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Stanley - March 10, 2026, 7:05 am

Ghost Of Yotei: Legends Wasn't Built After The Campaign--It Grew With It

After being announced last year, Ghost of Yotei's new co-op multiplayer Legends mode will go live on March 10 for the PS5 game. The mode arrives mere months after Ghost of Yotei's October 2025 launch, but development on it ran throughout the production of the single-player game. Developer Sucker Punch Productions says that this resulted in roughly an equal amount of time being spent on the multiplayer mode in addition to the main single-player campaign that was crafted for Ghost of Yotei. "We had a core team working on multiplayer throughout [Ghost of Yotei's] development," Sony Interactive Entertainment's Gillen McAllister said in a blog post. "We were reacting and responding and pulling the systems in, figuring out how they would work in a multiplayer context. As [the main game] finished, people moved over to work on Legends, flesh it out. It's an interesting development process. There's a lot of stuff that looks like a prototype for a long time, and then when the team moves in, it's a really rapid escalation and improvement. It's like an advent calendar: we wake up every morning and see something new. There's so much new content, and that the game is getting amazing and beautiful so quickly once the rest of the team jumps in to contribute." Ghost of Yotei's Legends mode puts a new spin on Atsu's mission to exact revenge against the Yotei Six, as the story is told centuries after her quest came to an end. Characters have been exaggerated, details have been lost over the ages, and the story has taken on a mythic quality, transforming into a legend that has been passed down across time. Each warlord has been reimagined, and you'll face off against them and their followers across various missions as one of several specialized classes. Continue Reading at GameSpot

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