



DAILY BRIEFING

Bellular News

Thursday, 15th October

Marvel's Avengers gets massive new patch

The 1.3.3 patch, revealed by devs Crystal Dynamics yesterday, includes some significant quality of life changes and a wealth of new content to get stuck into. The new content should be live today.

- The new content includes a new Outpost dedicated entirely to SHIELD, a new type of mission called Tachyon Rifts that caters to high-level players with new "Cosmic" gear drops, and a suite of bug fixes.

SEGA giving away some free stuff

It's SEGA's 60th anniversary this year and the company are celebrating in a variety of ways. Having a Sonic skin in Fall Guys is one, and offering a selection of four PC games for free is another.

- The free games include Streets of Kamurocho - a Streets of Rage x Yakuza mashup. And Golden Axed - a take on the cancelled Golden Axe: Reborn that SEGA were working on about a decade ago alongside updates of games like Altered Beast.

Speaking of Golden Axed...

Ex-SEGA programmer Tim Dawson has criticised SEGA for releasing the prototype that was created under "crunch conditions" in SEGA Studios Australia - calling the company "parasites."

- Dawson helped create the Golden Axe prototype after a successful pitch demo for the Castle of Illusion remake. The team were tasked with "another miracle" but a combination of mixed management messages and "nightmare hours" left Dawson feeling "dead inside."

GameStop's partnership with Microsoft could save them yet

GameStop's recent deal with Microsoft will see the struggling retailer earn revenue on any digital content purchased through any Xbox Series X or S console sold - even once it leaves the store.

- That means that GameStop should get a cut of any revenue generated from digital game sales, DLC purchases, and movie rentals and/or purchases. This gives GameStop, who have been struggling thanks to their grounding in physical retail, a stake in digital sales - and an incentive to sell Xboxes.

Randy Pitchford reportedly has "the first retail PS5 game"

The Gearbox CEO took to Twitter to show off a "hot off the presses" copy of upcoming looter-slasher Godfall, which he says is the first manufactured PS5 game in the world.

- Pitchford also provided a handy little unboxing and tour of the game case - which actually features a "no offline modes" following confirmation that Godfall would need a persistent internet connection, even when playing alone.

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