

A man in a dark suit and hat is shown in profile, looking out a window at a sunset. He is holding a walkie-talkie in his right hand. The scene is dimly lit, with the warm light of the sunset visible through the window. The background shows a dark interior with a perforated metal screen.

VIRTUAL
COSPLAY
MAGAZINE
JANUARY 2026

@DEVILANGEL.COS

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@CECCOS_COS



**JANUARY
2026
EDITORIAL**

Edited by Axil_Darko

BRACE YOURSELF WINTER IS COMING

Dear Community!

Winter is here...going back to the routine after the holidays is a blow to the heart. Christmas lights turn off and outside is cold... brrrr! But you know what? It is the perfect time to prepare the new Cosplay calendar!

And here we go with the new resolutions for 2026! New cosplays to make (or to fix the ones we left half made last year), techniques to try, materials to test, but not least important: entertainment! Cosplay is not a competition: no comparisons, no stress, only pure passion, laughs and support among friends!



NEWS OF THE MONTH: 3D PRINTING AND ARTIST ALLEY

Big news: 3D printing with droid.rust!
Finally a section for those who want to turn digital ideas into props super swag!
Tutorials, advice and tricks also for beginners.
And artist alley? Well, you can't miss it!
A place dedicated to illustrators, makers and creative; where you will find unique and attractive interviews.



PLAY AND CHILL

ANIME E VIDEOGAMES

Insights won't be missing, the most loved sections, upcoming anime, manga with video games of the month: an endless source of inspiration to pass the time during cold and rainy days... and when you don't really want to leave the house!

GAME OVER



STAY TUNED STAY VIRTUAL!

This January issue is like a new notebook, ready to be filled with your projects, a white canvas to be filled with your art. I hope that it can convey the will to create, experiment and dream.

Have good reading and...
happy new year!

AXIL
YOUR EDITOR-IN-CHIEF





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@TAKO_EDDIE



**conventions
OF THE MONTH
JANUARY 2026**

Edited by Virtual Cosplay

CONVENTION OF THE MONTH

**I
T
A
L
Y**

EXTRACON - FIERA DEL FUMETTO - PORDENONE

10 e 11 January 2026

ULTRACON - COMICS & POP CULTURE - CREMONA

17 e 18 January 2026

MONZACON WINTER EDITION 2026 - MONZA

24 e 25 January 2026

BOLOGNA NERD SHOW - BOLOGNA

24 e 25 January 2026

FIERE DEL FUMETTO - WINTER EDITION - NOVEGRO

31 January - 1 February 2026



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CONVENTION OF THE MONTH

W
O
R
L
D

FT-LAUDERDALE CON 2026 - FLORIDA, USA

4 January 2026

FAN EXPO - NEW ORLEANS, LOUISIANA, USA

9-11 January 2026

CENTRAL FLORIDA COMICCON - FLORIDA, USA

17 E 18 January 2026

CHARLIE'S COMIC CON - FLORIDA, USA

18 January 2026

PELICON 2026 - LOUISIANA, USA

24 January 2026

CRAWLEY COMIC-CON - UK

25 January 2026

FUI-CON 2026 — CHAMPAIGN, ILLINOIS, USA

30-31 January 2026

EXETER CREED COMIC CON - UK

31 January 2026

COMIC-CON:THE CRUISE 2026 - FLORIDA, USA

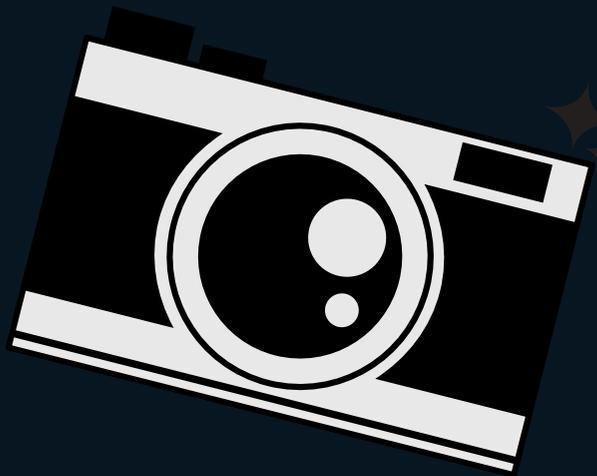
30 January - 3 February 2026





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@MIK_REDGUARDIAN



COSPLAY
PHOTOGRAPHIC EVENTS
★ **THE UNIQUE AND CURATED**
EXPERIENCE

Edited by [giadapernarellaphotocosplay](https://www.instagram.com/giadapernarellaphotocosplay)

Forget the chaotic conventions. We are talking about Closed-Number Cosplay Events (like Volta, Este, Fortezza, San Marino Academy, and others): true collaborative workshops between selected photographers and cosplayers.



The First Step: Pre-selection is the hurdle to overcome. Access is granted only with a high-level project for both photographers and cosplayers.



WHAT MAKES THESE EVENTS SPECIAL?

Access to historical places, villas, or fortresses normally closed to large public shoots or the general public.

The addition of specialized personnel (fire management, animals like snakes or horses) that make the set, if necessary, even more valuable and impactful.



Result: shots with an unparalleled background and atmosphere.



THE COLLABORATIVE FORMULA: HIGH-LEVEL TFP

These events often operate in TFP (Time For Print) mode but elevate the exchange to a professional level. It is not "free work," but an elite exchange of resources: the photographer offers their time and talent, the organizer provides exclusive access, and the cosplayer contributes a high-quality costume and a well-defined project. The Fundamental Ingredient: Collaboration and Enthusiasm are the drivers of this exchange.



THE DETAILED MOODBOARD: THE ARTISTIC BRIEF

The most loved and distinctive element: the cosplayer presents a real project that is evaluated by the photographer during the selection phase. What It Includes: Not just a list of poses, but emotional interpretation, references to a specific lighting scheme, and the proposal of suitable locations within the event.



WHEN VISION MEETS THE LENS

The cosplayer's project is also evaluated based on the photographer's style. The Key Point: The photographer uses their signature style and professionalism to bring your vision to life, guaranteeing the highest artistic result.



Objective: To obtain unique shots that enrich both portfolios, combining the accuracy of the cosplay with technical skill.

WHY SEEK OUT THESE EVENTS?

Participating in these shoots means investing in:

Image Quality: Editorial-level shots for your portfolio.

Professionalism: Working with pre-selected artists.

Learning: Maximum time optimization thanks to planning.

Have you ever participated or would you like to participate in one of these events? Let me know in the comments!

Credits :

Slide 3: mederophotos_cosplay

Sonia.cosplay - IL VOLTA

lilith_elvas.cos - LA FORTEZZA

Vivi - Silveretta - LA FORTEZZA

Slide 4: _kameiliya_

Slide 5 e 6: ellen.void ale.mori

THANK
YOU





BEST OF COLLAB

@DFULLMETALBITCH



its
ri
gel

VIRTUAL
ARTIST ALLEY
INTERVIEW WITH @ITSRIGEL

Edited by Dilan Pierro

FIRST QUESTION AND INTRODUCTION

I'm Rigel (or Andrea), an Italian digital illustrator. I love fantasy themes, animals and my OCs, and unfortunately I'm not very good with presentations (😓)



How did you approach illustration? Was there a particular experience that inspired you to pursue this career?

Actually, I don't remember a time in my life when I didn't draw. My father was an excellent designer as a boy, I remember that even as a very young boy I took his old drawings and enjoyed copying them. Maybe the moment I realized that was what I wanted to do in life was when I bought the illustrated book of Chronicles of the Emerged World. I fell in love with Paolo Barbieri's illustrations, I remember it was the first moment I thought I would like to be an illustrator!

SECOND QUESTION

We know you are the creator of Hikaru, our beautiful mascot! What did you take inspiration from to realize it?

What I had in mind at the beginning was completely different, to be honest! My girlfriend then gave me interesting ideas, and thanks to her advice I thought I would give her a more modern look than the initial idea.

I took inspiration mainly from Japanese cyberpunk (although I later deviated a bit, that was the idea).



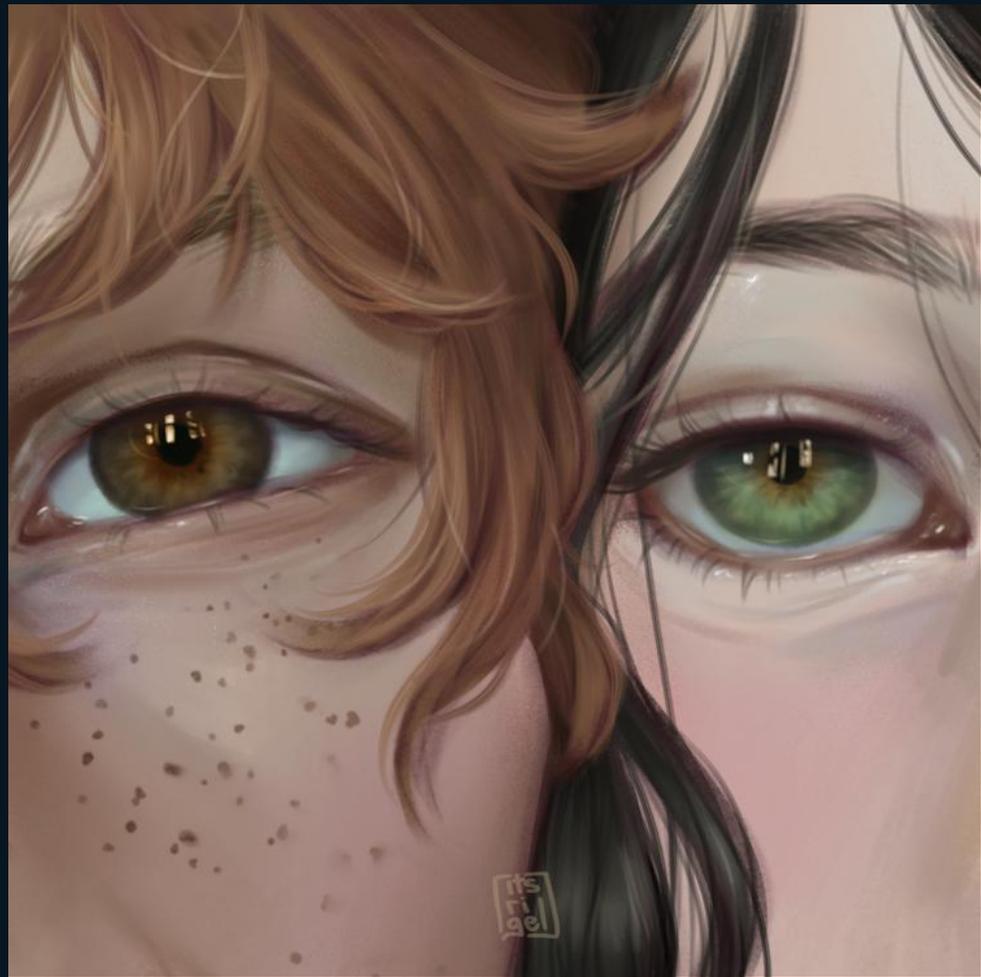
HIKARU



THIRD QUESTION

What is your favorite illustration style? Is there any artist or movement that has influenced you the most?

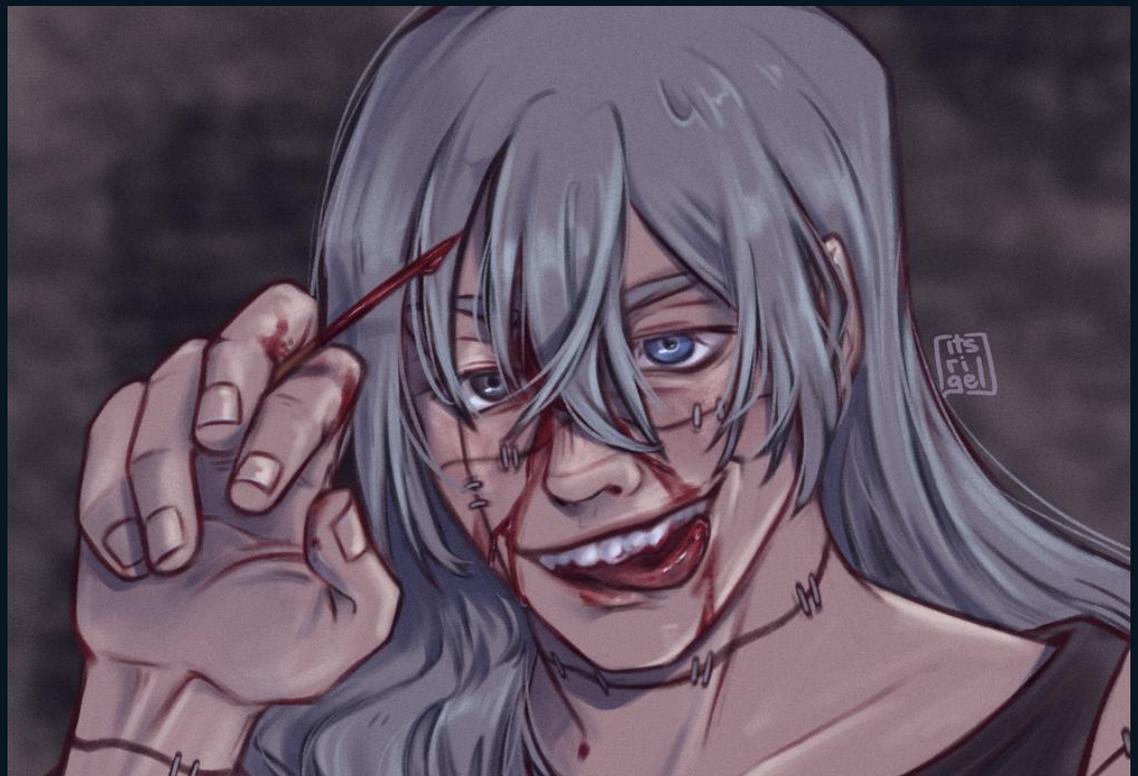
I love semi-realism, I would love to learn better sooner or later. There would be hundreds of artists who have influenced my style! Those to which I still refer today are surely Paolo Barbieri, Loish, frostbite.studios, toshiasan, yuming_art e goldentar.art (nsfw), beyond certainly many others that don't come to my mind right now.



FOURTH QUESTION

How would you define your creative approach when starting a new project? Do you have an established process that you follow?

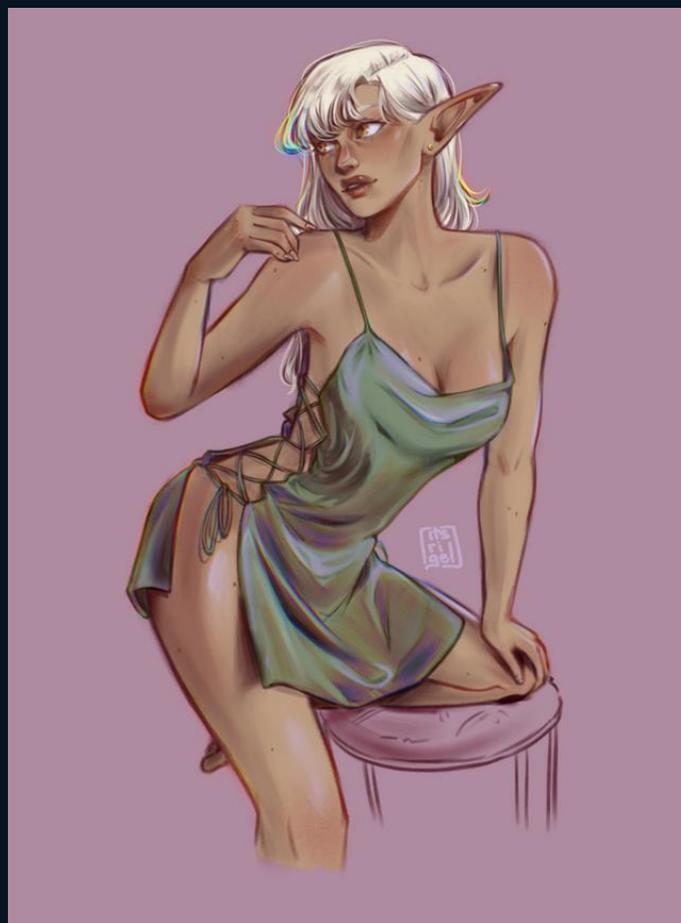
I always start by looking for suitable references, for the things I draw most often I have ready-made albums on Pinterest. Then it actually all comes naturally, I start drawing and see where I'm going (spoiler: not always somewhere, but trying and failing is part of the process of learning).



FIFTH QUESTION

What has been the most interesting or challenging project you've worked on so far? Why?

I love working over character designs, so the projects I find the most interesting are definitely character portraits for roleplaying campaigns! Most of the commissions I received came from D&D campaigns, and I really appreciated them.



SIXTH QUESTION

What tools do you prefer to use in your illustrations? Do you work more digitally or with traditional techniques?

I only work digitally now, I probably haven't touched a sketchbook in years 😊 I'm not particularly patient when it comes to drawing, and working in traditional definitely takes a lot more patience than I can get.

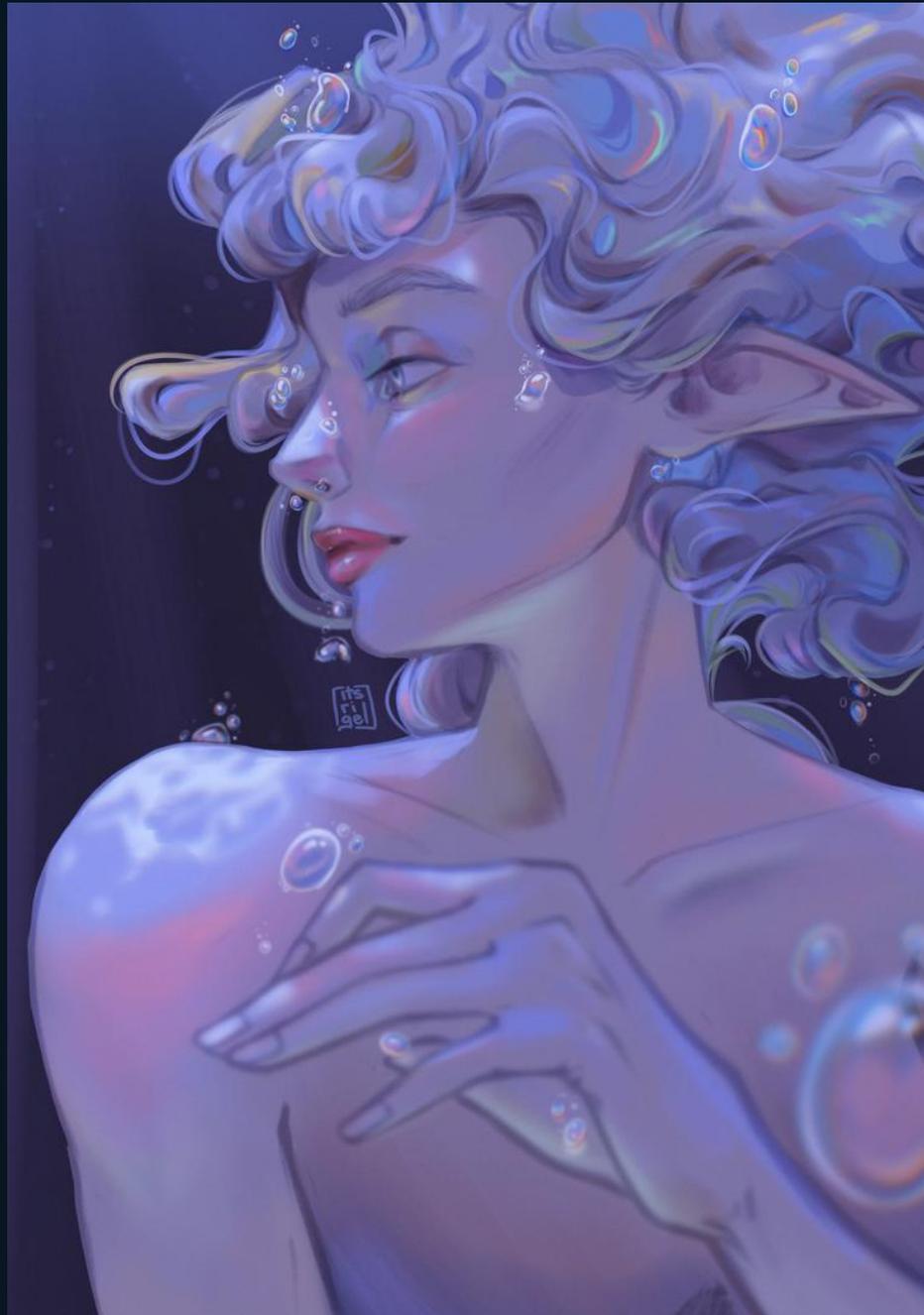
I work with Procreate on iPad!



SEVENTH QUESTION

What's the hardest part of your job? And what gives you the most satisfaction?

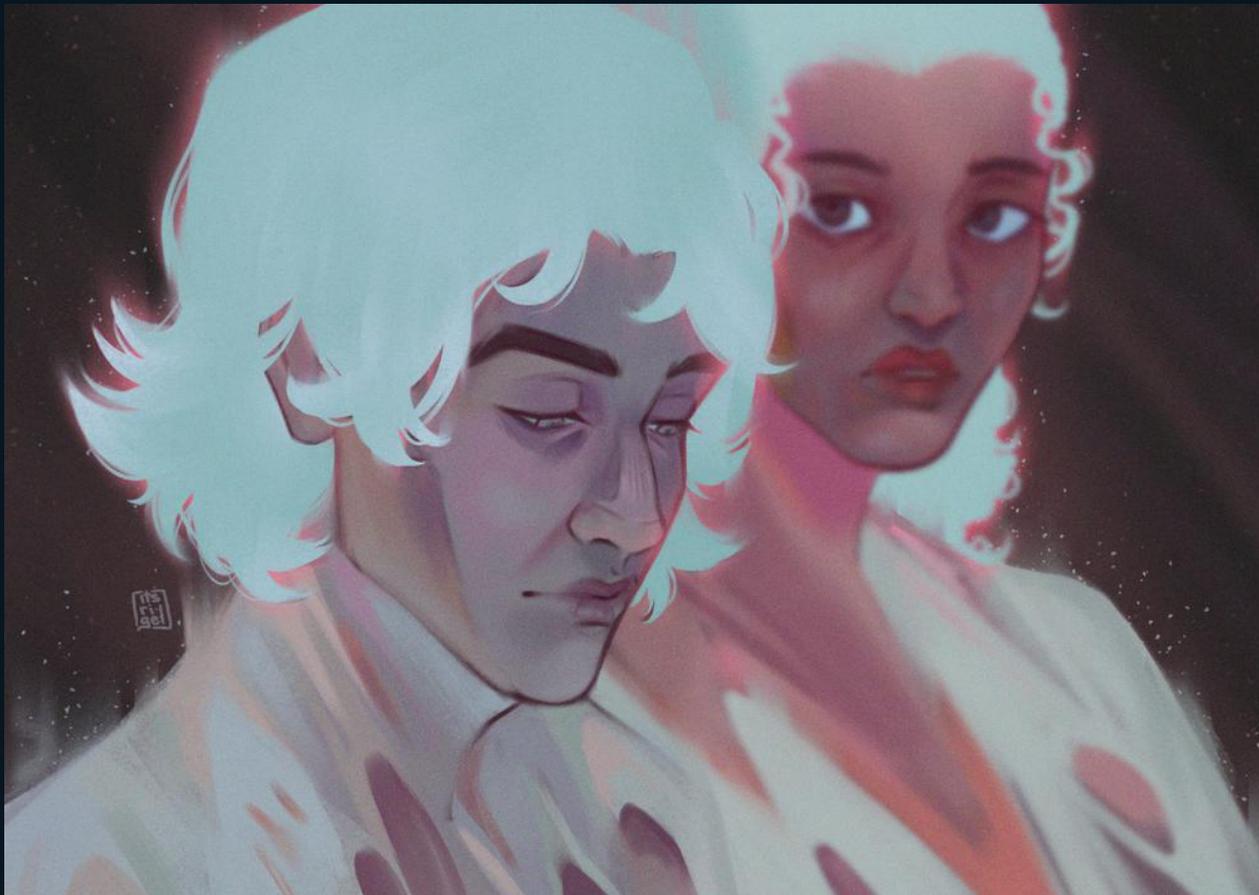
I don't think there's one objectively more difficult part than another - personally, though, I still struggle with rendering. Every time I feel like I'm completely ruining the drawing and I spend hours on it trying to fix it. The thing that gives me the most satisfaction instead is working on the lineart. I find it relaxing.



HEIGHT QUESTION

Is there any kind of project you'd like to do in the future, perhaps outside your comfort zone?

One of my secret dreams is to work on book covers-I've done two before, but the subject didn't drive me crazy, and I'd love to try something more my own way. Stepping out of my comfort zone is not my strong suit, I admit!



NINTH QUESTION



How do you collaborate with clients or creative teams when developing an illustration? Do you like having a clear direction or do you prefer more freedom?

I really appreciate it when the customer knows what they want and can tell me. I remember a girl who sent me an entire Pinterest album for an illustration of one of her OCs - I loved it.

But I like having that freedom to put "Rigel" in the drawing, I don't like working on things that I don't feel particularly "mine".



TENTH QUESTION

What do you think about the evolution of digital illustration? Does it seem to you that it's changing the way people perceive art?

I believe that a lot has changed in recent years, unfortunately for the worse. With the advent of generative AI, it seems as if the value of art, in any of its forms, has been lost. And that's something I'm sorry about - I find making art a fundamental piece of man, and the idea of someone preferring to write a sentence on their PC instead of trying to make it, genuinely saddens me. Furthermore, we add the fact that many digital artists today are accused of using AI for their works.

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ELEVENTH QUESTION

Do you have any advice for those who are trying to get into the world of illustration, especially those who are at the beginning of their career?

Try, go wrong, and try again. There's no right way to make art, but you definitely have to get started. Maybe one piece of advice I feel like giving is to stay away from social media. It's easy to fall for the idea that others are great and infallible, and think you're not skilled just because you make mistakes-but on social media we only show our best side, and that goes for art too! (And in any case, you don't have to be the best at making art. All it takes is passion to create something)



SERIES OF IMAGES





BEST OF COLLAB

@NICK_COSPLAY97



**YOU AND YOUR ✨
CHARACTER ✨**

Edited by Lisa.cosp_

“YOU AND YOUR CHARACTER”

WELCOME back to our makeup column in "u" magazine. Since we've talked so much about base coats and everything else there is to know about makeup, I've decided to launch a new format called "YOU AND THE CHARACTER," where I explain how to apply makeup to a specific character through tips and instructions. Of course, you're free to not necessarily follow these tips or do it however you like the important thing is that you look good and feel more comfortable! You'll also have the opportunity to interact in stories, etc, to make requests about a character you'd like to see.

Today's Character: TANJIRO



“YOU AND YOUR CHARACTER”

Tanjiro is a beloved character in the Demon Slayer universe. His kind and empathetic face made me think of a simple yet distinctive makeup look, especially for his scar and eyes. The first few columns of the magazine explain the makeup step by step, starting with how to apply the base coat; so, go and catch up on previous issues if you haven't read them yet. In the meantime, this issue will provide new useful details for this makeup look:



“YOU AND YOUR CHARACTER”

We can say that the makeup for Tanjiro is simple and consists of:

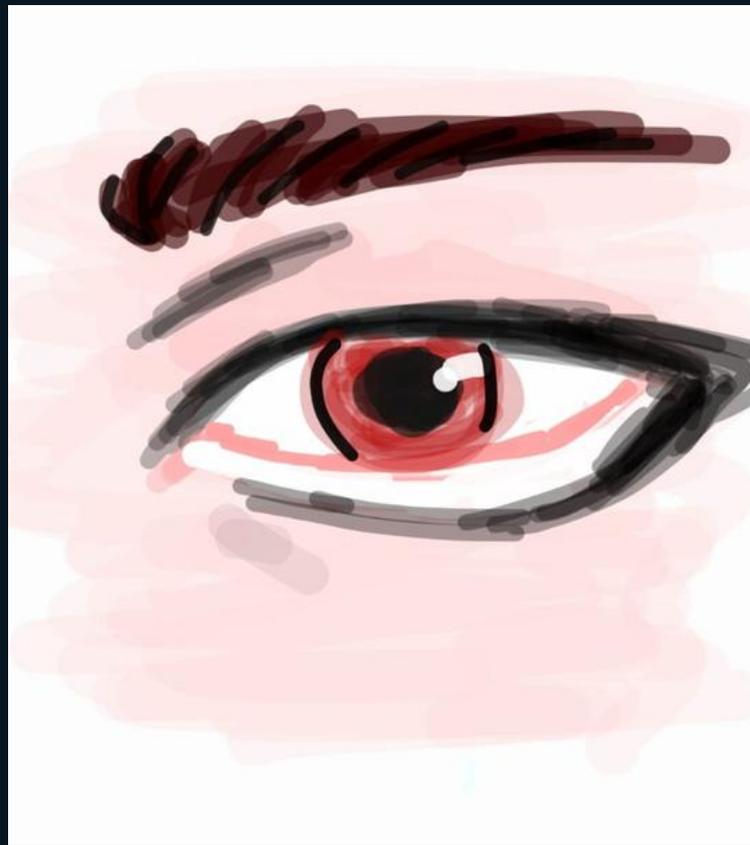
- contouring - marked on the jaw and nose (for example, I didn't put contouring on the cheeks because she has a round face without edges and I preferred to do it similarly)
- round eyes- you can use either black pencil, blended with a thin-tipped brush or a small flat brush, or eyeliner.

Tanjiros eyes are large, so if you want, you can make your own bigger by using white pencil under or inside the eye.





“YOU AND YOUR CHARACTER”



Many also choose to make their eyes more elongated and with a double lower eyelid, with Korean-style makeup. This depends on you and your taste.)



“YOU AND YOUR CHARACTER”



I used the eyeliner trying to follow the shape of my eye, adding a small wing on the outside. For the lower part, the pencil is always blended with the brush from the beginning to almost the end of the eye, but in the most external part I started to make the line less intense.”)

-eyeshadows ->tending towards warm or cool brown, according

to your choice to create shadows, you can intensify the powder in the fixed eyelid and in the area between the eyebrow and the side of the nose.



“YOU AND YOUR CHARACTER”

Eyebrows -> the same color as the wig or as natural as possible. It's best to redraw them if necessary. Remember that eyebrows are covered in a separate column!

-Scar -> ci sono vari modi per farla, tramite:

1. there are various ways to do it, through: collodion to give the wrinkled, natural effect and then color it with eyeshadows or using aquacolor/supracolor

2. brown eyeliners or a color similar to how it depicted in the anime, the prevailing colors are reddish to dark burgundy or a dark brown mixed with burgundy;



“YOU AND YOUR CHARACTER”

3. Plasticine and latex, then covered with your own foundation or concealer tone of skin and then colored with eye shadows and supracolor



4. Artex, if you want in relief



5. Tissue paper, suitable for burning, made up in approximately the same way.



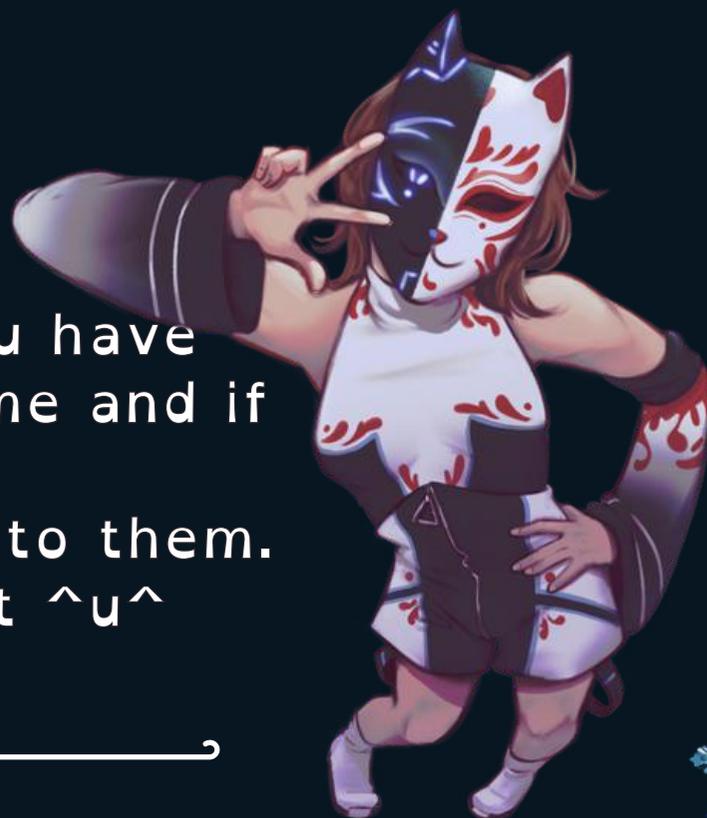
“YOU AND YOUR CHARACTER”



I chose to draw the scar like in the anime and use the brown Essence eyeliner, then, once dry, dabbing it with the burgundy eyeshadow. The result, in addition to being faithful, lasted all day.”)



That's all for this article. If you have any requests, please write to me and if you want a specific character, I can dedicate an entire article to them. Thanks always for your support ^u^





BEST OF COLLAB

@SARA_LUNARY



★ ★ **3D PRINTING** ★ ★
FROM SCRATCH

Edited by droid.rust

3D PRINTING FROM SCRATCH

Hello everyone!

3D printing is by now, a staple in every cosplayer's life and probably among you there are those who want to dive into this but still have doubts. With this first article we will start a series about 3D printing mainly focused on cosplay: we will start from scratch, trying to face all the most common questions and doubts of who wants to engage into this activity, avoiding taking anything for granted.

Our aim in this first article it's not going straight into technical details, but helping you all to understand if 3D printing is what really works for you.



3D PRINTING FROM SCRATCH

1. Should I print at home or not?

The question can sound weird, but it isn't: the cost of the materials of a single print can be really low, but the first investment never are. Printer aside, there are always lots of side accessories, and at the beginning lots of materials and time will inevitably be lost on the road while learning. If you need one prop a year, you should probably rent the print from those who use it regularly: the price will seem much higher than what you could spend printing it on your own, but anyway it will be much less than putting on a printing corner!



3D PRINTING FROM SCRATCH

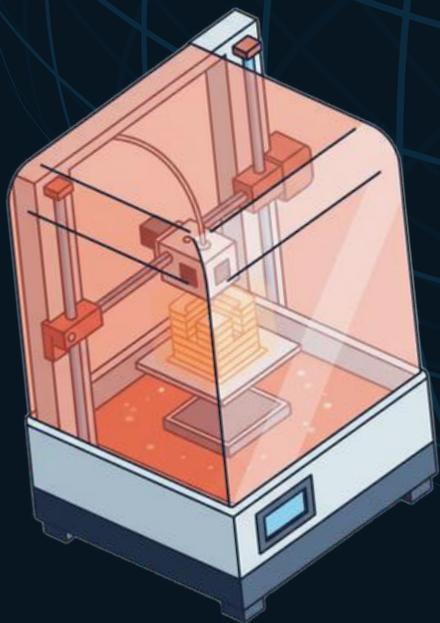
Otherwise, if present in your city, you can try attending a maker place: coworking spaces where, for certain sums, common printers and equipment can be used.

If the initial investment doesn't scare you and you're ready to buckle down, continue reading!

2. Different technologies - which one is the one for me?

There are two main technologies for amateur use: FDM (filament-deposited) and resin printing. Resin can give you big detailed results,

but it's also more expensive and needs a dedicated area, because of some toxic elements.

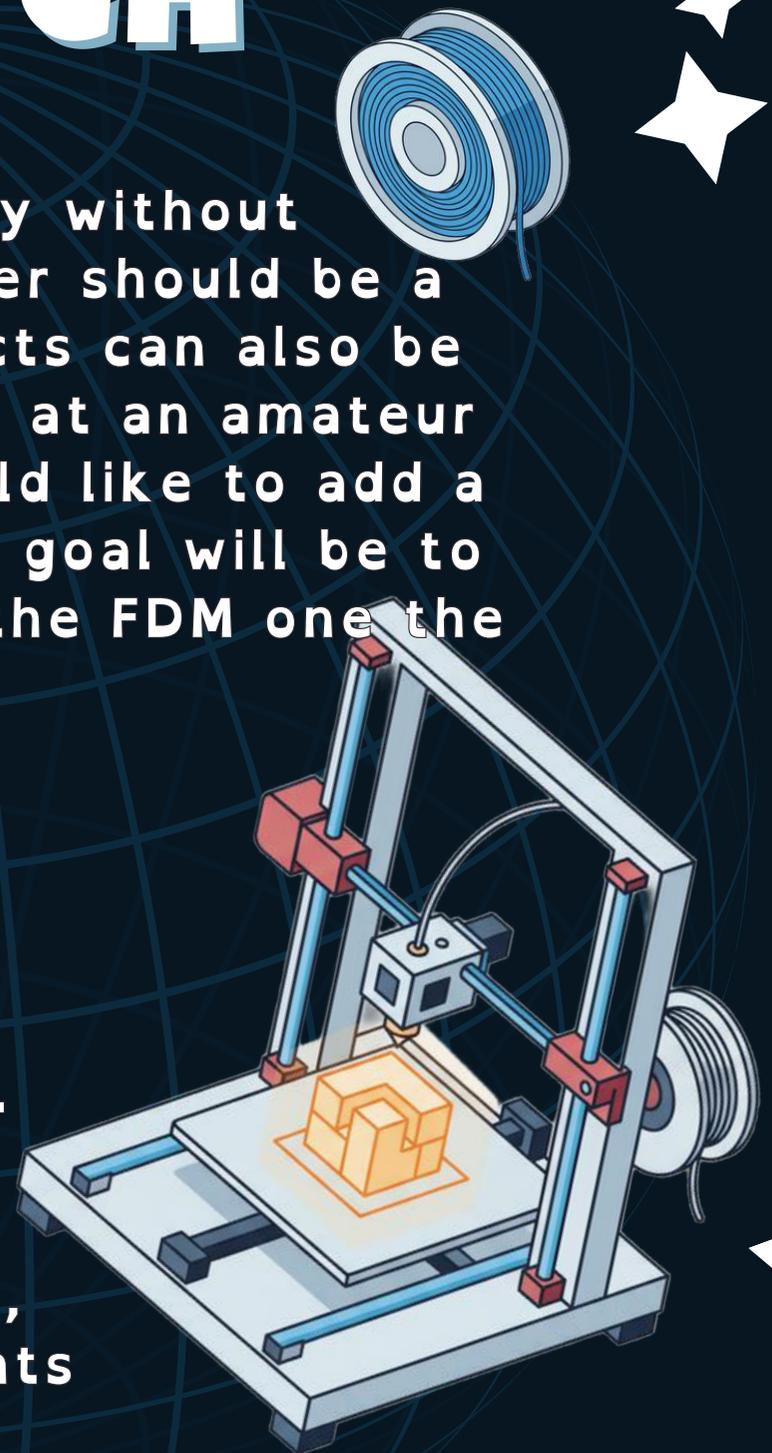


3D PRINTING FROM SCRATCH

If you are just starting, I'd say without hesitation that your first printer should be a filament one. Printing big objects can also be pretty expensive or impossible at an amateur level: if in the future, you would like to add a resin printer to a FDM one, her goal will be to print detail pieces, leaving to the FDM one the making of the bigger pieces.

3. How much should I spend?

A medium size printer can cost approximately 100 - 800€. How can such fluctuation be possible? Easy: the 800€ one will do almost all the work, making you save sleepless nights and all the failures.



3D PRINTING FROM SCRATCH

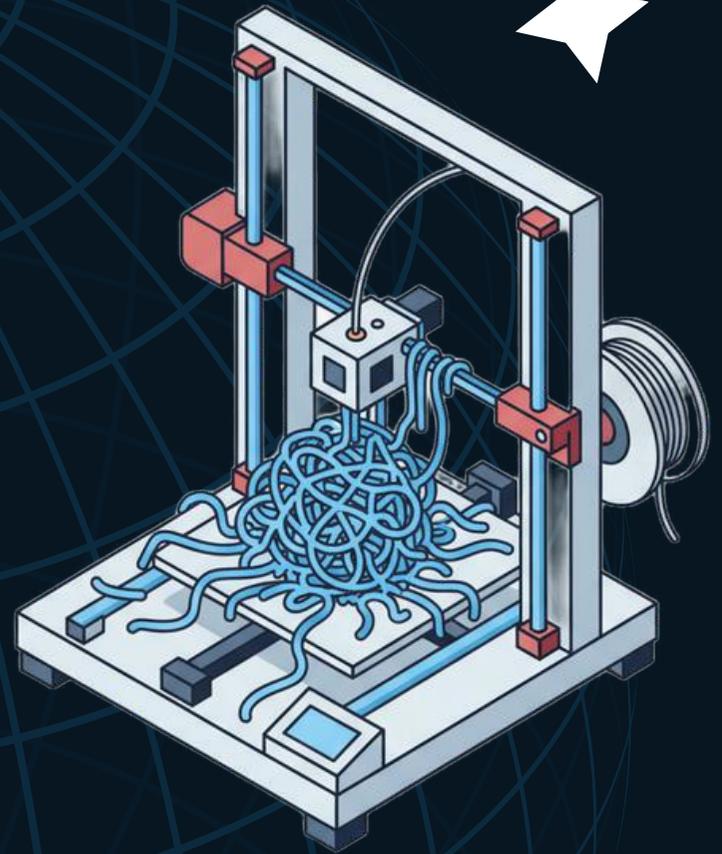
My personal advice, especially if you start from scratch, is to get a printer of Bambù Lab (not in any way sponsored): the A1 series starts from 200/300€ and it is perfect to start with and, even if the plate can seem small, remember that every object can be printed in pieces and then put in together (we will see this in the next articles). Do you have a higher budget? You can move to a type with a bigger plate (P series). Can I print well even with a 150€ printer? Absolutely yes, but keep in mind that you will need more hours of study: affordable printers need more babysitting. Don't try to find the ideal printer that will do everything and well: it doesn't exist. Everyone has different needs and budgets.

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3D PRINTING FROM SCRATCH

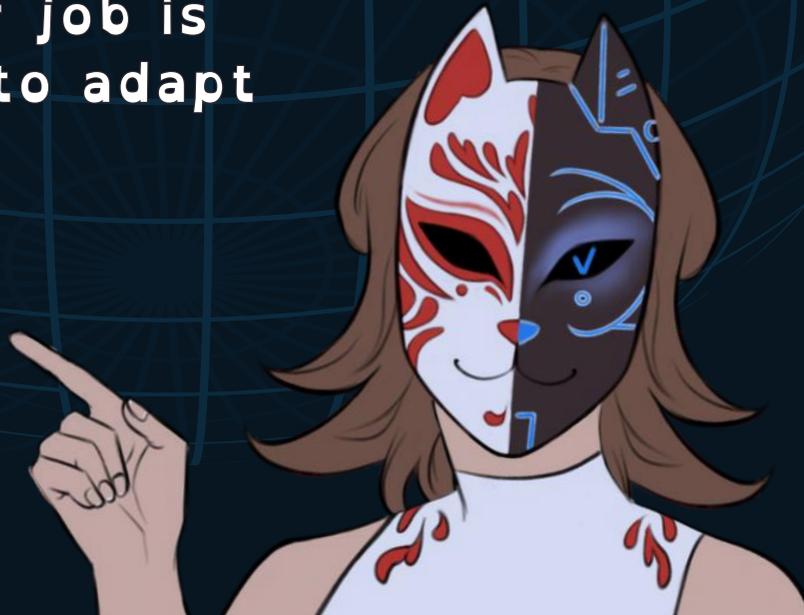
4. So I press a button and it does everything on its own?

Not yet, but we are getting closer. Failed prints are a crucial step of learning: it isn't an avoidable process. Welcome it with acceptance: results will come!



5. Can I print anything?

To start printing we need a ready 3D model, but not every template can be printed instantly: 3D printing has its limits and our job is to understand them to adapt and get them ready.



3D PRINTING FROM SCRATCH

If you start from scratch, try finding readymade templates that can already be printed: someone has already done a big part of your work for you. References: printables.com, makerworld.com and cults3d.com, but there are lots more. You can find both free and paid templates: read the reviews, because not always a free model means it can't be good.



6. Which material should I print with?

PLA, PETG, ABS... are only a few of the materials you can print with. Which should I choose? For now, you need to know that PLA is really easy and fast to print, and it allows you to obtain good results on an aesthetic level, without big strain.

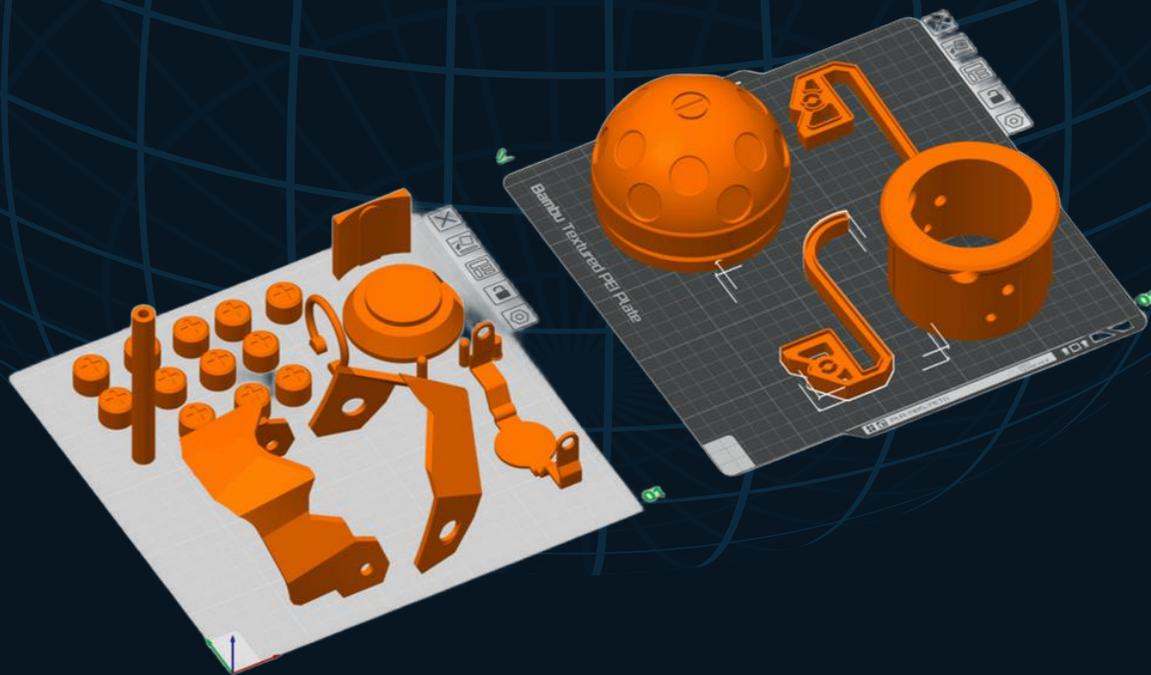
3D PRINTING FROM SCRATCH

However, since it's an organic material, it deteriorates over time and suffers heat: if you leave the prop in the car during summer you could find it deformed and softened.

More resistant materials like PETG and ABS, instead, will last much more and will survive at high temperatures.

Choose the printer by checking, above all, that it can print the material of your choice: if your prop will be short-lived (I will use it once and then I'll throw it), PLA can be okay: on the contrary, if you want lasting objects, go at least with PETG.

The compatibility with materials is always specified on the manufacturer details.



3D PRINTING FROM SCRATCH

7. I want to do it, but I still can't choose.

If the information listed here wasn't enough to get your ideas cleared, start from the end: choose the first prop you would like to print.

On the web sites listed above, for each template there is usually written the minimum size of the plate needed, and in some cases also the list of the suitable printers.

The idea of creating your dream prop will give you the motivation to go over all the unavoidable initial difficulties.

At the start it is normal to feel a bit out of place... but don't panic: everything will flow!



3D PRINTING FROM SCRATCH

8. You found the right printer for you, checked the wallet and clicked on “buy now”. Congratulations! start thinking on where to put it and leave some extra space around it: you will need it to place the print once it is done and work on removing all the supports.

Also, find some space for the first 2=3 rolls of filament and remember that it’s really sensitive to humidity: it is best if you avoid humid basements and, once a roll has been opened, put it back in a zip bag like food ones. It is not the best way to protect it from humidity but it is affordable, and, for now, more than sufficient.

When the printer will arrive, follow all the details of the installation process: the more valid the printer is, the clearer and easier the guide will be. Don’t skip any step, or you will find yourself too soon in the “troubleshooting” chapter of the guide book.



3D PRINTING FROM SCRATCH

With this we can close the first article: in the next one we will start talking about the basics of the print management - speed, infill, supports, layers... ouch. There are lots of things! The slicing software, at first sight, can seem hard, but no worries: there is no need to know every detail to make your first print!

See you soon!
Fabio aka @droid.rust



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SOCIAL NETWORK**



VIDEO
ΑΓΕΛΛΑΝΣ

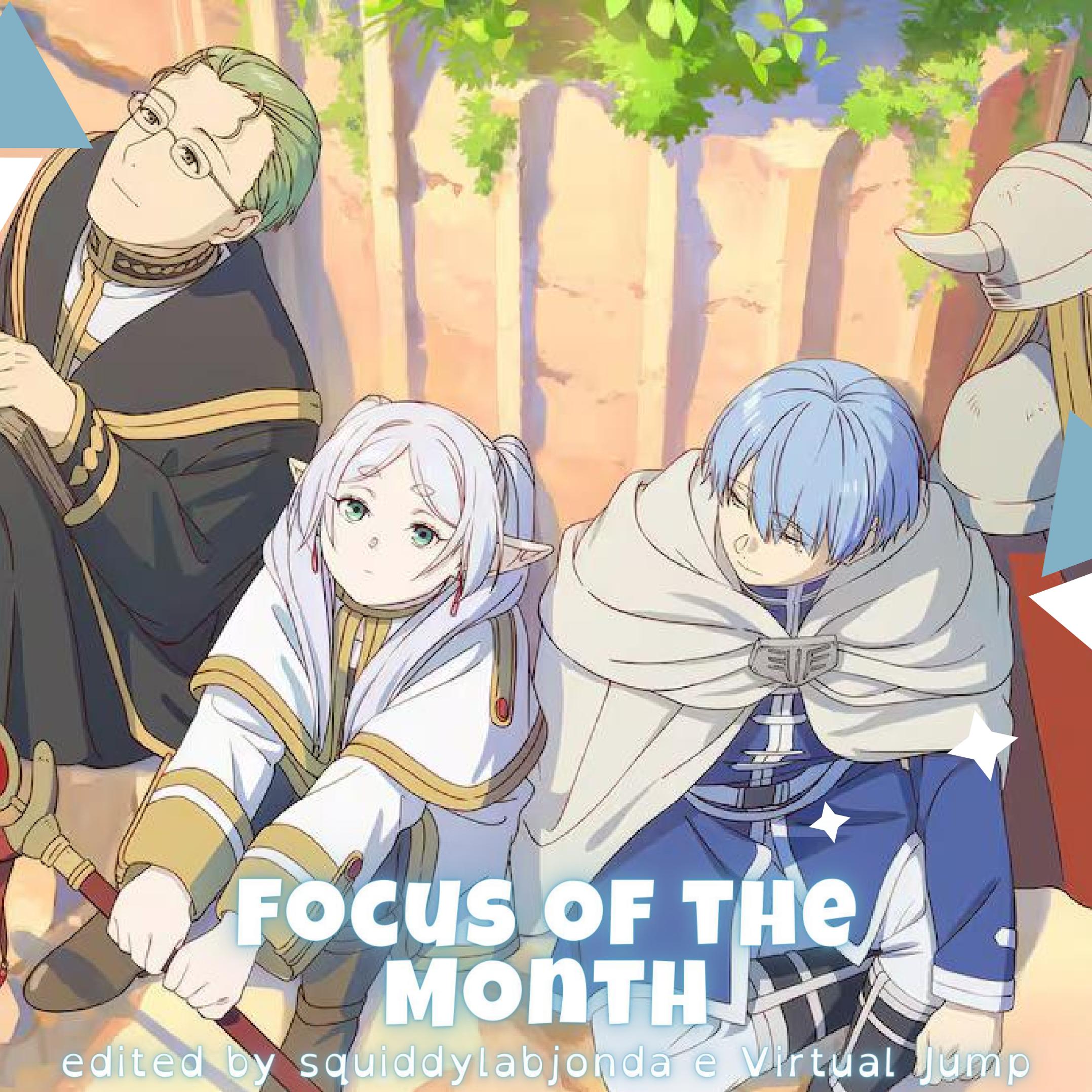
BEST OF COLLAB

@MAMARIN.COS



★ ★ **ANIME E MANGA** ★ ★
ZONE

Edited by squiddylabionda e Virtual Jump



FOCUS OF THE MONTH

edited by squiddylabjonda e Virtual Jump

FOCUS OF THE MONTH

FRIEREN: BEYOND JOURNEY'S END

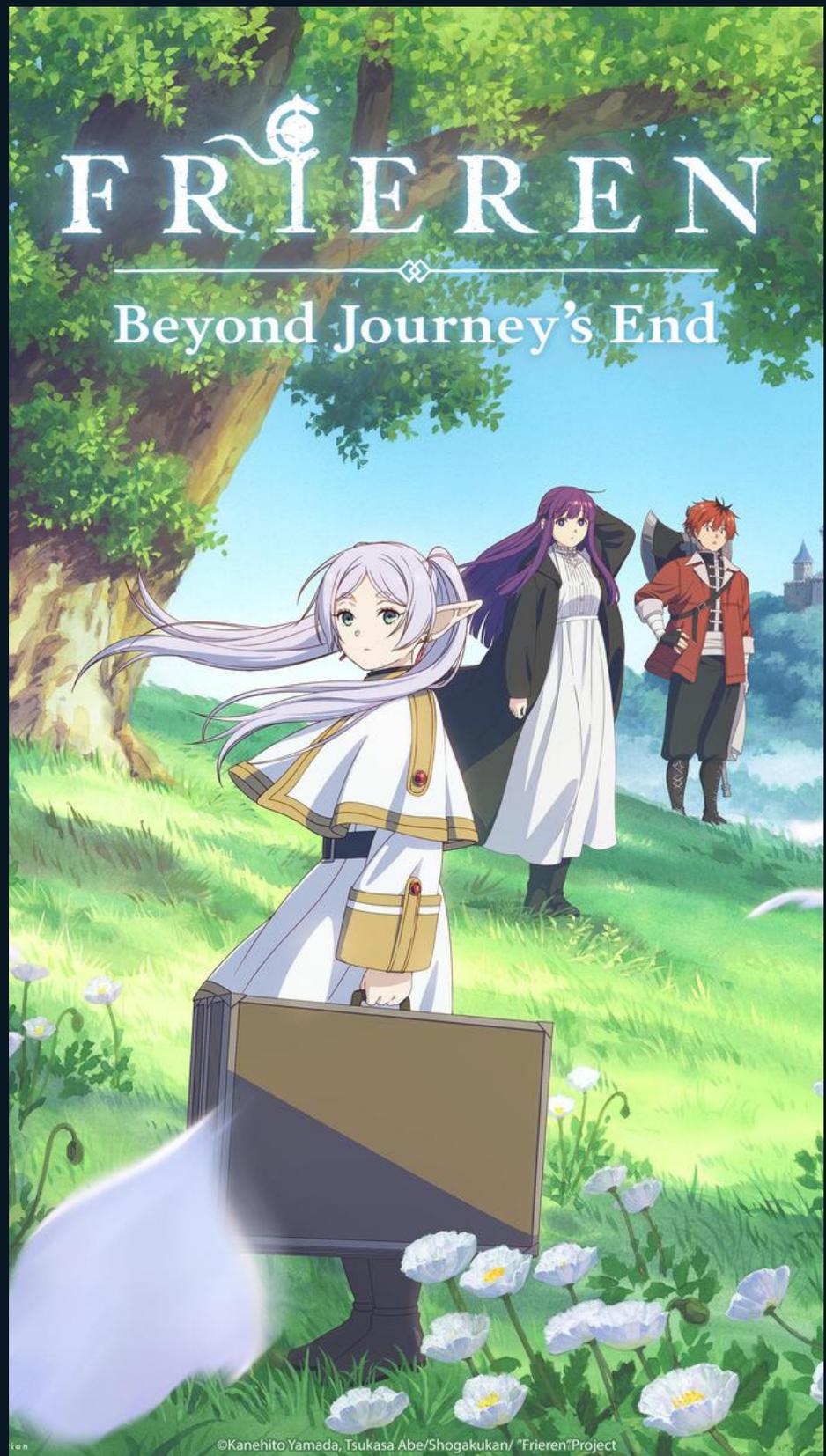
Time of the Month – Frieren: Beyond Journey's End
Among the most anticipated releases of the season, Frieren: Beyond Journey's End returns with the arrival of its second season, confirming its position as one of the most refined and beloved fantasy anime of recent years. It's not your typical tale of heroes and epic battles: Frieren immediately strikes you with its melancholic, intimate, and deeply human tone, distinguishing it from many more noisy productions.

The story follows Frieren, an elf sorceress who defeated the Demon King along with her band of heroes. Its strength, however, lies in what happens afterward: while humans



age and die, Frieren remains unchanged, forced to reckon with the passing of time and the bonds she failed to understand while they were still alive. The journey thus becomes a journey of inner growth, filled with memories, regrets, and new understanding, rather than battles.

The anime's strengths are evident: delicate direction, an evocative soundtrack, and writing that values silence as much as dialogue. Frieren manages to address universal themes such as time, memory, and the value of relationships without ever coming across as heavy. With season 2, anticipation is high: the anime promises to further delve into the world and characters, continuing to thrill with the same elegance and sensitivity that made it special.



F R I E N

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Jutsu Kaisen

THE CULLING GAME Part 1

Releases JANUARY 2026

2 Edited by squiddylabionda e Virtual Jump

HERE ARE THE MOST IMPORTANT ANIME RELEASES FOR EARLY 2026

3 january
Fate/Strange Fake



5 january
My Hero Academia:
Vigilantes Season 2



4 january
MF Ghost (season 3)



5 January
Golden Kamuy S5 –
(Winter Season)



8 January
Jujutsu Kaisen Season 3
(The Culling Game Arc)



9 January
Fire Force
Season 3
Part 2



10 january
Trigun: Stargaze



11 january
OSHI NO KO Season 3



11 january
Hell's Paradise
Season 2



16 january
Frieren: Beyond Journey's
End Season 2





MAFIA

**UNDISCOVERED
Gem OF THE
month**

Editor by squiddylabionda e Virtual Jump

UNDISCOVERED GEM OF THE MONTH MF GHOST

MF Ghost is a manga/anime by Shuichi Shigeno that continues the legacy of Initial D, set years later in the near future. Illegal racing has given way to the MFG championship, where modern supercars and sports cars compete on public roads, while still placing the focus on driver skill rather than pure power. The protagonist is Kanata Rivington, a talented young driver trained at Takumi Fujiwara's driving school, a clear direct link to Initial D.

Another distinctive element is the characters surrounding Kanata, such as Ren Saionji, an emotional support figure, and the rivals in the MFG championship, Beckenbauer and Sawataris (descendants and ideal references to the old racers).



UNDISCOVERED GEM OF THE MONTH MF GHOST

MF Ghost thus functions as a true spiritual sequel to Initial D, updating the myth of drifting and street racing to the era of high-tech cars, without losing the romantic soul of the original series.

Among the anime's strengths are its obsessive attention to realistic driving, its accessible technical explanations, and its race direction that conveys speed and tension. Added to this is a soundtrack that recalls the iconic style of Initial D and CGI that has improved over time, enhancing the cars and circuits without sacrificing emotional engagement.





NEVER
GIVE
UP!

PRESS
START

YES

NEVER
GIVE
UP!

GAME
OVER

PRESS
START

LEVEL
UP!

LOADING


NO

GAME
OVER

YES

GAMING ZONE

Edited by Alessandro Marrone
and Virtual Voyagers

NO

LOADING




Releases
JANUARY 2026

Edited by Alessandro Marrone
and Virtual Voyagers

MOST IMPORTANT GAMES RELEASES

15 january

The Legend of Heroes:
Trails Beyond the Horizon

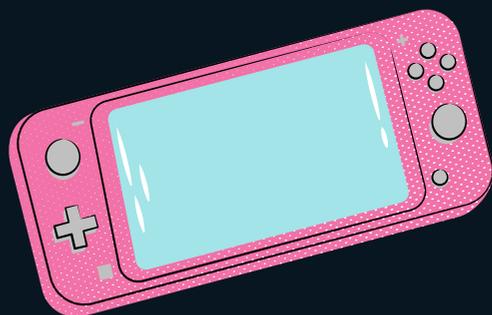
Action-RPG (PC, PS5, PS4, Switch /
Switch 2)

15 january

Animal Crossing: New
Horizons - Switch 2
Edition
Simulazione/vita
sociale su Switch 2

17 january

Dynasty Warriors: Origins
Action / Musou su Switch 2



MOST IMPORTANT GAMES RELEASES

20 january : MIO: Memories in Orbit
Metroidvania on PC, PS5, Xbox
Switch 2

22 january Final Fantasy VII
Remake: Intergrade
RPG / Remake, on Switch 2,
Xbox Series X

28 january The Seven Deadly
Sins: Origin
Action-RPG (PC, PS5, mobile)

29 january Cairn
Survival/atmosferico on PC e
console

30 january Code Vein 2
Action-RPG on PC, PS5, Xbox
Series X



CRISI DELLE RAM

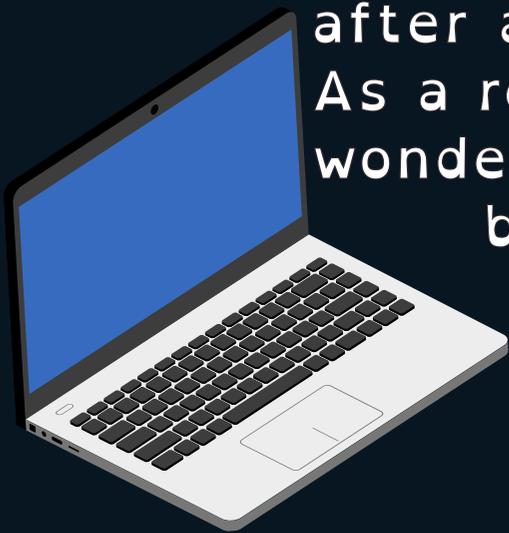
★ ★ ★
**FOCUS OF
THE MONTH**

★ ★ ★
Edited by Alessandro Marrone
and Virtual Voyagers

FOCUS OF THE MONTH: RAMMAGEDDON - THE HARDWARE PRICE SURGE THAT'S CHANGING THE GAME

C'old wind is blowing once again across the hardware market, and this time it has a very specific name: RAMmageddon. RAM prices are skyrocketing, SSDs are following close behind, and GPUs... well, they never really stopped playing hard to get. It's yet another surge that calls into question one of gaming's core pillars: building your own PC.

The issue is simple: one component after another is pushing prices higher. As a result, many gamers are starting to wonder whether investing in a custom built machine still makes sense. It's a romantic, traditional vision almost a ritual but today, more expensive than ever.



FOCUS OF THE MONTH: RAMMAGEDDON - THE HARDWARE PRICE SURGE THAT'S CHANGING THE GAME

On the other side of the barricade, consoles aren't faring much better either. Rising production costs and shrinking margins mean it's far from unrealistic to imagine yet another price increase

And this is where the third contender enters the scene: cloud gaming. It may not

be as poetic as installing a new cooler and posting that classic "here's my new build" photo, but it's increasingly becoming the practical answer to a market that's growing less accessible by the day. A blunt yet logical future: pay for a service, play your games — end of story.

RAMmageddon isn't just a moment of turbulence; it's a signal. It tells us we're entering an era where the real choice is no longer between AMD and Intel, but between holding on to the tradition of hand-built PCs or embracing a future where gaming no longer depends on hardware — but on the cloud.





**VIRTUAL
COSPLAY
HAPPY 2026**

THANKS

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