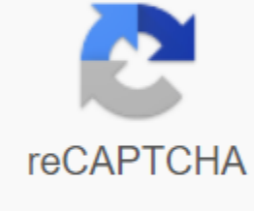




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Xbox Game Pass is only getting bigger. With over 100 high-impact games on the list and promises of Project xCloud integration soon, it's clear that Microsoft is banking game pass with the next version of Xbox Series X. That's a solid tactic, too, with Game Pass offering day and date releases of first-party games, as well as a number of third-party offers. Although you can blindly choose a lineup game and have a good time, we've dug into the library to give you the best Xbox Game Pass games. More reading action Red Dead Redemption 2 After a long career on Game Pass, Rockstar decided to remove Grand Theft Auto V from service. Fortunately, he replaced one of his massively open-world games with another. Red Dead Redemption 2 is a masterpiece of almost every account, 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 of which John Marston is also a part. After a train robbery went wrong, Arthur and the gang decide it's time to end their crime lives and retire. That transition, however, does not come without resistance. Read our review of Red Dead Redemption 2 The Surge 2 Game Pass has seen its fair share of Souls-like games, although none of them are as good as The Surge 2. The sci-fi version of Deck13 in the Dark Souls formula is much more than a Grade B attempt, offering excellent combat mechanics, a unique environment and a semi-open world. The game takes place in Jericho City, and although it's not fully open at first, you're free to explore the way you want. Combat is the standard issue for Soul-like games outside the limb aiming system of The Surge 2. Instead of hitting an enemy, you can aim at a certain part of the body that isn't armored. In addition to removing more health, hitting an exposed limb will allow you to cut it, stealing any cyber enhancements attached. Nier: Automata Platinum Games, the same studio behind Bayonetta and Astral Chain, has a long history of making eye-catching and exaggerated action games. Nier: Automata, however, is the magnum opus of the studio. With the same frantic combat as previous studio games, Nier: Automata goes one step further with a fascinating story, a beautiful setting and multiple endings. If the post-apocalyptic world and the robotic deities aren't enough to hook you up, then the fight will. Nier: Automata makes you feel like an, cutting robots with ease while your drone fighter backs you up. Combat encounters are which makes the game from moment to moment deeply satisfying. Read our review of Nier: Automata Adventure A Plague Tale: Innocence Focus Home Interactive A Plague Tale: Innocence follows the journey of Amicia and Hugo De Rune, Rune, children of the Royal Kingdom of France in 1349. Any history buff knows why that year is important: It is the center of bubonic plague in France. After a disturbing event in the palace, Amicia and Hugo escape, pursued by the Inquisition. It is unclear why, at least in the early moments, but the murmurs of the surrounding villagers clarify the cause: The disease has something to do with Hugo. As for the game, A Plague Tale plays the role of a stealth game. The mechanics of stealth are interesting, especially when certain vermin are brought into the mix, but artificial intelligence (AI) stays flat. Still, the game keeps the game from moment to moment appealing. History is what stands out here, setting bets for each inquisition match. Your AI opponents couldn't see a rock flying right in their face, but with the surrounding narrative, A Plague Tale sets up a world you want to play in, no matter how desolate it may be. Outer Wilds Outer Wilds is a game you really shouldn't know anything about. Focused entirely on exploration and discovery, Outer Wilds offers an open-world mystery with the only solution you're looking for. Even a short synopsis could be considered a spoiler, so stop reading this section if you want to go cool. Simply put, you play as an astronaut who is a member of the Outer Wilds Space Program. After 22 minutes of time in the game, the sun will explode in a supernova, ending the game. You'll restart immediately, with the same 22-minute time limit, allowing you to explore the solar system and unravel the mysteries lurking around you. Grey Grey is better defined as an experience than a video game. You should play without knowing anything, so if the above screenshot looks interesting, stop reading and download it now. For those who are not convinced, let us give you a summary. You play as Grey, a young woman who has recently gone through a traumatic experience. Trapped in her own reality, Grey must restore colors to her world one at a time. As you progress through the game by restoring colors, you'll gain new skills, allowing you to traverse handmade levels with ease. Beautiful, provocative and transformative, Gris shows how powerful the medium of video games can be. No Man's Sky It's been four years since No Man's Sky arrived on PlayStation 4 and PC after arriving on Xbox in 2018, but the game still feels fresh thanks to continuous updates from developer Hello Games that offer engaging content that keeps players on their toes. Perhaps more than any other game in this round, No Man's Sky illustrates freedom in a video game. Allows you to their constantly growing environment and create their own small portion of happiness in the digital world. But like any good game, it's the combination of combat, exploration and interactions with players that keeps you coming back. In fact, no one's heaven could have one of the most compelling communities anywhere. Sea of Thieves Sea of Thieves puts you in the shoes of a pirate, and not in the same way that Black Flag does (although that's still one of the best Assassin's Creed games ever). It's not just an open world action action game with a pirate skin – Sea of Thieves is a pirate simulator. From looting unexplored islands to piloting your boat with a group of friends, Rare manages to gamify every aspect of 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 Sea of Thieves is strict, from the loose leveling system to the high stories that make up the campaign. You are free to explore and address the objectives in any way you deem appropriate, or simply ignore the goals all together. Although a lonely experience on your own, Sea of Thieves is a must-have game with a group of friends. The game even supports cross-platform play between the Game Pass and Steam versions, so chaining a group of pirates is easy. Read our review of Sea of Thieves Indie Dead Cells Dead Cells has a tone that sounds like many other indie games: A Metroidvania with roguelike elements. Despite that, it is one of the most addictive games in Game Pass. The title doesn't do much to iterate through the genre, basically, you're provided with weapon upgrades and encounter increasingly difficult enemies as you run the gauntlet, but the fun comes from how the game feels. At first, Dead Cells feels unsy managed, as your character doesn't jump too high and constantly engages on extended platforms. Once you learn to control the game, however, it becomes invigorating. It can rip through levels with incredible speed, providing a sense of aggression not found in other Metroidvanias. Read our full review of Dead Cells Kill the Spire Slay the Spire is a deck building game with roguelike elements. At first, you'll choose one of four characters, each of which has its own set of cards. You're given a home deck with basic attack and defense cards, and as you defeat enemies, you'll be able to add new cards to your deck. Although simple on the premise, the Slay the Spire game loop quickly becomes addictive. The game is balanced enough to encourage exploration with different cards, making each race unique. Maybe your character focuses on building big attacks, or maybe you focus on defending and dealing state effects from your enemies. No matter your way, Slay the Spire is a fantastic trip. Platformer Hollow Knight Hollow Knight carries his Super Metroid and Dark Souls influences on his sleeve, but manages to provide an experience of his own. You control a silent, nameless gentleman with a nail, who has the task of exploring the vast, vast, Kingdom of Hallownest. Like any good Metroidvania, Hollow Knight has a vast interconnected map that you can explore freely. Although certain areas are locked at the beginning of the game, you'll quickly start running from one corner of the map to the other. The open design of the title teaches you by showing you. Instead of taking the hand, Hollow Knight asks you to explore and find answers for yourself, resulting in one of the most satisfying experiences of this genre. Ori and the Will of the Wisps In previous versions of this list, the excellent Ori and the Blind Forest of Moonhead Studios occupied this place. With the sequel Ori and will of the Wisps out, however, it's hard to even watch the original game. Will of the Wisps is three times the size of the Blind Forest, offering more exploration, mechanics and boss encounters. The game plays the same as the original, only with some control settings. Although we still recommend playing through Blind Forest — it's a short game in about eight hours — Will of the Wisps is the best title. Just get ready to cry a lot. Read our Ori and the Will of the Wisps preview The Messenger The Messenger looks like a clone of Ninja Gaiden on your face, but after a few hours of gameplay, it becomes more than that. Switching between two different eras, you take on the role of a ninja in charge of delivering a scroll that could save his people from a demonic invasion. The story is undoubtedly generic, something the game actively mocks. However, narrative is not what stands out here. What begins as an 8-bit linear action platformer becomes a 16-bit metroidvania halfway through. The Messenger sends you back and forth between the future and the past to re-explore levels, unlock secrets, and improve your character. That, combined with ultra-tight gameplay and agile writing, makes it an essential platformer. Levelhead Super Mario Maker 2 is a fantastic game — we gave it an almost perfect score in our review, but unless you have a Switch, you can't play it. Enter Level Head. It's a 2D platformer where you can design your own levels, with an editor that gives Super Mario Maker a race for their money. It is even playable on PC, which makes building levels faster and easier than ever. You play as a new employee at The Bureau of Shipping, the largest intergalactic package delivery service in the galaxy. His job in the Levelhead Division is to create L.E.V.E.L.s — Limited Exercises for eValuating EmployEe Limitations — for delivery bots so that they are equipped to handle all possible delivery scenarios. Levelhead easily compares to Super Mario Maker, but with its mechanics charm, you will quickly discover that it is a game that needs no comparison. Fighting Tekken 7 Tekken 7 is the best title in the series to date. Showing a balance of master class and community support, Bandai Bandai has built Tekken 7 in the most prolific fighting game on the market. Fortunately, with Game Pass, you can jump and give it a free chance. Like its predecessors, Tekken 7 is a hugely competitive game that rewards deep knowledge of its characters and impeccable combo execution. Although you'll have to climb the competitive ladder, the game itself never gets in the way. Because of how well balanced the characters are, you are free to experiment and find a style of play that works for you. Read our full review of Tekken 7 Yakuza 0 Grand Theft Auto V is no longer in Game Pass, but you can still get your own world and organized crime solution with Yakuza 0. If you don't know yourself, yakuza is basically the Japanese phrase for mafia, and of course, Yakuza 0 puts you in the shoes of a yakuza boss, Kazuma Kiryu. Yakuza 0 serves as a prequel to the rest of the series, dating back to the days of PS2. As you explore Kamurocho and Saterbori, fictional versions of Tokyo's Kabukicha and Osaka's D'tonbori, you can take part in side quests, compete in fighting challenges, or take on one of the many minigames. Although Yakuza has long been an exclusive Sony franchise, you can now play Yakuza 0 and a remastered version of the first game, Yakuza Kiwami, on Game Pass. Kingdom Hearts 3 Released a full 14 years Kingdom Hearts 2, the anticipation surrounding Kingdom Hearts 3 was massive. Fortunately, he turned himself in the hype. Kingdom Hearts 3 is a charming and carefully crafted action role-playing game with some of the most iconic characters from all over the media. The story is a mess unless you've played literally every other Kingdom Hearts game, including spin-offs, but the story from moment to moment is still great. Hitting the bad guys 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 now are some additional worlds and some beautiful HD graphics. Read our Kingdom Hearts 3 The Outer Worlds The Outer Worlds magazine is a sci-fi RPG from Fallout: New Vegas developer Obsidian Entertainment. With a similarly branched story, tighter shooting and the same witty writing, The Outer Worlds is a Fallout clone that perfectly captures the show's dark humor. That said, it's a little short. If you come from Fallout 4, The Outer Worlds may feel sparse, with just over 25 hours of gameplay in total. What the game lacks in quantity, however, compensates in quality. The title feels handmade from start to finish, adding an invisible level of polishing even by its Bethesda counterparts. The Witcher 3: Wild Hunt The Witcher 3: Wild eliminates the beloved Witcher series in the best possible way. It's an expanding open-world role-playing game that combines tight action mechanics, brilliant storytelling and a crazy amount of If there's one game you can settle into on Game Pass, it's The Witcher 3. Although the third entry in the series, Wild Hunt is the game you should play first, especially if you've just finished the Netflix series. It is the first open-world game in The Witcher franchise, offering a more RPG-centric experience than the action games that preceded it. Read our full review of The Witcher 3: Wild Hunt Monster Hunter: World Monster Hunter: World is the de facto way to play the long-running series. Coming out of a long series of exclusive agreements with Sony and Nintendo, World is the first Monster Hunter game to reach both Xbox and PC. In it, you explore one of the largest open worlds games have to offer, discover new territories, find new items and, of course, take down huge monsters. The world is fun as a single player experience, however, the routine can be repetitive quickly. The game shines brighter when you face missions with a group of friends. As long as you have other hunters for the ride, World offers an addictive hunting, gathering and upgrade loop, with Iceborne DLC further expanding the game. Read our full review of Monster Hunter: World Review Final Fantasy XV Royal Edition Final Fantasy XV is far from the best Final Fantasy game, borrowing heavily from Western role-playing games in terms of reach and mechanics. That said, it's the first and only open-world Final Fantasy game. The world of Eos is huge, full of side quests, beast hunting, dungeons and lots of content after the game. It's not a perfect Final Fantasy game, but it's very good. You play as Prince Noctis Lucis Caelum, the heir to the throne in lucis' capital, Insomnia. Although the rhythms of the story are not explored during the main game, the tradition is surprisingly profound. With the Royal Edition, you can play the multiple DLC packs released for the game, which concrete the characters and story in a huge way. Strategy Age of Wonders: Planetfall Age of Wonders: Planetfall is better experienced on PC than an Xbox One, although fortunately it is available on both. That said, if you're looking for a PC strategy experience on your console, Planetfall provides one of the best. It is a 4X strategy game that combines the construction of Civilization cities with XCOM combat. In many ways, it's similar to the Total War series, where you bounce back and forth between large-scale strategy and close combat. Planetfall makes this list, however, due to its excellent driver support. The interface is designed well enough to be enjoyed in a or TV, so no matter where you're playing, you can enjoy the game. Gears Tactics Gears Tactics is much better than it has a right to be. It's a turn-based strategy game in which you command a small group of elite soldiers. Playing as Gabe Diaz, it's his job to ensure that his troops survive every find unscathed, all while the reserves are being trained. If you've played recent XCOM games, this setting sounds familiar. Gears Tactics adjusts the formula in many important ways, however. The movement is open rather than based on a grid, and the progression systems for its solids are much deeper. Gears Tactics could have been nothing more than a gears of War spin-off in half. Fortunately, that's not the case. Read our gears Tactics Wargroove Wargroove review is a turn-based strategy game that borrows a lot from the Advanced Wars series. The single player experience is satisfying, allowing you to quickly learn about the different armies, leaders and their available units at your disposal, but the game really comes into its own moment when it comes to multiplayer. With support for custom maps and campaigns, PvP and co-op, Wargroove asks you to master its deep tactics system. Although you'll quickly learn about each army's bread and butter units, Wargroove stands out with 15 unique commanders. Each of these commanders leads a different army and comes with their own unique groove. These special abilities characterize factions, some of which provide area-of-effect healing and others that deal devastating blows to enemies. Shooter Gears 5 After more than a decade of huge biceps and thick guns, Gears 5 brings new life to a series that has become obsolete. With some of the best storytelling the series has seen and the implementation of RPG elements, Gears 5 is based on the third-person shooter genre in almost every way. Story aside, the bones of any good Gears game are present. The fifth entry has excellent co-op and multiplayer support, including Escape, Versus and Horde game modes. For a series as prolific as Gears of War, The Coalition could have easily phoned it for the fifth inning. Fortunately, he didn't. Read our full review of Gears 5 Halo 5: Guardians It's impossible to talk about the Xbox without also mentioning the Halo franchise. One of Microsoft's most beloved exclusives, the series has lived beyond its first days of glory with Bungie, but Halo's recent forays into the world of Master Chief make impressive returns to the things we loved from the old days. In particular, Halo 5 had a great single player campaign, but the game shines brighter in multiplayer mode. Developer 343 Studios has done a lot to support the game since its release in 2015, such as constantly rotating new game modes and offering rewards through REQ packages. It's definitely a Halo game through and through, but more than that, it's a game that's of the roots of the series to be one of the best shooters around. Read our review of Halo 5: Guardians Dishonored 2 If Dishonored 2 were just an action game, it would still be a great game, but it's more than that. With Arkane's mastery of the immersive simulation genre, Dishonored 2 is a sandbox with different toys to play with. The game offers a surprising number of solutions to get rid of your enemies and offers some unique gaming experiences, such as crafting gadgets or owning vermin. True to form, you can also handle each enemy encounter in a non-lethal way (and engage a rare achievement along the way). You'll find yourself repeating encounters until you figure out how to defeat enemies or escape. Winning requires you to learn from your mistakes, and you can repeat the game several times as there is more than one way to handle encounters. Read our Dishonored 2 Editors Recommendations Recommendations

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