Valve’s new dock won’t replace your Switch, but it makes the Steam Deck more useful

I’ve been waiting for Valve’s official Steam Deck dock for quite a while, so when the $89 accessory finally went on sale earlier this month, I ordered one right away. A few months ago, I wrote about how Steam Deck has changed the way I buy games in part because I believe I’ll be able to access my games on Steam for far longer than I can on other platforms. But I wasn’t ready to go all in because playing the handheld on my TV wasn’t as smooth an experience as it is on the Nintendo Switch.

To be fair, TV gaming has never been the intention of the Steam Deck, as it’s clearly designed to be a portable device. But I’ve been testing the dock to see if it makes playing on my TV easier anyway. To me, it makes the Steam Deck even more useful; the device is already great for handheld PC gaming, and with the dock (technically, the Steam Deck Docking Station), it’s relatively easy to play those games on bigger screens. How you feel about the dock will depend a lot on how much you care about graphics.

I’ve been checking out the PC version of *Uncharted: Legacy of Thieves Collection*, a bundle remastering *Uncharted 4: A Thief’s End* and *The Lost Legacy*, ahead of its release this week. *Uncharted* is one of PlayStation’s most recognizable franchises, and its games are well-suited to long TV sessions on the couch, so I figured it would make for an interesting

test case.

Uncharted didn’t look great on my TV, but I loved playing it there anyway

On default settings, the game didn’t look great hooked up to my TV through the Steam Deck dock. I haven’t played the PS5 version, but I could tell that the visuals were certainly a step down. The default maximum resolution was 1280 x 720, and even then, frame rates would swing between 30 and 60fps. This makes some sense: the Steam Deck, as a portable system, understandably doesn’t have the horsepower of a modern home console like the PS5. You can mess with the game’s maximum resolution in Steam itself, and I was able to bump it up to 2560 x 1440. That improved how things looked, but frame rates took a big hit.

But even with the worse visuals (I’ve reverted to the defaults), I’ve *loved* being able to easily play the *Lost Legacy* while docked and in handheld on the Deck itself. I was able to start the game in an airplane seat instead of having to wait until I was in front of my PS5 or attempting to play wirelessly through Remote Play. Thanks to the Steam Deck dock, I was able to finish it on my TV. The Switch normalized similar experiences years ago, but it’s still awesome now, especially with resource-heavy titles like *Uncharted*.