PLAYING IN SONIC SPEED

Viewsoinc X2-4K

₹2,99,000 / viewsonic.com/in

The X2-4K can be placed conveniently on a coffee table, projecting a massive 100-inch display from just 1.5 meters away.



Not only are these the first projectors ever to be "Designed for Xbox," but they also pack a serious punch for any gamer seeking massive visuals and smooth gameplay.

● Smooth like butter

Imagine buttery-smooth 4K UHD graphics projected onto a giant 100-inch screen. That's the magic of the X1-4K and X2-4K. Both projectors boast impressive specs, including a 1440p resolution at a 120hz refresh rate, for detailed and immersive visuals that will pull you right into the game. To complete the cinematic experience, Harman Kardon speakers deliver sound.

● Smooth like butter

They echo the Xbox Series X's design with a sleek black and green aesthetic. Beyond aesthetics, these projectors boast Xbox-4K resolution and refresh rate combinations. Plus, with an ultra-fast 4.2ms input and a 240Hz refresh rate, you can say goodbye to lag and hello to perfectly smooth gameplay. Setting up for an epic gaming session is a breeze. The projectors are compatible with Xbox's CEC, meaning your projector automatically turns on when you start your console. Plus, when connected via HDMI 2, the projector automatically switches to a gaming mode, optimizing visuals and colours.

● Every loser WiiMs

But the fun doesn't stop at gaming. The X1-4K and X2-4K are true home entertainment hubs. They boast 4K HDR resolution and Harman Kardon speakers for movies and shows too. With 2,900 Lumens of brightness and a whopping 30,000-hour lifespan, you can game and watch guilt-free for years to come. Worried about eye strain? Don't be. Both the projectors are TUV SUD's Low Blue Light certified, minimizing eye fatigue.

COMPLETE THE CINEMATIC EXPERIENCE, HARMAN KARDON SPEAKERS

[**Words** Khmail Thakur]



PS5, Xbox, PC / dragonsdogma.com

Dragon's Dogma 2

It's one of those games that will frustrate you initially, but a few hours in, you'll be hooked like an audience at a magic show.

Forget everything you've been programmed to understand from modern RPG games. Pointy markers funnelling you to the next mission? Not here. Towers unlocking region activities? Not here. Fast travel instantly anywhere and clear a checklist of missions? Sorry, but Dragon's Dogma 2 doesn't do conventional. Easy and convenient? Pfft, forget it. The game never handholds the player but throws you headfirst into its dense, intimidating open world.

You get your heart stolen by a dragon, and not in a romantic way. The journey is to reclaim your rightful place in the palace as the ruling king who is marked by a dragon. So you must work through and thwart the conniving politics that placed an imposter in your place.

For mainline and side quests, NPCs approach you as you roam its cities and open world and some optional side quests are given when you interact with an NPC. It makes you want to explore the cities and talk to all the NPCs, instead of just running into caves and intriguing spots.

The lore of the game says that other worlds are linked to your world through a rift. You can bring pawns of other players into your world and consequently, send your pawn to aid other players. A party of four consists of two pawns in your party from other players, along with you and your loyal pawn. Pawns are crucial to the gameplay as they serve the Arisen unconditionally.

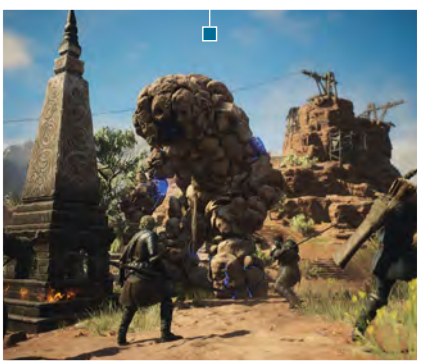
Pawns also bring back stories of loot, mission areas and interesting places to explore. As you wander around the map, pawns who have visited the place with previous players will inform you that they know of a spot that might be of interest to you. It's the most natural way of chasing curiosity in an open-world game that we've ever played. It's an unforgettable adventure for RPG veterans seeking a true open-world experience.

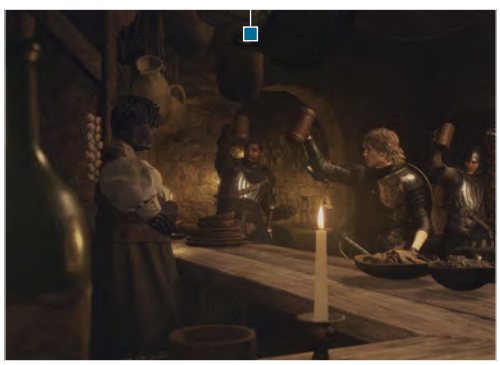
Khumail Thakur

STUFF SAYS One of the best - don't sleep on it unless you're afraid of exploring the unknown! ★★★★★

The angry rock is a common sight in medieval wrestlemania.

"Drinks are on the house my friends, even though you don't know me."







You should share your pawn

This is an action RPG, and there are classes called Vocations that you can select and switch between at whim. There's a Fighter, Thief, Mage, Archer, Sorcerer, Warrior, Mystic Spearhand, Magick Archer, Trickster and Warfarer. The first four on this list are available to you from the start.

Unlocking the permanent buffs from vocations is probably a major reason to try every vocation because they can be used with other vocations that increase your chances of survival in this game's challenging world.

Once you've mastered the art of tactically resting and balancing your party, the game becomes a thrilling adventure of fortune (and misfortune). Your party consists of you, your loyal Pawn, and two other pawns that are made by other players. It's not a typical multiplayer game but the concept of player-linked pawns is a remarkably smart game mechanic.

Capcom has added bits of Monster Hunter here as well. You can climb onto bigger enemies and hack away at their tender bits. Our only gripe is that the monster variety is rather limited. After you've spent 10hours in the game, the late game just has tougher versions of enemies.