

N°: 14

By Lody

DRIVING



GTA 6

COULD MAKE ITS WORLD FEEL
MORE ALIVE THAN EVER

**Valve is finally
taking On Steam's
Regional Pricing
Mess**

**Roblox retires
Classic Faces:
official
conversion**

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I-Gaming
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GTA 6 COULD MAKE ITS WORLD FEEL MORE ALIVE THAN EVER

A small visual detail is creating massive hype around GTA 6. Following an updated report by Andrea Trama, fans are once again debating whether Rockstar's next blockbuster will feature deeper destruction, better physics, and a world that reacts more realistically to player chaos.

Why breakable glass has become a huge GTA 6 talking point ?

If there's one thing the gaming community does better than almost anyone else, it's turning a tiny detail into a full-blown theory spiral. This time, it's GTA 6 fans zeroing in on glass breaking and broader environmental destruction.

The renewed discussion follows an article updated by Andrea Trama on March 29, 2026, referencing a Reddit fan post that highlighted destruction details and breakable surfaces. The original article had been published on March 24, but the update gave fresh momentum to a conversation that was already spreading fast across GTA communities.

At the center of the hype is a simple but powerful idea: players don't just want a bigger world in Grand Theft Auto 6. They want a world that reacts. In an era where open-world games are expected to feel dynamic, fans are hoping Rockstar pushes interactivity further than ever, especially when it comes to environmental physics. Breakable glass, damaged interiors, reactive objects, and visible impact on the world are all part of that dream.

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VALVE IS FINALLY TAKING ON STEAM'S REGIONAL PRICING MESS

Valve has updated the tools developers use to price games on Steam, aiming to reduce extreme regional price differences that have frustrated PC players for years. It's a meaningful step, but whether it changes anything in practice depends on how studios and publishers decide to use it.

Valve Updates Steam Pricing System, but There's a Catch

For years, one of the biggest frustrations on Steam hasn't been bugs, reviews, or even launch-day server drama. It's been regional pricing.

Depending on where you live, the same PC game can feel reasonably priced, painfully expensive, or completely disconnected from local purchasing power. That long-running issue is exactly what Valve is now trying to address with a notable update to its developer pricing tools. According to an official Steamworks announcement, Valve has introduced improvements to its pricing conversion data to help developers set prices more consistently across 35 currencies and 4 region groups worldwide.

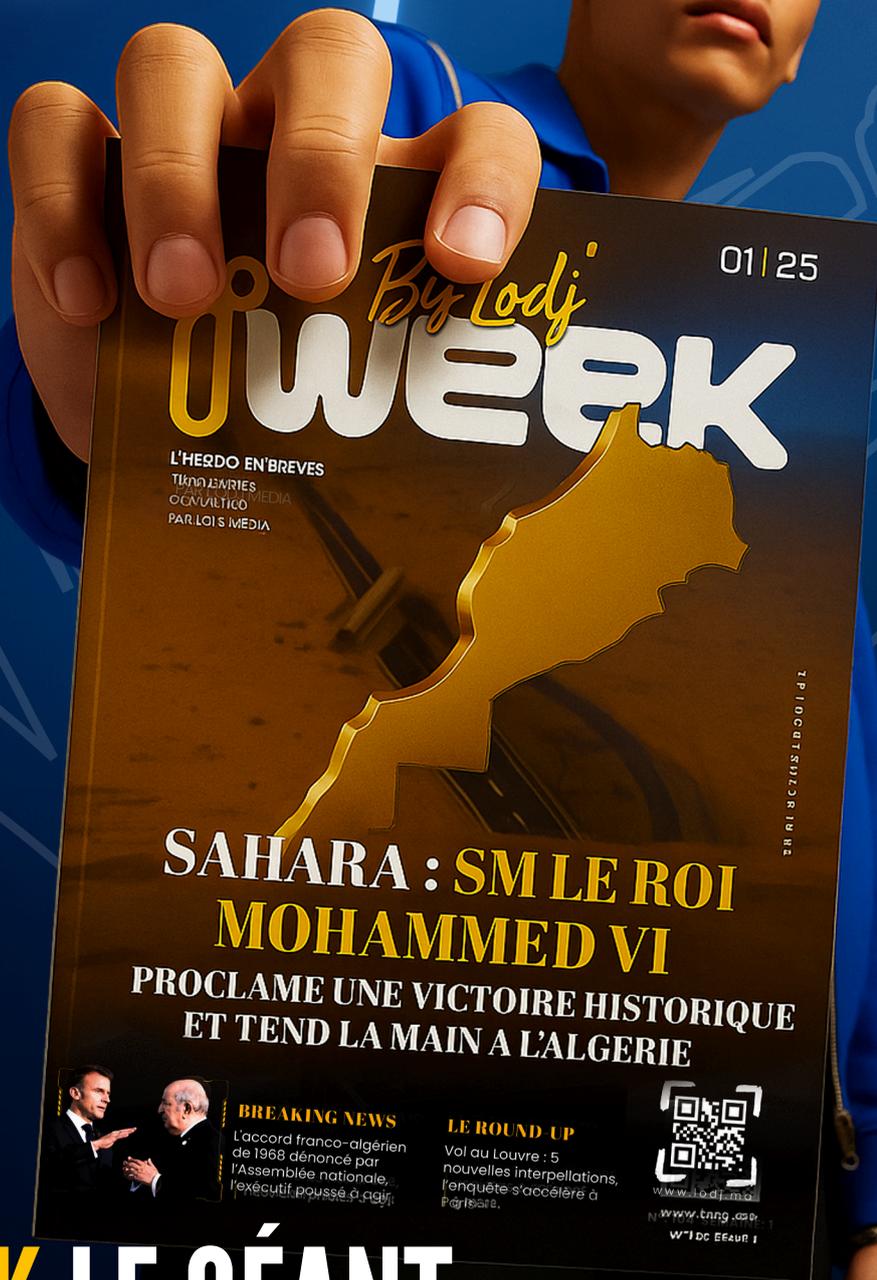
In simple terms, Steam is giving developers better guidance. Valve says the updated system offers three conversion methods, which can help studios choose pricing models that better reflect exchange rates, local market conditions, and player affordability. This is important because many publishers have historically relied on outdated recommendations or simply ignored regional fairness altogether.

Gaming outlets quickly picked up on the change. GamesRadar described it as Valve finally moving to tackle one of Steam's most persistent e-commerce problems, while PCGamesN highlighted how the tools could influence what players pay depending on region. Games.GG also stressed that the update covers a large number of currencies, making it one of the broadest pricing adjustments Steam has introduced in years.

But here's the catch: Valve can suggest, not force. Developers and publishers still control final pricing. That means the new system could improve fairness significantly for some games while changing almost nothing for others. If studios actively use the tools, players in regions that have long faced inflated prices could see better alignment. If they don't, the old problems may stick around.



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APRIL PS PLUS DROP MIGHT BRING BIG BOSS FIGHTS TO PS5



PS Plus Essential's April lineup might be swinging a big sword: a trusted leaker says the headliner is *Lords of the Fallen* (2023) on PS, solid timing if you've been itching for a dark-fantasy soulslike without the price tag.

Perfect excuse to dive into dual-realities and badder bosses

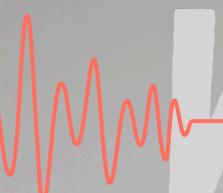
April's PlayStation Plus Essential lineup hasn't been officially announced yet, but the rumor mill's on fire. Longtime PS Plus leaker billbil-kun has pointed to *Lords of the Fallen* (2023) as April's main PS5 freebie, meaning all Essential, Extra, and Premium subscribers could be in for a punishing power trip next month.

Lords of the Fallen is a full-fat reboot of the 2014 cult hit, rebuilt in Unreal Engine 5 with a neat dual-realm mechanic that lets you swap between the living world and Umbral to solve puzzles, find shortcuts, and outplay enemies. It's a chunky challenge with slick art direction and colossal boss fights, the kind of "grab a buddy, spec your build, and suffer together" soulslike that plays nicely in the PS Plus spotlight.

Billbil-kun's leak history is the real anchor here. Over multiple months and lineups, they've consistently nailed PS Plus reveals before Sony's official posts drop. Coverage from games media and deal trackers has already amplified the claim, pointing to *Lords of the Fallen* as the likely Essential-tier anchor for April. That said, leaks are leaks until Sony posts the blog, so keep a sliver of salt handy.

If the leak sticks, it's a strong pick for April. Soulslikes thrive on discovery and shared pain, PS Plus can inject a big crowd at once, fueling co-op summons and meta chatter. Even if you bounced off at launch or waited for patches, a free inclusion is a perfect excuse to re-roll and re-learn those i-frames.

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ASSASSIN'S CREED UNITY GETS A NEW XBOX SERIES X|S HOTFIX

Ubisoft just pushed another update for Assassin's Creed Unity ! Tes, the 2014 Paris parkour classic, targeting a visual bug on Xbox Series X|S and clocking in at roughly 0.44 GB. Old game, fresh patch.

Ubisoft Fixes a Weird Visual Bug in AC Unity on Series X|S

More than a decade after launch, Assassin's Creed Unity is still getting support, at least where it counts for Series X|S players. Ubisoft has rolled out a hotfix aimed at a specific visual issue on the Xbox side, with the patch coming in at around 0.44 GB across both Series S and Series X. Players can download it now, and early notes indicate the update addresses a VFX lighting problem affecting characters, which had been flagged by fans as immersion-breaking.

It's a reminder of how backward-compatible libraries live on current-gen consoles: when legacy titles pick up platform-specific quirk, often tied to rendering pipelines, FPS boosts, or HDR behavior; studios sometimes swoop in with surgical fixes rather than sweeping overhauls. In Unity's case, a cleaner lighting pass can go a long way, especially in a game built around crowded streets, dramatic interiors, and lots of cloth physics swaying under lantern light.

Community chatter has called out the issue in recent weeks, and social posts circulated the 0.44 GB figure alongside confirmation that the patch was targeted at Series X|S users. While we don't have a full changelog beyond the VFX/lighting fix, expect stability to be unchanged and performance to remain in line with current backward compatibility profiles.

If you're returning to Unity for co-op heists or just chasing chest icons across Paris, this is a low-friction update that should tighten up character presentation in cutscenes and gameplay. It also fits a broader trend: publishers quietly improving popular back-catalog titles to keep them looking respectable on modern hardware. With Mirage leaning into classic stealth and Shadows on the horizon, revisiting Unity now, arguably one of the series' most ambitious city sandboxes, feels timely.





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BUNGIE'S MARATHON: GOOD REVIEWS, MIXED MOMENTUM



Bungie's extraction shooter *Marathon* finally pushed through a turbulent pre-launch cycle to land generally favorable reviews, but one analyst says the game's overall impact isn't matching the sky-high expectations set by Sony and Bungie.

From AI art controversy to morale worries, the road was bumpy

Marathon's journey to launch was anything but chill. Pre-release chatter surged around controversy, from allegations of AI-assisted art to reports of morale dips among developers, painting a tough backdrop for Bungie's return to one of its classic universes. Despite the noise, *Marathon* managed to ship to broadly favorable reviews, with early impressions highlighting slick shooting, tense extraction loops, and a promising foundation for seasonal content. But according to at least one industry analyst, the game's broader market impact so far falls short of the internal hopes pinned to it.

That tension : good critical reception versus cooler commercial trajectory; raises familiar questions for live-service shooters launching into a crowded field. Extraction-style PvPvE demands strong long-tail engagement: consistent content drops, a compelling meta, and social hooks that push squad retention. If the runway is bumpy, studios often need to prove stability quickly with roadmaps that address balancing, matchmaking, and new-player onboarding. *Marathon*'s positive reviews may buy it goodwill, but converting that into sustained concurrent players is the real boss fight.

The AI art flap and morale headlines didn't help the vibes pre-launch. While studios across the industry test AI tools for production efficiency, community sentiment can sour fast if players feel authenticity is compromised. For a game like *Marathon*, where identity and style help differentiate from rivals, the optics matter as much as the deliverables. Recovery means clarity: transparent art pipelines, steady patch cadence, and a player-first economy that avoids fatigue.

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XBOX WIRELESS CONTROLLERS GET BIG AMAZON BIG SPRING SALE DISCOUNTS

Xbox's go-to gamepad just hit wallet-friendly prices during Amazon's Big Spring Sale, making it a smart pickup for Xbox, PC, and mobile players who want a fresh colorway or a reliable second controller without paying full price.

Upgrade your couch co-op without breaking the bank

If you've been eyeing an extra controller for couch co-op, PC sessions, or mobile cloud streaming, Amazon's Big Spring Sale is delivering the goods. Microsoft's Xbox Wireless Controller has dipped to one of its best prices in months, with several colorways discounted across retailers. Reports show the standard model falling into the low-\$40s range for select colors, undercutting the usual \$59.99–\$64.99 MSRP. While price tags can bounce during major promos, this sale window is one of the best times to grab a new pad without paying full freight.

Beyond Xbox consoles, the current Xbox Wireless Controller remains a versatile pick for multi-platform players. It connects over Bluetooth to Windows PCs, Android devices, and even handhelds like the Steam Deck, while still supporting Xbox Wireless for super-low latency on Series X|S and Xbox One. You'll get textured grips, a hybrid D-pad for clean diagonals in fighters and platformers, and the modern Share button for instant clips. The controller also supports wired play via USB-C, which is handy for latency-sensitive genres or when you're low on AA batteries.

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P R A G M A T A TM

GAME OF THE WEEK



Darwin's Paradox !Coming Apr 2, 2026 on PS5 NS2 XBSX PC

Darwin's Paradox takes the 2D puzzle-platforming sensibilities of a game like Limbo or Inside and makes it distinctly less creepy and unsettling. Whereas those games presented elements of light body horror and spooky high-contrast compositions, Darwin's Paradox evokes classic cartoons starring goofball protagonists in vibrant, colorful settings. The result is a pleasant little gem of a game with loads of variety that makes the most out of its relatively short playtime.

QUICKIES

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Charlie Day Open to a Luigi's Mansion Animated Movie

Charlie Day, the voice of Luigi in *The Super Mario Bros. Movie*, says he would be more than happy to return if *Luigi's Mansion* ever gets its own animated spin-off. The actor recently shared his enthusiasm for Nintendo's spooky side-series, which puts Luigi, not Mario, at the center of ghost-hunting adventures. While Day said he has no confirmation that such a movie is in development, he made it clear he loves the idea. A *Luigi's Mansion* film could offer a darker, funnier, and more atmospheric take on the Mushroom Kingdom universe. For fans, that makes this possibility especially exciting.



Rumor Says LEGO Could Recreate Disneyland's Main Street, U.S.A.

A new rumor suggests LEGO is developing a Disneyland-themed set based on Main Street, U.S.A., one of the park's most iconic locations. According to a reliable leaker, the project would join a very limited lineup of LEGO sets inspired directly by Disneyland attractions and environments. That alone makes it a potentially major release for both LEGO collectors and Disney fans. Main Street, U.S.A. is famous for its nostalgic architecture and central role in the Disneyland experience, so a detailed brick-built version could attract strong interest. While nothing is official yet, the rumor has already sparked buzz across fan and collector communities online.



The Sims 4 Insider Teases Early News on Project X

A new leak is stirring excitement in the Sims community after an insider claimed that Project X, a mysterious title linked to the future of *The Sims*, could be revealed sooner than expected. With *The Sims 4* still active more than a decade after launch and supported by over 100 DLC releases, players remain divided. Some fans feel deeply invested in the current game and its massive content library, while others are ready for a fresh chapter. If the insider's claims prove accurate, EA and Maxis may soon offer the first real glimpse at what comes next for one of gaming's biggest life-sim franchises.



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ROBLOX RETIRES CLASSIC FACES: OFFICIAL CONVERSION SPARKS COMMUNITY PUSHBACK



Goodbye OOF-era grins. Roblox has officially moved to convert and remove Classic Faces in favor of Dynamic Head. An end-of-an-era switch that the platform framed as future-facing. Players? Many aren't vibing with it.

What changes for your avatar and Marketplace items

Roblox has been on a years-long march toward fully animated, camera-reactive avatars. The latest (and loudest) step: officially converting and removing Classic Faces across the platform in favor of Dynamic Heads that support facial rigs and animation. On paper, it's a technical upgrade that aligns with UGC pipelines, emotes, and modern facial tracking. In practice, a big chunk of the community is grieving the loss of 2D legacy expressions that defined the platform's look for over a decade.

The shift didn't come out of nowhere. Developer forum threads and policy updates telegraphed the move: all heads must support facial rigs and animations, and legacy heads/faces would eventually be migrated or deprecated. Community channels lit up as timelines firmed, culminating in social posts stating that by late February 2026, Classic Heads and Faces on the Marketplace would be converted to Dynamic Heads, with further cleanup following. Once the switch flipped, players started sharing before/after comparisons, noting how animated replacements can change a character's vibe—especially in experiences built around a specific aesthetic.

From Roblox's perspective, there are real benefits: standardized rigs enable better emotes, lip-sync, and future AR/VR features; creators can count on animation support; and avatars behave more consistently across devices. But nostalgia is powerful. Many players worry that the new faces homogenize style, clash with certain accessories, or rewrite avatar identity without a true opt-out. The temperature stayed hot even as Roblox adjusted guidelines based on feedback.

Love it or loathe it, Roblox is locking in on animation-first avatars. The next few months will be about smoothing edges, calibrating expressions, and finding ways to honor that iconic "Classic" vibe within a more dynamic system.

