



Xbox Reveals Plans for Fallout, Elder Scrolls and Halo

Description

In the wake of 1,600 job cuts at Xbox this week, further redundancies are anticipated, prompting scrutiny regarding staffing decisions and planned changes within the company. Notably, reports suggest that the production of Obsidian's *Avowed 2* has been cancelled, as the team, which experienced a 25% reduction in workforce, will redirect its efforts towards a new *Fallout* title under the direction of Josh Sawyer.

The cancellation of *Avowed 2* highlights broader concerns about Obsidian's management. With Bethesda unable to produce a *Fallout* game in the near future, Obsidian was viewed as a logical candidate for the task. However, the release of *Avowed*, while ambitious, failed to resonate, alongside the relatively unnoticed *Outer Worlds 2*. Even if developing a new *Fallout* game is deemed appropriate, initial work from scratch would likely delay the release by at least three years, with a full-scale production potentially extending to a decade.

Meanwhile, the much-anticipated *Elder Scrolls VI* remains a significant point of interest, as it has been reported to be two to three years from completion. This timeline suggests that the game may arrive nearly eleven years after its announcement in 2018, raising questions about whether it can meet the expectations of fans after such a prolonged wait.

Uncertainty also shrouds the future of the *Halo* franchise, which has been effectively dormant since *Infinite* was released in 2021. Despite its status as Microsoft's flagship series, there has been no announcement regarding a new *Halo* title, leaving fans in limbo.

New reports indicate that half of id Software's workforce has been laid off, severely impacting the development of *Doom*. The future of this franchise now appears uncertain, with significant challenges ahead.

Looking forward, Microsoft faces considerable hurdles in revitalising its core franchises. New CEO Asha Sharma has acknowledged the necessity of high-quality releases to regain player trust and ensure the company's success in the competitive gaming landscape.

Vocabulary List:

1. **redundancies** //rɪ'dʌndənsɪz// (noun): jobs that are ended because they are not needed
2. **scrutiny** //ˈskru:təni// (noun): careful and close watching or checking something
3. **cancelled** //ˈkæŋ.səld// (verb): stopped and not going to continue
4. **resonate** //ˈrezə,neɪt// (verb): cause a strong feeling or connection for people
5. **prolonged** //prəˈlɒŋd// (adjective): lasting for a much longer time than normal
6. **hurdles** //ˈhɜːdəlz// (noun): problems or difficulties that block progress



Comprehension Questions

Multiple Choice

1. How many job cuts were made at Xbox this week?
Option: 800
Option: 1,600
Option: 2,500
Option: 1,200
2. What title is the development team at Obsidian redirecting their efforts towards?
Option: Doom
Option: Avowed 2
Option: Fallout
Option: Elder Scrolls VI
3. How long is the new Fallout game expected to delay its release if developed from scratch?
Option: One year
Option: Three years
Option: Five years
Option: Ten years
4. What is the anticipated timeline for the release of Elder Scrolls VI?
Option: One year
Option: Two to three years
Option: Five years
Option: Seven years
5. In which year was Elder Scrolls VI announced?
Option: 2016
Option: 2017
Option: 2018
Option: 2019
6. What was the status of the Halo franchise since the release of Infinite?
Option: Dormant



- Option: Active
- Option: Cancelled
- Option: On hold

True-False

7. The production of Avowed 2 has been confirmed.
8. Half of id Software's workforce has been laid off recently.
9. Asha Sharma is the new CEO of Microsoft.
10. The release of Elder Scrolls VI is expected in less than one year.
11. Avowed was successful and received high acclaim from fans.
12. Obsidian was considered a strong candidate to develop a new Fallout game.

Gap-Fill

13. The team at Obsidian experienced a _____ reduction in workforce.
14. The game Elder Scrolls VI may arrive nearly _____ years after its announcement.
15. The development of the _____ franchise is now uncertain after staff layoffs.
16. Microsoft's new CEO emphasized the necessity of high-quality _____ to regain player trust.
17. The release of a new _____ title has not been announced, leaving fans unsatisfied.
18. Developing a new Fallout game from scratch may delay the release by at least _____ years.

Answer

- Multiple Choice:** 1. 1,600 2. Fallout 3. Three years 4. Two to three years 5. 2018 6. Dormant
True-False: 7. False



8. True 9. True 10. False 11. False 12. True

Gap-Fill: 13. 25% 14. eleven 15. Doom 16. releases 17. Halo 18. three

CATEGORY

1. Sci/Tech - LEVEL6

POST TAG

1. elder scrolls
2. ESL learning
3. esl news
4. fallout
5. halo
6. Level 6
7. xbox

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