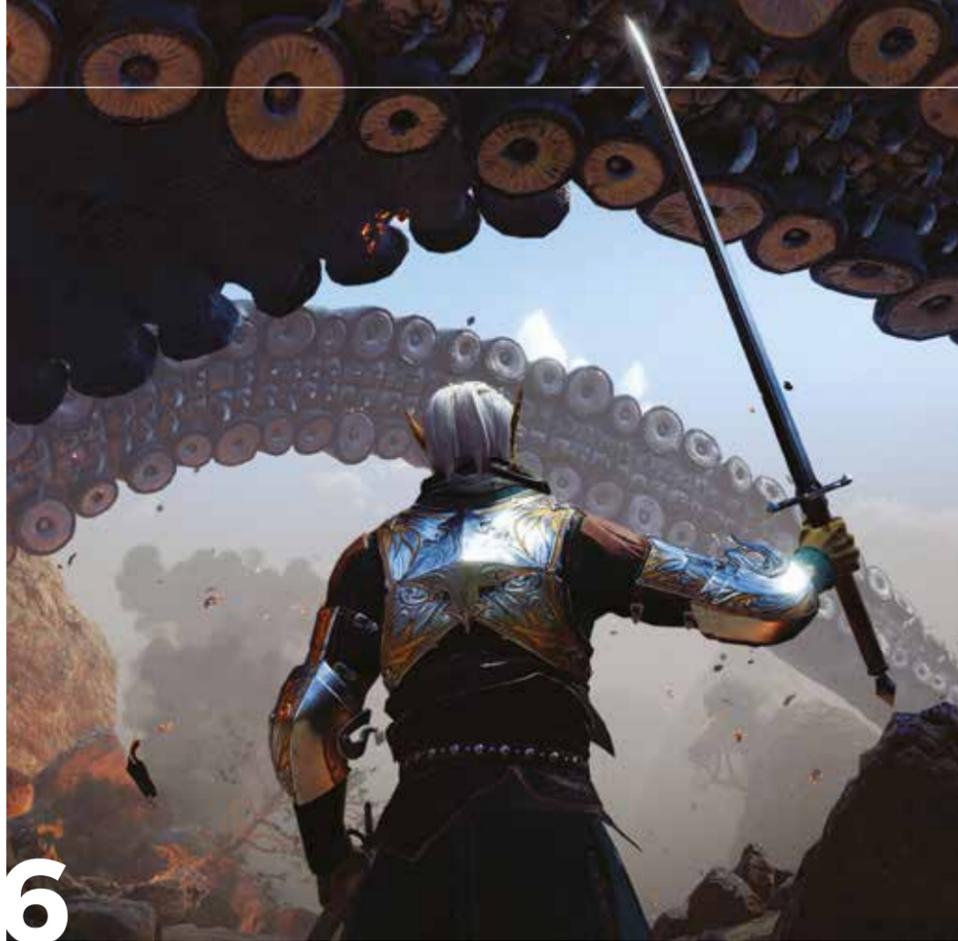


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WELCOME

The dawning of a new console generation is exciting, alright, but it can also be a painful one for those who want to join in the fun, but can't afford to splash £450 on their hobby just before Christmas. So while the Xbox Series X may be Microsoft's full-fat current-gen offering, I've found myself unexpectedly smitten by the Xbox Series S. Sure, its spec isn't as mouth-watering as its bigger brother, but it still has plenty going for it. First, it looks absolutely lovely under a television: its compact form factor is visually appealing, and brings it in line with the more svelte consoles of generations past. But more than that, it brings current-gen gaming to people who might otherwise find themselves priced out of the market. Coupled with Xbox Game Pass, the Series S opens up a whole library of triple-A titles and indie games to a broader audience.

The teenage version of myself would no doubt have lusted after the Series X, but its price tag would've placed it far out of my reach; at £200 cheaper, the Series S would've been a more realistic proposition. This contrasts sharply with my memories of the Sega Saturn's announcement in the mid-nineties; as a Sega fan, it was harrowing to learn of its price at launch: £399.99 – or about £775 adjusted for inflation. Gaming may still be an expensive hobby, but it's at least more approachable than it was a few decades ago.

Enjoy the new issue.

Ryan Lambie
Editor

