play! zine

No. 203 | JULY/AUGUST 2026.



HARDWARE:

LOGITECH G305 X SUPERLIGHT

LOCAL SCENE:

UBISOFT BELGRADE CLOSES ITS DOORS!

TOP CHARTS:

TOP REVEALS OF THE SUMMER GAMING EVENTS

FIRST LOOK:

DEAD AS DISCO

GAME OF THE MONTH:

FIRST LIGHT

007

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WELCOME

Summer is a real spa for gamers. We have an excuse to stay at home, try new games, finish old favourites or return to the painstaking, almost Sisyphean task of clearing the backlog. It is also the season of the biggest showcases, which largely set the stage for the next gaming year. Summer Game Fest, PlayStation State of Play and the Xbox Showcase always delight, whether with long-awaited or completely surprising announcements. Each event is a mixed bag of every possible taste, which is why we have put together our traditional round-up of the biggest favourites of the summer.

Still, behind all the hype, the smiles of cheerful presenters and exciting trailers that often blur the line between real and virtual, hides the dark side of the industry. Well, “hides” is the wrong word, since we are all too aware of the current problems, controversies, bizarre decisions by the biggest AAA companies and the sad fate of long-time developers, designers and artists, who are often responsible for launching entire franchises. In case you missed it, Xbox has laid off 1,600 employees, 8% of the entire workforce across all the studios the company owns. By the end of fiscal 2027, that number will double!

The other big summer controversy was started by PlayStation, which confirmed that from January 2028 it will stop producing physical discs for all its future games. In a world where buying a game no longer guarantees that you own it, this decision has predictably sparked a stormy, extremely negative reaction from the global gaming community.

We went with “good news first, then bad”, but we still want to sign off with an optimistic view of the industry’s future. Things will get better!

The Play! team is now getting ready for its summer holiday. See you in September, and until then, enjoy the summer and your favourite games!



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Vote for Serbia to join Total War: MEDIEVAL III!

In December 2025, Creative Assembly, the studio known for the Total War franchise and Alien: Isolation, officially announced Medieval III, almost 20 years after its predecessor. The team has put a big emphasis on historical accuracy and wants to do justice to every faction in the game. Close cooperation with the community is an important step in development, as we can see in a new poll published by Creative Assembly. That's right, the studio is giving us the chance to choose which factions will be playable, or at least the order in which they will be added.

The list of 23 factions includes medieval Serbia, the state of Raška, also known as the Grand Principality of Serbia. You can vote here!



Why has PlayStation locked all future single-player exclusives?

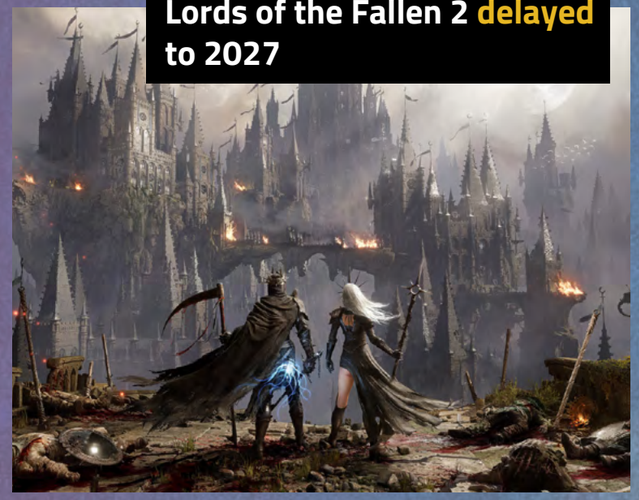
As insider Jason Schreier first reported and Sony later confirmed this spring, all new PlayStation single-player exclusives will stay locked to PS5, which means upcoming projects such as Marvel's Wolverine won't be available on PC.

Over the last decade we have had PC ports of games such as Ghost of Tsushima and God of War Ragnarök. Starting with Ghost of Yōtei, this practice is changing drastically, and Schreier has now listed several reasons why Sony made this decision.

"The first reason is an inconsistent, poorly planned approach to ports, the second is that PC releases weren't profitable enough, and the third is that Sony wants to keep its IPs tied to its own platform."

During this year's Summer Game Fest, CI Games shared new information about Lords of the Fallen 2, focusing on the platforms it will be available on. It was confirmed then that the game arrives this autumn on PC (Steam and Epic Games Store), PS5 and Xbox Series X/S, but it seems plans have changed in the meantime.

CI Games revealed on social media that Lords of the Fallen 2 has officially been delayed to the first quarter of 2027. The reasons are the usual ones for an expensive production, and another advantage is avoiding the crowd in September and October 2026. That period will be busier than usual, as developers and publishers want to keep as far away as possible from GTA 6, which comes out on November 19.



Lords of the Fallen 2 delayed to 2027

Unreal Engine 6 was officially announced at the end of May 2026. Epic explained that within two years it will merge UE5 and Unreal Editor for Fortnite into a single unified platform. It was also confirmed that support will be added for AI models such as Claude and Gemini, with a focus on automating repetitive tasks in game development.

"Our goal with UE6 is to significantly reduce the amount of monotonous work involved in creating content, so that teams have more time for creative exploration and experimentation. UE6 will bring tools and workflows that let users work with the AI models of their choice, already proven through internal use and development within UEFN."



Unreal Engine 6 will put a big emphasis on AI integration



Rockstar reveals the price and pre-order bonuses for GTA 6

For years rumours have circulated about a price worthy of the most anticipated game of the 21st century. There was talk that GTA 6 would cost as much as 100 dollars, but Rockstar has now finally put all its cards on the table, less than 24 hours before pre-orders opened.

The standard edition of GTA 6 will sell for 79.99 dollars, while the Ultimate Edition will cost 99.99 dollars. The base version includes the game itself and pre-order bonuses, while the Ultimate Edition brings considerably more content.

The base edition is more expensive than a typical AAA title, but the fact is that 79.99 dollars will sooner or later become the standard. As a Nintendo Switch 2 launch title, 2025's Mario Kart World also costs 79.99 dollars.



Despite the crisis and rising prices, PS6 could launch next year

In a discussion about the PS6 release date, users pointed to 2028 or 2029, to which well-known insider KeplerL2 replied short and clear: "no". Many took this as a sign that Sony won't move the planned release window, despite uncertainty in the memory component market.

"Delaying a console that is practically finished makes no sense. Sony already has contracts signed with manufacturers. Research and development have already cost them several hundred million dollars. PS5 sales are slowly declining, and there is no guarantee that memory prices will fall before 2030."

If this information is accurate, PS6 may come out as soon as next year, probably again around November.



A new game on Steam costs 1,000 dollars for some reason

If you happen to have a spare 1,000 dollars, you might be open to one of the most bizarre games of 2026 - Congratulations On Your Purchase. For a measly 858.26 euros, your name can appear on the in-game "wall of fame". That is practically all there is - the game has no combat, enemies, missions or gameplay systems/mechanics of any kind. The short description on the official Steam page gets straight to the point and reveals literally everything the game offers.

"The most expensive game on Steam. A palace, a red carpet, paparazzi and a wall of fame. The price is not a mistake. That is the whole point. You paid for this. Not by accident. Not on impulse. You saw the price. You read the description. And you bought it anyway. Welcome."



Rockstar offers a free next-gen upgrade for GTA V

GTA 5 has gone through as many as three console generations, but you probably first played it during the PS4/Xbox One era. If you're in that group and have since got a PS5/Xbox Series X/S, a free next-gen upgrade awaits you.

Rockstar announced that everyone who owns the PS4 or digital Xbox One version of the game will be able to download the PS5 and Xbox Series X/S version at no extra cost. PC players can also switch for free from the Legacy to the Enhanced version and take advantage of all the latest improvements, including PC-exclusive features such as ray-traced ambient occlusion. Rockstar is preparing these upgrades ahead of a new GTA Online update, The Kortz Center Heist, which arrives in July.

In 2028 Sony drops discs for PS games

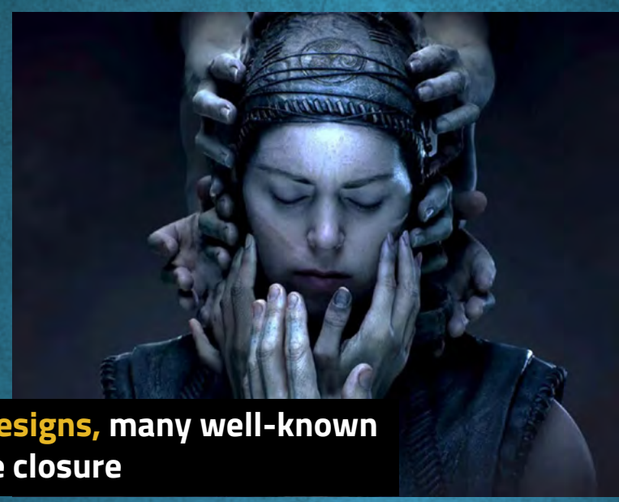
As the next console generation slowly approaches, Sony has announced that in 2028 it will permanently stop producing discs for future PlayStation games. After that, new titles will be available exclusively in digital form, through the PlayStation Store and retail partners. This change won't affect games that have already been released, or will be released on disc, before January 2028.

Sony announced this news as it slowly prepares to launch PlayStation 6, which suggests the new console will arrive in exactly 2028 and, as expected, won't have a disc drive. There is still a chance of an external disc drive. It was previously confirmed that GTA 6 will have a physical edition, but without a disc



It was announced that Xbox Game Studios head Craig Duncan has officially resigned after 20 months in the role, after which reports emerged about the closure of many well-known studios under the company's umbrella.

First came news of the closure of Compulsion Games, the studio known for South of Midnight, soon followed by reports that the same fate awaits Ninja Theory, the makers of the Hellblade series. This news is especially sad given that Ninja Theory announced a new game just a few weeks ago. A later report said that Double Fine, the studio behind Kiln, Massive Chalice, Keeper, Psychonauts, Brütal Legend and many other titles, will also close its doors.



Xbox boss resigns, many well-known studios face closure



Global games market reaches annual revenue of 200 billion dollars

Amid big crises, price hikes, mass layoffs, studio closures and cancelled projects, the global games market is recording 201 billion dollars in annual revenue. According to a Newzoo report, the value of the games industry could reach as much as 234 billion dollars by 2028.

The report states that by the end of 2025 the global games market grew by as much as 9.1% compared to the previous year. The PC segment grew 12% year on year with revenue of 43.6 billion dollars; console revenue reached 44.7 billion dollars, growth of 2.8%; mobile games brought in as much as 113.3 billion dollars, with impressive growth of 10.7%.



Fable gets a new release date!

After Xbox officially confirmed at the end of May that Fable would be delayed, fans finally got a new, precise release date. During the summer Showcase, it was confirmed that the long-awaited sequel to this legendary RPG series will come out on February 23, 2027. According to rumours, the delay was necessary so Fable wouldn't compete with the expected release of GTA 6. As a big surprise for many, it was confirmed that the game is also coming to PS5 in 2027.

Two interesting pieces of information also leaked from the production side. Blizzard's famous cinematics team is directly helping with the game's development, while Microsoft is seriously considering porting it to Switch 2, although this hasn't been confirmed yet.



PLAY! 150
JULY 2021

"THIS IS A BEAUTIFUL, ATTRACTIVE, FUN, DIVINE, ADDICTIVE, DELIGHTFUL TREAT!"

– MILAN ŽIVKOVIĆ ON RATCHET & CLANK: RIFT APART

PLAY! 2
JULY 2006

"DIABLO'S ADDICTIVENESS AND SIMPLICITY MOVED INTO FIRST PERSON IS A WINNING COMBINATION."

– LUKA ZLATIĆ ON HELLGATE: LONDON

TOP ANGELS
at start of week 19

Player One	$3,258,375
Laura Gray	-30,000
Shelby Glee	-35,952
Kevon Balding	-121,964
Marco Jamaica	-154,810
Bobby Dragon	-309,000
Draymond Joe	-809,147

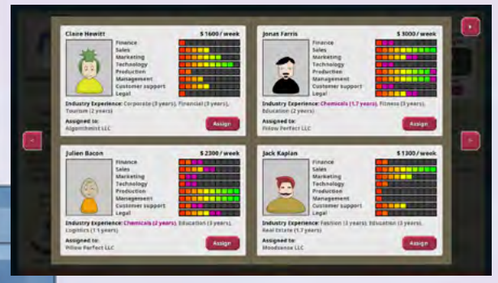


Bigosaur Studio on developing its new game and its community

I'M NOT THE ONE WHO SHOULD TELL PLAYERS HOW TO HAVE FUN!

Bigosaur studio, led by veteran Milan Babuškov, has officially unveiled Angel Investor Simulator, a new tycoon/management title that gives players the chance to build a career as a successful investor and earn millions by investing in startups. Bigosaur names November 2026 as the planned release date, when Angel Investor Simulator will become available on Steam and Nintendo Switch. Before that, a free demo is planned for October.

Inspired by shows such as Shark Tank and Dragons' Den, the game revolves around weekly competitions in which entrepreneurs pitch their ideas to a group of investors. It is up to you to assess the potential of each project, fight off the competition, make the best offer and secure a stake in the company with the greatest potential. Much like the dramatic moments in those shows, the product ideas in Angel Investor Simulator are often over-the-top and wacky, such as a sarcasm detector or haptic gloves that let you feel objects in VR games.



Behind all that, however, lies a serious economic simulation. To make a profit, you will have to actively help your chosen startups develop and launch their products, taking into account quality, price, marketing, supply, demand, competition and much more.

How does developing Angel Investor Simulator differ from your previous games? How long did you spend researching the principles behind it?

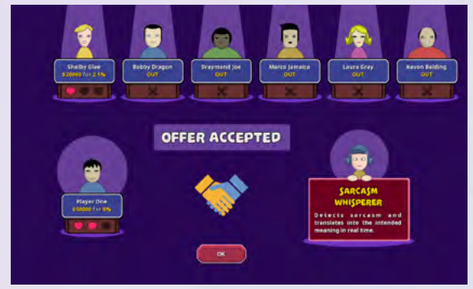
MILAN: The main difference is in preparing the content. Angel Investor Sim is special in that it doesn't have that many visual elements, but it has a lot of text. Specifically, the ideas of the companies looking for investment. In one playthrough, a player can come across 50-150



different ideas for products and services. I wanted those ideas to be fun, to represent something innovative or funny. Most of my time went into coming up with those ideas. So far I have spent a good 3-4 months on that, and I only have about 120. For the final game I plan at least 200.

Do players with a background in economics have an advantage?

MILAN: They have a slight advantage, although the game simplifies it a lot, and wherever it matters you can see exactly what affects what. Players can interactively



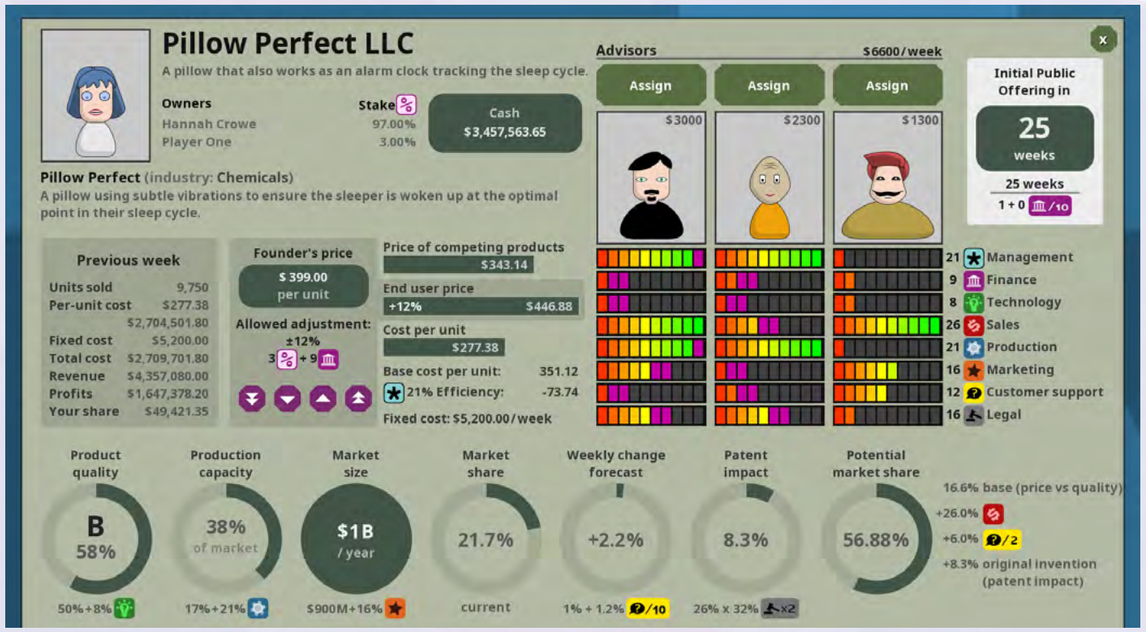
play with the product price and immediately see what effect it will have on their future market share. In reality, companies change the price and then wait to see whether people buy more or less. But in the game you can see the effect straight away. It's similar with the impact of patents, marketing, product quality and so on.

What matters more than economic details is understanding percentages. For example, when someone offers 1,000 dollars for 5% of a company, it means that in their view the company is worth 20,000 dollars. When investing in companies, that parameter is important, because owners want the company to be worth as much as possible in the eyes of investors. I think that concept is the only thing that might confuse some players, if they have never come across startups and funding. That's why, when bidding against other investors, the game calculates and shows that value (the valuation) above the offer, so the player can easily compare offers with what the company is asking for.

In any case, there are different difficulty levels, but the game is pretty hard to "lose". Players have plenty of room even if they don't grasp all the mechanics straight away.

Steam reviews of your earlier games often praised your great communication with players. What are the key lessons you've learned from the community, and how did you apply them to Angel Investor Simulator?

MILAN: I usually announce a beta on Discord a few months in advance and give access to interested players.



So they play the game before it comes out, and then a lot gets tightened up and tuned to work the way players expect. I think it's very important to listen to what players complain about, especially if several of them mention the same thing. Then changes need to be made, but it's key to solve the problem within the vision and principles of the game itself, which doesn't always match what players had in mind.

The most important thing is to show willingness to change the game. Some developers are stubborn about how certain things in the game should work. Personally, my view is that I'm not the one who should tell players how to have fun in the game. I have absolutely nothing against someone playing the game completely differently from how I imagined it. I think you need to be flexible there, especially with single-player games, where everyone has their own experience.

The ideas and concepts for your games have always been super original and interesting. Do they all come from your interests outside the world of gaming?

MILAN: Definitely. In this case I should mention that I graduated from the Faculty of Economics (Business Informatics) and later did postgraduate studies at FON (Faculty of Organisational Sciences), so the combination of economics, management and IT has always interested me.

Describe your experience of showcasing games at Steam Next Fest.

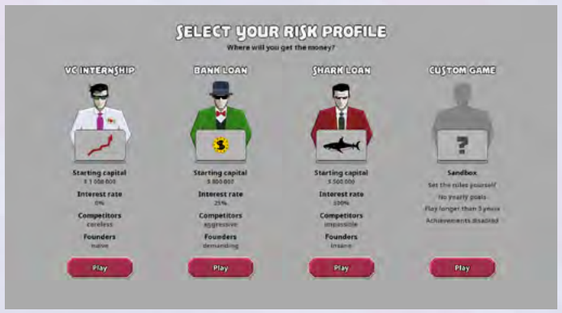
MILAN: So far only Clutchtime has been in Next Fest, so I don't have much experience. From what I've seen, and heard from successful teams, Next Fest should be just one of the steps in promoting a game. In Clutchtime's case specifically, Next Fest contributed only about 12% of the total number of players who showed interest (Steam wishlists). It's best to enter a game in Next Fest as the last step before launch, so it already has followers waiting to try the demo, which ranks the game higher within the festival itself.

Thanks, and good luck with development and the release!

MILAN: Thanks!

If you like the combination of business strategy and economic management, add Angel Investor Simulator to your Steam wishlist!







CLIVE BARKER'S HELLRAISER: REVIVAL FINALLY GETS A RELEASE DATE

Almost a year after its first announcement, Saber Interactive has finally revealed the release date for Clive Barker's Hellraiser: Revival in a new trailer. A treasury of terror, brutal slaughter and unimaginable horrors, brought to us by Serbian studio Mad Head Games, it officially arrives on October 8, 2026. The game will be available on PC, PlayStation 5 and Xbox Series X/S. You can watch the uncensored version of the trailer here.



Clive Barker's Hellraiser: Revival comes in standard and deluxe editions. If you're ready to spend more, there is the Genesis Collector's Edition, as well as the limited Leviathan Edition, which besides the game brings the OST, an art book, a Cenobite statue and much more.

The latest project from Mad Head Games is a single-player action horror game with survival elements and a big focus on story, following a young man named Aidan in search of his beloved. Actor Doug Bradley also returns as Pinhead for the first time in almost 20 years.

Clive Barker, horror author and writer of the original novella The Hellbound Heart on which the Hellraiser series is based, has been involved in development as an expert consultant from the very start. This will be the third video game with "Clive Barker's" in its name, after Clive Barker's Undying (2001) and Clive Barker's Jericho (2007). It is also the first video game in the Hellraiser franchise ever - before it, Pinhead only appeared as a DLC character in Dead by Daylight.

If you can't get enough Hellraiser, you can read our interview with Vid Rajin, one of the earliest members of Mad Head Games, here.



UBISOFT CLOSES ITS STUDIO IN BELGRADE, LAYS OFF AROUND 100 EMPLOYEES!

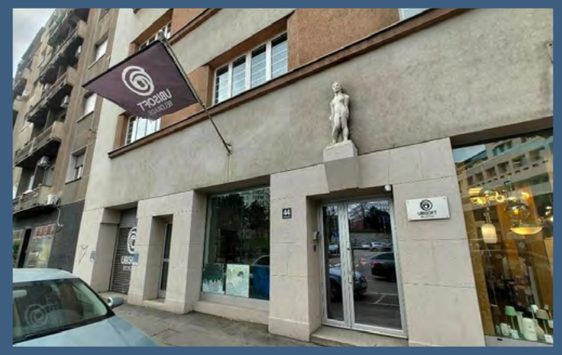
The Belgrade studio under the Ubisoft umbrella is officially closing its doors. Many local, regional and foreign developers have fallen victim to Ubisoft's new "reorganisation", which on June 10, 2026 also hit studios in Winnipeg, Barcelona and San Francisco.

According to available information, around 100 employees of the Belgrade studio lost their jobs when it closed, while the total number of layoffs worldwide is estimated at 380. We don't know further details, so we don't know whether any of these employees will be moved to projects in other teams. Either way, this is a sad moment for the Serbian games industry, full of talent that can stand shoulder to shoulder with the biggest AAA giants.

Founded in 2016, Ubisoft Belgrade boldly stepped into the world of gaming as a small ten-person team, which grew significantly over the years. It took part in the development of many well-known Ubisoft-branded titles, including Assassin's Creed Shadows, Riders Republic, Tom Clancy's Ghost Recon Wildlands, the upcoming Assassin's Creed Black Flag Resynced and many others.

Just five months ago Ubisoft carried out major company-wide internal changes, when Prince of Persia: The Sands of Time Remake and other unannounced titles were cancelled.

From falling share prices and cancelled games to studio closures and a complete reorganisation of the company, Ubisoft is in an extremely unenviable position. It isn't only players who are unhappy with the path the French company is taking; employees and union members have also been very vocal on the subject. All things considered, it seems Ubisoft needs a miracle to survive the next few years.





GRANDMASTERS ALEKSANDAR INĐIĆ AND ALEXEI SARANA WILL REPRESENT SERBIA AT THE ESPORTS NATIONS CUP

Alexei Sarana and Aleksandar Indjić have been officially announced as the chess players who will defend our country's colours at this year's Esports Nations Cup.

The Esports Nations Cup (ENC) is a prestigious international tournament where the world's best esports players will compete as national teams. The first edition of the event, which takes place from November 2 to 29 in Riyadh, is organised by the Esports World Cup Foundation (EWCF), the organisation also behind the Esports World Cup, which holds the record for the biggest prize pool in esports history.

The ENC will bring together national teams from Europe, North America, South America, the MENA region, Africa, Asia, and Southeast Asia and Oceania, competing in team and individual disciplines including League of Legends, Apex Legends, Trackmania, Street Fighter, chess and many others.

Based on his high rating, as determined by the organisers, Sarana received a direct invitation to the tournament in Riyadh, and he will also play in Fnatic colours at this year's Esports World Cup. He won't be Serbia's only representative, as Aleksandar Indjić has also secured his place in the tournament through the qualifiers.

The road to Riyadh wasn't easy for Indjić. Qualification for ENC 2026 is built around regional stages, where players have to get through online tournaments on Chess.com. The system works so that a series of regional tournaments eliminates the weaker players, while playoff stages lead to the final list of participants. Of the 128 spots in the main tournament, as many as 56 are filled through these regional qualifiers, while the rest are allocated through direct invitations based on standings in the Champions Chess Tour, as well as special wildcards. Indjić showed exceptional concentration in the first stage of these qualifiers, securing a sure ticket for November.

At the time of writing, Indjić and Sarana are the only confirmed Serbian representatives for the ENC. Qualifiers for other esports disciplines are still under way - we have tried our luck in LoL, Dota 2 and Valorant, and our players soon face qualifiers for PUBG, PUBG: Mobile, Rocket League and Counter-Strike 2.





BEST-SELLING GAMING FRANCHISES

1. Units sold (millions): **893.5**

2. Units sold (millions): **520**

3. Units sold (millions): **515**

4. Units sold (millions): **500**

5. Units sold (millions): **470**

6. Units sold (millions): **350**

7. Units sold (millions): **325**

8. Units sold (millions): **230**

9. Units sold (millions): **212**

10. Units sold (millions): **204**

TOP ANNOUNCEMENTS FROM THE SUMMER GAMING EVENTS



UNTIL DAWN 2

After more than ten years of waiting, the cult horror Until Dawn gets a sequel that brings an even tenser atmosphere and the familiar mechanic where every decision you make shapes the characters' fate.

The story follows a group of YouTubers who go "ghost hunting" and fake their footage for views. The crew makes a fatal mistake when they pick their next filming location, where they come face to face with a real and deadly threat.

One of the game's strongest assets will be the cast lending their faces and voices to the characters. The lead roles are played by Peter Stormare (Until Dawn), Dacre Montgomery (Stranger Things) and gamers' favourite Neil Newbon, known for playing Astarion in BG3. Until Dawn 2 comes out in 2027.



ALIEN: ISOLATION 2

Alien: Isolation is widely considered one of the best horror games ever, and two years after it was confirmed that the sequel is in development, Creative Assembly surprised us with a new trailer.

The first game is set 15 years after 1979's Alien. Trapped in a forgotten space station, we were prey to a relentless Xenomorph, and it seems its hunt has now spread beyond Sevastopol. This suggests we will also explore open outdoor locations, abandoned colonies like those in the film Aliens, and perhaps even caves full of facehugger eggs.

The release date hasn't been confirmed, but since the game is in pre-alpha, it probably won't see the light of day before 2027.

GOD OF WAR LAUFEY

State of Play ended with an announcement that will radically change one of PlayStation's biggest series. Santa Monica Studio unveiled God of War Laufey, and the biggest shock for fans is that Kratos, for the first time in the franchise's history, hands the lead role to someone else, as his late wife Faye takes the stage!

Faye awakens in the afterlife of the gods, the world of Everywhen, where deities from different mythologies fight for supremacy. She won't be alone on this journey, as she will be helped by the cosmic cube Phranque and the magical ribbon Rue.



Alongside the already confirmed remake of the original trilogy, Laufey is being developed as a PS5 exclusive. The release date hasn't been revealed yet, but there is speculation that the game arrives as soon as 2027.

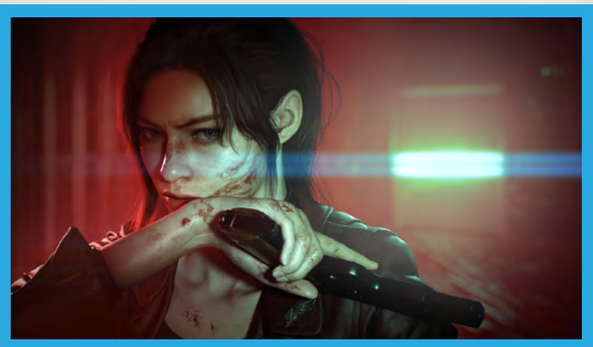
BLOOD MESSAGE

In cooperation with 24 Entertainment, NetEase Games showed a new trailer for its first single-player game, Blood Message, an action-adventure inspired by real events in Chinese history.

Blood Message isn't about famous generals and legendary warriors, but about ordinary people whose stories are often forgotten in history books. Players take on the role of a nameless messenger who sets off with his son on a dangerous journey to deliver a message of crucial importance.



The game puts a big focus on story, with gameplay combining action, combat and stealth. Blood Message has been confirmed as a linear game, but it will give players plenty of room to explore.



RESIDENT EVIL CODE: VERONICA

Now we move on to Summer Game Fest and the announcement of a remake of another classic Resident Evil game. With the first trailer showing a drastic leap in graphical quality and atmosphere, it was confirmed that Resident Evil Code: Veronica will be in players' hands in 2027.

Following the original's story, this remake takes us on another dark adventure with Claire Redfield. The plot follows Claire as she continues the search for her brother Chris, which leads her to the notorious Rockfort Island prison. After a surprise attack and the spread of the T-virus, Claire will have to fight for survival, exploring bases in Antarctica and uncovering the dark secrets of the mysterious Ashford twins, as well as the true motives of the twisted Umbrella Corporation.



GUILD WARS 3

Although we already knew Guild Wars would be part of this year's Summer Game Fest, few expected a bombshell like this. As the first sequel in this famous series since 2012, Guild Wars 3 is ready to delight all MMO fans!

The developers highlighted the unique open-world and combat systems that form the backbone of a completely new MMO experience. With that in mind, the team especially praised the controls, which will be compatible with both keyboard and the PS5 controller.

Beta testing is planned to start in autumn 2027, while the exact release date will be announced later. The studio confirmed that this doesn't mean it will stop work on Guild Wars 2, or on the GW1 Reforged version.



WOLF AMONG US 2

Fans of classic Telltale adventures can finally breathe a sigh of relief, as Bigby Wolf returns in 2027! The road to this game was extremely rocky, since it was announced back in 2019, while Telltale went through big changes in the meantime, including the studio's closure in 2018.

Although a full 13 years have passed since the first game, The Wolf Among Us 2 will pick up directly from the events of the original. We will once again take on the role of the sheriff of Fabletown, charged with keeping order among fairy-tale characters and solving dark mysteries and murders in the modern world.

That's not all, as a remaster of the first game was also announced for this holiday season. If you haven't played the original, this is the perfect opportunity!



SENUA

The Hellblade series gets a third chapter named after its heroine, Senua. This time the Celtic warrior is trapped between life and death in a conflict with supernatural forces as she tries to reach the afterlife and be reunited with her loved ones.

The Showcase presentation featured the first gameplay trailer from a pre-alpha build, while launch is planned for 2027. Unlike the previous game, Senua won't be an Xbox exclusive, and is coming to PC and PS5 straight away.

Just weeks after the announcement, it was confirmed that Ninja Theory is facing closure. We don't yet know how this will affect development and release, or whether anyone will buy the studio from Xbox.

STELLAR BLADE: BLOOD RAIN

Studio Shift Up officially unveiled Stellar Blade: Blood Rain with a trailer showing a new heroine, an urban setting and the spectacular action the original is known for.

Instead of Eve, this time players will control a girl named Evie. The team points out that the similarity between their names is no accident and hints that there is an important link between the two heroines that will be revealed through the story.

Stellar Blade launched as a PS5 exclusive before arriving on PC, but this time Blood Rain will be



self-published by Shift Up. Although the release date isn't known yet, it was confirmed that the game has been in development for a year and that most of the team behind the first game is working on it.

SPYRO: A REALM BEYOND

As one of the highlights of the presentation, Xbox announced that Spyro the purple dragon returns in 2027 with a new adventure called A Realm Beyond, which will be available on all major consoles and PC. This will be Spyro's first new game since 2008's The Legend of Spyro: Dawn of the Dragon. The last Spyro release was 2018's Spyro Reignited Trilogy, a collection that brought remakes of all three original games from the first PlayStation.

In the late 90s and early 2000s, Spyro was considered one of PlayStation's mascots, side by side with Crash and Lara Croft. That's why he definitely deserves a new game - we just hope the gameplay lives up to its enchanting visual style!





FINAL FANTASY VII: REVELATION

Square Enix has finally revealed the name and rough release date of the third and final part of the Final Fantasy VII Remake trilogy. The game arrives in spring 2027 on PC, PS5, Xbox Series X/S and Nintendo Switch 2 and will carry the subtitle Revelation.

The new trailer put Sephiroth front and centre, along with the many creatures Cloud and his party will face. It also showed that players will be able to explore the world using the airship Highwind, and that Revelation will bring the biggest open world in the whole trilogy so far. Square Enix boasted that with the third part of the trilogy it has perfected its hybrid combat system, which combines dynamic real-time battles with fast party management.



THE LEGEND OF ZELDA: OCARINA OF TIME REMAKE

The last announcement comes from Nintendo Direct and is one of the most exciting on this list. Some 28 years after the cult original, The Legend of Zelda: Ocarina of Time Remake comes out in 2026 as a Nintendo Switch 2 exclusive.

The first trailer only briefly showed what Link will look like, and in the background we can hear the familiar sound of the ocarina. Nintendo will reveal more information in the coming months, and some sources say the release date is planned for late in the year, that is, the holiday season.

Like its contemporary Super Mario 64, Ocarina of Time is considered one of the most influential games, not only within the Zelda series but in the history of the entire games industry.

AUTHOR
Stefan Mitov Radojičić

DEAD AS DISCO

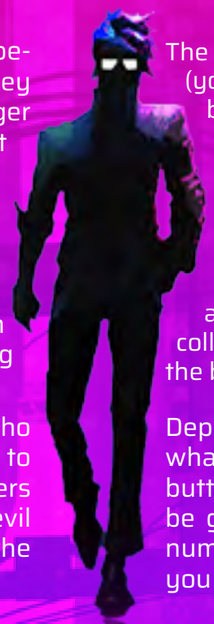


BRUTAL BRAWLING TO A DANGEROUS BEAT



Rhythm games aren't that widespread or especially popular in the gaming world, so they more often appear as mini-games in bigger titles we would put in another genre. But lately more and more rhythm games have been appearing, each adding its own personal touch to the core of the genre, namely rhythm and music. We have had such games with deep emotional stories, RPG elements and combat systems, mostly tactical, but with Dead as Disco we get all-out action brawling in real time and at a fast pace.

The story follows Charlie Disco, a drummer who died many years ago. He now comes back to life for one night to defeat the former members of his band, free them from the control and evil influence of the Harmony company and get the band back together.



The gameplay seems very simple at first glance (you "just" hit enemies to the beat of the music), but it actually demands serious skill, especially since the combat style is practically like in the Batman Arkham games. Unlike most rhythm games, where the action lasts until the song ends, here, at least in the story levels, you will play until you finish the whole level, with the music constantly accompanying you. Of course, if you want to collect the most points, you will have to follow the beat of the music with maximum precision.

Depending on how well you hit the beat and at what moment you press the counter-attack button, the damage you deal to enemies will be greater. On top of all this, there is a solid number of special moves and modifiers that you unlock as you play and after every boss fight. At first Dead as Disco doesn't visually show the rhythm, or beat, but you can turn that on in the options. Otherwise, you just follow the rhythm by ear.

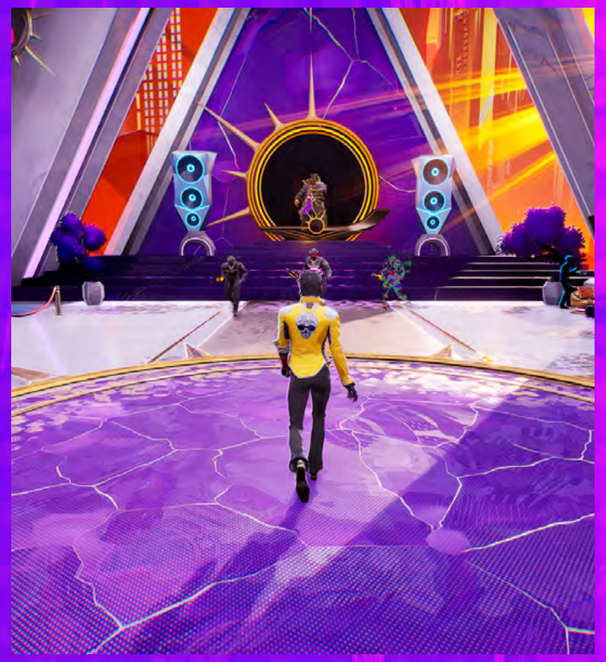
The story levels (there are four for now, with three more to be unlocked later) each consist of one song and one boss you have to beat at the end.

DEAD AS DISCO SPANS LOTS OF MUSIC GENRES, SO YOU'RE SURE TO FIND SOMETHING YOU'LL ENJOY

There are also transitions between locations within levels that are absolutely spectacular. Whatever you play, story or challenge mode, you earn fans, or points, which you spend on upgrading your abilities, unlocking things around the base and customising the main character.

What isn't in the game yet but will be added later is a multiplayer mode, which will surely be extremely chaotic. Still, there is a leaderboard where you can see how well your friends did in levels and challenges, and you can of course turn on Infinite Disco and just play the songs in the game or the ones you added yourself.

The game's visual design is absolutely spectacular and pretty over the top, especially in the story levels. It can often happen that your attention drifts away from the fight when you stare at the details in the background, and sometimes you'll have





no idea what's going on because of the amount of effects and colours on screen. But that isn't necessarily a bad thing for this game, because the chaos actually makes every level and fight even crazier and more fun, even on replays. Music is of course the game's main asset. From original tracks to already popular songs, the music really thrilled me, and the range of genres Dead as Disco covers is sure to hit on something you'll like. The game also has voice acting that is relatively half-done (recorded only for key story moments), so I hope it will be complete when it leaves early access.

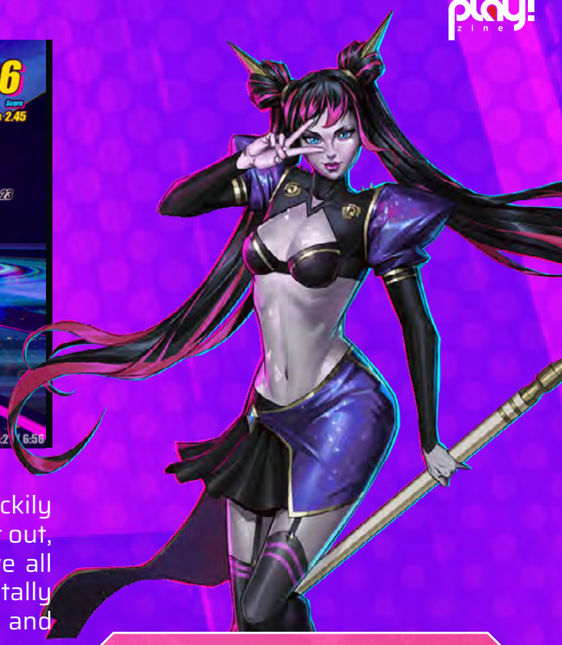


Being in early access, it's realistic to expect bugs. Luckily there are minimal ones here - a little optimisation to sort out, some hitbox and misinput issues to remove, and above all better-synced animations, and everything will be totally fine. None of the current problems are really serious, and none of them will ruin your experience or stop you playing.

Even though it isn't finished yet, Dead as Disco is well worth your attention, especially if you like rhythm games or brawlers. One of the best moments in action films or series is when good music kicks in during a fight, and such scenes are almost always remembered. Well, the whole of Dead as Disco is a collection of such moments. To make things even better, you can bring these moments to life with songs you add yourself!

THE GAME LETS YOU ADD YOUR OWN SONGS





RECOMMENDED PC SPECS

OS: Windows 10
CPU: Intel Core i5-6500 / AMD Ryzen 5 1400
GPU: Nvidia GTX 1060 / AMD Radeon RX 580
RAM: 8 GB
SSD/HDD: 20 GB

DEVELOPER:
Brain Jar Games, Inc

PRICE:
€23.79

PLANNED RELEASE DATE:
2027

STEAM LINK: HERE

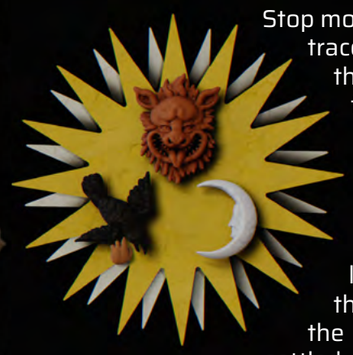
- ✓ Extremely fun gameplay
- ✓ Constant progression
- ✓ Great music
- ✗ The odd stutter, bug and missed hitbox
- ✗ An occasional misinput

Game provided by: Pirate PR

AUTHOR
Božidar Radovanović



A SQUISHY PICTURE BOOK



Stop motion animation traces its roots back to the era of the first films. The masters of the seventh art back then often used it to overcome early cinematic challenges, while in the second half of the 20th century it settled into the world of animated films, and later into some video games. Whatever the medium, stop motion has always fascinated me. Worlds created in this style of animation always seemed surreal to me, and yet extremely real and organic. Whether because of the tangibility of all the living and non-living beings that inhabit them, or the imperfection of their jerky movements, these worlds sometimes drew me in faster than some classic animated works. One such world belongs to the point & click adventure The Neverhood.

Built entirely from plasticine, The Neverhood lives through stop motion. While watching a few clips of this almost 30-year-old game, I stumbled on All Living Things completely by chance, and I was instantly hooked. I wasn't surprised, since the game is not only charming and beautifully animated, but also has a note of mystery that comes partly from the art style and partly from the gameplay, which I'll come back to later.

The theme and style are inspired by a 14th-century manuscript, an ancient handbook for alchemists searching for the philosopher's stone. Like its source of inspiration, All Living Things sits on the edge of the real and the unreal, which is perfectly captured by MOXO, the solo artist/developer from Croatia behind the whole project.

What kind of gameplay would a game like this have? I believe many guessed point & click, puzzle or hidden object before looking at the tags on Steam. That's natural, since this type of game shines brightest in those genres. I went into the demo expecting the gameplay to be closely tied to the theme, within realistic limits of course, but I have to admit I was disappointed.

You know when you get stuck in a point & click and don't want to listen to the little devil on your shoulder who keeps whispering that you should look at the hint, so you frantically start combining every item in your inventory, with each other or with every available object in the world, hoping to find the solution or a way forward? That's how I felt every second of playing the All Living Things demo.

The gameplay essentially comes down to clicking objects in a certain order, but I couldn't find any sense in it. The lack of concrete instructions fits nicely with the whole atmosphere and theme and never bothered me, but I really couldn't figure out what All Living Things wanted from me. I also have no problem with games that reduce gameplay, or player actions, to a minimum and lean more towards presentation, visual detail, music and narrative, but in this case I felt completely lost.

With every correct click and solved puzzle there should be some sense





of progress and satisfaction, but my experience was somehow the opposite. When the "Thanks for playing" screen appeared, I didn't know what to think.

Maybe I'm missing the point and simply didn't understand the message All Living Things is sending. Still, I somehow have no desire to go back and check out the demo again in its current state, even though it only lasts about ten minutes!

All Living Things is built on the foundations of an interesting idea that awakens a mysterious feeling of curiosity, wonder and even awe, very carefully packaged into a divine work of art with soul. Every model is authentic and every animation creepily good, which further highlights the game's flaws.

All Living Things is currently in a limbo between a video game and an interactive picture book. No release date has been given, but I hope MOXO manages to find a balance, and above all a link between the gameplay and the visual side, into which he has obviously put an enormous amount of effort.

RECOMMENDED PC SPECS

OS: Windows 10 64-bit
CPU: Intel i5 8300H
RAM: 8 GB

DEVELOPER:
MOXO

PLANNED RELEASE DATE:
TBA

STEAM
LINK: HERE

REVIEW

AUTHOR
Igor Totić



LINK'S MORE INTERESTING BROTHER AND ZELDA'S INCREDIBLY BORING FRIEND



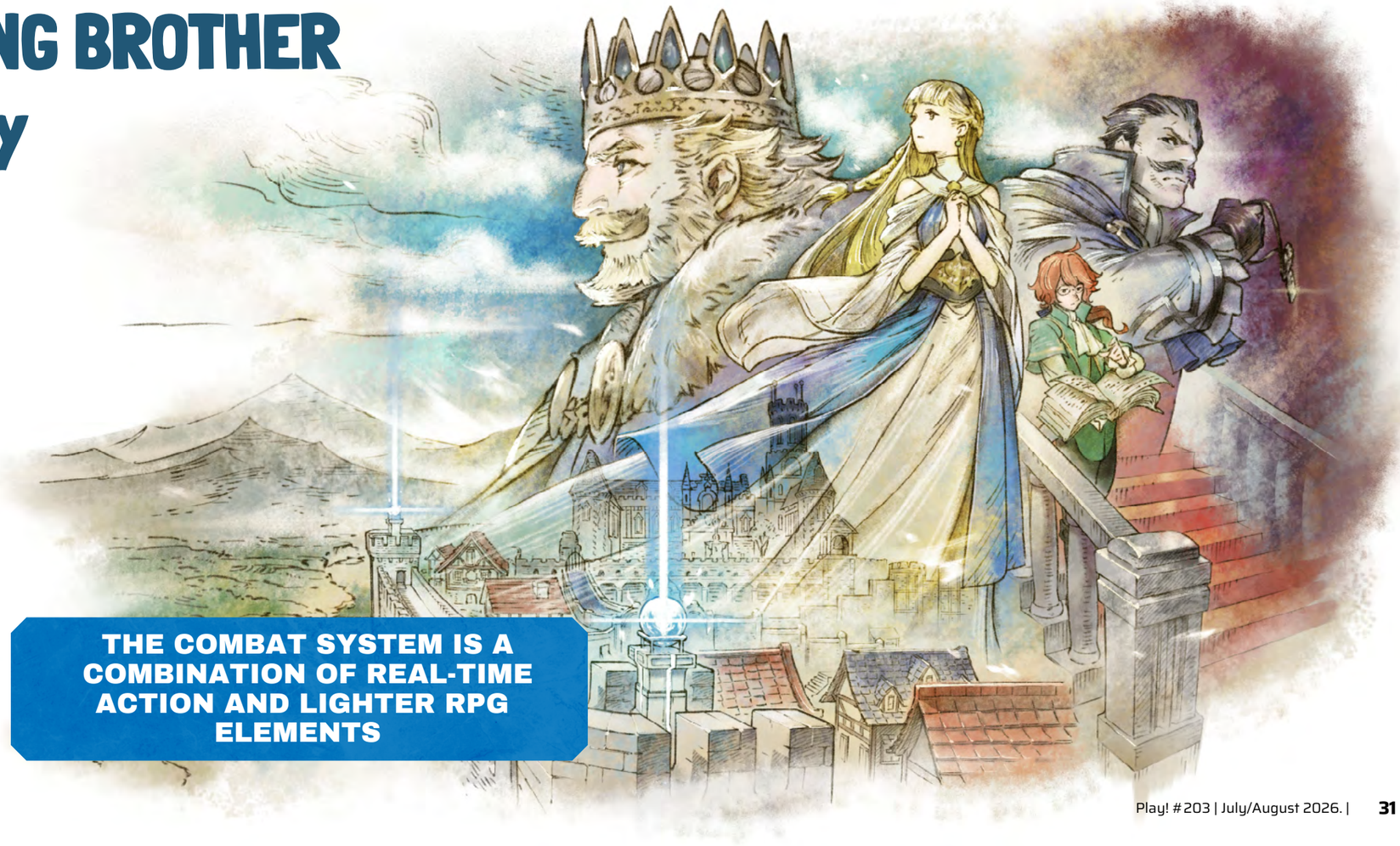
What happens when you take the extremely pretty graphics of the Octopath Traveler games and make a modern Zelda instead of a JRPG? In short, you get The Adventures of Elliot: The Millennium Tales. Although we have had indie Zelda clones before, unlike the others Elliot truly radiates a homage to the old Zelda games, and does it very well. At a time when more and more games rely on proven formulas, huge open worlds and endless lists of activities, The Adventures of Elliot: The Millennium Tales is a breath of fresh air that recalls a period when adventure, exploration and storytelling came first. This title manages to combine the classic spirit of the action-adventure with modern presentation, creating an experience that will especially appeal to fans of traditional RPGs and adventure games (not to say OG Zelda fans).

The story follows the young adventurer Elliot, who unexpectedly finds himself at the centre of events that threaten to change the fate of the world. What at first seems like a simple quest soon grows into an epic tale of ancient civilisations, lost secrets and powers hidden from the world for centuries. The narrative isn't especially revolutionary, but it's written well enough to hold your attention constantly. The characters Elliot meets on his journey have their own motives, personalities and development, which makes the world feel more alive than you would expect at first glance.

Elliot is accompanied by Princess Heuria, who is connected by Bluetooth to his earrings and just won't shut up. I get that this is a homage to Navi from Ocarina of Time, but they overdid it. There's an option to reduce how much she talks, but then it comes down to constantly repeating a few phrases. "Hey, you picked up a diamond, hey, you found a checkpoint, hey, nice job killing that enemy..." and round and round and round... She is incredibly annoying, and she isn't the only companion who does this.

World design is one of the main strengths of this adventure. From forgotten temples and dense forests to underground ruins and ancient cities, every area has a unique identity. Exploration will reward you with hidden items, extra stories and secrets, and it's especially commendable that the game rarely holds the player's hand.

The combat system is a combination of real-time action and lighter RPG elements (and of course it's a lot like Zelda, for example Link's Awakening). During the adventure Elliot gains new abilities, weapons and special skills that gradually expand his options in combat.



THE COMBAT SYSTEM IS A COMBINATION OF REAL-TIME ACTION AND LIGHTER RPG ELEMENTS



There is also a system of gems you collect and craft into passive abilities for weapons, so you can put together a basic build (I like to min/max games). Fights are dynamic and varied enough not to become monotonous even after dozens of hours of play. Still, genre veterans will probably notice that enemies sometimes don't offer enough challenge, especially during the middle part of the campaign. The difficulty is mostly well balanced, but at times a more serious tactical approach is missing.



Puzzles are an important part of the experience and are often integrated directly into exploring the environment. Their complexity is mostly at an accessible level, which means they rarely lead to frustration, but they manage to break up the rhythm between fights and exploration. Some of them make special use of the environment and Elliot's abilities, giving a sense of satisfaction when the solution is finally found.

Visually, the game is gorgeous. Beyond that I have nothing special to add - if you like the fantastic design of the Octopath games with crumbs of Bravely Default, you'll like Elliot's Adventures. The panoramic vistas and rich colour palette that give every area a recognisable look stand out in particular. The compositions fit nicely into the atmosphere of each area and often recall the golden age of JRPGs.

WORLD DESIGN IS ONE OF THE MAIN STRENGTHS OF THIS ADVENTURE



Despite its many qualities, Elliot sometimes stumbles. The story's pacing occasionally slows down, so some missions feel like unnecessary padding of the campaign. The progression system could have been deeper, while greater enemy variety in the later stages of the game is more than needed to keep up the momentum.

The Adventures of Elliot: The Millennium Tales may not redefine the genre, but it manages to deliver what many modern games often forget - a sense of adventure. The combination of exploration, likeable characters, interesting locations and accessible action makes it a game I can easily recommend to anyone who loves classic adventures with more modern production. Though I think Elliot is best played on handheld devices such as Switch 2 or Steam Deck; somehow it looks more "at home" there.



RECOMMENDED PC SPECS

OS: Windows 11
CPU: AMD Ryzen 3 3100 / Intel Core i5-8600K
GPU: AMD Radeon RX 5600XT / NVIDIA GeForce GTX 1660 Ti
RAM: 16 GB
SSD/HDD: 20 GB

PLATFORMS:
PC, PS5, Xbox Series X/S, Nintendo Switch 2

DEVELOPER:
Square Enix, Claytechworks, Team Asano

PUBLISHER:
Square Enix

TEST PLATFORM:
PS5

PRICE:
€59.99

SCORE 8,5

- ✓ Great sense of exploration and discovering secrets
- ✓ Style and design
- ✓ A very pretty Zelda clone
- ✗ Princess Heuria won't shut up
- ✗ Occasional dips in story pacing
- ✗ Weak enemy variety

Game provided by: IRIS MEGA

REVIEW

AUTHOR
Igor Totić



Gothic REMAKE

YET ANOTHER “NOT FOR EVERYONE” GAME

I never played the original Gothic. It was somehow on my radar, but it never drew me in enough. It didn’t help that Diablo II: Lord of Destruction and Max Payne came out around then, and above all Serious Sam. Not to mention GTA 3, which arrived a couple of months later. What I mean is that I wanted to shoot more than I wanted to read, and I was 14 at the time. The first announcement of Gothic Remake stirred up a bit of dust, so I started following its development.

A few years ago a prototype of the remake was released, and the community’s reactions were explosive, to say the least. Fans were furious about the bright colours, an overly chatty protagonist and a combat system that was more reminiscent of modern action games than of the harsh, dark and uncompromising experience of the original. Developer Alkimia Interactive then went underground, listened to the voice of the people and made a decision rarely seen in the modern industry - they redid almost everything from scratch.

NO FLASHY MARKERS ON SCREEN TO LEAD YOU BY THE HAND

The result of those years of work is Gothic 1 Remake, a game that stands proudly as proof that the hardcore RPG design of the start of the millennium can absolutely be modernised without losing its soul.

You play the Nameless Hero, who is thrown into the Mining Valley on the island of Khorinis. The valley is sealed by a magical barrier that prevents anyone from escaping, while the inside is controlled by prisoners who rose up in revolt and took over the mines of magic ore. The King is forced to negotiate with them to secure resources for the war against the orcs, and you fall into that hornets’ nest as an ordinary courier with a letter that could change the fate of the whole world.

What sets Gothic apart from modern RPGs is the complete absence of any form of pandering to the player. Alkimia Interactive made the brave decision to fully keep the original’s philosophy that the player doesn’t belong at the top of the food chain. When you are thrown behind the barrier at the very start, you have no map, no compass, and a minimap doesn’t exist as an on-screen option at all. You have to get to know the world through conversations with characters, observing your surroundings and remembering landmarks. If a guard in the Old Camp tells you that a certain character is near the north gate behind the smithy, that is the only signpost you will get.





THE WORLD'S REACTION TO YOUR ACTIONS IS TRULY FASCINATING

No flashy markers on screen lead you by the hand to your goal.

This approach to exploration creates a level of immersion that is almost impossible to find today. You have to listen carefully, read your journal and rely on your own intuition (KCD, I'm looking at you). The Mining Valley in its Unreal Engine 5 version looks equally beautiful and terrifying. Dense, dark forests pierced by fog, claustrophobic canyons and the rusty, improvised wooden structures of the camps exude an authentic "Euro-jank" atmosphere, but with a technical polish befitting the current generation of hardware.

The combat system has undergone the biggest changes compared to the original, but it has kept its essence. At the very start of the game, your character holds a sword or a rusty pickaxe with both hands, swings clumsily and slowly, and leaves enemies huge openings for a counter-attack. Even the most ordinary Molerat or Scavenger (bird-like creatures reminiscent of dinosaurs) can kill you in two hits if you aren't careful. You spend the first few hours of the game mostly running from everything that moves, collecting crumbs of experience and trying to survive.

Progress isn't reflected only in simply increasing stats and damage numbers. Once you gain enough levels and invest points with a trainer for one-handed weapons, your character's animations change completely. Your hero starts holding the sword in one hand, his stance becomes steadier, and his swings faster and easier to chain into combos. The team has brilliantly conveyed that sense of physical progress, where the player sees with his own eyes how he goes from an ordinary clumsy street brawler to a trained warrior.

Enemies have got considerably more advanced AI (though it isn't perfect). Wolves now attack you in packs and try to get behind you while one keeps you in check. Combat demands patience, precise timing of blocks and dodging. Using magic and ranged weapons such as bows and crossbows is considerably more intuitive than in the original thanks to modern aiming with a mouse or analogue sticks, but it still requires a serious investment in resources and training with mentors. One of the pillars of the original Gothic was the faction system, which has been expanded and deepened here. The world is dominated by three camps: the Old Camp, which relies on trade with the King; the New Camp, which plans to break the barrier with a magical explosion; and the Swamp Camp, whose members worship a mysterious being called the Sleeper. Each camp has its own unique culture, architecture, rules and missions you have to complete to win their trust.

The world's reaction to your actions is absolutely fascinating. NPCs have strict daily routines - in the morning they wake up and go to work in the mine or on guard duty, in the evening they sit by the campfire, drink beer and talk, and at night they go to sleep. If you walk into someone's hut in the middle of the night and start rummaging through chests, the owner will wake up, raise the alarm and at best beat you up and rob you (I hate this mechanic because it's funny and awful at the same time). In Gothic, murder isn't an everyday occurrence among people inside the camps. If you lose a duel or a guard catches you stealing, you'll usually be beaten, left without your gold coins (or nuggets of ore, which serve as currency) and weapons, but you'll survive. However, characters will remember that you're trouble, and that will affect their willingness to trade with you or give you missions in the future.

Missions are designed to intertwine and often offer several solutions. There is no clear division into good guys and bad guys, because in the colony everyone looks out exclusively for themselves. You constantly have to weigh up whom to side with and whom to cheat to secure better armour or a better position in society.

From a visual point of view, the remake is a real breath of fresh air. The lighting delivered by Lumen technology in Unreal Engine 5 transforms the Mining Valley. When the sun sets behind the mountains of Khorinis and the shadows of the trees stretch across the muddy paths, the game looks simply incredible. Rainstorms are spectacular, with realistic reflections on armour and on the puddles that form on the ground. The audio is equally impressive, with re-recorded music by the original composer Kai Rosenkranz and completely new, professional voice acting that has considerably raised the level of drama in the dialogue.

However, all this graphical luxury comes at a high price. Gothic 1 Remake is a technically very demanding game. On consoles the game is locked to 30 FPS, which may bother players used to smoother performance in modern action titles. On PC the situation isn't much better, and for a stable FPS at

MISSIONS INTERTWINE AND OFTEN OFFER MORE THAN ONE SOLUTION









THIS REMAKE IS PROOF THAT RPG DESIGN FROM THE TURN OF THE MILLENNIUM CAN BE MODERNISED WITHOUT LOSING ITS SOUL

higher settings frame-generation and resolution-reconstruction technologies are a must. On top of that, the remake suffers from occasional technical shortcomings, glitches with NPCs getting stuck in geometry and occasional crashes to desktop. The team is actively working on patches, but the current state requires a certain amount of patience and frequent saving.

Gothic 1 Remake is not a game for everyone, and that is probably its greatest quality. The team didn't try to make something that would appeal to an audience used to light, automated RPG experiences where the game rewards you for every step. This is a harsh, dark and deep game that demands your full attention, time and a tolerance for a high initial difficulty.

Once you get through the tough first hours, learn the paths of the Colony by heart and go from a complete outsider to a respected member of one of the factions wearing powerful armour, Gothic offers a level of satisfaction that few modern games can replicate. Despite the technical problems and optimisation that needs more polishing, this is a superb example of how a remake of a cult game should be done - with enormous respect for the source material and without fear of compromise with modern trends.

RECOMMENDED PC SPECS

OS: Windows 10/11 64-bit
CPU: Intel Core i7-7700K / AMD Ryzen 5 3600X
GPU: Nvidia GeForce RTX 3070 Ti / AMD Radeon RX 6800 XT
RAM: 32 GB
SSD/HDD: 60 GB

PLATFORMS:
PC, PS5, XBOX Series X/S

DEVELOPER:
Alkimia Interactive

PUBLISHER:
Alkimia Interactive, THQ Nordic

TEST PLATFORM:
PC

PRICE:
€49.99

SCORE 8,7

- ✔ Exploration
- ✔ Visible character progression
- ✔ Atmosphere
- ✘ Optimisation
- ✘ Technical bugs
- ✘ Some frustrating quirks

Game provided by: THQ Nordic

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REVIEW

AUTHOR
Miloš Živković

GOOD OLD JAMES BOND IN A NEW LIGHT



If, like me, you loved playing secret agents and detectives as a kid, chances are you were James Bond at least once. You only have to mention his name and the legendary opening scene immediately appears before your eyes, where through a gun barrel we watch Bond walk in, stop, spin around in a flash and take out the opponent behind the “camera” with a single shot. With its famous musical theme, that short intro has remained one of the best-known symbols of the film industry for decades, and awakened in many of us the wish to step, if only for a moment, into the role of the world’s most famous secret agent.

During the nineties and early 2000s, a large number of video games inspired by Bond’s adventures were released, aiming to give players the chance to live through his dangerous missions, spectacular chases and spy assignments. Ethan Hunt would probably have something to say about this, but this time I’ll stick to my own opinion.



After 2011, Bond practically disappeared from the gaming scene, and in the last fifteen or so years we have had only a few titles based on the franchise. The game in front of us today, 007 First Light, is the fourth in that period, but also a new beginning. Unlike previous titles, it takes a different approach to the famous agent and tries to tell the story from a completely new angle.

What will very quickly become clear, as we hinted in the introduction, is that 007 First Light differs significantly from previous Bond games. This time you don’t take on the role of the proven agent 007, but of a young James Bond who is only just trying to find his place in the world of espionage. Full of confidence, energy and a desire to prove himself, Bond has yet to earn the reputation we all know so well.

From the very start the game makes a strong impression with an excellent prologue, followed by varied missions. While playing you will get the impression that 007 First Light is a kind of combination of several well-known titles. At certain moments it will remind you of Hitman, which is no surprise since IO Interactive is behind both titles, above all because of the option to complete tasks quietly and through infiltration. At other moments the game recalls Mafia with its cinematic atmosphere and the way the story is told, while some action sequences are irresistibly reminiscent of Uncharted. Depending on the mission you’re on, one of these styles will come to the fore more.

AT TIMES IT RECALLS HITMAN, AT OTHERS MAFIA, AND SOMETIMES UNCHARTED

This approach brings great variety and means the game almost never becomes monotonous. Still, there is another side to the coin. At times you will get the impression that someone threw all these ideas into a blender, so some segments don’t feel connected enough. This applies especially to some stealth missions, where the dialogue and the way Bond gets the information he wants or solves problems can be rather naive and not very convincing. Some of these situations can be avoided with a different approach, but in some missions they are unavoidable, so you will almost certainly notice what we have pointed out.

Graphically, the game looks very good, and at times truly impressive. However, while some locations and character models look





almost photorealistic, in other scenes less convincing details and somewhat less natural animations are noticeable. Because of this, the game's visual identity lacks a certain consistency, and the music and sound effects leave a similar impression.

WITH FIREARMS, FOCUS MODE LETS YOU SLOW DOWN TIME

The combat system is probably the game's greatest asset, especially hand-to-hand combat. You have several techniques at your disposal to very efficiently send enemies to the floor to mop it with their faces. The grappling mechanic stands out in particular - grabbing, throwing and using enemies or the environment during a fight - which at times is irresistibly reminiscent of scenes from cult action films.

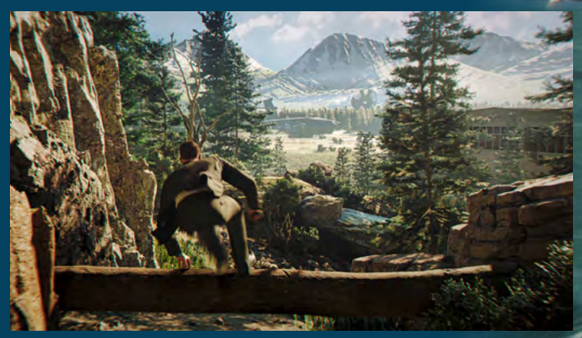
For firearms, one of the more interesting options is Focus mode, which slows down time at the press of a button and allows more precise aiming. On top of that, the game often encourages you to plan your action in advance and use the environment to your advantage. Many objects can be sabotaged or activated at the right moment to make your task easier.

You can combine both combat systems to neutralise enemies as efficiently as possible. For example, you can shoot the weapon out of an enemy's hand, then charge in and finish the job Tom Brady style. On top of that, the game also lets you bluff, distract enemies or lure them into a darker part of the room to take them out unnoticed.

I won't reveal too much about the story itself. Suffice it to say that it faithfully follows the spirit of the Bond franchise and is filled with interesting and memorable characters who further enrich the whole adventure. Serbian players will surely be surprised by one nice detail - on several occasions Bond speaks our language too. Also, we're sure you'll be surprised to see some of the characters in this very game. No, it isn't Kristijan Golubović, if he was the first one you thought of.

DIALOGUE CAN BE REALLY UNCONVINCING







My overall impression of 007 First Light is very positive. The game successfully combines nostalgia for the old Bond adventures with a modern approach to gameplay, so both long-time fans of the franchise and those meeting Bond for the first time will enjoy it. Action, espionage, interesting characters and a dose of suspense are exactly what has always graced this universe, and First Light successfully brings that into the modern era of gaming.



JAMES BOND SPEAKS SERBIAN IN THIS GAME



RECOMMENDED PC SPECS

OS: Windows 10/11 64-bit
CPU: Intel Core i5 13500 / AMD Ryzen 5 7600
GPU: NVIDIA GeForce RTX 3060 TI / AMD RX 6700 XT
RAM: 16 GB
SSD/HDD: 80 GB

PLATFORMS:
PC, PS5, Xbox Series X/S, Nintendo Switch 2
DEVELOPER:
IO Interactive A/S
PUBLISHER:
IO Interactive A/S
TEST PLATFORM:
PS5
PRICE:
€69.99

SCORE 8

- ✔ Excellent combat system and stealth mechanics
- ✔ A story in the spirit of the best Bond films
- ✔ Varied and dynamic missions
- ✘ Unconvincing dialogue in some situations
- ✘ Inconsistent level of graphical detail

Game provided by: Press Engine

AUTHOR
Stefan Mitov Radojičić

ECHOES of the PAST
MASEYLIA

ECHO FROM THE THIRD DIMENSION

Every so often indie teams release pretty solid metroidvanias, which is really impressive given how widespread the genre is, and the fact that these independent studios often have only a few members. The latest example of this phenomenon is Maseylia: Echoes of the Past, a title made by one man with the help of his brothers.



The intro gives us a brief history of the people you belong to and why you now live underground. In short, space explorers landed on your planet and weren't exactly well-meaning. Many years later, your tribe is on the brink of extinction, and it's up to you to find a way to the surface and learn along the way what happened to your world. You'll get most of the rest of the story either by exploring areas or through messages you find.

We don't see metroidvania platformers in a 3D world that often any more. When they do appear from time to time, they are mostly very simple and based more on individual levels than on an open world you can explore, and in other cases they are so focused on action that you practically forget they are metroidvanias. Maseylia sits somewhere between these two extremes - the gameplay itself is solid, and the platforming isn't hard and doesn't demand superhuman precision, but I have to say that some other aspects of the game are rather odd.

For a start, platforming in a 3D environment is much better with a keyboard and mouse. Since this is a metroidvania, you will often get new movement abilities, be it a dash, double jump, glide, slide or grapple. Some of these abilities will be indispensable while exploring, while others, such as the grapple, are a bit irritating to use because they have no auto-lock and demand absolute precision.

The combat system is extremely simple, without any special modifiers. You'll use a staff to beat enemies in close combat, or a bow to fire projectiles at flying and more distant enemies. The bow is especially problematic, because its projectile can often hit some objects and stop even though your crosshair is on the enemy, while it simply passes through other objects in the environment. Enemies are very weak at first, but as the game progresses you will more often avoid them than engage. Fights against stronger enemies are very exhausting, especially since they are one of the main sources of gold. You use gold to buy practically everything in the game, from teleport points, location markers and the map to gold-bag upgrades and other improvements. Prices aren't astronomical and you'll collect plenty over time, but finding enemies or gold-bearing rocks is still tiring, since it takes a long time to unlock everything. And you'll often have to remember where the merchant is from whom you haven't yet bought an upgrade or bonus.

ALTHOUGH THE GAME IS SET IN A FULL 3D WORLD, IT LACKS VERTICALITY



You'll earn a good share of the upgrades through hidden zones with a specific platforming challenge.

Challenges like these are always hard in the metroidvania world and you'll struggle plenty here, but the funniest part is that you can't teleport back to the start once you complete a challenge - you'll have to go back the same way!

Maseylia: Echoes of the Past isn't too hard a game, but it is rather unpolished. You have access to the map from the very start, but you have to buy new sections and unlock flag points to use it at all. You can move, rotate and tilt the map, but none of that will help you get your bearings - if anything, it makes it worse. Although the game is set in a full 3D world, it lacks verticality, which is a real missed opportunity. Had the map been presented in 3D instead of as a 2D image, it might have been more useful for finding your way.

The graphics are minimal, but very colourful and pretty. Maseylia is inspired by an old comic-book style, but many zones only have a gradient of a couple of colours, and that's it for variety.

YOU'LL EARN UPGRADES THROUGH HIDDEN ZONES WITH A SPECIFIC PLATFORMING CHALLENGE

Every area will look pretty at first, but it will very quickly become monotonous, at least visually. The music, on the other hand, is really great.



Every track fits perfectly with the location it represents and beautifully conveys the atmosphere of the world.

Unfortunately there's no voice acting, but in this case I didn't see that as a problem. Still, I have to say that the balance between sound effects and music isn't always quite right, so some sounds are either too loud or too repetitive.

At the time of writing, optimisation was by far my biggest problem, but the developers have already got well stuck into fixes. Unfortunately, there are still bugs and places where you can get stuck while exploring, plus projectiles that pass through things and hit invisible walls.

If you're a metroidvania fan and want to experience the genre from a different perspective, you should give this title a chance. For the price it asks, I think it's worth supporting the team and giving them a springboard for their next project. Just keep in mind that Maseylia is in a somewhat rough state, but the situation is improving day by day.



MASEYLIA: ECHOES OF THE PAST IS AN UNPOLISHED GAME

RECOMMENDED PC SPECS

OS: Windows 10 64-bit
CPU: Quad-core Intel / AMD 2.5 GHz
GPU: GTX 1660
RAM: 8 GB
SSD/HDD: 10 GB

PLATFORMS:
PC

DEVELOPER:
Sol Brothers

PUBLISHER:
Sol Brothers

TEST PLATFORM:
PC

PRICE:
€16.99

SCORE 5,5

- ✓ Solid platforming
- ✓ Interesting world
- ✓ Great music
- ✗ Simple and somewhat clumsy combat
- ✗ Bugs and optimisation
- ✗ Odd gameplay design decisions

Game provided by: Sol Brothers

REVIEW

AUTHOR
Milan Živković



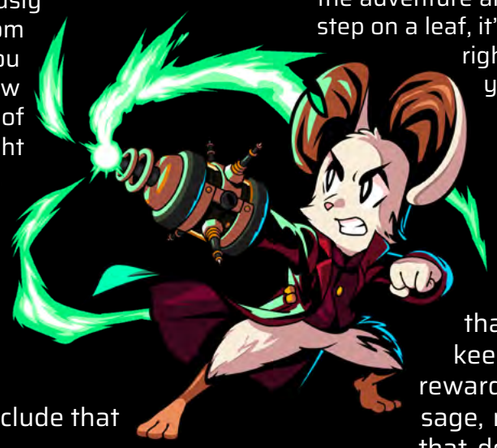
BURROW, HA-HA-HA-HA-HA!

If you love old, eight-bit, hard action-adventures, then here is a title that fits that description very well. Mina the Hollower is a game that wins you over at first glance with its looks and charm, but the more time you spend with it, the clearer it becomes that this time Yacht Club Games decided to put nostalgia ahead of accessibility.

Everything they did a decade ago with the Shovel Knight series, where they showed how old ideas can be modernised without losing their identity, has here fallen victim to a different direction. So we got a game that often tries to recreate old games with all their virtues, but also with the flaws we may have forgotten or that nostalgia has softened over time.

THE WORLD IS VIVID, FULL OF DETAILS AND SECRETS THAT CONSTANTLY MOTIVATE YOU TO KEEP PLAYING

The story begins mysteriously and grabs your attention from the very start. Mina is, you know - an innovator. That's how she came up with a whole set of "spark generators" that brought progress to the modern world, but unfortunately stopped working under mysterious circumstances. As a result, the island of Tenebrous sinks into chaos, and Mina of course sets out to find out what really happened.



It won't take you long to conclude that things aren't quite what they seem. Characters hide their motives, allies aren't always who they claim to be, and the atmosphere constantly balances between creepy, black humour and absurd situations that will surely make you laugh.

If you ask me, all this is the key blend that makes the adventure ahead of us special. I mean, if you step on a leaf, it's only proper to go to its funeral, right? Well, if you play this game, you'll have to accept even something like that as a completely normal situation. With a certain dose of laughter, of course.

The world of Mina the Hollower is vivid, full of details, secrets and unusual events that constantly motivate you to keep playing. Exploration rewards you, so every hidden passage, new gadget or side event has that dose of satisfaction only video games can provide.

All things considered, in practice and especially on paper, Mina the Hollower has all the elements that make a masterpiece. And if you're a fan of games with retro style and gameplay, chances are huge that you'll really enjoy playing this title.

On the other hand, I, a big fan of retro aesthetics, 8-bit and chiptune music, of the games Mina the Hollower draws inspiration from and of gaming in general, found a series of flaws here that stemmed precisely from the things I adore. So I can freely say that playing this game was a very confusing experience for me. But let me explain.

Perhaps the game's greatest strength, but also its flaw, is its visual style. The screens are full of detail, the animations extremely charming, and the retro aesthetic radiates care and love for the eight-bit era of video games. But what looks great to a casual passer-by doesn't always work equally well for the person actually playing the game.

Yes, old games didn't have high resolution, but here I had the impression the pixels would swallow me. Playing it on a big TV, I was astonished at how much nostalgia and retro style can work against the game, and against your eyes. Traps blend into the background, obstacles look like decoration, and paths aren't always clearly separated from their surroundings. Paradoxically, the game puts enormous effort into the amount of detail, but its own graphic style keeps that detail from shining.

It's like taking a mobile phone from 2003 and trying to capture the beauty of yours truly with it.





Such an irresistible face goes to waste when it hides behind a handful of megapixels... Ahem!

The amount of detail and care that went in simply loses its sharpness if the camera and style can't show the effort. For years I've said I adore pixelated graphics because they don't highlight detail but leave it to the imagination, letting your mind create what you want to see. But even there there's a limit, and this is such a low level of data that not even the most powerful "upscale" could rescue it.

Still, the game has an option to change the resolution or pixel density. In fact, the whole option is rather confusing, but it helped me shrink the screen size so I could better digest what I was looking at while playing on the TV. Fortunately, in handheld mode on the far smaller screen of the Switch 2, things were much more bearable.

The situation is made even harder by the fact that the game is completely 2D. That isn't a flaw in itself, but here it often becomes an extra limitation. The lack of depth affects almost every segment of the gameplay. Sometimes it isn't easy to judge an enemy's distance or hit a target precisely, so many failures will immediately look like a programming error, a bug or simply an unfair situation that should have been polished. Situations during platforming and falling into chasms, moments that can easily cost you your life or send you back to a distant, earlier part of the level.

This brings us to perhaps the biggest problem of the whole game – the design of obstacles in the levels. Mina the Hollower seems to adore holes. I don't mean the ones she digs herself, but that almost every area is full of chasms, traps, moving obstacles, wind, lightning and enemies that easily knock you back and push you onto all these nasty elements. I had flashbacks to playing the first Ninja Gaiden on the NES from all the falling and bouncing off enemies...

True, none of these mechanics are bad. But when the game piles them on top of each other, instead of a challenge you just feel tired.

Finally, a detail from the days when games came with a booklet explaining how to play them. The game has exactly such a manual, and if you don't read it, you're left to yourself and "trial and error", where you have to learn from your mistakes. This is very frustrating. Expect situations where you come across an obstacle that is simple to get past, except you don't know how. And so you lose ten minutes of your life for good...

Now, the team seems to have been aware of all this, so besides deliberately leaving everything in the game to drive us mad, it also gave us the option to "cheat". And the cheating comes in the form of a special menu with over 60 (!) options to make the game easier. From ones that make Mina simply invincible to some that feel like they should have been in the game from the start.

Although all these options require you to first start the game and get properly annoyed until you work out everything that bothers you, the very fact that you can modify the experience so that it's more pleasant for you made me raise the final score a little. Without these options, I think Mina the Hollower would be one of the most irritating gaming experiences of all the games released this decade.



OLD GAMES WEREN'T HIGH-RES, BUT HERE I FELT THE PIXELS WOULD SWALLOW ME

Since I've devoted most of the text to moaning, let's devote a paragraph to praise too. Because somehow it's easier to describe everything that's good in one go, compared with the flaws that completely confused and baffled me.

The game has lots of content, lots of interesting locations and characters and a generally excellent atmosphere. Combat, when it works, is a lot of fun, and the exploration we've already mentioned is in a class of its own. Gear and secrets that encourage experimentation give this title particular depth.

Yes, Mina the Hollower clearly draws inspiration from Zelda, Castlevania and even soulslike titles, but it manages to define its own identity. Perhaps the most similar experience I've had to this one was Gremlins on the NES. A hard game that demanded precision and didn't forgive mistakes now seems to have been reincarnated in a far more complex and open form, telling me – I have everything you love, but that doesn't mean you'll like me.

So I conclude: whether you love this style or not, there are no guarantees. You have to try this game to see if it's for you. When I, who adore its elements, find limitations and flaws in them, something is clearly off. This is one of those rare games that thrill me on paper and while I talk about them. But while I play them, I'm puzzled as to why I don't enjoy them far more.

The only advice I can give in the end is – don't give up. If the first few hours put you off, try at least one more hour. It's incredible what honed motor skills can do when a ton of quality hides beneath a thick layer of inaccessibility.



PERHAPS ITS GREATEST STRENGTH AND FLAW IS ITS VISUAL STYLE



RECOMMENDED PC SPECS

OS: Windows 8+ 64-bit
CPU: Intel Core 4th Gen / AMD Bulldozer
GPU: : Intel HD 5000 / Radeon HD 7000 / Nvidia 900 Series
RAM: 4 GB
SSD/HDD: 860 MB

PLATFORMS:
PC, PS5, Xbox Series X/S, Nintendo Switch 1/2
DEVELOPER:
Yacht Club Games
PUBLISHER:
Yacht Club Games
PRICE:
€20.49
TEST PLATFORM:
Nintendo Switch 2

SCORE 8,4

- ✓ Fantastic atmosphere and a memorable world
- ✓ Rich exploration and lots of secrets
- ✓ A host of modifiers fixes the difficulty problem
- ✗ Retro visual style hurts readability
- ✗ Overly punishing level design

Game provided by:
Yacht Club Games

the Neverhood



THE GAME'S DESIGN USED UP 3.5 TONNES OF PLASTICINE

Imagine waking up one morning in a world made entirely of plasticine, including its inhabitants. Confused, lonely and surrounded by a surreal landscape that stretches into infinity, you try to find your way home, wandering the clay paths of this bizarre world. This is the story of the point-and-click adventure The Neverhood, which follows the hapless Klaymen and his search for the truth.

The Neverhood stood out above all for its visual style, presented in a special kind of stop motion (frame-by-frame) animation called claymation, which films objects made of clay-like materials. So the whole world of The Neverhood is built entirely from plasticine!

While other point-and-click adventures of the time leaned towards more modern mechanics, The Neverhood went all in on minimalism. Communication with other characters was non-verbal, while the puzzles were mainly based on the player's surroundings, which reminds us most of 1993's Myst.

Designer Doug TenNapel created the world of The Neverhood in 1988, and seven years later founded a company of the same name with several developers who had worked on Earthworm Jim and its sequel. At the time, DreamWorks Interactive, Spielberg's studio, was looking for new, unusual projects, a great opportunity for TenNapel and The Neverhood. Spielberg personally approved the project, and the rest is history.

Critics loved the game, but sadly its sales were extremely poor. The Neverhood moved into platformer waters with the sequel Skullmonkeys, which, unlike the original, didn't do well at all.







AUTHOR
MILOŠ HETLEROVIĆ

ERGONOMIC COMBO, SOFT AS A PILLOW

LOGITECH SIGNATURE COMFORT PLUS COMBO MK 880

Logitech keeps adding new models, and now it has decided to expand its Signature collection with a new keyboard and mouse set. At Logitech the Signature line is now roughly upper mid-range, a little below the MX line but still aimed at serious business users and people who really want quality from their peripherals.

Behind the rather long name is a keyboard and mouse set whose primary goal is to give business users the most comfortable peripherals possible, so they can focus on their tasks rather than wondering whether their hands will cramp from all the typing and so on. First of all we have to praise the keyboard, which is in a way the spiritual successor of the "broken" ergonomic keyboards of some 20 years ago. Logi has clearly learned its lesson in that area - the keyboard is no longer split in two, but its main feature is a gentle "hump" in the middle that lets your hands sit in a more natural position during long typing sessions than with a completely flat

TOP-NOTCH ERGONOMICS IS ONE OF THE BIGGEST STRENGTHS OF THE COMFORT PLUS COMBO



keyboard. On the other hand, the device has an integrated palm rest that is made of what we can freely call a phenomenal material - a kind of memory foam covered with a very fine outer layer that feels really pleasant under your hands. Finally, the keyboard itself can be raised quite a bit higher than standard models using the supplied feet at the back, so in that sense too your hands will be in a more natural position, which deserves every praise.

The second part of this set is a mouse that has definitely taken some design cues from their MX series, but it's a touch smaller. I'd say that is actually a plus, because quite a few users, especially those with smaller hands, have often found MX mice simply too bulky. In a way, it's like looking at the "younger brother" of the MX Master. Of course, the materials here are mostly plastic combined with rubberised areas where you grip the device, but bear in mind that these rubberised areas are again very pleasant and comfortable to use. Logi even calls this part a palm cushion, which is perhaps a slightly exaggerated description, but it really is very comfortable. The mouse sits very nicely in the hand, but note that it is designed exclusively for right-handed users.

Top-notch ergonomics is one of the strengths of the Comfort Plus set, but it fits very nicely with the features Logitech has implemented

THE PALM REST IS MADE OF A PHENOMENAL MATERIAL



so that these devices serve business users above all. It deserves great praise that the Signature series now also has buttons that let you easily switch between up to three different devices you control with the mouse and keyboard, be it a desktop, laptop, tablet, TV or something else. One more interesting novelty should be pointed out: this device now connects exclusively via Bluetooth, not through its own USB receiver, which is somewhat logical, since this class doesn't call for spectacularly fast data transfer as with gaming peripherals, or the high level of security and encryption reserved for the MX series.

Furthermore, many elements have been added to make users' lives easier. The keyboard has dedicated keys for video calls, so you can easily mute the microphone, turn off the camera and so on, and of course there is the increasingly popular dedicated AI key. Naturally, the whole set of function keys can be used in an alternative media mode, and that functionality can be fully customised through the Logi+ app. The mouse, on the other hand, has two extra buttons on the side, plus one on top that by default changes the sensor's DPI sensitivity, and you can also assign other func-





tions. The scroll wheel also deserves special praise, as it allows extremely fast scrolling through long documents or web pages. It should also be pointed out that both the keyboard and mouse are practically silent when clicking, so the comfort is designed not only for the user but also for the people who share an office with them.

Technologically, we don't expect anything spectacularly new here. The keyboard has classic membrane keys that work very solidly, while the mouse is fitted with a 4,000 DPI optical sensor. That's nothing special compared with gaming models, but that isn't the primary purpose of this set, and if you play the odd game it will be quite enough for most uses. On the other hand, a lot of attention has been paid to making sure you don't have to change the batteries often, so although the keyboard runs on two AAA batteries and the mouse on one AA, their expected life with normal use is 36 and 24 months respectively, so you'll really very rarely have to worry about it.

We have to admit we're extremely pleased that Logitech is paying more and more attention to its Signature series of peripherals, because it can be interesting to the widest circle of users for everyday activities, which increasingly involve mixing business and private obligations, working from home, video calls and the like. We have already met some Signature models, such as the Slim Solar+ K980 we have already covered, and the Signature Slim MK950, which is already out and which we can't wait to get our hands on. The set we have now tested focuses on comfort, the solar keyboard is geared towards fully autonomous operation, while the MK950 aims to be a set that puts the emphasis on saving space and smaller dimensions, which is also interesting.

All models in the Signature series, however, share some common features, such as connecting to several devices at once and switching easily between them, a focus on boosting productivity and quality build. The Signature line is practically what Logitech believes users want as quality peripherals for both home and work, given that the two are increasingly intertwined.





THE MOUSE DESIGN IS DEFINITELY INSPIRED BY THE MX SERIES, BUT IT'S A TOUCH SMALLER



WHY DOES THE STEAM MACHINE COST A FORTUNE?

Announced in November 2025 together with a new controller and VR headset, the Steam Machine caught the attention of gamers, who immediately wondered how much the device would cost and how it would perform. After months of delays and uncertainty in the midst of the current crisis, Valve has finally revealed its price.

In a new blog post we learn the price of the Steam Machine in different configurations: the 512 GB model - €1,039; the 512 GB model bundled with the Steam Controller - €1,108; the 2 TB model - €1,359; the 2 TB model bundled with the Steam Controller - €1,428. Keep in mind that the device isn't officially available in Serbia.

Valve addressed the high price in the same post, saying it depends directly on the cost of components that come from many manufacturers around the world. When the company started developing the device in 2023, it believed it had a good idea of how hardware component prices would move in the coming years. However, Valve didn't expect the shortage and significant rise in the price of RAM and storage components, which is why the final price, they say, is higher than originally planned. The original price wasn't revealed, but some insiders say the increase is "probably similar" to the Steam Deck's. With that in mind, the Steam Machine would probably have cost around 750 euros before.

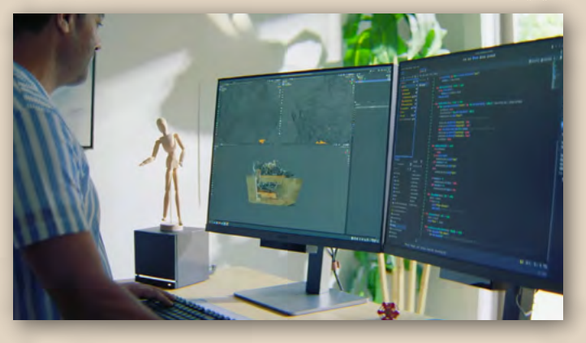
In a later post, Valve spoke openly about the challenges of sourcing memory components and its relationship with the world's biggest manufacturers, saying there is very little room for negotiation with these companies.

Valve explained that memory manufacturers significantly limit the quantities that companies not linked to big AI data centres can buy, while prices change from month to month. Such companies reportedly can't even sign long-term contracts with memory manufacturers.



"There are no contracts. Every month they propose a price and say: 'You can buy this many units.' If we turn them down, that's the end. They'll never call us again."

Due to limited supply and market fluctuations, some Steam Machine units will ship with a single 16 GB RAM module, while others will come with two 8 GB modules. Although that isn't an ideal solution, Valve says internal testing showed no significant difference in performance between the two configurations.





AUTHOR
STEVAN STAROVIĆ

SPAWN MAGNETIC KEYBOARD

I TURNED MYSELF INTO A KEYBOARD MORTY!

The Spawn brand has been present on our market for some time, primarily with gaming chairs that have become very popular thanks to their robust construction, very interesting motifs and really solid build. Now they are expanding into gaming mechanical keyboards, but with a completely unexpected offer – models with licensed characters from several big franchises, which will certainly be extremely interesting to gamers who are their fans.

The name of this keyboard model doesn't even come close to hinting at the interesting products that arrived for testing. We had the chance to try the same keyboard in three different versions from three different franchises – Batman, Rick & Morty and Looney Tunes. Besides these, there is also a Harry Potter version, but unfortunately we didn't get to try it. Essentially it is the same product, but we have to admit the designers did a really great job.

The box has an outstanding design and very high-quality build, so you're sure to be pleasantly surprised when you open the keyboard itself. Honestly, I liked the Batman variant best, because it also has the most custom keys, which are "decorated" completely differently from what we would expect, and overall its design stands out the most from established norms. Then there is the Rick & Morty design, which is a touch more restrained but full of fun jokes from the animated series. Perhaps the least interesting design is Looney Tunes, themed on the old cartoons dominated by Bugs Bunny, Sylvester the Cat, Daffy Duck, Wile E. Coyote, Road Runner and others. What sets this model apart, though, is a very interesting font for the letters, which adds extra flair but may not suit every user. That may be the only complaint we have about all the models - although they are beautifully designed, some things will take getting used to before you work out where each key is, especially if you don't touch-type, precisely because of that interesting design.

YOU CAN CHOOSE BETWEEN BATMAN, RICK & MORTY OR LOONEY TUNES MODELS







MAGNETIC SWITCHES ARE GREAT FOR TYPING AND GAMING

When we look at the build itself, it really is top-notch - it's quite heavy, sits nicely on the desk and the materials are very high quality. It should be pointed out that this is a fairly compact 68-key keyboard, of course without a numeric pad, but with separate arrow keys. Interestingly, it has a slot on the side for a strap you get in the box, so if you carry it, you can hang it around your arm, a solution we haven't seen before. The packaging is also full of all kinds of goodies, including a metal badge with matching motifs, a keycap puller, extra keycaps, and transparent keycaps for the arrow keys. The braided USB-C cable that connects the device to the computer is especially interesting: at the very end, where it plugs into the keyboard, it is coiled like old landline phone cords, which adds extra flair. At the back there are feet that let you raise the keyboard to a very suitable angle for comfortable typing, while it still stays very stable on the desk.

In this case Spawn opted for magnetic mechanical switches, which are somewhat different from classic ones and comparable to brown mechanical switches. An extra advantage of magnetic switches is that the keypress is registered via a magnet, so the switches last considerably longer than purely mechanical ones, with the manufacturer saying each key is expected to withstand around 50 million clicks. Another good thing is full anti-ghosting on all keys, and the fact that the device communicates with the computer at a polling rate of as much as 8,000 Hz. The keyboard also has RGB lighting, which unfortunately doesn't stand out at all in well-lit rooms because of the colour of the keycaps, which are mostly colourful, but in the dark it looks much better.

THE PACKAGING IS EXCLUSIVE AND COMES WITH LOTS OF EXTRAS

We can especially praise the new software Spawn offers with this model, in which you can adjust the lighting and key functions down to the smallest detail. That's why it's interesting that there are also shortcuts for some effects, printed on a special piece of cardboard you get with the device. I don't see the logic of anyone learning them by heart when everything can be done with a couple of clicks, but it certainly can't hurt.

Spawn Magnetic Keyboard offers a really nice magnetic-mechanical typing experience with very good build and a fairly affordable price. However, the main asset of this model is actually its branding - if you really, really love one of these franchises, you simply have to get the Spawn Magnetic Keyboard. On the other hand, if you aren't a big fan, the design may put you off this model a bit, because at times it can be too loud. In the end, it all comes down to individual taste, and there's certainly no point arguing about that.





AUTHOR
MILOŠ HETLEROVIĆ

LOGITECH G305 X SUPERLIGHT

A NEW VERSION OF A PROVEN RECIPE

On the gaming scene, the G305 is one of Logitech's longest-lived products - it launched back in 2018, which is a staggering success in the world of technology. And it's easy to see why the G305 was so popular: it had Lightspeed wireless technology, a solid sensor, a universal shape and a decent price. However, everything eventually needs a little improvement, so we got the new version of this model for testing.



G305X HAS A RECHARGEABLE BATTERY

At first glance at the box and the device itself, you get the impression that almost nothing has changed, because the design is very similar to what we're used to from this veteran. But as soon as you pick up the mouse, the difference is obvious, and it's defined by the Superlight suffix - the device weighs only 59 grams, and you really feel it compared with its predecessor. It must also be noted that the predecessor ran on one AA battery, which by itself weighs 20-25 grams depending on the type, so it's clear that this is exactly where Logitech wanted to make a difference. The battery is now built into the device and of course rechargeable via a standard USB-C cable, which comes in the box. Although AA batteries are handy because you surely have some around the house and can always swap them quickly, we're more and more used to charging all kinds of gadgets, and on the other hand it significantly reduces waste as well as the weight of the device itself. Also, you can use the mouse normally while it charges,





THE DEVICE WEIGHS ONLY 59 GRAMS

and if the cable really bothers you, it's good to know that just two minutes of charging gives three and a half hours of extra use, which is realistically the time you'd spend finding another AA battery. Then again, battery life itself is somewhat shorter, but still a very respectable 135 hours of gaming.

As for the rest of the mouse's exterior, it is almost completely unchanged - it's still a fully symmetrical shape (except for two extra buttons under the right thumb) and sits very nicely in the hand. The plastic is good quality, the buttons respond well and the wheel is comfortable. Even the DPI button stayed in the same place, but interestingly the plastic around it and the wheel has changed, and is now transparent with LED lighting underneath, which is an interesting visual touch. On the underside there is a place where you can store the wireless USB receiver, which is good, but there's no question of Powerplay and similar technologies, as with more expensive models.

The Logitech G305 has always been known for a solid sensor. That doesn't change in this incarnation either, so the G305X gets the latest Hero 44K sensor with a resolution of up to an incredible 44,000 DPI. The question always arises whether that's really necessary, since realistically the 12,000 DPI of the old model was perfectly fine, but we certainly won't complain that the sensor is now even better. As for connectivity, there is the standard Lightspeed via the USB receiver, which offers the best possible performance, equivalent to a wired connection, but for the first time this model also offers Bluetooth. We really welcome this, because with its design and shape the G305X fits nicely into any business environment, so it makes perfect sense to connect it, for example, to a laptop via BT when you need it for work, and use it with the Lightspeed receiver when you want to play.

FOR THIS MODEL, LOGITECH USED ITS BEST HERO 44K SENSOR

We'd say the G305X Superlight is truly the right measure of evolution of the tried-and-tested concept the G305 brought. It now has an internal rechargeable battery, a bit of RGB lighting, it's significantly lighter, has a seriously better sensor and the option to connect via Bluetooth. On the other hand, everything that made the G305 so successful has been kept, in terms of the familiar feel in the hand and simplicity of use, so the new model seems to nicely combine the best of both worlds. Of course, given that we're comparing it with an eight-year-old model and that the world has changed significantly in the meantime, the G305X Superlight also brings a price increase of around 20 units of foreign currency over its predecessor, but we'd say that is fully justified by the new features it brings, and it still offers one of the best value-for-money propositions in mid-range peripherals.

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