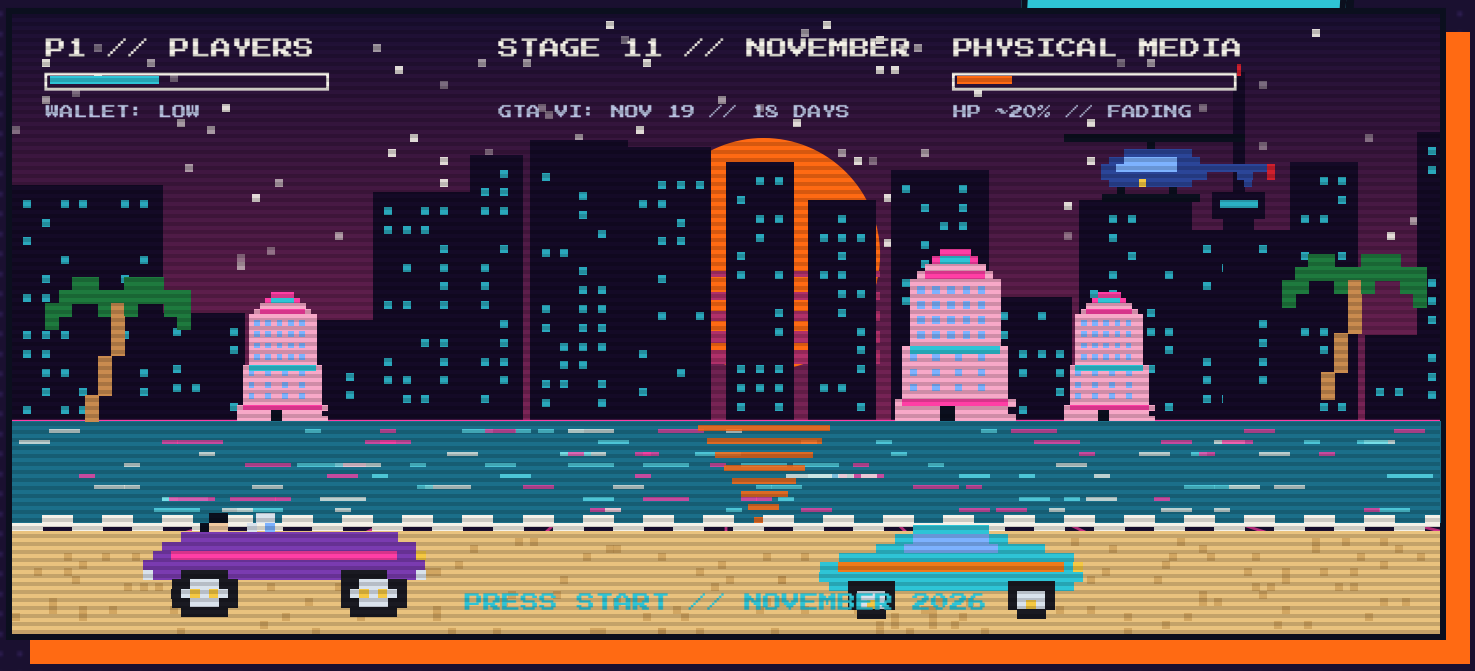
PLATFORMS

PS5, XBOX, SWITCH, PC AND THE BUSINESS BEHIND THE GAMES // FROM THE 808

NO. 02
NOVEMBER 2026
PLATFORMS DROP
FREE MONTHLY MAILER



A Platforms comic-book drop

PRESS START: NOV 19

$3.2B
first-year GTA VI revenue forecast

OCT 22
Sony's last 4K player ends in Japan

- Eighteen days to Vice City, with real numbers
- Game over in Edmonton: BioWare closes
- Owning nothing: discs, $1,800 consoles, hourly play
- October's other drops

THE COVER IS A CARTOON. EVERYTHING INSIDE IS CHECKED AGAINST A SOURCE YOU CAN OPEN YOURSELF.

LIVE // ◆ GTA VI: Nov 19 ◆ BioWare closed ◆ Capcom breach ◆ Warhorse hit ◆ Call of Duty:

PLAYER ONE, READY?

Welcome to the November Platforms Drop. Three features, one comic, and the month in games, on every platform.

This issue is a split screen. The most anticipated game ever is 18 days out, and we've checked the money behind it, including the big numbers that don't hold up. Meanwhile one of Canada's most important studios was shut down, and Sony quietly stopped selling its last 4K Blu-ray player at home.

New this month: each feature ends with a CONNECTED box linking related stories here and in our sister mailers. All the beach-town pixel art is our own, made for launch month. Every number carries a superscript that points to a source at the back. Catch us live at twitch.tv/the_1_axion.

PLATFORMS // THE 808

THIS ISSUE IN NUMBERS

NOV 19
GTA VI launch on PS5 and Xbox Series X|S

29%
U.S. console/PC gamers planning to buy

+22%
PS5 sales jump Bloomberg tied to GTA VI

13 YRS
since Grand Theft Auto V

From NME, Circana, Bloomberg and Gurugamer.[1,2,3,4]

LAUNCH-MONTH LOADOUT



CONTENTS

The comic: Split Screen 3
Feature: Eighteen days to Vice City 4
Feature: Game over in Edmonton 7
Feature: Owning nothing 9
The crawl: this month's other stories 12
The wire: how our mailers connect 14
Sources: check our work 15

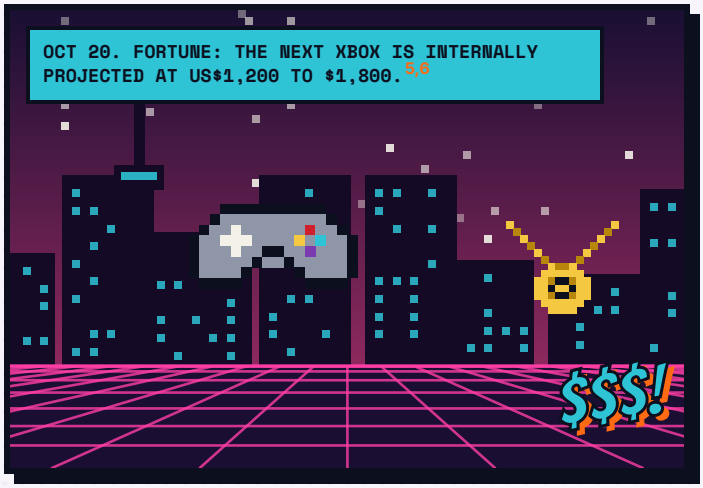
HOW TO READ THIS ISSUE

- ☑ A blue check means it's officially confirmed.
- ☐ An empty box means it's cancelled or closed.
- [?] A question mark means it's reported, not announced.

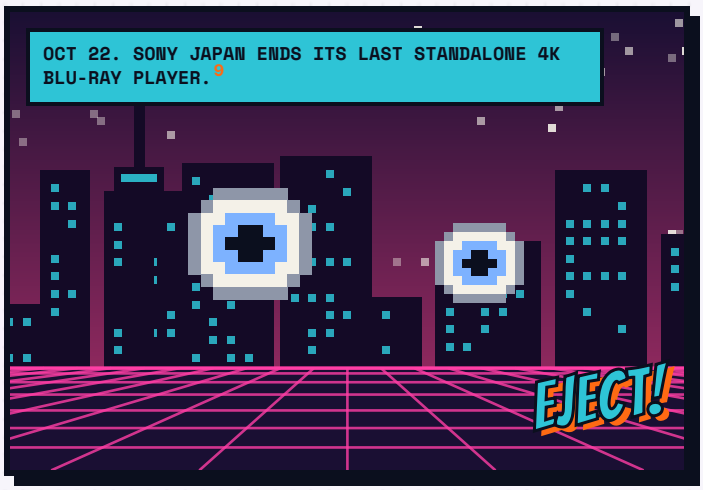
The 808 take is our opinion. The facts under it are not.

PLATFORMS COMICS PRESENTS

SPLIT SCREEN! STAGE 11









THE SCORECARD

☑	**GTA VI date**	Nov 19, confirmed
☐	**BioWare**	Closed Oct 21
☐	**Sony 4K player, Japan**	Discontinued
☑	**PlayStation discs**	End Jan 2028
?	**Xbox Helix price**	Internal range only
?	**'$300B GTA economy'**	No source found

Checks, boxes and question marks are explained on page 2. The comic is a cartoon; every caption is sourced.

TO BE CONTINUED...

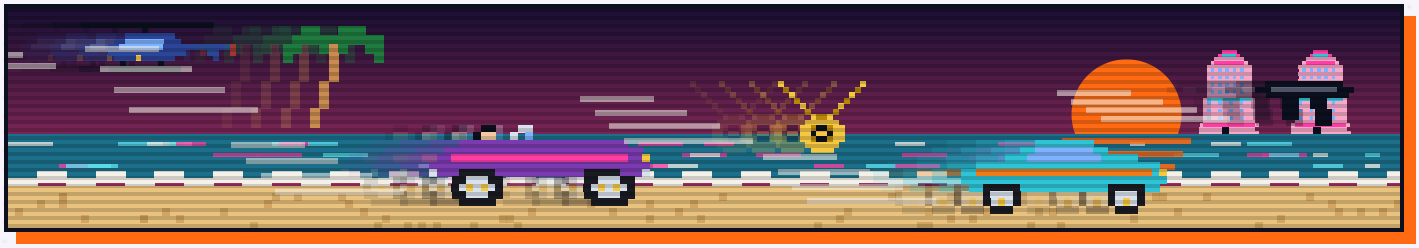
The comic is the pitch. Turn the page for the reporting, the numbers behind every panel, and our take.

THE LEAD // GTA VI

STAGE 1-3

EIGHTEEN DAYS TO VICE CITY

GTA VI is set for November 19, and it's already moving consoles, stock prices and labour organizers



NOV 19
GTA VI launch on PS5 and Xbox Series X|S

29%
U.S. console/PC gamers planning to buy

+22%
PS5 sales jump Bloomberg tied to GTA VI

13 YRS
since Grand Theft Auto V

From NME, Circana, Bloomberg and Gurugamer.[1,2,3,4]

After two delays, a decade of rumours and more than 13 years since *Grand Theft Auto V*, Rockstar's next game finally has a launch date that people believe. *Grand Theft Auto VI* arrives on **Thursday, November 19, 2026, on PlayStation 5 and Xbox Series X|S**.[1,2] There's no PC version at launch, and most outlets expect that to follow later.[10]

How we got here

Rockstar originally targeted 2025. That slipped to May 26, 2026. Then, on November 6, 2025, the studio pushed the game again, to November 19, citing the need for more polish.[2] Since then, Take-Two Interactive has repeated the date on every earnings call, and CEO Strauss Zelnick has been unusually direct about it, telling investors in effect that the company has been clear it's releasing on November 19 and treating each restatement as a positive.[1] Take-Two has tied its forecast of record bookings for its next fiscal year to the launch.[11,12]

The numbers are already huge

- **Record purchase intent.** Market researcher Circana said on October 28 that 29% of U.S. console and PC gamers plan to buy *GTA VI*. That's the highest purchase intent it has ever recorded for a video game.[3]
- **Hardware pull.** Bloomberg reported on October 22 that *GTA VI* fueled a 22% jump in PlayStation 5 sales.[4]
- **Industry ripple.** Bloomberg also reported that Roblox is positioned to cash in on *GTA*-style copycat experiences built by its creators.[4]

The money, with real numbers

The most cited forecast comes from DFC Intelligence via the Financial Times: about US$3.2 billion in revenue in the game's first year, roughly a billion of it from pre-orders.[13] For scale, *Avatar*, the highest-grossing film ever, has made about US$2.9 billion in its whole life.[13] The FT put development costs anywhere from hundreds of millions to US$2 billion.[14] Analyst José García-Montalvo estimated the U.S. economy could lose up to US$1 billion in productivity from about 1.5 million launch-day absences.[15]

You may have seen much bigger figures, including claims that *GTA VI* is a "$300 billion" economic machine. We couldn't find a credible source for anything like that. A first-year forecast in the low single-digit billions is extraordinary enough.

Put simply, *GTA VI* isn't just a big game. It's a holiday-season event that publishers have been scheduling around for a year.

The workers behind it

There's another storyline Rockstar didn't plan for. Game Developer reported on October 27 that Rockstar Games workers will vote on unionization right as *GTA VI* launches.[16] The vote comes during a brutal stretch for game industry jobs, including EA's closure of BioWare and layoffs at Sucker Punch and other studios this month, which makes the timing hard to ignore.

What we know about the game

Rockstar has kept the details tight, but the official artwork and trailers have established that *GTA VI* is set in a modern version of Vice City, Rockstar's take on Miami, and stars a pair of protagonists, Jason and Lucia. According to PCGamesN, the PlayStation Store listing says the game unlocks at midnight in each time zone.[10]

What to plan for

- **Storage.** Clear space now. Big open-world launches routinely come with large day-one patches.
- **Your console.** If you've been waiting to buy a PS5 or Xbox Series X|S, know that console prices have risen rather than fallen this generation, driven by component costs.[17] Holiday stock could get tight if Bloomberg's sales data holds.
- **PC players.** You're waiting. Take-Two has not given a PC date.

How GTA VI got to November 19

When	What happened	Status
Originally	Targeted for 2025	☐ Missed
First delay	Moved to May 26, 2026	☐ Missed
Nov 6, 2025	Moved to Nov 19, 2026	☑ Current date
Feb 2026	Take-Two: firmly on track	☑ Reaffirmed
Oct 28, 2026	Circana: record 29% purchase intent	☑ Published

From Gurugamer, NME and Circana.[1,2,3]

THE SOS TAKE

It's rare for one game to move a whole industry's calendar, hardware sales and labour story at once. *GTA VI* is doing all three before it's even out. The real test is the one Rockstar has always passed: whether the game lives up to a decade of hype on day one. We'll be streaming launch week on twitch.tv/the_1_axion. Bring snacks.

READ THE ORIGINAL REPORTING // OPENS IN YOUR BROWSER

NME: GTA 6 team confirm November date
nme.com ↗

Gurugamer: Take-Two locks in Nov 19
gurugamer.com ↗

PCGamesN: GTA 6 release date
pcgamesn.com ↗

CONNECTED // ALSO IN THE SOS FAMILY

GTA VI, NOV 19
November, unwrapped
CIRCUL&R · P.10 →

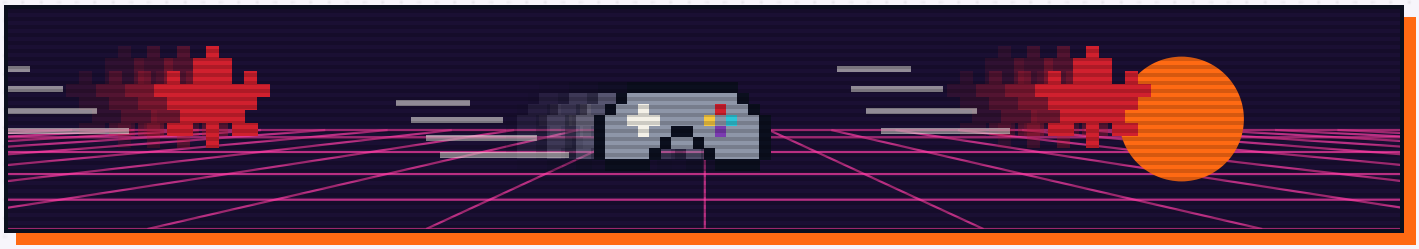
GTA VI, NOV 19
The crawl
CIRCUL&R · P.13 →

INDUSTRY // CANADA

STAGE 2-3

GAME OVER IN EDMONTON

EA shut down BioWare after 30 years. Canada lost more than a studio



1995
BioWare founded in Edmonton

~400
EA jobs cut, about 3% of staff

~50
of those at BioWare

$55B
EA take-private deal, closed August

From Tech Insider, Bloomberg and ProPakistani.[8,18,19]

On October 21, BioWare confirmed what fans had feared for years. Electronic Arts is closing the studio, shutting its Edmonton workspace, and ending early development of the next *Mass Effect*.[7]

BioWare was founded in Edmonton in 1995 and bought by EA in 2007.[19] It made *Baldur's Gate*, *Star Wars: Knights of the Old Republic*, *Mass Effect*, *Dragon Age* and *Anthem*. For three decades, it was proof that Canada could build world-class games from somewhere other than Montréal or Vancouver.

What EA announced

According to Bloomberg, EA is cutting about 400 jobs, roughly 3% of its workforce, and around 50 of them were at BioWare.[8] That smaller number reflects how much the studio had already shrunk after earlier rounds of cuts. Alongside the closure, EA paused a *Sims* project code-named Project Lotus, according to reporting on the internal letter.[7]

Other EA studios weren't spared. GamerBolt, citing an anonymous source who spoke to Vertical Slice, reported layoffs at *Skate* developer Full Circle, *Battlefield* studio Motive, *Apex Legends* developer Respawn and *Sims* maker Maxis.[20] A planned *Battlefield 6* crossover with *Mass Effect* appears to have been cancelled, IGN noticed.[20]

EA says it's refocusing on sports, *Apex Legends*, *Star Wars Jedi* and a new *Star Wars Battlefront* from DICE and Respawn, according to Tabletop Battles' summary of Bloomberg's reporting.[21]

Why now: follow the debt

The closure is the biggest move EA has made since its $55 billion take-private deal, led by Saudi Arabia's Public Investment Fund with Silver Lake and Affinity Partners, closed in August.[18] Outlook Respawn reported that the deal left EA carrying about $20 billion in debt.[22] Cutting studios that make long, expensive single-player RPGs is one of the fastest ways to reduce costs.

The Canadian response

This is where the story gets interesting. Canada's NDP leader said BioWare's staff should be given the first opportunity, with federal support, to buy the studio and run it themselves, according to This Week in Videogames.[23] Eleanor Olszewski, the Liberal MP for Edmonton Centre, also expressed disappointment.[24]

A worker buyout is a long shot. It would need a ready team, a buyer structure and a willing seller, and EA owns the *Mass Effect* and *Dragon Age* IP. As Tech Insider pointed out, every week of silence makes a rescue harder as staff take other jobs.[24] But

the idea isn't crazy. Canada funds games through tax credits and the Canada Media Fund, and there's precedent around the world for studios spinning out from big publishers.

What survives

- **The games.** Existing *Mass Effect* and *Dragon Age* titles remain available, and EA still owns the brands.
- **The TV show.** Game Informer reported that Amazon's *Mass Effect* series is reportedly still in production despite the closure.[25]
- **The people.** Edmonton has a deep bench of developers BioWare trained over 30 years. Where they land will shape Canada's industry for the next decade.

A rough October for game jobs

BioWare wasn't alone. This Week in Videogames tracked layoffs at *Ghost of Yōtei* developer Sucker Punch (about 24 roles), Auroch Digital (about a quarter of its staff), and Funcom, plus a voluntary exit offer at Microsoft that reportedly includes Xbox. Ubisoft is shutting down *Rainbow Six Mobile* seven months after launch,[16] and The Pokémon Company will close *Pokémon Unite* in March 2027.

October's layoff and shutdown board

Company	What happened	
EA / BioWare	Studio closed; ~400 EA jobs cut	☐ Closed
Sucker Punch	About 24 roles cut	☐ Layoffs
Auroch Digital	About a quarter of staff	☐ Layoffs
Microsoft	Voluntary exit offer, reportedly incl. Xbox	⍰ Reported
Ubisoft	Rainbow Six Mobile sunset	☐ Closing
The Pokémon Company	Pokémon Unite ends March 2027	☐ Closing

From This Week in Videogames, Bloomberg and Game Developer.[8,16,23]

THE SOS TAKE

BioWare didn't die because Edmonton stopped making good games. It died because a debt-heavy owner decided long, risky RPGs don't fit the spreadsheet. If Ottawa is serious about supporting Canadian creative industries, a studio-buyout fund for exactly this situation would be a smart, small bet. Commander Shepard deserved a better ending, and so did the people who built the Normandy.

READ THE ORIGINAL REPORTING // OPENS IN YOUR BROWSER

God is a Geek: EA closes BioWare
godisageek.com ↗

Tech Insider: BioWare timeline
tech-insider.org ↗

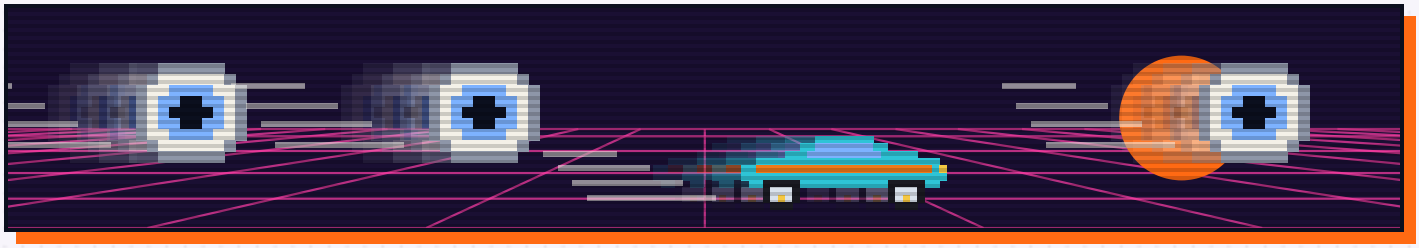
The Edge Malaysia (Bloomberg): EA cuts 400 jobs
theedgemalaysia.com ↗

HARDWARE // PHYSICAL MEDIA

STAGE 3-3

OWNING NOTHING

Sony quietly stopped selling its last 4K Blu-ray player at home. Discs, prices and pay-by-the-hour gaming all point the same way



OCT 22
Sony Japan ends its last 4K player

JAN 2028
last month for new PlayStation discs

$1,800
top of next Xbox's internal range

BY THE HOUR
Xbox cloud play without Game Pass

From FlatpanelsHD, Press-Start and Aftermath.[9,26,27]

If you've felt like gaming hardware is going the wrong direction, you're not imagining it. For the first time in console history, both the PlayStation 5 and Xbox Series X|S got price *increases* in the middle of their lifecycles instead of the usual cuts, as tbreak noted.[17] This month added four more signs that the way we buy and own games, and movies, is changing fast.

1. Sony's last 4K player

On October 22, Sony Japan stopped shipping the UBP-X700/K, its last standalone Ultra HD Blu-ray player there.[9,28] FlatpanelsHD picked up the news from Kunkoku, a Japanese blog that's also a Sony retailer, and Sony's Japanese online store now lists the player as out of stock with no restock.[29] The model only launched in May 2025.[9] No successor has been announced.[30]

Sony isn't abandoning discs entirely. It still sells a standard Blu-ray player and a DVD player in Japan, and the UBP-X700 remains listed in other markets for now.[29,31] TechRadar's advice to anyone who wants one: buy it while you can.[29] But the direction is clear. Sony reportedly ended domestic Blu-ray recorder shipments in February 2026,[30] and in Japan, a disc-drive PS5 is now Sony's only way to play a 4K Blu-ray.[31]

That matters for games, too, because the company that helped invent Blu-ray is also the one deciding whether PlayStation games keep shipping on it.

2. Sony is ending game discs

Sony first announced this on the PlayStation Blog on July 1: physical disc production for all new games on PlayStation consoles will stop starting **January 2028**.[26,32] Sony said digital preference now significantly outpaces physical. Games released after the cutoff will still come in a box in some cases, but the box will contain a download code, not a disc. Releases planned before January 2028 aren't affected.[26]

Analyst Piers Harding-Rolls of Ampere told Game File the decision implies that, at minimum, the base PlayStation 6 won't include a disc drive.[33] The story kept rolling in October, with retailers and publishers at MCM London Comic Con debating whether physical media has a future, and some pointing out that Nintendo's continued commitment to cartridges could win it market share.[23]

3. The next Xbox could cost $1,200 to $1,800

Fortune published a long profile of Xbox CEO Asha Sharma on October 20. Buried in it was a number that lit up every gaming site: the next Xbox console, code-named Project Helix, has been internally projected to cost consumers **between US$1,200 and US$1,800** unless Microsoft subsidizes it.[5,6] Microsoft hasn't announced a price.

Fortune also reported that Sharma is targeting a next-generation handheld for the 2027 holiday season and the Helix console for holiday 2028, and that Xbox is considering an à la carte Game Pass, with add-ons for console-only games, cloud and multiplayer.[27] The cost pressure has a familiar culprit. Demand for memory and chips from AI data centres has driven component prices to record highs.[17]

Sharma has said publicly that mass audiences can't afford consoles that cost thousands of dollars and that Xbox will explore radically different business models.[17] That suggests subsidies, subscriptions or both. On October 29, Game Developer reported Sharma saying console demand is outstripping supply even as Xbox hardware sales keep dropping.[16]

4. Paying by the hour

Microsoft is also expanding cloud gaming beyond Game Pass. According to Tabletop Battles' roundup, non-Game Pass members will be able to stream games from the Xbox cloud catalogue ad-free, priced by playtime.[21] It's a small change on paper, but it's a real shift: renting games by the hour, like a rideshare.

And then there's AI

Bloomberg's Jason Schreier reported that Epic Games delayed its unannounced Disney project and asked developers to adopt an "AI-first" approach.[4,34] Epic has since told This Week in Videogames how it uses AI coding tools for Unreal Engine features, and an Epic VP told Game Developer that AI tools fixed decade-old bugs in the engine.[16] Google and Unity also launched a platform to create games from text prompts.[4] Whatever you think of it, AI is now part of how games get made and priced.

What this means for you

- **Ownership is shrinking.** No disc means no resale, no lending and no guarantee a game stays playable if a store shuts down. Sony is also closing the PS3 and Vita online stores.[33]
- **Hardware is a luxury purchase again.** If the next generation lands in the four figures, more players will stay on current hardware longer, or move to PC, handhelds and cloud.
- **Subscriptions will get more complicated.** Expect tiers, add-ons and usage-based pricing instead of one simple monthly fee.

Sony's physical-media exits

When	What	Status
Earlier	Standalone CD and SACD players	☐ Exited
Feb 2026	Blu-ray recorders, Japan	☐ Shipments ended
Oct 22, 2026	UBP-X700/K 4K Blu-ray player, Japan	☐ Discontinued
Jan 2028	New PlayStation game discs	☐ Ending
Today	BDP-S1700 Blu-ray player, Japan	☑ Still sold

From Gadget Review, FlatpanelsHD and Press-Start.[9,26,30]

Next Xbox: internal price projection (US$)



Internal projections reported by Fortune. Microsoft has not announced a price.[6]

THE 808 TAKE

When the company that co-created Blu-ray stops selling a 4K player in its home market, that's a signal, not a footnote. None of these changes is surprising on its own. Together, they point to a future where you rent access instead of owning games, and where the box under your TV costs as much as a decent gaming PC. That's a bad deal for players unless prices for access drop to match. If you care about owning your library, buy physical while you still can, and back the platforms that keep offering it.

READ THE ORIGINAL REPORTING // OPENS IN YOUR BROWSER

tbreak: Xbox on next-gen pricing
tbreak.com ↗

FlatpanelsHD: Sony discontinues last UHD Blu-ray player
flatpanelshd.com ↗

Notebookcheck: Sony's last 4K player
notebookcheck.net ↗

CONNECTED // ALSO IN THE 808 FAMILY

WHO OWNS WHAT
Sovereign stakes
SP&RTS · P.7 →

THE CRAWL

THIS MONTH'S OTHER STORIES

Everything else we tracked, each summarised in a few sentences. Tap any card to read the original story in your browser.

NO. 01 // THE CRAWL

GTA VI: NOV 19

Record 29% purchase intent among U.S. console and PC gamers, according to Circana.[3]

READ IT ON GLOBENEWSWIRE.COM ↗

NO. 02 // THE CRAWL

BIOWARE CLOSED

EA shut down the Edmonton studio on October 21 and ended work on the next *Mass Effect*. About 400 EA jobs are being cut.[8]

READ IT ON THEEDGEMALAYSIA.COM ↗

NO. 03 // THE CRAWL

CAPCOM BREACH

Hackers accessed CAPCOM ID, exposing 11.7 million email addresses. Capcom confirmed unauthorized access on October 19 and reset passwords on 196 accounts the attackers had changed.[35]

READ IT ON PRIVACYGUIDES.ORG ↗

NO. 04 // THE CRAWL

WARHORSE HIT

The *Kingdom Come: Deliverance II* studio disclosed a serious cyberattack with unauthorized access to company data and systems.[23]

READ IT ON THISWEEKINVIDEOGAMES.COM ↗

NO. 05 // THE CRAWL

CALL OF DUTY: MODERN WARFARE 4

is out, and Game Informer has reviewed it.[25]

READ IT ON GAMEINFORMER.COM ↗

NO. 06 // THE CRAWL

FINAL FANTASY VII REMAKE INTERGRADE

joined Xbox Game Pass in the second October wave.[20]

READ IT ON GAMERBOLT.COM ↗

NO. 07 // THE CRAWL

POKÉMON UNITE

shuts down in March 2027. **Rainbow Six Mobile** is being sunset seven months after launch.[16,23]

READ IT ON GAMEDEVELOPER.COM ↗

NO. 08 // THE CRAWL

SAROS UPDATE

Housemarque added new options for newcomers and veterans.[20]

READ IT ON GAMERBOLT.COM ↗

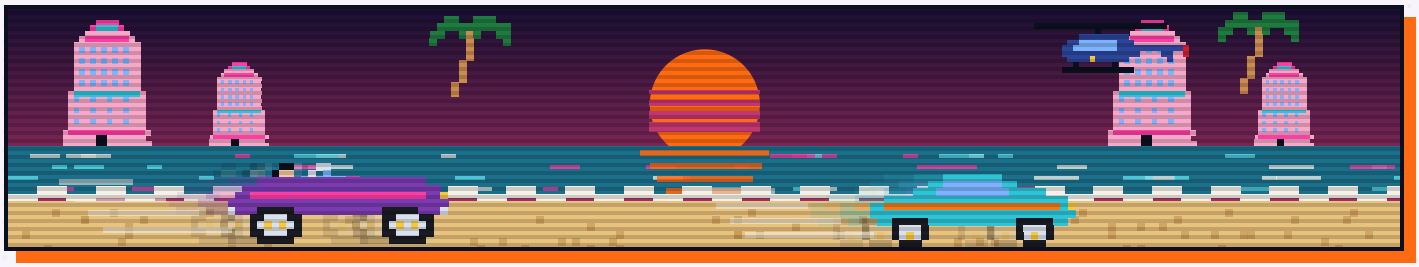
NO. 09 // THE CRAWL

SONIC X SHADOW GENERATIONS

passed 3 million copies sold in two years.[23]

READ IT ON THISWEEKINVIDEOGAMES.COM ↗

THE BEACHFRONT // COUNTDOWN TO NOV 19



Original pixel art by The 808. Not from, or endorsed by, any game or publisher.

NO. 10 // THE CRAWL

OCARINA OF TIME, REBUILT

Nintendo's Switch 2-exclusive remake lands November 5, fully voiced, and you can hum Link's songs into the console mic.[36]

READ IT ON GAMEINFORMER.COM ↗

NO. 11 // THE CRAWL

WOW: FOREVER OPENS NOVEMBER 4

Blizzard's classic-era branch adds three zones, 1,000+ quests and nine dungeons at level 60, included with a subscription.[37]

READ IT ON WORLDOFWARCRAFT.BLIZZARD.COM ↗

NO. 12 // THE CRAWL

SWITCH 2 PORT WEEK

Stellar Blade (Nov 6), Metaphor: ReFantazio and Pikmin 4's Switch 2 Edition (both Nov 12) hit Nintendo's new console.[38]

READ IT ON VIDEOGAMESCHRONICLE.COM ↗

NO. 13 // THE CRAWL

THE GAME AWARDS, DECEMBER 10

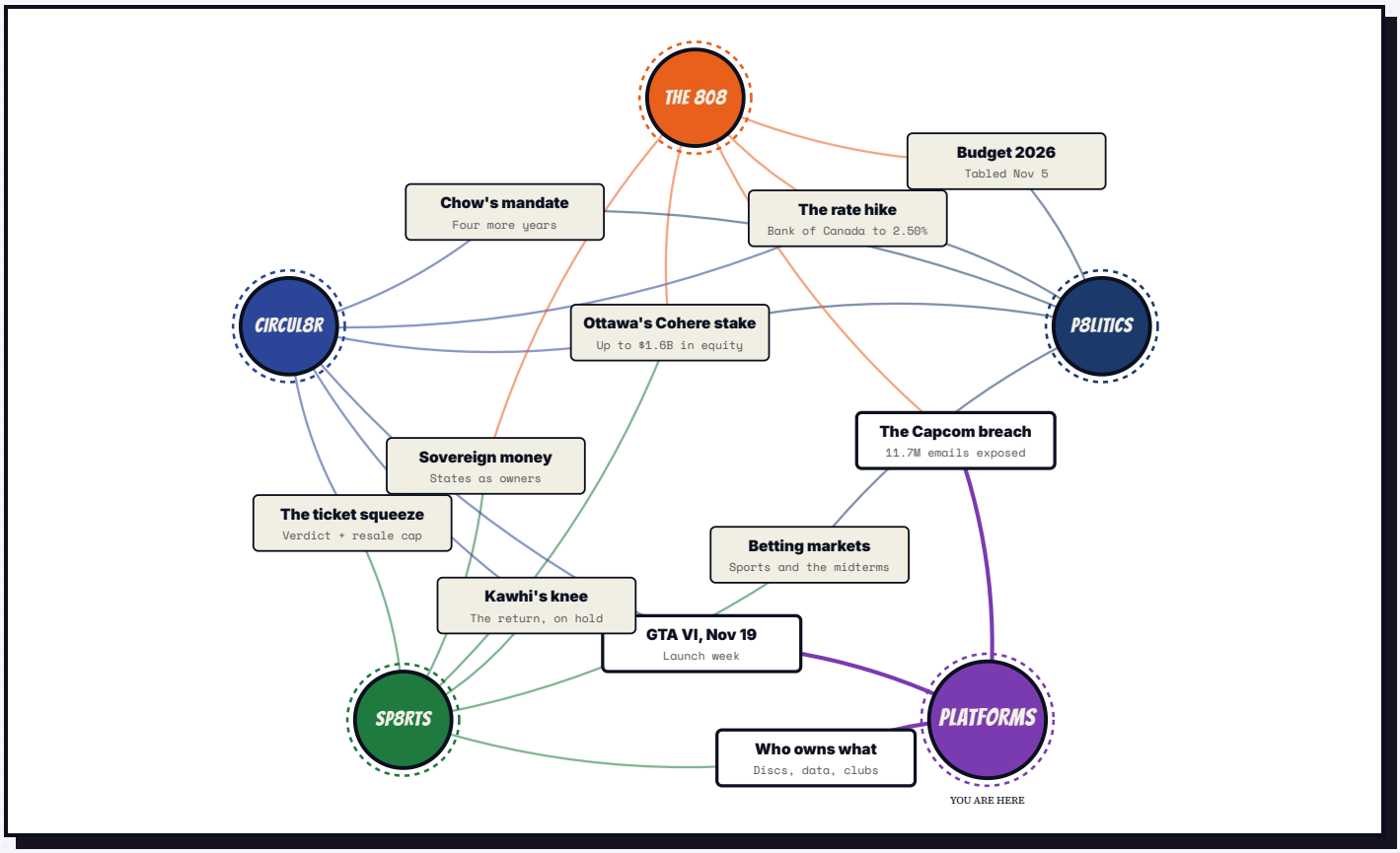
The show returns to the Peacock Theater in Los Angeles; GTA VI's eligibility depends on a cutoff that hasn't been published.[39]

READ IT ON INSIDER-GAMING.COM ↗

THE WIRE // CONNECTIONS

FIVE MAILERS, ONE MONTH

The same stories ran through all five of our mailers in October. Here is how they connect. Bold lines are this issue; tap a box or a chip to jump.



THE RATE HIKE

- P8LITICS · The Hormuz tax · p.4
- CIRCUL8R · The $100 night out · p.4
- CIRCUL8R · The crawl · p.13
- THE 808 · The crawl · p.13

OTTAWA'S COHERE STAKE

- THE 808 · Ottawa buys a seat at the AI table · p.4
- SP8RTS · Sovereign stakes · p.7
- P8LITICS · The crawl · p.12
- CIRCUL8R · The crawl · p.13

SOVEREIGN MONEY

- THE 808 · Ottawa buys a seat at the AI table · p.4
- SP8RTS · Sovereign stakes · p.7

THE TICKET SQUEEZE

- CIRCUL8R · The $100 night out · p.4
- CIRCUL8R · November, unwrapped · p.10
- SP8RTS · The crawl · p.12

BETTING MARKETS

- SP8RTS · The exchange will see you now · p.4
- P8LITICS · The crawl · p.12

GTA VI, NOV 19

- PLATFORMS · Eighteen days to Vice City · p.4
- CIRCUL8R · November, unwrapped · p.10
- CIRCUL8R · The crawl · p.13

KAWHI'S KNEE

- SP8RTS · The crawl · p.12
- CIRCUL8R · The crawl · p.13

THE CAPCOM BREACH

- THE 808 · The crawl · p.13
- PLATFORMS · The crawl · p.12

CHOW'S MANDATE

- CIRCUL8R · Four more years · p.7
- P8LITICS · The crawl · p.12

BUDGET 2026

- P8LITICS · Budget week · p.9
- THE 808 · The crawl · p.13

WHO OWNS WHAT

- PLATFORMS · Owning nothing · p.9
- SP8RTS · Sovereign stakes · p.7

CHECK OUR WORK

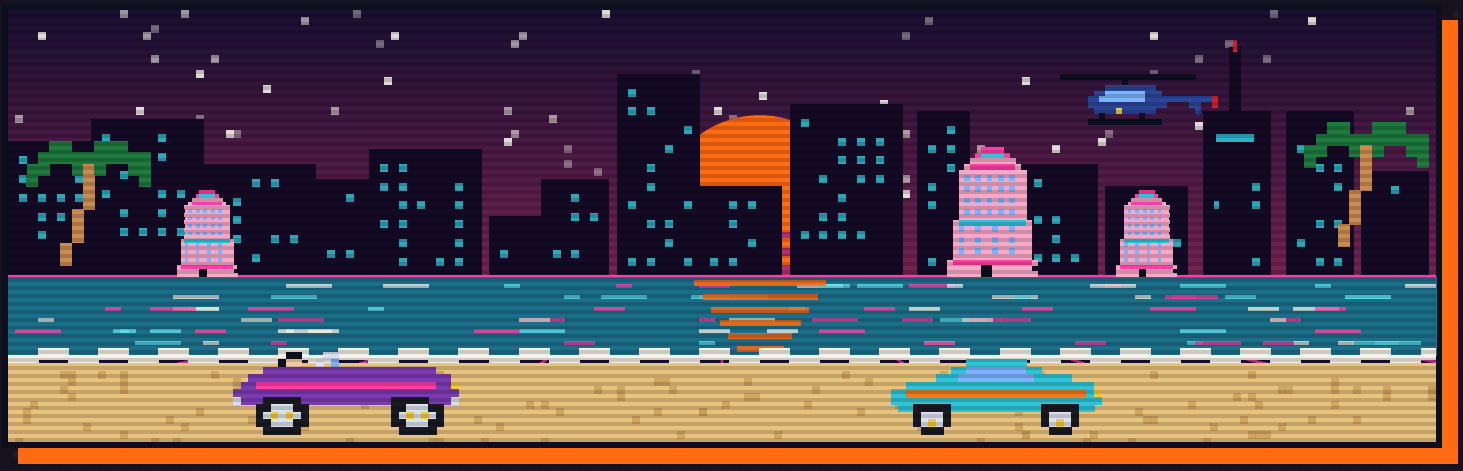
SOURCES

Every superscript number in this issue points here. In the PDF, each one is a link. 39 sources in all.

1. **NME: GTA 6 team confirm November date**
   nme.com/news/gaming-news/grand-theft-auto-6-november-release-date-4chan-delay-rumour-3946832
2. **Gurugamer: Take-Two locks in Nov 19**
   gurugamer.com/pc-console/take-two-locks-in-gta-6-for-november-19-2026-its-real-this-time-26347/amp
3. **Circana via GlobeNewswire: Record GTA VI intent**
   globenewswire.com/news-release/2026/10/28/3390533/0/en/nearly-1-in-3-u-s-console-and-pc-gamers-plan-to-buy-grand-theft-auto-vi-setting-a-new-industry-record-circana-reports.html
4. **Bloomberg: Video games feed**
   bloomberg.com/latest/gaming
5. **Aftermath: The Project Helix price**
   aftermath.site/xbox-helix-next-console-1200-1800-dollar-price/
6. **Fortune: The CEO racing to save Xbox**
   fortune.com/2026/10/20/the-non-gamer-ceo-racing-to-save-microsofts-xbox/
7. **God is a Geek: EA closes BioWare**
   godisageek.com/2026/10/ea-closes-bioware/
8. **The Edge Malaysia (Bloomberg): EA cuts 400 jobs**
   theedgemalaysia.com/node/822769
9. **FlatpanelsHD: Sony discontinues last UHD Blu-ray player**
   flatpanelshd.com/news.php?id=1792667456
10. **PCGamesN: GTA 6 release date**
    pcgamesn.com/gta-6-release-date
11. **Shacknews: GTA 6 still on track**
    shacknews.com/article/147710/gta-6-release-date-not-delayed
12. **Insider Gaming: Take-Two confirms date**
    insider-gaming.com/gta-6-release-date-has-not-changed-take-two-ceo/
13. **Notebookcheck (FT/DFC): GTA VI revenue projection**
    notebookcheck.net/Eye-watering-GTA-6-revenue-projection-suggest-another-record-breaker-for-Rockstar.939449.0.html
14. **ITC (FT): GTA 6 development cost**
    itc.ua/en/news/development-of-gta-6-cost-to-2-billion-but-the-game-will-pay-off-in-the-first-year-with-3-2-billion-in-revenue-financial-times/
15. **WKRC: $1B productivity loss estimate**
    local12.com/news/nation-world/grand-theft-auto-6-release-could-cost-united-states-economy-one-billion-dollars-productivity-loss-cincinnati-1-5-million-americans-plan-work-absences-analyst-jose-garcia-montalvo-estimates-technology-sector-faces-largest-single-day-short-term-hit
16. **Game Developer: Latest news**
    gamedeveloper.com/latest-news
17. **tbreak: Xbox on next-gen pricing**
    tbreak.com/xbox-project-helix-new-pricing-models/
18. **ProPakistani: EA shuts BioWare**
    propakistani.pk/2026/10/22/end-of-an-era-ea-shuts-down-bioware-and-cancels-mass-effect-5/
19. **Tech Insider: BioWare timeline**
    tech-insider.org/ca/?p=2455
20. **GamerBolt: Week of Oct 19–25**
    gamerbolt.com/this-week-in-gaming-news-october-19th-october-25th-2026/
21. **Tabletop Battles: Industry roundup Oct 27**
    tabletopbattles.com/games-industry-news-roundup-october-27th-2026
22. **Outlook Respawn: BioWare closure**
    respawn.outlookindia.com/amp/story/gaming/gaming-news/bioware-closure-ea-ends-mass-effect-development
23. **This Week in Videogames: News**
    thisweekinvideogames.com/news/
24. **Tech Insider: The buyout question**
    tech-insider.org/?p=42524
25. **Game Informer: Weekend picks, Oct 23**
    gameinformer.com/opinion/2026/10/23/the-video-games-and-more-you-should-play-this-weekend-october-23-2026
26. **TweakTown: PS6 without a disc drive**
    tweaktown.com/news/112424/playstation-6-soft-confirmed-to-launch-without-physical-disc-drive/index.html
27. **tbreak: Helix price and launch**
    tbreak.com/xbox-helix-price-launch-report/
28. **Notebookcheck: Sony's last 4K player**
    notebookcheck.net/Sony-s-last-4K-Blu-ray-player-bites-the-dust-as-physical-media-faces-another-setback.1431360.0.html
29. **TechRadar: Sony stops 4K players in Japan**
    techradar.com/televisions/blu-ray/sony-has-stopped-selling-4k-blu-ray-players-in-japan-the-rest-of-the-world-still-has-stock-but-the-sony-x700k-is-the-best-budget-4k-player-so-you-may-want-to-get-it-while-you-can
30. **Gadget Review: Sony pulls last 4K player**
    gadgetreview.com/?p=422472
31. **Lowyat: Sony discontinues player in Japan**
    lowyat.net/2026/408274/sony-discontinues-blu-ray-player-japan/
32. **Press-Start: PlayStation ends discs**
    press-start.com.au/news/playstation/2026/07/01/physical-discs-will-no-longer-be-produced-for-all-playstation-consoles-from-the-end-of-next-year/
33. **Game File: Sony drops discs in 2028**
    gamefile.news/p/sony-drops-playstation-discs-2028-ps3-vita-stores-closing
34. **Tabletop Battles: Industry roundup Oct 13**
    tabletopbattles.com/games-industry-news-roundup-october-13th-2026
35. **Privacy Guides: Capcom breach**
    privacyguides.org/news/2026/10/23/data-breach-roundup-oct-16-22-2026/
36. **Gematsu: Ocarina of Time remake details**
    gematsu.com/2026/09/the-legend-of-zelda-ocarina-of-time-remake-launches-november-5
37. **Massively OP: WoW Forever announced**
    massivelyop.com/2026/09/12/blizzcon-2026-world-of-warcraft-forever-announced-as-a-permanent-home-for-classic-players/
38. **VGC: Upcoming release dates**
    videogameschronicle.com/guide/new-game-release-dates/
39. **Insider Gaming: Game Awards 2026 date**
    insider-gaming.com/geoff-keighley-game-awards-2026-date/

PLATFORMS

PLATFORMS DROP // NOVEMBER 2026



NEXT MONTH

GTA VI LAUNCH WEEK.

December's Drop covers launch week: how it runs, what it costs to play well, and the stream schedule.

Read it live at **platforms.the808.org**. Write to **platforms@the808.org**.

CATCH US ON SOCIALS

@The808dotorg on X

the_1_axion live on Twitch

FLIPBOOK // HYDRAULICS CHECK



PLATFORMS // THE 808

TO: TORONTO

Every reader, wherever you are.

A free monthly mailer. Independent, not affiliated with any team, party, company or government it covers. Cartoons are cartoons. Everything else is sourced.

The 808 · 621-38 Joe Shuster Way, Toronto, ON M6K 0A5 · platforms@the808.org
You're receiving this because you subscribed at platforms.the808.org. To unsubscribe, reply "unsubscribe" or email platforms@the808.org.