



DAILY BRIEFING

Bellular News

Tuesday, 20th October

Sony will optimise the PS5's fan via updates

The PS5's cooling fan is a pretty hefty piece of kit - measuring 120mm in diameter and 45mm thick - and Sony have announced the fan's performance will be optimised using data gathered from individual games.

- The reason the PS5's fan is so big is so it can cool both sides of the console's main board equally, but it can also apparently learn on the job now as well. It'll be curious to see what kind of firmware updates we see, and when.

Rainbow Six Siege is headed to Xbox Game Pass

After a cryptic-yet-still-on-the-nose tweet from Microsoft showed six rainbows above a besieged castle, Ubisoft's popular shooter will be headed to Game Pass for console and Android on October 22nd.

- Rainbow Six Siege is a beast of a game with 60m registered players as of May this year (according to Ubisoft) and it's set for a 4K/120fps next-gen release later this year - in the meantime you can play it on the go with Android.

Another creative exits Vampire: The Masquerade - Bloodlines 2

A Paradox Interactive spokesperson told PC Gamer that Cara Ellison, who was a senior narrative designer on Bloodlines 2, has "decided to leave" developer Hardsuit Labs - and will not be contributing to the project further.

- Ellison is only the most recent high-profile creative to exit Bloodlines 2 - back in August Paradox and Hardsuit fired lead narrative designer Brian Mitsoda and creative director Ka'ai Cluney.

Cliff Bleszinski may return to games development

Bleszinski said that he would "never make another game" back in 2018 when a combination of Lawbreakers and Radical Heights prompted the collapse of Boss Key Productions - but he has since suggested that he could return to gaming "slowly and cautiously."

- Bleszinski says he has been "madly in love" with smaller games like Fall Guys and Among Us, which he says give him "hope that not everything needs to be insane AAA that requires crazy crunch that ruins families and mental health on a \$100m budget."

PS5 will streamline Trophy unlocks

Sony's new console is set to make Trophy hunting a bit more lucrative than it was previously, with things like avatar pictures and profile banners up for grabs - all unlocked on the console itself.

- Rewards were available on PS4 for unlocking Platinum Trophies, but redeeming them involved Sony sending an email to your PSN-linked account. This new approach is much more streamlined, and appears to reward all Trophy unlocks - not just Platinites.

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