

Recently released, Nvidia's GeForce NOW has lost many major titles

GeForce NOW cloud-based online gaming service has officially ended the beta phase from early February.

GeForce NOW cloud-based online gaming service has officially ended the beta phase from the beginning of February, and immediately received a relatively great attention of the global gaming community.

However, after only a short time, there have been many game publishers announcing their withdrawal from the GeForce NOW platform without giving a clear reason. More dangerous for Nvidia, in the near future there will be a series of other major publishers that are expected to follow in the footsteps, causing GeForce NOW to lose a large number of popular games, and lay this fledgling platform first. Brink of failure after only a few months of official launch.



GeForce NOW

Specifically, starting from April 24, the titles come from Xbox Game Studios, Warner Bros. publishers. Interactive Entertainment, Codemasters and Klei Entertainment will no longer be available for streaming via the GeForce NOW platform, and may cause the platform to lose a large number of users, which has also been greatly affected by the withdrawal. of 3 major publishers Activision Blizzard, Bethesda Softworks and 2K Games a few weeks ago.

Among the publishers preparing to leave GeForce NOW, the Xbox Game Studios case is probably the easiest to explain, as Microsoft is also preparing to launch its own game streaming service called xCloud. However, the series of a famous game of Warner Bros. Interactive Entertainment such as Batman Arkham, Lego, as well as popular titles of Codemasters and Klei Entertainment including Don't Starve, DiRT . also suddenly broke up with GeForce NOW is considered a rather confusing decision. Nvidia said it hoped game publishers would "come back in the future".

The good news for the GeForce NOW user community is that Nvidia has announced support for two hit games, Assassin's Creed and Far Cry, making Ubisoft one of the publishers that own the most titles on GeForce NOW. .

If you don't already know, GeForce Now uses game licenses that users already own through platforms like Steam, Uplay and Epic Games Store, preventing them from having to buy games again. In addition, Nvidia also allows those PC games to be streamed directly to Windows, macOS, Shield and Android devices via their own servers for a subscription price of only \$ 4.99 per month.

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