



DAILY BRIEFING

Bellular News

Monday, 19th October

Microsoft already hard at work on future Xbox Series console iterations

Xbox Boss Phil Spencer made the suggestion himself in a new interview with Kotaku - in response to a question on whether Microsoft would consider improving the solid-state drives on the new Xbox consoles to match the PS5.

- Spencer outlined that the team have "already started" to iterate on hardware but stated that cost is "always the important thing" - the team will always seeking to optimise hardware cost.

Xbox's Bethesda acquisition wasn't to line up exclusives

The same Kotaku interview also addressed whether Microsoft could recoup the \$7.5bn they paid for Bethesda (parent ZeniMax) by keeping series like The Elder Scrolls off of PlayStation to maximise says.

- Phil Spencer says that it is indeed possible, but emphasised that the acquisition wasn't made "to take games away from another player base like that" - and that nowhere in the deal documentation did Microsoft ask "how do we keep other players from playing these games?"

Shinji Mikami thinks he peaked with Resident Evil 4

Speaking to YouTube channel Archipel, which focuses on Japanese creators, Mikami says he believes all game creators "peak during their thirties" and that he would "fit in that peak" - having made Resident Evil 4 when he was 39.

- Mikami says that, once you pass 40, you become very aware of just how much energy is required to make a game - but that you also "get a wider perspective on things with experience."

Blizzard to cease development on StarCraft 2

An open letter to the StarCraft community reads that Blizzard will no longer be producing additional "for-purchase content" such as Commanders and War Chests, but they will continue season rolls and balance changes.

- The letter also states that StarCraft 2 eSports will continue "going strong" in partnership with ESL Gaming and GSL. The StarCraft 2 team will switch focuses to what "core and competitive communities care about the most."

Stardew Valley to get split-screen co-op in new update

The upcoming 1.5 update will add split-screen multiplayer to the console and PC versions of the game - it'll support four players on PC but "might be limited to 2" on other platforms.

- The update also introduces the ability to move your bed (game-changer) and probably a host of secret bits and pieces - Stardew Valley and Eric Barone really are the gifts that just keep giving.

That's everything for today - join us back here tomorrow for another dose of daily news!