4 TOGGLE







Caring for your car in rainy days: here's what you need to know

It's a cloudy morning, you decide to take your clean car out and run some errands. But just as you take it out and start driving, suddenly it starts to rain. By the time you finish your errands, the car is all wet and by the time you drive it home, the wheels accumulate more mud and grime which ultimately sticks to the body and paint of the car.

But fear not, rather than keeping your car sitting around and letting it dry on its own, here are a couple of prudent tips on how you can keep your car clean and paint protected.

Protection outside

It's important for your car to be dry from the rainwater after being driven in wet conditions because rainwater in general, is slightly acidic in nature and could leave behind deposits of grime and debris. If the car is not washed properly, the rainwater could also cause discolouration of the paint and, worst of all, rust.

Thus, even if you decide not to want to wash your car completely, it's better to just rinse your car with tap water which will cause less damage to the paint. Naturally, you would want to wash your car every 7-10 days to keep the paint

ARFIN KAZI



and the overall exterior in optimal condition. Make sure to wash your wheels properly and make sure to wash off mud and grime from the tire walls.

Interior

During rainy days, the main issue that arises after the car is left sitting for some time is a damp odour through the vehicle. To prevent weird odours which do not seem to cover even after using half a bottle of air freshener, take out your mats and wash them with hot water and

detergent. After that, leave the mats out to dry in the sun completely before putting them in the car again. If the damp smell remains, your interior seals might have a leak from where water might sip inside.

Long-term protection The best way to protect the

paint of your car

from dust

and grime sticking from rainy days s by getting your car ceramic coated. Ceramic coatings make the surface of the paint hydrophobic; making the surface slippery and repellent to water droplets. It also ensures grime to not stick on the surface, protecting it from feather scratches on the paint.

Extra tips

Always have your wiper fluid reservoir topped up when going out on a rainy day. Make sure to wipe your windshield wiper clean and free from dust particles. To keep the windshield of the car free from streaks and water accumulation, clean the windshield with a car cleaning clay bar and wax it to make sure water does not stay stuck on the screen and blur your vision

Games that defined the '90s: a tribute to Vice City and San Andreas

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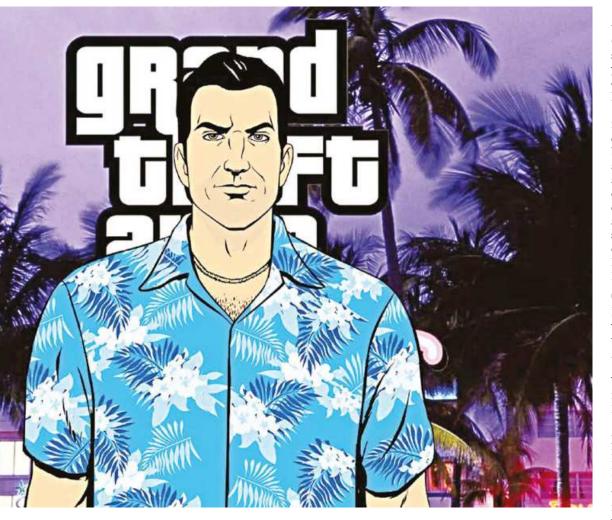
Rockstar Games has confirmed that Grand Theft Auto III, Vice City, and San Andreas are all getting HD remasters. There's going to be a version called Grand Theft Auto: The Trilogy -The Definitive Edition that includes all three games. Besides the PC (via the Rockstar Games Launcher), PlayStation and Xbox, the Nintendo Switch will also host the collection. In 2022, it will come to iOS and Android devices. There is no information about the price or release date yet.

There is a great chance you haven't had a chance to play these earlier influence games, particularly if you grew up on Grand Theft Auto V (which is understandable given it's eight years old). It might seem strange to play a GTA game where you cannot swap protagonists, but Claude's tale, Tommy Vercetti's tale, and CJ's tale are all still lively.

In order to pay tribute to our childhood. we are going down memory lane with games that defined it.

a desert, and even a mountain and many hills The game is centred around the return of Carl Johnson (also known as CJ) to his gang (the Grove Street Families), and their subsequent return to power. Carl Johnson is Grand Theft Auto's most customizable protagonist due to the possibility in-game to change his clothes, tattoos, hairstyle, and even his body mass in which he can be fat, skinny, or muscular.

Early 3D-era games did not provide as much customization, swimming, and



GTA San Andreas

Rockstar Games continues to reference the highly successful GTA San Andreas game in their future games.

San Andreas has left a lasting legacy in GTA 4, the DLC episodes, and even GTA Online, as every game since has mentioned it in some way. Unlike GTA Advance, which faded into obscurity, Rockstar Games still pays tribute to the critical and commercial success of San Andreas. By far the largest and most complex playing field of any 3D Universe game, San Andreas consists of three fully-realized cities: Los Santos. San Fierro and Las Venturas, and includes vast expanses of countryside, forests,

climbing as CJ did. As of 2017, San Andreas is the only 3D or HD-universe game which has the ability to change body mass (through eating and exercising - or lack thereof) in exactly the same way.

GTA Vice City

For many, GTA Vice City put us inside the skin of the best character in the series: Tommy Vercetti, a toy Ray Liotta who is caught up in a trap set by 'one of our 'in collaboration with the FBI and the DEA. While riding the streets of his own criminal emporium, Tommy is fleeing the cops and seeking revenge, and he has a partner with whom he will try to relive the best of Miami Vice.

At its release, this game received massive praise, especially for its comparatively decent interpretation, humour, and mod elements.

Having a new, charismatic character and the possibility of playing in the city of Miami, GTA Vice City was able to revolutionize the series. Luxury cars, fast boats, nightclubs, yacht parties, and a subworld of crime and drugs made for a very complete narrative that had us captivated as the protagonist.

As if this were not enough, Vice City included the possibility of changing our clothes to blend in with the environment. buying safe houses in which to keep our cars and controlling the city, and carry out new activities that helped us to merge with the city in anticipation of everything that would come later with GTA San Andreas, GTA IV and GTA V. All this was joined by an eighties soundtrack and moved, disrespectful, great, of which many will still remember Lazlow, Fernando, RJ Pepe and that 'La Vida es Una Lenteja' of "Radio Espantoso"

GTA Vice City: Bangla

Bangla GTA Vice City is a Bangladeshi video game developed by Maruf Mostafa. It was released on 15th November 2004 for Microsoft Windows in Bangladesh, and on 1st June 2005, it was released for Microsoft Windows as well in Bangladesh. Due to its insane popularity, it was also released in India.

At its release, this game received massive praise, especially for its comparatively decent interpretation, humour, and mod elements. Initially, it was supposed to be published by Daffodil Multimedia Ltd. but when they asked the developer to replace the native Bangla in dialogues with modern Bangla, the game was later published by Maruf Mostafa himself because he believes in Bangladeshi culture. During that time, no one had ever heard of Bangla dubbing for video games. Swaggering Miami con men sounding like they're from Barisal? Who would have thought it?

Vice City allowed gamers to drive around Miami in a variety of vehicles. A gamer would hear songs playing in the background once they got in their cars. Artists such as Megadeth, Judas Priest, Mötley Crüe, and Twisted Sisters contributed to the official soundtracks of Vice City. But what about the Bangla version? One of the reasons it became popular in Kolkata was because it featured songs by musicians of Kolkata