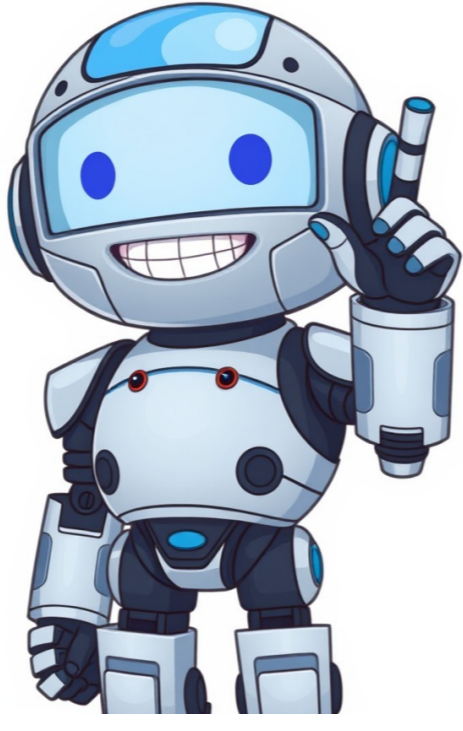


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Open navigation Go to Reddit Home Log In Log in to Reddit Open settings menu Go to Avatar What are they talking about? • What are they talking about? Go to Avatar Avatar 4 and 5 are currently set to be released in December 2029 and December 2031. The thing is, James Cameron said that they still have to film most of avatar 4 and none of Avatar 5 has been filmed yet. He said they will begin filming them back to back in 2026. But avatar 2 and 3 which were filmed back to back, took over 3 years to film. They began filming them in 2017 and they were finished filming in December 2020, and Avatar came out in December 2022 which was 2 years after it was finished filming and 5 years after it began filming. So what do you think the chances are that 4 and 5 will come out in 2029 and 2031. Go to Avatar r/Avatar r/Avatar The home of Avatar on Reddit! Your source for news, art, comments, insights and more on the beautiful and dangerous world of Pandora. Meet fellow Avatar fans and discuss the films, games, novels, comics and more.

Zola'u nıprırtı', and make yourself at Home(tree)! • Top 1% Commenter Archived post. New comments cannot be posted and votes cannot be cast. New to Reddit? Create your account and connect with a world of communities. Welcome to r/Avatar! We have compiled useful information here including a FAQ section and a notable Avatar merch guide. Links to other pages in our Wiki Merch Guide This page will keep track of as much Avatar merch as we can find! Na'vi Language This page provides introductory information on the Na'vi language and some links to Na'vi language learning communities. James Cameron Subreddits This page has a list of some James Cameron related subreddits. Frequently Asked Questions Regarding Jake and his family What happened to Jake's human body? Jake's human body was buried in the forest (revealed in the AVATAR: The Next Shadow comics). Does Jake still have the Toruk/Great Leonopteryx from the first film? Where did it go? At the end of the first film, Jake says that "Toruk Makto was no longer needed" as the battle was over between the Na'vi and the humans. Jake releases Toruk and it flies out into the sunset. Isn't Jake a Recombinant (Recom) like Colonel Miles Quaritch and his team in AVATAR: TWOW? No. The difference is that Jake's consciousness was directly transferred from his human body to his Avatar body with the help of Eywa. Quaritch and his team had their memories and personalities as humans copied, then uploaded through human technology into Na'vi bodies grown in a lab back on Earth. Why do some of Jake and Neytiri's children have human-like features, while others don't? While Neteyam and Tukirey have traditional Na'vi features, Lo'ak and Kiri have some human-like features. Lo'ak inherited the specific human genetics from Jake that give him 5 fingers and toes on each hand and foot, while Kiri inherited these features from Grace. This is because Jake and Grace have Avatar bodies and were not born of Na'vi parents on Pandora, but had their Avatar bodies produced in a human lab by combining their human DNA with a Na'vi genome. Who is Spider's mother? Who is Spider's father? Spider's mother is Paz Socorro. She worked for the RDA and was killed in the Battle of the Hallelujah Mountains (mentioned in the first volume of the AVATAR: The High Ground graphic novels). Spider's father is Colonel Miles Quaritch, but not Quaritch's Recombinant (strictly speaking). Specifically regarding Kiri Does Kiri have a father? Who is her father? Is Kiri a reincarnation of Grace? How did Grace become pregnant? We don't know yet. Everything is speculation. How did Kiri's mother (Grace) die? Why is Grace's body in an "amnio" tank? Grace was shot by Quaritch in the conflict of the first AVATAR film. Jake and the Omatikaya attempted to transfer her consciousness from her human body to her Avatar body through "the eye of Eywa" at the Tree of Souls, but she was too weak from her injury and passed away. We have not been shown or told why Grace's Avatar body was then transferred to an "amnio" tank instead of laid to rest. Regarding the Na'vi What is the difference between Toruk and Toruk Makto? Toruk is the Na'vi name of the Pandoran creature, which translates to "last shadow". The humans refer to it as a Great Leonopteryx. Toruk Makto (also referred to as Rider of the Last Shadow) is the title given to any Na'vi who links with a toruk. Makto is a verb in Na'vi meaning "to ride". How do the Na'vi have sex? How do they reproduce? Like humans, they have genitals. The infamous "ponytail sex" is not a thing. When Na'vi connect their "queues" (their "ponytails") together, they are forming the bond explained in the movie as tsahyulu. It is a neural connection between minds and not sexual. How do the Omatikaya know English? Following the events of the AVATAR: Adapt or Die comics, Grace starts a schoolhouse to teach the Omatikaya the English language as well as other human knowledge, such as our understanding of science. The schoolhouse was later abandoned when some of the Na'vi children protested the RDA and were shot and killed, including Neytiri's older sister, Sylwanin. These events are developed in the AVATAR: Tsu'tey's Path comics, the first AVATAR film and deleted scenes from the first film. How do the Metkayina know English? They don't. In the beginning of AVATAR: TWOW, Jake narrates that he has become so proficient in the Na'vi language that it sounds like English to him now. At this moment, the movie cuts from showing his children speaking Na'vi to each other to them speaking English to demonstrate Jake's understanding and to implement a translation convention for the audience. Why does Tonowari call Aonung his son and not our son, but call Tsireya our daughter (referencing Ronal)? It was simply how he phrased it. It's been confirmed that both Aonung and Tsireya are the children of Tonowari and Ronal. Regarding the overall lore What physical differences do Avatars and Recombinants (Recoms) have compared to the Na'vi? The Na'vi only have 3 fingers and a thumb per hand, 4 toes on each foot, and no eyebrows. The Avatars/Recoms have 4 fingers and a thumb on each hand, 5 toes on each foot, and eyebrows. Some Avatars/Recoms also display a more human-like nose or stubble on their faces. The Recoms also sport the tattoos they once had as humans. Some Na'vi also have tattoos, but only those traditional to their culture. Why do Avatars/Recoms have some human-like physical features? Simply put, their bodies were created in a lab through the combination of human and Na'vi genes. This enables the Avatar/Recom bodies to have a similar appearance to the human they are developed for, but also means that some physical features only seen in humans and not Na'vi remain, such as eyebrows. Is Recom Quaritch the same person as Human Quaritch? No, at least, the movies tell us otherwise. Shortly before the battle at the end of the first movie, Human Quaritch had his personality and his memories recorded and sent to a lab back at Earth along with his DNA. Following the news that Human Quaritch died in the battle, an Avatar body was produced with his DNA, but as this body was meant to become a "Recom", Human Quaritch's personality and memories that were saved were implanted. However, Human Quaritch never transferred his consciousness or "soul" into this body in the way that Jake transferred his from his human body to his Avatar at the end of A1. And Recom Quaritch starts a few times that he is "not the same man." Despite this, he holds many similar sentiments to Human Quaritch due to the shared disposition and memories, and can't help but feel that Spider is still his son. To defeat the Na'vi, why doesn't the RDA simply nuke Pandora? Well, that would be a bit counterproductive, wouldn't it? Not only is Pandora rich in resources, the RDA is tasked with colonizing Pandora for humans since the Earth is dying. Why can't the RDA specifically target the Omatikaya clan? Because they are strategically located up in the Hallelujah Mountains. This is one of several areas where the Flux Vortex is, which messes with the RDA's guidance instruments and ability to track location. This is due to the strong magnetic field in the area. Due to this, they are unable to easily locate Jake, the Omatikaya, or the humans allied with the Omatikaya. In addition, we learn in AVATAR: TWOW that humans and human aircraft are targeted by Pandoran creatures, such as the İkran/banshees, and cannot last more than 10 minutes in the Hallelujah Mountains. Do you have a frequently asked question to suggest? Let us know in modmail! Go to Avatar This chart can be used as a reference for your art, or edit, Jake Sully - 8ft 11in (272cm) Neytiri - 8ft 7in (262cm) Neytiri - 8ft 2in (249cm) Kiri & Lo'ak - 7ft 7in (232cm) Tuk - 5ft 7in (170cm) Spider - 6ft (183cm) Go to Games Français/Português (Brazil)/Italiano Game Title: Avatar: Frontiers of Pandora Platforms: PlayStation 5 (Dec 7, 2023) Xbox Series XS (Dec 7, 2023) PC (Dec 7, 2023) Trailer: Developer: Massive Entertainment Publisher: Ubisoft Entertainment Review Aggregator: OpenCritic - 69 average - 49% recommended - 51 reviews Critic Reviews ACG - Jeremy Pentec - Buy Video Review - Quote not available Atarita - Eren Eroglu - Turkish - 75 / 100 Despite the fact that Avatar Frontiers of Pandora manages to captivate the player from the very first minute with its masterfully designed world, it misses its great potential by having serious shortcomings within itself. Attack of the Fanboy - J.R. Waugh - 3.5 / 5 The idea of Avatar being mixed into this formula is great, and when you're flying on your İkran, it's an intoxicating experience, even if aspects of the combat and game stability leave something to be desired. But Why Tho? - Kate Sanchez - 8 / 10 Even with its faults, Avatar: Frontiers of Pandora is a stunning visual achievement, much like the films on which it's inspired. Only here, a rich narrative pulls you deep into the Na'vi and explores more tangible means of fighting back against a colonial power that offers a cathartic experience... Blow up a pipeline, save an animal, and explore the vast world of Pandora. That's a heck of a way to close out a year. Checkpoint Gaming - Charlie Kelly - 4.5 / 10 Avatar: Frontiers of Pandora is a big misstep and feels like Ubisoft's biggest missed opportunity in a while. Not even the fantastical and majestic sights of Pandora and some engaging hunts can cure the buggy, unoptimised product presented to the world. Offering a dull story while it trips and stumbles on delicate themes, it too is simply a confused formula of everything you've seen before from other titles, almost all of it ill-fitting. Two adaptations under their belt and it seems Ubisoft just can't get that voyage of Pandora right. Cultured Vultures - Jimmy Donnellan - 6 / 10 While it has some novel ideas, Avatar: Frontiers of Pandora's extremely repetitive quest design, underwhelming progression, and wholly monotonous gear system make it one of the most forgettable open world games of 2023. Destructoid - Steven Mills - 9 / 10 If you walked away from Avatar wishing a world like Pandora actually existed out there, here you go. This is that world. Seeing Pandora is one thing, but being able to scale its massive tree tops, soar high above its floating mountains on an İkran, and traverse its wide open plains on the back of a Direhorse is really something special. This is the best version of Avatar yet. Digital Trends - Giovanni Colantonio - 3 / 5 Avatar: Frontiers of Pandora can't put its human nature aside long enough to properly honor the Na'vi. Entertainment Geeky - Luis Alvaro - 3.5 / 5 "Avatar: Frontiers of Pandora" has moments of brilliance, particularly in exploration, platforming, and immersive world-building, but are tempered by inconsistencies in combat and visual polish. GAMES.CH - Benjamin Braun - German - 75% Avatar: Frontiers of Pandora is a nice open world action game. But beside the great and detailed graphics there is nothing worse or better than solid. That might be enough, if you love the movies, but it's not enough to make Ubisoft's Avatar game a need to buy for action fans in general. GGRecon - Dani Cross - 3 / 5 There are lots of design choices I didn't mesh with in Frontiers of Pandora. I love the world, but barriers blocked me from fully immersing myself in it, and it's littered with activities and outposts plucked straight out of the 2010s and planted in Pandora's soil. Game Informer - Matt Miller - 7.8 / 10 Even so, I found a lot to love in Frontiers of Pandora, including the welcome addition of two-player online cooperative play, which lets players enjoy the game with a friend. With time, the many interlocking features started to make sense, and I pushed past any frustrations to find a remarkably large and rewarding game. Enter Pandora's vast wilderness with patience and a willingness for a measured march to understanding, and I suspect you'll uncover what I did - a flawed but still praiseworthy addition to this growing science fiction universe. Game Rant - Adrian Morales - 2.5 / 5 In the face of an IP filled with rich themes with something important to say, Frontiers of Pandora ignores the point entirely and goes on to have a gameplay loop where players spend most of their time killing otherwise docile animals to make arbitrary numbers go up so they can be as immortal as possible within the confines of the game. This would be business as usual for any other open world game. Game Informer - James Mitchell - 7 / 10 Avatar: Frontiers of Pandora is a betrayal of Cameron's themes with the Avatar IP, seemingly stapled together as an attempt to get a slice of the highest-grossing film of all time's pie. Avatar: Frontiers of Pandora isn't just generic; it is downright cynical. GamePro - Annika Bavendiek - German - Unscored At some point, however, I switched off internally during the trivial story sections. And even though the game promotes free exploration well, I still caught myself working through the points on the map every now and then. So, for me, Ubisoft doesn't completely resolve this part of its formula, but it's on the right track. GameSpot - Phil Hornshaw - 8 / 10 Though it includes a lot of familiar open-world elements, a minimalist user interface, fun movement mechanics, and a gorgeous setting make it a blast to explore Pandora. Gameblog - KkIToes - French - 7 / 10 All in all, an excellent adaptation, but also a good open-world action game. Gamer Guides - Ben Chard - 80 / 100 Avatar: Frontiers of Pandora is a gorgeous open-world adventure that, despite having some similarities to Ubisoft's own Far Cry, has its own identity that begs you to explore every nook and cranny. That exploration won't be for everyone, but for those of you tired of having your hands held, there's a lot to see, do, and enjoy. GamesRadar+ - Leon Hurley - 3.5 / 5 A decent, if unspectacular take, on an alien Far Cry that uses its source material well to create an engaging world to explore. GamingTrend - David Flynn, Ron Burke - 80 / 100 Avatar: Frontiers of Pandora has some excellent mechanical depth let down by repetitive missions and a very safe story. When you're flowing through the environment taking out RDA soldiers with volleys of arrows, it feels fantastic. Unfortunately, the game doesn't provide many opportunities to use the full breadth of its systems. Still, it's drop dead gorgeous and very fun for what it is. Geek Culture - Jake Su - 7.8 / 10 As far as we are concerned, Avatar: Frontiers of Pandora is more than a serviceable open-world action-adventure experience, made better for fans who cannot get enough of James Cameron's masterful sci-fi franchise. That said, for an adventure on a distant moon, it continually hints at a potential to do things differently and with a dose of freshness, but retreats into well-trodden territory to bring us crashing back to Earth. There is always going to be a fascination with the Na'vi, but you just might find yourself backing the RDA this time around. God is a Geek - Mick Fraser - 8.5 / 10 It's not without its flaws, but Avatar: Frontiers of Pandora is still one of Ubisoft's best games of recent years. Hobby Consolas - Daniel Quesada - Spanish - 87 / 100 It doesn't break the mold in its gameplay proposal, but Avatar Frontiers of Pandora is an amazing recreation of this cinematic universe, with gameplay and narrative moments that will impact you. IGN - Tristan Ogilvie - 7 / 10 Avatar: Frontiers of Pandora features a stunning alien world to explore, but doesn't contain as many genuine surprises as other modern open-worlds. INDIANTV.CZ - Filip Kraucher - Czech - 4 / 10 Avatar: Frontiers of Pandora held all the cards and, at least from our perspective, squandered them all. This reskinned Far Cry is a mediocrity gallery reflecting the current AAA production stuck in the last decade. The Snowdrop engine does help cover up some visible flaws, but when there's a lack of polished plot, quests, and meaningful gameplay, players will figure it out sooner or later. So, while Frontiers of Pandora may not rank among the worst games of the year, it is definitely one of those games that will soon be forgotten with all the mediocrity. Kakuchoपुरेi - Aleeef Ashaari - 50 / 100 An Avatar game was a strange choice to become a game from the beginning, and adding the Far Cry formula to it has resulted in a game that's not good but not too bad either; it's just mediocre. Hopefully, Massive Entertainment's next game, Star Wars Outlaws, looks to have higher prospects of being a better game and not just another uninspired game based on a famous IP. Avatar Frontiers Of Pandora is truly only for fans who just want more from James Cameron's Avatar, but not those looking for a great open-world game to sink their teeth into. Multiplayer First - Vitor Braz - 9.5 / 10 Avatar: Frontiers of Pandora is a mesmerizing journey into a place that is very much unlike anything out there. It's fantasy and technology boldly clashing and offering a sprawling, remarkable world that deserves all sorts of acclaim. The more you explore, the more you realize just how amazing this planet is, the windy peaks making for some jaw-dropping vistas, the parkour navigation and İkran flying a contrast that ironically couldn't work any better. One More Game - Chris Garcia - Wait While the FarCry formula is certainly evident in Avatar: Frontiers of Pandora, the game does just enough to make it stand out from similar titles that simply tick off boxes in the open-world formula. The world is beautiful and interesting enough to explore, and Ubisoft and Massive Entertainment have done well to translate this IP into a worthwhile title for some players, especially fans of the franchise. Oyungezer Online - Oguz Erdogan - Turkish - 7.5 / 10 Avatar: Frontiers of Pandora is an extraordinary visual experience, allowing you to breathe in the atmosphere of a living planet. However, the scarcity and lack of variety in the action makes the pace very slow. Still, if you're a fan of the Far Cry games, you should give it a chance just for the gorgeous landscapes. PCGamesN - Anthony McGlynn - 6 / 10 Avatar: Frontiers of Pandora gives you the strength and stamina of the Na'vi, but not the consistency and depth of their homeworld. Unless you're an avid fan who wants every morsel of storytelling, Ubisoft's latest open world doesn't always justify the trip. PlayStation Universe - Simon Sayers - 7 / 10 Avatar: Frontiers of Pandora offers a visually appealing open world that fans of the movies will certainly enjoy. That said, Avatar: Frontiers of Pandora is routinely held back by repetitive gameplay, while a lack of enemy types and weapons stops the combat from being quite as enjoyable as it could have been. Technically impressive and satisfying for the most part, it's also clear that Avatar: Frontiers of Pandora feels essentially just like another Far Cry game from a game design point of view, rather than the sort of entirely fresh offering one would expect from a modern day Avatar video game. PowerUp! - Adam Mathew - Liked Avatar: Frontiers of Pandora is quite a bit better than I thought it was going to be, on the whole. Despite some half-baked mechanics and ideas, I still had a blast shredding outposts in this overwhelming, sumptuous sandbox. Press Start - James Mitchell - 7 / 10 Avatar: Frontiers of Pandora successfully brings the world of Pandora to video games in a big way. It's lush and vibrant and without a doubt, one of the most luxurious open worlds that Ubisoft has ever created. Its gameplay, on the other hand, is lacking the spark that makes great open worlds sing. Fans of the franchise will absolutely adore exploring everything this previously unexplored side of Pandora has to offer, just don't expect it to reinvent the wheel. Rock Paper, Shotgun - Ed Thorn - Unscored A beautiful open world world can't make up for a dull rebellion that succumbs to Ubisoft's by the numbers method. SECTOR.sk - Peter Dragula - Slovak - 5.5 / 10 Overall, Avatar is a strangely designed game that offers something different than you would expect from an action-adventure game in this world. Not an action adventure, it's more of a survival effort and slow stealth combat. But in no area is it fully fleshed out. But the world itself is handled very nicely. Screen Rant - Ben Brosfogy - 4 / 5 Avatar: Frontiers of Pandora is a staggering sensory experience, and the consistent beauty of its world goes hand-in-hand with an engaging story and meaningful progress for Ubisoft's approach to open-world game design. Its weakest points are the areas where it doesn't go back to the drawing board, although repetitive elements go down more easily as part of a package that stuns in so many ways. A flight to an alien moon might never be in the cards for most of Earth's inhabitants, but Avatar: Frontiers of Pandora is, and it might just be the next best thing. Shacknews - Lucas White - 5 / 10 It helps that you can see what you're doing when you're driving around a desert. Sirius Gaming - Luxuzze Tablante - 9 / 10 Avatar: Frontiers of Pandora deserves recognition for staying faithful to its source material. Fans of the Avatar franchise will love what Massive Entertainment created. Despite the flat and predictable story, I enjoyed the significant amount of content it offered, plus the co-op feature where I got to experience the entire campaign with my wife. Frontiers of Pandora showcased the beautiful world created in the Avatar universe by James Cameron perfectly, its incredible flora and fauna, and the scenic views from atop the Hallelujah Mountains. Slant Magazine - Justin Clark - 2.5 / 5 Frontiers of Pandora is, in essence, just another Far Cry experience—one with breathtaking art direction and a thoughtful portrayal of an alien culture, but a Far Cry experience nonetheless. It's a tired formula applied to a property that's capable of showing us much more. This game's Pandora is a beautiful place to visit, but living there makes for a boring existence. Spaziogames - Francesco Corica - Italian - 7 / 10 Even if we appreciate how Avatar: Frontiers of Pandora tries to give fans an experience similar to living the movies in first-person, all its excessive problems serve to point out that, in case we need to say it, developing a compelling video game is way different from making a successful movie. Stevivor - Steve Wright - 5 / 10 This is textbook average entertainment; it won't disappoint, but it certainly won't excite. TechRaptor - Andrew Stretch - 5 / 10 With a story that follows predictable beats, mechanics that provide zero gameplay benefit, and murky visuals, Avatar: Frontiers of Pandora delivers an extremely underwhelming experience. PC players be warned of many technical issues. The Game Crater - Jayden Hellyar - 8 / 10 What Ubisoft Massive has accomplished is nothing short of incredible. While you may come away forgetting the villain's name or even the reason why you were exploring this world, you'll never forget what it felt like to fly your İkran for the first time or step out into the lush world and soak it all in. Frontiers of Pandora is perhaps the best example of a game that exemplifies the saying, "It's not the destination, but the journey that matters. The Games Machine - Emanuele Feronato - Italian - 8.8 / 10 Avatar: Frontiers of Pandora is a huge game in which exploration plays a very important role, as every corner of the Western Frontier is full of plants to catalog, ingredients to collect and materials to use to improve our equipment. The fights are very addictive and it is essential to combine stealth actions with raids based on the surprise effect. The proprietary Snowdrop engine offers us a beautiful graphic representation, which combined with a quality soundtrack guarantee an almost cinematic experience. Those looking for non-stop action might find a few too many dead moments, but it remains an open world shooter adventure of extreme quality despite never trying to introduce any novelty to the genre. Twinfinite - Keenan McCall - 3.5 / 5 I really wanted to like Avatar: Frontiers of Pandora more than I did, but the game's various shortcomings make it difficult to love entirely. The exceptional graphics and brief moments of greatness make it worthwhile for Avatar fans, but most anyone else is likely to be frustrated by how close it comes to doing something special only to fall shy of its potential. VC247 - Fran J. Ruiz - 4 / 5 Like it or not, Avatar: Frontiers of Pandora feels like the perfect companion piece to James Cameron's movies; it's big but often intimate. Savage but calm. Familiar but charming. Even without playing a single minute of it, you should know whether it's something you want to play. If you decide to make the jump, I suggest letting go of cheap analogies and using Na'vi instincts first and gamer brain second. Vamers - Edward Swardt - Essential Avatar: Frontiers of Pandora more than lives up to the legacy of its cinematic counterpart. In fact, the title elevates itself to the ranks of exceptional and essential gaming - an incredible feat for a movie franchise tie-in. Ubisoft, often recognised for their prowess in open-world game play, absolutely exceeds expectations with this title. While its foundation may draw parallels to the Far Cry series, the game's unique setting, narrative depth, and immersive gameplay set it apart as a groundbreaking experience. VideoGamer - Antony Terence - 8 / 10 Look past Avatar: Frontiers of Pandora's dull story and you'll find spectacle and freedom lurking in its Na'vi customs and breathtaking ecosystems. WayTooManyGames - Leonardo Faria - 8 / 10 Getting lost in the absolutely gorgeous world of Pandora and having fun with the brutal, tribal-like combat make up for the weak story and the fact that, at the end of the day, Avatar: Frontiers of Pandora does suffer from some of the traditional Ubisoft open world tropes. We Got This Covered - David James - 4 / 5 "Frontiers of Pandora" may occasionally feel like a reskinned "Far Cry", but it absolutely nails the ambience and atmosphere of James Cameron's eco-sci-fi world. One of those rare licensed games that retroactively improves the source material it's based on. Avatar: Frontiers of Pandora Worth Playing - Cody Medellin - 6.5 / 10 Avatar: Frontiers of Pandora is going to appeal the most to die-hard fans of the film series. The ability to ride some of the creatures of Pandora and take in the lush surroundings of the moon are more than enough to satisfy those who want to wander around and soak in everything. For everyone else, the game is simply decent. The missions are very hit-and-miss in quality and execution, while the ability to use human and Na'vi weapons isn't as appealing as the developers may have expected. The world looks gorgeous, but navigating it isn't that intuitive due to a poor map and navigation system, and that also goes for other elements, like hunting and gathering. The game isn't terrible or as bleak as the first title, but you'll need to temper expectations to get some enjoyment out of Frontiers of Pandora. XboxEra - Jesse Norris - 8.8 / 10 A delight for fans of Avatar, this game is so damned good that even one apathetic to the IP like me couldn't help but fall in love with it. Open navigation Go to Reddit Home Log In Log in to Reddit Open settings menu

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