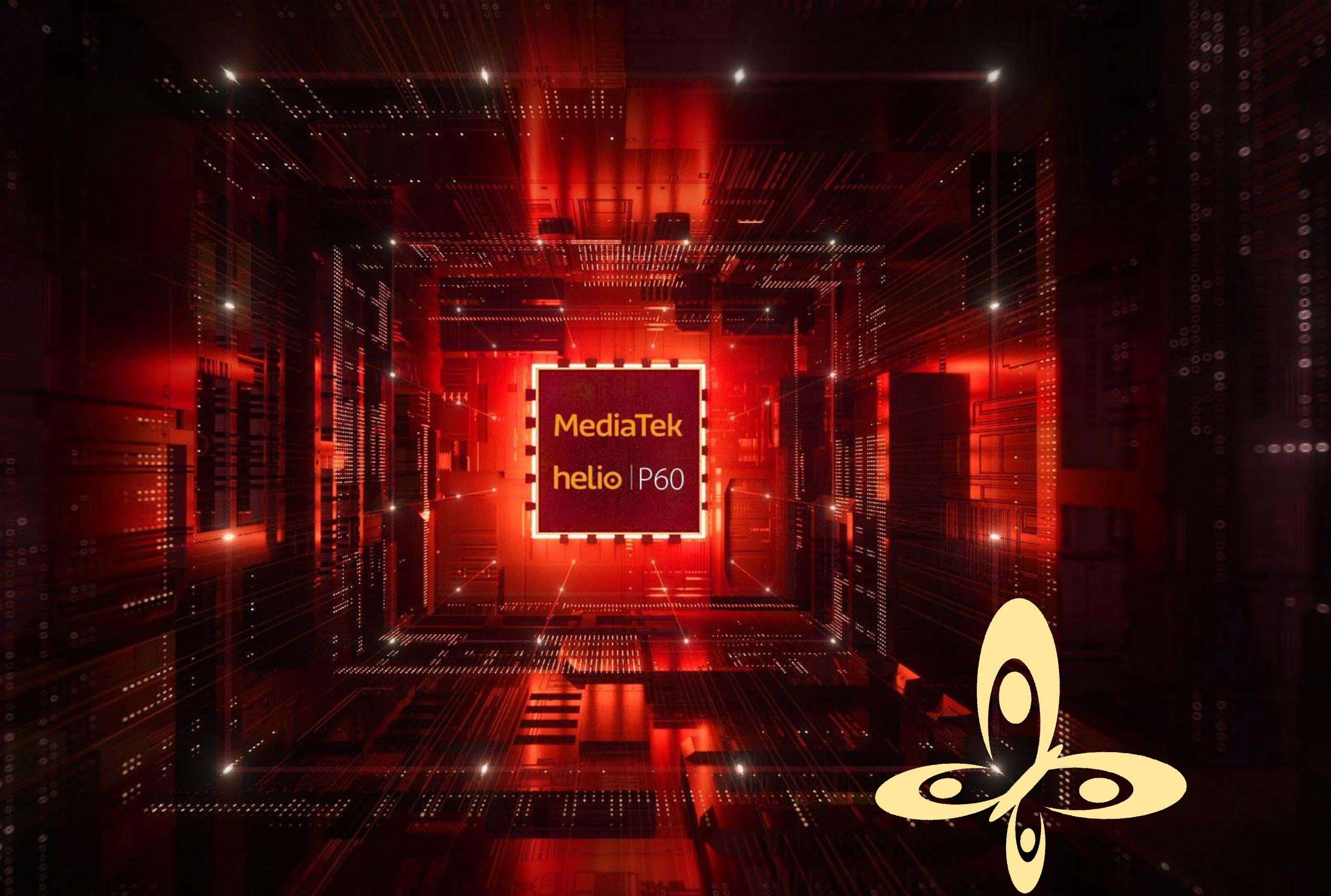


\*The UI of the phones sold in the initial batch may be upgraded through various OTA updates; Please refer to the official MIUI website (en.miui.com) for future updates on this matter.

**Editing at your fingertips**

Transition effects, video speed adjustment, and more video editing functions to become the director you were always meant to be.











LEAGUE OF LEGENDS

**5 - 27**  
**SEPTEMBER**

**PRICE POOL**  
**€100**

**TOURNAMENT**



TECLAST 台电 F15

# THINNER AND BIGGER

Teclast 15.6inch Narrow Bezel Slim and Lightweight Laptop

# \$379.99



**ac Dual-band WiFi**

2.4G+5G

**Bluetooth4.2**

Low Power

Compatible with various kinds of audio and video entertainment software, let you enjoy the entertainment feast.



**Gemini Lake**

8<sup>th</sup> Generation

**2.4GHz**

Burst Frequency

**4MB**

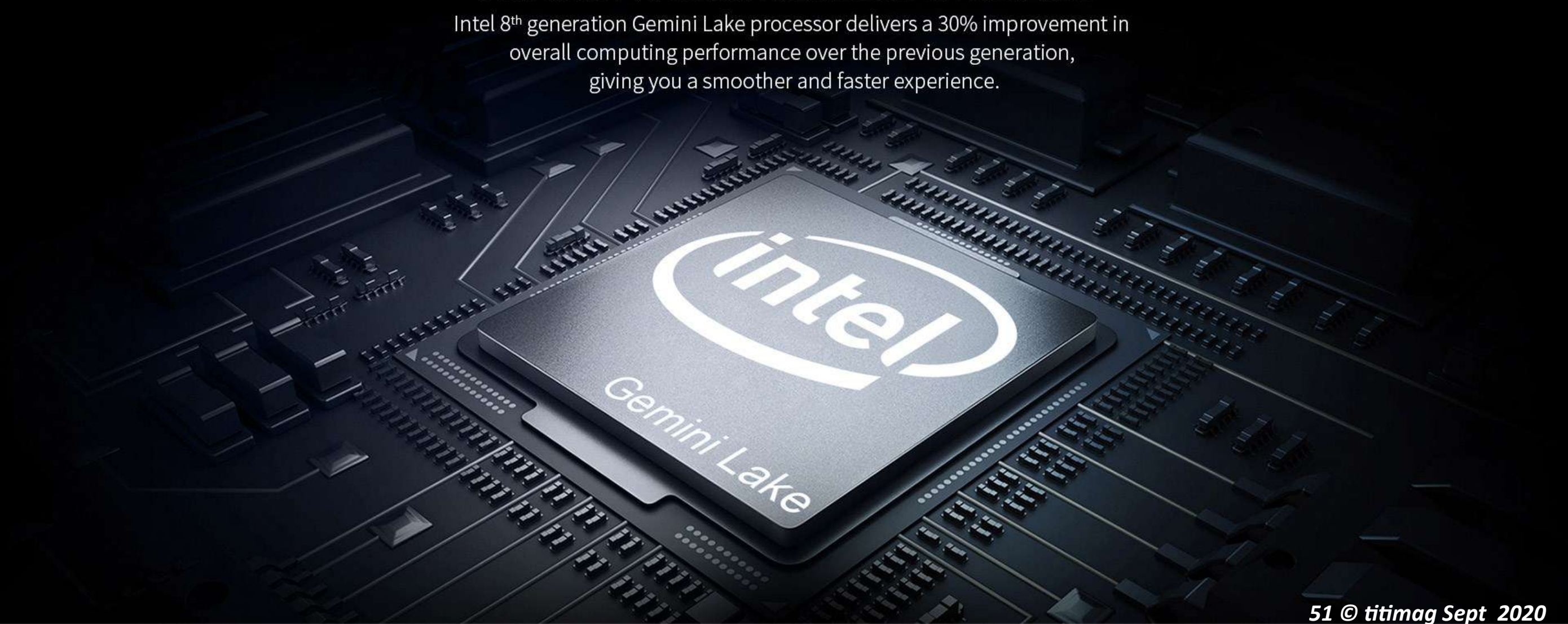
Cache

**14nm**

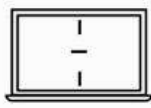
Process

## Powerful Processor Advanced Performance

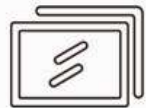
Intel 8<sup>th</sup> generation Gemini Lake processor delivers a 30% improvement in overall computing performance over the previous generation, giving you a smoother and faster experience.



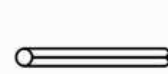




7mm  
Narrow Bezel  
91%  
Screen-to-body Ratio



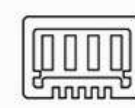
15.6" Full Lamination  
1920×1080



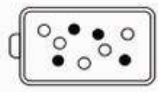
1.8kg  
15mm



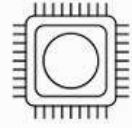
Backlight Keyboard  
Big Touch Pad



8GB RAM  
256GB High  
Speed SSD



7-hour Stand-by  
High Capacity Battery



Intel 8<sup>th</sup> Generation  
Gemini Lake Processor



9<sup>th</sup> Generation  
UHD Graphics 600



Windows 10  
OS



ac Dual-band WiFi  
2.4G+5G

**UHD Graphics 600**

GPU

**4K/60FPS**

10 bit Decoding

### 9<sup>th</sup> Generation Graphics

UHD Graphics 600 graphics, powerful 4K video decoding / encoding capabilities, making the F15 a true audio and video player.



**About 1.8kg**

Lightweight

**About 15mm**

Thickness

### Large Screen Slim and Lightweight

The F15 comes with 15.6-inch large screen in a compact 14-inch body, which achieves 1.8kg and as thin as 15mm, making the big-screen notebook truly slim.





**41800mWh**  
Li-polymer

**7-hour**  
Mix-use

**5-hour**  
Video Playback

**High Capacity Battery Long Time Standby**

The 41800mWh high-capacity polymer lithium battery can provide about 7 hours of mix-use battery life or 5 hours of video playback.



Note: The actual battery life will be affected by factors such as the use environment, intensity, frequency, etc. The description for battery life is for reference only, please refer to the actual.

**Windows 10**  
OS

**Office**  
Work

**Windows 10 OS**

The new Windows 10 OS has innovative features in security, the latest browser, Cortana, the personal digital assistant who helps you throughout your day.

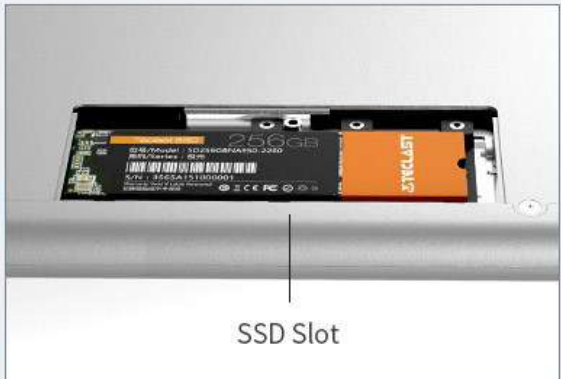


**Dual USB3.0**  
High Speed

**HDMI**  
HD Video Output

**Interface Located on the Back**

F15 is not only equipped with 2 sets of common interfaces such as USB3.0 and HDMI, which is convenient to use. It also arranges the interface at the back of the laptop to reduce the interference of wires on both sides of the space.





**7mm**  
Narrow Bezel

**91%**  
Screen-to-body Ratio

**Large Display with Narrow Bezel**

7mm bezel less design,  
91% screen-to-body ratio make F15 look fantastic and achieve shocking visual experience.



**150mm × 80mm**  
Oversized

**about 47%**  
Area Increased

**Oversized Touchpad**

The oversized 150mm x 80mm silky touchpad provides smoother and more comfortable operation and an 47% increase in area compared to ordinary 14-inch laptops.



▲ Ordinary 14-inch Laptops

▲ F15

**Metal Body**  
Design

**Metal Blasting**  
Smooth Touch Experience

**Simple and Exquisite New Office Fashion**

The surface of the F15 is treated with metal blasting,  
which is silky and comfortable to the touch.  
The simple body design that fits the trend of  
fashion can show your taste in  
various usage conditions.







256GB

High Speed SSD

8GB

LPDDR4

Micro SD

Expansion

Mass Storage for Both Entertainment and Work

256GB SSD achieves high-speed reading and writing, to make the office more efficient.  
and the massive space give you enough storage for both audio and video data.  
8GB memory helps program switching become easy and fast.



6mm

Narrow Keyboard

Number

Keyboard

Adjustable

Lightness

Backlight Keyboard Efficient Typing Experience

6mm narrow side allows F15 to be equipped a number keyboard for  
convenient typing experience for the business people.  
and a two-stage adjustable backlight for accurate input in low light environments.





MediaTek  
helio | P60





TECLAST台电 F6 Pro

# Beauty from Every Angle

Teclast 360° Flip-and-Fold Laptop

\$900.62



  
360°  
Flip-and-fold

  
Windows 10  
Home

  
Intel  
7th Generation

  
Fingerprint  
Sensor

  
8GB  
128 bit Dual Channel

  
128GB  
SSD

  
13.3'IPS  
1920\*1080

  
9th Generation  
HD Graphics

  
USB  
Type-C

  
SSD  
Updation

## Fingerprint Sensor

Fingerprint lock protects your personal data and allows to quick access your laptop.

Fingerprint Sensor

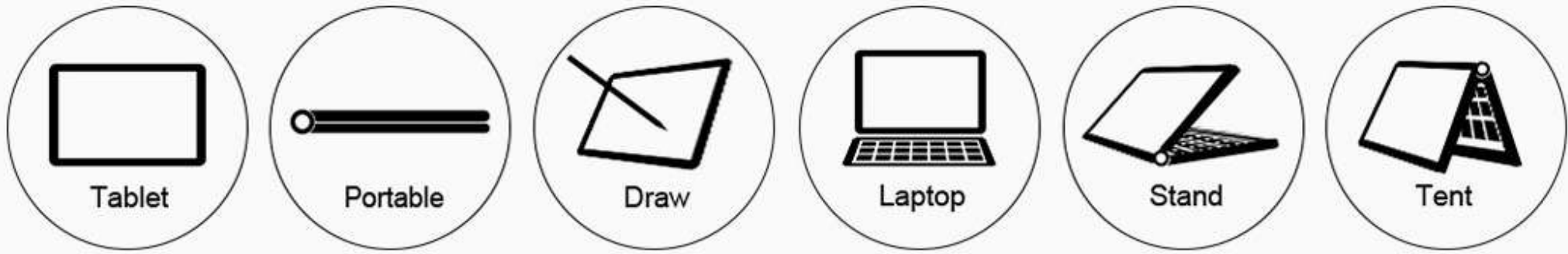
Fingerprint Data Protection





# 360° Flip-and-fold Design

F6 Pro allows the screen to flip around 360 degrees, so you can select the mode based on what you choose to do. A touchable display makes it easy to use.



## 8GB RAM and 128GB ROM

F6 Pro comes with 8GB memory and 128GB SSD to ensure the fast speed and enough storage space.

8GB

RAM

128GB

SSD





# Create Documents with Ease

T6 stylus with pressure sensor allows you to take notes no matter at office, shop or home.



**10-point Touch**

Pressure Sensor

**Aluminum Alloy**

Body

**Standby**

Auto

**Refill**

Replaceable



# Intel® 7th Gen Core™ Processor

The Intel Core m3-7Y30 features 14 nm process and 2.6GHz burst frequency to achieve powerful performance.

**Core M**

Intel® 7th Gen

**2.6GHz**

Burst Frequency

**14nm**

Process



# 13.3 inch Full HD Display

The vibrant 13.3inch FHD (1920 x 1080) display with 16:9 ratio yields bright and detailed visuals.IPS technology means the display can be viewed clearly over a wide angle. Giving you outstanding performance in gaming and multimedia.

## 13.3 inch

IPS display

## 1920\*1080

Resolution

## 178°

Visual angle



## Ports You Need

Various ports to connect more accessories and peripherals to achieve more functions.

### Type-C

Port

### USB3.0

Full sized

### SSD

Expansion

### Micro HDMI

Port



## Less Weight More Portable

With slim body and lightweight, F6 Pro can be a good partner for both daily life and work time.

## About 1.38Kg

Weight





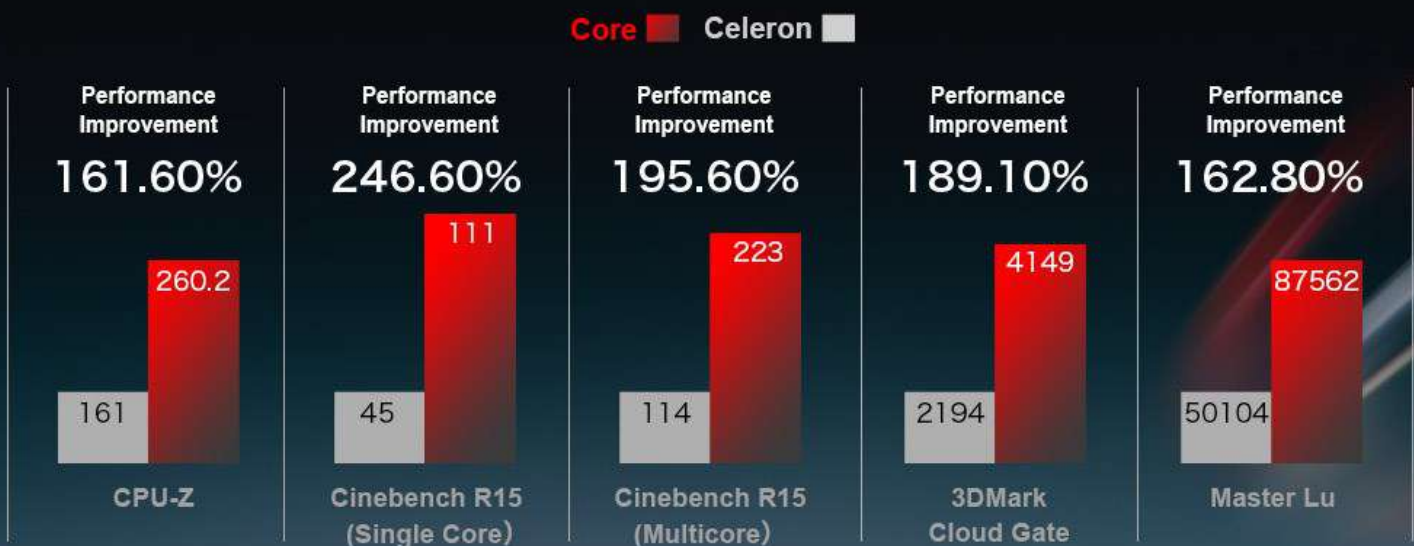
25000 Times  
Open-close Test

To guarantee quality ,the  
durable hinge of F6Pro  
pasts 25000 times  
open-close test.



A Little Bit Higher Price  
Better Performance

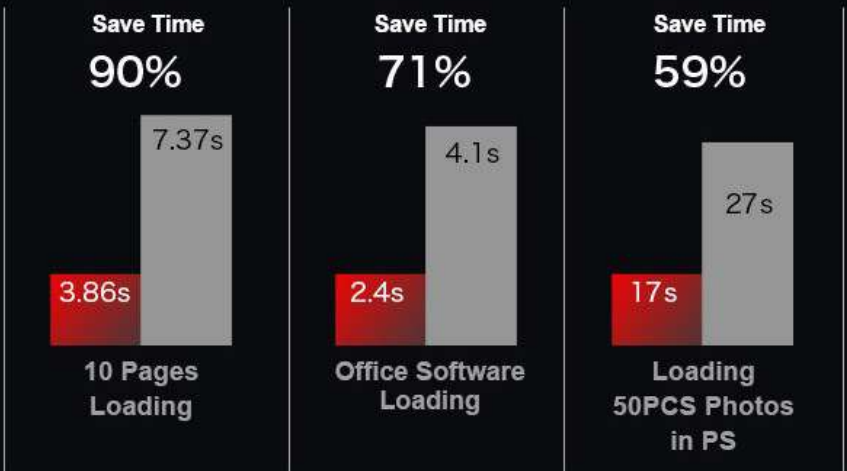
Core M m3-7Y30 enables 2~3 times performance  
improvement and better efficiency than Gemini Lake processor.



Core M Celeron N

Core M processor achieves faster browser  
loading and multi-task running.

Tip: All the data are from Teclast lab, for reference only.





# Enhanced Listening Experience

Stereo speakers supports Cortana from Windows 10, and delivers crisp, clear sound for an enhanced listening experience.

Dual  
Speaker

Cortana  
Assistant



## Dual band Wi-Fi

Dual band Wi-Fi provides the ability of switching between frequencies of 2.4GHz and 5GHz to avoid congestion in traffic.

433Mb/s  
Burst frequency

2.4G/5G  
Dual-band





# 9<sup>th</sup> Gen HD Graphics

The Intel HD Graphics 615 GPU has 24 Execution Units and runs with clocks max 900 MHz.  
Giving you smooth experience in the game world.



**HD Graphics**  
615

**24**  
EU

**900MHz**  
Frequency

## Powerful Performance CPU

F6 Pro is equipped with Intel® 7th Gen Core™ processors.  
This powerful processor is ready to improve your productivity and creativity.





## **SAVIOR**

*Savior, Savior, Savior,  
The nights get more darker  
without you;  
For the demons keep coming.  
Storm after storm they are out  
to cause mayham.  
I hope to find refuge and  
protection in your bosom.  
Swift like the sparrow, I know I  
can count on you.  
Come rain, come sun, you  
never fail.*



**P.M.D**





**Automobile**



**2020**

**ILX**

**\$31,650**



*The notice me sign is written all over this ILS, with fine seamless interior and an elegant notice me exterior; This storm is about to hit the road.*

*TiTi Magazine*





***SUPERHEROES GET CAPES. THE ILX GETS A-SPEC***  
***Confidence creates performance***



**MAKE  
EVERY  
CORNER  
YOUR  
FAVORITE  
CORNER**





**AUDIO AS RESPONSIVE AS THE CAR**



QUIET ENOUGH TO HEAR YOUR ELEVATED HEARTBEAT

EFFORTLESSLY CONNECT TO  
EVERYTHING AND EVERY ONE











IF YOU CAN'T REMEMBER YOUR FIRST ROLLER COASTER, YOU WILL





 @titimagazine

 @titimagazine

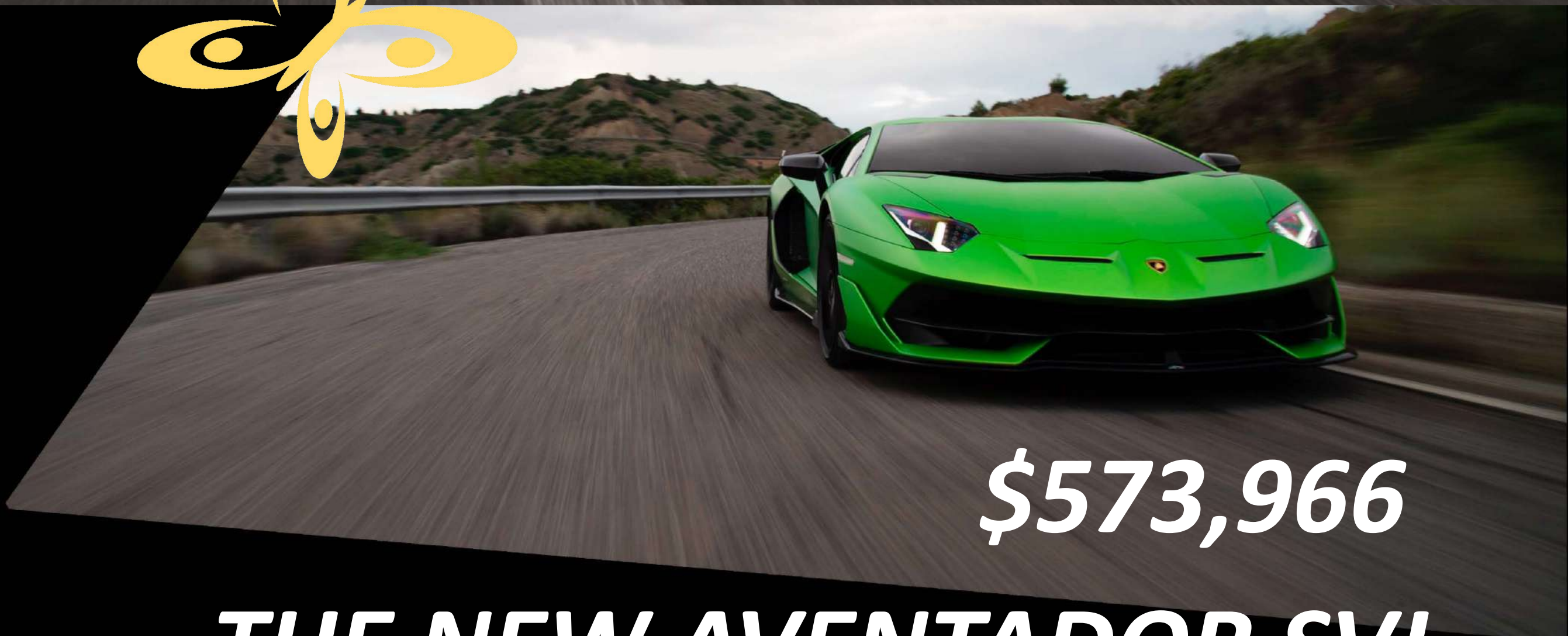
 @MagazineTiti







*The phoenix in the world of automobile; The New  
AVENTADOR SVJ Fly above the clouds without taking off.  
TiTi Magazine*



**\$573,966**

***THE NEW AVENTADOR SVJ***







All the vehicle dynamics algorithms focus on the integration with ALA system strategies.

The higher downforce level required a complete refinement of all vehicle dynamics passive and active systems in order to exploit the higher physical boundaries of the car.







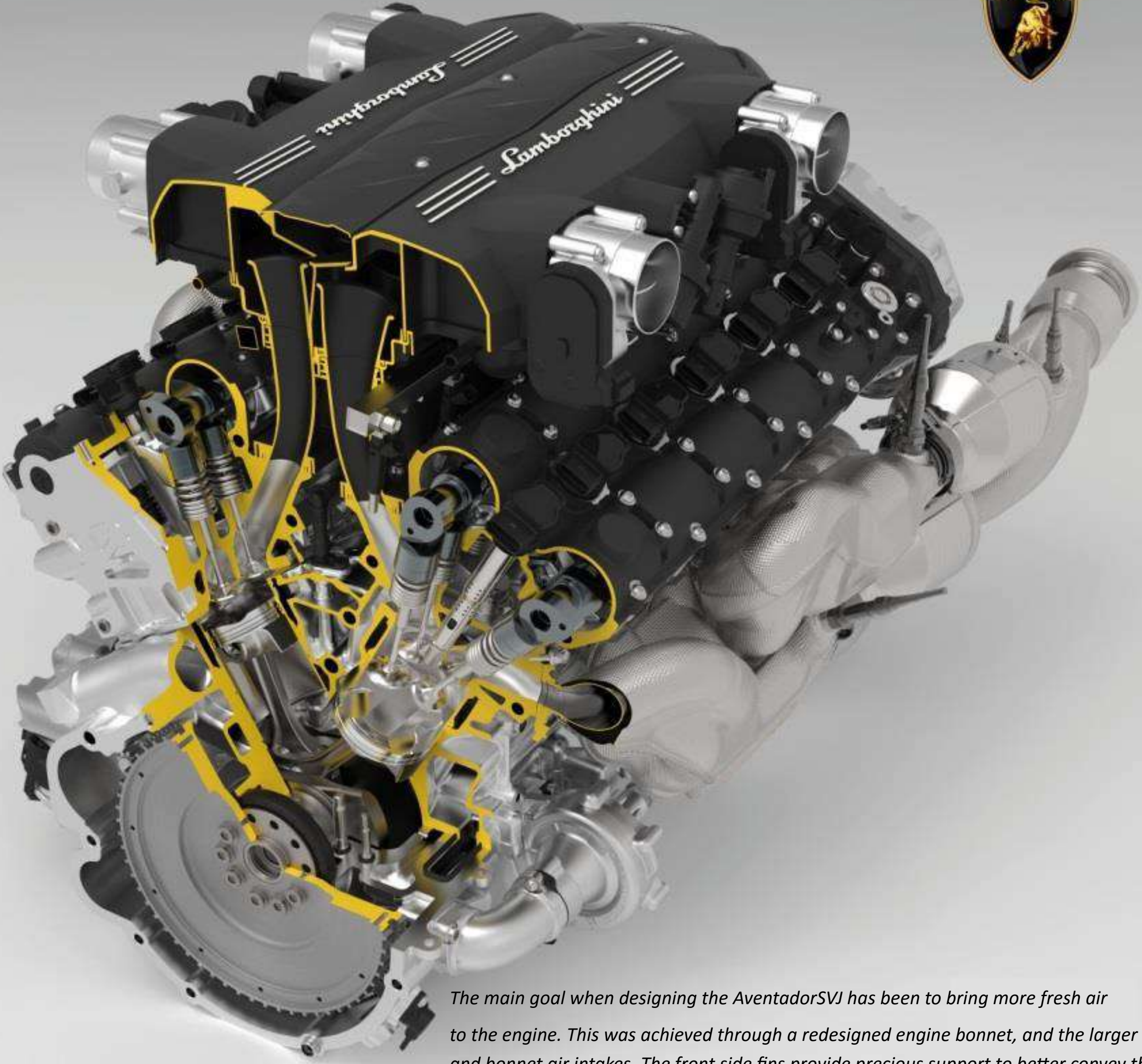
*When it comes to AventadorSVJ, the greatest challenge for Lamborghini designers has been to conceive a car that looked extreme and, at the same time, aerodynamically perfect. The natural source of inspiration has been sought into the aeronautical world of jet fighters.*





With the AventadorSVJ Lamborghini pursued the celebration of the V12.  
Aiming at providing the ultimate performance,  
the entire engine has been redesigned in many of its components.

*automobili*  
**Lamborghini**



The main goal when designing the AventadorSVJ has been to bring more fresh air to the engine. This was achieved through a redesigned engine bonnet, and the larger side and bonnet air intakes. The front side fins provide precious support to better convey the air flow towards the intakes.







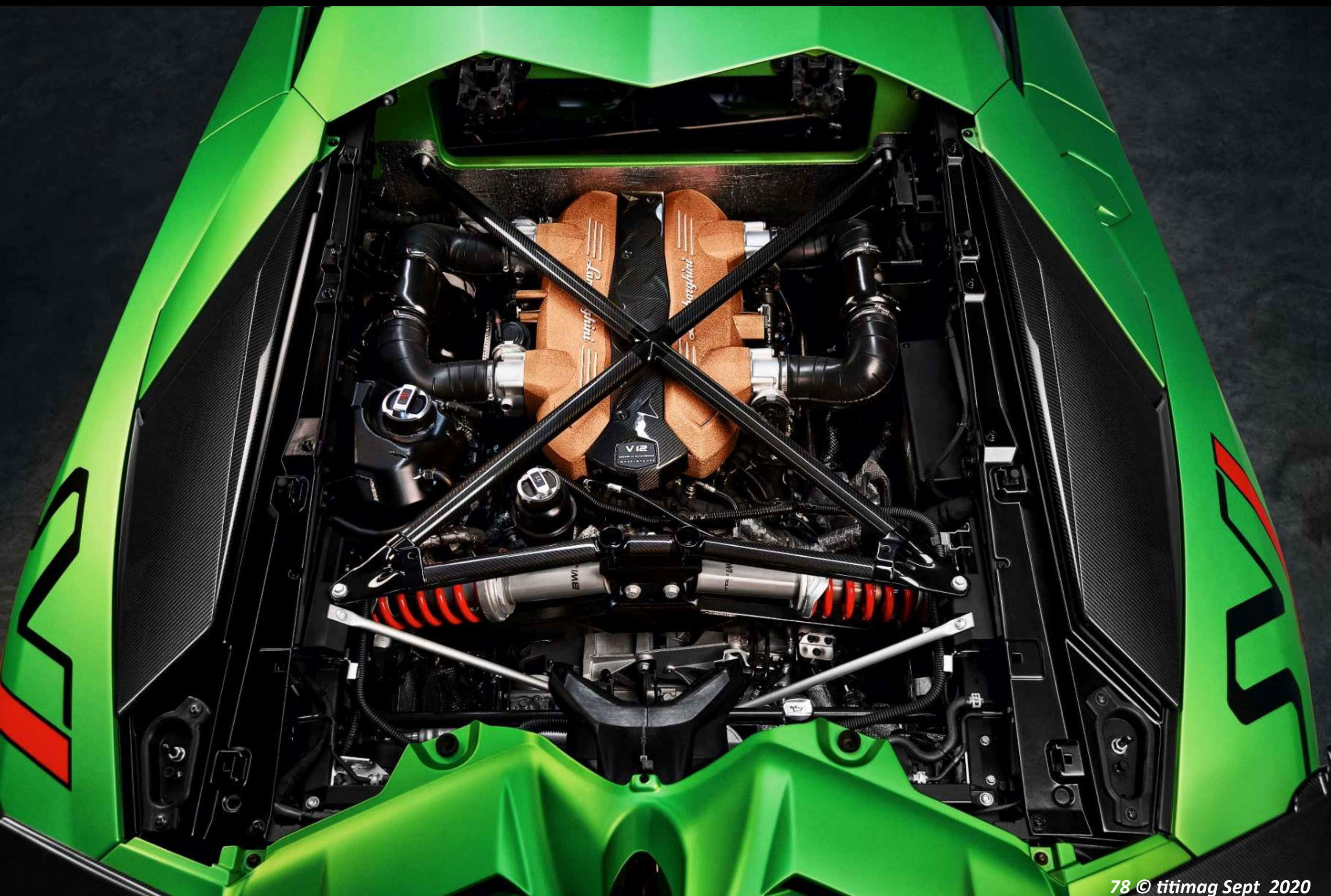
*The Interiors of the AventadorSVJ are characterized by a set of unique dedicated features that enrich the cabin in many different details*







*Also the cooling of the car has been improved and, most importantly, for the first time on Aventador model, the Active Lamborghini Aerodynamic has been introduced.*







*If the exclusive selection of dedicated SVJ contents such as rims, exterior paints and interior combinations might even possibly not be enough, an extra touch of exclusivity can be added to Aventador SVJ to suit even the owners with the most sophisticated taste.*









2020

RLX



\$61,900



*2020 Acura RLX a modern sport like sedan with the latest refinements in the automobile sector. This bad girl is about to change your life forever.*

*TiTi Magazine*





JEWEL EYE LED  
HEADLIGHTS





## ATTRACTIVE FROM THE INSIDEOUT

### *LOW, LEAN & MEAN*

*Modern design meets machine. Both artistic and muscular in nature, with bold sculpted lines, the RLX blends all-new styling and sophistication with Acura performance. The RLX has a low, athletic stance, a new sculpted hood and fenders, a Diamond Pentagon Grille, an integrated rear diffuser, and exposed exhaust finishers.*









NEVER COMPROMISE

SAFETY



SUPERCAR DNA





HEAR MUSIC THE WAY  
MUSICIANS INTENDED



THE FUTURE OF STEERING





HAVE MAJOR CONNECTIONS,  
EVERYWHERE





SAFETY-DRIVEN  
INNOVATION





**TAMIAFOLU**  
**JEWELRIES**

Whatsapp: +2347080196357





**MOVIES**



ELIZABETH ARENDS SARA ANNE ALBINA KATSMAN BAILEY COPPOLA



DON'T TRUST WHAT YOU CAN'T SEE

# ALONE

SEP 18, 2020

THRILLER

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







SEP 18, 2020

THRILLER, HORROR

ALIVE





JESSICA  
CHASTAIN

COMMON

WITH  
JOHN  
MALKOVICH

AND  
COLIN  
FARRELL

MUST  
SEE

# AVA

KILL. OR BE KILLED.

SEP 25, 2020

DRAMA, ACTION, CRIME

VOLTAGE PICTURES PRESENTS A VOLTAGE PICTURES AND FRECKLE FILMS PRODUCTION  
JESSICA CHASTAIN JOHN MALKOVICH COMMON GEENA DAVIS AND COLIN FARRELL 'AVA' IOAN GRUFFUDD WITH JOAN CHEN CASTING BY KERRY BARDEN AND PAUL SCHNEEL  
MUSIC BY LINDA COHEN MUSIC BY BEAR MCCREARY COSTUME DESIGNER MEGAN COATES EDITED BY ZACH STAENBERG, ACE PRODUCTION DESIGNER MOLLY HUGHES DIRECTOR OF PHOTOGRAPHY STEPHEN GOLDBLATT, ASC, BSC CO-PRODUCERS BABACAR DIENE NARINE GARIBYAN  
EXECUTIVE PRODUCERS JONATHAN DECKTER WILLIAM A. EARON ERIKA HAMPSON JOHN NORRIS PRODUCED BY NICOLAS CHARTIER DOMINIC RUSTAM JESSICA CHASTAIN KELLY CARMICHAEL WRITTEN BY MATTHEW NEWTON DIRECTED BY TATE TAYLOR VERTICAL  
©2020 EVE NEVADA, LLC.



MIRANDA JULY'S

# KAJILLIONAIRE

EVAN RACHEL WOOD DEBRA WINGER WITH GINA RODRIGUEZ AND RICHARD JENKINS



SEPT 18, 2020

COMEDY



WRITTEN AND DIRECTED BY MIRANDA JULY



FESTIVAL DE CANNES  
DIRECTOIRE FORTNIGHT

KNOW YOUR WORTH.  
THIS FALL.





COMING SOON



ANIME, ACTION, ANIMATION, FICTION

MUST  
SEE

# Fate stay night [Réalta Nua] Heaven's Feel





# Re:ゼロII

Re: Life in a different world from zero

から始める異世界生活



ANIME, ACTION, ANIMATION, FICTION

WATCH ON NETFLIX, FUNIMATION



RALPH FIENNES GEMMA ARTERTON RHYS IFANS MATTHEW GOODE TOM HOLLANDER HARRIS DICKINSON DANIEL BRÜHL with DJIMON HOUNSOU and CHARLES DANCE

# The King's Man

SEPT 18, 2020

20th CENTURY STUDIOS PRESENTS IN ASSOCIATION WITH MARV A CLOUDY PRODUCTION A FILM BY MATTHEW VAUGHN "THE KING'S MAN" RALPH FIENNES GEMMA ARTERTON RHYS IFANS MATTHEW GOODE TOM HOLLANDER HARRIS DICKINSON DANIEL BRÜHL WITH DJIMON HOUNSOU AND CHARLES DANCE CASTING BY REGINALD POERSCOUT-EDGERTON, CSA, CDG COSTUME DESIGNER MICHELE CLAPTON MUSIC COMPOSED BY MATTHEW MARCERON EDITOR JASON BALLANTINE EXECUTIVE PRODUCERS MARK MILLAR DAVE GIBBONS STEPHEN MARKS CLAUDIA VAUGHN RALPH FIENNES PRODUCED BY DARREN GILFORD DIRECTOR OF PHOTOGRAPHY BEN DAVIS, BSC BASED ON THE COMIC BOOK "THE SOLIST SERVICE" BY MARK MILLAR AND DAVE GIBBONS STORY BY MATTHEW VAUGHN SCREENPLAY BY MATTHEW VAUGHN & KARL GAJDUSEK BY MATTHEW VAUGHN

ACTION, COMEDY, PREQUEL

MARV

IN DOLBY CINEMA SEPTEMBER 18 AND IMAX







ANIME, ACTION, ANIMATION, FICTION

COMING SOON TO NETFLIX



# The irregular

at magic high school



# RED SHOES AND THE 7 DWARFS

ADVENTURE, ANIMATION, FAMILY, FAIRY TALE

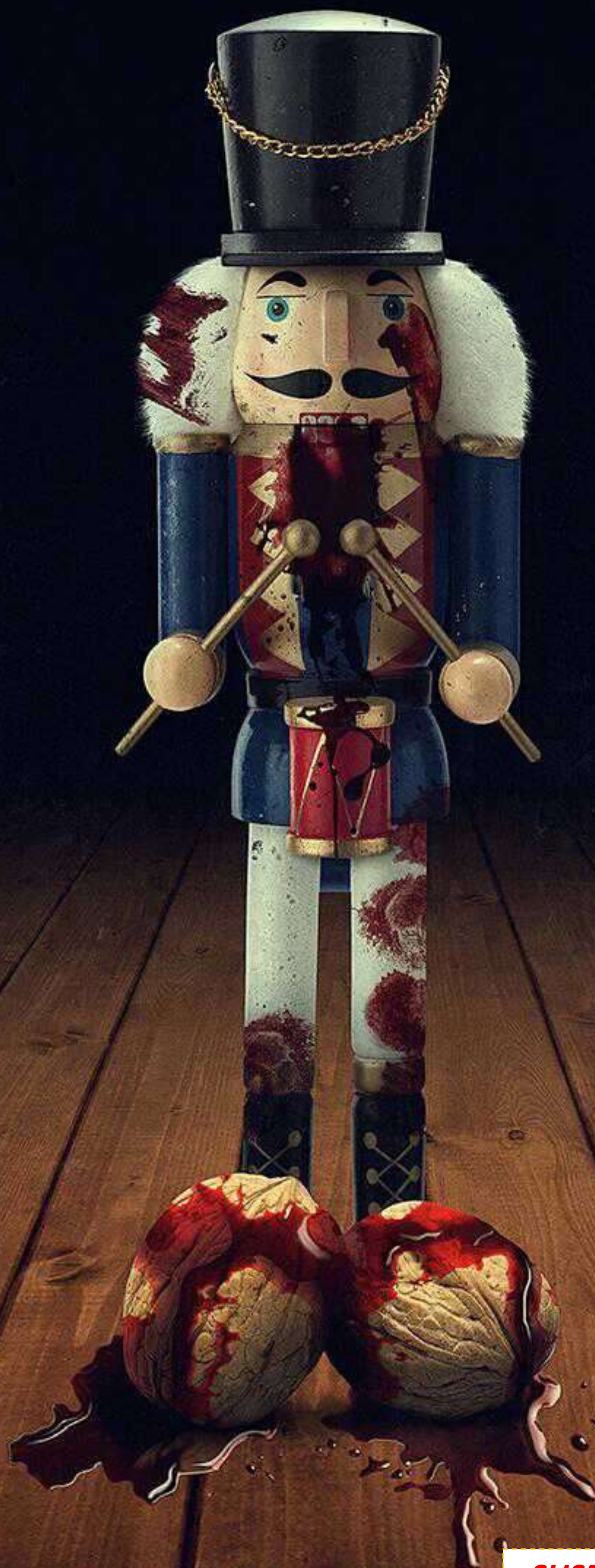


SEPT 18, 2020





MERRY CHRISTMAS EVE MOTHERF\*#KERS



SEPT 5, 2020

SUSPENSE, THRILLER, HORROR

A FILM BY  
JAMES T. NORTH IV

# FILTHY ANIMALS





STEPHEN  
LANG

WILL YUN  
LEE

CHRIS  
MULKEY

THE ULTIMATE BATTLE  
**ROGUE WARFARE 3**

DEATH OF A NATION

SEPT 25, 2020



ACTION





**MUST  
SEE**

**WATCH ON NETFLIX**



**ANIME, ACTION, ANIMATION, SUPERHERO FICTION**



LEFT FOR DEAD. BACK FOR VENGEANCE

# RANGE RUNNERS



THRILLER

SEPT 8, 2020





SEPT 11, 2020

FAMILY, ANIMATION



MUST  
SEE



WATCH ON CRUNCHYROLL

ANIMEACTION, ANIMATION, SUPERHERO FICTION





