



DAILY BRIEFING

Bellular News

Tuesday, 27th October

Star Wars: Squadrons is getting some surprise DLC

A new suite of Mandalorian-inspired DLC will hit the flight combat sim tomorrow, ahead of the launch of The Mandalorian's second season on Disney+ this Friday.

- The new content consists of eight new, freely-unlockable cosmetics - including a Baby Yoda dashboard decoration. EA had previously said that Squadrons wouldn't be getting any post-launch content so this is a surprise - could we see more in the future?

Phil Spencer wants more "casual content with a broad appeal"

When asked by Gamereactor whether he thought there were any weaknesses in the Xbox software line-up, Spencer responded that "E-rated content is not a strength for us" beyond Minecraft and a handful of others.

- Spencer suggested that this insight comes courtesy of what Xbox Game Pass subscribers are playing - and it'd be interesting to see Microsoft leverage what must be a sizeable amount of data to inform future IP strategies.

Destruction All Stars is no longer a PS5 launch title

Previously slated for a November 12th launch alongside the PS5, Destruction All Stars will now launch in February 2021 and will be available through PlayStation Plus for two months.

- This seems like a much smarter move - Destruction All Stars was a \$70 multiplayer-only new IP releasing in a packed PS5 launch window. Now it's no longer being sent out to die, and Sony likely hope it can follow in Fall Guys' PS+ footsteps.

343 Industries address fan calls for more Halo info

Halo community manager John Junyszek said that he disagreed with a fan on Twitter who said Microsoft have been "turtling up" regarding Halo Infinite - saying that he doesn't accept the idea that the game is being hidden away.

- Junyszek says that, while the news Microsoft have shared about Halo Infinite so far might not be to everyone's tastes, they have still shared plenty of details - including new customisation options.

Sekiro: Shadows Die Twice update drops this week

The free update, announced approximately 1000 years ago in July, releases tomorrow and introduces player recordings (similar to the Ghosts/Phantoms of Dark Souls/Bloodborne), a boss rush mode, and new skins tied to challenges.

- The update doesn't add any major new content but it's a welcome little bundle of new features and community-requested improvements - it also turns Sekiro into the Game of the Year Edition of itself.

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