



# DAILY BRIEFING

Bellular News

## Monday, 12th October

### **Xbox controller lawsuit expands**

An ongoing class-action lawsuit over Xbox controller "drift" has been updated to add additional plaintiffs and a new, specific mention of the most recent line of Xbox Elite controllers - which reportedly contain the same joystick defect as all Xbox controllers "since at least 2014."

- The lawsuit was originally filed back in April and this update, filed October 2nd, has added seen additional plaintiffs alongside a formal demand for a jury trial to deal with the suit's "known defect" allegations against Microsoft.

### **Amazon to shut down Crucible**

Amazon have officially ceased development on their ailing shooter, just five months after its release. The flagship F2p title had a very slow launch that failed to attract a consistent playerbase, with Amazon later deciding to take the game back into beta.

- Crucible won't ever leave beta, and the developer's "final" development update states that they will offer a full refund for any Crucible purchases and shift their development attention over to New World - the MMO due out next year that will hopefully have a better launch.

### **Sony say PS4 to PS5 save transfers are "a developer decision"**

Following Insomniac's recent confirmation that Spider-Man: Miles Morales PS5 saves will be transferrable to PS5, Sony have confirmed that save transfers will be available on a "title by title" basis at the discretion of the developers.

- Whether saves transfers are available makes for some confusing reading at the minute. Dirt 5 and Yakuza: Like A Dragon don't support transfers but the upcoming Sackboy: A Big Adventure will add support in a post-launch update - so there's at least potential for things to get a little simpler.

### **Star Wars: Squadrons dev working on "several" new games**

The Montreal-based EA Motive are working on a number of still-unannounced projects, and recently announced the studio's new mission to create games which "empower players to create, experiment, live and share their own unique stories."

- It's unclear what EA Motive could be working on but chances are it's another Star Wars title. EA have previously said that they want to "double down" on the license and Motive showed they can handle it with Squadrons, so roll on the next one.

### **Unofficial Bloodborne patch gets it to 60fps**

YouTube Lance McDonald has released a preview of his custom-made patch, intended to allow players to get around the game's 30fps cap - though he won't be releasing it until after the PS5 launches in the hope that Sony or FromSoftware may release an official patch first.

- While it's been possible to circumvent Bloodborne's framerate cap for a while now using debug settings, it had a knock-on effect for the rest of the game. McDonald's patch fixes these issues and makes Bloodborne "an almost entirely new experience."

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