

EDITORIAL

Theme issues are cool but so are regular issues. Sure, theme issues get nice pictures. But half the fun of a magazine is flipping through the pages not knowing what you're about to see next.

I personally liked it when, as a nice sort of surprise, my work was published next to a friend's. That was by chance of course, since on the endless list of factors deciding which piece goes where, friendships don't get factored in.

Everything is so cohesive in a theme issue. By design. But in the totally random pile of random articles that come together for a regular issue, articles aligning or complementing others in theme almost feel like the stars are aligning (I'm talking page 4). It's like the issue is coming together on its own and that's always nice to see.

So this Thursday, we give you, just a regular (but still fabulous) issue.

-- Mrittika Anan Rahman, Sub-editor, SHOUT



PLAYWATCH

GAME REVIEW



Genshin Impact

Full marks on soundtrack, animation and characters

PRAKRITO NREE

If you've rage quit while playing gacha games (games where you trade in-game currency to gain random virtual items), *Genshin Impact* is not for you.

Genshin Impact is centered on the Traveler, who gets separated from their twin and dropped into the fantasy land of Teyvat. The story of the game hinges on this Traveler, and focuses on the player and their adventures throughout Teyvat with their flying companion/guide, Paimon (who totally isn't going to end up being the final boss, ha-ha). The catch of *Genshin Impact* lies in the gacha system, in which all the primogems and crystals collected throughout the game by the player are pooled into wishing, so that you can hopefully pull a 5-star character.

My personal experience playing this game has been pretty expected and normal for most new content that circulates the Internet every few months. Most of the personality and hype for certain aspects of the game and its characters are provided by the fans.

First of all, the animation is incredible. The art style is beautiful and aesthetically pleasing. The whole vibe of the game is sold by the amazing soundtrack and it truly does make one feel like they're traversing through unknown lands, adventuring and helping hapless commoners with their errands. The story itself is pretty enticing, split into Archon Quests, World Quests, and Story Quests. These are most interesting if you're the sort of person who's very interested in fantasy

and having cool elemental powers and fulfilling the dreams of your inner *Avatar* fan. And if you're an anime fan, then this is absolute heaven, as this game is a demonic mix of gacha and an RPG.

After a certain point, it does get quite repetitive, especially if you're not as invested in the story itself. From a more "woke" standpoint, the depiction of the Hilichurls is reminiscent of how indigenous people are depicted in the media, many POC characters get the short end of the stick, and the social media team of the game have been known to make some poor decisions in the past.

Other than that, the character upgrades, the artifact farming, and especially the resin system are complicated and ridiculous. The chances of getting a million-dollar lottery ticket are higher than the chances of rolling good stats for artifacts. Not to mention, this is a gacha game, and the possibility of pulling a 5-star character is 0.6 percent. Sounds insane? Because it is!

In summary, play this game at your own risk and if you're willing to get sucked into a nearly two-year-long storyline and spend tons of time farming artifacts and gaining primogems and getting nothing for it except some 4-star weapons at best. But, if you're into banger soundtracks and great animation with fun characters, this is the game for you. May the gacha gods bless you.

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