STUFF MEETS



Kedar Kondap
SENIOR VICE PRESIDENT OF PRODUCT MANAGEMENT DISCUSSES QUALCOMM'S EXPANSION PLANS IN INDIA AND THE FUTURE OF GAMING

So I think, when it comes to phone space, consumers think of Snapdragon as a premium phone brand. And over the years we've established ourselves in driving awareness that when consumers buy a Snapdragon phone, they are buying premium experiences, premium performance, and the best battery life.

And now in the case of PCs we're trying to do the same thing and whether it's the X Elite, X Plus or the X platform, we're making sure that they are able to take the same premium experiences and bring them to PCs.

The first three necessary things that a consumer should relate with are the best-performing device, the second is best battery life and the third is AI across the board. So as consumers in India are very aware of Snapdragon in their phones, part of why we're are here, for example, with the Croma launch, is to make sure they're able to drive correlation between the Snapdragon that they know in their phones which has the same Snapdragon now that they know in PCs and other devices.

The only thing I'll tease out for you is that keep an eye out for later this year. We will have some pretty exciting announcements on gaming. So Elite Gaming is a very well-known brand within the Snapdragon category of products. Consumers understand that when you look at Elite Gaming features they're getting the best of game experiences on a phone. We are doing something very similar on PCs. We've optimised more than 1200 games today, on the PC. Many of them are triple-A titles and we continue to optimise that. What we don't want to do yet, is the hardcore gaming community is looking for something very different.

And that's not the focus for us right now. The focus for us is we want to make sure that most casual games run really well. Many of the triple-A titles work well. Given our partnerships with all the game providers, the game engine and everybody. We have the partnerships and we continue to work with them to provide the games on Snapdragon.

Is Snapdragon increasing more partnerships with game developers in the PC space to bring the latest titles to the platform? The short answer is yes! You will hear more announcements from us in a few weeks. Again, a few months from now you'll hear, even bigger partnerships. Obviously, Tim Sweeney talked about it at Snapdragon Summit. He talks about our partnership there and the kind of things we're doing so overall I think you should expect it. The games are largely different, but the engine guys and stuff are pretty much the same. So we already have all the partnerships in place and it's moving pretty rapidly. We've shown like Control and multiple triple-A games that are already running on Snapdragon so continue and lead the way with that.

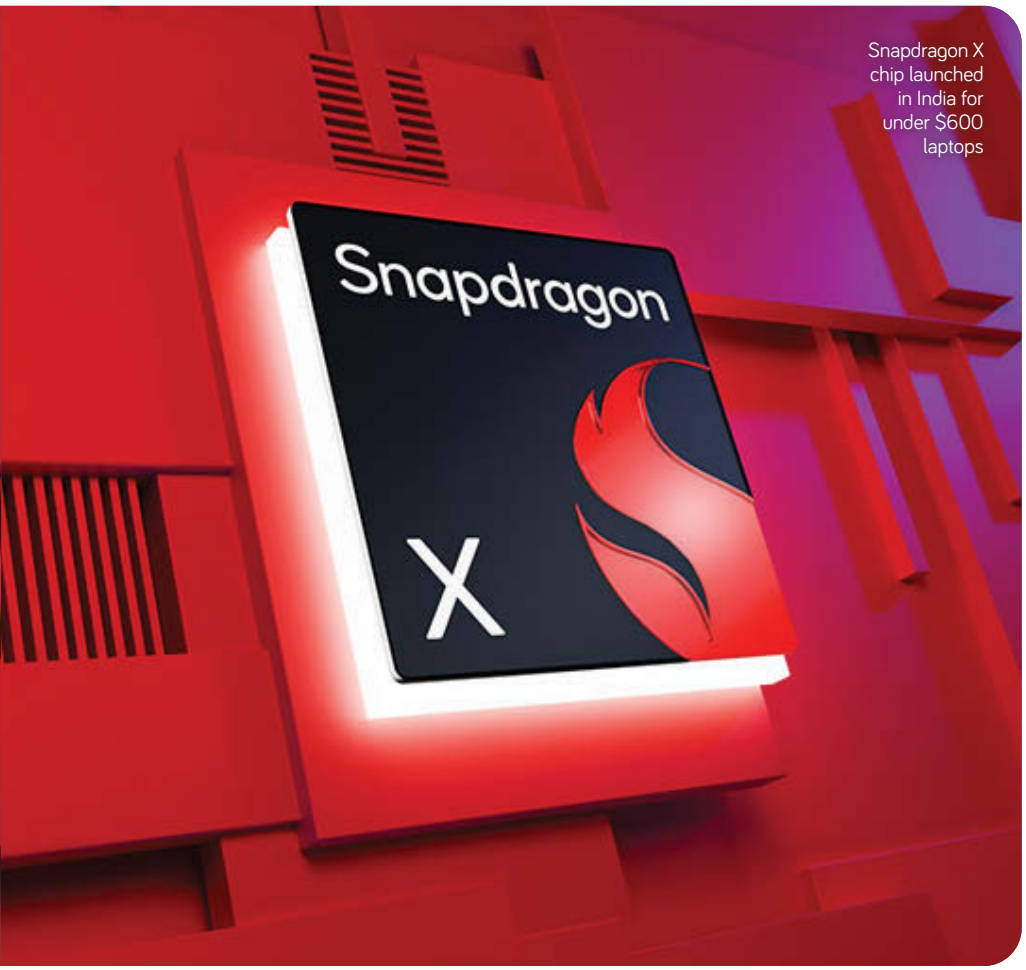
We did focus, and a little bit too much initially, on AI. SI think, in the holiday season we anchored a lot more battery life and now I say we're more balanced in terms of how we're positioning stuff. We don't want consumers to lose focus cause there are still AI experiences for which all the app developers are porting stuff on the NPU.

They are also moving fast and all these model developers are moving fast so while we don't want to focus, but your point is very valid, you do get the best battery life on Snapdragon, especially if you've used it. Part of the reason why you see this partnership with Croma is we want to be able to create experience zones so consumers walk into the stores they're able to relate and feel the devices and see what devices we have.

The new price category Qualcomm is entering next week is extremely important for the Indian audience. We were very confident



[**Interview** Khumail Thakur]



Snapdragon X chip launched in India for under $600 laptops

"THERE ARE THREE AREAS WHERE WE FOCUS, ONE IS THE BEST PERFORMANCE, THE SECOND IS BATTERY LIFE AND THE THIRD IS AI."

and I think all the OEMs are confident. I think you'll hear from all the partners today as well as on Monday. We deliberately picked the timing for the launch in India to be now, exactly to the reason what you said, we launched X Elite in June in devices at $1000 and above price points. Then we launched the X Elite Plus say, in $800 and above, and then the X we just launched at CES. And so we know the sweet spot for India is right around there. Everybody is very committed, you'll see devices on shelves from Dell, HP, Lenovo, and Asus and you'll see all the leading brands that you are familiar with. So we're committed!

Rumours are that Nvidia and MediaTek teaming up to make a new ARM-based SoC, what do you have to say about that?
I don't know much about it, but at the same time, it just endorses the fact that there is a large non-x86 processor that is leading the way. And so we've established the market and we establish ourselves with that.

And we're are doing a lot of stuff when you think about where X Elite has established itself. Right from simple things like Microsoft's partnership with us, the deep collaboration that they've done in partnering and driving all of the (AI) model work that they're doing at run on Snapdragon, all the way to even the number of ISVs (Independent Software Vendor) that are porting their applications to Snapdragon and all of the AI hub work we have done to make a ubiquitous platform for all the developers to able to write applications.

So it's exciting. It's exciting that we're able to lead in that category.









NEWS FEED

THE APPLE TV APP IS NOW ON ANDROID

Apple's chucked its telly app onto Google Play! Yep, Android users can now dive into Apple TV+ shenanigans and footie fever with the MLS Season Pass. Fancy a bit of Ted Lasso on your foldable? Go for it. You can even nab a seven-day freebie to see what all the fuss is about.

GOPRO MAX RELAUNCHED WITH AI FEATURES

GoPro's given its 360 camera a mid-cycle spruce up! The Max is back, packing a beefier battery and AI wizardry in the Quik app. You can whip up 360-degree masterpieces without breaking a sweat. Think automatic tracking, fancy transitions, and even digital backflips.

INSTAGRAM ANNOUNCES EDITS VIDEO EDITING APP

Instagram's dropping a shiny new app called 'Edits', and it's basically a pocket-sized film studio. Since Capcut is being cut out from the US borders, Instagram wants to jump in on the opportunity. It's going to be a seperate app that will let you edit your Reels with a bit more nuance and control!

JIOHOTSTAR IS HERE

JioCinema and Disney+ Hotstar have decided to play nice and mashed themselves together into JioHotstar. Imagine, all those telly shows, footie matches, and Hollywood blockbusters, all in one place. Everything from IPL cricket to Premier League goals, plus a mountain of films and originals.

GIGAPIXEL

The bigger picture in music



SULAFEST 2025

After a five-year hiatus, SulaFest made a triumphant return, uncorking a symphony of music, wine, and revelry in the heart of India's vineyards. Over 10,000 attendees flocked to the festival, eager to stomp to the beats of DIVINE, Ritviz x Karan Kanchan, and a host of other artists. Wine enthusiasts were treated to a tasting extravaganza, swirling and sniffing the latest vintages, including the newly launched The Source Moscato.



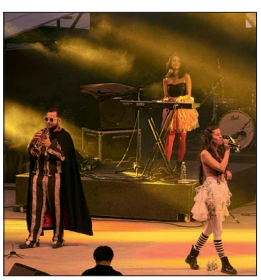
A GRAPE ESCAPE

The grape stomping tradition added a playful touch, allowing festival-goers to channel their inner Lucy Ricardo. You can stomp as many grapes as you wish and don't worry, these won't end up in your wine. That tradition is long gone for modern wine-making.



WINE AND DINE

But SulaFest wasn't just about the music and wine; it was a feast for the senses, with gourmet chocolates, artisanal gelato, and a diverse culinary landscape. There are restraunts and pop-up stores, both local and known brands for you to try.



DIVERSE PLAYLIST

It also showcased the best of India's indie music scene. Bands like When Chai Met Toast, Parvaaz, and Easy Wanderlings brought their unique sounds to the vineyards! The festival proved to be a melting pot of musical genres, offering something for everyone.



Comfort is king

SuperStreet treads the same rubber, as the Mach 2 but offers a more relaxed riding position for folks who don't want to look like a squirrel hugging a rocket ship.

from ₹2.99 lacs / ultraviolette.com

We were expecting a naked-ish version for the F77, but Ultraviolette hasn't changed the design even by a millimetre. This thing looks identical to the F77 Mach 2, and the philosophy is if it ain't broke, don't fix it. That said, the F77 SuperStreet is a head-turner, there's no doubt about it.

The F77 SuperStreet Recon, which we rode, packs a punch with its 30 kW (40.2 hp) electric motor, delivering a staggering 100 Nm of torque. That translates to a 0 to 60 km/h time of just 2.8 seconds and a top speed of 155 km/h. In other words, this bike is seriously quick off the mark!

But it's not just about raw speed; the SuperStreet also offers three riding modes: Glide, Combat, and Ballistic. Glide mode is perfect for cruising around town, while Combat mode provides a balance of performance and efficiency. And when you're ready to unleash the full potential of the bike, Ballistic mode will give you an adrenaline rush like no other.

This isn't just about going fast; it's about going fast in style and with control. And that's where the new changes come to the SuperStreet over the F77 Mach 2. There's an 80 to 90mm increase in the handlebar height, and it's around 30mm wider as well. This means you're not arching your back over the 'tank' of the bike while attacking corners this time.

The slight upright riding position now makes the F77 a friendly motorcycle while handling its massive 210kg weight on uneven patches. There are no changes to the adjustable suspension but the front now feels like it can tackle Mumbai's potholes much better.

Tech specs

Battery capacity 10.3 kWh
Power 40.2hp/100Nm
Acceleration 0-100kmph in 7.7 secs **Top speed** 155km/hr



Regen master

There are 10 levels of regen, and we found 6 to be the sweet spot. For most of us who miss engine braking, regen braking on the Ultraviolette works with a similar bite. However, traction control kicks in a bit too quickly.



Not a googler

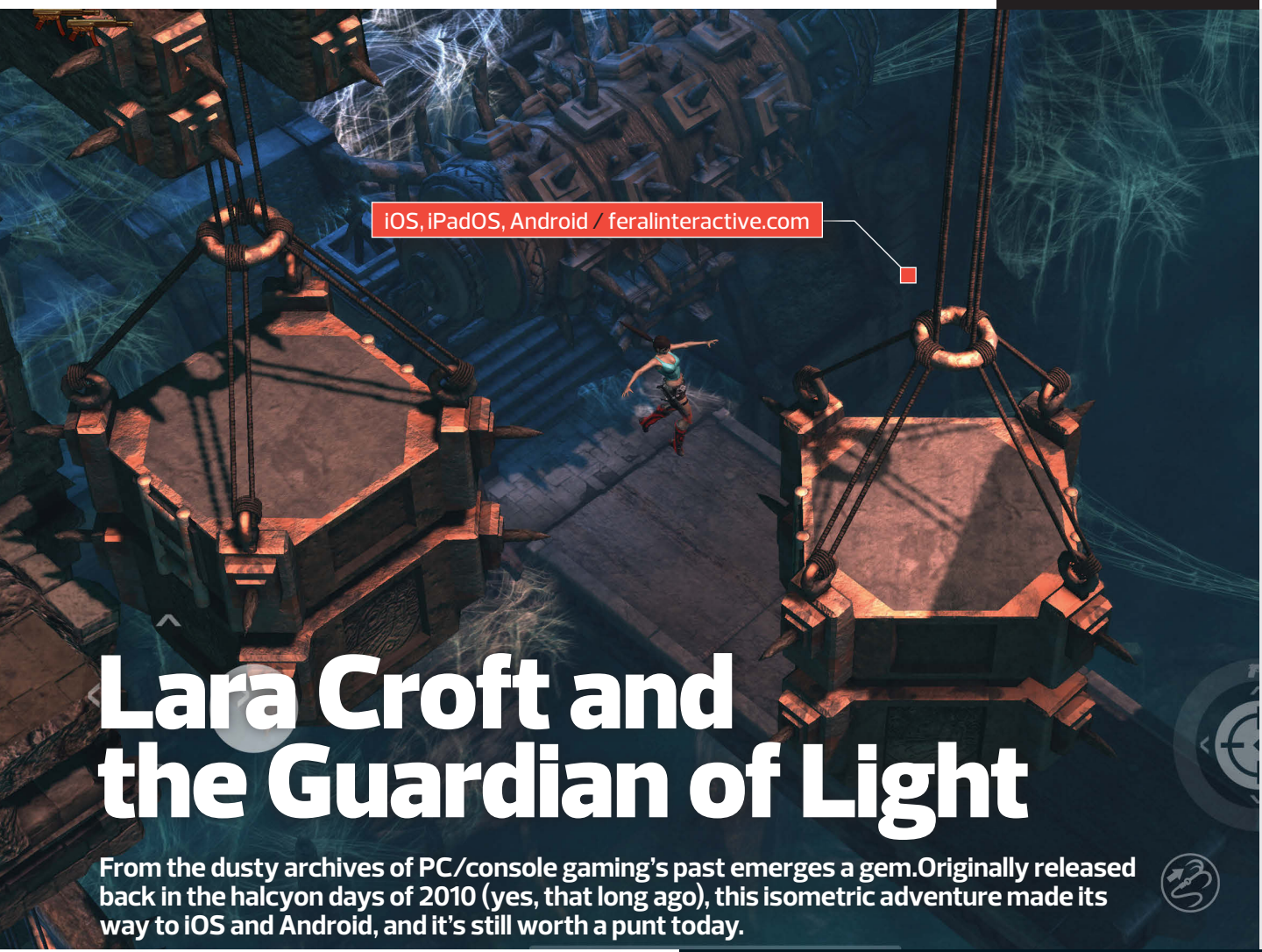
Sadly, the TFT display doesn't support Google Maps. We spoke to one of the chief engineers, and they said when Google announces an official Google Maps for two-wheelers, they should be able to update the motorcycles with it.

STUFF SAYS Same as Mach 2 but raised handlebars provide ride comfort ★★★★☆

Can you put this on the Mach 2 and call it a day?
@khumailthakur



Not really. Ultraviolette says there is a half-degree change to the rake angle, which might skew a few things if you simply add this handlebar to a Mach 2. That said, the Ultraviolette F77 SuperStreet is more comfortable to ride in traffic and cities than the Mach 2. And that unfettered torque will make you grin from ear to ear every time you twist the throttle.



iOS, iPadOS, Android / feralinteractive.com

Lara Croft and the Guardian of Light

From the dusty archives of PC/console gaming's past emerges a gem.Originally released back in the halcyon days of 2010 (yes, that long ago), this isometric adventure made its way to iOS and Android, and it's still worth a punt today.

Forget your convoluted narratives about ancient prophecies and shadowy organizations. Guardian of Light keeps it refreshingly simple. Lara, ever the intrepid explorer, stumbles upon the Mirror of Smoke, a powerful artifact nicked by Xolotl, a nasty Mayan underworld type. Naturally, she's not alone. Enter Totec, a 2,000-year-old Mayan warrior. Bound to the mirror.

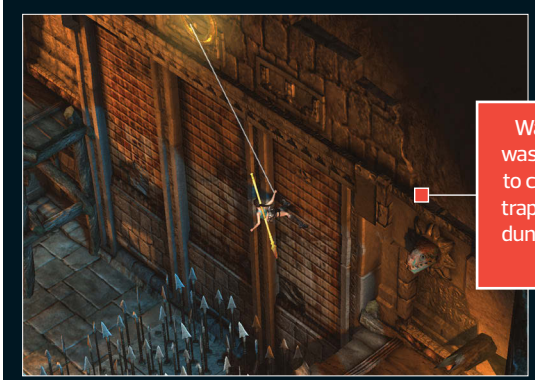
It's a buddy-cop setup (if you play co-op) with a distinctly Indiana Jones flavor, and while the story isn't exactly Shakespeare, it serves its purpose. Think of it as the narrative equivalent of a good action movie: plenty of explosions and just enough plot to keep things moving. As Lara, you're pretty much chasing Xolotl, who is always laughing and running to the next mission.

Forget the clunky controls of some mobile ports; this game feels made for touchscreens. Movement is fluid, aiming is precise, and the game smartly uses gestures for special moves. The isometric perspective works brilliantly, giving you a clear view of the action and allowing for some clever puzzle design. I played this game back in 2010, and I still love it in 2025. We still recommend a mobile controller to play.

The core gameplay loop is simple but addictive: explore, solve puzzles, and shoot anything that moves. Lara's moveset is that of the classic nimble adventurer, armed with dual pistols and a grappling hook. You can also play as Totec in co-op, being a beefy Mayan warrior who prefers spears and a shield. Don't worry, he can also use guns. The entire game can be played in single-player or with a buddy in co-op.

A blast from the gaming past that still holds up remarkably well as a smartphone game today. It's proof that gameplay trumps graphics any day of the week. The intuitive controls, clever puzzle design, and addictive co-op gameplay make it a must-play for any fan of action-adventure games.

Khumail Thakur



Wall running was discovered to cross spikey traps in ancient dungeons, Lara style.



Spiders are expected so bring a friend and a flame-thrower for qucik work.

STUFF SAYS This is a surprisingly great addition to mobile gaming! ★★★★☆