Stray wanders onto Xbox in August



The Not-E3 summer of games is winding down, but it is not over yet. Annapurna Interactive was the latest publisher to put on its own showcase, debuting new games and sharing big updates for others. Here are the highlights from the presentation.

PlayStation's best play-as-a-cat game is *stray*-ing to a new platform. Originally launched last year as a PC / PlayStation timed exclusive, Annapurna Interactive has announced that *Stray*, the cypberpunk cat-sim, is coming to Xbox on August 10th. Annapurna announced the move in the cutest way possible, with the game's lead gato pawing an Xbox controller off a table, as its concerned owner stares helpless in the face of the cat's reckless disregard. The only thing that could be more realistic is if the cat coughed up a hairball in the shape of Xbox's iconic "X" symbol.

Annapurna Interactive has been relentlessly teasing *Thirsty Suitors* for a while. Fortunately, the game finally has a release date. On November 2nd, you'll be able to return to your hometown, confront (or kiss) your jilted ex-lovers, and

disappoint your parents with your weak-ass chai-making skills. Oh, and there's skateboarding, too! Thirst after your Suitors when the game hits Xbox, PlayStation, Nintendo Switch, and Steam on November 2nd.

Last year, Keita Takahashi, creator of the *Katamari Damacy* series, teased that he and his studio Uvula, were making a new game. *To a T* is that new game. *To a T* seems to have the same whimsical absurdity and toe-tapping soundtrack as as *Katamari Damacy*. In it, you play as a young boy who must navigate the world in a permanent T-pose. I really loved how the trailer's song constantly reaffirmed that despite the strangeness of the boy's T-posing condition, he's perfect just as he is. No release date for *To a T,* but I look forward to seeing more of it in the future.

Cocoon is the first game from Geometric Interactive, a small indie studio founded by Jeppe Carlsen, gameplay designer for *Limbo* and *Inside,* and composer Jakob Schmid. *Cocoon* is a trippy adventure puzzler that features world hopping mechanics that have you jumping between realities to solve interstellar mysteries. Voted the most anticipated indie game at Summer Game Fest 2023, *Cocoon* launches on Xbox, Game Pass, PlayStation, Nintendo Switch, and PC on September 29th.

Annapurna closed out its showcase with a personal touch revealing its very first self-developed game *Blade Runner 2033: Labyrinth*. In the brief trailer, an unnamed narrator talks about a destructive blackout and how he's been tasked with digging for clues and information in "the land of the dead." Annapurna didn't share a release date or specific platform information, but I bet keen-eyed fans will be able to suss out more info from the seemingly Easter egg-strewn trailer.

https://www.theverge.com/2023/6/29/23777297/stray-xbox-release-date-annapurna-summer-games-showcase