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© 1996-2015, Amazon.com, Inc. or its subsidiaries The major stores keep Disney's smartphone-based AR-experience-in-a-box for just \$99, and while more than a year has passed since our original review, the Jedi Challenges app has since had some big updates to help keep it fresh. The Dark Side Expansion added the ability to play as Kylo Ren and go head-to-head with Rey and Jedi Master Yoda and even real friends (a second AR kit). Then another free update added new content to star wars: The Last Jedi-inspired content. It gives you additional lightsaber battles, opponents, fighting vehicles and strategic combat options. CHOICE Verdict The original version of Star Wars: Jedi Challenges was a new idea well executed, although there wasn't enough content to easily justify the \$399 price tag. The two free updates since then have filled out the roster and added quite a bit of extra content which, considering the now much-reduced \$99 price tag, makes it a much more attractive suggestion. We updated our app and tried Jedi Challenges with the latest iPhone XS Max and found it worked well, although the website lists the latest supported iPhone as the older iPhone X model, Samsung is represented by the Galaxy S9. If you have a newer Android phone you'll probably find it works well, but check the retailer's return options when buying. Both updates give out a bit of extra content compared to the original app, which was quite fun for Star Wars fans, although there's no sign of more content coming off the field. According to recent rumours, the Lenovo Mirage AR headset, the backbone of Jedi Challenges, could get a second chance with a Marvel-themed game in the coming months, but don't depend on it. Price: \$99 Contact: lenovo.com/au/en Set of Star Wars: Jedi Challenges The kit equips you with an authentic-looking physical lightsaber replica as a controller duelling face-to-face with life-size virtual adversaries including Darth Vader, Kylo Ren and the good guys Rey and Yoda, as well as an assortment of stormtroopers. Slide your smartphone into the Lenovo Mirage AR headset and place the only tracking beacon on the floor to create a virtual zone almost anywhere in the house. Keeping the lightsaber always a little exciting The mixed reality headset lets you keep an eye on your real surroundings, so you can't bump into furniture, rather than the fully autonomous world of VR (virtual reality). The Star Wars-themed experience allows you to play a Jedi Master in strategic combat, lightsaber battles and holochess, the latter being a nice nod to the original Star Wars movie where the game featured briefly. Onscreen Guide Excited pre-teens probably need help from an adult, set up the system that we found such fiddle. You need to turn on and set up the app, app, on-screen instructions before snoring the phone into the headset via caddy. Caddy guides to accommodate different phone sizes and you need to adjust the locks on the holder to make the phone just sit better. The kit has connector cables that connect the headset to different phones: Lightning to Micro-USB; USB-C to Micro-USB; and micro-USB to Micro-USB. There are three buttons on the headset and two on the light card, and you can navigate the on-screen menus by tilting lightsaber movements and your head. Although quite intuitive for adults, it takes time for younger children. Place the tracking beacon (a brilliant, versatile ball with two color options) on the floor or a table to mark the playing field. It can take a bit of experimentation to get better. Holochess, strategic combat and lightsaber battles holochess it's fun, and pretty much exactly what you'd expect if you saw the movie, matching the release of the hologram of the first released Star Wars movie, to give it a pretty retro vibe. Strategy Fight This real-time strategy (RTS) game retains a top-down diagonal perspective on traditional RTS games such as Age of Empires. This allows you to move around the battlefield by walking or tilting your head, although this does not change your perspective. However, the controls and combat options are simple as there is no keyboard and mouse. Experienced RTS players may find that they lose their charm pretty quickly. Lightsaber battles This is where the headset really shines. You can fight droids, stormtroopers and great heroes and villains early in the game. The instructor is good and defeated the acclaimed Star Wars champion (good or bad) is very satisfying. Keeping the lightsaber is always a little exciting, especially when you hear this iconic power-up sound (use headphones for the best effect). Combat is fun to practice at first, although you'll quickly find that you don't need real Jedi-class lightsaber skills, as you can just wave the thing around like crazy until you hit the enemy. There are some simple strategy words, as some enemies can only be cut, while others do not come close enough, so you need to deflect the bullets. Again, it doesn't require pin-point accuracy to smack a bullet of sorts in the right direction and land a direct hit. You can unlock a power throw that allows you to go full Obi-Wan and blast people back into a wave with your hands They've done a good job to make the lightsaber feel realistic, although you don't have to regularly press the re-center button as the blade drifts off course with a guy. Each game is level and unlocks and you will need to work your way through stages to unlock new powers and play in different ways. For example, in the early you can unlock a power throw that allows you to go full and blast people back with a wave of your hand (in this case push the forward). But like so much VR, and to a lesser extent, AR games, it doesn't take long for it to start to feel repetitive and there's no story to hold your attention. However, you can see that you've put some thought into adding variety too simple a trick using a lightsaber. The unlockables that actually impact gameplay are cool as the harder and harder enemies need different strategies. The headset with the

phone is still a bit on the heavy side for longer gameplay, especially for kids, and is most noticeable when constantly looking down on rts gaming. You may also not sit super securely on your head without making some trial and adjustment, and when you inevitably start hovering and flicking your head in the heat of battle, the headset can shift position, leaving enemies blurry and hard to hit. It's epic! That's what my son said when he strapped the mirrored earbuds to his face and stood up on his side as he swished the lightsaber in the air. He fought battle droids. I wanted to make sure he didn't break anything. You, too, can be a lightsaber-wielding fighter in your own home if you get the Lenovo and Disney smart Star Wars: Jedi challenges kit. But you need to know what you're getting yourself into. Now Playing: Watch this: We tried to make AR Jedi in the Lenovo headset Unlike VR, Jedi Challenges makes it look like holographic enemies and challenges hovering around you in augmented reality. It's less immersive than VR, but it's also less nauseating... and more fun for casual play and kids. The lightsaber first imitates his sense of magic. yes, I felt like a Jedi. But the game is sometimes patchy controls and it only works on a phone - and if you don't have a backup, you'll have your own. This makes it harder to pick up and play than it should be. What's in the box: Headset, lightsaber, glowing balls for tracking, charger and dongles. Sarah Tew/CNET's \$200 set includes a helmet with half-mirrored lenses that you need a phone to work on. It also has a rechargeable lightsaber with additional motion controllers that is transformed into an augmented reality device with Jedi power. Like a mini HoloLens, Lenovo's technology includes mixed reality hologram effects instead of VR. The headset takes 3D images as if they were floating in front of you, overlapping with the real world like ghosts. It can keep these holograms lined up in the real world thanks to a battery-packed, glowing ball-shaped light that sits on the floor and acts as an anchor point to help the headset track the room and layer Star Wars enemies on it. Maybe you'll look like this. Sarah Tew/CNET Imagine Jedi challenges like Jedi training simulation. It's the sound of hologram-type images and different levels of designs that can ramp up three difficulties on different planetary themes. Motion-based faceoffs ellen ellen Battle droids and Sith Lords are only a third of what you're going to play. There's also HoloChess (remember that the game is holographic monsters from the Millennium Falcon?). It's just single player. but different puzzle challenges are close to feeling like you're actually playing the real thing. The third mode is a tower defense game set across the floor around you. Miniature battles take place and the lightsaber will have a movement wand position jedi and turrets to win battles against waves of enemies. It's like having a miniature Star Wars battlefield at your feet. Sarah Tew/CNET These games are fun and sometimes impressive looking, but there are some real drawbacks. Tracking is incorrect and sometimes empty when the ball-shaped light on the ground is too close or too far away. Holograms can look like they're in the room with you, but outside of floor level, the game has no boundary detection. Stormtroopers unwittingly walk through walls, and the HoloChess game overlaps the shaft if you're not careful. It should be cleaned in a large area. Last Jedi content will soonLenovo have an update coming in January with extra levels for the new movie, which we haven't played yet. The extra levels include battles against Last Jedi characters, including the Praetorian Guards. There's also a strategic level out on the planet Crait and it seems you can earn augmented reality porgs. I don't know what it's going to be like since I haven't tried them. But extra free is fine with me. The game's levels extend across old and new Star Wars (which includes prequel, so expect battle droids) and there's enough there to keep you busy for a while. Side 2 Sometimes the extended lightsaber blade does not stay straight. Sarah Tew/CNET headset and lightsaber tracking will be wonky at times. The game tracks the glow of the floor sensor bulb and uses it to calibrate the AR lightsaber. Sometimes I really felt like a glowing blade was coming out of my sword grip. But after a few minutes, my lightsaper started bending. Was my Jedi weapon wrong? The game recommends that you periodically press the reorienting button on the lightsaber grip. This allows you to center the blade again, aiming for small glowing floor-light. It happened to me a few times as I kept playing and they said it happened to other people as well. Basically, it's imperfect AR tracking at work. You have to load your phone into this, though, and it's not easy at all (note dongle and weird plastic sleeve). Sarah Tew/CNET Setup's roughJedi challenges are surprisingly fun, but don't expect it to be easy to use for kids. First of all, you need a phone. Jedi Challenges and Lenovo Mirage headsets support a number of phones I've tested with iPhone 8 Plus and Moto Z2 Force. Oddly enough, I had problems with Lenovo's own Z2 Force: the display was a bit off-center and the headset design blocked the (I recommend the Bluetooth headset, anyway). Secondly, the Mirage headset is not perfect for younger kids. My 9-year-old son had a hard time keeping the headset on... it's a big, slightly top-heavy awning. Thirdly, you need to make sure that the lightsaber is paired and the software starts before putting the phone in the Mirage headset. Sometimes there were a few questions where the phone pop-up messages stopped playing. How many AR headsets are coming next year? Sarah Tew/CNET The future of ar headset toysDisney and Lenovo's collaboration appears to be the first step in a long line of AR-compatible headsets mixing toys and games. Jedi challenges are impressive: The quasi-HoloLens are the cheap that works across iOS and Android alike. It's self-contained, it can be taken anywhere, and it's not an impressive job protruding from 3D images on your phone. Will Disney extend its Lenovo Mirage headset to other features such as Marvel? Disney representatives have not confirmed or denied it, but that seems decidedly possible. And maybe, better tracking, headphones like Mirage could do even more things: I'd like to see you keep track of my hands and objects in the room, or play a wider range of games like this Star Wars one. I wish it would be easier to set it up, i didn't need a phone and it was cheaper. \$200 is a lot of what amounts to a fun game novelty. But if you're a Star Wars fan who wants a really cool game, well, come over to the expanded site. On the side.

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