Capcom announces Mega Man 11 with new hand-drawn art style

The first *Mega Man* came out 30 years ago on the NES on December 17th, 1987, and Capcom is celebrating that legacy with a gift for series fans. *Mega Man 11* is set to release sometime in late 2018 for the Xbox One, PlayStation 4, Nintendo Switch, and PC.

Mega Man 11 is the first new game in the main *Mega Man* series since the release of *Mega Man 10* back in 2010. But unlike the other modern *Mega Man* sequels like *Mega Man 9* and *10, Mega Man 11* is jumping forward with a new, "hand-drawn" 2.5D art direction instead of the traditional, retro 8-bit aesthetic of previous titles.



Capcom has released a trailer showing off some of the gameplay and boss fights that make up the bread and butter of any *Mega Man* game, and we'll presumably get more information on the title over the course of the next year.

Along with *Mega Man 11*, Capcom also announced that the retro collections *Mega Man Legacy Collection* and *Mega Man Legacy Collection 2,* which had previously made their way to the Xbox One and PS4, will also be making their way to the Switch sometime next year.

Additionally, the company announced that all eight games in the spinoff *Mega Man X* series will be making their way to the Xbox One, PS4, PC, and Switch as well, although there aren't any details right now as to whether or not that will be in a bundle or individual releases.