

# jogo de perguntas e respostas online

This article is about the 1977 film. For the 2024 remake of the film, see *Suspiria* (2024 film) . For other uses, see *Suspiria* (disambiguation)

*Suspiria* is a 1977 Italian supernatural horror film directed by Dario Argento, who co-wrote the screenplay with Daria Nicolodi, partially based on Thomas De Quincey's 1845 essay *Suspiria de Profundis*. The film stars Jessica Harper as an American ballet student who transfers to a prestigious dance academy but realizes, after a series of brutal murders, that the academy is a front for a supernatural conspiracy. It also features Stefania Casini, Flavio Bucci, Miguel Bosé, Alida Valli, Udo Kier, and Joan Bennett, in her final film role.

The film is the first of the trilogy Argento refers to as *The Three Mothers*, which also comprises *Inferno* (1980) and *The Mother of Tears* (2007). *Suspiria* has received a positive response from critics for its visual and stylistic flair, use of vibrant colors and its score by Argento and the progressive rock band Goblin.

*Suspiria* was nominated for two Saturn Awards: Best Supporting Actress for Bennett in 1978, and Best DVD Classic Film Release, in 2002. It is recognised as one of the most influential films in the horror genre and has received acclaim from critics in retrospective reviews.[3] It served as the inspiration for a 2024 film of the same title, directed by Luca Guadagnino.

Plot [ edit ]

*Call of Duty: Black Ops 4* (stylized as *Call of Duty: Black Ops IIII*) is

a 2024 multiplayer first-person shooter developed by Treyarch and published by Activision. It was released worldwide for PlayStation 4, Windows, and Xbox One on October 12, 2024. It is a sequel to the 2024 game *Call of Duty: Black Ops III*, the fifth entry in the *Black Ops* sub-series, and the 15th installment in the *Call of Duty* series overall.

*Black Ops 4* is the first mainline *Call of Duty* title without a traditional single-player campaign mode. Instead, it features the Specialist HQ, which focuses on the backstories of the game's multiplayer characters, known as "Specialists". The missions take place between *Black Ops II* and *III* chronologically. Some of the Specialists also carried over from *Black Ops III*. The multiplayer mode is the first in the series to not feature automatic health regeneration and introduces both predictive recoil and a new ballistics system. The game included three *Zombies* experiences on release day, four if a special edition of the game, or the *Black Ops Pass*, was purchased. The locations of the maps include the RMS *Titanic*, a Gladiatorial Arena in Roman Egypt, and Alcatraz Federal