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Thread: [Boy, There Sure Was A Lot Of Bad News This Week, Right?](#)

Stanley - March 29, 2026, 2:55 am

Boy, There Sure Was A Lot Of Bad News This Week, Right?

The final full week of March is coming to a close, and it has been a rollercoaster of emotions if you've been following the recent gaming news. Between showcases and turmoil in the industry, you never know what you're in for whenever you open your phone and start scrolling through your feed, but if you need a quick roundup, we're here to help. We've listed the biggest stories of the week below, so grab a fresh cup of your favorite hot beverage, settle down into a comfy seat, and take a quick dive into everything that happened this week.

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This week had a lot of bad news, starting with Epic Games announcing that more than 1,000 people would be impacted by sweeping layoffs. CEO Tim Sweeney framed them as a necessary step to ensure sustainability, and the impact from losing hundreds of seasoned workers will see several Fortnite projects and games shut down or scaled back. Rocket Racing, Ballistic, and Festival Battle Stage will go offline later this year, while Horizon Chase and Horizon Chase Turbo will be removed from digital stores starting June 1. This comes in the wake of Epic hiking the price of Fortnite's in-game currency V-Bucks as player engagement has begun to dip as of late. PlayStation is testing out dynamic pricing
Rumors of Sony testing out dynamic pricing system have been circulating for years now, but it looks like it might be real after all. People browsing the PSN Store have reported seeing wildly different prices for games, but at least this week's PlayStation news can't get any worse...right?

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<https://www.gamespot.com/articles/boy-there-sure-was-a-lot-of-bad-news-this-week-right/1100-6539070/?ftag=CAD-01-10abi2f>

Null State - March 30, 2026, 12:24 am

Epic, like a lot of other gaming companies lately, has gone off their rocker with layoffs, except this time it's literally a private company. Sweeney still holds over 50% of the company, so realistically all of these choices should be laid at his feet. Fortnite has went down hill because they've been extremely greedy the last couple of years, instead of following what the community has come to expect. It's the same as Ubisoft, and other publishers as of late. It's all about next quarters earnings, and in Sweeney's case he's just a greedy cunt at this point.