

# site aposta 1

TERROR SLASHER | 10 filmes obrigatórios para os amantes do gênero  
Foto: Reprodução / Hollywood Forever TV  
Amados por uns, odiados por outros, os chamados filmes slashers pertencem a um subgênero do terror que geralmente envolvem assassinos psicóticos com muito sangue e matanças várias vezes sem motivo nenhum. Se você tem vontade de saber mais e se aventurar nessa camada do horror, a hora chegou.

CLÁSSICOS DO TERROR | 10 LIVROS HORRIPILANTES PARA TER NA ESTANTE

O site que reúne críticas especializadas, Rotten Tomatoes, tratou de fazer uma lista pensando naqueles que querem começar a assistir filmes do tipo ou apenas aprimorar os conhecimentos no gênero ainda mais, separando 25 produções obrigatórias.

Slashers podem ser elegantes (Vestida para Matar), carnais (Torso, Sext) Tj T\* BT /

aturais (Halloween, Brinquedo Assassino).

Activision Publishing, Inc. is an American video game publisher based in Santa Monica, California. It serves as the publishing business for its parent company, Activision Blizzard, and consists of several subsidiary studios. Activision is one of the largest third-party video game publishers in the world and was the top United States publisher in 2024.[5]  
The company was founded as Activision, Inc. on October 1, 1979 in Sunnyvale, California, by former Atari game developers upset at their treatment by Atari in order to develop their own games for the popular Atari 2600 home video game console. Activision was the first independent, third-party, console video game developer. The video game crash of 1983, in part created by too many new companies trying to follow in Activision's footsteps without the experience of Activision's founders, hurt Activision's position in console games and forced the company to diversify into games for home computers, including the acquisition of Infocom. After a management shift, with CEO Jim Levy replaced by Bruce Davis, the company renamed itself to Mediagenic and branched out into business software applications. Mediagenic quickly fell into debt, and the company was bought for around US\$500,000 by Bobby Kotick and a small group of investors around 1991.

Kotick drastically revamped and restructured the company to get it out of debt: dismissing most of its staff, moving the company to Los Angeles, and reverting to the Activision name. Building on existing assets, the Kotick-led Activision pursued more publishing opportunities and, after recovering from its form