TITI MAGAZINE

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2018 RDX

htc U11

SAMSUNG
Galaxy S9 | S9+

TITI MAGAZINE

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GADGETS

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GAMES

Sniper Elite III is a third-person tactical shooter stealth video game developed by Rebellion Developments and published by 505 Games. The game is a prequel to its 2012 predecessor Sniper Elite V2, and is the third installment in the Sniper Elite series.

The game retains and builds on the mechanics of Sniper Elite V2. Players go through large battlefield maps based on the North African conflict.

The sniper rifle is the player's primary weapon, though additional weapons, including submachine guns and pistols, silenced or not depending on the situation, are available. In addition to hand grenades, the player can deploy tripwire booby traps, land mines and dynamite. Binoculars can be used to tag enemies, displaying their position and movements. The player-character must hold their breath to properly line up the shot. A red icon appears in the scope, marking the projected point of impact. There are weapon parts spread out all over the game, found when looting dead enemies, allowing players to customize their weapons in the predeployment menu; the menu also allows equipment loadouts.

Stealth mechanics have been reworked. An eye icon squints or opens to denote the player's level of detection by the enemy. Enemy soldiers will also have a circle meter over their heads to indicate alert status. Players are also forced to relocate periodically to prevent detection with a white ghost image to mark their last known position and the enemy will search a wider area. As in the previous game, loud sounds may be used to mask sniper shots.

A points system is instituted for actions such as stealth close-combat or sniper kills, with the points accumulating towards promotion to higher ranks. Players can go around the map to collect special reward items such as collectors' cards and unlock sniper nests. Journal pages also provide further backstory into the events of the game.

V2's X-Ray kill cam system is retained as well. Where the previous game only shows the body's internal structure at point of impact, the new game expands to visualize the rest of the cardiovascular, skeletal, and muscular systems. The player can still target vehicles, but now has a chance to shoot the engines and disable the vehicle.

Multiplayer in Sniper Elite III consists of 5 modes of competitive gameplay; Team deathmatch, Deathmatch, Distance King, No Cross and Capture the flag. There is a large selection of maps to play on with large open environments.

On 7 March 2016, it was confirmed that a sequel, Sniper Elite 4, would be released in 2016 for Microsoft Windows, Xbox One, and PlayStation 4. In a blog post dated 10 June 2016, Rebellion co-founders Chris and Jason Kingsley revised the release date to 14 February 2017.

Crysis is a first-person shooter video game series developed by German developer Crytek and published by Electronic Arts. The series revolves around a group of military protagonists with "nanosuits", technologically advanced suits of armor that allow them to gain enhanced physical strength, speed, defense, and cloaking abilities. The protagonists face off against hostile North Korean soldiers, heavily armed mercenaries, and a race of technologically advanced aliens known as the Ceph, who arrived on Earth millions of years ago for unclear reasons, and have recently been awakened.

The series consists of three main installments, a standalone spinoff of the first game with a separate multiplayer title, and a compilation.

Characters in Crysis use nanosuits, advanced powered exoskeletons developed by the military that grant them special abilities. "Maximum Armor" enhances the suit's ability to withstand bullet and shrapnel impacts, "Maximum Strength" greatly enhances the wearer's physical strength, to the point of being able to punch cars through the air; and "Maximum Speed" allows the wearer to run and act extremely fast. "Cloak" activates the suit's cloaking device that makes the user near-invisible.

The first two games, Crysis and Crysis Warhead, take place in 2020 on the fictional Lingshan Islands, off the Philippines. The protagonists of both games both belong to "Raptor Team," a United States special forces operation that is sent to the island to investigate aggressive behavior by North Korea. The player uses various weapons, including traditional projectile weapons like handguns, submachine guns, assault rifles, and sniper rifles (all of which can be modified with scopes and attachments in real time), as well as explosives and the nanosuit's natural abilities. Multiplayer gameplay modes introduce fictional futuristic weapons based on the ice technology introduced by the alien antagonists who reside on the island. In single-player, Raptor Team faces off against both the North Korean military and these alien foes.

Crysis 2, the sequel to the original game, takes place in 2023 in New York City, where characters from the previous games appear or are mentioned, but the protagonist is a new character, a US Marine named Alcatraz. The nanosuit in the game (dubbed "Nanosuit 2") is a streamlined version of the original, without separate "strength" and "speed" modes, rather performing context-sensitive acts of enhanced strength or agility, although it retains the separate "armour" and "stealth" modes.

CRYSIS

CRYSIS

Blur (stylized as blur) is an arcade racing video game for Microsoft Windows, PlayStation 3 and Xbox 360 developed by Bizarre Creations and published by Activision in North America and Europe. It features a racing style that incorporates real world cars and locales with arcade style handling and vehicular combat.

In Blur's career mode, the player will encounter numerous characters and many licensed cars ranging from Dodge Vipers to Lotus Exiges to Ford Transit and vans fitted with F1 engines, all of which have full damage modeling and separate traits such as Acceleration, Speed, Drift, Grip and Stability. Some special car models have been designed by Bizarre Creations themselves. Albeit simplified, the tracks are also based on real-world environments, such as the Los Angeles river canals and several parts of London. Depending on the character(s) the player races against or tags along with in team races, they will have their own racing styles, power-up setups, match types, locales and cars. As the player reaches the podium in races, performs stunts and uses power-ups in certain ways, they will gain 'fan points'. These points help the player progress through the career, purchase more cars and parts and earn more fans for the user base. Also, during the career, players will encounter fan icons along the tracks. Driving through these will trigger short challenges (e.g. shooting another car with a certain weapon, or performing a long drift), which will reward the player with a fan points boost. During the career mode, each challenge features a final boss, which, once defeated will yield access to their specific mods (mods being upgrades that provide enhanced functionality to a standard powerup e.g. Khan's titanium shield), and customized cars. At the final boss challenge, all the bosses meet together for a final race.

The game can be played with up to 4 players in split screen, and the game can be taken online for a maximum of 20 players over the internet, or over LAN in the PC, Xbox 360, and PlayStation 3 versions. In a custom game, options can be set before each match that determine the layout of power-ups, car classes, amount of laps, and the track to race. A match type called "World Tour" is essentially a quick play option for players who want to jump into a match. Here, every player is given a random car and thrown into a random series of courses with a standard ruleset. Multiplayer also offers "Team Racing" mode. Two teams (Alpha & Omega) can put themselves head to head either publicly or private. During races, each player accumulates points for their finishing position. While in team racing, powerups will not affect the player's own team members with the exception of Shock. Players can send a racing challenge to an online friend. If the second player beats the time, they can send the updated challenge back. These challenges go back and forth until one person concedes. Players can also use the Share button, and post their achievements to Twitter and Facebook.

A sequel was planned for Blur, and work had started on it using an all-new engine, but it was cancelled when Bizarre Creations was shut down by Activision. Work-in-progress videos of the intended sequel were released post-mortem, one of which show a race in Blur's Brighton track, adding a rainstorm, and another that shows an Audi R8 racing in a track set in Dubai, showcasing the ability to temporarily run sideways on the side of a curved building.

On October 25, 2013 a free-to-play spin-off mobile game called Blur Overdrive was released on Android, developed by Nottingham based App Crowd, and distributed by Marmalade, who licensed the Blurbrand from Activision. An iOS version was released on November 1, 2013. Blur: Overdrive uses a top-down perspective and features eight different power-ups and six cars, which can be upgraded individually in ten steps. Touchscreen controls allow to choose from a floating steering wheel, a slide bar or a virtual pad. Player mods and Power Up mods are not connected to the car upgrading system and change how power-ups influence the combat.

BLACK

MY BLACK

MY ORIGINALITY,

MY BLACK

MY IDENTITY,

MY BLACK

MY KIND,

MY BLACK

MY FRAY,

MY BLACK BELONGS TO ME, AND ME ALONE.

MY BLACK IS MY CULTURE,

MY BLACK GIVES ME MY WILL,

BLACK IS ME, AND I AM BLACK

MY BLACK WILL ALWAYS BE WITH ME.

BLACK CAME WITH ME, BLACK WILL GO WITH ME, EVEN WHEN THE SOUL IS GONE.

P.M.D

GADGETS

Release date	March 2018
Form factor	Touchscreen
Dimensions (mm)	147.70 x 68.70 x 8.50
Weight (g)	163.00
Battery capacity (mAh)	3000
Removable battery	No
Colours	Lilac Purple, Midnight Black, Coral Blue
Screen size (inches)	5.80
Touchscreen	Yes
Resolution	1440x2960 pixels
Pixels per inch (PPI)	568
Processor	1.7GHz octa-core
Processor make	Samsung Exynos 9810
RAM	4GB
Internal storage	64GB
Expandable storage	Yes
Expandable storage type	microSD
Expandable storage up to (GB)	400
Rear camera	12-megapixel
Rear Flash	LED
Front camera	8-megapixel
Front Flash	No
Operating System	Android 8.0
Skin	Experience 9.0
3G	Yes
4G/ LTE	Yes
Supports 4G in India (Band 40)	Yes

Wi-Fi	Yes
Wi-Fi standards supported	802.11 a/b/g/n/ac
GPS	Yes
Bluetooth	Yes, v 5.00
NFC	Yes
USB OTG	Yes
Headphones	3.5mm
FM	No
Number of SIMs	2
SIM 1	
SIM Type	Nano-SIM
GSM/CDMA	GSM
3G	Yes
4G/ LTE	Yes
Supports 4G in India (Band 40)	Yes
SIM 2	
SIM Type	Nano-SIM
GSM/CDMA	GSM
Compass/ Magnetometer	Yes
Proximity sensor	Yes
Accelerometer	Yes
Ambient light sensor	Yes
Gyroscope	Yes
Barometer	Yes

Mi 4i

Innovation made compact

NETWORK	Technology	GSM / HSPA / LTE
FEATURES	Sensors	Fingerprint (rear-mounted), accelerometer, gyro, proximity, compass
	Messaging	SMS(threaded view), MMS, Email, Push Email, IM,
	Browser	HTML5
BATTERY		Non-removable Li-Po 4100 mAh battery
COMMS	WLAN	Wi-Fi 802.11 a/b/g/n, Wi-Fi Direct, hotspot
	Bluetooth	4.1, A2DP, LE
	GPS	Yes, with A-GPS, GLONASS, BDS
	Infrared port	Yes
	Radio	FM radio
	USB	microUSB 2.0, USB On-The-Go
MEMORY	Card slot	microSD, up to 256 GB (uses SIM 2 slot)
	Internal	64 GB, 4 GB RAM or 32 GB, 3 GB RAM
PLATFORM	OS	Android 6.0 (Marshmallow), upgradable to 7.0 (Nougat)
	Chipset	Qualcomm MSM8953 Snapdragon 625
	CPU	Octa-core 2.0 GHz Cortex-A53
	GPU	Adreno 506

DISPLAY	Type	IPS LCD capacitive touchscreen, 16M colors
	Size	5.5 inches, 83.4 cm2 (~72.7% screen-to-body ratio)
	Resolution	1080 x 1920 pixels, 16:9 ratio (~401 ppi density)
	Multitouch	Yes
CAMERA	Primary	13 MP (f/2.0, 1.12µm), phase detection autofocus, dual-LED dual-tone flash,
	Features	Geo-tagging, touch focus, face detection, panorama, HDR
	Video	1080p@30fps, 720p@120fps, check quality
	Secondary	5 MP, f/2.0, 1080p
	Colors	Dark Gray, Gold, Black, Lake Blue (64/4GB model)
	Price	About 150 EUR

htc U11

Processor	2.45GHz octa-core
Processor make	Qualcomm Snapdragon 835
RAM	6GB
Internal storage	128GB
Expandable storage	Yes
Expandable storage type	microSD
Expandable storage up to (GB)	2000
Release date	May 2017
Form factor	Touchscreen
Dimensions (mm)	153.90 x 75.90 x 7.90
Weight (g)	169.00
Battery capacity (mAh)	3000
Removable battery	No
Colours	Amazing Silver, Brilliant Black
Operating System	Android 7.1
Skin	Sense 8.0
Compass/ Magnetometer	Yes
Proximity sensor	Yes
Accelerometer	Yes
Ambient light sensor	Yes
Gyroscope	Yes
Barometer	No
Temperature sensor	No

Wi-Fi	Yes
Wi-Fi standards supported	802.11 a/b/g/n/ac
GPS	Yes
Bluetooth	Yes, v 4.20
NFC	Yes
Infrared	No
USB OTG	Yes
FM	No
Number of SIMs	2
SIM 1	
SIM Type	Nano-SIM
GSM/CDMA	GSM
3G	Yes
4G/ LTE	Yes
Supports 4G in India (Band 40)	Yes
SIM 2	
SIM Type	Nano-SIM
GSM/CDMA	GSM
3G	Yes
4G/ LTE	Yes
Supports 4G in India (Band 40)	Yes

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- 24GB FOR ONLY N8000

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(12am – 5am daily)
1GB
FOR ONLY
N200

WEEKEND PLAN

Weekend
(12am Friday – 5am Monday)
3GB
FOR ONLY
N500

BOOSTER PLANS

Boost
your data plan by
1GB
FOR ONLY
N500

Boost
your data plan by
500MB
FOR ONLY
N200

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2018 RDX

279-HP V-6
3.5-liter, 24-valve,
SOHC i-VTEC engine
6-Speed
automatic transmission with
Sequential SportShift paddle shifters
Jewel Eye LED Headlights

Available
AWD with Intelligent Control System

Available
AcuraWatch Advanced Safety and
Driver-Assistance Technology
79.6 cu ft
max. cargo volume

MPG Rating*
2

City	Highway	Combined
20	28	23

With every contour—every detail—painstakingly considered, from the aero-shaped cabin to the Jewel Eye LED headlights to the aggressive body design, the RDX was designed to perform. From the sharp lines down to the wide, athletic stance, every element points to the performance to be had behind the wheel.

and an award-winning interior, the RDX's cockpit feels like it was built with you at the center, every detail flawlessly constructed, ergonomically intuitive, and exactly where it needs to be. Couple this with our always-meticulous approach to craftsmanship, and the RDX delivers, no matter where you're seated.

VARIABLE CYLINDER MANAGEMENT™

The RDX V-6 packs some serious power, but what's equally impressive about the i-VTEC engine is its efficiency. With Variable Cylinder Management (VCM), the system monitors variables such as throttle input, vehicle speed, engine speed, and gear selection, to maximize power when you need it and efficiency when you don't, seamlessly transitioning between three and six cylinders. This helped the RDX receive a 28-mpg highway rating.

AMPLITUDE REACTIVE DAMPERS

Amplitude reactive dampers work to deliver the best of all worlds—ride comfort and confident, precise handling. On smooth road surfaces, the dampers deliver minimal damping for an extremely comfortable ride. In more demanding conditions, the dampers provide enhanced steering feel, improved body-roll control, and more secure handling.

The RDX was designed around the driver and their passengers' needs, because our definition of performance is one that extends beyond the spec sheet, encompassing ergonomics, sound, comfort, class-leading cargo space, and advanced connectivity, all working together to enhance the driving experience.

ELS STUDIO PREMIUM AUDIO SYSTEM

To build the best, you need to work with the best, which is why we collaborated with eight-time Grammy award winner Elliot Scheiner to create the critically acclaimed ELS Studio Premium Audio System. Whether you're listening over the airwaves, streaming digitally, or enjoying your own music library, ELS Studio was designed to produce music as it's meant to be heard, so even the most familiar tunes will become a whole new listening experience. The result is the perfect combination of engineering and artistry, and it's totally unique to Acura.

ACE BODY STRUCTURE

Acura's Advanced Compatibility Engineering™ (ACE) body structure is designed to absorb and disperse frontal impact energy so less force is transferred to what really matters: the people inside. But we didn't stop there; crash compatibility is designed into the structure as well, so in the event of a frontal collision, the occupants of both vehicles are better protected.

WINDOWS OF FATE

SOME CLOSE, OTHERS OPEN.

SOME DARK , OTHERS GOLDEN.

CAN’T SEE THROUGH EITHER WAY , ITS DISTANT.

BUT COULD COLLIDE WITH YOU IN AN INSTANT.

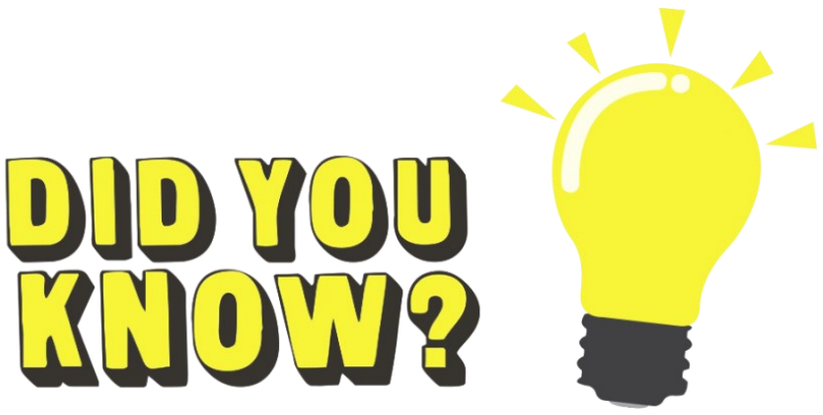
INFINITE POSSIBILITIES, UNFAVOURABLE PROBABILITY.

IT’S AUSPICIOUS YET MALICIOUS, WINTERY YET FIERY.

YOU’D FEEL THE HEAT WHEN IT’S TOO LATE, SO INDETERMINATE.

WHY SO WOEFUL, OH WINDOWS OF FATE.

Ernest D.O.



Android is a mobile operating system developed by Google, based on a modified version of the Linux kernel and other open source software and designed primarily for touchscreen mobile devices such as smartphones and tablets. In addition, Google has further developed Android TV for televisions, Android Auto for cars, and Wear OS for wrist watches, each with a specialized user interface. Variants of Android are also used on game consoles, digital cameras, PCs and other electronics.

Initially developed by Android Inc., which Google bought in 2005, Android was unveiled in 2007, with the first commercial Android device launched in September 2008. The operating system has since gone through multiple major releases, with the current version being 8.1 "Oreo", released in December 2017. The core Android source code is known as Android Open Source Project (AOSP), and is primarily licensed under the Apache License.

Android is developed by Google until the latest changes and updates are ready to be released, at which point the source code is made available to the Android Open Source Project (AOSP), an open source initiative led by Google. The AOSP code can be found without modification on select devices, mainly the Nexus and Pixel series of devices. The source code is, in turn, customized and adapted by original equipment manufacturers (OEMs) to run on their hardware. Also, Android's source code does not contain the often proprietary device drivers that are needed for certain hardware components. As a result, most Android devices, including Google's own, ultimately ship with a combination of free and open source and proprietary software, with the software required for accessing Google services falling into the latter category.

Version	Code name	Release date
2.3	Gingerbread	February 9, 2011
4.0	Ice Cream Sandwich	October 19, 2011
4.1	Jelly Bean	July 9, 2012
4.2	Jelly Bean	November 13, 2012
4.3	Jelly Bean	July 24, 2013
4.4	KitKat	October 31, 2013
5.0	Lollipop	November 3, 2014
5.1	Lollipop	March 9, 2015
6.0	Marshmallow	October 5, 2015
7.0	Nougat	August 22, 2016
7.1	Nougat	October 4, 2016
8.0	Oreo	August 21, 2017
8.1	Oreo	December 5, 2017

SEE YOU NEXT MONTH...