


## Backstage pass game guide

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Xbox Game Pass is only getting bigger. With over 100 heavy game beats on the roster and the promise of project xCloud integration soon, it's clear that Microsoft is betting on a Game Pass with the upcoming release of Xbox Series X. It's a solid tactic, too, with Game Pass offering day and date releases of the first side of the game as well as a plethora of third-party offers. While you can blindly choose a game from the lineup and have a good time, we dug through the library to bring you the best games on Xbox Game Pass. Further in reading Action Red Dead Redemption 2 After a long run on Game Pass, Rockstar decided to remove Grand Theft Auto V from the service. Fortunately, he replaced one of his massively open games with another. Red Dead Redemption 2 is a masterpiece by almost all accounts, and with the amount of content it has to offer, it's worth the price of a Game Pass subscription alone. Set 12 years before Red Dead Redemption, you play as Arthur Morgan, a thief who is part of the Van der Linde gang that John Marston is also a part of. After the train robbery went wrong, Arthur and the gang decided it was time to end their criminal life and retire. This transition, however, does not come without resistance. Read our Red Dead Redemption 2 review of Splash 2 Game Pass has seen its share of showers as games, although none of them are as good as Splash 2. The sci-fi film Deck13 about the Dark Souls formula is much more than a B-class attempt, offering excellent combat mechanics, a unique setting and semi-automatic doors. The game takes place in the city of Jericho, and although it is not fully open at first, you can explore in any way you want. Fighting is a standard case for showers like games, outside the limb targeting system Surge 2. Instead of just hitting the enemy, you can target a certain part of the body that has no vision. In addition to swiping more health, hitting an exposed limb will allow you to cut it off, stealing any cybernetic boost attached. Nier: Automata Platinum Games, the same studio behind Bayonetta and Astral Chain, has a long history of creating flashy, over-the-top action games. Nier: Automata, however, is a magnum opus studio. Featuring the same insane fight as previous studio games, Nier: Automata goes even further with fascinating stories, beautiful furnishings, and a few endings. If the post-apocalyptic world and robot deity are not enough to connect you, then the fight will be. Nier: Automata makes you feel like a bully, slicing through robots with ease while your drone fighter supports you. Combat encounters are comically intense, making the moment-to-moment gameplay deeply satisfying. Read our Nier: Automata review of The Adventures of Plague Tale: Innocence Focus Home Interactive Plague Tale: Innocence Follows the Journey of Aiti and Hugo De 4, children of the Royal Kingdom of France in 1349. Any history buff knows why this year is important: it is the center of the bubonic plague in France. After a disturbing event in the palace, A involve and Hugo escape, hunted the Inquisition. It's unclear why, at least in the opening minutes, but the murmurings from surrounding residents make the cause clear: The disease has something to do with Hugo. Gameplay-wise, Plague Tale plays the role of a stealth game. Stealth mechanics are interesting - especially when some pests are brought into the mix - but artificial intelligence (AI) falls flat. However, the game holds the moment to the point of gameplay engaging. The story is that stands out here, setting the stakes for each meeting with the Inquisition. Your AI opponents couldn't see the stone flying right in their face, but with the surrounding narrative, The Plague Tale creates a world you want to play in, no matter how desolate it may be. External Wildlife is a game you really don't have to know anything about. Focused solely on exploration and discovery, Outer Wildlife provides an open world mystery with the only solution being to keep looking. Even a quick review can be considered a spoiler, so stop reading this section if you want to go in fresh. Simply put, you play as an astronaut who is a member of the space wildlife program. After 22 minutes of game time, the sun will explode into a supernova, ending the game. You'll restart right away - with the same, 22-minute time frame - allowing you to explore the solar system and unravel the mysteries that lurk around you. Gris Gris is better defined as an experience than a video game. You have to play without knowing anything, so if the screenshot above looks interesting, stop reading and download it now. For those who are not convinced, let's give you a rundown. You play as Gris, a young girl who has recently experienced a traumatic experience. Trapped in her own reality, Gri must restore the colors in her world one by one. As you progress through the color recovery game, you will earn new abilities, allowing you to pass the manual levels with ease. Beautiful, provocative and transformational, Gris shows how powerful a video game environment can be. No Man's Sky has been four years since No Man's Sky hit The PlayStation 4 and PC after arriving on Xbox in 2018, but the game continues to feel fresh thanks to continuous updates from developer Hello Games that offer compelling content that keeps players on their toes. Perhaps more than any other game in this review, No Man's Sky illustrates the freedom of the video game. This allows you to explore its ever-growing environment and create your own little piece of happiness in the digital world. But like any good game, it's a combination of fighting, and interacting with players that keeps you coming back. Indeed, No Man's Sky can have one of the most compelling communities anywhere. Sea of Thieves Sea Of Thieves puts you in the pirate's place, and not the way Black Flag does (although it's still one of assassin's Creed's best games ever). This is not just an adventure game of the open world with pirate skin - Sea of Thieves - pirate simulator. From plundering uncharted islands to piloting your ship with a group of friends, Rare manages to gamble every aspect of a sea of thieves, making every game task engaging no matter how mundane it may seem. More importantly, gamification leads to a sense of freedom. Nothing in the Sea of Thieves is strict, from the free alignment system to the High Tales that make up the campaign. You can explore and solve problems in any way you see fit, or just ignore the goals all together. While a lonely experience on your own, Sea of Thieves is a must play with a group of friends. The game even supports cross-platform play between Game Pass and Steam versions, so stringing together a group of pirates is easy. Read our review of The Sea of Thieves Indie Dead Cell Dead Cell has a pitch that sounds like a lot of other indie games: Metroidvania with roguelike elements. Despite this, it is one of the most addicted games on Game Pass. The title doesn't do

much to iterate on the genre - basically, you're given weapons upgrades and face increasingly difficult enemies as you run the glove - but the fun comes from how the game feels. First, Dead Cells feels cumbersome, as your character doesn't jump very high and constantly cling to the outstretched platforms. Once you learn to manage the game, however, it becomes invigorating. You can break through levels with incredible speed, providing a sense of aggression not found in other Metroidvanias. Read our full review of Dead Cells Kill Spire Spire Slay Spire Deck Building Games with roguelike elements. In the beginning, you'll choose one of four characters, each with its own set of cards. You are given a starting deck with basic attack and defense cards, and as you defeat enemies, you will be able to add new cards to your deck. Although easy to premise, the Slay Spire gameplay cycle is getting usable quickly. The game is balanced enough to encourage exploration with different maps, making each run unique. Maybe your character focuses on creating huge attacks, or maybe you're focused on defense and inflict status effects on your enemies. Whatever your journey, Slay Spire is a fantastic ride. Platformer Hollow Knight Hollow Knight wears his Super Metroid and Dark Souls affects his sleeve, but manages to provide an experience all his own. You control a silent, unnamed knight with a nail, tasked with exploring huge, huge, Hollownest Kingdom. Like any good Metroidvania, Hollow Knight has an extensive, interconnected map that you are free to explore. Although some areas are blocked at the beginning of the game, you will quickly start running from one corner of the map to another. Open title design teaches you by showing. Instead of holding your hand, Hollow Knight asks you to explore and find answers for yourself, making one of the genre's most satisfying experiences. Ori and Will Wisps In previous versions of this list, Moonhead Studios excellent Ori and Blind Forest took this place. With the sequel Ori and Will Wisps out, though, it's hard to even look at the original game. Will from Wisps is three times the size of Blind Forest, offering more exploration, mechanics and boss meetings. The game plays just like the original, only with some fine-tuning controls. While we still recommend playing through Blind Forest - it's a short game for about eight hours - Will Wisps is the best title. Just get ready to cry a lot. Read our Ori and Will Wisps Pre Messenger Messenger looks like a clone of The Hayden Ninja on his face, but after hours of play, it becomes more than that. By switching between two different eras, you take on the role of a ninja tasked with delivering a scroll that can save your village from a demonic invasion. The story is admittedly common, something that the game actively pokes fun at. The narrative isn't what sticks out here, though. What starts as a linear 8-bit action platformer turns into a 16-bit metroidvania about halfway through. Messenger sends you back and forth between the future and the past to explore the levels, unlock secrets and update your character. This, combined with ultra-hard gameplay and fast writing, makes it an important platformer. Levelhead Super Mario Maker 2 is a fantastic game - we gave it a near-perfect score in our review - but if you have a switch, you can't play. Enter Levelhead. It's a 2D platformer where you can create your own level, with an editor who gives Super Mario Maker a run for your money. It's even a playback on a PC that makes the level of construction faster and easier than ever. You play as a new hire at the Bureau of Shipping, the largest intergalactic package delivery service in the galaxy. Your job at Levelhead is to create L.E.V.E.L.s - limited exercises for eValuating EmployEe Limitations - for delivery bots to be equipped to handle every possible delivery scenario. Levelhead is easy to compare to Super Mario Maker, but with its mechanics and charm, you'll quickly learn that this is a game that doesn't need to be compared. The Tekken 7 Tekken 7 fight is the best title in the series to date. Demonstrating the balance of the master class and community support, Bandai built the Tekken 7 in the most prolific combat game on the market. Fortunately, with Game Pass, you can jump and give it a shot for free. Like its predecessors, Tekken 7 is a massively competitive game that rewards deep knowledge of its characters and impeccable combo performance. Although you have to climb the competitive ladder, the game itself never gets in the way. Because of how well balanced the characters are, you can experiment and find a style of play that works for you. Read our full review of Tekken 7 Role-playing game Yakuza 0 Grand Theft Auto V is no longer on Game Pass, but you can still get your open world organized crime fix with Yakuza 0. If you don't know, yakuza is basically a Japanese phrase for the mafia, and of course, Yakuza 0 puts you in the shoes of the soon-to-be Yakuza boss, Kazuma Kiryu. Yakuza 0 serves as a prequel to the rest of the series, which dates back to the ps2. As you explore Kamurocho and S'tenbori, a fictionalized version of Tokyo's Kabukich and The Osaka D'tonbori, you can take on sidequests, compete in fighting challenges, or take on one of the many mini-games. Although Yakuza has been a Sony-exclusive franchise for a long time, you can now play Yakuza 0 and remastered versions of the first game, Yakuza Kiwami, on Game Pass. Kingdom Hearts 3 Released a full 14 years of Kingdom Hearts 2, the expectation surrounding Kingdom Hearts 3 was massive. Fortunately, it delivered on the hype. Kingdom Hearts 3 is a charming and lovingly crafted action-RPG featuring some of the most iconic characters from all media. The story is a mess if you've played literally every other Kingdom Hearts game, including spin-offs, but the moment-to-moment story is still great. Beating villains with Donald and Goofy in worlds inspired by classic Disney movies is as much fun as it was in the early 2000s. The only difference is a few extra worlds and some beautiful HD visuals. Read our Review of Kingdom Hearts 3 External Worlds External Worlds is a sci-fi RPG from Fallout: New Vegas developer Obsidian Entertainment. Featuring similarly branched stories, tighter gunplay, and the same witty writing, Outer Worlds is a Fallout clone that captures the series's dark humor perfectly. However, it's a bit short. If you're from Fallout 4, The Outside Worlds can feel skimpy, with just over 25 hours of gameplay in total. What the game lacks in quantity, however, is it is in quality. The title feels handmade from start to finish, adding a level of polish unseen even to its Bethesda counterparts. The Witcher 3: Wild Witcher Hunt 3: Wild Hunting Caps from the beloved Witcher series best. It's a sprawling open-world RPG that combines the tough mechanics of action, the brilliant story, and the insane If there is one game you can settle in on Game Pass, it's Witcher 3. Although the third record in the series, Wild Hunt is a game you have to play first, especially if you just finished the Netflix series. This is the first truly open game from the Witcher franchise, offering a more RPG-oriented experience than the action games that preceded it. Read our full Witcher 3: Wild Hunt review Monster Hunter: World Monster Hunter: World is a de facto way to play in the long-run series. Speaking of a long series of exclusivity deals with Sony and Nintendo, World is the first Monster Hunter game to make its way to Xbox and PC. In it you explore one of the biggest open worlds of games, has to offer, discovering new territories, finding new items and, of course, swiping huge monsters. The world is fun as a single player experience, though, the grind can get repetitive quickly. The game shines most when you solve quests with a group of friends. As long as you have fellow hunters together for the ride, the world provides addictive loops of hunting, collecting and upgrading, with Iceborne DLC expanding the game even further. Read our full Monster Hunter: World Review Final Fantasy XV Final Edition Final Fantasy XV is far from the best Final Fantasy game, borrowing significant funds from Western RPGs in terms of scale and mechanics. However, this is the first and only truly open Game Final Fantasy. World of Eos is massive, stuffed to the brim with side quests, beast hunts, dungeons, and lots of post-game content. It's not a perfect Final Fantasy game, but it's damn good. You play as Prince Noctis Lucis Kaelum, heir to the throne in the capital Lucius, insomnia. Although the history beats are not explored during the main game, the knowledge is surprisingly deep. With The Royal Edition, you can play multiple DLC packages released for the game, which flesh out the characters and story in a huge way. Strategy Age of Wonders: Planetfall Age of Wonders: Planetfall is better experienced on PC than Xbox One, although thankfully it's available on both. However, if you're shooting for a PC strategy experience on the console, Planetfall provides one of the best. This is a 4X strategy game that combines city-building civilization with the XCOM fight. In many ways, this is similar to the Total War series, where you bounce back and forth between a large-scale strategy and a close fight. Planetfall makes this list, however, because of its excellent controller support. The interface is designed well enough to be enjoyed on a monitor or TV, so no matter where you play, you can enjoy the game. Gears Tactics Gears Tactics is much better than it is entitled to be. This is a strategy game in turn where you command a small group of elite soldiers. Playing like Gabe Diaz, it's your job to ensure your troops survive face unscathed, all the while training reserves. If you've played in the last XCOM games, this setup sounds familiar. Gears Tactics tweaks the formula in a few great ways, however. The movement is open, not mesh-based, and the progression system for your soldiers is much deeper. Gears Tactics could be no more than half-baked Gears War spin-off. Fortunately, this is not the case. Read our review of Gears Tactics Wargroove Wargroove is by turn a strategy game that takes a lot out of the Advanced Warfare series. The single-player experience satisfies - lets you quickly learn about the different armies, leaders and their units available at your disposal - but the game really comes into its own when it comes to multiplayer. Sponsored by custom maps and campaigns, PvP, and Cooperative, Wargroove asks you to master your deep system of tactics. While you quickly learn about the bread and butter units of each army, Wargroove stands out with 15 unique commanders. Each of these commanders leads a different army and comes with its own unique grouch. These special abilities characterize factions, some of which provide a healing zone of action, while others inflict devastating blows to enemies. Shooter Gears 5 After more than a decade of huge biceps and chunky guns, Gears 5 will breathe new life into a series that is out of date. With some of the best stories the series has seen and the implementation elements of RPG, Gears 5 is based on the third-person shooter genre in almost every way. History aside, the dice of any good Gears game are present. The Fifth Record has excellent co-operative and multiplayer support, including Escape, Versus and Horde modes. For a series as prolific as Gears of War, the Coalition could've easily called it in for a fifth record. Fortunately, this is not the case. Read our full Gears 5 review of Halo 5: Guardians of The Hard Talk About Xbox without mentioning Halo in one go. Although the series has long gone its days of Bungie fame, Halo 5 is a solid return to the formula that was lost in the games that preceded it. The single-player campaign is fun to play, but the game really shines thanks to its multiplayer mode. Just like with previous Halo installments, multiplayer is what makes the strengths of this video game series. Developer 343 Studios has done much to support the game since its launch in 2015, constantly rotating new game modes and offering rewards through RE packages. This Halo game is end-to-end, the only one that has evolved from the roots of the series to being one of the best shooters around. Read our Halo 5: Guardians review dishonored 2 If Dishonored 2 were just an action game, it would still be a great game, but it's more than that. Demonstrating Arcane's skills in the immersive genre of Sims, Dishonored 2 is studded with various toys. Toys. The game offers an amazing number of solutions for getting rid of your enemies and offers some unique gameplay experiences like crafting gadgets or owning parasites. True to form, you can also handle every non-lethal encounter (and snag a rare achievement along the way). You will find yourself playing meetings until you figure out how to defeat enemies or escape. Winning requires you to learn from your mistakes and you can replay the game several times, as there is more than one way to handle meetings. Read our Dishonored 2 review of Editors' Recommendations

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