



BATTLETECH



THE OCCUPATION

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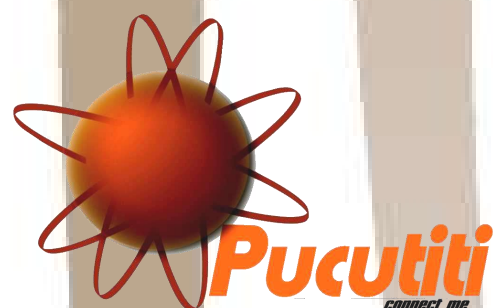
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GAMES

BattleTech (video game)

BattleTech is a Mecha turn-based strategy video game developed by Harebrained Schemes and published by Paradox Interactive. It was released on Windows and OS X on April 24, 2018, with a Linux release to follow. The developers set aside US\$1 million to create the game, and turned to Kickstarter to secure funding for additional features, including a single player campaign, an expansion of that campaign, and a player versus player multiplayer mode.

In the game, the player assumes the role of a mercenary commander leading a team of powerful combat vehicles called battlemechs. The player is responsible for selecting each mech's model, armor, pilot, armaments, and skills, and controls a team of four mechs (a 'lance') in combat. The world of BattleTech is dominated by powerful noble houses locked in a devastating war, and the player selects one or more houses to serve.

The game shares a setting with the board game that launched the BattleTech franchise, Classic BattleTech, and many members of the development team have worked on previous games in the franchise. This includes both of the studio's co-founders; Jordan Weisman created the franchise while at FASA, and Mitch Gitelman was the producer for MechCommander and MechAssault.

Gameplay

BattleTech is a turn-based strategy video game. Players assume the role of a mercenary commander leading a "mech lance", or group of four giant humanoid-shaped combat vehicles. The developers state that the game will have the spirit of the board game but will not use the board game's rules. The player selects each mech's chassis, the weapons and armor mounted on that chassis, as well as smaller details such as actuators and gyros that influence a mech's turning radius. In addition to choosing hardware, the player can also specialize the mech's pilots (called "mechwarriors") by selecting talents from a skill tree.

Setting

BattleTech shares a setting with the original board game, now called Classic BattleTech. The game takes place during the 3025 Succession Wars Era, in which powerful noble houses employ an ever-shrinking number of giant fighting vehicles called battlemechs ('mechs for short), piloted by individuals called MechWarriors, to fight for control of the Inner Sphere. The fighting has lasted for so long, and has been so intense, that it has caused technological regression. The small number of remaining 'Mechs makes them exceptionally valuable to the warring houses, and the player will have the opportunity to select which house or houses to serve.

In a map published by Harebrained Schemes during the Kickstarter campaign, the Inner Sphere is depicted as an area of space stretching between 400 and 600 Light-years away from Earth in every direction. It is divided between five major states, each tied to a noble house, and four minor states. Each major state borders Earth and expands outward, while the minor states occupy small areas on the outside edge of the map known as The Periphery.



Developer: Harebrained Schemes

Publisher: Paradox Interactive

Directors: Jordan Weisman, Mike McCain

Producer: Mitch Gitelman

Composer: Jon Everist

Series: BattleTech

Engine: Unity

Platforms: Microsoft Windows, OS X, Linux

Release: April 24, 2018

Genre: Turn-based strategy

Mode: Single-player, multiplayer

TiTi Rating: 6/10



BATTLETECH™



The game takes place in the peripheral realm of the Aurigan Reach. The Reach is governed by the Aurigan Coalition which is made up of several independent systems led by noble houses in accordance with the standard Inner Sphere feudal system. The Reach lies between the peripheral realms of the Taurian Concordat and the Magistracy of Canopus, and bordering the Inner Sphere Successor State of the Capellan Confederation. Much of the Aurigan Reach is made up of former holdings from the Taurians, Magistracy, and Capellans, though the three realms abandoned many of the systems for defensibility reasons. After their abandonment, the Reach systems became unified under Arano family and began consolidating and expanding, incorporating not only the abandoned planets into the Aurigan Coalition, but even annexing border planets from their neighbors.

The Aurigan Reach was created by the Harebrained Schemes design team led by Kiva Maginn as a space where players could move through an original story line without infringing on the already set lore of Third Succession Wars BattleTech. "Our first priority was to find a way to coexist with BattleTech lore... We needed somewhere interesting, close but not too close, and basically empty. A blank slate where we could do whatever needed to be done to make our story work." The area of space chosen for a Reach was a blank space between the Magistracy of Canopus and the Taurian Concordat that had planets occupying it, but has little to no mention in sourcebooks, novels, or other media.

Story

The main campaign of the game begins with Kamea Arano, daughter of Tamati Arano hiring the player, a former resident of the Reach to serve as her honor guard for her coronation. At the time of the events, tensions are mounting between her and her uncle, Santiago Espinosa who was becoming increasingly dissatisfied with the rule of House Arano and Kamea's resolve to reform the government to a more democratic House. Launching a coup d'état, Coromidir along with the Aurigan Reach falls to the newly established Aurigan Directorate dictatorship and Kamea and Mastiff are reported dead with the player being the sole survivor. Forced into hiding, the player joins the Markham's Marauders, a mercenary company with Darius Oliveria, a former Aurigan. After a disastrous contract for a mining company led to the company losing out on payment and under heavy debt, the mercenaries receives financial support from Magestrix Kyalla Centrella of the Canopus Magistracy to retrieve the Argo, an ancient dropship from Bandits as part of an unauthorized job to escape their heavy debts. The player reunites with Lord Madeira and Kamea, who reveals the salvage operation of the Argo was a test by the Magistracy to test the skills of the pilot and a means for the Magistracy to fight the Directorate without getting themselves involved as tension runs high between the Federated Suns and Taurian Concordiat and tasks the Marauders with the liberation of the Aurigan Reach under the Aurigan Restoration.

Arriving at Weldry to liberate the planet, Kamea instructs the Marauders to hit the Icebox, a prison they learn was a concentration camp for dissidents against the Directorate which have been revealed to have committed countless atrocities against those opposing it. Among the dead was Mastiff Montgomery, the mentor of Kamea and the player. Vowing to free the Reach from the Directorate, they move onto Panzyr where they would uncover a Star League Black Box that could not be decrypted by anyone other than the head of House Karosa of Smithion as tensions mount between the Reach and Taurians who is now on the brink of war after the massacre of ten thousand citizens on Perdition. Moving to Smithion to liberate the planet, Karosa refuses to cooperate with Arano as her speech about her return only opened up the painful events of his son's incarceration at the Ice Box and his daughter's death. In return for his aid, the Marauders destroy a dropship that served as a smuggling vessel for weapons for the Director, capturing Victoria Espinosa in the process. With the black box decrypted, they set forth to Outpost Castle in the Aurigan Reach at Artru.





Arriving on Artru, the Restoration was able to uncover a large cache of battlemechs only to be intercepted by Samuel Ostergaard, the commodore of the Taurian Concoridat who agreed to ally with the Directorate in the wake of the attack on Perdition as the Argo was infected by a SLDF computer virus. The Directorate begins their invasion on the recently liberated worlds of the Restoration leading the deaths of multiple House Lords loyal to the Restoration, including Karosa who was killed by Victoria as Smithion falls to the Directorate. Heading to Itrom, Gallas offers an opportunity to break the Alliance between the Concoridat and she reveals a lead to valuable information of the Directorate's blackmail before she is killed by a bomb. Revealing the location of the information is on Madeira's homeworld of Guldra, Alexander offers to go while the Restoration defends against Taurian incursions on the Restoration where the grim reality reveals that unless the Alliance is broken, the Restoration will be crushed under the Taurian forces led by Ostergaard and Directorate. Alexander is able to recover the information and reveals that Victoria carried out the chemical attack on Perdition, but is discovered by the Directorate and despite the Restoration's attempts to rescue him, Kamea makes the difficult decision to leave Alexander behind.

After liberating Tyrlon from the Directorate and revealing the incriminating evidence that ends the Alliance between the Directorate and Concoridat, the Restoration moves on to the capital city where Ostergaard attempts to destroy the capital in spite of the end of hostilities. The Locura virus is uploaded to the ship and Ostergaard is killed while Santiago surrenders, realizing all is lost without the Alliance. Victoria, angry at her father's surrender, makes one last stand against Kamea for Alexander's life and the mercs in a final duel where the Marauders are ultimately victorious and rescue Alexander. Kamea is crowned the rightful ruler of the Aurigan Reach and she contemplates how the Restoration shaped her to be a ruler and while future remains uncertain for the Reach, the player and their mercenaries are remembered in the future stories of liberating the Reach.

Development

BattleTech was developed by Harebrained Schemes. The studio is led by Jordan Weisman, who created the BattleTech franchise while working at board game and wargaming publisher FASA. Many members of the development team worked on another game in the franchise, MechCommander. Along with Weisman, the development team will be led by Mitch Gitelman, the producer for MechCommander and MechAssault, and Mike McCain, who served as creative director for Harebrained Scheme's games in the Shadowrun franchise. Harebrained Schemes is working with Catalyst Game Labs and Piranha Games, who also publish BattleTech works, to maintain continuity across the franchise. This includes using art from Piranha Games' MechWarrior Online.

Studio co-founders Weisman and Gitelman implied in a May 2015 interview that they might soon be announcing a game based on an intellectual property that they had previously created, with Game Informer speculating that they meant either BattleTech or Crimson Skies. BattleTech was revealed in July 2015. The Kickstarter campaign for the game launched on September 29, 2015, and received its funding goal of US\$250,000 within an hour. The studio had already committed \$1 million to the development of the game before launching the Kickstarter, which would fund a basic "skirmish mode". The Kickstarter campaign set stretch goals of \$1 million, \$1.85 million, and \$2.5 million to fund a single player campaign, an expansion to the campaign, and an online player versus player multiplayer mode, respectively. The \$1.85 million level would add procedurally generated levels and would make the campaign open-ended, allowing for an indefinite campaign. Harebrained Schemes planned to release the game in early 2017 for Microsoft Windows, OS X and Linux.







Dragon Ball FighterZ

Dragon Ball FighterZ is a 2.5D fighting game, simulating 2D, developed by Arc System Works and published by Bandai Namco Entertainment. Based on the Dragon Ball franchise, it was released for the PlayStation 4, Xbox One, and Microsoft Windows in most regions in January 2018, and in Japan the following month, and was released worldwide for the Nintendo Switch in September 2018.

Dragon Ball FighterZ involves the player picking a team of 3 playable characters and a unique assist for each, then fighting an AI or human opponent with their own team of 3 characters. The game received positive reviews from critics, with many citing the game as one of the best fighting games released in the eighth generation of video game consoles. The game's fighting system, character roster, visuals, story mode, and music were all highly praised while its online functionality was criticized. The game was also a commercial success, having sold over 6 million copies worldwide as of 2020.

Gameplay

The gameplay is inspired by concepts from several other fighting games. Namely, the control scheme and team mechanics are lifted from the Marvel vs. Capcom series and the overall presentation is reminiscent of other Arc System Works games. Players each select three characters to form a team, from an initial roster of characters from the Dragon Ball franchise. One character is controlled and can be switched with one of the other characters at any time. Players can also call one of their other characters to perform an "Assist" move, allowing simultaneous attacks and combos with the entire team. All three characters on the same team must be defeated for a player to win the game. If neither team has been defeated before the time runs out, the team that has sustained the least damage overall wins.

In addition to the unique moves of each character, players have several universal moves available. With the "Vanish Attack", the player can expend Ki to instantly teleport behind an opponent's character and strike them in the back. This has multiple uses, from bypassing enemy projectiles to moving quickly around the stage, or extending a combo. The "Dragon Rush" move can break through an opponent's guard and if successful, offers a choice between an aerial combo or forcing the opponent to switch to a different character. The "Super Dash" flying attack will home in on the opponent's lead character and is able to pass through weaker projectiles. Lastly, players can "Ki Charge" to manually increase their Ki gauge, similar to previous Dragon Ball fighting games.

The game includes several other features, such as "Come on Shenron!", that allows players to gather the Dragon Balls one by one as the fight progresses. A random Dragon Ball will be given to a player that successfully performs a light autocombo. Specific Dragon Balls can be obtained by successfully performing a multi hit combo, with the amount of hits determining which ball is given. Once all seven are assembled and a player performs a light autocombo with maximum Ki, Shenron appears to grant a wish and allows players to choose one among the following benefits: give the fighter a second Sparkling Blast, revive a fallen ally, recover a fighter's health or regenerate health for the rest of the match. Another feature is the "Dramatic Finishes", special cutscenes that appear at the end of a fight depending on the characters involved and stage, related to events from the Dragon Ball series, which can be applied after using Standing Hard normal attack or Vanish (as of Season 2) as the finisher/combo ender.



DRAGONBALL FighterZ



Season 3 allows players to choose three different Assist types before the match. Also in the said season, Sparkling Blast properties and its time limit enhanced even further if one of the player's team members are down.

Dragon Ball FighterZ features a ranking system in both its arcade mode as well as in online multiplayer, where players increase their rank with subsequent wins.

Characters

The base roster includes 21 playable characters, with 3 additional characters being unlockable through gameplay and a further 19 being released as paid downloadable content (DLC) via a series of "FighterZ Passes" for a total of 43. Android 21 is a new character original to the game, designed by series creator Akira Toriyama.

Plot

The game takes place sometime between "Universe 6" and "Future Trunks" arcs of Dragon Ball Super. The game's main antagonist, Android 21 (or later, her evil-half), was a normal female human who eventually became an Android created by the Red Ribbon Army after her son became the model for Android 16. Once she awakens, she repairs 16 and uses the Dragon Balls to resurrect Frieza, Cell, Nappa, and the Ginyu Force, and seals away the powers and souls of all of Earth's strongest warriors. Wanting to control the hungry monster within her, she and 16 develop a linking system originally created by Dr. Gero in which a human soul (the player) can possess the warriors and provide them strength.

Super Warrior Arc

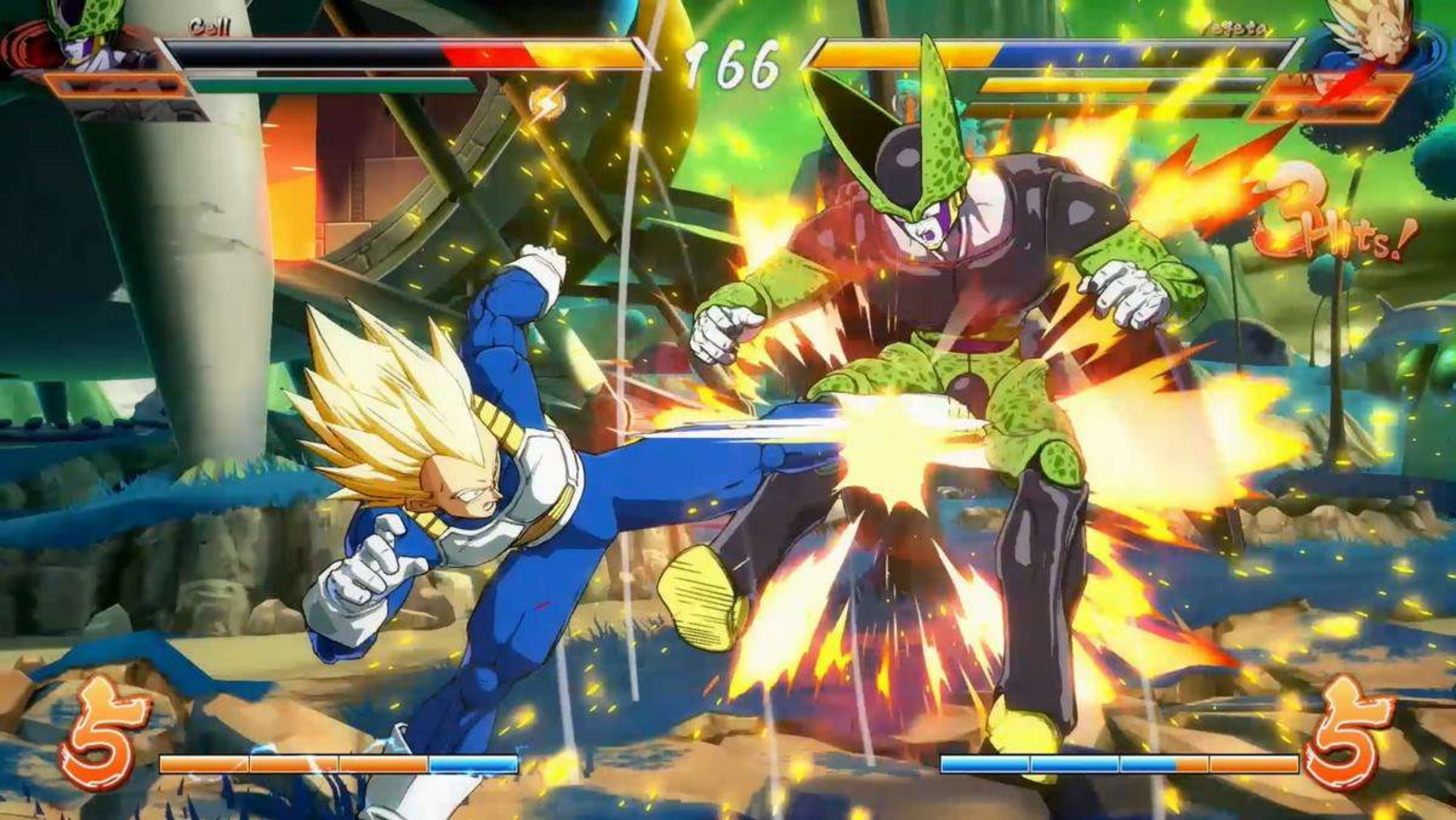
The player possesses Goku and awakens next to Bulma, who asks him to confront the Earth's current crisis. Clones of the other fighters and villains have been appearing and the other Z Warriors are nowhere to be seen. After confronting the resurrected 16, Beerus and Whis arrive to explain the soul's link to Goku, but assert to both Goku and Bulma that they are not getting involved since they are deities. Goku and Bulma leave to try and find 16 and the other Z warriors. Goku rescues Krillin, and they battle Cell who appears to have knocked out 18 and endangered an unknown woman. The woman claims to be a Red Ribbon scientist and informs them that they need to find the base emitting the power-suppressing waves to restore their abilities.

The reunited Z Fighters eventually confront 16, where he explains that the Red Ribbon Army's current leader, Android 21, is behind everything. The scientist Goku and Krillin saved from Cell earlier arrives and reveals herself to be Android 21. She destroys 16 for his betrayal and knocks out Goku when he tries to follow her. The player then possesses Cell's body and battles 21 before returning to Goku's body again. 21 devours the resurrected villains and decides to wait for Goku and his friends to grow stronger. Goku brings her and the other Z Fighters to the Sacred World of the Kai to protect Earth from the fight. With their combined power, Goku and the Z Fighters obliterate 21. Whis expresses his disappointment over the unanswered questions about Android 21.

Enemy Warrior Arc

16 implants the player's soul within the recently revived Frieza, much to the tyrant's ire. Frieza recruits the resurrected Nappa, Ginyu Force, and Cell to battle the clones and eventually confront the true culprit: Android 21. 21 forces the villains to battle and defeat Android 18. Goku and Krillin arrive while she pretends to be an innocent bystander to pit the heroes and villains against each other. The player prevents Frieza from killing Goku and the villains explain the situation to the heroes. Goku suggests that the two sides join forces to stop 21, and the villains reluctantly





Developer: Arc System Works

Publisher: Bandai Namco Entertainment

Director: Junya Motomura

Producer: Tomoko Hiroki

Programmer: Takuro Kayumi

Artists: Katsuki Mukai, Akira Toriyama

Composers: Toshiyuki Kishi, Hiromi Mizutani, Kenji Katoh, Reno

Series: Dragon Ball

Engine: Unreal Engine 4

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

Release: Windows, PS4, Xbox One— WW: January 26, 2018

JP: February 1, 2018

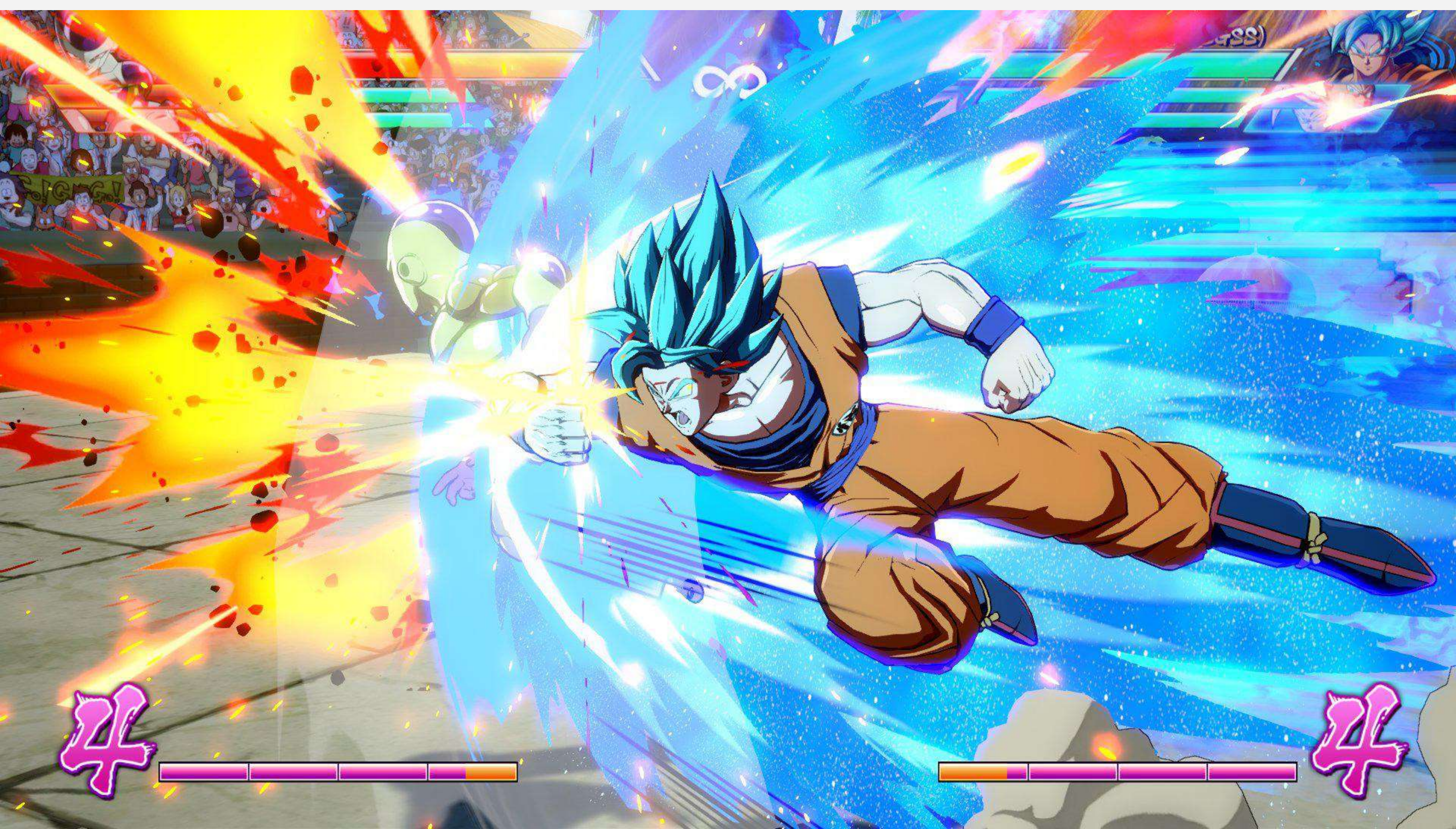
Nintendo Switch—WW: September 28, 2018

JP: September 27, 2018

Genre: Fighting

Mode: Single-player, multiplayer

TiTi Rating: 7/10



The villains aid Goku in rescuing the Z Fighters to fight 21, who destroys 16 after discovering his betrayal. Frieza suggests to the group that they strengthen their link with the player to gain back more of their power and defeat more clones as they're the source of 21's strength. After killing the final clone, they defeat Android 21 and use Bulma's machine to help Goku, Frieza, and Cell obliterate her for good. Following her destruction, everyone's powers are restored and Frieza expels the player from his body as the heroes and villains start fighting each other anew.

Android 21 Arc

Android 16 kidnaps Android 18 and implants the player's soul within her. He requests 21 and the player's help in combating the clones created by the Red Ribbon Army. 21 becomes increasingly unstable after each battle, but 16 refuses to explain her condition to 17 and 18. When Krillin finds the androids, 21 forces 18 to fight Krillin and nearly kills him, but the player links with 21 and discovers two beings within her body. 16 takes 18 to a lab and explains that the cells that created Android 21 may be going berserk and that he used the link system to stop her from going mad.

The androids are eventually confronted by Cell, who has regained most of his original power. 21 transforms into her temporarily purified Majin form to protect the androids but succumbs to her corrupted half's hunger again. She unintentionally kills 16 while she is struggling with her inner demon, causing her good and evil personas to split into two separate beings. Evil 21 devours Cell and the control to the power suppressor, drastically increasing her strength. Goku and Krillin rescue the androids and recruit them to combat Evil 21. The Z-Fighters battle Evil 21 for the last time on the Sacred World of the Kai. Once the fighters discover Evil 21's extraordinary regenerative capabilities, Goku attacks her with a Spirit Bomb. When Evil 21 starts resisting the attack, Good 21 pushes her into it, killing them both. Goku plans to request 21's reincarnation from King Yemma and to help the player return their original body.

Development

On June 9, 2017, a Japanese press release dated for June 12 prematurely revealed information about the game and two screenshots before its official announcement. The press release was eventually removed from Bandai Namco's website.

On June 11, 2017, the game was revealed at Microsoft's E3 press conference. A closed beta for the Xbox One and PlayStation 4 versions were also confirmed. Bandai Namco said there is a possibility the game could come to the Nintendo Switch if enough fans request it. Dragon Ball creator Akira Toriyama designed a new female character named Android 21 (人造人間21号, Jinzōningen Nijūichi-Gō) for the game. The game uses Unreal Engine 4.

On June 12, 2018, during Nintendo's E3 2018 installment of Nintendo Direct, Nintendo announced that a version of Dragon Ball FighterZ would be released on Nintendo Switch later in 2018, with a playable demo of the Switch version of the game being available for attendees on the show floor, where it was revealed that the game supported a simplified control scheme to accommodate single Joy-Con controller play in single-player and multiplayer modes.



Release

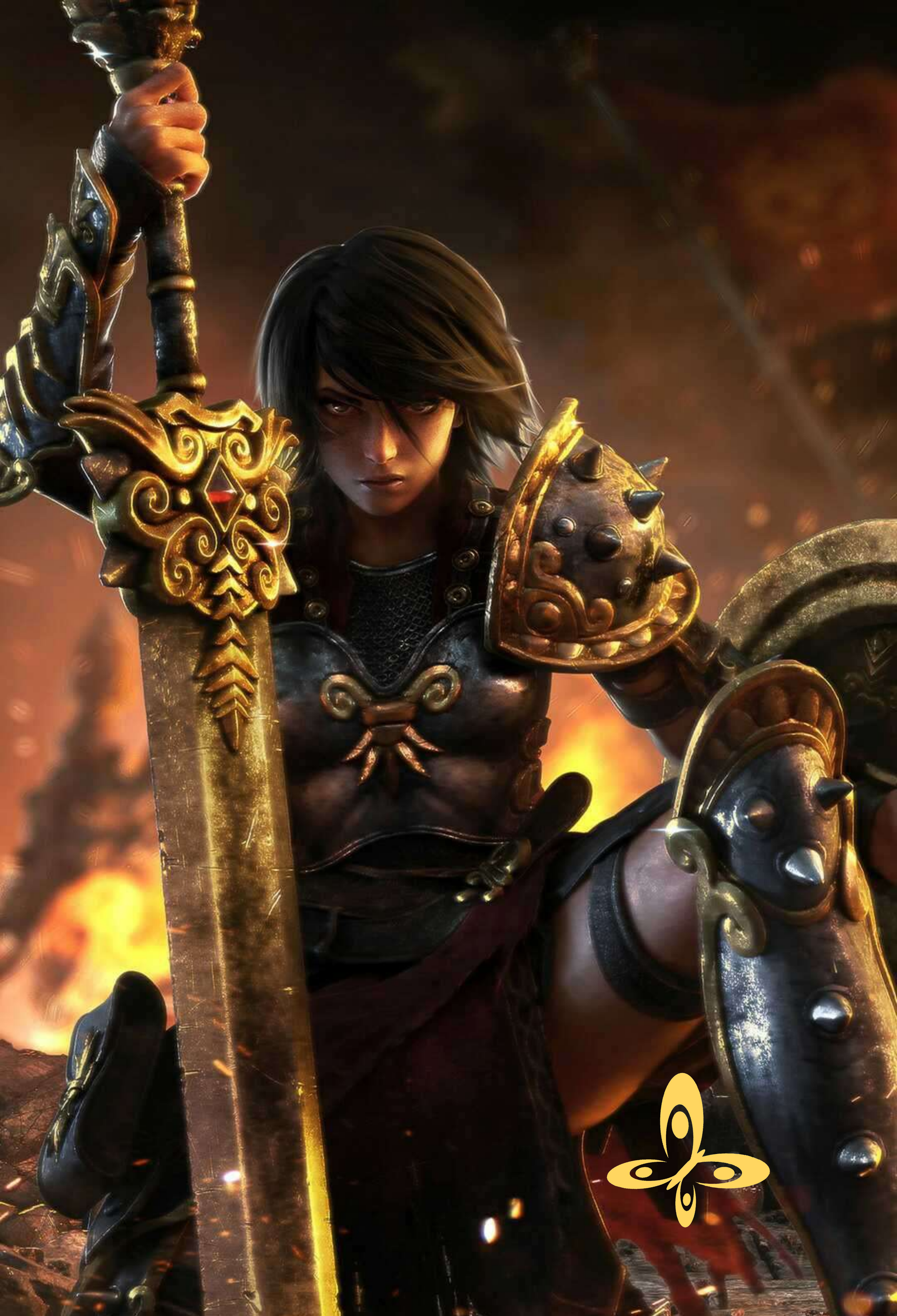
Players who preordered *Dragon Ball FighterZ* on console received early access to the game's open beta test period, as well as early unlocks for the SSGSS Goku and SSGSS Vegeta characters and an additional in-game stamp pack. Two digital bundles were released alongside the game: The "FighterZ Edition" includes the game and the FighterZ Pass, which includes eight additional downloadable characters. The "Ultimate Edition" includes all content from the FighterZ Edition, as well as a Commentator Voice Pack and additional music from the anime series which can be played during battle. A physical collector's edition for the game was also released, which includes a steel book case, three artboards, and a 7" statue of Goku. A Nintendo Switch version was released in September 2018.

After its announcement, *Dragon Ball FighterZ* was met with great enthusiasm from fans of fighting games and the source material alike, with many saying it has the potential to be the next big competitive fighting game. The game gained praise regarding its art design and animation being faithful to the source material, as well as its fighting mechanics. A playable demo was available at the Evolution Championship Series 2017, where pros were able to get their hands on the title for a small tournament; many of the pros praised the game highly, regarding its versatility when it comes to play styles as well as being enjoyable.

The game received generally favorable reviews from critics, who cited the art style, combat system, cast of playable characters, and story mode as positives. Several called it the best *Dragon Ball* game, and one of the best fighting games in years. The online connectivity is one of the aspects that was criticized about the game.

The game has been compared to the *Marvel vs. Capcom* series of team-based fighting games, with news outlets and players believing the game to be better than the most recent game in the series at the time, *Marvel vs. Capcom: Infinite*.





Forza Motorsport 7

Forza Motorsport 7 is a 2017 racing video game developed by Turn 10 Studios and published by Microsoft Studios, serving as the tenth installment in the Forza series. It was released on Windows 10 and the Xbox One family of consoles on October 3, 2017, with early access to those players pre-ordered the game's Ultimate and Deluxe editions.

Gameplay

Forza Motorsport 7 is a racing video game featuring over 700 cars—including new Forza Edition cars, most of which have been brought over from Forza Horizon 3 and more than 200 different configurations to race on across 32 locations at launch, including all from Forza Motorsport 6; a fictional street circuit in Dubai is one of the new circuits and several tracks returning from Forza Motorsport 4 including Maple Valley Raceway, Mugello Circuit and Suzuka Circuit. Two features that are new to the Motorsport title include dynamic weather (previously seen in Horizon titles) and customizable drivers.

Development and release

Forza Motorsport 7 was developed by Turn 10 Studios alongside the Xbox One X console, with Turn 10 providing the Xbox hardware team with feedback. In mid-January 2017, the Xbox hardware team supplied Turn 10 with a prototype Xbox One X system. Turn 10 was able to get their ForzaTech demo running on the system within two days after receiving the prototype console. The game runs at 4K resolution and 60 frames per second, while running at 1080p at similar frame rate on the base Xbox One models.

The game does not feature any Toyota and Lexus production road vehicles due to licensing issues between the manufacturer and most non-Japanese video game developers that started in 2017. Only the company's selected race and pre customized vehicles, including the Camry's NASCAR configurations, Eagle MkIII, the Arctic Trucks Hilux AT38, Toyota T100 SR5 Trophy Trucks and the Subaru BRZ are featured, then Land Cruiser Prado AT37 Arctic Trucks featured via DLC. However, Volkswagen returns after being absent in Horizon 3, with some cars being brought over from Horizon 2 and Motorsport 6, as well as some new inclusions.

Forza Motorsport 7 was announced at Microsoft's press conference during E3 2017 on June 11. The 2018 Porsche 911 GT2 RS was revealed alongside the game as part of a six-year licensing deal between Microsoft and car manufacturer Porsche. The game launched simultaneously on Windows 10 and Xbox One, and is slated to be available at launch for the Xbox One X.[5] However, the OneDrive music support will be announced 'at a later date'. The first monthly car pack called the "Samsung QLED TV Forza Motorsport 7 Car Pack", was released on November 7, 2017. That DLC





FORZA 7
MOTORSPORT



Developer: Turn 10 Studios

Publisher: Microsoft Studios

Director: Bill Giese

Producer: Ryan Cooper

Artist: Scott Lee

Series: Forza

Platforms: Windows, Xbox One

Release: October 3, 2017

Genre: Racing

Mode: Single-player, multiplayer

TiTi Rating: 8/10



The game will be delisted from purchase and Xbox Game Pass on September 15, 2021 due to expiring licenses.

Forza Motorsport 7 received "generally favorable" reviews, according to review aggregator Metacritic. In Game Informer's Reader's Choice Best of 2017 Awards, the game took the lead for "Best Racing Game", while it tied in third place with Slime Rancher for "Best Microsoft Game". It won the award for "Best Racing Game" in IGN's Best of 2017 Awards, whereas its other nominations were for "Best Xbox One Game" and "Best Graphics".

"Slightly above average or simply inoffensive. Fans of the genre should enjoy it a bit, but a fair few will be left unfulfilled," was Peter Glagowski's conclusion on Destructoid with a score of 7/10. 7.5/10 was Ray Carsillo's score on Electronic Gaming Monthly; he said, "Forza Motorsport 7 is a really great racing game—it's just a shame that changes to the game's currency system undermine a fair amount of what it does right. It's made racing feel more like a grind than in years past and no amount of new tracks or cars will change that." Justin Towell from GamesRadar gave the game a score of 5 out of 5 stars saying that "Forza Motorsport 7 addresses every issue of its predecessor, turns the visual flair up to 11 and handles like a dream. An essential purchase."

Luke Reilly said on IGN "Forza Motorsport 7 is Turn 10's finest love letter to speed and style this generation", and awarded it a score of 9.2/10. James Davenport's 82/100 score on PC Gamer stated, "Light performance problems and a poor loot box system can't quite distract from Forza Motorsport 7's accommodating difficulty, stunning beauty, and lavish racing options." Colin Campbell's score of 8.5/10 on Polygon said that "This is a game for everyone who loves racing. It offers every helping hand to those who want to just throw themselves around bends, while allowing die-hards to tinker with their rides, and really feel like they are there."







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Monster Hunter: World

Monster Hunter: World is an action role-playing game developed and published by Capcom and the fifth mainline installment in the *Monster Hunter* series. It was released worldwide for PlayStation 4 and Xbox One in January 2018, with a Microsoft Windows version following in August 2018. In the game, the player takes the role of a Hunter, tasked to hunt down and either kill or trap monsters that roam in one of several environmental spaces. If successful, the player is rewarded through loot consisting of parts from the monster and other elements that are used to craft weapons and armor, amongst other equipment. The game's core loop has the player crafting appropriate gear to be able to hunt down more difficult monsters, which in turn provide parts that lead to more powerful gear. Players may hunt alone or in a group of up to four players via the game's online multiplayer.


Announced at E3 2017, *Monster Hunter: World* adopts the series' standard formulas from its older home console roots and recent handheld games to take advantage of the higher processing power provided by modern consoles and computers. Changes made in *Monster Hunter: World* include creating environmental spaces that are fully connected and removing the "zones" that were necessary for the PlayStation 2 and handheld games, more advanced monster artificial intelligence and physics, a more persistent cooperative multiplayer experience, and a refinement of the game's tutorials and user interface to help with bringing new players into the series. These changes led Capcom to plan for the game's simultaneous re-release worldwide, since *Monster Hunter* as a series has generally languished outside of Japan partially due to disparate release schedules. Capcom also opted to support online play between these different geographic regions for similar reasons. The delay for the Windows release was attributed to Capcom seeking to make sure its first foray into the Windows market was optimized for players on computers. By April 2020, updates to the game were synchronized among all platforms.

Monster Hunter: World received critical acclaim upon release, with critics praising how Capcom was able to make the game more accessible to new players and to Western markets, without detracting from the series' core gameplay elements and enjoyable difficulty, and fully taking advantage of the computational capacity of modern consoles to create living ecosystems, with some even calling it the best in the franchise. *Monster Hunter: World* is the single highest-selling game in Capcom's history, with over 17.1 million copies shipped by As of March 2021. A DLC expansion pack, subtitled *Iceborne*, was released for home consoles in September 2019 and for Windows in January 2020, and reached over 7.7 million sales by As of March 2021. The next mainline installment, *Monster Hunter Rise*, was co-developed alongside *World* and announced for a worldwide release on Nintendo Switch in March 2021, with a Microsoft Windows version planned for the following year.

Gameplay

Monster Hunter: World is an action role-playing game played from a third-person perspective. Similar to previous games in the series, the player takes the role of a player-created character who travels to the "New World", an unpopulated landmass filled with monsters, to join the Research Commission that studies the land from their central command base of Astera. The Research Commission tasks the Hunter to hunt down and either kill or capture large monsters that roam outside Astera to both protect the Commission and to study the monsters there. The player's character does not have any intrinsic attributes, but instead these are determined by what equipment the character is equipped with. This includes a weapon,





Developer: Capcom

Publisher: Capcom

Director: Yuya Tokuda

Producers: Hironobu Takeshita, Shingo Izumi, Kazunori Inoue

Designers: Teruki Endo, Yugo Togawa

Programmers: Yuuki Ooi, Kota Fukasawa

Artist: Kaname Fujioka

Composers: Akihiko Narita, Zhenlan Kang

Series: Monster Hunter

Engine: MT Framework

Platforms: PlayStation 4, Xbox One, Microsoft Windows

Release: PlayStation 4, Xbox One—January 26, 2018

Windows—August 9, 2018

Genre: Action role-playing

Mode: Single-player, multiplayer

TiTi Rating: 8/10

selected from the series' fourteen archetypes (such as long sword, bow, or hammer), which then further defines the types of combat moves and abilities the player can use, and pieces of armor, which can lead to beneficial or detrimental combat skills if matched properly. While some basic equipment can be purchased using in-game money, most equipment is built from loot obtained by slaying or trapping monsters, rewards from completing quests, or items gathered while in the field. This creates a core loop of gameplay that has the player fight monsters they can beat to obtain the right loot to craft improved weapons and armor to allow them to face more powerful monsters and the potential for even better equipment.

Astera acts as a central hub where the player can buy and sell goods, manage their inventory, craft new equipment, and gain new quests. A core facet of Monster Hunter games is the construction and upgrading of armor and weapons at a forge using the monster parts and resources the player has gained from combat. As the player defeats tougher monsters, they can make armor with more defensive value or particular elemental resistance or can improve weapons to be more lethal and deal elemental or debuffing damage. Weapons and armor also carry various skills which have a number of different effects for the player; World introduces a new streamlined skill system compared to previous games, where each weapon or armor piece has one or more ranks in at least one skill, and the total effect of a skill on the player is determined by adding up all ranks of that skill from all equipped items the player carries. Additional services in Astera include a farm to grow quantities of flora while the player is out on quests, training areas to practice weapons, a gathering hub to take on special Arena challenges against one or more monsters, and a canteen which the player can order a meal from specific ingredients to provide buffs and special conditions while out on the field.

Quests and combat

After taking a quest in Astera, or after choosing to simply go on an open-ended expedition, the player is taken to a base camp in one of six large regions that make up the New World. Each region is made up of numbered zones, but unlike previous Monster Hunter games, these zones are seamlessly connected, and there are no loading screens when moving between zones. The player must traverse zone to zone, though they can quick-travel to any of the base camps in that particular region when outside of combat. From camp, the player can acquire limited provisions, rest to restore their health, and new to World, have a meal that provides limited-time buffs to the player. The player sets out to track down monsters, which in World is aided with the use of Scout flies, which hover near tracks and other signs of large monsters, or highlight resources that the player can collect such as flora, ores, bones, and insects. Investigate the traces of the monster leads to improving the Scout flies' abilities for the quest, eventually enabling them to lead the player via their glowing flight path towards the monster they seek; further, investigating these help the player to gain research towards the monster that helps them gain insight on its strengths, weaknesses, and behavior.



Once a monster is located, the player can take several approaches to either slay or capture it using traps once sufficiently weakened, using a combination of their weapons and items they are carrying. As a monster is weakened, its tactics will often change, frequently becoming more aggressive, or fleeing to a lair to rest or find food to recover. The player has additional tools within World for combat. Each player has a Slinger, a tool that can be used to fire small projectiles like rocks at the monster to damage it or cause other debuffs, or can be used as a grappling hook to reach higher elevations or pull-down objects onto a monster. A new type of tool called a Mantle can be used for a limited amount of time; these cloak-like objects provide a buff to the player, such as acting like a ghillie suit to reduce the chances of monsters detecting the player. Furthermore, the player has opportunities to use the environment strategically against the monster, such as bursting a natural dam to flood out a monster, or leading a monster into another monster's den to cause them to fight each other. The game includes a dynamic weather system and day-night cycle, which can affect the behavior of some monsters mid-quest.

In combat, the player must watch their health — if it falls to zero, they faint and are taken back to camp but then can set out again at a reduced reward; however, fainting more than three times (the exact amount depends on the quest) will cause the quest to fail. Further, the player must watch their stamina, which is consumed for dodging and certain other attacks and actions; stamina will recover quickly but the player must not take other aggressive actions for this to happen, which can be tricky in the heat of battle. The player can carry various restorative items for health and stamina; unlike previous games where the player was forced to stand still to consume them, World allows the player to do so while walking, though the player must not be interrupted for a few moments to gain the full effects of the restorative item. The player must also be aware of various debuffs that monsters can inflict on them, the sharpness of their weapon or the quantity of ammo for certain weapon types, and the limitations of items they can bring on a quest that restricts how much they can recover while in the field. If the player successfully completes the quest, they gain reward resources, often consisting of parts from that monster along with zenny, the in-game currency. The distribution of rewards from a quest is determined by rarity, so obtaining certain rare parts may require repeating a quest several times to get a desired part.

World features a story mode offered through the quest system. Unlike previous games, where the story mode led the player through and to complete the "Low Rank" quests, before opening the game to more difficult "High Rank" quests without a story driver, World will have a narrative that continues into the "High Rank" quests. The game's complete story mode is estimated to take between 40 and 50 hours, according to director Yuya Tokuda. Instead of quests that required the player to slay a number of smaller monsters or collect resources, World will offer these as Bounties that can be achieved alongside the main quests, or provided as Optional quests that generally lead to improving some facet of the resources in Astera. A player can have up to six different Bounties active, and which provide rewards when they are completed. The player can gain Investigation quests as well, which come from investigating the trail of monsters with Scout flies or by breaking off parts of monsters in combat. Each Investigation offers a quest that may have unique limitations or goals compared to main story quests, such as time limits or reduced fainting limits but also provide additional rewards; Investigations can only be attempted, successfully or not, a limited number of times before they are exhausted and removed.





Multiplayer

The game supports both single-player and up to four player cooperative mode while being online; there is no local offline multiplayer. The game's quest system is the same in both modes. Players gather in multiplayer servers supporting up to sixteen players, during which they can post quests to invite others to join, or join other existing quests as long as they have progressed far enough in the game's storyline. If there are only one or two hunters on a quest, each brings with them a Palico (an anthropomorphic sentient cat species) to assist them in combat; these Palico can be equipped with weapons and armor crafted in the same manner as the hunter themselves. If there are less than four players in a party, a party member can launch a red SOS flare, which other players, while in their instance of Astera, can opt to join to help out, creating a drop-in/drop-out system. The game also supports Squads, the equivalent of clans or guilds in typical massive multiplayer online games. The game allows players in different release regions to work together; the game will use a pre-determined set of common greetings and commands that are translated to the various languages so that players can effectively communicate with each other. However, players are limited to cooperating with those on the same platform, and will not feature cross-platform play. Players also need to register with their console's service (PlayStation Network or Xbox Live) to use multiplayer features. With an aim to reach a wider audience than past games, Monster Hunter: World also provides more information to players, such as a companion that will warn the player when they are running low on health, and more details on the advantages and disadvantages of weapons and armors against specific monsters.

In addition to quests shipped with the game, Capcom has offered downloadable content quests, similarly featured in the handheld versions. However, with the greater degree of connectivity offered by modern consoles/computers compared to handheld systems, Capcom has been able to offer several time-limited Event quests that players can easily jump in on through the new matchmaking system. Through the event system, the game has included limited-time unique gameplay modes, such as a 16-person raid against a single monster, with players working in teams of four to help defeat the monster. Capcom has also added new monsters to hunt through free downloadable content; the first such update, adding in the Deviljho monster from previous games was released alongside other quality-of-life updates in March 2018. Capcom also expected to provide paid post-content material as well; however, Capcom does not see World as a type of service, as they do not expect players to continue playing the game five to ten years after release. The game will not include any type of microtransactions that influence gameplay; Tsujimoto said that as Monster Hunter is meant as a cooperative game, they did not want to create any type of "friction" between players due to some having simply purchased better equipment with real-world funds compared to those that spent the time to work through challenges to acquire the equipment. There is paid downloadable content available for the game, but with the exception of the Iceborne expansion, these are limited to cosmetic items only, such as gestures, character customization options, and stickers used in communicating with other players.

Synopsis

In an unnamed low fantasy setting, humans and other sentient races have set their eyes on the New World, a separate continent from the populated Old World. The New World is an untamed wilderness where many powerful monsters roam free, and where researchers have been drawn to uncover new mysteries. Several ocean-bound Fleets have been sent already to establish working bases, safe from monsters, and operations are led by the Research Commission.



Plot

The player controls a hunter that they can name, supported by an assistant handler, and a palico who are a part of the Fifth Fleet which has been summoned by the Research Commission to provide more support to the New World. A particular focus of the Expedition is to study Elder Dragons, powerful beasts that can affect entire ecosystems, and why they migrate to the New World every ten years in an event known as the Elder Crossing. While traveling to the New World, the Fifth Fleet encounters Zorah Magdaros, a massive, volcanic, turtle-like Elder Dragon the size of a mountain. After being rescued and arriving at the base camp, known as Astera, the Hunter and their Handler undertake various tasks to explore the area and study Zorah Magdaros at the behest of the Commander of the Expedition. The Expedition determines that Zorah Magdaros is dying and is migrating to a massive graveyard, known as the Rotten Vale. An Expedition-led capture mission against Zorah Magdaros is foiled by Nergigante, a spiked Elder Dragon that feeds on other Elder Dragons, and is protecting Zorah Magdaros as its future meal. After escaping the ambush, Zorah Magdaros unexpectedly enters the Everstream, a massive underground river that runs under the entire New World, rather than traveling to the Rotten Vale. After further investigations, the Expedition learns that if Zorah Magdaros dies within the Everstream, its released bio-energy will destroy the New World. With no time to evacuate, the Expedition develops an emergency plan to intercept Zorah Magdaros and drive it to the ocean, where its released bio-energy will form a new aquatic ecosystem. Nergigante once again interferes, but this time is driven off by the Hunters, and Zorah Magdaros is successfully driven into the ocean.

However, when Nergigante flees to the Elder's Recess, a volcanic environment covered in the crystallized bioenergy of Elder Dragons, the presence of Nergigante drives away its Elder Dragon prey toward neighboring locations, upsetting each individual ecosystem. With the help of the Admiral, the true leader of the Expedition, the Hunter is able to track down and kill Nergigante. With Nergigante dead, the Elder Dragons calm down and return to the Recess. After their defeat by the Hunter, the source of energy within the Elder's Recess is discovered: Xeno'jiiiva, an infant, but yet highly dangerous Elder Dragon, which had been incubating within the Elder's Recess, and was feeding on the bio-energy of dead Elder Dragons. Xeno'jiiiva hatches upon being discovered, and at the behest of the Admiral, the Hunter kills it before it can wreak havoc on the world. With the Elder Crossing now fully understood, the Expedition is considered finished, but members are offered the chance to stay in the New World to continue their research.

Development

Monster Hunter: World is considered the fifth installment in the Monster Hunter series, according to the game's senior producer Ryoza Tsujimoto and director Yuya Tokuda. Along with executive director Kaname Fujioka, Tokuda served as a director for Monster Hunter 4 and Monster Hunter 4 Ultimate. Development of World started about three years prior to the E3 2017 reveal, following a year of brainstorming on what the next core title in the series would be. With the series more than a decade old, Capcom re-evaluated where they wanted to take the series, and concluded that with the hardware capabilities of the new consoles, they could realize a different vision compared to the handheld entries. According to Capcom Europe's COO Stuart Turner and marketing director for the Europe, the Middle East and Africa Antoine Molant, the divisions of Capcom outside of Japan had suggested for Capcom to embrace a Western release with full online gaming support. The Japanese teams had been wary of this, since the series normally assured them of three to four million sales within Japan and they would risk those assured numbers by making the game more global. However, the risks of taking a more worldwide approach were embraced when Sony said they would help support this approach, since they believed this would also help to boost PlayStation 4 sales. Additionally, the sheer scale of the project also used a large budget which they deemed necessary to "go up against Hollywood movies", and cost-cutting measures had to be adopted throughout Capcom.



Tsujimoto said that past games typically had arcane rules, and the zoned-area structure made each zone feel isolated, and wanted to change that approach. They have also wanted to implement living worlds and ecosystems, with complex artificial intelligence interactions between monsters and the environment but have been limited in the past by handheld gaming hardware. The team determined that they would pursue highly detailed worlds that felt realistic, eliminating the disconnected zoned-map approach. This created a "ripple effect" of changes in gameplay; for example, elimination of loading screens meant the player could not use the tactic of jumping to a different zone to heal in safety, and thus allowed the player to drink healing potions while walking. Tokuda noted that with these changes, the pace of the game also became quicker. A prototype of this more open world approach took about 18 months to complete by November 2015 with a team of 50-70 developers to test the seamless transition in the map, and how monsters would behave in these varied environments. The environments were such a focus that the original prototype did not even feature a combat system; enemy monsters had to be evaded or dispatched through other means. This also helped the team recognize that player survival during hunts by effective use of the environment, either for protection or as means to harm monsters via destructible components, and of monsters themselves, luring one to an area to draw out another, could be a key part of World's gameplay.

While the game features monsters already created from previous games in the series, the developers also crafted new monsters that took advantage of the benefits from more powerful processing hardware. A design of a new monster typically began around developing a certain gameplay challenge or mechanic for the monster's behavior that the player may need to exploit to defeat it, and then working with the level designers to find or help craft an area in the region maps to have that monster inhabit that allows for that behavior to be shown off. This in turn helped to establish the look and other behavior of the monster so that it felt like it belonged in that particular region. Individual features of the monsters could now be more directly animated compared to the previous games, such as showing feathers on bird-like monsters having natural-appearing movements, or having monsters take on different forms. In one case, the monster Nergigante was designed to have thorns all over its body that grow over time as it becomes more aggressive; with the ability to render monsters in more detail, they could show each of these thousand-some thorns moving and growing on their own, which directly affects how the player interacts with it in combat, making it a creature they could not have previously used in early games. Monster animation was developed in part with motion capture, with human actors acting out some of the various monster actions. Sets of rules were developed for the monsters to follow to interact in their environment, but they did not resort to any type of scripted event. This often created unexpected monster behavior when testing or demonstrating the game to public audiences. Once monsters were created, then they used those to develop the various weapon and armors that could be crafted from those monster parts to give a consistent feel to the game.

As they worked towards this, Capcom found that this more open world would be something better appreciated by Western audiences. The Monster Hunter series has generally languished in sales in Western markets due to the complexity of the game, high learning curves, and the preference of console and PC gaming in Western audiences compared to the popularity of portable gaming in Japan. The team felt the new approach to the game would be something that would mesh well with Western markets, and starting adopting the game to include more Western standards in controls and interface design. They also looked to provide more tutorial information as well as making these fully voiced, as to avoid unskippable dialogue boxes that had been used in the past. With these changes came the decision to make the game a worldwide release with inter-region play, as they believed they would be able to draw more Western players with the gameplay changes they have made. Tsujimoto and Tokuda recognized that World would be the first Monster Hunter game that many in the Western regions will likely play, so wanted to make sure the game was accessible to those players without having played any of the previous games. They also were aware of past criticisms that the games were very hard to learn though provided a rewarding experience once learned, so aimed to include means to help ease the learning curve and provide more information to the starting player.



Fujioka responded to some initial criticism of the Western-driven changes to the game that they were not trying to make the game easier just to drive sales: "We're not taking things that people in the west hate and fixing them to make western players buy it. People sometimes make that assumption, or they've got that fear, but that's not the case at all." He continued that some of the changes that were seem to favor Western audiences were necessitated by the highly interconnected maps, and that "the new gameplay has to mesh with the new concept or else it would just be a mess." Tokuda said that they were not simplifying the game, but instead "It's more that we want to have this great core action gameplay where players observe monster behaviour and then learn how to take advantage of that and manipulate that to assist in hunting them. We want to make it so that if they make mistakes they don't feel it's unfair but instead think that it's their mistake and they have to grow and learn." Most of the changes made were thus specifically to reduce the difficulty curve to make it easier for new players to grasp the concepts of the game, but otherwise not changing the core difficulty. Tsujimoto also said that as they have been working on the series for more than a decade, they are aware of what fans expect of a Monster Hunter game, saying "we want Monster Hunter fans to feel like this is a Monster Hunter game through and through when they play it".

The subtitle "World" alludes to many facets of the game's design changes from past Monster Hunter games: it reflects that the maps are no longer connected zones but wide-open worlds, that these maps represent living worlds in and of themselves, that the game had a simultaneous worldwide release, and that it plays on worldwide servers rather than being segmented by region. Capcom opted not to use a numerical title, such as Monster Hunter 5, as that would give the impression that players needed to have completed other games in the series to play this one. Tsujimoto and Tokuda said they add a unique gameplay element with each Monster Hunter, and as such, the "Hunter Arts" and "Prowler" Modes from Generations were not included. However, they have re-evaluated all the existing weapon classes to add new moves and abilities to provide a fresh take on the series for veteran players.

While their main Monster Hunter development team from Osaka developed the core, Capcom brought in other programmers familiar with the newer consoles to help with bringing the game to those systems. The game uses a modified version of Capcom's internally developed MT Framework engine which provided a minimum of 30 frames per seconds on all platforms. The PlayStation 4 and the Xbox One version includes ultra-high resolutions and other improved features for the PlayStation 4 Pro and Xbox One X. When they had started development, neither of these console refreshes had been announced, and by the time the specifications for both were released (around 2016), Capcom recognized they did not have time to evaluate the specifications fully without changing the release window, but were aided by support of both Sony and Microsoft to help make World run efficiently on these newer consoles. For these, the game includes options to run between a detailed graphical version, lowering the game's framerate, or with reduced graphical details to maintain a high framerate.

Tsujimoto and Tokuda said the delay on the Windows version release was to make sure it was "optimized and fine-tuned for the PC as much as possible", with all work being done internally within Capcom to avoid treating the game as an outsourced port. They also seek to have Monster Hunter: World support a wide variety of personal computer configurations, and need the additional time to achieve this broad range. Additionally, the Windows platform lacks the built-in matchmaking that is in Xbox Live or PlayStation Network, requiring them to build their own version for this. Tsujimoto announced in January 2018 that they are aiming for a Windows release in the second half of 2018, looking to get the console versions released so that they can spend their full attention towards the Windows port.

There are no plans for Monster Hunter: World to be released for the Nintendo Switch. Fujioka and Tokuda said that development started well before the Nintendo Switch was announced, and had focused the game to best play on the PlayStation 4 and Xbox One.



Release

Announced at E3 2017, Monster Hunter: World was released worldwide for the PlayStation 4 and Xbox One on January 26, 2018. In addition to digital and normal physical releases, the game was shipped with a Collector's Edition that includes an art book, a CD with the game's soundtrack, and a statue of one of the monsters from the game. A limited run of PlayStation 4 Pro consoles emblazoned with Monster Hunter: World art was released in Japan on December 7, 2017. A three-disc original soundtrack of the game's music was released in Japan on February 14, 2018, composed by Tadayoshi Makino, Zhenlan Kang, Akihiko Narita, and Yuko Komiyama.

A limited demo, exclusive to PlayStation Plus members, was offered from December 9–12, 2017; the demo included practice areas for all fourteen weapon types, and three hunting quests that can be completed alone in solo play or using the networked cooperative support planned for the full game. Players that completed the three quests received bonus in-game items and a cosmetic item when the main game was released. A second demo period for PlayStation 4, no longer requiring PlayStation Plus, ran between December 22–26, 2017, and a final beta period, adding one additional quest, ran from January 19–22, 2018.

Originally announced alongside the console versions, a Microsoft Windows version was released on August 9, 2018. Tsujimoto said while they will try to release new content updates for all platforms as soon as possible, the Windows version may see updates come out later; for this reason, they do not anticipate supporting cross-platform play between versions. The initial version was released with graphics parity with the console versions, with plans to offer a post-release patch for graphic updates; this patch was released for free in April 2019, and included both high-definition textures and additional graphics options for players. With its major Iceborne title update in April 2020, Capcom plans that all future updates will be simultaneous between the Windows and console versions.

Tencent managed the release of World for personal computer users in China via its WeGame platform. However, less than a week after its release, Tencent was forced to pull sales of the games, after there were numerous complaints made to Chinese authorities about the online content of the game. Normally, the State Administration of Radio and Television (SART) would have issued a license for Tencent to distribute the game after reviewing it for content, but SART has not issued any licenses for video games since March 2018, after the agency was reformed by the government to strengthen the government's oversight of online activities. While players could still play the game in offline mode, Tencent offered full refunds over the following two weeks.

Cross-promotional content

As with previous games in the series, Monster Hunter: World has offered limited time quests that involve cross-promotion of other Capcom properties and from other third-parties. PlayStation 4 players can play as Aloy from Horizon Zero Dawn. Since release, other events have offered costumes and other elements based on Mega Man, Street Fighter's Ryu and Sakura, and Devil May Cry's Dante.

A cross-promotional event for Monster Hunter: World and Final Fantasy XIV was released in both games in August 2018. Players of Final Fantasy XIV may fight Monster Hunter's Rathalos, while players from World may fight the Final Fantasy monster Behemoth. This collaboration had been several years in the making; during the rebuilding of Final Fantasy XIV around 2011, Tsujimoto contacted Final Fantasy XIV director Naoki Yoshida, a friend from years prior, and, recognizing the scope of rebuilding, offered any help they could from the Capcom and Monster Hunter teams. While Yoshida declined the offer at the time, both recognized they wanted their respective games to be of equal quality and success. Yoshida later met with Tsujimoto at the start of Monster Hunter: World's development. Learning that Capcom was seeking to expand Monster Hunter to a global audience, Yoshida offered the idea of the potential cross-promotion between their games, and the two began working out the details and implementation.



A cross-promotional event with the Assassin's Creed series in late December 2018 gave the player the opportunity to gain armor pieces to mimic either the character of Ezio from Assassin's Creed II or Bayek from Assassin's Creed Origins. Another cross-promotion event first released in February 2019 includes The Witcher 3: Wild Hunt, allowing the player to hunt as Geralt of Rivia or Ciri.

Similar cross-promotional content continued with Iceborne, with a crossover with Capcom's Resident Evil series in November 2019 bringing character outfits based on Leon S. Kennedy and Claire Redfield, alongside other elements from the series. A promotion event tying in with the Monster Hunter film was held in December 2020 ahead of the film's release.

Related media

Viz Media published the artbook for the game, *Monster Hunter World Official Complete Works*, in Japan in January 2018, and has planned to publish the book with English translations in Western regions in mid-2020.

Capcom has published the game's soundtrack as both retail packing, digital downloads, and part of several of its properties' soundtracks to streaming services like Spotify.

Steamforged Games launched a Kickstarter to develop a licensed board game based on *Monster Hunter: World* in April 2021 with expected publishing in September 2022. The campaign met its initial funding goals of €150,000 (~\$180,000) within ten minutes of launching, and ultimately ended up raising €3,448,262 (~\$4,144,121) from 20,398 backers (excluding Late Pledges).

Monster Hunter: World received "universal acclaim" from critics on Xbox One and PlayStation 4, and a "generally favourable" reception on PC, according to review aggregator Metacritic.

Reviewers generally praised the game for being able to retain and not sacrifice the core *Monster Hunter* formula while opening it up to be amenable for new players to the series, being able to take advantage of the higher processing power of consoles compared to handhelds to make the game's worlds feel more alive, though still noted that there are elements of learning the game mechanics and the difficulty curve that can still be somewhat daunting to inexperienced players.

Prior to the game's release, long-time fans of the series established an unofficial "Adopt-A-Hunter" program, where players experienced to the series would be paired up with novice and new players to help teach them about many of the core gameplay strategies and subtle features of *Monster Hunter: World*. The program was created by fans recognizing that *World* would likely be the first game in the series for many in the Western regions, and was designed to help these players understand the game and manage the steep learning curve as to help bring more players to the community and make the series successful in the West. While such efforts have been part of the *Monster Hunter* community since its release, the broader distribution of *World* was expected to be more amenable to this adoption program.





The Occupation

The Occupation is a single-player video game developed by White Paper Games and released on PlayStation 4, Xbox One, and Microsoft Windows on 5 March 2019. The game takes place in a single government building, in real-time over four hours. The game advances with or without input from the player, but almost all in-game actions can affect the game's story.

The game is set in late 1987 within the same universe as White Paper Games' first title Ether One.

Gameplay

The game does not have a health bar or energy system, when the game needs to punish the player it does so by using up the player's time, for example if a player is caught doing something they should not, they are taken to a security office and lose 15 minutes of game time, which shortens the time available to achieve the main aim of the game, obtaining knowledge.

Plot

Prior to the start of the game; a terrorist attack has killed 23 people and led the British Government to create The Union Act, a "controversial act which threatens the civil liberties of the British population."

The game's plot starts at 3:27 PM on 24 October 1987. The player character is a journalist that is researching The Union Act, players have freedom of choice on how to act; become a whistle blowing journalist fighting against the act, or do nothing as the game progresses on its own.

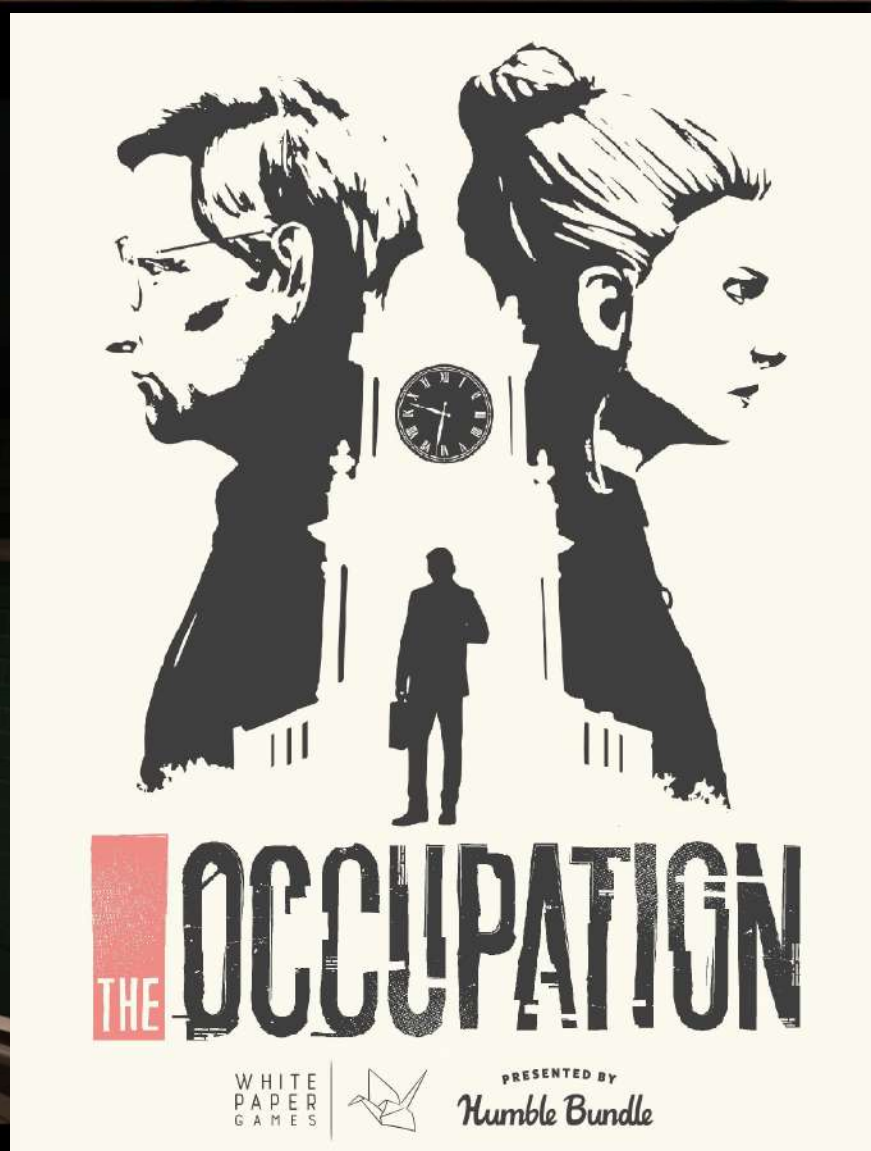
Development

The game was developed on Unreal 4 and uses dynamic artificial intelligence, which combines scripted activities for the in-game characters, along with deviations to their normal routine based on their in-game requirements or interactions. The developers illustrated this by explaining the actions of a character called Dan, a Scottish Muslim who is a "towering bald man who screams security", he breaks his usual desk based routine, because of his need to pray at certain times, creating a circumstance that the player can take advantage of should they wish.

Awards

The game was nominated for "Best Use of Game Engine" at the Develop:Star Awards.





THE OCCUPATION



Developer: White Paper Games

Publisher: Humble Bundle

Engine: Unreal Engine 4

Platforms: PlayStation 4, Xbox One, Microsoft Windows

Release: 5 March 2019

Genre: Stealth

Mode: Single-player

TiTi Rating: 6/10



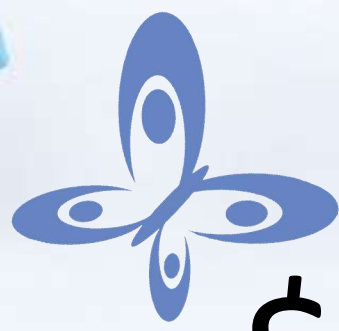


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thin

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45Hz

Immobile screen



60Hz

Video streaming



90Hz

Scrolling/ Gaming

Speakers that impress

Enjoy a better audio with dual speakers.
Listen to music with crisp stereo sound directly from your phone.



NEXT-LEVEL PHOTOGRAPHY

Camera setup of your dreams



8MP
Ultra-wide angle



50MP
Main camera



2MP
Macro camera



2MP
Depth camera

30 hours
of calls

14 hours
of videos

158 hours
of music



5000

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Rear fingerprint sensor



IR Blaster

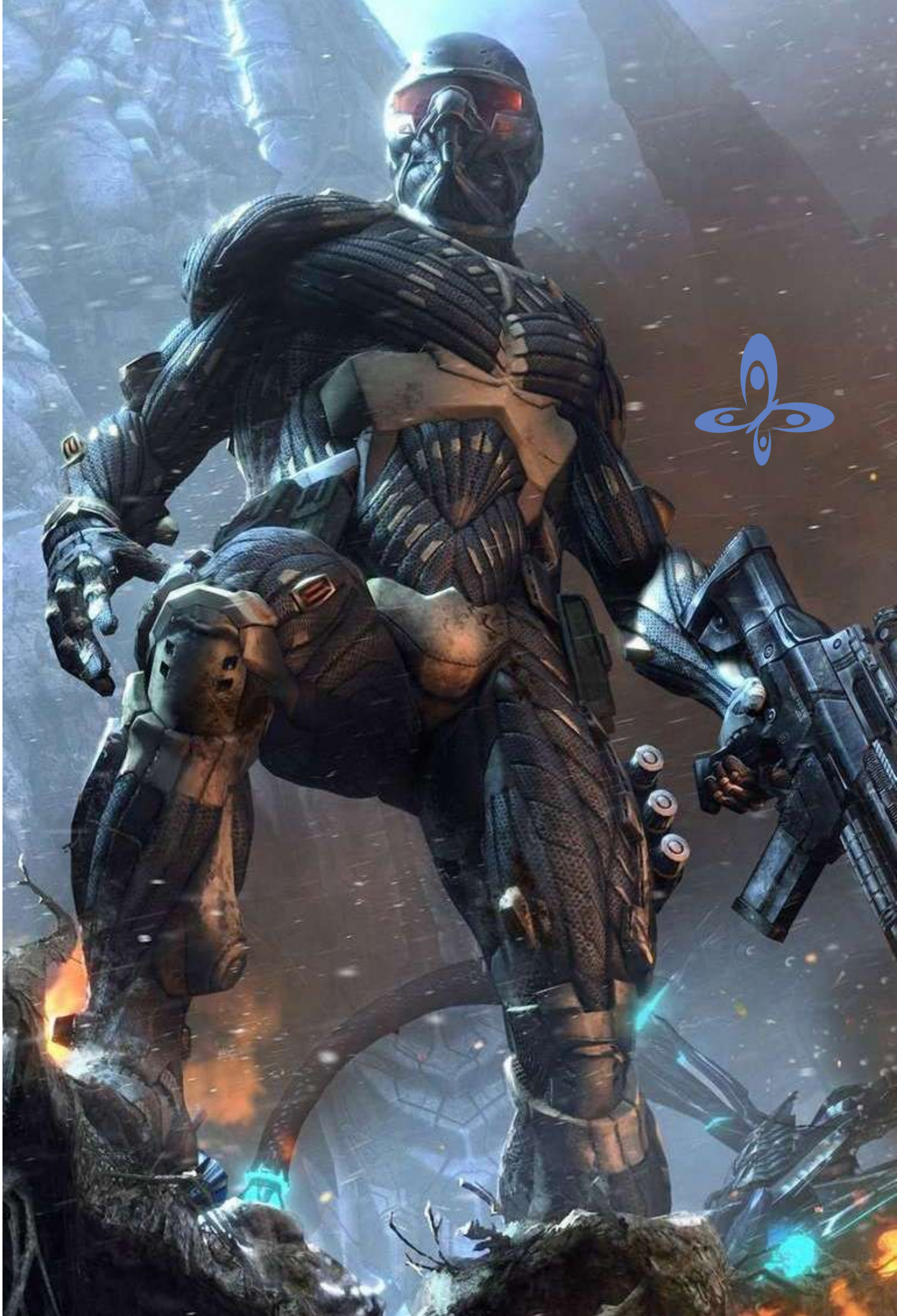


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Superior quality guarantee For worry-free daily use

**Durable Corning® Gorilla® Glass 5
front and back, scratch and drop
resistant**





Mi 11 Lite 5G

Qualcomm® Snapdragon™ 780G | Featherweight design



Android Enterprise Recommended offers an ecosystem of devices and services verified by Google™ against enterprise grade requirements for performance, consistency and security updates.

\$380.58



Lightweight, 5G Speed

With the true flagship-level device, it can add to the excitement of your 5G life and show your style in any aspect.



Ultra-light weight Ultra-comfortable grip

159g
—
Light

Convenient and portable,
carry it around with ease.



6.81mm
—
Slim

Thin and light,
ultra-comfortable feel.



Super thin design, exquisite craftsmanship.

Near-flat camera module

The camera module only protrudes 1.77mm from the rest of the body, making for a compact and well-balanced look and feel.

Curved side fingerprint sensor

The fingerprint sensor has been seamlessly integrated into the slim unlocking button, offering a smoother unlocking experience.

6.55" AMOLED DotDisplay

Enjoy watching videos and playing games on the clear AMOLED display.

1.88mm slim bezels

Symmetrical and super slim side and top bezels with a width of mere 1.88mm, making room for more visuals.



Display more lifelike colors

Make the content come to life with rich color and high color accuracy.



DCI-P3 Color Gamut

Display more colors

10-bit Color Depth

Display deeper colors

TrueColor Technology

Display accurate colors



It's all in the details

FHD+ DotDisplay clearly contrasts light and shadow for a more true-to-life image. Discover the world in great clarity through the screen.

HDR10+

More details

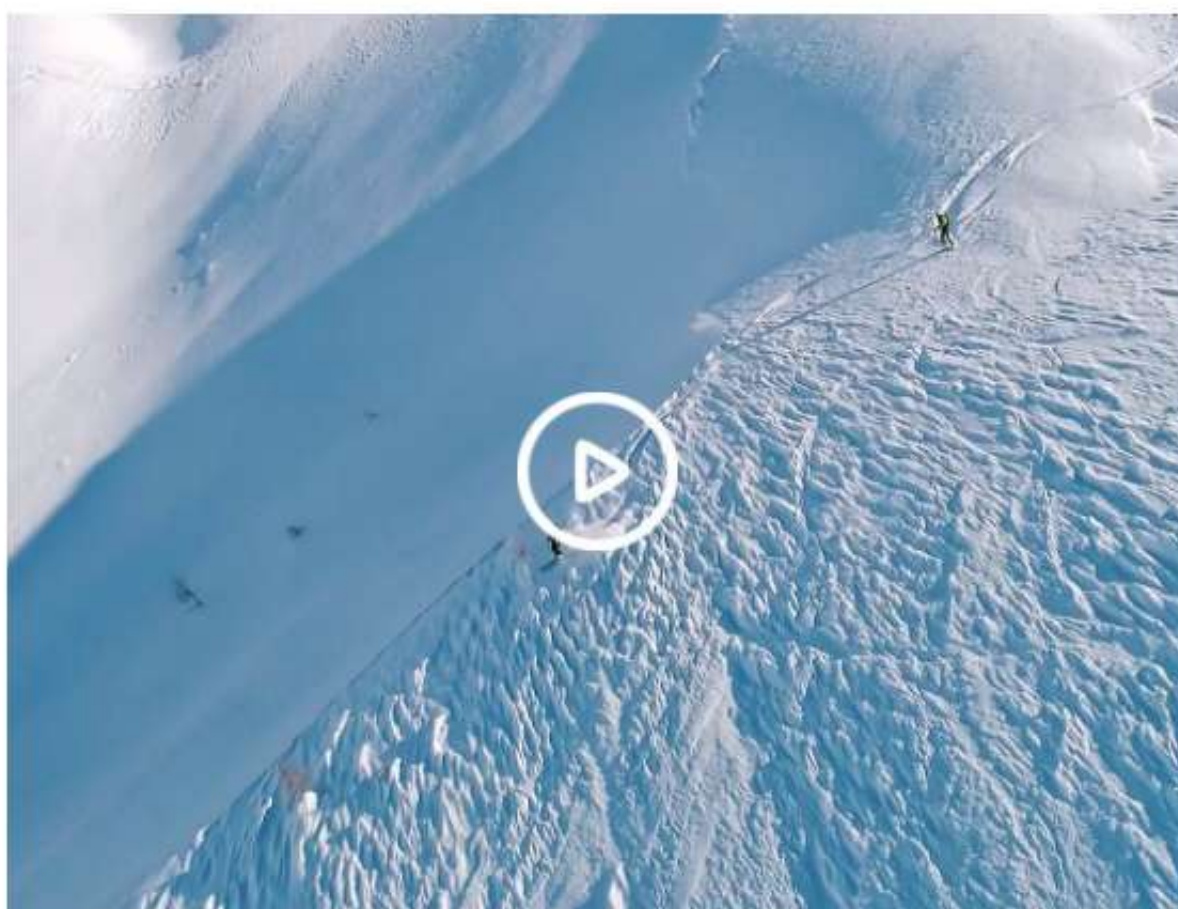
2400×1080

High resolution

5000000:1

Great contrast

Smoother visuals for a more immersive experience



90Hz

Refresh rate

Enjoy smooth and exquisite visuals

240Hz

Touch sampling rate

Precise and sensitive touch feedback



• Magic zoom

• Freeze Time

• Slow shutter

• Parallel World

• Night Time-lapse

• Freeze Frame Video

Be the director of your own life

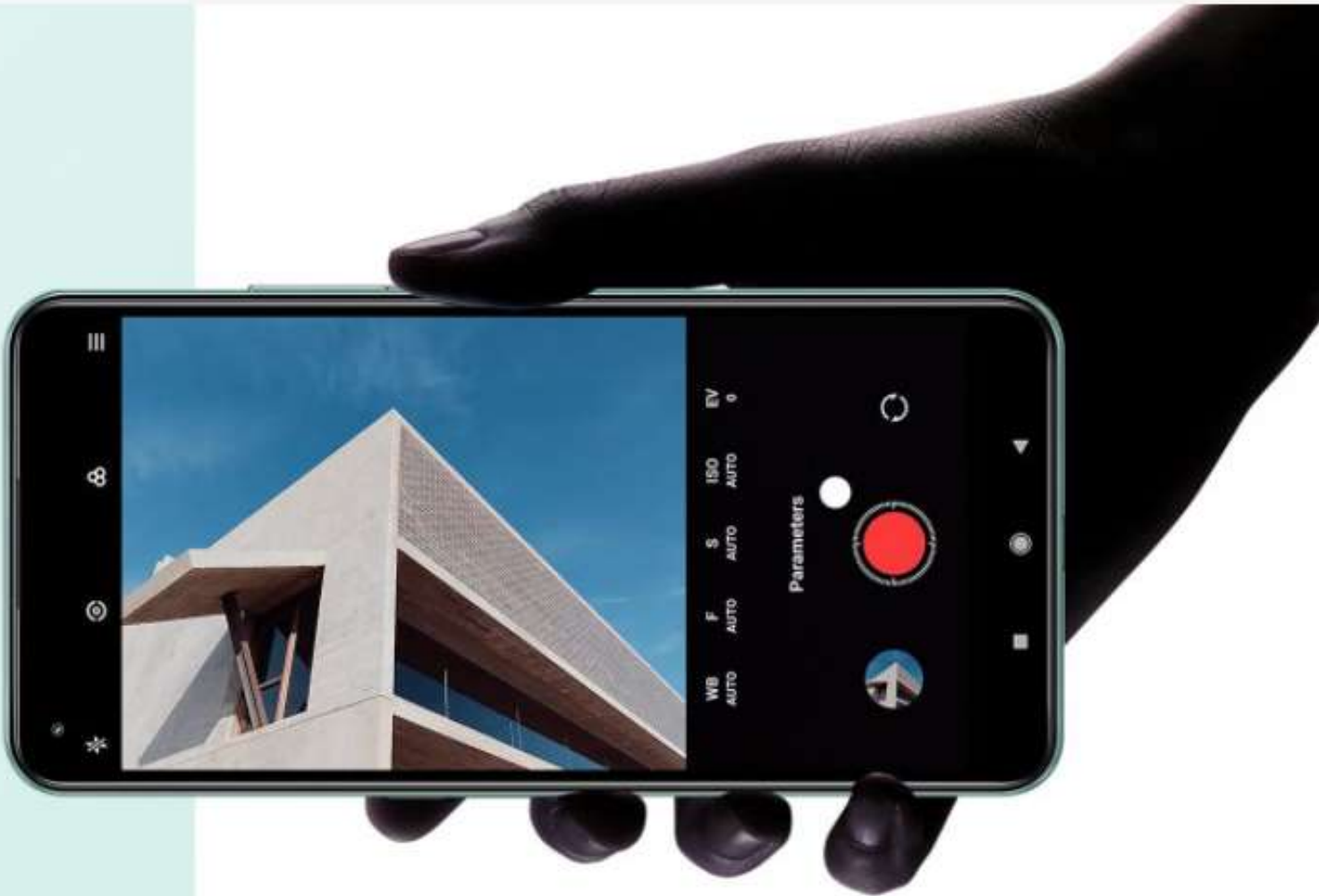
Capture your favorite moments



-  **64MP**
primary camera
f/1.79, 6P lens
-  **8MP**
ultra-wide angle camera
119° FOV
-  **5MP**
telemacro camera
2x magnification compared to normal macro lenses

More possibilities with Pro Time-lapse video

Get creative with Time-lapse video. Capture the barely noticeable movement of the sunrise.



4250

4250mAh (typ)
Battery



33

33W
Fast Charge

Be considerate to your eyes

Enjoy a more comfortable visual experience



Reading mode 3.0



360° ambient light sensors



Sunlight mode 3.0

No compromise on important functions



Dual speakers

Get the full audio experience



Side fingerprint sensor

Enjoy a convenient experience



Multi-functional NFC

Travel easily, enjoy the smart life



LiquidCool technology

Efficient heat dissipation



Enchanting appearance Pristine condition

Dazzling halo ring design

Encircling the main camera, the halo ring adds an element of charm.

Excellent Anti-Glare Glass

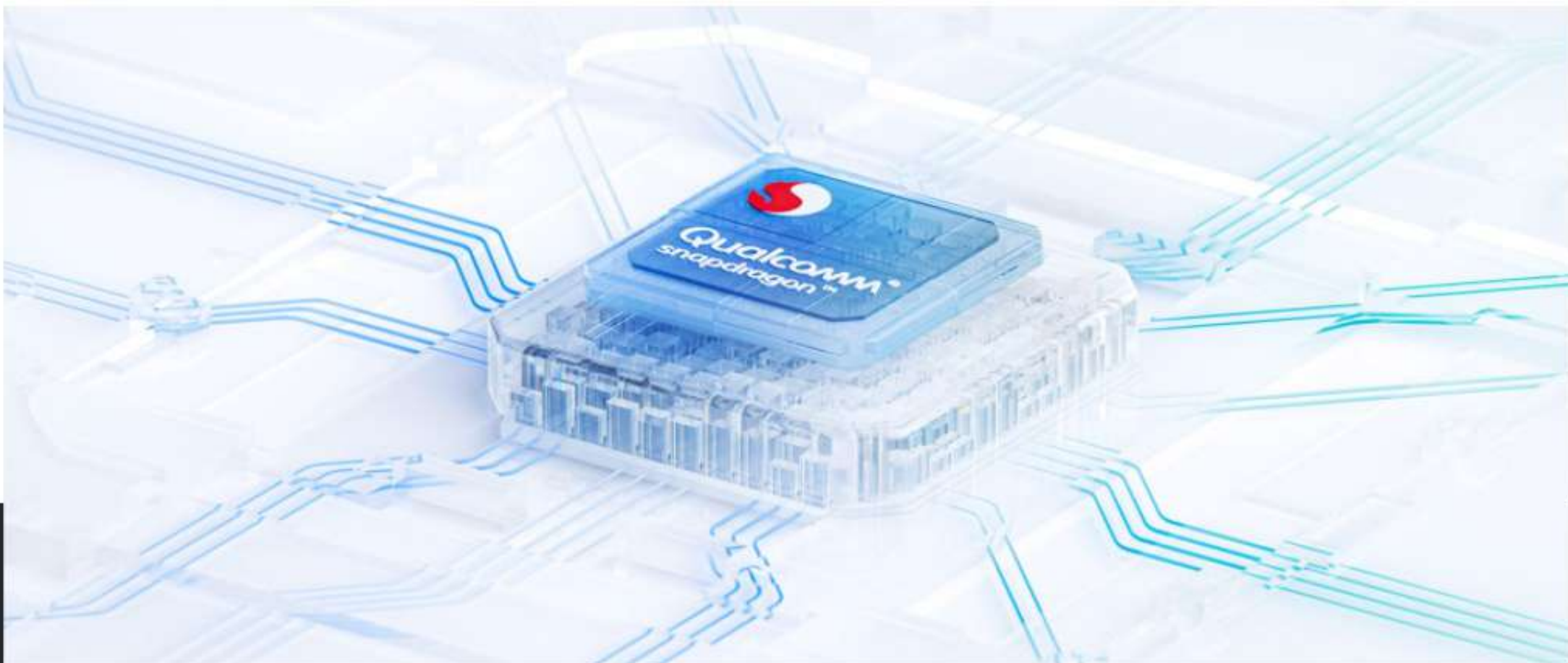
Improved fingerprint prevention, keeping your phone looking brand new.



Your ideal Flagship-level 5G device

Qualcomm Snapdragon 780G

Built with 5nm process technology, 6th generation AI engine. Excellent performance in all aspects.







Automobile

DODGE



\$36,995

2021 DODGE CHARGER



FAMILY OF
LEGENDS



THE SOUL OF A REBEL //

BROTHERHOOD OF MUSCLE



CONTROL AND //////////////////////////////////

CONQUER

EXTRA WIDE,
EXTRA PERFORMANCE





6.2L
SRT HELLCAT.
SUPERCHARGED H.O.
HEMI V8 ENGINE
797-HP





DODGE HAS ALWAYS BEEN, AND ALWAYS WILL BE,
A BRAND FOR THOSE WHO CRAVE **POWER**, DEMAND TECHNOLOGY
AND **WANT TO STANDOUT.**



FOUR-DOOR MUSCLE CAR

NOT SUBTLE,
NOT SORRY





PERFORMANCE
ON THE PROWL

AMERICA'S FAST-
EST FOUR-DOOR
MUSCLE CAR₃





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2021 FORD

SUPER DUTY



\$54,825





OUR MOST CAPABLE HEAVY-DUTY

PICKUP.



BRING IT.

HAUL MORE THAN ANYONE ELSE.



IT'S NOT BRAGGING WHEN YOU
CAN BACK IT UP.



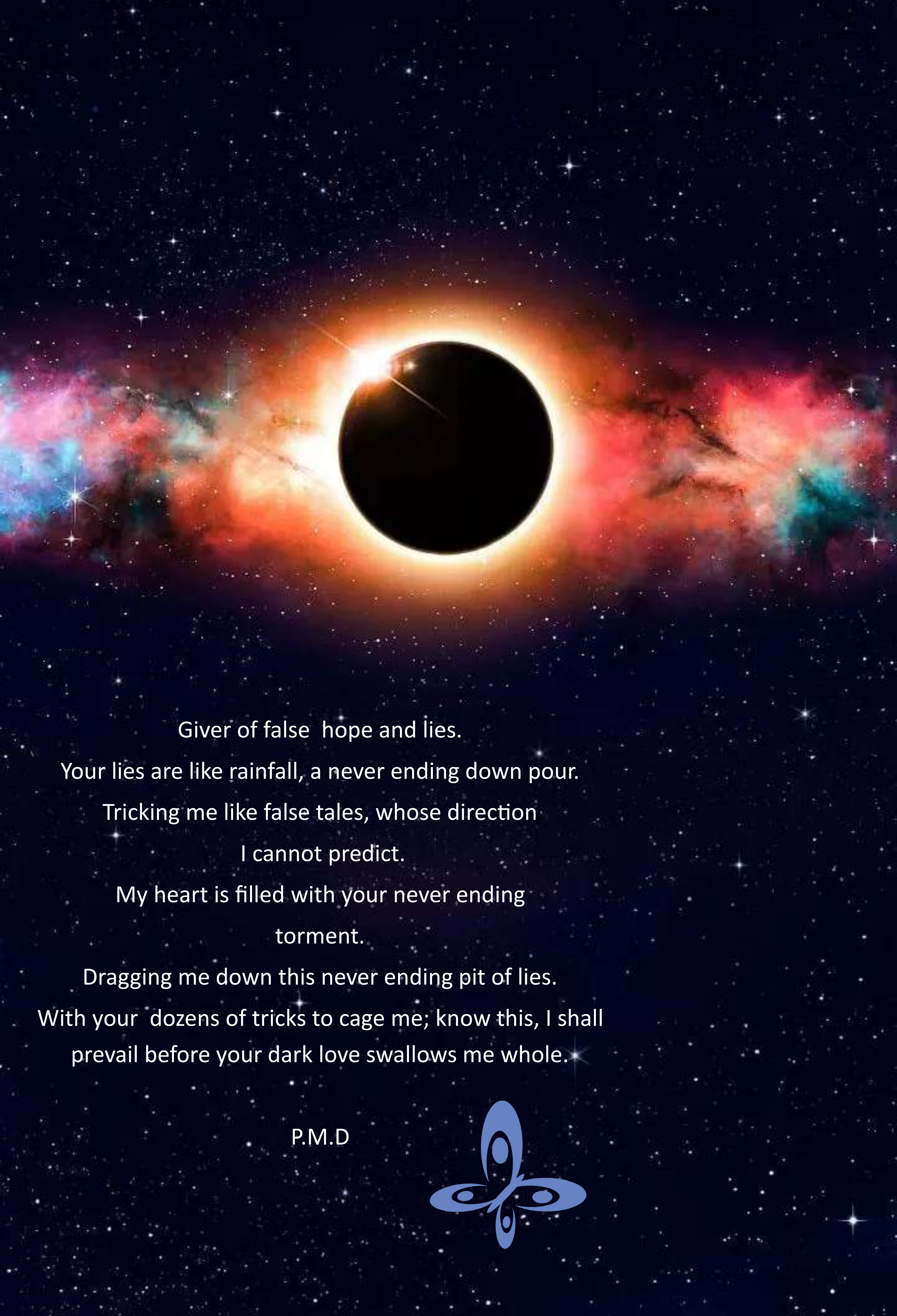


RISE ABOVE.

TACKLE TOUGH TERRAIN IN TREMOR



PURPOSEFUL POWER



Giver of false hope and lies.

Your lies are like rainfall, a never ending down pour.

Tricking me like false tales, whose direction
I cannot predict.

My heart is filled with your never ending
torment.

Dragging me down this never ending pit of lies.

With your dozens of tricks to cage me; know this, I shall
prevail before your dark love swallows me whole.

P.M.D







2021 XF SEDAN



\$43,995





WELCOME TO A SOPHISTICATED NEW WORLD. YOURS.





AS BALANCED
AS IT IS BEAUTIFUL



NO ORDINARY LOOKS.
NO ORDINARY CAR.



NEW DETAILS HELP DEFINE
NEW XF





WHAT SETS IT APART? EVERYTHING.





YOU CAN TELL IT'S AN XF, EVEN IN
THE DARK.





AFTER WE FINESSE THE DETAILS,
WE FINESSE THE DETAILS.

THREE THRILLING DRIVES
FROM ONE THRILLING CAR





SETTLE BACK. YOU'RE IN A WORLD OF YOUR OWN.



ALL-WHEEL, ALL-WEATHER.



PERFECT FOR LIFE'S TWISTS
AND TURNS



POWER AND POISE. PERFECTLY BALANCED.



PERFECT FOR DRIVING IN THE REAL WORLD





MOVIES



MARVEL STUDIOS

SHANG-CHI

AND THE LEGEND OF THE TEN RINGS

SEPTEMBER 3

ADVENTURE, SUPER-HERO, ACTION, THRILLER

RELEASE DATE: 3 September



DRAMA, ROMANCE

RELEASE DATE: 3 September

A NETFLIX FILM

JJ+E

8 SEPTEMBER | NETFLIX

KRISTEN BELL KIRBY HOWELL-BAPTISTE PAUL WALTER HAUSER WITH BEBE REXHA AND VINCE VAUGHN



FROM THE STUDIO THAT BROUGHT YOU **BAD MOMS** AND **HUSTLERS**

QUEENPINS

COUPONING GOES CRIMINAL



CRIME, DARK-COMEDY

RELEASE DATE: 30 September

WRITTEN AND DIRECTED BY ARON GAUDET & GITA PULLAPILLY

THIS FILM IS NOT YET RATED

STX
films

GUY
PEARCE

MATILDA
LUTZ

JONATHAN
ARIS

AND
TRAVIS
FIMMEL



ADVENTURE, SCI-FI, THRILLER

HIGHLAND FILM GROUP PRESENT IN ASSOCIATION WITH EL RIDE PRODUCTIONS LLC AND NORTHERN IRELAND SCREEN
PRODUCED IN ASSOCIATION WITH MOFFEN MEDIA LIMITED 23TEN PRODUCTIONS SOURCE MANAGEMENT + PRODUCTION BAIRDfilm STARRING GUY PEARCE MATILDA LUTZ JONATHAN ARIS AND TRAVIS FIMMEL "ZONE 414"
EXECUTIVE PRODUCERS CARLA STRONGE CSA PRODUCED BY JAMES MATHER ISC PRODUCED BY PHILIP MURPHY EDITED BY TONY CRANSTOWN A.C.E. MUSIC BY RAFFERTIE COSTUME DESIGNER RAVEN SCORES LIMITED EXECUTIVE PRODUCERS SUSAN SCOTT
EXECUTIVE PRODUCERS MARK HUEFAM, BRYAN EDWARD HILL, HANNAH LEADER, BILL GRANTHAM, ARIANNE FRASER, DELPHINE PERRIER, RYAN WINTERSTEIN, NATHAN KLINGHER, ROBERT HALMI, JIM REEVE, WILLIAM V. BROMLEY
EXECUTIVE PRODUCERS NESS SABAN PRODUCED BY ANITA LEVIAN PRODUCED BY WES HULL, DAVE LUGO, MICHAEL JEFFERSON, COLIN BATES, KATY JACKSON, BRENDAN MULLIN
EXECUTIVE PRODUCERS RENNAN, PG, JIG POLHEMUS, PG, DEBORAH KOLAR, ANDREW DAIRD PRODUCED BY BRYAN EDWARD HILL PRODUCED BY ANDREW BAIRD



SABAN FILMS

HIGHLAND

screen

GREAT POINT

23TEN

source|m+p

BAIRDfilm

RELEASE DATE: 3 September



FREIDA PINTO

LOGAN MARSHALL-GREEN

INTRUSION

NETFLIX PRESENTS A CREATOR MEDIA ENTERTAINMENT / SEA SMOKE ENTERTAINMENT / EMJAG PRODUCTION "INTRUSION" FREIDA PINTO LOGAN MARSHALL-GREEN
CASTING BY KIRA ARAI, CSA MUSIC BY ALEX HEFFES COSTUME DESIGNER NATALIE O'BRIEN EDITED BY BEN BAUDHUIN PRODUCTION DESIGNERS BRANDON TONNER-CONNOLLY MATT HYLAND
DIRECTOR OF PHOTOGRAPHY ERIC LIN PRODUCED BY KYLE BENN, p.g.a. JOSH WEINSTOCK, p.g.a. ALEXANDRA MILCHAN, p.g.a. MATTHEW MYERS RUSSELL HOLLANDER CHRISTOPHER SPARLING
WRITTEN BY CHRISTOPHER SPARLING DIRECTED BY ADAM SALKY

THE QUIETEST TOWNS HIDE THE DARKEST SECRETS

SEPT 22 | **NETFLIX**

THRILLER

RELEASE DATE: 3 September

AMAZON ORIGINAL MOVIE



CAMILA CABELLO

CINDERELLA

FROM THE SCREENWRITER OF PITCH PERFECT

SEP 3 | prime video

MUSIC, TEEN, FAIRY-TALE, ADVENTURE

AMAZON
STUDIOS

RELEASE DATE: 3 September



WINSLOW FEGLEY

LIDYA JEWETT

and KRYSTEN RITTER

A NETFLIX FILM

NIGHTBOOKS

WRITE FOR YOUR LIFE

ADVENTURE, FANTASY, MYSTERY

RELEASE DATE: 15 September

NETFLIX PRESENTS A GHOST HOUSE PICTURES / MXN ENTERTAINMENT PRODUCTION "NIGHTBOOKS" WINSLOW FEGLEY LIDYA JEWETT
AND KRYSTEN RITTER CASTING BY ANGELA DEMO, CSA MUSIC BY MICHAEL ABELS COSTUME DESIGNER AUTUMN STEED EDITED BY PETER GVOZDAS PRODUCTION DESIGNER ANASTASIA MASARO
DIRECTOR OF PHOTOGRAPHY ROBERT MCLACHLAN, ASC, CSC EXECUTIVE PRODUCERS ROB TAPERT JEANETTE VOLTURNO PRODUCED BY SAM RAIMI ROMEL ADAM MASON NOVICK MICHELLE KNUDSEN
BASED ON THE BOOK BY J. A. WHITE SCREENPLAY BY MIKKI DAUGHTRY & TOBIAS IACONIS DIRECTED BY DAVID YAROVESKY

GHOST HOUSE
PICTURES

SEPT 15 | NETFLIX

NETFLIX



GERARD BUTLER FRANK **GRILLO**
**SOMEONE'S GOTTA
TAKE THE HIT**

GODPSHOP



CRIME, DRAMA, ACTION, THRILLER

RELEASE DATE: 17 September



MARY ELIZABETH
WINSTEAD

INTRODUCING
MIKU
MARTINEAU

AND
WOODY
HARRELSON



ADVENTURE, ACTION, THRILLER

RELEASE DATE: 10 September

T H E R E ' S N O T I M E F O R M E R C Y

KATE



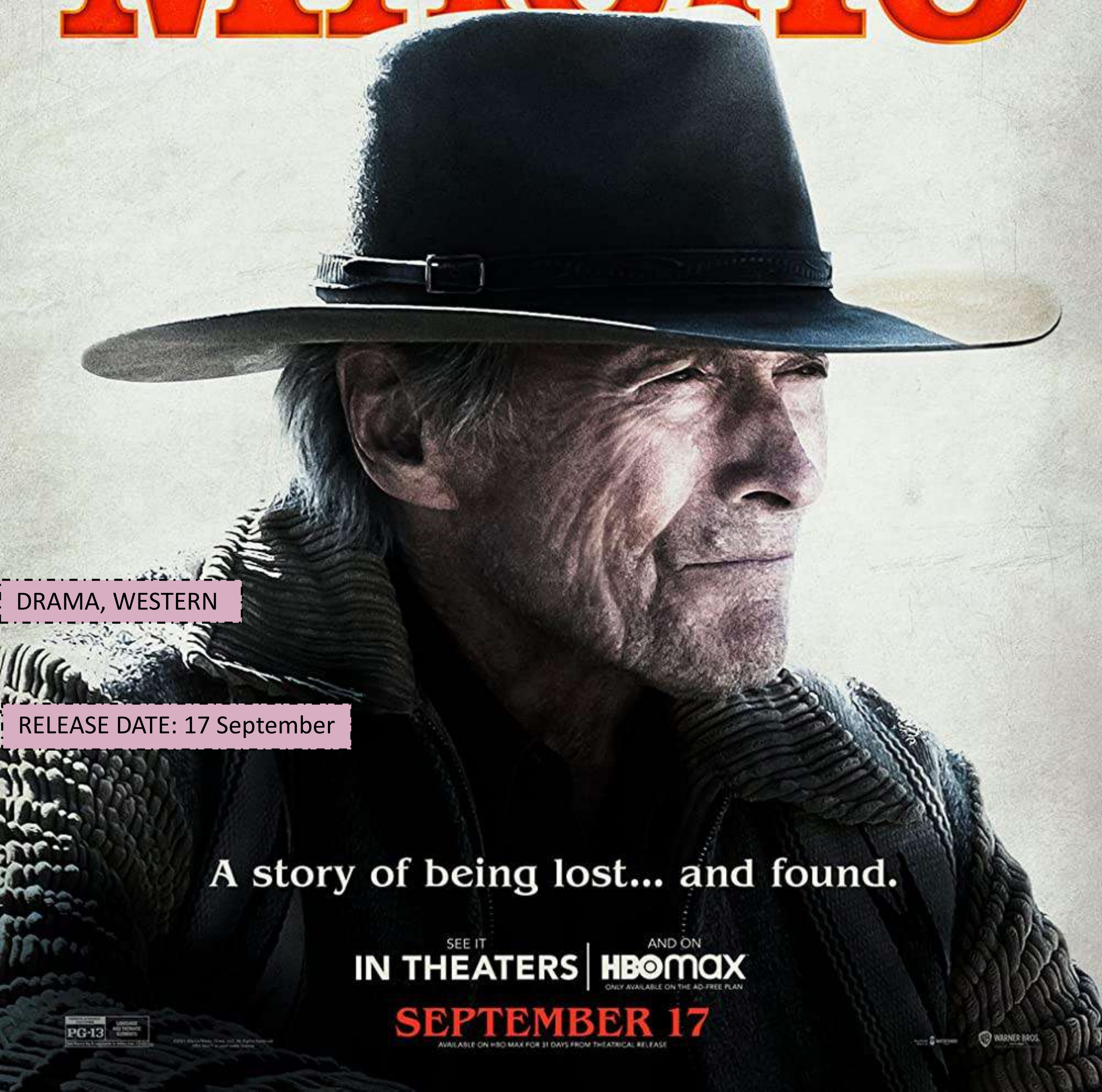
SEPT 10 | NETFLIX

WRITTEN BY: UMAIR ALEEM DIRECTED BY: CEDRIC NICOLAS-TROYAN



CLINT EASTWOOD

CRY MACHO



DRAMA, WESTERN

RELEASE DATE: 17 September

A story of being lost... and found.

SEE IT
IN THEATERS | **HBOMAX**
ONLY AVAILABLE ON THE AD-FREE PLAN

SEPTEMBER 17

PG-13
LANGUAGE
AND SOME
SUBSTANCE

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AVAILABLE ON HBO MAX FOR 31 DAYS FROM THEATRICAL RELEASE

WARNER BROS. ENTERTAINMENT

WARNER BROS.



JAY PICKETT

WITH PETER FACINELLI

AND TOM SKERRITT

CATCH —THE— BULLET

THE SUN
NEVER SETS ON
VENGEANCE

WESTERN, ACTION, THRILLER

RELEASE DATE: 10 September

ENTERTAINMENT GROUP PRESENTS IN ASSOCIATION WITH MILESTONE STUDIOS AND THIRD CHILD ENTERTAINMENT "CATCH THE BULLET" JAY PICKETT
PETER FACINELLI AND TOM SKERRITT PRODUCTION DESIGNER PETER SHERAYKO MAKE-UP DEPARTMENT HEAD DEVIN BIANCHINI COSTUME DESIGNER HANK BAUMERT, JR. EDITOR CHRISTOPHER ROTH MUSIC BY ROBERT ARZOLA AND
MICHAEL FEIFER LINE PRODUCER LUIS I. PERAZA CO PRODUCERS MICHAEL MORAN H. DANIEL GROSS CO EXECUTIVE PRODUCER RYAN BLACK EXECUTIVE PRODUCERS BARRY BROOKER STAN WERTLIEB ROMAN VIARIS DAWN BURSTEEN ALAN B. BURSTEEN PRODUCED BY MICHAEL FEIFER
SCREENPLAY BY JERRY ROBBINS DIRECTED BY MICHAEL FEIFER



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NICOLAS
CAGE

SOFIA
BOUTELLA

BILL
MOSLEY



A FILM BY SION SONO

PRISONERS OF THE GHOSTLAND

"THE WILDEST MOVIE I'VE EVER MADE"

- NICOLAS CAGE

ADVENTURE, ACTION, THRILLER

RLJE FILMS AND PATRIOT PICTURES PRESENT AN UNTITLED ENTERTAINMENT, BOOS BOOS BANG BANG, ELEVEN ARTS STUDIOS, SATURN FILMS, XYZ FILMS
AND PATRIOT PICTURES PRODUCTION A SION SONO FILM "PRISONERS OF THE GHOSTLAND" NICOLAS CAGE SOFIA BOUTELLA BILL MOSELEY NICK CASSAVETES TAK SAKAGUCHI
YUZUKA NAKAYA YOUNG DAIS KOTO LORENA CANON NAWATA MUSIC BY JOSEPH TRAPANESE COSTUME DESIGNER CHIEKO MATSUMOTO PRODUCTION DESIGNER TOSHIHIRO ISOMI SUPERVISOR GEORGE A. LOUCAS
EDITED BY TAYLOR LEVY DIRECTOR OF PHOTOGRAPHY SOHEI TANIKAWA EXECUTIVE PRODUCERS NATALIE PERROTTA NICK SPICER ARAM TERTZAKIAN YUJI SADAI TOYOYUKI YOKOHAMA PRODUCED BY MICHAEL MENDET-SOHN REZA SIXO SAFAI
RLJE FILMS UNTITLED ENTERTAINMENT BOOS BOOS BANG BANG LAURA RISTER KO MORI NATE BOLOTIN SCREENPLAY BY AARON HENDRY REZA SIXO SAFAI DIRECTED BY SION SONO

RELEASE DATE: 17 September

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NEIL BROWN JR. NICKY WHELAN JEREMY SISTO

LAST NIGHT IN ROZZIE

REDEMPTION BEGINS AT HOME.

“COMPLETE AND ARTFULLY DEFINED CHARACTERS... OUTSTANDING PERFORMANCES.”

—Peter Keough, author and Boston Globe film columnist

DRAMA, THRILLER

RELEASE DATE: 17 September

DIG SHOVI PICTURES PRESENTS LAST NIGHT IN ROZZIE NEIL BROWN JR. NICKY WHELAN HEVIN CHAPMAN AND JEREMY SISTO
CASTING BY RICH MONTGOMERY, CSA AND THOMAS SULLIVAN, CSA DIRECTOR OF PHOTOGRAPHY MATT SUTER MUSIC BY JONGNIC BONTEMPS
EDITED BY MATT YAPLE EXECUTIVE PRODUCERS TIM O'HEFFTE JENNIFER AND GREGORY EZRING PRODUCED BY JOSEPH STEPHANS
NET CHRIS MEYER ANDREW CAHILL WRITTEN BY RYAN MCDONOUGH DIRECTED BY SEAN GANNET



MARTIN SCORSESE PRESENTS

OSCAR ISAAC



DRAMA, ACTION, THRILLER

RELEASE DATE: 10 September

REAP WHAT YOU SOW.

THE CARD COUNTER

WRITTEN AND DIRECTED BY PAUL SCHRADER

TIFFANY HADDISH TYE SHERIDAN WILLEM DAFOE

FOCUS FEATURES AND MARTIN SCORSESE PRESENTS A SATURN STREAMING, ASTRAKAN FILM AB, AND REDLINE ENTERTAINMENT PRODUCTION IN ASSOCIATION WITH LB ENTERTAINMENT, ENRICHED MEDIA GROUP, AND ONE TWO TWENTY ENTERTAINMENT
A FILM BY PAUL SCHRADER OSCAR ISAAC "THE CARD COUNTER" TIFFANY HADDISH TYE SHERIDAN WILLEM DAFOE CASTING BY SUSAN SHOPMAKER COSTUME DESIGNER EMMA JUNTILA EXECUTIVE PRODUCERS ROBERTA VON BEHN AND CHANCARLO VULCANO PRODUCED BY LISA MADONNA
PRODUCED BY ASHLEY FENTON DIRECTED BY BEN RODRIGUEZ JR. EXECUTIVE PRODUCERS ALEXANDER DYMAN PRODUCED BY MARTIN SCORSESE WILLIAM OLSSON LEE BRODA ANDERS ERDEN JAMES SHAPIROCK KATHYON M. MOSELEY JOEL MICHAELY
RATED R FOR SOME DRUG USE, LANGUAGE, AND SOME DRUG USE
BRAXTON POPE, p.g.a. LAUREN MANN, p.g.a. DAVID WOLF, p.g.a. PRODUCED BY PAUL SCHRADER
LB ENTERTAINMENT REDLINE ENTERTAINMENT ASTRAKAN FILM AB SATURN STREAMING FOCUS FEATURES

ONLY IN THEATERS SEPTEMBER 10

AMAZON ORIGINAL MOVIE

SYDNEY
SWEENEY

JUSTICE
SMITH

BEN
HARDY

NATASHA LIU
BORDIZZO

DRAMA

RELEASE DATE: 10 September

THE VOYEURS

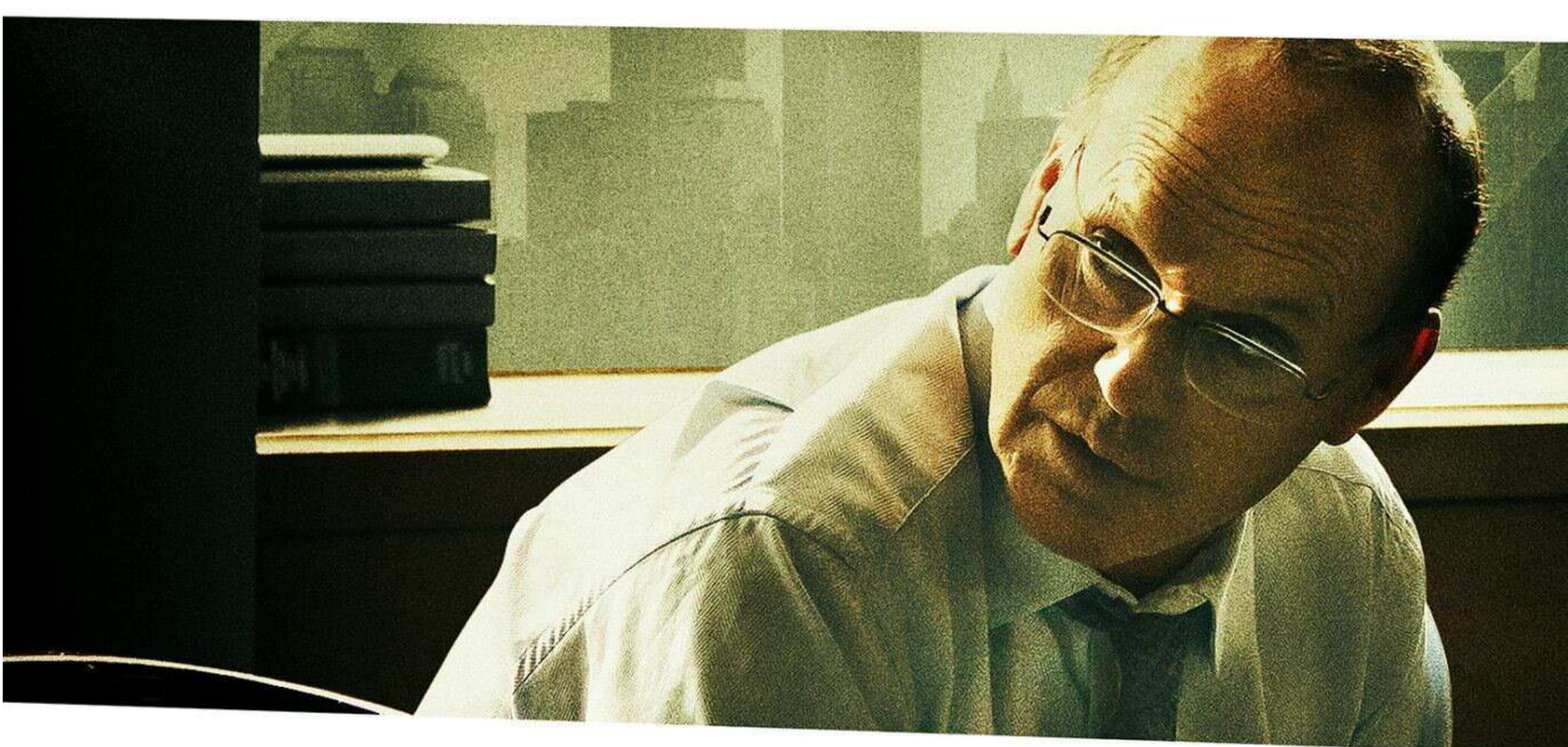
WRITTEN AND DIRECTED BY MICHAEL MOHAN

SEPT 10 | prime video

R RESTRICTED
FOR STRONG SEXUAL
CONTENT, NUDITY INCLUDING
BRIEF GRAPHIC NUDITY,
LANGUAGE AND SOME
DISTURBING IMAGES
Under 17 Requires Accompanying Parent or Adult Guardian

DOLBY
DIGITAL
in selected theatres

AMAZON
STUDIOS



ACADEMY AWARD® NOMINEE
MICHAEL KEATON

ACADEMY AWARD® NOMINEE
STANLEY TUCCI

ACADEMY AWARD® NOMINEE
AMY RYAN

WORTH

OUR NATIONAL TRAGEDY
THEIR PERSONAL SUFFERING
HIS IMPOSSIBLE TASK

AFTER 9/11, ONE MAN WAS COMMISSIONED
TO ASSIGN A VALUE TO EACH VICTIM'S LIFE

DRAMA, HISTORICAL

RELEASE DATE: 3 September



WRITTEN BY MAX BORENSTEIN DIRECTED BY SARA COLANGELO

SEPT 3 | **NETFLIX**

PG-13
SOME STRONG
LANGUAGE
AND THEMATIC
ELEMENTS

FROM JAMES WAN THE DIRECTOR OF
SAW, INSIDIOUS AND THE CONJURING

MALIGNANT

A NEW VISION OF TERROR
SEPTEMBER 10

SEE IT
IN THEATERS | AND ON
HBOMAX

AVAILABLE ON HBO MAX FOR 31 DAYS FROM THEATRICAL RELEASE

ONLY AVAILABLE ON THE AD-FREE PLAN

STORY BY JAMES WAN & INGRID BISU AND AKELA COOPER
SCREENPLAY BY AKELA COOPER DIRECTED BY JAMES WAN

RESTRICTED
R
STRONG HORROR
VIOLENCE AND
GRUESOME IMAGES
AND FOR LANGUAGE
Parent Strongly Cautioned Against Renting or Buying
Dolby Digital Surround Sound
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NEW LINE CINEMA
MONSTER
SUNDAY
WARNER BROS.

FANTASY, COMIC-BOOK, THRILLER

RELEASE DATE: 10 September



VANESSA HUDGENS KIMIKO GLENN JAMES MARSDEN SOFIA CARSON LIZA KOSHY

Express Yourselfie.



ADVENTURE, FANTASY, FAMILY, ANIMATION

SEPT 24 | NETFLIX

RELEASE DATE: 24 September





DRAMA, THRILLER

RELEASE DATE: 24 September

LONE WOLF

SHE'S GOT ONE MORE CHANCE TO FIX THE LIFE SHE LEFT IN PIECES.

VICTORIA JUSTICE

AFTERLIFE
OF THE PARTY

A NETFLIX FILM

COMEDY, ROMANCE, ROMANTIC-COMEDY

RELEASE DATE: 2 September



SEPTEMBER 2 | NETFLIX

NETFLIX

NETFLIX PRESENTS A FRONT ROW FILMS / DARE LIGHT MEDIA PRODUCTION "AFTERLIFE OF THE PARTY"
VICTORIA JUSTICE MINDIE FRANCIS TIMOTHY RENOUF ADAM GARCIA GLORIA GARCIA AND INTRODUCING SPENCER SUTHERLAND
SIE HOY, ACE PRODUCTION DESIGNER FRANZ LEWIS DIRECTOR OF PHOTOGRAPHY MICHAEL SWAN, SASC EXECUTIVE PRODUCER FERNANDO SZEW
PRODUCED BY ROBYN SNYDER, p.g.a. DEBORAH EVANS, p.g.a. VLOKKIE GORDON WRITTEN BY CARRIE FREEDLE DIRECTED BY STEPHEN HEREK

JOHNNY SACHON

LOTTIE TOLHURST

A LUKE ARMSTRONG FILM

S O L I T A R Y

THE GREATEST PUNISHMENT IMAGINABLE



SCI-FI, THRILLER

RELEASE DATE: 22 September

HIGH FLIERS FILMS IN ASSOCIATION WITH INSPIRED PICTURES PRESENT A LUKE ARMSTRONG FILM "SOLITARY"
STARRING JOHNNY SACHON AND LOTTIE TOLHURST WITH MICHAEL CONDRON BRIAN BOVELL BEN VALENTINE AND LYDIA CHERRY CASTING DIRECTOR DARREN BRANSFORD
ORIGINAL SCORE BY VINCE COX HEAD OF MAKEUP BECCI MAPES LOCATION SOUND MIXER TOM AITKENHEAD EDITED BY JOHN STONE PRODUCTION DESIGNER ANGEL PARMAR
DIRECTOR OF PHOTOGRAPHY JACK BOOTH PRODUCED BY JOHNNY SACHON LUKE ARMSTRONG SARAH-ANNE GRILL WRITTEN AND DIRECTED BY LUKE ARMSTRONG

inspired
pictures

HIGH FLIERS
Presents



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