



# SAVEPOINT —CODEX— MAGAZINE

NOVEMBER 2026

FREE / INDEPENDENT

## FALLOUT'S NEXT CHAPTER

The anniversary, the Creations  
and the road beyond Fallout Day

## EMERGENCE DAY BEGINS

Gears returns to the beginning

A STUDIO. A LEGACY. AN ENDING.

# BIOWARE CLOSES

EA's restructuring ends the next Mass Effect project.  
The people, the loss and a defining Xbox RPG legacy.

MASS EFFECT LEGENDARY EDITION LEGACY ART (2021) / BIOWARE, EA

# WORLDS END. OTHERS OPEN.

November 2026 / Issue 01 / Reporting October 1-31



## SAVEPOINT CODEX MAGAZINE

Editor & Publisher  
**Brian (@7bitbrian)**

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### WELCOME TO THE NOVEMBER ISSUE

Welcome to the first issue of SavePoint Codex Magazine, and thank you for giving it a try. I've wanted to make something you can sit down with and spend some time reading, and I'm glad you're here for the beginning.

October gave us plenty to talk about, but BioWare's closure stayed with me most. Dragon Age: Origins is one of my favorite games of all time, so seeing the studio close was sad, even though part of me had expected it. I hope the developers find new homes where they can bring their own vision to something great again.

Fallout's celebrations gave me a different feeling. I'm proud of what Bethesda has done with the series, especially how far Fallout 76 has come. Alongside those stories, you'll find October's releases, updates and industry news, plus our regular Game Pass Ledger and a look at November.

This is issue one, and I'd appreciate hearing what you think. Visit [savepointcodex.com](https://savepointcodex.com), tell me what you enjoyed and what could be better, and help shape where we go from here. Thank you for checking it out.

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**ISSUE WINDOW: OCTOBER 1-31, 2026**



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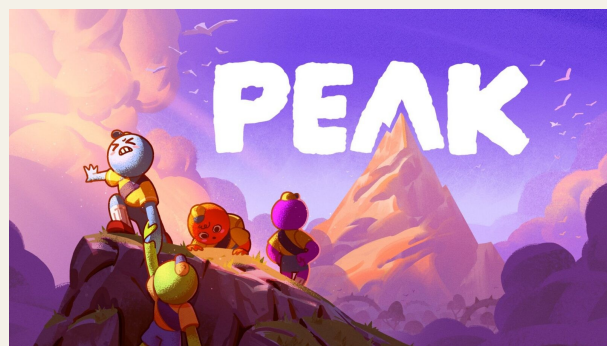
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A Deathclaw in promotional art for Fallout 76's World Pets testing. Image: Bethesda Game Studios / ZeniMax.



PEAK official Xbox launch artwork. Image: Aggro Crab / Landfall.



# OCTOBER IN SEVEN BEATS

A quick route into the stories that shaped the issue.

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A free Cyberpunk 2077 update added story content, mod support and Play Anywhere.

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Crimson Desert: Charting the Unknown. Image: Pearl Abyss.

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## Fallout Day points ahead

Creations, companion tests and a roadmap carried the anniversary celebrations beyond October.

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Crimson Desert's paid expansion added sea travel, housing and new character stories.

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# BIOWARE CLOSES

EA announced the end of BioWare and the next Mass Effect project. The people affected, an enduring Xbox RPG legacy, and a loss that feels personal.

OCTOBER 2026 / REPORTING + ANALYSIS



The cast of the Mass Effect trilogy in Legendary Edition artwork (2021). Image: BioWare / Electronic Arts.

EA announced BioWare's closure on October 21, ending early development on the next Mass Effect project. The publisher also announced the closure of its Edmonton workspace as it narrowed its portfolio. BioWare's own statement thanked the developers and players who had built more than three decades of shared history.

The announcement was the October story that stayed with me most. Dragon Age: Origins is one of my favorite games of all time, and losing the studio behind it was sad. At the same time, part of me had expected an ending like this. Those feelings sat awkwardly together: understanding why a studio might be vulnerable does little to soften the loss when the announcement arrives.

## The decision EA announced

EA described its restructuring as a move toward fewer priorities and more concentrated investment. It said Marvel's Iron Man and the next Star Wars

Jedi game would continue, while it reduced the number of simultaneous large action-adventure projects. Mass Effect was one of the projects it chose to end, alongside the decision to close BioWare.

The changes reached other teams too. EA announced a smaller organization for skate. and changes to its Sims projects. It also described a future collaboration between Respawn and DICE. That was a project announcement, with no announced merger of the studios.

Bloomberg reported approximately 400 job cuts across EA, about 3 percent of its workforce, including roughly 50 at BioWare. Reuters and Game Informer relayed those estimates. EA's employee announcement did not provide that exact company-wide total. VGC separately reported public accounts of roles being eliminated at Full Circle, the skate. developer.



## BIOWARE: THE STUDIO AND ITS LEGACY



BioWare's October 21 announcement. Image: BioWare / Electronic Arts.

Bloomberg offered further context in an October 30 report, summarized by Game Informer: EA had reportedly chosen to invest in Star Wars Battlefront III over the next Mass Effect. That was reported internal reasoning, alongside other factors; EA's public announcement did not confirm the Battlefront link.

### The people behind the name

Tony de Waal's public response gave the news a personal history. Writing on LinkedIn, he described himself as one of the remaining roughly fifty BioWare employees who had lost their jobs. His first period at the studio began more than 29 years earlier; he left after Mass Effect 2 and returned in 2021 to work on Dragon Age: The Veilguard.

He recalled the technical and cinematic work behind The Veilguard and the choice and freedom the next Mass Effect team had hoped to offer. PC Gamer also reported science-fiction writer Derek Kunsken's account of spending years on the project in contract and staff roles. Their accounts described work and ambitions that a cancellation notice could only briefly acknowledge.

Other BioWare veterans offered support to displaced colleagues. For the developers, the immediate question was where they could work next. The studio's name carried a long history, but that history was made through the contributions of people whose careers would have to continue elsewhere.

### The years before the closure

BioWare's difficulties had been public for some time. In February 2021, the studio stopped work on Anthem NEXT, its planned overhaul of Anthem. Christian Dailey's announcement described the

effects of the pandemic on production and the decision to concentrate on other projects.

Then, in January 2025, BioWare said a core team would focus on the next Mass Effect. It had moved colleagues to other EA teams, explaining that the project did not require the full studio at that development stage. The change was presented as a way to build a more focused developer.

That same month, EA's preliminary results, reported by GameSpot, put The Veilguard at approximately 1.5 million engaged players during its launch quarter, nearly 50 percent below the company's expectations. That measure covered player engagement in one quarter; it was not a lifetime sales total.

### Analysis: why Origins still matters to me

BioWare's Xbox history stretched from Knights of the Old Republic and Jade Empire on the original console to Mass Effect on Xbox 360 in 2007. Those games gave the studio an important place in the platform's RPG history. For me, though, Dragon Age: Origins remains the clearest expression of what made its work special.

It was the combination that mattered. Origins offered tactical combat, deep party and character building, strong companions, and a story filled with worthwhile quests. Those parts supported one another. You could care about who travelled with you while also caring about how you built the party and approached a fight.

Few RPGs before or since have felt quite as grand to me. Other games have concentrated more heavily on action, storytelling, or another particular strength. Origins brought a broad range of well-developed

## BIOWARE: THE STUDIO AND ITS LEGACY



The companions of Dragon Age: The Veilguard in official promotional artwork. Image: BioWare / Electronic Arts.

systems together, and gave each enough depth to matter. That breadth is a large part of why it remains one of my favorites.

It also helps explain why this closure feels like more than a missing release on a calendar. BioWare had shown me how much an RPG could bring together. I wanted to see what its developers could make next.

### Analysis: why I feared an ending like this

Over roughly the last five years, I have become increasingly concerned about bloat and leadership problems at some of the industry's established studios. From where I sit, too many projects seem caught in a cycle of expanding scope, longer development and additional hiring, without enough clarity about how the finished game will come together.

My concern is sustainability. When a project keeps growing or changing direction, more people and more time can increase its costs without resolving the underlying problem. In a changing market, that leaves a team vulnerable when the company behind it reassesses what it is willing to fund.

That is my assessment of a wider industry pattern. BioWare's remaining team was already small, and EA's stated explanation concerned its portfolio priorities. The public announcements do not establish the internal causes of every development problem or make the people losing their jobs responsible for those decisions.

The loss still leaves me with a hope worth holding onto. I want the developers with a vision for these kinds of games to find new homes and the opportunity to make something great again. The studio is closing, but the people who made its worlds compelling may yet give us another world to care about.

### SOURCES & FURTHER READING

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Electronic Arts | Building EA's next chapter (Oct 21, 2026)

Reuters, via MarketScreener | EA cuts and BioWare closure (Oct 21, 2026)

Game Informer / Eric Van Allen | BioWare and reported job totals (Oct 21, 2026)

VGC / Jordan Middler | Full Circle developer accounts (Oct 21, 2026)

Tony de Waal / LinkedIn | Firsthand developer account (October 2026)

PC Gamer | Derek Kunsken's Mass Effect work (October 2026)

GamesRadar+ | James Ohlen on the team (October 2026)

BioWare / Christian Dailey | Anthem NEXT development ends (Feb 24, 2021)

BioWare / Gary McKay | BioWare focuses on Mass Effect (Jan 29, 2025)

GameSpot / Tomas Franzese | EA reports The Veilguard engagement below expectations (Jan 22, 2025)

BioWare | BioWare games catalog (Historical reference)

Game Informer / Wesley LeBlanc, citing Bloomberg | Reported Battlefront III investment priority (Oct 30, 2026)

# FALLOUT'S NEXT CHAPTER

October's celebrations brought new Fallout 4 adventures, Fallout 76 companion tests and a roadmap reaching into 2027.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



A Deathclaw in promotional art for Fallout 76's World Pets testing. Image: Bethesda Game Studios / ZeniMax.

Fallout's October celebrations brought new Fallout 4 adventures, live Fallout 76 fixes and plans extending into 2027. World Pets, FEVer Dreams and Hideouts were the announcements that interested me most.

Bethesda gathered the week's announcements in its October 23 roundup. It combined content you could already download with public tests and a longer roadmap. The celebration covered several games, alongside television, merchandise and other partnerships.

## World Pets leave the C.A.M.P.

World Pets will let you take a cat, dog, radhog or domesticated Deathclaw beyond your C.A.M.P. and into Appalachia. Bethesda's October 29 announcement put the planned live release on December 1 and confirmed that the update had reached the Xbox Series and PlayStation 5 Public Test Servers.

The proposed system gives pets commands, progression and benefits earned as you adventure together. You can tell a companion to stay, attack or protect you, with restrictions on where it can follow. Bethesda's test notes exclude raids and Shelters, for example. The update also includes a refreshed Skyline Valley, with environmental changes, bounty hunting and a collectible questline. The test notes

described reworked terrain, lighting and weather, alongside activity centered on The Trading Post.

October's test changes also let you apply earned passive buffs across pet species. Features and values could still change before release. Test accounts received animals to try; Bethesda said the live game would retain the pets you had previously obtained. Console testing broadened the opportunity to give feedback beyond the existing PC test.

## Hideouts look further ahead

Hideouts entered early testing on a different schedule. Bethesda's October 27 notes placed their release in spring 2027, so they were not part of December's World Pets launch plan.

The activities use leads to get you into faction encampments, with the lead you obtain or craft determining the challenge. Four difficulties were outlined: Basic, Challenging, Lethal and Marked. The test locations were The Forever Farm in Burning Springs and Vault 63's Immortality Sector in Skyline Valley.

Bethesda described changing enemies and environmental conditions within those spaces. It also stressed how early the test was: rewards were temporary, unique rewards were absent, and The Drifter was not appearing during that testing period.



## FALLOUT'S NEXT CHAPTER



Official Fallout Day 2026 celebration artwork. Image: Bethesda Game Studios / ZeniMax.

The outline gives us something substantial to look forward to, while leaving room for changes before spring.

### Continued work on the live game

The bigger announcements were accompanied by work on the game already in people's hands. Fallout 76's live October 20 update included quest and event fixes, reward adjustments and various Xbox Series crash fixes. Bethesda also acknowledged an ongoing issue with some Infestations rewards. This was maintenance delivered during October, separate from the December and spring plans.

I'm proud of how far 76 has come. The long-term fixes and continued support are a large part of that feeling, alongside the community around the game. Both matter to me when I look at what Bethesda has built and continued working on.

### FEver Dreams brings another story to Fallout 4

Kinggath Creations released the free FEver Dreams Creation on October 20. Its adventure takes the Sole Survivor to Camp Jefferson, a pre-war army base with a secret beneath it. Exposure to chemicals and a questionable antiviral leaves you searching for a cure, while visions bring back moments with your spouse.

The project mixes puzzle rooms, security systems, combat and conversation. Courtenay Taylor and

Brian T. Delaney returned as the Sole Survivor's original voices; Wes Johnson and Dave B. Mitchell also contributed robot voices. New equipment includes a compact plasma weapon and armor found within the facility.

Bethesda promoted FEver Dreams alongside Command Override from Hobgoblin Studios, with both available through Fallout 4's Creations menu during the celebration week.

Command Override builds its adventure around hacking and remotely controlling robots in a RobCo-themed dungeon. Its experimental Beam Gun includes hacking functions that let you issue commands or pilot a machine directly. The project also introduces equipment linked to Project: Ghost Pilot and a Gunner threat led by General Hayes.

These are individual Creations with their own listings and requirements. FEver Dreams was offered at no cost; that does not make every Creation free or include later releases in an older edition purchase. Check the individual listing when choosing what to add to your game.

### Analysis: room for fresh stories

Creative freedom for modders is what I value most here. I like seeing creators bring fresh stories to a familiar world, with room to explore their own ideas. FEver Dreams and Command Override show different ways to build on Fallout's characters,

## FALLOUT'S NEXT CHAPTER



Official FEVer Dreams key art from Kinggath Creations. Image: Kinggath Creations / Bethesda Game Studios.

technology and setting. That is a part of the series' continuing life I want to see supported.

### A darker journey ahead

Another creator project, Fathomless, was announced in an October 27 post by RoKMod on the Children of Ug-Qualtoth Nexus page. The planned 2027 adventure follows a pre-war expedition into an ancient crater deep beneath the Atlantic. Its creators connected the horror story to Children of Ug-Qualtoth while describing an experience that would stand on its own.

Xbox availability, purchase terms and dependencies remained unconfirmed in that announcement. It was a future project to watch, with a fuller release announcement still to come.

### The celebration carries on

Beyond the RPGs, Bethesda previewed more Fallout Shelter seasons and a baby Deathclaw pet. Fallout Shelter: The Experiment, a competition series, received a January 13, 2027 Prime Video date. The Jones Soda Nuka-Cola flavor vote ran through October 31. Merchandise announcements included new figures, metal artwork and wearable replica gear. The Shelter previews did not confirm identical content for every edition or platform.

Fallout Day ended with new adventures available and more work ahead. The Creations, live updates and tests carried the story well beyond the celebration itself.

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Bethesda / Parker Wilhelm | Fallout Day celebration roundup (Oct 23, 2026)

Kinggath Creations | FEVer Dreams official creator page (October 2026)

Kinggath Creations Wiki | Fallout 4 Creations — FEVer Dreams release date (October 2026)

Nexus Mods / creator post | Fathomless creator announcement (Oct 27, 2026)

Bethesda Game Studios | World Pets and console testing (Oct 29, 2026)

Bethesda Game Studios | World Pets and Hideouts test notes (Oct 27, 2026)

Bethesda Game Studios | Fallout 76 live update notes (Oct 20, 2026)

Hobgoblin Studios / Bethesda Creations | Command Override — official Creation listing (October 2026)

Bethesda Creations | FEVer Dreams — official Creation listing (October 2026)

# EMERGENCY DAY BEGINS

Gears of War: E-Day launched its origin story alongside Horde Siege and Versus, with October updates addressing progress, stability and competitive play.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



Bravo Squad in official Gears of War: E-Day promotional artwork. Image: Microsoft / The Coalition.

Gears of War: E-Day launched worldwide on October 6, following Premium early access from October 1. The Coalition's new release brought Marcus Fenix and Dominic Santiago back to Xbox Series X|S and the Xbox app on PC, alongside a separate Steam release. Launch access was included with Game Pass Ultimate and PC Game Pass. The earlier start required the Premium Edition or the paid Premium Upgrade for eligible subscribers.

I'm excited about the return to Marcus and Dom. This time, the campaign takes you fourteen years before the original Gears of War, into the catastrophe that began the Locust war. Across three days and nights in Kalona, their squad faces an invasion whose scale is only beginning to become clear.

## An earlier war, familiar ways to fight

E-Day puts the opening of that invasion at the center of its campaign. The Locust erupt into a world that has not yet learned how to fight them, giving Marcus, Dom and their squad an earlier place in Sera's history to explore.

Cover, close-range combat and cooperation remain central to the action. Xbox's launch feature described the need to move between cover, judge when to advance and recover a fallen teammate. Blind fire and melee are part of that toolset, while different weapons give you options at different ranges.

You can play the campaign alone, with a second player in console split-screen, or with up to four players online. The primarily linear story also includes optional paths and side missions around Kalona, where helping civilians or supporting another squad can bring additional story context and



## EMERGENCE DAY BEGINS



Official Gears of War: E-Day image, first published in September 2026. Image: Microsoft / The Coalition.

rewards. Xbox Play Anywhere supports moving between the console and Xbox PC versions.

### Campaign, Horde Siege and Versus

The launch went beyond the campaign. Horde Siege offered cooperative survival, while Versus provided competitive matches. Those modes gave you a choice between following the story, fighting alongside a squad against the Locust, and taking on other players.

Horde Siege groups players into four-person squads, with Assault, Marksman, Medic and Breacher classes. Multiple squads can work on shared objectives and fight world bosses. Versus includes Social and Ranked play, with four-versus-four modes and a separate competitive progression.

Ranked Versus opened on October 13. The following day's patch notes acknowledged that some placement matches had put players in the wrong skill division. The Coalition said it had addressed the problem so that placements would determine ranks correctly.

### October's first support updates

The October 14 patch also covered stability, memory use, cooperative play and progress tracking. It addressed War Journal and achievement tracking, progress not being recorded in co-op, and several split-screen problems. The notes listed fixes across campaign encounters, Horde Siege and Versus too.

There was a limitation if you had already lost progress. Missing collectibles and campaign rewards could not be restored automatically. The Coalition said you could identify and collect missing items again; for affected completion rewards, it outlined replaying a completed mission to earn them. Some

achievement and reward reports remained under investigation.

A further hotfix arrived on October 22. The Coalition reported stability and crash-reduction work across PC, Xbox and handhelds, along with campaign and multiplayer corrections. On Xbox Cloud Gaming, it fixed a setting that had defaulted to Quality instead of Performance.

The hotfix also addressed campaign camera and navigation problems, a train car that could block a secondary objective, and Horde Siege issues involving objectives and server kicks. In Ranked Versus, it corrected matches ending too soon after a player disconnected, alongside fixes for inaccessible objectives and an incorrectly awarded ribbon.

The Coalition was reviewing Versus balance feedback for further Season 1 changes. Its October 22 known-issues list still included reports of freezing or crashing during long sessions, as well as an exploit that let players see through smoke grenades. Those investigations continued beyond the fixes delivered during the launch month.

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Xbox Wire | E-Day early access (Oct 1, 2026)

Xbox Wire | Gears of War: E-Day launch guide (Oct 6, 2026)

Xbox Wire / Megan Spurr | October Game Pass: first wave (Oct 7, 2026)

The Coalition | October 14 E-Day patch notes (Oct 14, 2026)

The Coalition | October 22 E-Day hotfix notes (Oct 22, 2026)

# A NEW FRONT

Modern Warfare 4's October launch brought campaign, multiplayer and DMZ together, followed by live fixes and a November season roadmap.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



Modern Warfare 4 Season 1 promotional artwork, announced October 28. Image: Activision / Infinity Ward.

Modern Warfare 4 launched worldwide on October 23, bringing its campaign, multiplayer and DMZ together after staggered early access. Qualifying digital preorder customers had received campaign access on October 16 and DMZ access on October 20. The full release arrived on Xbox Series X|S and through the Xbox app on PC, with its first season scheduled for November 6.

If you wanted to play at launch, you needed a separate purchase. Activision's October 15 announcement set Holiday 2027 as the Game Pass inclusion window. An existing subscription did not include the new release at launch. Ultimate continued to include Black Ops 7, Black Ops 6 and Modern Warfare III.

## Campaign first

For me, the campaign is the main draw. Its sixteen missions follow conflict across the Korean Peninsula, Paris, New York and Mumbai. Private Park Hyun Jun

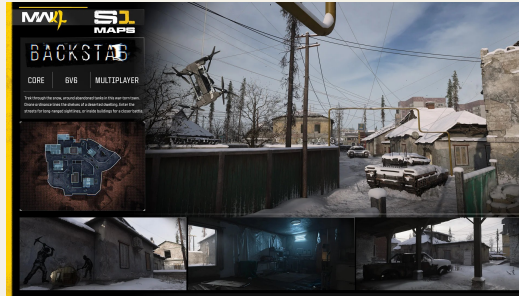
and his squad face an invasion, while John Price, now an outlaw, searches for the person behind it.

That story formed the first stage of October's release, with the full campaign available during the early-access period for qualifying digital Standard and Vault Edition purchases. Mission progress also unlocks rewards for multiplayer and DMZ, including operators, cosmetics and XP tokens. You can follow the campaign before moving on to the other parts of the package.

## Multiplayer and DMZ

Multiplayer launched with twenty maps: twelve new six-versus-six maps, four Gunfight maps, three Ground War maps and Kill Block. The range covers compact encounters and larger battlefields, with Kill Block using a modular training facility that changes its layout between matches.

## MODERN WARFARE 4 OPENS A NEW FRONT



The forthcoming Backstab map in an official Season 1 screenshot. Image: Activision / Infinity Ward.

Xbox Wire's launch account described two outer sections and a central section combining into different configurations. That changes the routes, sightlines and cover you encounter. Its launch formats included three-versus-three and ten-versus-ten Gunfight, giving that part of multiplayer a different structure from learning one fixed map.

DMZ takes you into Hajin for extraction-based operations. You prepare at the Forward Operating Base, choose what to take, pursue objectives and try to extract with what you have secured. The mode includes AI forces and rival operators, with the option to deploy alone or as a squad.

The base carries progress between those operations. Its stations cover orders, equipment storage, loadouts, crafting and operator development. What you bring back affects your preparations for another deployment, so an operation has consequences beyond the end of a conventional multiplayer match.

### October's opening updates

Infinity Ward's rolling launch notes recorded stability, interface, multiplayer and DMZ changes. The October 24 update addressed party leaders extracting teammates without their consent and an exfil helicopter disappearing while players were still inside. At that stage, its known-issues list included spectating-related kicks and a PC network error when extracting a looted Dog Tag.

The notes subsequently reported a fix for players being kicked while spectating in some multiplayer modes. Further updates continued through October 30, covering server crashes, multiplayer problems and DMZ objectives. DMZ cash rewards were also increased, including rewards for Dynamic Ops, Side Ops and mission steps.

The final days of October brought Halloween playlist additions too: Possession on October 29 and Infected on October 30. These were updates to the live game during its opening month, ahead of the larger seasonal rollout.

### Season 1 follows in November

Activision's October 28 roadmap set November 6 for Season 1. Multiplayer was due to receive more maps and modes, while DMZ's plans included the X01 Black Site, additional orders, new enemies and further progression-related content. The season also brings Modern Warfare 4 integration to the free-to-play Warzone.

The roadmap split its additions between the start of the season and later arrivals. That timetable matters if you are looking forward to a particular feature: the season's complete list was not the October launch package, or a promise that everything would arrive on November 6.

Further Warzone information was scheduled for November 2. October closed with the base game available, its first rounds of fixes delivered and the next stage of multiplayer and DMZ support already announced.

### SOURCES & FURTHER READING

Activision | Modern Warfare 4 worldwide launch (Oct 23, 2026)

Activision | Modern Warfare 4 campaign access (Oct 16, 2026)

Activision | DMZ and the Forward Operating Base (Oct 9, 2026)

Activision | Modern Warfare 4 purchase and Game Pass (Oct 15, 2026)

Xbox Wire | Kill Block multiplayer (Oct 23, 2026)

Activision | Modern Warfare 4 launch patch notes (October 2026)

Activision | Modern Warfare 4 Season 1 roadmap (Oct 28, 2026)



# XBOX'S NEXT DIRECTION

October's financial results put Xbox's new divisions, experiments and holiday plans in context, alongside Microsoft's voluntary exit offer.

OCTOBER 2026 / REPORTING + ANALYSIS



Official Xbox imagery, first published in September 2026. Image: Microsoft.

Microsoft's October 28 results put a number on Xbox's latest quarter: revenue of \$5.38 billion, compared with \$5.51 billion a year earlier. The company reported a 2 percent decline. These were fiscal 2027 first-quarter results, covering the three months ended September 30, rather than October's game sales.

Xbox content and services revenue also fell 2 percent, or 1 percent in constant currency. Microsoft attributed that decline to lower third-party content and Game Pass revenue, partly offset by first-party growth. Those revenue changes do not tell you how many consoles were sold or how many subscribers joined or left.

## The holiday forecast

Microsoft expected content and services revenue to grow in the mid to high single digits during the holiday quarter, driven by the timing of first- and third-party launches. It forecast a year-over-year decline in hardware revenue for the same period.

## New responsibilities and experiments

On October 8, Microsoft introduced XP under Kayleen Walters, bringing together film and television, consumer products, partnerships and live or location-based experiences. It consolidated work around Xbox properties beyond the games themselves.

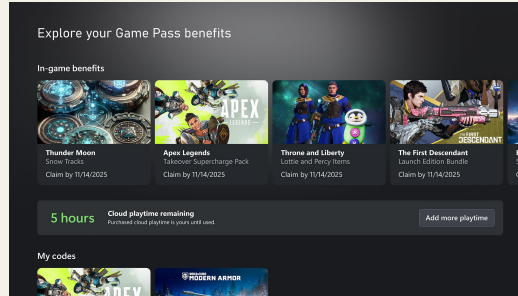
The same day's leadership announcement named Maria Angelidou-Smith as Mojang and Minecraft's incoming CEO, starting October 19. Xbox Labs followed on October 13, with a small team exploring new ways to access, adapt and create games.

Later browser experiments revisited Xbox 360 dashboard designs, including Blades, with no announced delivery date for a console dashboard replacement.

## The voluntary offer Microsoft announced

Amy Coleman's October 26 message introduced a time-limited Voluntary Exit Offer for eligible employees in participating organizations in Canada,

## XBOX'S OCTOBER DIRECTION



Xbox's September 2026 cloud-playtime mock-up. Image: Microsoft.

India, the United Kingdom and the United States. It covered level 70 and below, with financial support and career planning resources. Some organizations participated and others did not.

Microsoft confirmed to GeekWire that about 60,000 employees were eligible. That was a Microsoft-wide eligible pool, rather than an Xbox headcount or a completed departure total. The company gave no numerical acceptance forecast, but told GeekWire it expected a much smaller share than the roughly 30 percent who accepted its earlier retirement offer.

Microsoft described the program as a way to adjust to changing business needs and told GeekWire it was not a sign it needed fewer employees. The company said layoffs would remain part of its approach as conditions required.

### Analysis: what the size of the offer tells me

From observing industry patterns, I see a broad offer like this as compatible with restructuring around a smaller number of expected departures. Making an option available widely can make sense when only a fraction of eligible people are expected to accept it. The eligible pool is not itself a departure goal.

There are concrete examples of that difference. In 2020, CNN reported that TIAA had offered a package to about 11,000 employees but expected only 5-7 percent to accept. That was an expectation for one company's program, not an industry-wide rate or a forecast for Microsoft.

My interpretation is that the offer fits the wider pattern of organizations reshaping their workforce during a change in direction. That is my analysis, alongside the Xbox changes covered here. The announcement does not establish an Xbox-specific reduction target or show that this quarter's gaming

revenue caused a Microsoft-wide workforce decision.

### Reported plans and the response

Fortune's October 20 profile reported possible hardware and subscription changes. Windows Central subsequently carried Xbox CTO Scott Van Vliet's response disputing the account of the technical work and the relationship between the Xbox and Windows teams. Those reported hardware schedules and price estimates remained unconfirmed product details.

You can see the more immediate changes elsewhere in this issue: Play Anywhere support, PC-app work, cloud-playtime testing and October's games. Alongside them, the results and holiday forecast give us figures against which to follow Xbox's changing business.

### SOURCES & FURTHER READING

- Microsoft | FY27 Q1 financial results (Oct 28, 2026)
- Microsoft | FY27 Q1 earnings call (Oct 28, 2026)
- Xbox Wire | Introducing XP (Oct 8, 2026)
- Xbox Wire | Leadership appointments (Oct 8, 2026)
- Xbox Wire | Introducing Xbox Labs (Oct 13, 2026)
- Pure Xbox | Browser dashboard experiments (Oct 21, 2026)
- Microsoft / Amy Coleman | Voluntary Exit Offer (Oct 26, 2026)
- GeekWire | Microsoft confirms eligibility total (October 2026)
- CNN Business / WRAL | Historical buyout expectations: TIAA (Jun 4, 2020)
- Fortune | Xbox leadership profile (Oct 20, 2026)
- Windows Central | Hardware reporting and CTO response (Oct 20, 2026; updated)

# ARKANE IN THE BALANCE

Microsoft granted more consultation time to explore alternatives. The studio's final outcome remained unresolved at the end of October.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT

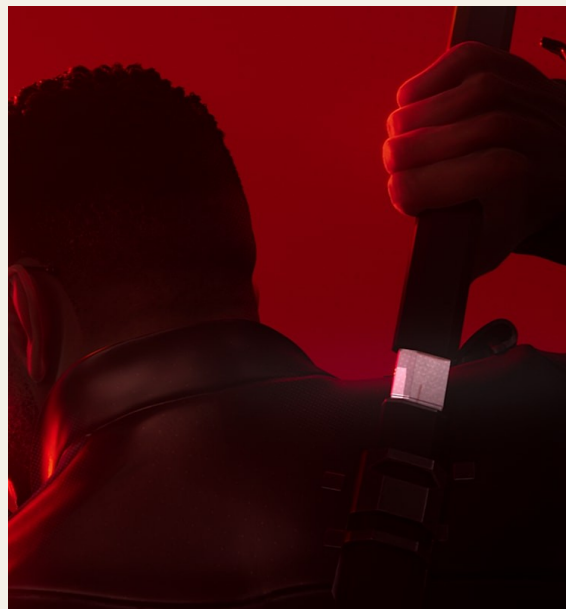
Arkane Lyon ended October with its future unresolved and an additional month of consultation confirmed by Microsoft. The company said it was exploring alternatives, including a partner to support the studio through the development work still ahead. It also said documents referring to closure formed part of the consultation process and did not represent a final decision.

That left the Dishonored and Deathloop developer facing a serious risk, with options still under discussion. The extension gave the process more time; it did not announce a completed sale, a development agreement or a release date for Marvel's Blade.

## The report and Microsoft's response

Le Monde's October 23 reporting put 217 jobs at risk at the Lyon studio. It described employee representatives' concerns, their efforts to secure more time and a November 13 consultation deadline. The report also discussed documents referring to the planned cessation of the company's activities and subsequent job losses.

Microsoft then told PC Gamer that it had extended consultation by one additional month. Its stated options included finding a partner to support further



Marvel's Blade announcement artwork, released in December 2023. Image: Arkane Lyon / Bethesda Softworks / Marvel.

development, and it said it would keep the Works Council informed throughout the process.

Power Up Gaming's October 25 follow-up reported December 13 as the revised deadline. Microsoft's statement to PC Gamer confirmed the additional month without naming that specific date.

## Blade and the work still ahead

Marvel's Blade remained the announced project at the center of the discussion. Bethesda and Marvel revealed it in December 2023 as a mature, single-player, third-person game with an original story. The proposed setting was a quarantined part of Paris during a supernatural emergency, with vampires forcing residents to shelter indoors at night.

Game director Dinga Bakaba described a personal connection to Blade and the opportunity to make his hometown the setting. The announcement came from a studio already known for Dishonored and Deathloop, giving the project a connection to both an established comic-book character and Arkane Lyon's earlier work.

Those details describe the game's announced creative direction. Accounts of how much production remained differed: Le Monde carried an employee



## ARKANE LYON: A FUTURE STILL OPEN



Deathloop in official Xbox launch artwork (2022). Image: Arkane Lyon / Bethesda Softworks.

representative's description of a project closer to completion, while PC Gamer reported sources saying it still had years ahead. Microsoft's reference to remaining development work supplied no release timetable or percentage complete.

### Alternatives remain open

A development partner and a buyer would be different arrangements. Microsoft's public response identified partnership as an option but did not announce a completed agreement or specify the eventual ownership and staffing arrangements.

I'm hopeful the extra time allows an alternative to be found. At the end of October, the reported position was an extended consultation, with the studio's

future and the outcome for its employees still unsettled.

### SOURCES & FURTHER READING

Le Monde | Arkane Lyon employment consultation (Oct 23, 2026)  
 PC Gamer / Andy Chalk | Arkane and Microsoft's response (Oct 23, 2026; updated)  
 Power Up Gaming / Ediz Guner | Arkane's extended deadline (Oct 25, 2026)  
 Arkane / Bethesda | Marvel's Blade announcement (Dec 7, 2023)

# MORE WAYS INTO NIGHT CITY

Cyberpunk 2077's free Edgerunners 2 update brought new story content, Play Anywhere, dual-wielding and supported community mods.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



Official artwork accompanying the Edgerunners 2 Update announcement. Image: CD PROJEKT RED.

Cyberpunk 2077's free Edgerunners 2 Update, version 2.5, arrived on October 22 with new story content, dual-wielding, customization additions and supported community mods. The Xbox announcement also confirmed Play Anywhere, connecting the Xbox Series X|S and Xbox PC versions through one eligible digital purchase and transferable progress.

Xbox Play Anywhere and the new story content are the additions that interest me most.

## One Xbox purchase, two places to play

Play Anywhere lets you play the supported Xbox console and Windows PC versions without purchasing each separately. Your progress carries between them, so you can continue the same character when you change devices.

The ownership benefit applies to an eligible digital purchase through the Xbox or Windows Store,

including qualifying retailer codes. A copy purchased through another PC storefront does not automatically supply an Xbox console license. Cross-progression transfers your progress; Play Anywhere supplies access to the supported Xbox versions you own.

That distinction matters alongside the update's mod support. A save can travel between devices while still depending on which modifications are available and enabled on the destination platform.

## Another story in Night City

The new side quest, Clampdown, begins with a job from Wakako and draws V into events connected to characters from Cyberpunk: Edgerunners 2. It takes place before the anime's story. CD PROJEKT RED presented its Xbox overview without spoilers for the show, giving you an introduction to the crossover without asking you to watch the series first.

## NIGHT CITY MAKES ROOM FOR MORE



Publisher-supplied Cyberpunk 2077 PC screenshot. Image: CD PROJEKT RED.

The update's additions also reach beyond that quest. New clothing, hairstyles and cyberware customization sit alongside Photo Mode frames and poses. Glamdocs offer different looks for V's implants, while the new Double Trouble perk and associated perks enable dual-wielding Power-category pistols and revolvers.

These are additions to the existing game, so the new combat and customization options extend beyond the crossover quest. A new radio station also brings tracks from the Edgerunners series into Night City. The patch notes list another quest built around a tour narrated by Richard Night, plus twelve Minor Arcana tarot cards and an associated quest.

### Supported mods, with save rules to understand

Version 2.5 added an in-game Mods browser powered by mod.io, including on Xbox Series X|S. You can browse compatible player-created content through the game itself, using a CD PROJEKT RED account connected to mod.io.

The selection has platform-specific limits. The official modding FAQ distinguishes making mods on PC from playing compatible releases on console. Existing PC modding services remain available, but a mod installed through another PC method is not automatically part of the Xbox catalogue.

CD PROJEKT RED's support guidance says the same set of mods must be enabled on both platforms to maintain cross-progression compatibility. A missing or incompatible mod on the destination device can prevent a save from loading correctly. Console availability therefore matters if you intend to move a modded character between PC and Xbox.

Console achievements are disabled on modded save files, which are marked with a mod.io icon in the load menu. The update also grouped saves by playthrough, added stash filters and introduced a field-of-view slider on consoles.

### SOURCES & FURTHER READING

CD PROJEKT RED / Xbox Wire | Cyberpunk 2077 Edgerunners 2 update (Oct 22, 2026)

CD PROJEKT RED | Edgerunners 2 update features (Oct 21, 2026)

CD PROJEKT RED | Update 2.5 launch (Oct 22, 2026)

CD PROJEKT RED Support | Cross-platform mod support (Observed Oct 31, 2026)

mod.io / CD PROJEKT RED | Modding FAQ (Observed Oct 31, 2026)

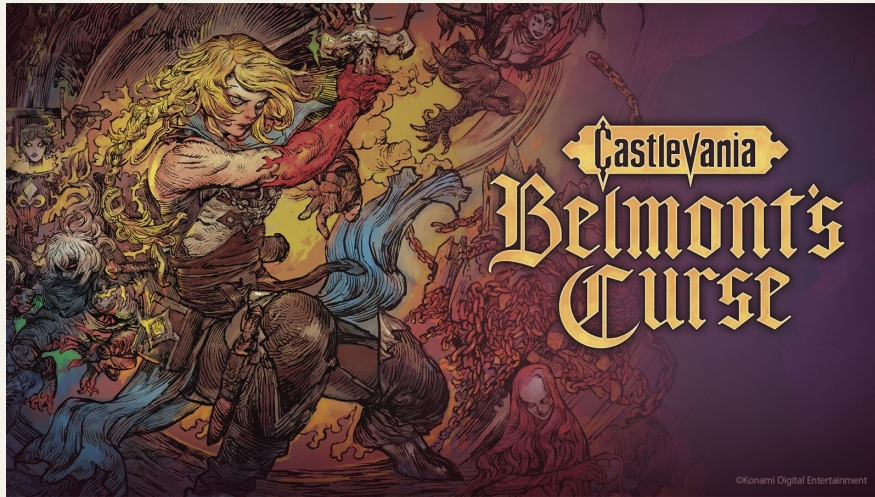
Xbox | Xbox Play Anywhere ownership and progress FAQ (Observed Oct 31, 2026)



# OCTOBER AFTER DARK

A new Belmont, an infamous puzzle box, a dying freighter, a haunted hotel and a parkour escape: October offered five different approaches to horror.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



Castlevania: Belmont's Curse promotional artwork. Image: Konami / Evil Empire / Motion Twin.

October gave you several ways into an uneasy evening. Castlevania returned to 2D action and exploration; Hellraiser built its threat around a familiar puzzle box; and Mouthwashing placed a small crew beyond the reach of rescue. The Séance of Blake Manor added a supernatural investigation, while Terrible Lizards made parkour the means of escape.

## A new Belmont in Paris

I was excited to see Castlevania return. Belmont's Curse arrived on October 15 for Xbox Series X|S and Xbox on PC, with Play Anywhere support. Konami worked with Evil Empire and Motion Twin, the studios behind Dead Cells and its continuing development.

You play as Rose Belmont in Paris in 1499. Trevor accompanies her arrival before passing on the family work, with a city under supernatural attack setting the stage. The adventure takes you through a fixed, interconnected world, finding secrets and gaining abilities that develop exploration alongside combat.

Xbox Wire's Will Fulton reported seven weapon types and a whip that also functions as a grappling tool. It can carry Rose through the environment or pull her toward an enemy, connecting movement with the fighting. New abilities open more of the map, so exploration and combat develop together as you make your way through the city.

## The box opens again

The Hellraiser setting is what interests me about Revival. Clive Barker's Hellraiser: Revival reached Xbox on October 8 as first-person survival horror built around the powers of a mysterious puzzle box.

The official release bulletin introduced Aidan, who uses the Genesis Configuration to try to help his girlfriend Sunny escape the Labyrinth. Pinhead and a cult devoted to the Cenobites are part of that premise, with the box's powers central to surviving the bargain. You enter this world through Aidan's story, facing its threats from a first-person perspective.

## OCTOBER AFTER DARK



Publisher-supplied Mouthwashing screenshot. Image: Wrong Organ / CRITICAL REFLEX.



The Séance of Blake Manor official promotional artwork. Image: Spooky Doorway / Raw Fury.

## Five people, one dying freighter

Mouthwashing brought its psychological horror to Xbox on October 29, and that psychological focus is what appeals to me. Wrong Organ's game places five crew members aboard the Tulpur, a stranded space freighter with dwindling supplies and no prospect of rescue.

Publisher CRITICAL REFLEX describes exploring the ship and piecing together the crew's fractured history, with the distinction between reality and delusion becoming harder to follow. That puts both the disaster and the crew's past at the center of the mystery.

The publisher announced Xbox Series X|S, Xbox One and Xbox on PC versions. Mouthwashing also joined Game Pass on October 29 during the month's second wave. The Game Pass listing covered cloud, Series X|S and PC, with Ultimate, Premium and PC Game Pass access.

## A hotel full of questions

The supernatural detective work and remote hotel mystery are what interest me about The Séance of Blake Manor. Set in Ireland in 1897, it asks you to investigate a young woman's disappearance in a hotel filled with secrets and otherworldly events.

You approach this isolated setting as an investigator, following the mystery through questions, observations and evidence. It joined Game Pass on October 27 for cloud, Xbox Series X|S and PC, through Ultimate, Premium and PC Game Pass.

## When escape is the ability

Terrible Lizards arrived on October 29 and joined Ultimate and PC Game Pass on cloud, Xbox Series X|S and PC. WDR Studios' debut is a first-person horror platformer about escaping runaway dinosaur animatronics in an abandoned roadside attraction.

In his October 30 developer account, game director John Gelardi described movement built around responding quickly and linking actions together. You can adjust your direction while airborne, correcting a jump before landing. Jumps, slides, wall runs, clambers and swings form the escape tools, with movement through the environment taking the place of fighting back.

## SOURCES & FURTHER READING

Xbox Wire / Will Fulton | Castlevania: Belmont's Curse (Oct 14, 2026)

Xbox Wire | October 5–9 Xbox releases (Oct 2, 2026)

CRITICAL REFLEX / Xbox Wire | Mouthwashing Xbox release (Oct 20, 2026)

Xbox Wire / Megan Spurr | October Game Pass: second wave (Oct 20, 2026)

WDR Studios / Xbox Wire | Terrible Lizards: movement (Oct 30, 2026)

# THE GALAXY AT FULL SPEED

Galactic Racer paired a Star Wars racing league with a team shaped by Burnout, then added larger online parties and keyboard presets.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



An October launch screenshot supplied in the official press kit. Image: Fuse Games / Secret Mode / Lucasfilm Games.

Star Wars: Galactic Racer launched on Xbox Series X|S on October 6. Developed by Fuse Games and published by Secret Mode, it brought a racing campaign and online competition to the Galactic League, an unsanctioned circuit in the Outer Rim.

The Star Wars setting and the developers' racing background are what interest me here. Fuse includes former Criterion developers whose work helped shape Burnout, bringing experience with arcade racing to a galaxy with its own vehicles, rivalries and dangers.

## Racing in the Outer Rim

The story takes place after the Empire's fall, as the New Republic struggles to rebuild and underground racing attracts money and powerful backers. You play as Shade, entering the Galactic League in pursuit of revenge and glory. The campaign follows shifting alliances, while online races put you up against other players.

Landspeeders, speeder bikes, skim speeders and podracers make up the vehicle selection. The official overview describes different handling and play styles between classes, with customization giving you ways to develop your ride. The campaign's runs-based structure makes repeated attempts and survival part of progressing through the competition.

## Arcade racing with consequences

In an October interview with GamesRadar+, Fuse CEO Matt Webster and creative director Kieran Crimmins discussed the thinking behind that structure. Their Criterion background mattered, but the conversation also centered on making crashes and difficult decisions carry consequences.

Webster described arcade racing as approachable without losing depth. You should be able to understand the immediate driving quickly, with more to learn as you continue. The developers connected that accessibility with a campaign



## STAR WARS AT RACING SPEED



Publisher-supplied Star Wars: Galactic Racers launch screenshot. Image: Fuse Games / Secret Mode / Lucasfilm Games.

designed to challenge you: a finish below first place could still represent a hard-earned result within a run.

That is the design aim they described. Course knowledge, rivals and risky maneuvers feed into decisions beyond simply reaching the next finish line, with a failed attempt leading into the effort to put together a better run.

### More room in online parties

An October 12 hotfix addressed general stability. The October 22 quality-of-life update then increased online party size from three players to six, giving you more room to race with friends in multiplayer Tours.

The publisher also warned that installing the update could reset some campaign vehicle customization. If you installed it, the accompanying advice was to check those settings afterward. The notes included party stability fixes and changes to the spectator camera's transitions.

### Keyboard options and work still ahead

For mouse-and-keyboard players, the update added layouts supporting AZERTY keyboards and left- or right-handed play. Fuse acknowledged the lack of

key rebinding and said it was working toward that support in a future update.

Can I Play That?'s coverage explained the remaining limitation: choosing a preset layout does not give you full control over individual bindings. If you need to assign keys yourself, the October update's presets did not provide that customization. Full keyboard-and-mouse remapping remained part of the developer's announced work ahead.

## SOURCES & FURTHER READING

Xbox Wire | October 5–9 Xbox releases (Oct 2, 2026)

GamesRadar+ | Fuse Games design interview (October 2026)

Fuse Games / Secret Mode | Galactic Racers official game overview (Observed Oct 31, 2026)

Fuse Games / Secret Mode | Galactic Racers update announcements (Oct 22, 2026)

Fuse Games / Secret Mode | Galactic Racers official quality-of-life patch notes (Oct 22, 2026)

Can I Play That? | Keyboard presets and remapping (Oct 23, 2026)

# CARRYING THE LEGEND

Wings of Theve brought back Ace Combat with an inherited identity, a story-led campaign and a larger online mode.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



Official Ace Combat 8 promotional artwork. Image: Bandai Namco Entertainment / Bandai Namco Aces.

Ace Combat 8: Wings of Theve launched worldwide on October 2, including on Xbox Series X|S. It was the first mainline entry in seven years, returning the series to a fictional war fought through fast aerial combat and a story-led campaign.

I'm excited to see the series return, and the campaign is the part that interests me most.

Bandai Namco reported on October 9 that Wings of Theve had reached one million units worldwide faster than any earlier entry in the franchise. That figure is the publisher's reported milestone, covering the worldwide release across its supported platforms.

## The name you inherit

The campaign opens in July 2029, after the Republic of Sotoa's invasion of the Federation of Central Usea. You're a pilot rescued at sea by the aging aircraft carrier Endurance, joining what remains of a

defeated military aboard a ship also carrying refugees.

There, you inherit the name Wings of Theve. The legendary ace behind that name was a story created to preserve morale; now you're asked to carry it into battle. Three comrades join the effort to reclaim an occupied homeland.

Bandai Namco describes fast, arcade-style flying alongside story scenes that follow the pilot beyond the cockpit. Aircraft, missions and the bonds with your squad form the announced campaign's structure.

## A larger online space

Ace Combat Online brought cross-platform multiplayer alongside the campaign, with competitive and cooperative missions. Bandai Namco described it as the series' largest multiplayer offering.

## ACE COMBAT 8 TAKES FLIGHT



The campaign's fictional conflict in an official Ace Combat 8 image. Image: Bandai Namco Entertainment / Bandai Namco Aces.

The Air Base is its social hub, supporting up to 100 players. You can customize your online character, train, track rewards and meet other pilots before heading into missions. Online progression and save data are separate from the campaign.

The official guide identifies Co-Op Assault and Co-Op Warfare as its core mission types. Both use teams of four, with Assault built around competing scores against enemies and Warfare bringing the two teams into direct opposition alongside NPC forces.

### October's planned fixes

Project Aces outlined update 1.01.002 in an October 20 notice. Planned campaign changes included enemy behavior and difficulty adjustments, fixes for stalled mission progression, and improvements to cinematics, replay stability and presentation.

The notes also covered online account progression, social features and interface issues. Further work on online menus and controls was described as something to be delivered gradually in later updates.

The original release date for 1.01.002 was October 23. Project Aces subsequently postponed the update and its accompanying server maintenance. The postponement announcement supplied no replacement date, saying a revised timetable would follow once finalized.

## SOURCES & FURTHER READING

Bandai Namco | Ace Combat 8 launch milestone (Oct 9, 2026)

Bandai Namco | Ace Combat 8 game and online guide (Observed Oct 31, 2026)

Project Aces | Update 1.01.002 notice (Oct 20, 2026)

Project Aces | Update postponement notice (Oct 23, 2026)

Project Aces / teapawt archive | Postponement statement (archived reproduction) (Oct 23, 2026)



# A FAMILIAR WORLD REBUILT

Resonance rebuilt the first Brave Exvius story arc as an HD-2D adventure, with a demo covering its opening chapter.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



Final Fantasy Resonance, in an official publisher-supplied image. Image: Square Enix.

Final Fantasy Resonance launched on October 22 for Xbox Series X|S and Xbox on PC, rebuilding the first Brave Exvius story arc as a standalone RPG. The Brave Exvius story and the HD-2D presentation are the two parts that interest me most.

Square Enix described an extensively rebuilt game, with its world, combat and progression developed for a complete console RPG. Its source story began in a mobile game; this release gives you a new way to follow it.

## A familiar style, a new presentation

Resonance is the first Final Fantasy release to use Square Enix's HD-2D style. Pixel-art characters appear within three-dimensional environments, with lighting, effects and cinematic camera work shaping the presentation.

That visual approach accompanies a world of crystals, airships and fantastic creatures. The story

follows Rain, a young knight of Grandshelt, and the companions drawn into his journey. The first Brave Exvius arc supplies the foundation for this rebuilt adventure.

## Visions and the party you build

Visions connect Rain's group with the wider Final Fantasy series. These echoes of familiar characters lend their powers to the party, with Square Enix's launch material naming Cloud, Tidus and the Warrior of Light among them.

The characters in your party have their own abilities, and their equipped Visions add further options. Those connections also provide powerful Resonance attacks, making the visiting characters part of how you build and use the team.

## FINAL FANTASY RESONANCE



Official Final Fantasy Resonance screenshot. Image: Square Enix.

## Turns, weaknesses and extra actions

Combat uses turn-based encounters. Targeting an enemy's weaknesses helps you deplete its stagger meter; staggering an opponent interrupts it and opens an opportunity for additional actions.

Xbox Wire's account explains the sequence more precisely: the character who staggers an enemy gains a bonus action at the end of the round. Staggering every surviving enemy triggers a sweeping stagger and gives the whole team an additional action. Your choice of party members, abilities and Visions affects how you create and use those openings.

Beyond the central story, Square Enix listed a Colosseum, the Chamber of Arms and powerful optional opponents. These add challenges for you to pursue as the party develops.

## The opening chapter is available to try

The free demo arrived on September 3 and remained available at launch. It covers the opening through the first chapter, with Square Enix estimating approximately three to five hours of play. Your save data can carry into the full game after purchase.

The Xbox release also supports Play Anywhere. An eligible digital Xbox purchase covers the supported console and Xbox PC versions, so you can continue across those devices without buying each version separately.

## SOURCES & FURTHER READING

Xbox Wire | Final Fantasy Resonance launch (Oct 22, 2026)

Square Enix | Final Fantasy Resonance release (Oct 22, 2026)

Square Enix | Final Fantasy Resonance demo (Sep 3, 2026)

# CHARTING THE UNKNOWN

Pearl Abyss expanded Crimson Desert with sea travel, new character stories, housing and businesses to manage.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



Crimson Desert: Charting the Unknown official expansion artwork. Image: Pearl Abyss.

Crimson Desert: Charting the Unknown arrived on October 29 for Xbox Series X|S and Xbox on PC, with Play Anywhere support. Pearl Abyss's paid expansion added character stories, sea travel and more ways to build a life in Pywel.

Ocean exploration, housing and management are the additions that interest me most. They sit alongside new journeys for Kliff, Oongka and Damiane, each taking a separate path beyond the original conflict.

The release followed a two-week delay announced on September 30. Pearl Abyss said it needed more development time to improve polish and stability, moving the expansion to its final October date.

## Three stories and an ocean to explore

Each character's new storyline becomes available through the Journal after completing the main story. Returning allies and new threats form part of their separate journeys.

At sea, you can explore underwater ruins, find treasure and encounter new creatures and mounts. Diving has no special unlock requirement, although your breath limits how long you can stay below the surface.

Ships open another part of the Great Ocean of Pywel. The relevant questline becomes available after establishing the Greymane Camp at Howling Hill. You can then arrange shipbuilding through a comrade dispatch mission at a port, or buy a ship from a Fleet Office manager.

## A home, a stronghold and a business

The upgraded housing system lets you build a house with control over its structure and interior. Access requires the Howling Hill camp and the relevant Greymanes Faction quest. Three specific castles can also be claimed and furnished after completing the main story, the relevant quests and their liberation.



## CRIMSON DESERT CHARTS THE UNKNOWN



An official Charting the Unknown character screenshot. Image: Pearl Abyss.

Relationships expand too. Kliff, Oongka and Damiane can build trust with selected inhabitants, with some relationships developing into romance and marriage.

Management gives you facilities to operate, including restaurants and smithies. You can assign comrades and equipment, choose goods to sell and develop a location's reputation. Access depends on establishing the camp and completing the faction work that liberates the relevant region.

The Garden of Trials adds a combat-focused option after the main questline, bringing back previously encountered bosses in a sequence of fights.

### The expansion and the base-game trial

Crimson Desert Enhanced named the base game's accumulated improvements, including August's free version 2.00 update. That work added story moments and expanded voice-over and language support. Charting the Unknown is additional paid content, so ownership depends on the expansion or the contents of the bundle you purchased.

A five-hour Xbox trial of the Enhanced base game also began on October 29. Pearl Abyss's trial FAQ lists January 7, 2027 as the Xbox availability deadline. The trial is limited to one use per account, and your progress carries over if you buy the full game. It covers the base game; Charting the Unknown requires its own access.

## SOURCES & FURTHER READING

Pearl Abyss / Xbox Wire | Charting the Unknown (Oct 29, 2026)

Pearl Abyss | Charting the Unknown purchase details (Sep 3, 2026; revised Oct 12)

Pearl Abyss | Expansion feature overview (Oct 20, 2026)

Pearl Abyss | Charting the Unknown delay announcement (Sep 30, 2026)

Pearl Abyss | Expansion launch and base-game trial FAQ (Oct 29, 2026)

# PATCH NOTES & PROGRESS

October brought new Xbox support, civilizations and activities to five familiar games.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



Official imagery accompanying the METRO Redux update. Image: 4A Games / Deep Silver.

October also gave you reasons to return to games you already own. Older campaigns gained new Xbox support, a strategy expansion introduced two civilizations, and a familiar universe added more activities in space.

## METRO Redux reaches another generation

4A Games released free Xbox Series X|S updates for Metro 2033 Redux and Metro: Last Light Redux on October 29. The addition of Play Anywhere interests me, and I'm glad to see these older games still receiving support.

The announcement added Play Anywhere alongside optimization for Xbox Ally and Ally X. It also outlined updated textures, lighting, shadows and animation, plus Impulse Trigger support on Xbox controllers.

4A advertised true 4K at 60fps and upscaled 4K at 120fps among the performance options. The available mode depends on your hardware and display; those figures are the developer's stated modes.

4A also used the announcement to point ahead to Metro 2039, scheduled for February 4, 2027.

## Raiders of the North adds two civilizations

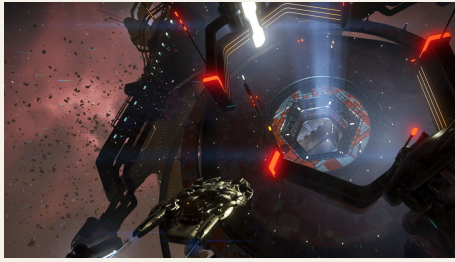
Age of Empires IV's Raiders of the North expansion arrived on October 29 for Xbox and Microsoft Store PC. The Scots and Vikings are the additions that interest me here.

World's Edge described the Scots through disciplined infantry, fortified defenses and a food economy built around cattle and fishponds. The Vikings emphasize raids and mobile infantry, with the Longhouse supporting their economy and Sagas marking their accomplishments.

Four new Crucible missions support solo play and two-player cooperation. New objectives and civilization-specific Talent Tracks accompany the expanded mode, giving you defined challenges to tackle alone or with a friend.

Raiders of the North is a separate paid expansion requiring the base game. If you access Age of

## PATCH NOTES &amp; PROGRESS



Publisher-supplied No Man's Sky: FORSAKEN screenshot. Image: Hello Games.



Official artwork for the Avatar State Patch. Image: Gameplay Group / Avatar Studios.



Tallinn in an official Microsoft Flight Simulator 2024 World Update 23 screenshot. Image: Microsoft / Asobo Studio / Gaya.

Empires IV through Game Pass, that base-game access is separate from purchasing this DLC.

## FORSAKEN sends No Man's Sky back to space

Continued long-term support is what stands out to me about No Man's Sky. Hello Games released FORSAKEN on October 28, following September's COSMOS update with more activity in space.

You can salvage haunted mementos from derelict hulks and infested outposts, then trade them for biomechanical corvette modules. New corvette haulage missions add courier work, while additional cockpits and structural parts expand the ships you can build.

The update also added seamless travel directly between visible star systems, a minimal HUD mode and radial weapon selection. Its Halloween theme runs through the traders, salvage and ship components.

Sean Murray described FORSAKEN as the team's fifth major update of the year and said planning for 2027 was already underway.

## Avatar Legends redraws its fighting game

The Avatar State Patch arrived for Avatar Legends: The Fighting Game on Xbox Series X|S on October 30. Gameplay Group's update brought character reworks, interface changes and Ranked Mode 2.0.

Avatar Aang and Nightmare Korra received new artwork, attacks and super moves, while every fighter on the roster received balance adjustments. Menus, character and stage selection, and the in-match interface were redesigned. Other additions

included Story Mode+, story difficulty settings, new tutorials and Combo Trials, alongside improvements to versus and online play.

## A flight over Poland and the Baltics

Microsoft Flight Simulator's World Update 23 arrived on October 26, covering Poland, Estonia, Latvia and Lithuania. Regional scenery and exploration interest me here, along with seeing these world updates continue.

Updated city scenery includes Tallinn, Riga, Vilnius and Warsaw, alongside landmarks and handcrafted airports across the region. You can explore through Discovery Flights, including Warsaw and Tallinn, while the 2024 version also adds a guided tour of Tatra National Park.

The update was free to owners, with missions for both Microsoft Flight Simulator (2020) and Microsoft Flight Simulator 2024. To access it, update your simulator to the latest version, then download World Update 23.

## SOURCES & FURTHER READING

4A Games / Xbox Wire | METRO Redux Xbox Series update (Oct 29, 2026)

World's Edge | Raiders of the North launch (Oct 29, 2026)

Xbox / Xbox Game Studios | Raiders of the North Xbox add-on listing (Observed Oct 31, 2026)

Hello Games / Xbox Wire | FORSAKEN update (Oct 28, 2026)

Gameplay Group / Xbox Wire | Avatar State Patch (Oct 30, 2026)

Microsoft Flight Simulator | World Update 23 (Oct 26, 2026)



# TAKE ANOTHER PATH

An island to explore, a shared kingdom, underground hockey and a cooperative climb.

PEAK reached Xbox on October 22, followed by Scramble Knights Online on October 26. Queen's Domain and Puckoff: Reloaded launched on October 30.



Queen's Domain official promotional artwork. Image: Future Friends Games.

## Queen's Domain: a sword that carries you

Queen's Domain launched on Xbox Series X|S on October 30. Future Friends Games' retro-fantasy action RPG strands you on Neasied, an interconnected island where you search for your father and uncover its secrets.

The Holy Sword Endu serves as both weapon and traversal tool. You can dash across gaps, with upgrades extending how far you can travel. Combat uses stamina, charged attacks, weapon-specific techniques and secondary throwing weapons, while melee weapons become stronger through use.

The publisher's launch guidance recommends studying enemy attack patterns, checking the bestiary for weaknesses and choosing equipment for the encounter. It also points you toward hidden paths and treasures, and suggests retracing your steps to strengthen a preferred weapon before returning to a difficult area.

Future Friends / Xbox Wire | Launch / developer account (Oct 30, 2026)



Scramble Knights Online official key art. Image: Funktronic Labs.

## Scramble Knights Online: an adventure rebuilt

Funktronic Labs' Scramble Knights Online entered Xbox Game Preview on October 26, with Ultimate and PC Game Pass access across cloud, Xbox Series X|S and PC. Set in Terracott, it launched as an MMO-lite action RPG built around cooperative adventures.

Marketing director Nikko Koruna's developer account described a project that began as a battle royale. Playtesters responded to the world and exploration but raised concerns about the competitive structure. The team returned to prototyping and rebuilt the game around adventuring together.

You meet in the Town Square, take on quests, explore dungeons and return with loot to forge better equipment. The Game Preview release remained a work in progress, with further changes possible as development continued.

Funktronic Labs / Xbox Wire | Launch / developer account (Oct 26, 2026)

# A DIFFERENT KIND OF TEAM



Puckoff: Reloaded publisher-supplied artwork. Image: Kuura Playhouse.

## Puckoff: Reloaded: hockey with a story to tell

Puckoff: Reloaded launched on Xbox Series X|S on October 30. In his developer account, Kuura Playhouse's Marko Haaja traced its inspiration to playing hockey on Finland's outdoor rinks during his childhood.

Scoring goals, passing and setting up teammates share the ice with fighting and takedowns. Between matches, a visual-novel-inspired presentation carries the story of your search for Dominator, an underground hockey legend the protagonist hopes to find and eventually play alongside.

That search takes you into the Cage for boss matches. Haaja described these opponents through their individual identities, abilities and ways of playing, with each encounter forming part of the route toward Dominator. The game connects its matches through that continuing story.

Kuura Playhouse / Xbox Wire | Launch / developer account (Oct 30, 2026)



PEAK official Xbox launch artwork. Image: Aggro Crab / Landfall.

## PEAK: the climb is a group project

PEAK launched on Xbox Series X|S and Xbox on PC on October 22. Developed by Aggro Crab and Landfall, it follows lost nature scouts trying to reach the summit of an island's central mountain after a crash landing.

You can climb alone or invite up to three friends, with crossplay connecting supported platforms. Climbers can help each other onto ledges and place ropes or climbing spikes. Scavenging supplies and managing injuries matter because setbacks reduce your available stamina.

The map changes every 24 hours, allowing repeated attempts at one layout before the next arrives. The Xbox release included the game's existing content updates, and Play Anywhere connects the supported console and Xbox PC versions through one eligible digital purchase.

Aggro Crab / Xbox Wire | Launch / developer account (Oct 22, 2026)

# THE PEOPLE BEHIND THE GAMES

Rockstar workers moved toward a November recognition ballot. John Romero separately reported a new publishing agreement and a smaller team for a redesigned shooter.

OCTOBER 2026 / THE DEPARTMENTS



Jason and Lucia in Grand Theft Auto VI promotional artwork. Image: Rockstar Games / Take-Two Interactive.

## Rockstar workers prepare to vote

Game Developer and PC Gamer reported on October 27 that Rockstar staff would vote on recognition of the IWGB Rockstar Game Workers Union from November 12 to 26. That window includes Grand Theft Auto VI's scheduled November 19 launch on Xbox Series X|S.

The ballot concerns whether eligible workers want the union recognised. In its October 27 statement, the union described recognition as a way for workers to influence decisions about pay, pensions, parental leave and overtime. PC Gamer also reported Rockstar head of publishing Jennifer Kolbe's statement that workers would have a union if they wanted one.

A separate employment tribunal concerns the dismissal of 31 workers in October 2025. The IWGB alleges they were dismissed for union activity.

Rockstar has said the dismissals concerned the sharing of confidential information, a position the union disputes. Those are the parties' competing accounts, rather than a finding by the tribunal.

The case remained unresolved in the October reporting, with closing submissions scheduled for November 17 and 18. The tribunal concerns those earlier dismissals; the recognition ballot concerns workers' future collective representation. No ballot result or final tribunal judgment had been established in that coverage.

## SOURCES & FURTHER READING

Game Developer | Rockstar recognition ballot (Oct 27, 2026)  
PC Gamer | Rockstar vote and tribunal context (Oct 27, 2026)  
Xbox | Grand Theft Auto VI Xbox listing (Observed Oct 31, 2026)  
Rockstar Game Workers Union | Union recognition statement (Oct 27, 2026)



## THE PEOPLE BEHIND THE GAMES

# ROMERO GAMES FINDS A NEW PUBLISHER



John Romero, in an archival photograph accompanying VGC's October 30 interview. Image: VGC.

I'm glad the work can continue. In VGC's October 30 interview, John Romero said Romero Games had secured a new publisher following the withdrawal of its earlier Microsoft publishing agreement.

He described a team that had fallen from 110 people to five, then rehired 10 former leads. Current staffing was around 15-16, with the new game designed for that smaller team.

Romero was clear that the studio was making a different shooter, reusing work from the previous project, rather than completing the original 110-person game. He said the studio owned its IP

and assets, including the art and code being carried forward.

The new publisher was not named. The interview did not announce release platforms or a launch timetable, and the rehiring did not amount to restoring the entire former workforce.

## SOURCES & FURTHER READING

VGC | John Romero interview (Oct 30, 2026)

# WHERE YOU PLAY NEXT

Play Anywhere expanded, cloud playtime entered testing, and Xbox Nano offered a smaller controller option.

OCTOBER 2026 / REPORTING + EDITOR'S COMMENT



The Xbox Nano controller in official product photography. Image: Microsoft.

October's Xbox announcements covered where you can play, how you access games and the hardware you use. Play Anywhere additions sat alongside a cloud-playtime test and the announcement of a smaller controller.

## One purchase across supported devices

Shared progress and one purchase for console and Xbox PC are what matter most to me about Play Anywhere. For a supported digital game, you can use the same Xbox account to play its console and PC versions, carrying saves and achievements between devices.

October's announcements highlighted the support in *Cyberpunk 2077* and *Crimson Desert*, while *Castlevania: Belmont's Curse* launched with it too.

Capcom announced on October 7 that *Monster Hunter Stories 3: Twisted Reflection* would reach Xbox on PC on November 18. Play Anywhere would connect that new PC release to its existing Xbox

Series X|S version, letting you continue the same adventure across supported devices.

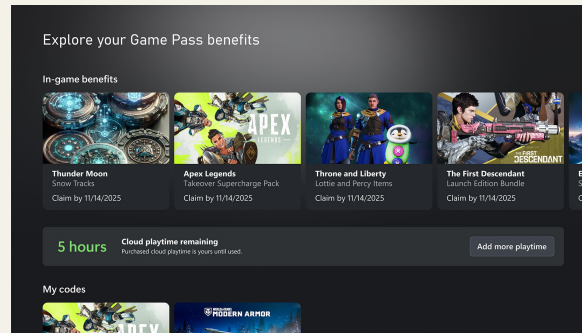
The ownership benefit applies to eligible digital editions bought through the Xbox or Windows Store. Another PC storefront's copy does not automatically supply an Xbox license.

## The PC app is still a developing story

A faster, more responsive Xbox app is what interests me here. In his October 9 preview, *Windows Central*'s Jez Corden reported quicker library loading and more streamlined navigation in an early version of the rebuild, codenamed Garrison. The outlet followed with a handheld test on October 15. These were early previews; they did not establish a general release date for the replacement app.

The Defold Foundation also announced Xbox support in version 1.14.0 on October 12, free for approved console developers. Developers still need Microsoft's approval and access to Xbox-specific resources before building for the platform.

## WHERE YOU PLAY NEXT



Xbox's September 2026 cloud-playtime mock-up. Image: Microsoft.

## Buying cloud time enters testing

Xbox opened a cloud-playtime test on October 21 for eligible Insiders without an active Game Pass subscription. Its introductory packs offered 10 hours for \$3.99, 25 for \$7.99 and 50 for \$11.99, with purchased time remaining available until used. Eligibility, supported games and availability vary by market and device.

Separately, Xbox's September 3 announcement set out monthly cloud allowances beginning in November: 15 hours for Ultimate, 10 for Premium and five for Essential, with additional time available to purchase. The October preview tested the option to buy time without a subscription.

There is a qualification for existing members. VGC's September 7 report quoted emails saying some subscribers in certain markets would keep their current terms while remaining on recurring billing; cancelling and repurchasing would bring the limits into effect. The public Xbox Wire announcements did not establish a blanket exemption for all existing subscribers. Check the notice for your own account and market.

For me, the monthly limits remain a concern.

## Xbox Nano heads toward November

Nano's smaller, portable design appeals to me. Microsoft announced the controller on October 14, describing it as a little over five inches long and 3.5 ounces in weight, with all 18 standard gameplay inputs. It includes a rechargeable battery, Xbox Wireless, Bluetooth and a programmable Action Button.

Preorders opened that day at an announced US price of \$49.99, with availability beginning in November.

Microsoft did not give a precise US launch day in that announcement. Pricing and availability vary by country.

## A small signal for physical games

Owning a physical copy matters to me, and I want physical formats to continue. Windows Central reported on October 18 that Microsoft was recruiting an Xbox Games Supply Strategist.

The listing covered physical game launches, global supply planning, inventory and retail operations. It did not announce the next Xbox's hardware specifications or supported physical format.

## SOURCES & FURTHER READING

Capcom / Xbox Wire | Monster Hunter Stories 3 on Xbox PC (Oct 7, 2026)

Windows Central / Jez Corden | Early Xbox PC app preview (Oct 9, 2026)

Windows Central | Xbox PC app on a handheld (Oct 15, 2026)

Defold Foundation | Defold 1.14.0 Xbox support (Oct 12, 2026)

Xbox Wire | Cloud-playtime Insider test (Oct 21, 2026)

Xbox Wire | November cloud changes (Sep 3, 2026)

Xbox Wire | Xbox Nano controller (Oct 14, 2026)

Windows Central | Physical games supply vacancy (Oct 18, 2026)

Xbox | Xbox Play Anywhere ownership and progress FAQ (Observed Oct 31, 2026)

VGC / Chris Scullion | Reported existing-member cloud exceptions (Sep 7, 2026)

Microsoft / LinkedIn Jobs | Xbox Games Supply Strategist vacancy (Observed Oct 31, 2026)



# THE GAME PASS LEDGER

Here is what was added to Game Pass or gained access through another tier in October. The 19 entries include two tier expansions.

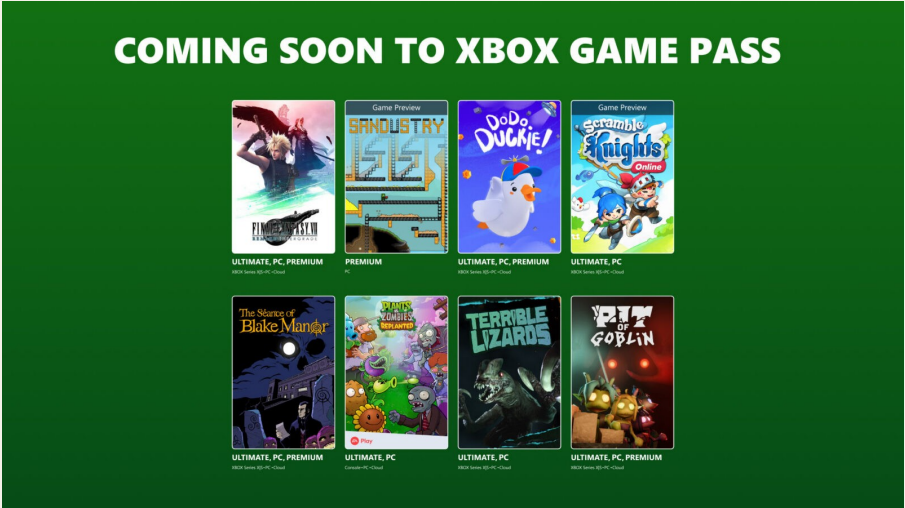
| Oct | Game                | What changed   | Plans  | Devices |
|-----|---------------------|----------------|--------|---------|
| 2   | Keeper              | Tier expansion | U/P/PC | C/S/W   |
| 6   | Gears of War: E-Day | Day one        | U/PC   | C/S/W   |
| 8   | Echo Weaver         | Day one        | U/PC   | C/S/W   |
| 8   | Forever Ago         | Day one        | U/PC   | C/K/W   |
| 8   | Neon Abyss 2        | Addition       | U/P/PC | C/S/W   |
| 13  | Battlefield 6       | EA Play        | U/PC   | C/S/W   |
| 13  | Deep Dish Dungeon   | Day one        | U/PC   | C/S/W   |
| 13  | Valor Mortis        | Day one        | U/PC   | C/S/W   |
| 15  | Bluey's Happy Snaps | Day one        | U/PC   | C/K/W   |
| 15  | Chained Beasts      | Day one        | U/PC   | C/S/W   |
| 16  | Beyond These Stars  | Day one        | U/PC   | W       |

U = Ultimate; P = Premium; PC = PC Game Pass.  
C = cloud; S = Series X|S; K = broader console label; W = PC. Model support varies by game.  
Keeper and Sandustry added Premium access to an existing entitlement. Game Preview titles are still in development.

Xbox Wire | Early October notices (Sep 15, 2026)  
Xbox Wire | E-Day launch (Oct 6, 2026)  
Xbox Wire / Megan Spurr | First October wave (Oct 7, 2026)

# THE SECOND HALF OF OCTOBER

Final Fantasy VII Remake Intergrade is the addition I'd highlight from October. It was added on October 29 for cloud, Xbox Series X|S and PC with Ultimate, Premium and PC Game Pass.



| Oct | Game                                   | What changed    | Plans  | Devices |
|-----|----------------------------------------|-----------------|--------|---------|
| 21  | Sandustry (Game Preview)               | Tier expansion  | U/P/PC | W       |
| 22  | Dodo Duckie                            | Addition        | U/P/PC | C/S/W   |
| 26  | Scramble Knights Online (Game Preview) | Day-one preview | U/PC   | C/S/W   |
| 27  | The Séance of Blake Manor              | Addition        | U/P/PC | C/S/W   |
| 29  | Final Fantasy VII Remake Intergrade    | Addition        | U/P/PC | C/S/W   |
| 29  | Mouthwashing                           | Addition        | U/P/PC | C/S/W   |
| 29  | Plants vs. Zombies: Replanted          | EA Play         | U/PC   | C/K/W   |
| 29  | Terrible Lizards                       | Day one         | U/PC   | C/S/W   |

U = Ultimate; P = Premium; PC = PC Game Pass.  
C = cloud; S = Series X|S; K = broader console label; W = PC. Model support varies by game.  
Keeper and Sandustry added Premium access to an existing entitlement. Game Preview titles are still in development.

Xbox Wire / Megan Spurr | Second October wave (Oct 20, 2026)

# THE DEPARTURES

These were October's announced Game Pass departures. Your separately purchased games follow their own ownership terms beyond a catalog departure.

## OCTOBER 15

**A Plague Tale: Requiem**

Cloud / console / PC

**Clair Obscur: Expedition 33**

Cloud / console / PC

**Crime Scene Cleaner**

Cloud / console / PC

**Donut County**

Cloud / console / PC

**Evil West**

Cloud / console / PC

**Nova Roma (Game Preview)**

PC

**Pacific Drive**

Cloud / console / PC

**Superball**

Cloud / console / PC

**The Casting of Frank Stone**

Cloud / console / PC

## OCTOBER 31

**Day of the Tentacle Remastered**

Cloud / console / PC

**Dead Static Drive**

Cloud / console / PC

**Deep Rock Galactic**

Cloud / console / PC

**Full Throttle Remastered**

Cloud / console / PC

**Grim Fandango Remastered**

Cloud / console / PC

**Lara Croft and the Temple of Osiris**

Cloud / console / PC

**Lego Star Wars: The Skywalker Saga**

Cloud / console / PC

**Wartales**

Cloud / console / PC

**Wildgate**

Cloud / console / PC

The October 31 entries use Xbox's announced departure date. Regional catalog processing can vary.

Xbox Wire / Megan Spurr | October 15 departures (Oct 7, 2026)

Xbox Wire / Megan Spurr | October 31 departures (Oct 20, 2026)



# ALREADY ON NOVEMBER'S BOOKS



Official Pit of Goblin artwork. Its November Game Pass date was announced in October. Image: Friendly Foe.

| Date   | Notice                             | Access / devices                  |
|--------|------------------------------------|-----------------------------------|
| Nov 3  | Pit of Goblin arrives              | U / P / PC; cloud, Series X S, PC |
| Nov 10 | Football Manager 26 leaves         | PC edition: PC                    |
| Nov 10 | Football Manager 26 Console leaves | Cloud / console / PC              |

**Modern Warfare 4 launched as a separate purchase.** Activision announced its Game Pass arrival for Holiday 2027.

**Another way to subscribe.** If you're an eligible US T-Mobile T-Mix customer, Xbox says you'll be able to choose Ultimate or Premium beginning in November. Eligibility and plan terms apply.

**About this list.** Perks, free weekends and the Football Manager 27 launch preview were separate from full-game catalog additions. Minecraft Dungeons II and Shape of Dreams launched in September.

- Xbox Wire / Megan Spurr | November notices (Oct 20, 2026)
- Activision | Modern Warfare 4 access (Oct 15, 2026)
- Team Xbox | T-Mobile eligibility announcement (Oct 26, 2026)
- Lizard Smoothie / Xbox Wire | Shape of Dreams September launch (Sep 17, 2026)

# RELEASE RADAR

Here are the November dates announced by the end of October, covering new games, updates and changes to access.

**NOV 2****Gravhounds**

Game Preview

A cooperative action builder for one to four players enters Game Preview. Xbox Wire | Announcement (Oct 30, 2026)

**NOV 3****Pit of Goblin**

Game / Game Pass

The horror co-op game joins Ultimate, Premium and PC Game Pass on cloud, Series X|S and PC. Xbox Wire / Megan Spurr | Announcement (Oct 20, 2026)

**NOV 3****ZERO PARADES: Director's Cut**

Xbox release

ZA/UM's espionage RPG arrives on Xbox with Play Anywhere support. Xbox Wire | Announcement (Oct 30, 2026)

**NOV 4****VOID/BREAKER 1.0**

Full release

The shooter moves from Game Preview to its full 1.0 release. Xbox Wire | Announcement (Oct 30, 2026)

**NOV 5****Escape Academy 2: Back 2 School**

New game

A new campus and puzzle rooms, with solo, local co-op and online co-op play. Xbox Wire | Announcement (Oct 30, 2026)

**NOV 6****Modern Warfare 4 Season 1**

Update

Multiplayer, DMZ and Warzone enter the first season, with content scheduled at launch and later in the season. Activision | Announcement (Oct 28, 2026)

# LATER IN NOVEMBER

Later in November, the calendar includes new releases, an Xbox PC arrival and Markarth joining ESO's base game.

|        |                                                                                                                                                                                                                        |
|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| NOV 9  | <b>The Elder Scrolls Online: Markarth</b><br>Access change<br>Markarth becomes included with ESO's base game as part of Season Two. ZeniMax Online Studios   Announcement (Observed Oct 24, 2026)                      |
| NOV 10 | <b>Football Manager 27 / Console</b><br>Separate PC and console editions<br>The PC and Console editions launch. Choose the edition for your device. Sports Interactive   Announcement (Sep 29, 2026)                   |
| NOV 10 | <b>Warhammer Survivors</b><br>Xbox Series X S release<br>A survival roguelite set in Warhammer 40,000 and Warhammer Age of Sigmar. Warhammer Community   Announcement (Oct 6, 2026)                                    |
| NOV 10 | <b>Shrek 2 Remastered</b><br>Xbox Series X S release<br>The co-op adventure returns with updated graphics, Photo Mode and Cheat Mode. Xbox Wire   Announcement (Oct 20, 2026)                                          |
| NOV 18 | <b>Monster Hunter Stories 3: Twisted Reflection</b><br>Xbox on PC arrival<br>The Xbox PC release adds Play Anywhere support alongside the existing Series X S version. Capcom / Xbox Wire   Announcement (Oct 7, 2026) |
| NOV 19 | <b>Grand Theft Auto VI</b><br>Xbox Series X S<br>Rockstar's next open-world game arrives on Series X S. See the closing page. Xbox   Announcement (Observed Oct 31, 2026)                                              |



# ON THE HORIZON



The Xbox Nano controller in official product photography. Image: Microsoft.

## NOVEMBER

**Xbox Nano** — A smaller controller announced at \$49.99 US. The October announcement gave no exact US launch day. Xbox Wire | Source (Oct 14, 2026)

## DECEMBER 1

**Fallout 76: World Pets** — The planned live update. Hideouts are scheduled separately for spring 2027. Bethesda Game Studios | Source (Oct 29, 2026)

## DECEMBER 4

**A Game About Digging a Hole Together** — Cooperative digging for Series X|S, Xbox PC and Game Pass. Xbox Wire | Source (Oct 20, 2026)

## JANUARY 19, 2027

**Titan Quest II** — The Xbox Series X|S launch follows the earlier PC Early Access period. THQ Nordic / Xbox Wire | Source (Oct 29, 2026)

## FEBRUARY 4, 2027

**METRO 2039** — The next Metro game follows October's Redux update. 4A Games / Xbox Wire | Source (Oct 29, 2026)

## THE NEXT ADVENTURE



# BACK TO VICE CITY

Grand Theft Auto VI

**November 19, 2026 / Xbox Series X|S**

Rockstar's next open-world game is scheduled for Xbox Series X|S. Xbox's listing does not announce a native PC version or Game Pass inclusion.

OFFICIAL XBOX LISTING

OFFICIAL GRAND THEFT AUTO VI PROMOTIONAL ART / ROCKSTAR GAMES