IGAME WEEKLY · ISSUE 1 NOVEMBER 6–12, 2026

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REVIEW



Image: Funcom

A Brutal, Beautiful Survival Game Where Every Death Stings

Our score	7/10
Developer / publisher	Funcom (with Inflexion Games)
Released	May 8, 2018; Enhanced free update on Steam, May 2026
Platform reviewed	PC (Steam)
Consoles	Enhanced comes to PS5 and Xbox Series X|S in early 2027 (free upgrade)
Players	Single-player, online co-op, PvE and PvP servers

This Conan Exiles Enhanced review comes from our own time in Funcom's open-world survival game on Steam. Conan Exiles drops you naked in a savage desert and dares you to build an empire, and since the free Enhanced update in May 2026 it looks better than ever. Our verdict: it's a good survival game with real issues, the biggest being how frustrating dying can be. You respawn, trek back to find your body, arrive with nothing and die again. But that's part and parcel of a survival game, and it shouldn't stop you playing. We score it 7 out of 10.

WHAT IS CONAN EXILES ENHANCED?

Conan Exiles is an open-world survival game set in the world of Conan the Barbarian. You start as an exile left to die, then gather, craft, build and fight your way up: bases, thralls, pets, purges and huge sieges. Enhanced is the free 2026 upgrade on Steam that rebuilt its visuals, interface and performance. Funcom's four-part Legacy of the Giant-Kings story is adding new content on top, with Part Two bringing Rifts, Sorcery spells and the Mi-Go in October.

WHAT'S GOOD ABOUT CONAN EXILES ENHANCED?

A BIG, SAVAGE WORLD TO CARVE OUT

The Exiled Lands are huge and varied, from deserts to jungles and frozen north, and the jump in lighting and detail with Enhanced makes exploring them a pleasure again. There's always another ruin, dungeon or camp on the horizon.

BUILDING AND THRALLS

Building a base piece by piece, then filling it with captured thralls who craft, fight and guard for you, is still the heart of Conan Exiles, and it's as satisfying as ever.

PLENTY TO DO

Between bosses, purges, dungeons, Rifts and the new story chapters, there's a lot of game here for the price, whether you play alone or with friends.

WHAT'S NOT SO GOOD?

DYING IS VERY FRUSTRATING

This is the big one. When you die, your gear stays with your body, so you respawn and have to make your way back to find it. Too often you get there with nothing to defend yourself, and then you die again. It's the kind of loop that can make you put the game down for the night. Server and single-player settings can soften it, but on default settings it stings.

THERE ARE ISSUES

Conan Exiles has rough edges: bugs, odd moments and fixes that keep coming in hotfixes. None of it stopped us playing, but you'll notice them.

IT'S PART OF THE GENRE

To be fair, losing everything and fighting your way back is part and parcel of survival games, and it's what makes the good runs feel earned. It's not really something to deter you from playing.

IS CONAN EXILES ENHANCED COMING TO PS5 AND XBOX?

Yes. Funcom announced on October 27 that Enhanced comes to PS5 and Xbox Series X|S in early 2027, free for existing console owners, with full cross-play with PC soon after launch. Our Conan Exiles Enhanced console article explains what happens to your saves.

SHOULD YOU BUY CONAN EXILES ENHANCED?

If you like survival games and don't mind a few frustrations, yes. At $39.99 / £33.99 / €39.99 it's a big game with years of content, and the Enhanced upgrade makes it look and run better than ever. It's especially good with friends, who can help you get your gear back. If losing your loot and running back to your body drives you mad, wait for a sale or play on settings that keep your gear.

HIGHS: A big, savage world to carve out, Building and thralls, Plenty to do

LOWS: Dying is very frustrating, There are issues, It's part of the genre

BOTTOM LINE: it's a good survival game with real issues, the biggest being how frustrating dying can be.

Reviewed by David Ware

FINAL VERDICT

7/10

WORTH PLAYING


Image: Funcom


Image: Funcom

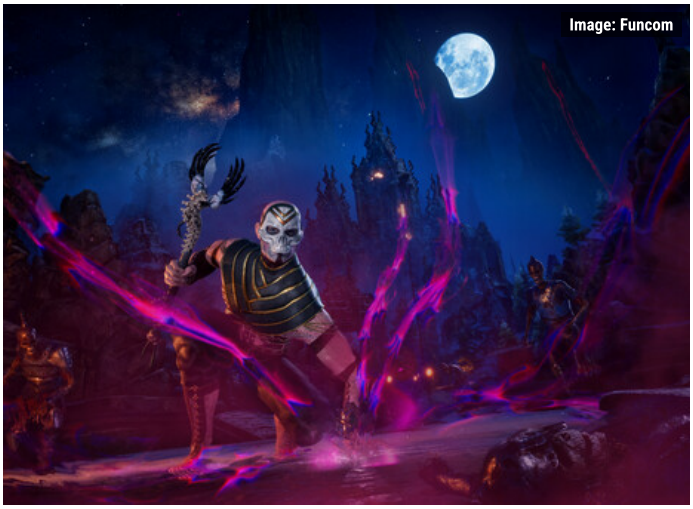

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PLAYER 2 HAS JOINED

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MODERN WARFARE 4 DMZ FREE TRIAL IS OVER

When It Ran and What Was Included


Image: Activision

Started	November 6, 12pm PT (20:00 GMT / 21:00 CET)
Ends	Ended November 11, 10am PT (18:00 GMT / 19:00 CET)
What's free	Full access to DMZ in Modern Warfare 4
Map	Hajin, plus the X01 Black Site added in Season 1
Players	Solo or squad

The Modern Warfare 4 DMZ free trial has ended. Activision announced on November 6 that anyone could get full access to DMZ, Call of Duty's extraction mode, for free until November 11 at 10am PT (18:00 GMT / 19:00 CET). You loot, fight, negotiate, betray and extract across Hajin, solo or with a squad.

WHEN DID THE DMZ FREE TRIAL END?

It ended on Wednesday, November 11 at 10am PT, which is 18:00 GMT and 19:00 CET, after starting on November 6 at 12pm PT.

WHAT IS DMZ IN MODERN WARFARE 4?

Activision calls it "the definitive Call of Duty extraction experience", a living combat sandbox where every deployment is a new story. You drop into Hajin to loot, fight AI and other players, make deals or betray them, and try to extract with whatever you can carry. Season 1 added the X01 Black Site, a former Russian facility with underground labs and a sealed Deep Vault, plus new bosses such as The Captain. Our Modern Warfare 4 Season 1 guide has the full details.

DO YOU NEED MODERN WARFARE 4 TO PLAY THE TRIAL?

No. The trial gave full access to DMZ for free during the trial window, which has now closed. On PC it runs through the Call of Duty app on Steam, where about 193,000 people were playing when we checked on November 7.

IS WARZONE FREE TOO?

Yes, Warzone is always free-to-play. Its Season 1 brought the Hajin and Zodiac maps; see our Warzone Season 1 guide.


Image: Activision

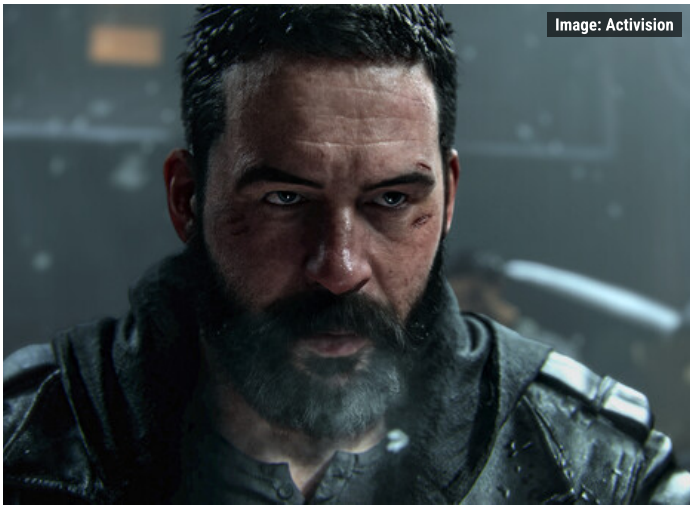

Image: Activision


Image: Activision


Image: Activision

PLAYSTATION PLUS NOVEMBER 2026

Dead Island 2, Tomb Raider IV-VI Remastered and Monster Train 2



Image: Sony Interactive Entertainment

Dead Island 2	PS5, PS4: zombie action RPG, online three-player co-op
Tomb Raider IV-VI Remastered	PS5, PS4: the Darkness Trilogy
Monster Train 2	Deckbuilding roguelike
Available	November 3 to November 30, 2026
Tiers	Essential, Extra and Premium

The PS Plus November 2026 Monthly Games are Dead Island 2, Tomb Raider IV-VI Remastered and Monster Train 2. Sony confirmed them on the PlayStation Blog, and all three are available to claim from November 3 until Monday, November 30 on every PlayStation Plus tier: Essential, Extra and Premium.

WHAT ARE THE PS PLUS GAMES FOR NOVEMBER 2026?

DEAD ISLAND 2 (PS5, PS4)

Welcome to "HELL-A": a zombie-filled Los Angeles in a pulpy action RPG. You take on quests, meet eccentric survivors and use brutal melee combat with a wide range of weapons. Play alone or in online three-player co-op. It's the pick of the month for survival and zombie fans.

TOMB RAIDER IV-VI REMASTERED (PS5, PS4)

This collects the Darkness Trilogy: The Last Revelation, Chronicles and The Angel of Darkness. You can switch between the original polygon models and remastered graphics at any time.

MONSTER TRAIN 2

A deckbuilder that takes you on a train journey through Heaven, Hell and beyond.

WHEN DO YOU NEED TO CLAIM THEM BY?

Claim them by Monday, November 30. Sony's graphic notes that monthly games can be accessed for the duration of your PS Plus subscription, so you lose access if your subscription ends.

WHAT ABOUT THE PS PLUS GAME CATALOG FOR NOVEMBER?

We couldn't find Sony's November 2026 Game Catalog post when we checked on November 4; October's arrived mid-month. We'll update this article when it's announced. Follow PlayStation Blog's PS Plus news for the announcement.

IS THERE A TRAILER?

We couldn't find one official video for all three games, so there's no trailer here. Sony's full post is on the PlayStation Blog.

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DOES SATISFACTORY HAVE CROSSPLAY? YES, IT'S HERE

PC, PS5 and Xbox Can Now Build Together



Live since	November 4, 2026
Platforms	Steam, Epic Games Store, PS5, Xbox Series X|S
Dedicated servers	PC only, so not available during crossplay
Also new	Telemetry opt-in pop-up, bug fixes, input rebinding fix
Price	$39.99 / £33.50 / €38.99 on Steam

Satisfactory crossplay is now live. Coffee Stain announced on November 4, exactly one year after the console release, that Steam, Epic, PS5 and Xbox Series X|S players can now build factories together in multiplayer even if they're on different platforms. There's one catch: dedicated servers don't work with crossplay yet.

DOES SATISFACTORY HAVE CROSSPLAY?

Yes, from November 4, 2026. In Coffee Stain's words, pioneers can now "Construct, Automate, Explore & Exploit in multiplayer together even if they are not on the same platform". Its support page explains how to get started.

DOES SATISFACTORY CROSSPLAY WORK ON DEDICATED SERVERS?

No. Coffee Stain says dedicated servers are currently only available on PC, so they're not available during crossplay. It has also partnered with Indifferent Broccoli for anyone looking at dedicated server hosting.

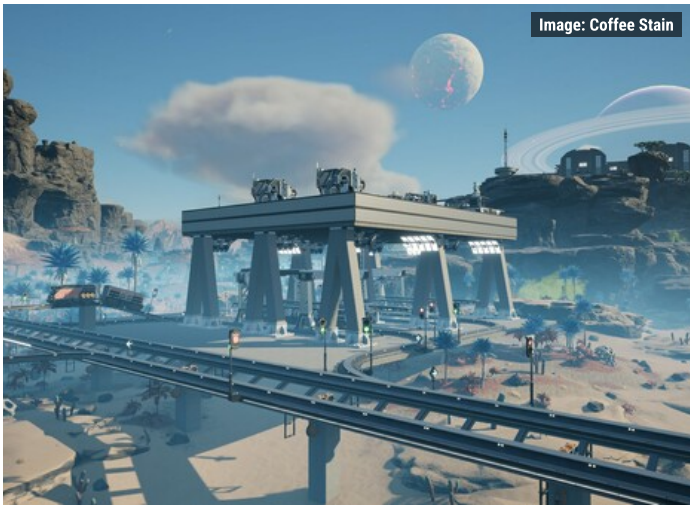
WHAT ELSE IS IN THE UPDATE?

- Telemetry: a one-time pop-up asks if you want to send gameplay data. You can change your mind in the Options menu.
- Big saves: potential fixes for being unable to join large saves in multiplayer, though Coffee Stain says some issues remain.
- Crash fixes: including ones for dedicated servers, the Blueprint Designer and Blueprint Autoconnect.
- Rebinding: keys that overlap, such as R for Reload, can now be rebound properly.
- Vehicles: path points now align to the grid when rotated, and autopilot should trail behind other vehicles less.

HOW MUCH IS SATISFACTORY?

It costs $39.99 / £33.50 / €38.99 on Steam, where about 18,000 people were playing when we checked on November 4. Want to add mods? See our Satisfactory mods guide.





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THE RELEASE RADAR

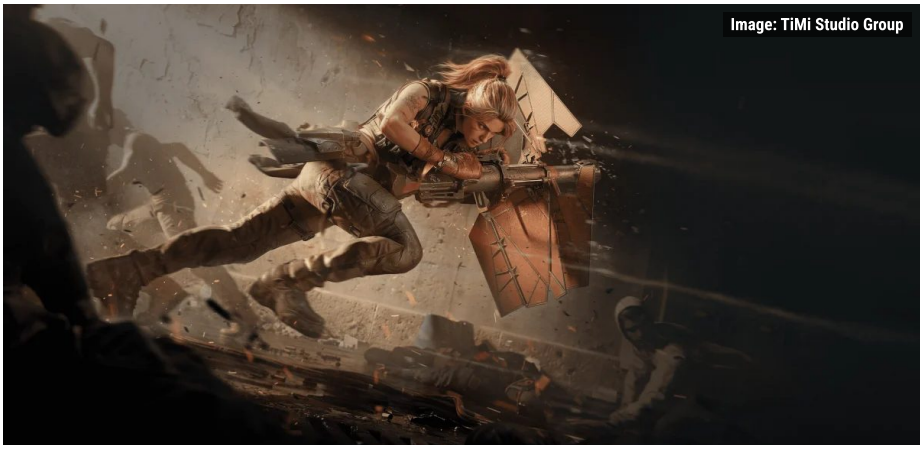
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DELTA FORCE SEASON AURORA IS LIVE

New Operator Martelo, the AN-94 and What Changed


Image: TiMi Studio Group

Ranked off-season	November 10, 00:30 UTC (Operations and Warfare ranked close)
Operations and Market close	November 10, 01:59 UTC
Update available	Live since November 10, 02:00 UTC (03:00 CET) on PC, PS5, Xbox Series X|S, Android and iOS
New operator	Veronica Cardozo, codename Martelo (Assault)
New weapon	AN-94 Assault Rifle

Delta Force Season Aurora is live. It launched on November 10, with the update arriving at 02:00 UTC (02:00 GMT / 03:00 CET) on PC, PS5, Xbox Series X|S and mobile. The official announcement adds a new Assault operator, Veronica Cardozo (codename Martelo), the AN-94 assault rifle, new ammo types, a Brakkesh map update for Operations and a long list of balance changes. It's a "non-stop update", so the game stays up while it rolls out.

WHAT TIME DID DELTA FORCE SEASON AURORA START?

The same schedule applies on every platform on November 10:

- 00:30 UTC: Operations and Warfare ranked matches go off-season and close.
- 01:59 UTC: the Operations entrance and matchmaking close, and the Market and Auction House switch off.
- 02:00 UTC: the update is available (03:00 CET; 6pm PT on November 9).

If anything goes wrong after updating, the developers suggest restarting the game. iOS players need iOS 13 or later.

WHO IS MARTELO IN DELTA FORCE?

Martelo is Veronica Cardozo, a new Assault operator. Her official story trailer is linked below.

WHAT NEW WEAPONS AND AMMO ARE IN SEASON AURORA?

The AN-94 Assault Rifle joins the arsenal, along with five new ammo types:

- .300BLK TIV and TTV: rounds with micro explosives. Landing several hits within 3 seconds sets off a 4 m explosion (Level 4 and Level 5 penetration).
- 5.56x45mm CINDER: incendiary rounds that burn the target over time, but add recoil.
- 9x19mm 7N30: cheaper armor-piercing ammo (Level 5) with more recoil.
- 5.45mm SPALL: hits make enemies take longer to repair their helmet and vest for a short time.

Limited-time Haavk attachments include a binary trigger stock kit for the SR-25, a PKM bullpup kit and an M250 Monolith magazine.

WHAT ELSE CHANGES IN SEASON AURORA?

- Season reset: all Season 11 mission progress is cleared, older Ultimate Safe Box season access and Safe Box Trial Cards expire, and a new Season 12 mission line begins.
- Warfare vehicles: TV-guided missiles can be shot down mid-flight, wheeled tank destroyers keep more speed with a destroyed engine, and boats and amphibious vehicles now ride the waves on Zenith Port.
- Detonation mode: map layout changes, clearer bomb site markers and a helmet and vest durability display.
- Animation: better kill reactions, and slung weapons now move with physics.

IS DELTA FORCE FREE?

Yes, Delta Force is free-to-play on Steam, PS5, Xbox Series X|S and mobile. About 43,700 people were playing on Steam when we checked on November 7.


Image: TiMi Studio Group


Image: TiMi Studio Group

THE DIVISION 2

Echoes of Central Park Is Out



Image: Ubisoft

Release date	November 3, 2026
Price	$19.99 / £17.99 / €19.99 on Steam (Deluxe $29.99 / £24.99 / €29.99)
Map	Upper West Side and Central Park, roughly twice the size of Battle for Brooklyn
Players	Solo or co-op
Companions	Brayleigh Callahan, Elwood Franklin, Morse Feeney

Echoes of Central Park is out now for The Division 2. Ubisoft launched the DLC on November 3 and calls it the biggest experience since Warlords of New York, taking you into New York's Upper West Side and, for the first time in the series, Central Park. It costs $19.99 / £17.99 / €19.99 on Steam, with a horror-inspired story, three AI companions and a new endgame. Full crossplay follows on November 17.

WHAT IS ECHOES OF CENTRAL PARK ABOUT?

Ubisoft says the story takes inspiration from horror. Citizens of the Upper West Side are gripped by paranoia, people are turning up dead or missing, and there are rumours of a new virus variant, all centerd on something in the shadows of Central Park. It's told as a flashback, with a narrator guiding you through her version of events. The park was a mass burial ground during the outbreak and is now home to a new apex threat. It's set in the summer after Warlords of New York.

WHO ARE THE COMPANIONS?

You earn their trust by uncovering their backstories, and one can fight beside you at a time:

- Brayleigh Callahan (Sniper): an MIT graduate and Olympic medallist in shooting.
- Elwood Franklin (Protector): a former mall cop who wants to join the NYPD.
- Morse Feeney (Assault): a veteran and former first-wave Division agent with a mysterious past.

Replay missions with a different companion for new dialogue.

WHAT'S IN THE DLC AFTER THE STORY?

A new endgame in Central Park with fresh challenges and rewards, a new Gear Set, The Ratel Exotic weapon and six new Skill Variants. The DLC also includes a Level 40 Boost and a stash expansion. The Deluxe Edition adds three companion-inspired outfits and a skin for The Ratel.

WHEN DOES THE DIVISION 2 GET CROSSPLAY?

It's rolling out in three steps:

- November 3: crossplay icons and interface changes appear, but you can't play across platforms yet.
- November 10: PC players move to the new servers, and PC leaderboards reset.
- November 17: PlayStation and Xbox join, and crossplay goes live on all three. It's on by default, and you can turn it off at character selection.

Clans grow from 50 to 100 members. A Clan moves when its first member joins the new servers, and places are reserved for other members for three months under the current plan. If a name clashes, a number is added for the original platform (PC #2, Xbox #3, PlayStation #4).

HOW MUCH IS ECHOES OF CENTRAL PARK?

The DLC is $19.99 / £17.99 / €19.99 on Steam, and the Deluxe Edition is $29.99 / £24.99 / €29.99. You also need The Division 2, which was 75% off at $7.49 / £6.24 / €7.49 on Steam when we checked on November 4 (normally $29.99 / £24.99 / €29.99).


Image: Ubisoft


Image: Ubisoft

ASSASSIN'S CREED VALHALLA NEW GAME+ IS FINALLY HERE

How to Unlock It, Mithril and Level 27 Divine Gear



Released	November 5, 2026, 14:00 UTC / 15:00 CET / 9:00 ET
Price	Free update
Headline feature	New Game+, harder with every run
Unlock	Finish the Holy Day quest (Hamtunscire)
New resource	Mithril

Assassin's Creed Valhalla New Game+ is finally here. Ubisoft released Title Update 1.8.0, "The Most Requested Update", on November 5, 2026, free on all platforms. It adds New Game+, a new resource called Mithril, Divine gear upgrades up to level 27, a Stash in Ravensthorpe, more than 300 engravable runes and a Naoe Master Assassin outfit. Ubisoft says Valhalla has now passed 40 million players.

HOW DO YOU UNLOCK NEW GAME+ IN ASSASSIN'S CREED VALHALLA?

Complete the Holy Day quest, the last quest of the Hamtunscire region. That's before the true ending, but Ubisoft says it's such a big game that it decided to let you start New Game+ a little earlier.

One important catch: New Game+ only appears on the main menu after you've saved a completed game after installing update 1.8.0. If you'd already finished Holy Day, load your completed save, save again, then go back to the main menu.

WHAT CARRIES OVER INTO NEW GAME+?

Ubisoft says you keep much of your progression, and each New Game+ run gets progressively harder. Lead game designer David Larouche said the team wanted New Game+ "to not simply be a do-over".

WHAT IS MITHRIL IN ASSASSIN'S CREED VALHALLA?

Mithril is the new resource for upgrading Divine gear and the new Superior runes. In New Game+, picking up gear or a book of knowledge you already own gives you Mithril instead. You can also buy it in the Niflheim, Mastery and River Raid shops. Looting Carbon, Nickel or Tungsten from a Wealth Chest now gives Platinum, which used to be exclusive to the Dawn of Ragnarok DLC, so Divine quality gear no longer needs the DLC.

WHAT ELSE IS IN THE MOST REQUESTED UPDATE?

- Divine gear level 27: the maximum upgrade level rises from 13 to 27, with each upgrade costing Mithril.
- Extended Progression Mode: an option where gear upgrades and runes add 1 Power each, and Masteries add Power every 5 skill points.
- Stash: a new storage chest in Ravensthorpe for any gear or rune.
- Rune Forge: upgrade runes for silver (lesser to normal to greater), and to the new Superior tier with Mithril. More than 300 perks can now be engraved into runes for 450 silver each, including DLC and Store perks.
- Naoe Master Assassin outfit, inspired by her look in Assassin's Creed Shadows.
- Two new achievements: Ivaldi's Heir (fully upgrade a Divine gear piece) and Circle of Renewal (complete a New Game+ run).
- Balance changes to dual wielding, stat runes and skill masteries.

WHAT'S NEW ON PS5 PRO?

PS5 Pro players get the upgraded PSSR upscaler, already used in Assassin's Creed Shadows and Black Flag Resynced. Ubisoft says it delivers sharper 4K image quality with 60 fps in Quality mode. Engineering studio manager Priscilla Nguyen said the new PSSR "is more efficient than the original".

HOW MUCH IS ASSASSIN'S CREED VALHALLA?

It's $59.99 on Steam, and it's on Xbox Game Pass. The update itself is free.

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SCUM NOVEMBER UPDATE IS LIVE

Tattoos Return, Controller Support, Free Photo Mode and No Wipe



Release date	Live since Wednesday, November 11, 2026 (version 1.3.6.0; moved from November 9)
Headline feature	Photo mode for everyone (was a Supporter pack feature)
Focus	Bug fixes and stability, more frequent hotfixes
Full patch notes	Out now on Steam
Wipe	No wipe, and no more official-server wipes planned for 2026

The SCUM November update is live: version 1.3.6.0 arrived on Wednesday, November 11, two days later than planned, with tattoos back, the first controller support, free photo mode for everyone, Linux and Steam Deck multiplayer through Proton, and no wipe. Gamepires moved it from Monday, November 9 "to make sure the update meets the quality standards you deserve". Its preview on November 6 confirms the headline change: photo mode, until now part of the Supporter pack, becomes available to every player. The studio also says it is shifting its focus to bug fixes and stability, with more frequent hotfixes over the coming weeks.

WHEN DID THE SCUM NOVEMBER UPDATE COME OUT?

Wednesday, November 11, 2026. It was planned for Monday, November 9, but on the day Gamepires updated its November 6 preview to say it was taking extra time to give the update "the attention it needs before it goes live". It went live on November 11 as version 1.3.6.0.

WHAT'S IN THE SCUM NOVEMBER UPDATE?

- Tattoos are back: a revamped system with more than 60 designs for every player, placed across the face, torso, abdomen, back of the head, arms, legs and hands. The designs planned for a paid Yakuza-themed pack are now free in the main library; a second planned pack isn't included yet. Pick tattoos at character creation, or visit the barber trader in a safe zone.
- Controller support: fight, drive, fish, take photos and play the minigames on a controller, with radial menus and button combinations. Gamepires says this first release may still have rough edges.
- Free photo mode: press P (or use the controller's radial menu). Supporter Pack 2 owners, who used to get photo mode with the pack, receive three exclusive face tattoos instead.
- Linux, Steam Deck and Steam Machine: joining multiplayer servers through Proton is now officially supported.
- Fixes: more cases of grass poking through bases, plus fixes for vehicles, cooking and more.
- Halloween quest: the catacomb quest stays until the end of November; pick it up from a General Goods trader.

IS SCUM PHOTO MODE FREE NOW?

Yes, from the November update. Photo mode was part of the Supporter pack, and Gamepires says it will "become available to everyone". Some players had already found ways to get it running, and the studio says the long-requested feature is now officially supported.

WHY IS SCUM FOCUSING ON BUG FIXES?

Gamepires says that alongside the new features, it is "increasing our focus on bug fixes and stability over the coming weeks". In practice that means more frequent hotfixes as it works through existing issues. It follows a busy October, with the October update's fishing overhaul and the Halloween update and partial wipe.

IS THERE A SERVER WIPE?

No. Gamepires says the November update doesn't include a wipe, and no further official-server wipes are planned for 2026.

HOW MUCH IS SCUM?

SCUM costs $44.99 / £39.99 / €44.99 on Steam, where about 7,800 people were playing when we checked on November 7.

IS THERE A SCUM TRAILER?

There's no trailer for the November update. Official trailers play on the SCUM Steam page.

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GRAY ZONE WARFARE BANS 2,174 CHEATERS IN THREE WEEKS AND PUBLISHES A NEW CODE OF CONDUCT

Gray Zone Warfare issued 2,406 bans from October 15 to November 4, including 2,174 permanent bans for cheating, and published a Code of Conduct. The numbers.



Image: MADFINGER Games

Period	October 15 to November 4, 2026
Total bans	2,406
Permanent bans (cheating)	2,174
Temporary bans	232
Bans for harassment	3

MADFINGER Games has issued 2,406 Gray Zone Warfare bans in three weeks. Its Security Report on November 6 covers October 15 to November 4, 2026: 2,174 accounts were permanently banned for cheating across five ban waves and manual bans from player reports. The studio has also published a new Code of Conduct explaining what's banned and the sanctions you can face.

HOW MANY CHEATERS HAS GRAY ZONE WARFARE BANNED?

MADFINGER says improvements to its anti-cheat and new detection methods led to five ban waves in the period, alongside manual bans based on player reports. In total it permanently banned 2,174 accounts "confirmed to have cheated". Its report graphic adds 232 temporary bans, including 3 for harassment and 23 for teamkilling. That follows the release day ban wave for Update 0.5, when 293 cheaters were banned.

WHAT IS THE GRAY ZONE WARFARE CODE OF CONDUCT?

A new page on the official site that explains which behavior is prohibited and what sanctions players may face. MADFINGER says it enforces the rules in the Code of Conduct in its EULA, and that sanctions vary with the circumstances and severity of each violation. The goal, it says, is a game where "everyone plays fairly, treats others with respect, and feels safe and welcome".

HOW DO YOU REPORT A CHEATER IN GRAY ZONE WARFARE?

Use the in-game reporting system, or submit a ticket to MADFINGER's support team. The studio says reports remain an important part of its fight against cheating.

WHAT'S NEW IN GRAY ZONE WARFARE?

The report comes after Update 0.5 Rogue Ops and patch 0.5.1.0. Gray Zone Warfare costs $39.99 / £34.99 / €39.99 on Steam, where about 15,000 people were playing when we checked on November 7.


Image: MADFINGER Games


Image: MADFINGER Games

GTA ONLINE HEIST EVENT

Double First-Time Heist Bonuses, a Guaranteed Kortz Center Target and Free Art Until November 11



Runs	November 5 to 11, 2026
Double first-time bonuses	Original Heists, The Doomsday Heist, The Diamond Casino Heist
Kortz Center Heist	Guaranteed The Outcome of Endeavour target
Cayo Perico	Panther Statue guaranteed on first approach
Free item	The Great Circle Back painting for your Mansion

The GTA Online Heist Event runs until November 11. Rockstar's Newswire says first-time completion bonuses are doubled for all the Original Heists, The Doomsday Heist and The Diamond Casino Heist, The Kortz Center Heist has a guaranteed rare target, and you get a free painting just for logging in. From November 12, Contact Missions pay double.

WHAT'S IN THE GTA ONLINE HEIST EVENT?

- Double first-time completion bonuses for all the Original Heists, The Doomsday Heist and The Diamond Casino Heist.
- The Kortz Center Heist: to mark its first Heist Event, you're guaranteed to find The Outcome of Endeavour, previously only for players who reached Elitist status in the summer's Fine Art Collector programme.
- The Cayo Perico Heist: the Panther Statue is guaranteed on your first approach.
- Free art: play any time through November 11 to get The Great Circle Back, a mid-century realism painting for your Mansion.
- KnoWay Out: 2X GTA$ on your first completion.

WHEN DOES THE GTA ONLINE HEIST EVENT END?

On November 11. The next set of bonuses starts on November 12.

WHAT GTA ONLINE BONUSES COME NEXT?

From November 12 to December 2, Rockstar celebrates GTA Online's supporting cast:

- Double rewards on all Contact Missions, including Madrazo's Dispatch Services, Gerald's Last Play, Premium Deluxe Repo Work and Lowriders.
- 4X GTA$ and RP on Freemode Challenges.
- 3X GTA$ and RP for everyone in the Stunt Race Series.
- Double rewards in Sumo (Remix) and triple in the Community Series.

DO YOU NEED A MANSION FOR THE KORTZ CENTER HEIST?

To host it, yes: you need the Art Studio upgrade for your Mansion. You can join someone else's crew without owning one. Teams of up to four can reach a Secondary Target room solo thieves can't, and more players means more bags for loot.

HOW MANY PEOPLE PLAY GTA ONLINE?

About 56,000 people were playing Grand Theft Auto V Legacy on Steam when we checked on November 7. GTA 6 arrives on November 19; see our GTA 6 release guide.

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DUNE

Awakening Now Works Offline



Patch	1.5.20.0, November 9, 2026, all platforms
Headline feature	Offline single-player: no internet needed at any point
Going back online	New Go Online button
Catch	Owned DLC isn't available when fully offline (fix planned)
Also new	Single-player server settings saved to the cloud, buried treasure persists, exit story levels without losing checkpoints

Dune: Awakening offline mode is here. Funcom's patch 1.5.20.0, live on all platforms since November 9, lets you play single-player without an internet connection at any point, including creating and deleting single-player characters. A new Go Online button takes you back online when you want. There's one catch: DLC you own isn't available while you're fully offline, and Funcom says it plans to fix that in a later update.

CAN YOU PLAY DUNE: AWAKENING OFFLINE?

Yes, since patch 1.5.20.0. Funcom's patch notes say you can now play in single-player mode without an internet connection at any point. That includes making a new single-player character or deleting one, which used to need a connection. When you want to rejoin friends or public servers, press Go Online.

It was one of the community's most-requested features. When Funcom announced the Blood and Ice expansion on October 29, it listed offline single-player alongside character transfers and full cross-play as features it was working on. Offline play is the first of those to arrive.

DOES DLC WORK IN DUNE: AWAKENING OFFLINE MODE?

Not yet. The patch notes say any DLC you've bought isn't available when you're fully offline, and Funcom plans to address it in an upcoming update. If you rely on DLC items, building sets or cosmetics in your single-player world, stay online for now.

WHAT ELSE IS NEW IN PATCH 1.5.20.0?

- Cloud-saved settings: custom server settings for single-player now save to the cloud, so they follow your save to another device.
- Buried treasure persists between single-player sessions, so closing the game no longer makes it vanish. A new storm still hides old treasure and reveals new finds.
- Story levels: you can now leave a story level without resetting your checkpoint progress in single-player.
- Water generation fixed in single-player when you're offline or on another map.
- Wrecked vehicles now despawn after 2 hours instead of 6.
- Mining yields now show per resource on the infocards.
- Easier placement for the Rug of the Desert Flyers and Sardaukar Carpet next to walls.
- The Sardaukar Killer and The Great Convention achievements now unlock, and players who earned them get them retroactively.
- Fixes for server crashes, terrain not loading after respawning, a long black screen on Xbox Series X, a rare PS5 party crash and a crash when you quit while petting the donkey in Arrakeen.

WHEN IS THE DUNE: AWAKENING BLOOD AND ICE EXPANSION?

December 1, free on all platforms. Funcom says it takes you to the Polar Sink in the frozen north of Arrakis, a new survival map with two biomes, the tundra and the ice cap. You'll need to stay warm instead of cool, gather new resources and get past the water shipper families who guard the ice cap. Once you reach it, you can harvest ice to cool your base equipment and speed up production. Funcom estimates about 35 hours of new progression, with new vehicle modules, augments and specialization traits.

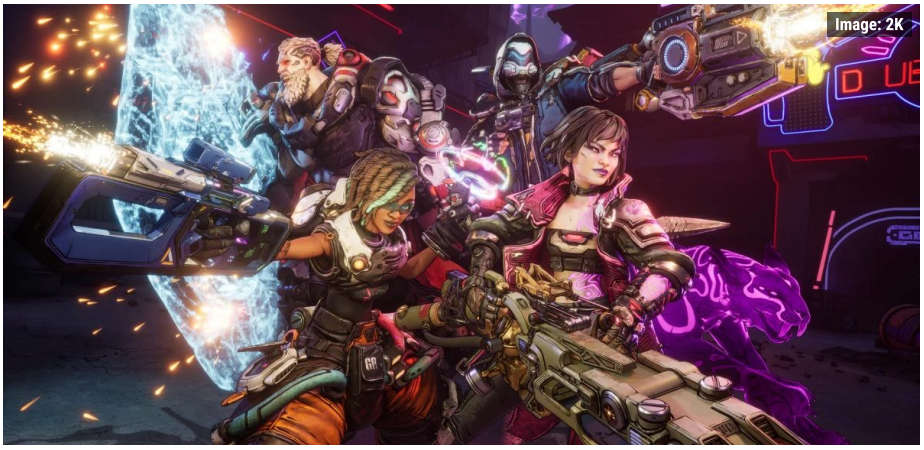
Funcom is also adding an optional cosmetics store, starting with looks from the Dune films to coincide with Dune: Part Three in December. It says store sales will help fund free updates.

HOW IS DUNE: AWAKENING DOING?

Funcom says more than one million new players have joined since the console launch, when the game also gained full single-player and the end of Book One. On Steam, 79% of the 865 reviews in the last 30 days are positive (as of November 9).

BORDERLANDS PASSES 100 MILLION COPIES

Boss Blitz Challenge, Free Skins and The Hunt for St. Jude


Image: 2K

Milestone	Over 100 million copies sold across the series
Boss Blitz goal	500,000 boss kills with Vex, Amon, Rafa or Harlowe, Nov 6–15
Boss Blitz reward	Four weapon skins via a SHiFT code
Twitch Drop	"The Horns" Vault Hunter Head for 30 minutes of watching, Nov 6–15
The Hunt	Charity scavenger hunt in Borderlands 2, 3 and 4, Nov 6–15

The Borderlands series has sold over 100 million copies, Gearbox and 2K confirmed on November 6. To mark Borderlands 100 million, Borderlands 4 players get a Boss Blitz community challenge with four free weapon skins, a Twitch Drop, and doubled donations for The Hunt, the community's scavenger hunt for St. Jude Children's Research Hospital. Everything runs from November 6 to 15.

HOW DOES THE BORDERLANDS 4 BOSS BLITZ CHALLENGE WORK?

If the community gets 500,000 boss kills with the base game Vault Hunters (Vex, Amon, Rafa or Harlowe) between November 6 and 15, 2026, Gearbox will share a SHiFT code for four weapon skins usable by every Vault Hunter:

- Troubled Upbringing, inspired by Vex
- Fresh Spray, inspired by Rafa
- Tally Them All, inspired by Amon
- Merch Line, inspired by Harlowe

You need Borderlands 4, a SHiFT account and an internet connection. Codes can be redeemed until December 31, 2030, once per SHiFT account. Codes from previous challenges, including the C4SH and Loveless skins, still work too.

HOW DO YOU GET THE BORDERLANDS 4 TWITCH DROP?

Link your SHiFT and Twitch accounts, then watch Drops-enabled Borderlands 4 streams for 30 minutes or more between November 6 and 15 to unlock "The Horns" Vault Hunter Head. Claim it on Twitch within 24 hours.

WHAT IS THE HUNT?

A community scavenger hunt run by the Borderlands Community Fundraising Team. Players start new characters and race to farm lists of Legendaries in Borderlands 2, 3 and 4, and the fastest are crowned champions. It has raised more than $750,000 for St. Jude since it began, including $118,000 in May. This time 2K Foundations and Gearbox will match every dollar donated up to last year's record, which could mean more than $230,000. Registration is open on the event's website, and you can also donate through streamers' St. Jude PLAY LIVE campaigns.

HOW MUCH IS BORDERLANDS 4?

Borderlands 4 is $69.99 / £59.99 / €69.99 on Steam, and was 50% off at $34.99 / £29.99 / €34.99 when we checked on November 7.


Image: 2K


Image: 2K



Image: Gaijin Entertainment

WAR THUNDER'S GREAT WAR EVENT RETURNS NOVEMBER 11

How to Earn the Fokker D.VII and SPAD S.XIII, Every Stage and Reward

Dates	November 11 to November 18, 2026 (ends 11:00 GMT / 12:00 CET)
Where	Events and Tournaments → Historical Events → The Great War
Sides	Triple Entente (Britain, France, Russia) vs German Empire
Map	Flanders, with trenches and AI infantry
Stages	7 per side, one per side per day, 5,000 mission points each
New rewards	Fokker D.VII (Germany) and SPAD S.XIII (France) fighters

The War Thunder The Great War event returns on November 11, Armistice Day, and runs until November 18 at 11:00 GMT (12:00 CET). Gaijin's First World War mode sends you to the trenches of Flanders in 1918 with the first tanks, biplanes, a Zeppelin and AI infantry, and by completing stages you can keep the vehicles for good. This year two fighters join the rewards for the first time: Germany's Fokker D.VII and France's SPAD S.XIII.

WHEN IS THE WAR THUNDER GREAT WAR EVENT?

Gaijin's announcement gives November 11 to November 18 (11:00 GMT). Stages change once a day at 11:00 GMT on November 12, 13, 14, 15, 16 and 17, so there are seven daily stages for each side over the week.

HOW DO YOU PLAY THE GREAT WAR IN WAR THUNDER?

Open Events and Tournaments → Historical Events → The Great War. You fight on the Flanders map as either the Triple Entente or the German Empire, using First World War tanks and aircraft, and the German side can even fly a Zeppelin armed with 14 × 300 kg bombs and 7.92 mm machine guns. Tanks are given better mobility than their real-life figures in this mode; once you own them, they use their historical speed and handling in regular Ground Realistic Battles.

AI infantry in period uniforms roam the trenches and no man's land, charge across, shoot back and throw grenades. Each soldier you take out is worth 5 mission points, up to 500 points (100 soldiers) per battle, which helps with the stage tasks.

WHAT ARE THE REWARDS IN WAR THUNDER'S GREAT WAR EVENT?

Each side has seven stages, and each stage needs 5,000 mission points. You can finish one stage per side each day. Rewards depend on how many stages you've completed:

Triple Entente

- Stages 1, 3, 4 and 6: a random Triple Entente vehicle (Mark V, St-Chamond, Garford or H.P.12 bomber)
- Stages 2 and 5: a decal ("Yette" or "Excellent")
- Stage 7: the SPAD S.XIII fighter (France)

German Empire

- Stages 2, 3 and 5: a random German Empire vehicle (A7V, Beutepanzer Mk.IV or Garford-Beute)
- Stages 1 and 4: a decal ("Smiling skull" or "Tanker's badge of the German Empire")
- Stage 6: the "Trench fighter" title
- Stage 7: the Fokker D.VII fighter (Germany)

All the vehicles are Rank I event vehicles that go into your tech tree, so you can use them in regular battles after the event. You can't receive the same vehicle twice, and vehicles are activated on your account straight away.

DO I NEED TO CLAIM THE REWARDS?

Yes. After finishing a stage, click your nickname, go to Achievements → "The Great War" and press Get Reward. The same screen tracks your progress. If you're short on time, each stage can be bought for 599 Golden Eagles.

WHAT IF I ALREADY OWN LAST YEAR'S VEHICLES?

You get a trophy for each vehicle you already have, containing one of: a 20-50% RP booster for 3-10 battles, a 20-50% SL booster for 3-10 battles, 3-5 universal backups, one day of Premium account, or a random ground vehicle camouflage.

WHAT ARE THE FOKKER D.VII AND SPAD S.XIII LIKE?

Gaijin calls the Fokker D.VII one of the best German fighters of the war: a 1918 biplane with a metal frame that could take higher overloads and turn well, armed with two synchronised rifle-calibre machine guns, and more than 3,000 were built. The French SPAD S.XIII, developed from the S.VII, first flew on April 4, 1917 and was used by France, Britain, the USA and Italy. It has two 7.7 mm Vickers machine guns and a top speed of over 200 km/h.

WHICH VEHICLES CAN I USE IN THE EVENT?

- Triple Entente: Mark V (Britain), Garford (Russia), St-Chamond (France), H.P.12 bomber (Britain) and the SPAD S.XIII.
- German Empire: A7V, Beutepanzer Mk.IV and Garford-Beute (captured British and Russian vehicles), the Fokker D.VII and the Zeppelin.

Only 22 A7Vs were ever built, and Gaijin notes that the Germans had more captured "trophy" tanks in service than their own design.


Image: Gaijin Entertainment


Image: Gaijin Entertainment


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ARK

Survival Ascended Enigmasaur and Giga TLC Are Out


Image: Studio Wildcard

Out now	Enigmasaur, Giganotosaurus TLC, Unreal Engine 5.8
Enigmasaur	Part of Fantastic Tames Season 1 (with the Burrowbuck and Cerberax)
Giga TLC	New taming challenge; chosen by Extra Life votes
Next reveals	Two Dragontopia reveals on Nov 7 (HillbillyWilly stream), two more on Nov 9 (GP video)
Extra Life	Over $107,000 raised; a TLC for every $40,000

The ARK Enigmasaur is out now in ARK: Survival Ascended. Studio Wildcard's Community Crunch 531 also confirms the Giganotosaurus TLC is live, voted for by players through Extra Life, and the game has moved to Unreal Engine 5.8. The Enigmasaur is part of Fantastic Tames Season 1, alongside the Burrowbuck and the Cerberax.

WHAT IS THE ENIGMASAUR IN ARK?

A shapeshifter. Wildcard says it doesn't just imitate other species, "it becomes them", convincingly enough to fool their own kind. Every creature it mimics gives it something, and it keeps some of what it learns after changing form. Wildcard's example: "A Rex with a scorpion's sting?" Taming one is, in the studio's words, "its own unusual challenge".

WHAT CHANGED WITH THE GIGANOTOSAURUS TLC?

Taming a Giga is no longer about finding a safe spot and stocking up on tranquilizers. You'll have to prove yourself against some of the ARKs' fiercest threats to get its attention, then survive a fight where pushing the beast to its limits matters as much as your own skill. The reward is an ally that can rally a whole tribe into battle. Wildcard warns there's "a fine line between fighting alongside an enraged Giga and standing in its way".

The official Giganotosaurus TLC trailer.

WHAT'S NEXT FOR ARK: DRAGONTOPIA?

More reveals are lined up: two from HillbillyWilly's stream on November 7 at 7am PT (15:00 GMT / 16:00 CET), and the final two in a video on GP's channel on Monday, November 9.

HOW DOES THE ARK EXTRA LIFE TLC VOTE WORK?

Donations to Studio Wildcard's Extra Life team go to UF Health Shands Children's Hospital. Every $40,000 raised unlocks a TLC for a classic creature, up to four, and each $1 is one vote when you add a hashtag such as #Giganotosaurus to your donation message. Winners are picked on November 13, 20 and 27 and December 4. Over $107,000 had been raised when the Crunch went out.

HOW MUCH IS ARK: SURVIVAL ASCENDED?

It's $44.99 / £37.99 / €44.99 on Steam, and was 75% off at $11.24 / £9.49 / €11.24 when we checked on November 7. About 23,000 people were playing.


Image: Studio Wildcard


Image: Studio Wildcard

NEWS NOVEMBER 9, 2026

GEARS OF WAR TURNS 20

Free RAAM for Every E-Day Player, Two Limited Modes and Season 2 Legacy on December 1



Season 2	Legacy, starts December 1, 2026
Season 2 theme	Fan-favorite maps, modes and skins from earlier Gears games
New skin	Solemn Memories Dom
Free gift	RAAM as a multiplayer character for every E-Day player (log in to claim)
Anniversary event	Two weeks, from the week of November 6

Gears of War: E-Day Season 2, called Legacy, starts on December 1, The Coalition has confirmed, and it's a celebration of the series' greatest hits. Before that, Gears of War is 20 years old: the original launched on Xbox 360 in November 2006, and to mark it every E-Day player gets RAAM free as a multiplayer character, plus two limited-time modes in a two-week anniversary event. Here's everything in The Coalition's announcement.

WHEN DOES GEARS OF WAR: E-DAY SEASON 2 START?

December 1, 2026. Season 2: Legacy honours the series' greatest hits, bringing back fan-favorite maps, modes and multiplayer skins from earlier Gears of War games. The Coalition hasn't named the maps or modes yet.

WHAT IS THE SOLEMN MEMORIES DOM SKIN?

It's the headline Season 2 skin: a reimagined Dom based on the suit he wears in his famous photo with Maria from Gears of War 2, one of the most emotional moments in the series.

HOW DO YOU GET RAAM FOR FREE IN GEARS OF WAR: E-DAY?

Just log in. For the 20th anniversary, The Coalition is giving RAAM, the Locust general from the first game, to every Gears of War: E-Day player as a multiplayer character.

WHAT ARE THE 20TH ANNIVERSARY MODES?

- Guardian (Versus): a limited-time mode where only one leader survives.
- For the Queen (Horde Siege): the supply cache is switched off, so your squad has to rely on its loadouts.

The event runs for two weeks and comes with new rewards, which The Coalition hasn't listed in full.

IS GEARS OF WAR: E-DAY ON GAME PASS?

Yes. It's on Xbox Game Pass and PC Game Pass. To buy it, the Standard Edition is $69.99 and the Premium Edition is $99.99, which adds the Bravo Squad Signature Weapon Pack, five seasonal customization packs and 1,000 Iron. Online play on Xbox needs a Game Pass plan that includes online multiplayer. Two-player split-screen works on console only.

WHAT'S IN GEARS OF WAR: E-DAY?

E-Day is set 14 years before the first game and follows Marcus Fenix and Dom Santiago on Emergence Day, when the Locust Horde first appears. You can play the campaign solo, in split-screen or with up to four players online. Horde Siege has four classes (Assault, Marksman, Medic and Breacher), and Versus is 4v4 with Ranked and Social playlists. Want to know if it's any good? Read our Gears of War: E-Day review roundup.

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BODYCAM ZOMBIES RETURN ON FRIDAY THE 13TH

Update 0.9 The Dead & Damned Brings Zombie Trenches, Easy Anti-Cheat and the TEC-9



Image: Reissad Studio

Release date	Friday, November 13, 2026
Name	The Dead & Damned
New mode	Zombie Trenches (on the Trenches map)
Zombie maps back	Village and Asylum, with spawn and AI fixes
Anti-cheat	Easy Anti-Cheat arrives

Bodycam update 0.9, called The Dead & Damned, releases on Friday, November 13, and it brings the zombies back. Reissad Studio's ultra-realistic body-camera shooter gets a brand-new Zombie Trenches mode, the return of the Village and Asylum zombie maps, weapon boxes with random attachments, Easy Anti-Cheat, a reworked Public Pool map, a drone and RC car room in the lobby, and two new loadout weapons. The long-awaited party system has been delayed again.

Update (November 11): A free 24-hour playtest of 0.9 runs from November 11 at 09:00 UTC (10:00 CET) to November 12 at 09:00 UTC. Reissad says you request access on the Bodycam Steam page; places are limited and handed out in waves by time zone, and anyone who gets in can invite up to three friends. It includes Zombie Trenches, where up to four players hold out for 10 minutes in rain, lightning and fog, plus the reworked Village and Asylum maps.

WHEN DOES BODYCAM UPDATE 0.9 COME OUT?

Reissad's announcement gives Friday, November 13, saying Friday the 13th "felt like the right day to bring the zombies back." No release time has been given, and the full patch notes arrive on the day. The studio calls 0.9 a smaller, in-between update, because much of the team is working on bigger long-term projects for the game.

WHAT'S NEW FOR BODYCAM ZOMBIES?

- Zombie Trenches: a brand-new zombie mode built on the Trenches map. Reissad is keeping the details for later.
- Village and Asylum return to Zombies after a polish pass, fixing many player-reported problems with spawns and how zombies behave.
- Weapon boxes now drop weapons with random attachments, using the same system as your loadout, so every run plays differently.
- Zombies is co-op for up to four players.

IS BODYCAM GETTING ANTI-CHEAT?

Yes. Easy Anti-Cheat arrives with Bodycam update 0.9. Reissad calls it "a big one for multiplayer" and says it will keep watching and improving it after release.

WHAT ELSE CHANGES IN MULTIPLAYER?

- Public Pool reworked: the least-played map since the Locked & Loaded update gets a big visual overhaul and layout improvements.
- Crossbow in the loadout: it used to be found only at the end of the Village secret. Now you can take it into the PvP maps.
- TEC-9: the first machine pistol you can run as a secondary.
- Drone and RC car room: the lobby's biggest room yet, with a circuit for each. Reissad worked with the team behind TRYP FPV to add support for FPV radio controllers and build a drone race, and reworked the RC car's handling.
- A long list of bug fixes and optimization work.

IS THE BODYCAM PARTY SYSTEM IN 0.9?

No. It already missed 0.8, and Reissad says it's reworking the whole multiplayer layer to build proper player grouping, after hitting technical blockers. The team is looking at how soon it can release an experimental version. Until then, in 0.9 you can group up in Zombies (up to four players), Quick Play and the Server Browser stay solo queue, and you'll need to host your own game to play with up to 10 friends.

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RAINBOW SIX SIEGE Y11S4 REVEAL

November 14 at the Osaka Major, Start Times, How to Watch and What We Already Know



Date	Friday, November 14, 2026 (Saturday, November 15 in Europe)
Time	9:30 PM ET / 6:30 PM PT / 2:30 AM GMT / 3:30 AM CET / 11:30 PM BRT
Where	Osaka Major Grand Final broadcast, twitch.tv/rainbow6
Osaka Major	November 6 to 15, 2026
Watch rewards	Twitch Drops (link your Ubisoft and Twitch accounts)

The Rainbow Six Siege Y11S4 reveal is on Friday, November 14 at 9:30 PM ET (6:30 PM PT), which is 2:30 AM GMT and 3:30 AM CET on Saturday, November 15. Ubisoft will unveil Year 11 Season 4 in a panel during the Osaka Major Grand Final, broadcast on the official Rainbow6 Twitch channel, with the development team talking through the season's biggest updates.

WHEN IS THE RAINBOW SIX SIEGE Y11S4 REVEAL?

Ubisoft's official announcement lists the panel at November 14, 9:30 PM ET, 11:30 PM BRT and November 15, 3:30 AM CET. In the UK that's 2:30 AM GMT on Saturday morning, and on the US West Coast it's 6:30 PM PT on Friday. Ubisoft says the panel will cover the season's biggest updates, with the developers talking about them directly and an early look at what's next for Siege.

HOW CAN I WATCH THE Y11S4 REVEAL?

It's broadcast live on the official Rainbow6 Twitch channel as part of the Osaka Major Grand Final, so tune in to the final and the panel follows. If you link your Ubisoft and Twitch accounts, watching official Osaka Major broadcasts also earns Twitch Drops throughout the event.

WHAT DO WE ALREADY KNOW ABOUT Y11S4?

Ubisoft confirmed a lot in Community Checkpoint #6 on November 2, which we covered in full in our Y11S4 Ranked map changes article:

- No more seasonal Ranked map rotations: Ranked moves to a "best of" pool of about 15 maps, including the nine used in pro play.
- Hostage and Secure Area return to Quick Match.
- 3v3 Arcade, the smaller-team mode from Operation Split Fire, comes back.
- A Testing Grounds event with Half Reinforcements, followed later by a Hostage rework.
- A TCSG nerf, and from Y11S4 the.1 and.3 patches ship fewer but bigger changes.

New operators, maps, the season's name and its launch date haven't been announced. Those are what the reveal is for.

WHAT IS THE OSAKA MAJOR?

The Osaka Major runs from November 6 to 15 and is one of the key events on the road to the Six Invitational, with teams playing for qualification points. As well as Twitch Drops, Ubisoft is running match predictions (correct picks can unlock weapon skins and Alpha Packs), a limited Osaka Major Bundle and R6 Share team bundles.

IS RAINBOW SIX SIEGE FREE TO PLAY?

Yes. Quick Match and Unranked are free with a selection of operators. Ranked, Siege Cup, more operators and cosmetics need a purchase. It's on PC, PlayStation and Xbox. We'll update this page with everything announced at the reveal.

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DRAGONWILDS 1.0.2 ADDS EARTH MAGIC, 200 KILLER PENGUINS AND A CRYING FISH QUEST, WITH ELVES AND PRAYER COMING IN DECEMBER

RuneScape: Dragonwilds 1.0.2 adds Earth Magic, a penguin hunt, a new fishing quest, treasure trails and letter routes, plus Elves and Prayer in December.


Image: Jagex

Update	1.0.2 “Eye on Ashenfall”, November 10, 2026
New magic	Earth Magic (level 14 Magic), Armour of the Earth buff
New activity	Penguin hunting: 200+ Killer Gentoo Penguins, Penguin Coins, shop in Bramblemead
New quest	A Reel Downer (Umbral Sands)
Also new	X Marks the Spot treasure trail, letter deliveries in Dowdun Reach and Umbral Sands, fishing amulet and ring

Dragonwilds 1.0.2, called “Eye on Ashenfall”, is Jagex’s November update for RuneScape: Dragonwilds, announced on November 10. It adds Earth Magic, the fourth element, a hunt for more than 200 Killer Gentoo Penguins with their own reward shop, a new fishing quest called A Reel Downer, a treasure trail in Umbral Sands, new letter delivery routes and a long list of bug fixes. Jagex also confirmed what’s next: Elves, the Lyre and the Prayer skill in the Luminance update this December.

WHAT IS EARTH MAGIC IN DRAGONWILDS?

Earth joins Air, Fire and Water as the fourth element. At level 14 Magic you can equip Earth Runes on staves and wands. Earth attacks deal blunt damage that staggers enemies and interrupts their attacks, and the element specialises in area damage:

- The last hit of the staff combo also strikes the area around your target.
- The staff’s special attack creates an earthquake with aftershocks; charge it for a bigger area, then reposition while it does its work.
- Armour of the Earth: Earth hits build up to three stacks of a defensive buff, used up on the next hit you take to reduce its damage. Keep landing hits to keep the stacks coming.
- At 60 Attack you can enchant melee weapons with Earth too, so melee hits build Armour of the Earth.

HOW DOES PENGUIN HUNTING WORK IN DRAGONWILDS?

Jagex says more than 200 Killer Gentoo Penguins (“KGP”) are hiding across Ashenfall. They spawn in batches of no more than three per region and reset every 7 in-game days, so you’ll keep spotting more as you play. Find one, interact with it, and when it flees it leaves a Penguin Coin.

Spend the coins at a new shop in Bramblemead: a full Penguin Armour set, a KGP hat, a Penguin Cape and base decorations, including tapestries by RuneScape art community member Prezleek. The shop also sells an amulet that improves your chance of Pristine Fish and a ring that reduces the stamina needed to reel fish in, Jagex’s first steps towards improving fishing. More rewards are planned.

WHAT’S THE NEW QUEST IN DRAGONWILDS 1.0.2?

A Reel Downer starts at the Manafem Clan’s camp in Umbral Sands, where a fisherman’s catch won’t stop crying and the clan can’t stand the taste of miserable fish. Cheer them up (“happy fish taste better”) and you unlock the Fishing Rod Rack recipe and trophy recipes for the sad fish, so you can mount a pristine catch on your wall.

WHAT ELSE IS NEW?

- X Marks the Spot: four brothers stole a carpet and treasure from an ancient vault, then turned on each other. Find their journals around the Umbral Sands desert, piece together the clues and dig at the right spot to unlock plans for two new rugs.

CONTINUED AT IGAMEMAG.COM/DRAGONWILDS-1-0-2-UPDATE

WAR THUNDER EAGLE'S SHADOW IS OUT

F-15EX, Leopard 2A8, the H-39 Battleship, DLSS 5 and Everything New


Image: Gaijin Entertainment

Release date	Out now: November 11, 2026
Headline jets	F-15EX (USA) and F-15IA Ra'am (Israel), Rank IX
New ships	H-39 battleship (Germany, Rank VII)
Other aircraft	Su-15TM interceptor (USSR, Rank VI), Fulmar Mk.II (Britain, Rank I)
New weapons	Cluster bombs in Air Battles, AIM-120D, SLAM-ER, R-98 missiles

War Thunder Eagle's Shadow is the next major update for Gaijin's military vehicle game, and the dev blogs so far promise a lot: the F-15EX and Israel's F-15IA Ra'am at Rank IX, Germany's giant H-39 battleship, cluster bombs in Air Battles, NVIDIA DLSS 5, and a rebuilt look for dirt, snow, water, muzzle flashes and the sky. It's out now: Gaijin released Eagle's Shadow on November 11, adding the Leopard 2A8 with the Trophy active protection system, the AW249 Fenice attack helicopter, the IJN Takao heavy cruiser, custom Battle Ratings for some aircraft, a login streak freeze, a weather overhaul and better-looking Sun City and American Desert maps. Here's everything in it.

WHEN DID WAR THUNDER EAGLE'S SHADOW COME OUT?

On November 11, 2026. Gaijin announced it with a launch trailer and a full changelog, a day after its H-39 dev blog said the update was "not far off now".

WHAT'S NEW IN EAGLE'S SHADOW?

- Ground: the Leopard 2A8 for Germany with the Trophy active protection system, the BTR-90 (USSR), ZBD04 (China), BMP-3F (Japan), Leopard 2A8NO (Sweden) and more, plus the Stingray II and Olifant Mk.1B Optimering in premium packs. More ground vehicle modules add tactical depth.
- Air: the F-15EX and F-15IA Ra'am II, Su-15TM, Fulmar Mk.II, JAS39-5 (pack) and Q-5D (pack), and new cockpits for every B-17E and the SE.203 Aquilon.
- Helicopters: Italy's AW249 Fenice attack helicopter and a new Mi-8TV cockpit. Helicopters can now retarget man-in-the-loop munitions in flight.
- Naval: the H-39, the IJN Takao heavy cruiser with Long Lance torpedoes, the premium HMS Duke of York battleship and new ships for the USA, USSR, Britain, Italy and France.
- Custom Battle Ratings for some aircraft: their loadout sets the BR, so you choose whether to fight higher with better weapons or stay put.
- Login streak freeze, refined CCRP bombing controls, and new engine sounds for the Meteor, Hawker Hunter and Corsair.
- Maps and weather: Sun City and American Desert look better with the same layouts, and all twelve weather presets are overhauled with new clouds and lighting.

WHAT ARE THE F-15EX AND F-15IA RA'AM IN WAR THUNDER?

The update's namesake jets arrive at Rank IX for the USA and Israel. Gaijin's dev blog says the F-15EX will be "the most heavily armed fighter in the game" and one of its best fourth-generation fighters:

- Up to 12 active radar-homing missiles, including the satellite-assisted AIM-120D.
- Up to 22 precision-guided bombs per sortie, plus anti-radiation and anti-ship missiles and the SLAM-ER.
- An AESA radar, helmet-mounted display targeting, radar warning receiver and a voice warning system.
- New, more powerful engines and more countermeasures.
- The Israeli F-15IA gets SPICE guided bombs; in air-to-air combat both versions are identical.

WHAT IS THE H-39 BATTLESHIP?

The H-39 becomes Germany's new top ship at Rank VII: over 63,000 tons and about 277 meters long, the longest ship in the game. It carries eight 406 mm guns in four dual turrets (similar in performance to the American 406 mm guns on South Dakota and North Carolina) and eighteen 533 mm torpedoes. Its outer belt is slightly thinner than Bismarck's, but the inner armor is stronger, so it's better protected overall, except at the bow and stern. The downsides: a slower reload than Bismarck (2 shots a minute with a trained crew) and limited anti-air defense.

WHAT OTHER VEHICLES ARE COMING?

CONTINUED AT IGAMEMAG.COM/WAR-THUNDER-EAGLES-SHADOW-UPDATE

HELLDIVERS 2 NOVEMBER DEV BLOG

Arrowhead Apologizes for the Roadmap, Brings Back Cosmetic Mods and Reveals the December Update


Image: Arrowhead Game Studios

Published	November 10, 2026 (Arrowhead Game Studios)
Roadmap	Built around patch dates, not when content goes live; a clearer schedule promised
"New biome"	Arrowhead apologizes: it was cave infestations on all non-ice planets
Hellpod steering and Stratagem bouncing	Fixes in testing; likely not in the next major update
Mods	Cosmetic mods fixed in a hotfix this week; gameplay mods stay banned

In its Helldivers November 2 dev blog, published on November 10, Arrowhead Game Studios apologizes for a confusing roadmap, explains why some PC mods stopped working after the switch to Easy Anti-Cheat, confirms that cosmetic mods are coming back, and reveals the first changes in the next major update in early December, including a utility belt and the ability to use jump packs while carrying heavy items. It comes at a rough moment: only 26% of the game's recent Steam reviews are positive.

WHY IS ARROWHEAD APOLOGIZING FOR THE ROADMAP?

Arrowhead says its second roadmap was built around patch release dates rather than when content actually arrives in the game. Patches run roughly six weeks apart: Update 7.2 came on October 20, and its content unfolds over the following six weeks until Update 8.0 in early December. That wasn't clear in the roadmap graphic, and Arrowhead says future schedules will show when content goes live, while keeping the Galactic War's surprises.

It also addresses the "new biome" listed for October. What arrived was an expansion of the caves from Into the Unjust: subterranean Terminid infestations can now appear on all non-ice planets, take on the look of their planet, and turn into new hive worlds if they aren't liberated quickly. Arrowhead admits calling that a new biome set the wrong expectation, apologizes, and says its next roadmap will show the impact of player feedback.

WHEN ARE THE HELLPOD STEERING AND STRATAGEM BOUNCING FIXES COMING?

Not in the next major update. A strike team has been reworking both since Devoid of Liberty, and the new designs are in internal playtesting, but they need more rounds before release. Arrowhead says its confidence is high and players "should hopefully not have to wait that much longer".

DO MODS WORK IN HELLDIVERS 2 AFTER EASY ANTI-CHEAT?

Cosmetic mods: some should work again. Arrowhead has reviewed how the anti-cheat change broke non-gameplay mods and made adjustments in a hotfix due this week. Hotfix 7.2.3, released on November 11, says it unblocks some cosmetic modifications. Mods still aren't officially supported. Arrowhead's steps to check a cosmetic mod after the hotfix:

- If you had mods installed, reinstall the game.
- Verify the game files through Steam.
- Start the game and check it runs normally.
- Add cosmetic mods one at a time, verifying the files again each time.

Gameplay mods remain banned. Arrowhead says anything that changes the game code or memory can crash your lobby and is "indistinguishable from an attempt to cheat", and accounts using them may be banned. It's also looking into reports that virtual machines can no longer run the game.

WHAT'S IN THE HELLDIVERS DECEMBER 2 UPDATE?

Arrowhead lists changes already locked in for the next major update in early December:

CONTINUED AT IGAMEMAG.COM/HELLDIVERS-2-NOVEMBER-2026-DEV-BLOG

NEWS NOVEMBER 11, 2026

THE GAME AWARDS 2026 IS DECEMBER 10

Date, Venue, How to Watch and When the Nominees Are Announced



Date	Thursday, December 10, 2026
Venue	Peacock Theater, Los Angeles
Start time	Not announced yet
How to watch	Free livestream on all major platforms
Nominees	Coming mid-November

The Game Awards 2026 takes place on Thursday, December 10, 2026, streaming live from the Peacock Theater in Los Angeles. The show's official site says the 2026 nominees are coming in mid-November, and it streams live on all major platforms. Here's everything confirmed so far. We'll update this page with the nominees, the start time and every announcement on the night.

WHEN IS THE GAME AWARDS 2026?

The show is on Thursday, December 10, 2026. The Game Awards announced the date on August 10, together with the venue. The start time hasn't been announced yet; we'll add it in US, UK and European times as soon as it is.

WHERE IS THE GAME AWARDS 2026 HELD?

At the Peacock Theater in Los Angeles. A limited number of public tickets went on sale on October 29 through AXS.

HOW CAN I WATCH THE GAME AWARDS 2026?

The Game Awards streams live and free on all major platforms, with the official The Game Awards website listing where to watch and an "add event to calendar" option. The show is famous for its world premieres and new game announcements as well as the awards themselves: The Game Awards says its 2025 show delivered 171 million livestreams.

WHEN ARE THE GAME AWARDS 2026 NOMINEES ANNOUNCED?

The official site says "2026 nominees coming mid-November". No exact date has been given. Once they're out, fans can vote in the Players' Voice category on the official site. We'll add the full list of nominees here on the day.

WHICH GAMES COULD BE NOMINATED?

Nominations are chosen by a global jury of media outlets, and it's too early to say which games will make the list. For a look at the year's best-reviewed games so far, see our best games of 2026 ranked by critics.

MORE ON IGAME MAGAZINE

- The Best Games of 2026 So Far, Ranked by Critics: the best-reviewed games of 2026 so far
- Gamescom 2026: Everything Announced, Award Winners and Dates: everything announced at Gamescom 2026
- Rainbow Six Siege Y11S4 Reveal: November 14 at the Osaka Major, Start Times, How to Watch and What We Already Know: another big reveal this month

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COMING SOON NOVEMBER 7, 2026

PATH OF EXILE 2 RELEASE DATE IS DECEMBER 11

Free Full Launch, Acts 5 and 6, the Shadow and the Duelist



Image: Grinding Gear Games

Release date	December 11, 2026 (PST); no time announced yet
Price	Free to play
Campaign	Full six acts: Acts 5 and 6 added
New areas and bosses	24 areas, 18 unique bosses, 20+ Champion Rare encounters
New classes	The Shadow (Assassin, Infiltrator) and the Duelist (Knight, Master-at-Arms)

The Path of Exile 2 release date is December 11 (PST), when the action RPG leaves Early Access and becomes free to play. Grinding Gear Games announced on November 6 that 1.0 brings the complete six-act campaign, two new classes, the Shadow and the Duelist, a new Challenge League and sweeping balance changes.

WHEN DOES PATH OF EXILE 2 FULLY RELEASE?

On December 11, PST. Grinding Gear Games hasn't given a launch time yet. Because it's PST, the launch may land late on December 11 or early on December 12 in the UK and Europe once the time is confirmed. We'll add it here.

IS PATH OF EXILE 2 FREE?

Yes. The studio says you can "play Path of Exile 2 for free on December 11" when it enters full release.

WHAT ARE THE NEW CLASSES IN PATH OF EXILE 2?

- The Shadow: uses daggers, traps and shades, and introduces Stealth. Monsters can't see you until you're close, and the shadows empower your dagger skills. Traps can be laid in stealth and go off in the order you threw them. Ascendancies: Assassin and Infiltrator.
- The Duelist: a swordsman who uses Stances. Ready Stance empowers sword skills and can be upgraded to Sand or Blood Stances. Ascendancies: Knight and Master-at-Arms.

WHAT IS THE CONQUERORS OF WRAECLAST LEAGUE?

You join Varek and his mercenaries to stop the awakening of the ancient Blood Lord. Recruit warriors, find enemy fortifications and lead your army into battle across 70+ new points of interest, conquering castles for a new crafting material that reforges gear. In the endgame you build a stronghold, pick one of three factions and team up with that faction's players to capture castles from rival factions.

WHAT ELSE CHANGES IN 1.0?

- Passive tree: hundreds of new stats, and all Jewel Sockets moved into the clusters.
- Support Gems: massively rebalanced.
- New skills for classes that were missing them, such as the Warrior and the Witch.
- Reworks: the Mercenary's reloading, the Infernalist (a new spellcasting demon and up to three Infernal Hounds), the Blood Mage and the Acolyte of Chayula.

HOW MANY PEOPLE PLAY PATH OF EXILE 2?

About 17,700 people were playing on Steam when we checked on November 7, ahead of ExileCon weekend.

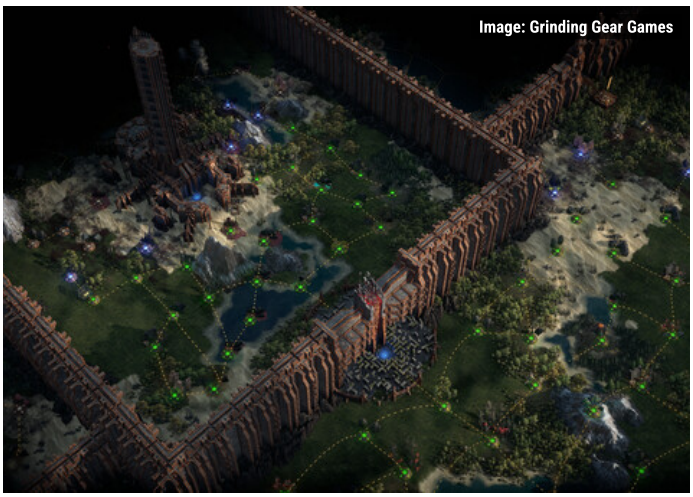

Image: Grinding Gear Games


Image: Grinding Gear Games

OUT NOW NOVEMBER 8, 2026

PAYDAY

Aces High Is Out Now



Release date	November 5, 2026
Developer and publisher	Fast Travel Games
Price	$24.99 / £19.99 / €24.99 on Steam
Loyalty discount	10% off for Steam owners of PAYDAY 3, PAYDAY 2 or PAYDAY: The Heist, until December 31, 2026
Players	Single-player and online co-op for up to 4

PAYDAY: Aces High is out now. The VR heist shooter from Fast Travel Games launched on November 5, 2026, bringing PAYDAY into full virtual reality with co-op for up to four players. It costs $24.99 / £19.99 / €24.99 on Steam, and if you already own PAYDAY 3, PAYDAY 2 or PAYDAY: The Heist on Steam, you get an extra 10% off until December 31, Starbreeze announced.

WHAT IS PAYDAY: ACES HIGH?

You play one of The Aces, an elite crew of heisters with bleeding-edge tech and black-market weapons. Framed by business titan Warren Jupiter and thrown in jail, you hit him where it hurts: banks, museums and even his "untouchable" penthouse. Each Ace has a role:

- Ace of Hearts, the Mastermind: plans every angle and escape.
- Ace of Clubs, the Ghost: silent and gone before anyone notices.
- Ace of Diamonds, the Technician: the gadget expert.
- Ace of Spades, the Enforcer: the hammer when things go loud.

IS PAYDAY: ACES HIGH CO-OP?

Yes. You can play solo or roll out with up to three partners online, and Steam lists cross-platform multiplayer. Plan the job, pick your tools and try to get out with the bags before the heat gets too much.

WHAT WEAPONS AND GEAR ARE IN PAYDAY: ACES HIGH?

Assault rifles, SMGs, shotguns and pistols, plus gadgets including a grapple and sentry guns. You spend cash and rep from heists to unlock skills, gear and toys, and mix them into your own loadout.

WHICH VR HEADSETS DOES PAYDAY: ACES HIGH SUPPORT?

On Steam, Fast Travel Games lists Steam Frame, Valve Index, OpenXR headsets, Quest via Link and Oculus Rift S. The official launch trailer also names Meta Quest. It's VR only, so you can't play it on a flat screen. Thinking about Valve's new headset? See our Steam Frame review roundup.

WHAT ARE THE PC REQUIREMENTS?

At minimum: Windows 10 64-bit, a Core i5-7500 or Ryzen 5 1600, 12 GB of RAM, a GTX 1060 or RX 580 with 6 GB of VRAM, a broadband connection and 10 GB of storage.

HOW MUCH IS PAYDAY: ACES HIGH?

$24.99 / £19.99 / €24.99 on Steam. Own PAYDAY 3, PAYDAY 2 or PAYDAY: The Heist on Steam and the 10% loyalty discount is applied automatically at checkout until December 31, 2026. Want the flat-screen game? Read our PAYDAY 3 review.





COMING SOON NOVEMBER 9, 2026

NEW XBOX GAMES THIS WEEK (NOVEMBER 9-13)

Football Manager 27, Shrek 2 Remastered and 6 Game Pass Launches



Dates	Monday November 9 to Friday November 13, 2026
Total	39 games (Xbox Series X|S, Xbox One and Xbox on PC)
Game Pass	Football Manager 27, Football Manager 27 Console, TANUKI: Pon's Summer, Warhammer Survivors, Hope in the City, 9 Kings
Biggest day	Tuesday November 10
Our pick	Football Manager 27

There are 39 new Xbox games this week, from November 9 to 13, 2026, according to Xbox's official list, and six of them arrive on Game Pass. The biggest is Football Manager 27 on Tuesday, joined by Shrek 2 Remastered, Warhammer Survivors and Hard West 2. Here are the highlights, then the full list by day.

WHICH NEW XBOX GAMES ARE ON GAME PASS THIS WEEK?

- Football Manager 27 (November 10, PC Game Pass) and Football Manager 27 Console (November 10, Game Pass, Xbox Play Anywhere) from SEGA. We've played it: read our Football Manager 27 review.
- TANUKI: Pon's Summer (November 10): deliver parcels by BMX on a fictional Japanese island. $19.99 to buy.
- Warhammer Survivors (November 10): a roguelite with Warhammer heroes against huge enemy hordes, from Auroch Digital.
- Hope in the City (November 11): a narrative mystery about a teenager searching for her missing parents in Shenyang. $19.99 to buy.
- 9 Kings (November 12, Game Preview, PC Game Pass): build and grow a kingdom, with async multiplayer, from Hooded Horse.

WHAT ARE THE OTHER BIG XBOX RELEASES THIS WEEK?

- Shrek 2 Remastered (November 10): Aspyr's remaster of the action-adventure, solo or with up to four players in co-op.
- Hard West 2 (November 10): turn-based tactics with a supernatural posse in the Wild West.
- DERELIKT (November 13): survival horror on a damaged research outpost in an asteroid near Saturn.
- Hazard Levels (November 12): physics-based co-op horror for one to four players.
- SONIC PICO PARK (November 12, $9.99): a co-op action puzzler with Sonic.
- Autobahn Police Simulator 4 (November 12): police work on German highways and country roads.

EVERY NEW XBOX GAME THIS WEEK, DAY BY DAY

MONDAY, NOVEMBER 9

- Hozy

TUESDAY, NOVEMBER 10

- Football Manager 27 (Game Pass)
- Football Manager 27 Console (Game Pass)
- TANUKI: Pon's Summer (Game Pass)
- Warhammer Survivors (Game Pass)
- Captain Coco: Treasure Island
- Hard West 2
- Ova Magica
- RACCOIN: Chaos Max Edition
- Shrek 2 Remastered
- Unpetrified: Echoes of Nature

WEDNESDAY, NOVEMBER 11

- Hope in the City (Game Pass)
- Last Pirates: Die Together (Game Preview)
- Mr Toilet

THURSDAY, NOVEMBER 12

- 9 Kings (Game Preview, Game Pass)
- Autobahn Police Simulator 4
- Croc's World 5
- Fakin' It XL
- Hazard Levels
- Hidden Squirrels
- Hoop Shoot
- a pet shop after dark
- Skygrid Courier
- SONIC PICO PARK
- Supermarket – Tidy Up!
- Weed Supermarket Simulator

FRIDAY, NOVEMBER 13

CONTINUED AT IGAMEMAG.COM/NEW-XBOX-GAMES-THIS-WEEK-NOVEMBER-9-13-2026

OUT NOW NOVEMBER 9, 2026

MIDWEST 90

Rapid City Is Out Now in Early Access



Early Access	Out now (November 10, 2026)
Platform	PC (Windows) on Steam
Developer / publisher	Hidden Chest Studios / Rising Tide
Genre	Tycoon survival sim with tower defense
Day one	Complete Endless Mode + Story Mode Prologue and Chapter 1

Midwest 90: Rapid City is out now in Steam Early Access. It launched on Tuesday, November 10, 2026 (US time), a few hours late after a wait for Steam's approval, and costs $16.99 / £13.79 / €16.49. It's a tycoon survival sim set in a monster apocalypse: you run a 1990s roadside diner whose main ingredient is monster meat, set traps to defend it from monster attacks, and choose between profit and the city's survival. Endless Mode is complete on day one, with the Prologue and Chapter 1 of Story Mode. It's made by Hidden Chest Studios and published by Rising Tide, and more than 15,000 players have wishlisted it.

IS MIDWEST 90: RAPID CITY OUT NOW?

Yes. Early Access was set for Tuesday, November 10, which Hidden Chest confirmed on November 3. But on launch day, Hidden Chest said the game was still awaiting Steam's approval and "will not be available on Early Access until the review clears". The review cleared later that day, and Hidden Chest's launch post announced that Midwest 90 was "open for business". It costs $16.99 / £13.79 / €16.49 on Steam, with no launch discount listed when we checked on November 11. Director Kesh says the studio chose Early Access because "some of our best ideas and improvements have come from listening to the people playing our game". There's also a six-minute gameplay deep dive for new players.

WHAT IS MIDWEST 90: RAPID CITY?

It's a tycoon game about running a business under extreme pressure. You build, optimise and expand a roadside diner in a collapsing 1990s economy where the meat comes from monsters. The Steam page splits it into four parts:

- The food empire: research dishes from harvested monster ingredients, design your menu around customer behavior, buffs and risk, and experiment with additives such as missourite that boost profits but may have side effects.
- Running the place: hire and train staff, balance supply chains, pricing and customer satisfaction, and decide what matters most: margins, safety or reputation.
- Defense: set traps and prepare defenses around the restaurant, and protect customers and staff from monster incursions. Defense is part of your running costs, not just combat.
- Choices: your business decisions affect Rapid City. Support the community or exploit it, in a branching story that uncovers the truth behind the outbreak. Fighting monsters comes with a risk: you might become one.

WHAT'S IN MIDWEST 90 AT EARLY ACCESS LAUNCH?

Two modes. Endless Mode is complete on day one: simulation, tower defense and diner management for as long as you can keep the lights on, with dozens of dishes and lots of monsters. Story Mode starts with the Prologue and Chapter 1, and the rest of the story arrives in free updates.

WHAT'S ON THE MIDWEST 90 ROADMAP?

- December 31: new content, customised Endless Mode options and scenarios, a new monster ("maybe 2") and a few surprises.
- January 28: Chapter 2 in full, where the developers say most of the story's twists happen.
- Full release, March/April 2027: the final chapter, with branching endings based on your decisions. Every update is free for Early Access players.

The October roadmap post had March 2027 for the full release. The launch post now sets out the next steps: on December 31, new Endless modes, a new monster and "a few things we're keeping quiet"; on January 28, 2027, Chapter 2; and in March/April 2027, the full release with the final chapter, free for everyone who owns the Early Access version.

WHAT ARE THE MIDWEST 90 PC REQUIREMENTS?

Windows 10 or 11 (64-bit), an Intel i5-6500, an NVIDIA GeForce GTX 980 and 5 GB of storage, for both minimum and recommended. It's English only at launch.

CONTINUED AT IGAMEMAG.COM/MIDWEST-90-RAPID-CITY-RELEASE-DATE

OUT NOW NOVEMBER 9, 2026

LIV

Nordic Survival Is Out Now



Image: Chispa Studio

Release date	November 10, 2026 (Early Access)
Platform	PC (Windows) on Steam
Developer / publisher	Sascha Strack / Chispa Studio
Players	Single-player at launch; online and LAN co-op planned for a later update
View	First or third person

Liv: Nordic Survival is out now in Early Access on Steam. It launched on Tuesday, November 10, 2026, at 5pm GMT (6pm CET), and costs $16.79 / £13.63 / €14.99 (10% launch discount: $15.11 / £12.26 / €13.49). It's an open-world survival game in first or third person: you wake up naked and with no memory in a harsh Nordic wilderness, then hunt, fish, craft and build to survive the cold, hunger and approaching winter, alone for now: multiplayer has been held back for more testing and is coming in a later update. Glowing blue cracks in the ground hint at a secret about who you are. It's made by solo developer Sascha Strack and published by Chispa Studio.

WHEN IS THE LIV: NORDIC SURVIVAL RELEASE DATE?

The developer confirmed on October 31 that Liv launches on November 10, 2026, in Early Access. On launch day the developer said it goes live at 6pm CET (5pm GMT, 9am PT). It costs $16.79 / £13.63 / €14.99 (10% launch discount: $15.11 / £12.26 / €13.49).

WHAT IS LIV: NORDIC SURVIVAL ABOUT?

You are Liv. You open your eyes on cold earth, with blue cracks pulsing with light and energy across the ground, and remember nothing: no name, no origin, no reason you're here. First come hunger and thirst (and the question of whether the water is safe), then your first tools: a spear, an axe, maybe a simple trap. As the days shorten and snow starts to fall, you need a shelter and enough supplies to last the winter, while you explore the blue cracks that might hold the key to your past.

WHAT'S IN THE EARLY ACCESS VERSION?

- A large map in four regions, each with its own environment and resources.
- Hunting, fishing, crafting and resource management.
- Base building with shelters you can customize.
- Skills and levels that improve stamina, crafting efficiency and strength.
- An inventory with storage management.
- A day/night cycle and weather, with seasons that turn to winter.
- Single-player at launch, with online and LAN co-op planned for a later update.

More content and polish are planned during Early Access.

IS LIV: NORDIC SURVIVAL MULTIPLAYER?

Not at launch. Steam lists online and LAN co-op, but on launch day the developer said Liv starts in single-player only: multiplayer "still requires additional testing and improvements" and is planned for a future update. No date or maximum player count has been given.

WHAT ARE THE PC REQUIREMENTS?

Not final yet. The Steam page lists a 64-bit Windows 7, 8, 10 or 11 system and DirectX 11 (DirectX 12 recommended), with processor, memory, graphics and storage still marked TBA. The Steam page has no AI-generated content disclosure.


Image: Chispa Studio


Image: Chispa Studio

iGAME MAGAZINE

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OUT NOW NOVEMBER 11, 2026

PROJECT TOMORROW IS OUT NOW

The $6.99 Terraforming Survival Game Made by One Developer Hits 94% Positive



Image: Advance Nine

Released	November 9, 2026 (Steam Early Access)
Developer / publisher	Advance Nine (solo developer Ryan)
Platform	PC (Windows) on Steam
Players	Single-player
Price	$6.99 / £5.69 / €6.79; $5.94 / £4.83 / €5.77 with 15% off until November 23

Project Tomorrow is out now in Early Access on Steam. Launched on November 9, it's a base-building survival game where you wake from stasis ten thousand years after an alien invasion, terraform a poisoned Earth back to life and defend your colony from alien waves. It's the work of one developer, Ryan of Advance Nine, who spent nearly two years on it, and players are loving it: 94% of its first 76 Steam reviews are positive. It costs $6.99 / £5.69 / €6.79, with 15% off until November 23.

WHAT IS PROJECT TOMORROW?

Earth lies poisoned and abandoned ten thousand years after an invasion. You wake from stasis and have to make it habitable again. Ryan describes it as a mix of terraforming, tower defense, exploration and automation:

- Base building: gather resources, build and expand your base, and deploy terraforming machines.
- Defend: terraforming draws attention, and aliens send waves of attackers to tear down your base and machines. Build defenses and upgrade your arsenal.
- Survival: resources are limited. Explore for food, water and seeds, grow crops, build water purification and keep the colony alive.

IS PROJECT TOMORROW WORTH IT?

Early players think so. A day after launch it had 60 reviews at 96% positive, and by November 11 it sat at 94% of 76. At $6.99 ($5.94 during the launch sale), it's one of the cheapest survival games of the month. Ryan says the Early Access version is "a polished experience" with three playable regions, 20 buildings, 75 items, 18 enemy types and 20 modifiers.

CAN YOU CHANGE THE DIFFICULTY?

Yes, with the Modifier System. Equip Challenges to make it harder or Buffs to give yourself an edge, and mix them as you like. More Challenges raise your potential region score, for players who like chasing high scores.

WHAT DID THE FIRST PROJECT TOMORROW PATCH FIX?

Ryan's day-two patch added:

- Smarter enemies that no longer get stuck on half-destroyed walls, and push deeper into your base.
- A preview of the terraforming adjacency bonus before you place a building.
- A toggle sprint option.
- Allies, collection drones and settlers that can path through adjacent gates.
- A smaller mouse cursor, easier-to-close menus and a fixed "Let's Get Stupid" achievement.

WHAT'S NEXT FOR PROJECT TOMORROW?

Ryan says he'll keep prioritizing critical bugs and quality-of-life fixes, but his next big goal is a new region and more content. During Early Access he plans to add more regions, buildings, enemies and ways to play.

WHAT ARE THE PROJECT TOMORROW PC REQUIREMENTS?

Light: Windows 10 or 11 (64-bit), an AMD Ryzen 5 1600 or Intel Core i5-8400, 4 GB of RAM, Intel HD 4600 graphics and 2 GB of storage. It supports controllers, including DualShock and DualSense, and is in seven languages.


Image: Advance Nine


Image: Advance Nine

COMING SOON NOVEMBER 11, 2026

MAIN SEQUENCE RELEASE DATE IS NOVEMBER 12

The 200,000-Wishlist Space Factory Builder, Its Price and Co-op



Release date	November 12, 2026 (Steam Early Access)
Developer / publisher	Tumbling Dumpling Studio / Mythwright
Platform	PC (Windows) on Steam
Players	Solo or online co-op
Price	$24.99 / £21.99 / €24.99, 20% off for the first two weeks

Main Sequence launches in Steam Early Access on Thursday, November 12, 2026. It's a first-person space-sim factory builder from Tumbling Dumpling Studio, published by Mythwright: you start with a single mining ship, build space stations, design your own ships module by module and automate everything, solo or in online co-op. More than 200,000 players have wishlisted it, and it costs $24.99 / £21.99 / €24.99 with a 20% launch discount for two weeks.

WHEN IS THE MAIN SEQUENCE RELEASE DATE?

November 12, 2026, in Early Access on Steam. Developer Kaiden confirmed the price a week before launch; no launch time has been announced.

HOW MUCH IS MAIN SEQUENCE?

$24.99 / £21.99 / €24.99, with a 20% launch discount for two weeks. There are also Steam bundles: if you already own X4: Foundations, shapez 2 or Astrometica, you can complete a bundle at a discount. The full list arrives at launch.

WHAT IS MAIN SEQUENCE?

You're at the frontier of charted space in a small mining ship, expanding humanity's footprint among the stars:

- Mine and refine: scan asteroid belts for the best spots, then refine resources on your ship.
- Build stations and factories: place machines, connect them with conveyor belts and plan production lines, then set up automated supply routes between stations.
- Design every ship and station inside and out, module by module: cargo, reactors and weapons. Save designs, share them or build freely in creative mode.
- Fight back: your industry wakes an ancient alien defense network, so you'll need a fleet and, eventually, the ultimate battleship.
- Research and explore procedurally generated star systems with wrecks, new resources, black holes and neutron stars.

IS MAIN SEQUENCE CO-OP?

Yes. You can play solo or in online co-op, where each player is the captain of their own ship.

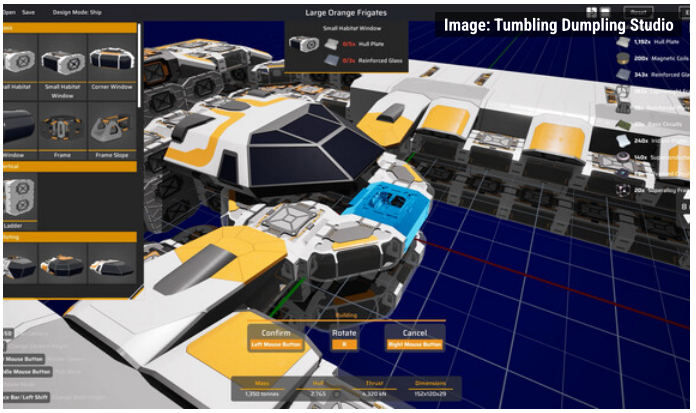
IS THERE A MAIN SEQUENCE DEMO?

Yes, a free demo is on Steam, and the developer has run several demos and playtests ahead of launch.

WHAT ARE THE MAIN SEQUENCE PC REQUIREMENTS?

Minimum: Windows 10 64-bit, an Intel Core i5-8400 or equivalent, 8 GB of RAM, an NVIDIA GTX 1050 or AMD RX 460, DirectX 12 and 5 GB of storage.





COMING SOON NOVEMBER 11, 2026

MALIGNUS RELEASE DATE IS NOVEMBER 12

You Are the Dungeon in This Co-op Colony Sim Inspired by Dungeon Keeper and RimWorld



Image: Mossbomb

Release date	November 12, 2026 (Steam Early Access)
Developer / publisher	Mossbomb
Platform	PC (Windows) on Steam
Players	Single-player or 2-4 player online co-op
Inspired by	Dungeon Keeper and RimWorld

Malignus launches in Steam Early Access on Thursday, November 12, 2026. Made by indie studio Mossbomb, it's a dungeon colony sim where you are the dungeon: your Boss rules from the throne, your minions dig halls, haul loot and guard prisoners, and you raid the world above for treasure, then defend it against the adventurers who come to take it back. The developer names Dungeon Keeper and RimWorld as its inspirations, and you can play alone or build one shared dungeon in 2-4 player co-op.

WHEN IS THE MALIGNUS RELEASE DATE?

November 12, 2026, in Early Access on Steam. Mossbomb hasn't announced a launch time or price.

WHAT IS MALIGNUS?

You play the dungeon itself. The Steam page breaks it down:

- Carve out your dungeon: dig through rock and fill rooms with workshops, beds, thrones, altars and traps.
- Command six monster races: goblins, kobolds, orcs, gnolls, bugbears and ogres, each with their own strengths.
- Manage personalities: dozens of traits, grumbles and breakdowns mean your minions won't always behave.
- Build deathtraps: dart throwers, spinning blades, flamethrowers, gas, electric coils and webs, wired to pressure plates, tripwires, sensors, levers and timers.
- Defend your hoard: invasions grow bigger, with 6 adventurer races, 10 classes and more than 40 traits. Chain up survivors and interrogate them for secrets.
- Raid the world above: command raids in real time across an overworld that remembers what you did.

WHO IS YOUR BOSS IN MALIGNUS?

You rule as one of four Boss monsters, whose powers grow with your hoard. You can also practise the dark arts (Pyromancy, Electromancy, Necromancy and Shadowmancy spells), perform rituals and bargain with dark gods for boons.

IS MALIGNUS CO-OP?

Yes. Up to four players can rule together and build one shared dungeon in online co-op. Single-player doesn't need an internet connection; online co-op does.

WHAT ELSE IS IN MALIGNUS?

More than 30 wild creatures live in the caves: build one of nine lair types to tame them as pets, or hunt them for food. You keep the dungeon running by feeding your minions, giving them beds, crafting their gear and keeping order through disasters and tempers. Steam Workshop support is coming during Early Access, and the art is by illustrator khem_.t.

WHAT ARE THE MALIGNUS PC REQUIREMENTS?

Minimum: Windows 10 64-bit, an Intel Core i7-4770 or AMD Ryzen 3 3100, 8 GB of RAM, a GTX 1050 Ti or RX 560 with 4 GB of VRAM (Vulkan) and 3 GB of storage, aiming for 30 fps at 1080p. Integrated graphics need an AMD Radeon 780M or better with 16 GB of RAM; Intel Iris Xe is below the minimum. Mossbomb notes the requirements may change during development.


Image: Mossbomb


Image: Mossbomb

PIGEONS MUST DIE! IS A SUBWAY ROGUELITE WHERE YOUR WEAPONS FIRE THEMSELVES AND SOME PIGEONS SMOKE, WITH A FREE STEAM DEMO

Pigeons Must Die! is a roguelite about a subway overrun by pigeons: auto-firing weapons, support runes, Wave Contracts and bosses. Free demo on Steam.



Image: Decaf Bagel Games

Release date	Coming soon (no date announced)
Demo	Free on Steam since October 6, 2026
Platform	PC on Steam: Windows and Linux (SteamOS)
Developer / publisher	Decaf Bagel Games (solo developer Dylan)
Genre	Wave-based arena roguelite with auto-firing weapons

Pigeons Must Die! is a wave-based arena roguelite set in a subway station overrun by hostile pigeons. Your weapons fire on their own while you keep moving, roll out of danger and pick a path through the flock, then you spend the Feathers you earn building a bigger arsenal between waves. It's made by solo developer Dylan of Decaf Bagel Games, it's coming to PC on Steam with no release date yet, and a free demo is out now.

This is an Indie Spotlight, not a review: we haven't played it. Here's what the developer has shown and told us.

WHAT IS PIGEONS MUST DIE?

The Steam page sums it up: the pigeons have taken over the subway, they're loud and filthy, and they outnumber you, so it's a good thing your weapons do the attacking. A run is 20 escalating waves. You steer and dodge while your loadout fires automatically, the same hands-off shooting that games like Vampire Survivors made popular, and the store description warns that some of the pigeons smoke.

HOW DO YOU BUILD A LOADOUT?

Between waves you spend Feathers in a shop of weapons, support runes and trinkets. You can reroll for new offers, lock an item you want to keep, or combine matching weapons to make a favorite stronger. Dylan describes it as fusing duplicates into stronger ones.

- Up to six weapon slots to fill.
- Support runes socket into a weapon and change how it fights. Stronger weapons hold more supports.
- Trinkets add effects that shape your whole run.

WHAT ARE WAVE CONTRACTS?

Before a wave you can spend Feathers on a Wave Contract. Each one pairs a benefit with a hazard, so you either take a trade that helps your build or save the Feathers for the shop. Dylan's pitch puts it simply: contracts raise the stakes.

WHAT ARE THE BOSSES LIKE?

Boss pigeons change the rhythm of a run. Decaf Bagel says you read their tells, deal with arena mechanics and adapt as new phases reshape the fight, and Dylan's email adds that bosses change how the arena itself works. One boss shown on Steam is the Dumpster Bully, who guards three bins and shouts "Don't touch my junk!"

IS THERE A PIGEONS MUST DIE DEMO?

Yes. The free demo has been on Steam since October 6, 2026, and you can download it from the game's Steam page.

WHEN IS THE PIGEONS MUST DIE RELEASE DATE?

It hasn't been announced. Steam lists the game as coming soon, with no price yet. Wishlist it on Steam to get a notification when it launches.

WHAT ARE THE PIGEONS MUST DIE PC REQUIREMENTS?

It's light. The minimum listing asks for a 64-bit processor and operating system, 4 GB of RAM and 3 GB of storage, and it's on Windows and Linux. Steam lists keyboard-only and mouse-only options, adjustable text size, camera comfort settings, custom volume controls, Steam Cloud saves and achievements, and says it's playable without timed input.

CONTINUED AT
IGAMEMAG.COM/PIGEONS-MUST-DIE

REVIEW



Image: Starbreeze

PAYDAY 3

Score	7/10
What we played	The free weekend on Steam, November 2026
Developer	Starbreeze
Platforms	PC, PS5, Xbox Series X|S
Steam reviews	Mostly Positive in the last 30 days (73% of 472); Mixed overall
Normal price	$29.99 / £23.99 / €28.49 on Steam

Our PAYDAY 3 review comes from playing Starbreeze's free weekend in November 2026, and the short version is simple: it's a good game. The heists are fun, the shooting feels right, and three years of updates have filled it out. But it's also easy to see why so many people talk about PAYDAY 3 as a dying game. We score it 7 out of 10.

IS PAYDAY 3 GOOD?

Yes. Strip away the history and PAYDAY 3 is a solid co-op heist shooter: plan your way in, go quiet for as long as you can, and hold on when the alarm goes off and the police pour in. Playing it during the free weekend, it was easy to see why the people still playing it love it. The core loop of masking up, grabbing the loot and fighting your way to the getaway is still a great time with a crew.

WHY IS PAYDAY 3 DYING?

It isn't the heists. It's the history. PAYDAY 3 launched in September 2023 with serious online problems, and the anger at that start never fully went away. You can see it on Steam today: the game's overall user reviews are still Mixed, while reviews from the last 30 days are Mostly Positive (73%). Plenty of players who left early never came back to see the fixes.

Starbreeze has spent three years trying to win them back, and its own update list reads like a list of the original complaints:

- No more forced accounts: since Update 3.10 on October 26, new players no longer need to make a Starbreeze Nebula account with an email address. A "headless" account is created automatically.
- The CRIME.NET server browser is back, something long-time PAYDAY fans asked for.
- A new Campaign Mode, plus the Skills 2.0 and Armor 2.0 reworks.
- All the old paid DLC heists are now free.

Those are the right fixes, but they came late. That's the honest answer to why it feels like it's dying: a good game that lost its crowd early and is still fighting to get it back. In 2024 Starbreeze promised to keep updating it even if only one person was playing, and it has kept that promise so far.

IS PAYDAY 3 STILL BEING UPDATED IN 2026?

Yes. October brought Update 3.10 with the western-themed Guns Blazin' Crimebond (dual revolvers and dual shotguns arrive for the first time), the Feeding Frenzy heist and a hotfix three days later. Starbreeze's roadmap video covers plans for November and December, and a Double Infamy event ran alongside the free weekend to speed up levelling.

CONTINUED AT
IGAMEMAG.COM/PAYDAY-3-REVIEW

BOTTOM LINE: Our PAYDAY 3 review after the free weekend: the heists are good fun, but a rough launch left scars. Is it worth playing in 2026? We score it 7/10.

Reviewed by David Ware

FINAL VERDICT
7/10
WORTH PLAYING

REVIEW



Image: Bohemia Interactive

Score	8/10
What we played	450 hours on Steam (PC)
Developer	Bohemia Interactive
Released	November 16, 2023 (full release)
Platforms	PC, Xbox Series X|S, PS5, with cross-play
Latest update	1.9 and the Rally DLC, November 5, 2026

Our Arma Reforger review comes from 450 hours of our own play on Steam, and the verdict is simple: it's a great team game, with great communication and great action. When a squad is talking, planning and moving together, there's nothing else quite like it. We score it 8 out of 10.

IS ARMA REFORGER GOOD?

Yes, if you play it the way it's meant to be played: as a team. Arma Reforger is a military sandbox on big open maps, and its best mode, Conflict, puts dozens of players on each side fighting over a whole island. Running off alone gets you killed. Working with a squad, with a plan, is where it shines.

WHY IS ARMA REFORGER SUCH A GOOD TEAM GAME?

COMMUNICATION

Communication is everything. With in-game voice and radio, you hear your squad leader call out contacts, a driver ask who needs a lift, and a medic shout for cover. Good servers feel like a real unit, and that teamwork is what makes Arma Reforger so rewarding.

ACTION

The action is tense and often spectacular: helicopter insertions, convoys rolling across fields, firefights through villages and long-range shootouts on open hills. Because one or two hits can drop you, every push feels risky, and every win feels earned.

IS ARMA REFORGER STILL BEING UPDATED?

Yes. Bohemia released Update 1.9 on November 5, 2026, with a big vehicle simulation overhaul, racing wheel support, clearing bushes with a shovel, magazine repacking and canteens, alongside the paid Rally DLC. See our Arma Reforger 1.9 guide for the full list.

WHAT'S NOT SO GOOD?

- It depends on your team: on a quiet server or with players who don't talk, it loses a lot of what makes it great.
- Slow pace at times: long walks and drives between fights won't suit everyone.
- A learning curve: new players have plenty to learn, from the map to the radio.

SHOULD YOU BUY ARMA REFORGER?

If you love teamwork and realistic military action, yes. It's at its best with friends or an active community, where communication turns every match into a proper operation. If you want quick, solo action, a faster shooter will suit you better. On PS5 and Xbox, see our best console mods guide too.

HIGHS: Communication, Action

BOTTOM LINE: Our Arma Reforger review after 450 hours: a great team game built on communication, with tense, realistic action. Is it worth it in 2026? We score it 8/10.

Reviewed by David Ware

FINAL VERDICT
8/10
RECOMMENDED

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REVIEW



Image: Facepunch Studios

Score	8.5/10
What we played	1,194 hours on Steam (PC)
Developer	Facepunch Studios
Released	February 8, 2018 (full release)
Platforms	PC (Windows, Mac); Rust Console Edition is a separate game
Updates	A big update on the first Thursday of every month

This Rust review comes from 1,194 hours of our own play on Steam, more than any other game we own, and that says a lot on its own. Facepunch's survival game keeps pulling us back for three reasons: a great community, constant updates and good realism. Raiding can be properly annoying, but it's part of what makes Rust, Rust. We score it 8.5 out of 10.

IS RUST WORTH PLAYING IN 2026?

Yes. Rust is eight years past its full release and still one of the most played games on Steam: around 131,000 people were playing when we checked on November 8, 2026. You wake up on a beach with a rock and a torch, and everything after that, from your first wooden shack to a stone fortress full of loot, is up to you and the people you meet.

WHAT MAKES RUST SO GOOD?

THE COMMUNITY

The community is the best thing about Rust. Every server is its own story: the clan you team up with, the neighbour who turns on you, the stranger who helps you up and the group you end up raiding together. No two wipes feel the same, because the people make the game.

CONSTANT UPDATES

Facepunch updates Rust every month, on the first Thursday, and it's done that for years. In 2026 alone that's brought livestock farming, naval content and, on November 5, the Printed and Polished update: a blueprint rework with fragments, pages and books, the new UZI 9mm, and gamepad support. There's always something new to come back for.

GOOD REALISM

Rust feels real in the way survival games should. You gather, craft, build and defend, and you can lose it all. Hunger, thirst, the cold and other players are all threats, and that tension is what makes a good night's progress feel earned.

WHAT'S NOT SO GOOD?

- Raiding is annoying: logging back in to find your base blown open is painful, especially after hours of work. It's part of the game, though, and it's what keeps every server tense.
- Wipes: official servers wipe regularly, so your progress doesn't last forever.
- A steep start: new players can have a tough time against people with thousands of hours.
- Toxic moments: a big, competitive community also has its unpleasant side.

SHOULD YOU BUY RUST?

If you like survival games and you're happy to lose things now and then, absolutely.

CONTINUED AT IGAMEMAG.COM/RUST-REVIEW

HIGHS: The community, Constant updates, Good realism

BOTTOM LINE: Our Rust review after 1,194 hours: a great community, constant monthly updates and real survival realism. Raiding is annoying, but it's Rust. We score it 8.5.

Reviewed by David Ware

FINAL VERDICT

8.5/10

RECOMMENDED

REVIEW



Our score	8/10 (Early Access)
Developer	Kraken Express
Publishers	Kraken Express; Pocketpair Publishing (Japan)
Early Access since	April 14, 2026
Platform	PC (Steam)
Players	Solo or online co-op (PvE)

This Windrose review comes from our own time in Kraken Express's pirate survival game on Steam, and the short version is simple: it's a fun game. It's still in Early Access, so we haven't seen everything it will become, but what's there already is very engaging. The sea shanties are fantastic, sailing the open seas is amazing, it looks beautiful, and even the combat, which has had its critics for its style, turned out to be good, entertaining fun. We score it 8 out of 10, and that could go up once the full release arrives.

WHAT IS WINDROSE?

Windrose is a PvE survival adventure set in the Age of Piracy. You build, craft and explore a big open world of islands, fight on land and at sea, take on bosses with what the developers call "soulslite" combat, command your own ship and hunt for treasure, solo or with friends in online co-op. It's been in Early Access on Steam since April 14, 2026.

WHAT WE LOVED

THE SEA SHANTIES ARE FANTASTIC

The music is the first thing that won us over. Setting sail with a crew of shanties playing is pure joy, and it does more for the pirate fantasy than any menu or quest could. Kraken Express clearly knows it's a highlight: its October dev blog says the Ashlands update gives every shanty its own item with lyrics, a playlist you can edit and a Sing Along Mode that puts the words on screen, plus ten more shanties to find in the world, including Wellerman, Spanish Ladies and Roll the Old Chariot.

SAILING THE OPEN SEAS IS AMAZING

Taking the helm and heading for the horizon is Windrose at its best. The open sea feels big, the trip between islands is something you look forward to rather than a loading screen, and spotting a new coastline never gets old. Naval play is also what players ask about most, and the developers say Ashlands brings much deeper ship customization.

IT LOOKS BEAUTIFUL

Graphically, Windrose is a stunner for an Early Access survival game. Jungles, golden grasslands, moonlit shores and burning ships all look the part, and the lighting makes even a quiet walk across an island feel like a postcard from the Caribbean.

THE COMBAT IS BETTER THAN ITS REPUTATION

Windrose's soulslite fighting style hasn't won everyone over, and we expected to be disappointed. We weren't. Swordplay, gunfire and boarding fights are good, entertaining fun, bosses ask you to learn their patterns, and the mix of blades and flintlocks suits the setting.

CONTINUED AT
IGAMEMAG.COM/WINDROSE-REVIEW

HIGHS: The sea shanties are fantastic, Sailing the open seas is amazing, It looks beautiful, The combat is better than its reputation

BOTTOM LINE: Our Windrose review: amazing sailing, fantastic sea shanties, beautiful visuals and combat better than its reputation. Early Access, but we score it 8/10.

Reviewed by David Ware

FINAL VERDICT
8/10
RECOMMENDED

FORZA HORIZON 6 CITY LIFE

How to Get the Master Chief Outfit, Halo Horn and Every Reward Car


Image: Xbox Game Studios

Update	November 2, 2026 (Xbox Series X|S, Xbox app on PC, Steam)
Festival Playlist	November 5 to December 3
New routes	Edo Circuit Road Race, Shuto Charge Street Race; Edamame Time Attack Circuit returns
Top reward car	2016 Honda S660 Alpha (60 PTS)
Halo / Xbox 25th	GR GT Prototype livery, Master Chief outfit, Halo Shield Recharge horn

Forza Horizon 6 City Life is the game's seventh series, and its Festival Playlist runs until December 3. Playground Games' City Life post adds two permanent Tokyo routes, cheaper car unlocks and, to celebrate 25 years of Xbox and Halo, a Master Chief outfit, a Halo shield recharge horn and a special GR GT Prototype livery.

HOW DO YOU GET THE MASTER CHIEF OUTFIT IN FORZA HORIZON 6?

Complete the Week 2 Photo Challenge in the City Life Festival Playlist. Week 2 runs from November 12 to 19.

HOW DO YOU GET THE HALO HORN?

Find 15 Gashapon Machine collectibles at Daikoku during Week 2 to earn the Halo Shield Recharge Car Horn.

HOW DO YOU GET THE XBOX 25TH LIVERY?

You don't need to do anything. The special 25 Years of Xbox and Halo livery for the 2025 GR GT Prototype is sent to every player through the Message Center.

WHAT ARE THE CITY LIFE REWARD CARS?

Other rewards include the Tower Power badge and three new car horns. Playground has cut the PTS needed to unlock new cars from this series, after community feedback.

WHAT'S IN THE CAR PASS THIS MONTH?

One car arrives every Thursday: the 2025 Ford Mustang GTD (Nov 5), 2025 Volkswagen ID. Buzz (Nov 12), 1983 Nissan 240RS (Nov 19) and 2025 Porsche Macan GTS (Nov 26). The Car Pass is included with the Deluxe and Premium editions and the Premium Upgrade, and sold separately for Standard and Game Pass players.

WHAT ELSE CHANGED IN THE UPDATE?

- A Garage and Autoshow filter for Festival Playlist restrictions.
- Solo Seasonal Championships now use the difficulty you choose.
- PR Stunt leaderboards were wiped to remove exploited scores; Collection Journal items stay unlocked.
- An IKEA prop pack with 35 gaming-themed items for Custom Garages.

See the full release notes for every fix.

WHEN IS FORZA HORIZON 6 COMING TO PS5?

On January 26, 2027, with early access for Premium Edition owners from January 21, the same day the first expansion arrives on all platforms. It's on Xbox Series X|S and PC now, including Steam and Game Pass.


Image: Xbox Game Studios



Image: Xbox Game Studios

GUIDE NOVEMBER 9, 2026

7 DAYS TO DIE BEGINNER'S GUIDE

12 Tips to Survive Your First Blood Moon in 2026


Image: The Fun Pimps

Goal	Survive, and get ready for the Blood Moon horde
Blood Moon	Every 7th night by default (changeable in settings)
Current version	3.4 (October 2026)
Worlds	Navezgane (the campaign world) or a randomly generated world
Perks	Under 5 main attributes, plus 100+ books

This 7 Days to Die beginner's guide will get you through your first week, and your first Blood Moon. The Fun Pimps' zombie survival game has sold over 20 million copies and mixes first-person shooting, survival horror, tower defense and RPG, which is a lot to take in at the start. These 12 tips cover what matters most, updated for version 3.4.

WHAT DO YOU DO FIRST IN 7 DAYS TO DIE?

Gather, craft a basic weapon and tools, find shelter and head for a trader. Traders buy and sell goods and offer quest jobs, and they're the backbone of your early game. Everything else is about being ready for day 7.

12 7 DAYS TO DIE TIPS FOR BEGINNERS

1 KNOW WHEN THE BLOOD MOON IS COMING

By default, a Blood Moon horde hits every seventh night, and it's the game's big test. Count the days, and spend day 6 repairing, stocking ammo and preparing. You can change the frequency in the game settings if you want an easier start.

2 VISIT A TRADER AND DO QUESTS

Quests take you to some of the game's 700+ locations and pay out in cash and items. They're the fastest way to get good gear early, and the trader is a safe place to sell your spare loot.

3 LOOT EVERYTHING

Weapons, tools and armor come in six quality levels, with thousands of combinations, and you can add mods to them. Search every container in every building you clear.

4 BE CAREFUL AT NIGHT

Zombies are far more dangerous after dark. Early on, get back to your base or a safe building before night falls rather than exploring.

5 BUILD SMART, NOT JUST BIG

The world is fully destructible and buildings have real structural stability, so a badly designed base can collapse. Reinforce key walls, add traps and plan where the horde will come from.

6 READ BOOKS AND FIND SCHEMATICS

Over 100 books unlock extra skills, and schematics teach more powerful recipes. Keep every book you find until you know you've read it.

7 SPEND PERK POINTS ON ONE OR TWO ATTRIBUTES

Perks sit under five main attributes. Spreading points everywhere makes you average at everything, so focus on the attributes that match your weapons and play style.

8 USE THE BIGGER BACKPACK

Version 3.3 brought a new 8×6 inventory grid: 48 slots, with 4 rows free and 2 rows that slow you down when used. Backpacks come in Small, Medium and Large, and you can craft, loot or buy them.

9 SEARCH YOUR INVENTORY

Version 3.4 added a search bar and filters to your backpack and containers, so you can find what you need in seconds, even in the middle of a horde.

10 START A FARM

Plant gardens for food you don't have to scavenge, and hunt the wild animals. Version 3.1 also added chickens you can keep in a coop for eggs and feathers.

11 GET A VEHICLE

Find parts and learn the recipes to build a bicycle first, then a minibike, motorcycle, 4×4 and eventually a gyrocopter. Faster travel means more quests and more loot.

12 PICK THE RIGHT WORLD

Navezgane, the hand-made campaign world, is the classic start. Randomly generated worlds of up to 100 km² give you something new every time once you know the basics. There are five biomes, and the harsher ones are more dangerous, so stay in the forest early on.

IS 7 DAYS TO DIE CO-OP?

Yes. You can build settlements together or play against each other and raid other players' bases. Co-op makes Blood Moons much easier, because someone can repair while others fight.

WHAT PC DO YOU NEED FOR 7 DAYS TO DIE?

At minimum: Windows 10 or later (64-bit), a 2.8 GHz quad-core CPU, 8 GB of RAM, a graphics card with 2 GB of memory, DirectX 11 and 15 GB of storage.

CONTINUED AT IGAMEMAG.COM/7-DAYS-TO-DIE-BEGINNERS-GUIDE

ARMA REFORGER BEGINNER'S GUIDE

12 Tips From 450 Hours to Survive Your First Conflict Match


Image: Bohemia Interactive

Best first mode	Operation Omega (solo) or Combat Ops (co-op), then Conflict
Main multiplayer mode	Conflict: capture strategic positions and run logistics
Match length	From an hour to several days in Conflict
Islands	Everon, Arland and Kolguyev
Platforms	PC, Xbox Series X|S, PS5, with cross-play

This Arma Reforger beginner's guide is for anyone about to deploy for the first time. We've put 450 hours into Bohemia Interactive's Cold War military sandbox, and the biggest lesson is simple: Arma Reforger rewards patience, teamwork and talking far more than fast reflexes. Here's which mode to start with, how Conflict works, and the 12 things we wish we'd known on day one.

WHICH ARMA REFORGER MODE SHOULD BEGINNERS PLAY FIRST?

Bohemia offers several ways in, and the order matters if you're new:

- Operation Omega: the single-player campaign, five replayable missions behind enemy lines on Kolguyev. The best place to learn the controls without pressure.
- Combat Ops: co-op missions focused on small-team tactics, against AI.
- Elimination and Air Support: extra single-player scenarios.
- Game Master: one player builds and runs a live scenario for others. Great for practice with friends.
- Capture & Hold: faster, tactical PvP.
- Conflict: the big one. Bohemia calls it the game's principal multiplayer mode.

HOW DOES CONFLICT WORK IN ARMA REFORGER?

Two sides fight across a whole island. In Bohemia's words, you "work with others to capture strategic positions, run logistics, and ultimately dominate the battlefield". Matches can last anywhere from an hour to days. Your military rank only lasts for that session, so everyone starts each match on an equal footing, and better gear and vehicles open up as you rank up by helping your team.

12 ARMA REFORGER TIPS FOR BEGINNERS

1 TALK TO YOUR TEAM

This is the most important tip. Arma Reforger is a team game first, and communication is what wins. Use voice chat and the radio, call out what you see and say where you're going. The matches we've enjoyed most were the ones where everyone was talking.

2 JOIN A SQUAD STRAIGHT AWAY

Don't run off alone. A squad gives you a leader, a plan and people watching your back. Lone players tend to die a long way from anyone who can help.

3 LEARN THE MAP AND COMPASS

There's no minimap pointing at enemies. Bohemia built Reforger so you navigate with a map and compass, so learn to read grid squares and give directions your squad can follow.

4 MOVE SLOWLY AND USE COVER

Ballistics are realistic and a couple of hits can put you down. Stop at tree lines and hedges, look before you cross open fields, and never sprint down the middle of a road.

5 LOGISTICS WIN CONFLICT

Supplies keep your side running: they're spent on gear, vehicles and building. Driving a supply truck to a base you've just taken isn't glamorous, but it can matter more than any firefight.

6 DON'T TAKE MORE THAN YOU NEED

Gear isn't free for your team. Pick a loadout for your job and leave the rest for others.

7 PICK A ROLE AND STICK TO IT

Rifleman, medic, machine gunner or driver: your squad works better when everyone knows their job. If you're new, a rifleman who follows orders is worth more than a sniper on a hill.

8 DRIVE CAREFULLY AFTER 1.9

Update 1.9 rebuilt vehicle physics. Vehicles respond more realistically to the road, manual driving needs clutch care, and there's now mouse steering and racing wheel support. Take a few practice drives before your squad trusts you with a truck.

9 REPACK YOUR MAGAZINES

Also new in 1.9: combine leftover rounds from half-empty magazines into full ones. It's an easy way to get more out of your ammo on a long push.

10 CARRY A CANTEEN

Canteens arrived in 1.9. Drinking supports your stamina and steadier aim, which helps on long walks and long-range shots.

11 USE A SHOVEL TO CLEAR COVER

CONTINUED AT IGAMEMAG.COM/ARMA-REFORGER-BEGINNERS-GUIDE

GUIDE NOVEMBER 10, 2026

DAYZ BEGINNER'S GUIDE

15 Tips to Survive Your First Hours in Chernarus (2026)


Image: Bohemia Interactive

Developer	Bohemia Interactive
Platforms	PC (Steam), PlayStation and Xbox
Price	$49.99 / £39.99 / €47.99 on Steam
Free map	Chernarus (base game)
Paid maps	Livonia, Sakhal (Frostline) and Nasdara (Badlands)

This DayZ beginner's guide gets you through your first hours in Chernarus, the free map that comes with the base game. DayZ is Bohemia Interactive's open-world survival game: you wash up on the coast with almost nothing, and staying alive means managing food, water, blood, temperature and sickness while infected roam the towns and other players decide whether you're a friend or a target. Nothing explains itself, so here are 15 tips we wish we'd known on day one.

WHAT IS DAYZ AND HOW DO YOU WIN?

There's no win screen. You start a fresh character on the Chernarus coastline with basic clothes and a few random items, and the goal is whatever you make it: survive as long as you can, gear up, build a base, find a car, team up with friends, or help (or hunt) other survivors. When you die, you lose everything you were carrying and start again on the coast. That loss is what gives DayZ its tension.

15 DAYZ BEGINNER TIPS

1 HEAD INLAND, NOT ALONG THE COAST

The coastal towns (Chernogorsk, Elektrozavodsk and Berezino are the big ones) are where everyone spawns, so they're picked clean fast and full of nervous fresh spawns. Grab what you can on the way, then move inland, where small villages and farms have more food and fewer players.

2 LEARN YOUR STATUS ICONS

The icons at the bottom right show hunger, thirst, health, blood, temperature and more, with arrows that tell you whether each is rising or falling. Notifications such as "hungry", "thirsty", "cold" or "wet" are early warnings. Act on them before they become a problem, especially blood, which recovers slowly.

3 DRINK FROM WELLS AND PUMPS

Water pumps and wells are safe to drink from, and you can fill bottles and canteens there. Ponds and streams can make you sick unless you purify the water, either with purification tablets or by boiling it in a pot over a fire.

4 STOP THE BLEEDING FIRST

If you see blood dripping from your character, you're bleeding, and every second costs blood. Bandage straight away: carry bandages or rags, which you can cut from spare clothing with a knife or other sharp tool. Lose too much blood and you'll grow weak, pass out and die. If a friend is knocked out, they can try CPR.

5 NEVER EAT ROTTEN FOOD OR DRINK DIRTY WATER

Sickness is a classic beginner killer. Rotten fruit and raw or burnt meat can make you vomit and lose energy and water, and dirty water can give you cholera. Cook meat properly, check food before eating it, and keep charcoal tablets or antibiotics for when something goes wrong.

6 FIND A KNIFE AND A WAY TO OPEN CANS

A knife is the most useful early item in DayZ. It cuts rags, skins and guts animals, and opens tins (a can opener wastes less food). Sharp tools such as a screwdriver or a stone knife can stand in, and you can craft a stone knife by using a small stone on a larger one.

7 MOVE QUIETLY AROUND INFECTED

The infected react to noise and sight. Sprinting past them draws whole groups. Crouch-walk when you're close, use doors to split them up, and fight one at a time with a melee weapon rather than wasting rare ammo and alerting nearby players. Don't let them corner you: their hits can make you bleed.

8 DON'T OVERLOAD YOUR BAG

Weight affects your stamina, so you tire faster when you're carrying a lot. Pack what you need (food, water, medical supplies, a weapon, a few tools) and leave the rest. A bigger backpack helps, but it also makes you a bigger target.

9 HUNT AND COOK TO STAY FED

Once tins run low, hunting keeps you alive. Chickens, pigs, cows and deer are worth taking down, then use a knife to gut them for meat and pelts. Wolves and bears hunt you back, so keep your distance. Cook meat on a stick or in a pot over a fire to avoid food poisoning.

10 KEEP WARM AND DRY

CONTINUED AT IGAMEMAG.COM/DAYZ-BEGINNERS-GUIDE

SCUM BEGINNER'S GUIDE

14 Tips to Survive the Island as a New Prisoner (2026)



Developer / publisher	Gamepires
Platform	PC (Steam)
Price	$44.99 / £39.99 / €44.99
Modes	Single-player, PvE and PvP multiplayer servers
Steam reviews	73% positive (November 11)

This SCUM beginner's guide gets you through your first hours on Gamepires' prison island. SCUM is an open-world survival game where you play a prisoner on a reality TV show: you loot, craft, hunt, build and fight to stay alive, while a detailed metabolism, deep character skills, zombie-like puppets and deadly robot guards all try to end your run. It's tough at first, so here are 14 tips to help you last longer than your first day.

WHAT IS SCUM?

You're a prisoner dropped on an island for a TV show. The island is full of abandoned towns, military bases, puppets (infected prisoners) and mechs (armed robot sentries), and on multiplayer servers, other prisoners. There's no end goal: you survive, build, gear up and earn fame. What makes SCUM different is how detailed it is, from your character's body and skills to what's in your stomach.

14 SCUM BEGINNER TIPS

1 BUILD YOUR CHARACTER WITH CARE

Character creation matters more than in most survival games. Your attributes (Strength, Constitution, Dexterity and Intelligence) and the skills you pick shape how fast you run, how much you carry, how well you shoot and what you can craft. A balanced build is easiest for new players, and a decent Intelligence helps you learn skills faster.

2 LEARN YOUR BCU

The device in your arm, the BCU, is your best friend. It shows the map, your position and your vital signs. Check it often to see what your body needs before it becomes a problem.

3 EAT A BALANCED DIET, NOT JUST CALORIES

SCUM's metabolism tracks more than hunger. Calories, water, vitamins and minerals all matter, and food takes time to digest. Mix your food, drink regularly, and yes, your prisoner will need the toilet.

4 CRAFT BASIC TOOLS STRAIGHT AWAY

You start with almost nothing. Craft an improvised knife from a stone, make rags from clothing for bandages, and build a simple bow or spear. A knife and some rags will save your life in the first hour.

5 TREAT PUPPETS WITH RESPECT

Puppets are slow on their own but dangerous in groups and can make you bleed. Crouch to stay quiet, take them on one at a time with a melee weapon, and don't waste ammo or attract attention when you don't need to.

6 STAY AWAY FROM MECHS

Mechs guard military areas and will shoot you dead in seconds. Until you have proper gear and know what you're doing, avoid them completely. Watch for their patrol routes and keep out of their line of sight.

7 STOP BLEEDING AND TREAT INJURIES FAST

Bleeding drains you quickly. Bandage straight away, rest when you're hurt and avoid infections by keeping wounds clean. Carry rags or bandages at all times.

8 LOOT TOWNS AND HOUSES CAREFULLY

Houses, sheds, cars and shops hold food, clothing, tools and weapons. Search everything, but stay alert: towns attract puppets and, on PvP servers, other players. Lockpicking opens locked doors, containers and vehicles, and gets better with practice.

9 HUNT AND FISH TO STAY FED

When tins run out, hunt animals with a bow and cook the meat over a fire. Fishing is a calmer way to eat, and the October update made it far deeper. See our SCUM fishing guide.

10 EARN FAME POINTS

Fame points are SCUM's currency for your reputation. You earn them by surviving and doing things on the island, and you can spend them on things such as choosing where you respawn. Dying and doing silly things costs fame.

11 VISIT AN OUTPOST AND ITS TRADERS

Outposts are safe zones with traders where you can buy and sell gear, vehicles and supplies, and pick up quests. They're the best place to turn loot into useful equipment early on.

12 CLAIM LAND AND BUILD A BASE

Place a flag to claim territory, then build walls, doors and storage around it. Start small and hidden.

CONTINUED AT IGAMEMAG.COM/SCUM-BEGINNERS-GUIDE

GUIDE NOVEMBER 11, 2026

PROJECT ZOMBOID BEGINNER'S GUIDE

15 Tips to Survive Knox County in Build 42 (2026)


Image: The Indie Stone

Developer	The Indie Stone
Platform	PC (Steam)
Price	$24.99 / £22.49 / €25.49
Current version	Build 42 (42.22.2 Stable, November 9, 2026)
Modes	Single-player and online multiplayer

This Project Zomboid beginner's guide is for your first days in Knox County. The Indie Stone's zombie survival sandbox famously opens with "This is how you died", and it means it: one bite is the end, the zombies never stop coming, and slowly the water and power go off. Build 42 is now on the Stable branch (version 42.22.2), with ladders, crowbars and a rebuilt crafting system, so here are 15 tips to help you last longer than your first night.

WHAT IS PROJECT ZOMBOID?

An isometric open-world zombie survival game set in Knox County, Kentucky, after an outbreak. There's no rescue and no story ending: you scavenge, build, farm, craft and survive for as long as you can, solo or with friends. It's slow, detailed and unforgiving, which is exactly why its fans love it.

15 PROJECT ZOMBOID TIPS FOR BEGINNERS

1 PICK AN OCCUPATION AND TRAITS THAT HELP YOU SURVIVE

Your occupation gives starting skills, and traits cost or give points. Good beginner choices make you tougher or quieter rather than better at one niche skill. Avoid negative traits that hurt fitness or panic until you know the game.

2 START ON THE EASIER SETTINGS

The game's lighter presets give you more loot, fewer or slower zombies and more time before utilities shut off. There's no shame in learning there before moving to the full Apocalypse experience.

3 NOISE IS YOUR BIGGEST ENEMY

Zombies follow sound. Smashing windows, firing guns, driving and car alarms all draw hordes. Walk or sneak, open doors quietly, and only make noise when you're ready to deal with what comes.

4 AVOID GETTING BITTEN AT ALL COSTS

A bite usually means infection and death. Scratches and lacerations can also be infected. Wear thick clothing such as leather jackets, keep your health up, and never fight more zombies than you can handle.

5 USE SHOVE AND STOMP

Shoving a zombie knocks it down, and stomping finishes it without breaking your weapon. It's slow but safe against one or two zombies.

6 CHOOSE BLUNT WEAPONS EARLY

Bats, crowbars and frying pans are durable and reliable. Keep a spare weapon and repair or replace them before they break mid-fight. Firearms are loud and best saved for emergencies.

7 PICK A SAFEHOUSE CAREFULLY

Look for a house away from big towns, with few windows and good loot nearby. Clear it first, close the curtains, and remove broken glass from windows before you climb through, or you'll cut yourself.

8 BARRICADE, BUT LEAVE AN ESCAPE ROUTE

Barricading doors and windows with planks and nails buys time when a horde arrives. Always keep a way out, such as an upstairs exit or, since Build 42, a ladder.

9 FILL EVERY CONTAINER WITH WATER

Running water and electricity shut off after a while. Fill bottles, pots and bathtubs while the taps still work, and later collect rainwater. Dirty water needs boiling before you drink it.

10 EAT PERISHABLE FOOD FIRST

Fresh food spoils, especially once the fridges stop working. Eat it first, save canned and dry food for later, and learn to cook, forage and farm for the long term.

11 READ SKILL BOOKS

Skill books and magazines boost how fast you learn skills and unlock recipes. Read them in a safe place, and keep the ones for carpentry, cooking, farming and first aid.

12 REST, EAT AND STAY HAPPY

Tiredness, hunger, boredom and unhappiness all hurt your character. Sleep in a safe bed, read or listen to music to stay sane, and don't push your endurance too far in a fight.

13 LEARN THE BUILD 42 ADDITIONS

CONTINUED AT IGAMEMAG.COM/PROJECT-ZOMBOID-BEGINNERS-GUIDE

TECH TALK

THE HARDWARE SIDE OF THE WEEK



NOVEMBER 7, 2026

NINTENDO SWITCH 2 SALES REACH 26.35 MILLION

Nintendo sold 6.49 million Switch 2 consoles from April to September, taking it to 26.35 million, and kept its 16.5 million forecast. The official numbers.

NOVEMBER 8, 2026

WHERE DID CAMERA HUB GO? ELGATO STUDIO 2.0 REPLACES IT

Elgato Studio 2.0 replaces Camera Hub for Facecam and Cam Link. What's new, whether your settings carry over, Virtual Prompter pricing and requirements.

NOVEMBER 8, 2026

PLAYSTATION PULSE HEADSET IS OUT NOVEMBER 19

The PlayStation Pulse headset launches November 19 for $99.99 / £89.99 / €99.99. Planar drivers, PlayStation Link, Bluetooth and how it compares to Pulse Edge.

KIT WE USE: OUR OWN REVIEWS



BEYERDYNAMIC DT 770 PRO 80 OHM REVIEW

9.5
MUST BUY

Our beyerdynamic DT 770 PRO 80 ohm review: wired studio headphones that look beautiful, feel incredibly comfortable and sound amazing. We score them 9.5/10.



ELGATO FACECAM REVIEW

7.5
WORTH BUYING

Our Elgato Facecam review from daily use: superb 1080p60 picture quality, but Elgato's camera app kept resetting our settings. Is it still worth buying?

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GAME OVER? NEVER.

THAT'S THE WEEK

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