

Hytale

Hytale is a [sandbox game](#) developed and published by Canadian-Irish developer Hypixel Studios. Development began in 2015 by members of the [Minecraft](#) server team of [Hypixel](#) with funding from Riot Games, which would go on to purchase the studio in 2020. The game was canceled in June 2025, before being revived in November 2025 by its original creator, Simon Collins-Laflamme, who had repurchased it and recommenced development. *Hytale* was released in [early access](#) on 13 January 2026 to positive reception.

Gameplay

Hytale features a [fantasy world](#) composed of [procedurally generated](#) blocks of numerous shapes arranged in a [three-dimensional grid](#), featuring different biomes, creatures, and dungeons.^[1] Players are able to participate in [minigames](#) similar to those found on the [Hypixel](#) server and able to build and share [mods](#) and custom content using a set of browser-based and in-game tools.^{[2][3]}

Hytale features several procedurally generated areas of the world known as "zones" made up of many biomes and [mobs](#).^[4] This mode is planned to have [RPG](#)-styled combat with dungeon exploration and dynamic boss encounters. *Hytale* features block-based construction and include many different world editing and cinematic tools players can use in-game.^[4] It is also planned to feature a visual scripting system that would allow players to create or edit content without needing extensive knowledge of coding languages, as well as a dedicated Blockbench plugin for modeling and animating custom assets.^{[5][6]} It is planned to feature both official and community-run servers.^[2]

In a blog post by the *Hytale* Team from 17 November 2025, it was announced that the studio was re-acquired by Simon Collins-Laflamme (without confirmation regarding whether or not existing plans would be continued upon release), and that content at launch will feature Exploration and Creative modes as well as modding support.^[7]

<i>Hytale</i>	
	
Developer	Hypixel Studios
Publisher	Hypixel Studios
Directors	Simon Collins-Laflamme Philippe Touchette Eduard Tautan Kevin Carstens Patrick Derbic
Composer	Oscar Garvin
Platforms	Windows macOS Linux
Release	Early access 13 January 2026
Genres	Sandbox , role-playing , action-adventure
Modes	Singleplayer , multiplayer

Development

Development of *Hytale* began in early 2015.^[8] It was being developed by Hypixel Studios for PC, consoles, and mobile devices.^{[1][9][10]} The client was initially developed in C# with the server technology in Java,^[11] but both were rewritten in C++ in 2022.^[12] It was being directed by Aaron "Noxy" Donaghey of Hypixel Studios, a Canadian-Irish indie game studio of over forty employees who split off from Hypixel Inc., the company behind the [Hypixel](#) server in [Minecraft](#).^{[13][14][15]} The idea for *Hytale* arose due to [end-user license agreement changes](#) by [Mojang](#) in 2014 which blocked servers from having [micro-transactions](#) that affected gameplay, leading to an 85% drop in the Hypixel server's revenue.^{[1][16][17]} They originally wanted to avoid making a [voxel-based](#) game, but eventually decided to do so as they had experience in that genre from working on Hypixel.^[1]



Gameplay screenshot showing the player using a weapon to block an attack from an [undead](#) enemy

Hypixel Studios was at first self-financed with revenue generated by the Hypixel server. The studio subsequently received support from [Riot Games](#), which invested several million dollars in the studio,^{[18][19][20][21]} along with an advisory group that included businessmen [Dennis Fong](#), [Rob Pardo](#), and [Peter Levine](#).^[18] The studio was fully acquired by Riot Games in April 2020.^[22] *Hytale* was announced in December 2018, with the [trailer](#) amassing over 31 million views within a month.^[23]

Hytale, originally intended to be playable in 2021, was delayed several times due to its scope increasing.^{[12][24]} In July 2024, *Hytale*'s developers reported that it was being migrated to a new engine, a process that was expected to be complete by the end of the year.^[25]

Cancellation and revival

On 23 June 2025, after over 10 years of development, Donaghey announced its cancellation and closure of Hypixel Studios, citing its overly ambitious nature.^[26]

Soon after the cancellation on 13 August 2025, Simon Collins-Laflamme, the original founder of *Hytale* and Hypixel Studios, made an announcement that they were in active negotiations to acquire *Hytale* from Riot Games.^[27] Soon after, Collins-Laflamme made it clear that he would share any information he could throughout the process.^[28]

Following *Hytale*'s cancellation, Anego Studios, the developers of the sandbox survival game [Vintage Story](#), announced their intention to create an adventure mode for it inspired by *Hytale*.^[29] This was later revealed as *Project Glint*, a standalone game to be created by several former Hypixel Studios hired by Anego.^[30]

On 17 November 2025, Collins-Laflamme confirmed he had reacquired the intellectual property rights for *Hytale* on Twitter.^[31] *Hytale* was publicly re-announced, with the return of the original *Hytale* site. On it, a new article was published, titled "HYTALE IS SAVED!" with Collins-Laflamme confirming 30 developers had been re-hired with plans to continue re-hiring.^[32] A 16-minute long video of "raw" legacy engine gameplay was released to YouTube on 18 November. Though the newer engine is no longer being used, [cross-platform](#) support is still planned for the legacy engine.^[33]

Early access release

Hytale entered early access on 13 January 2026.^{[34][35][36]} Collins-Laflamme clarified that *Hytale* would not initially be published to Steam, citing the state of the game as a factor.^[37] Account creation and name reservations began a week before pre-purchase became available on 13 December 2025.^[38] *Hytale* would be available to purchase in three separate versions: Standard, "Supporter" and "Cursebreaker (Founder's Edition)".^[39]

Collins-Laflamme stated on social media that pre-purchase revenue had secured funding for at least the next two years of development, underscoring the strong initial interest and financial backing it had garnered despite its unfinished state.^{[40][41]} User-created mods emerged shortly after the game's early access release.^[42]

Hytale received its first update after its early access release on 17 January 2026.^[43]

Reception

Early access

Hytale's early access release was well received by critics, who positively compared it to *Minecraft*. In a preliminary review, IGN praised *Hytale*'s gameplay, controls, and enemy variety, but criticized the release's lack of direction.^[44] PC Gamer said that, despite Collins-Laflamme saying *Hytale* "isn't good yet", it "already feels pretty good", praising its gameplay, variety of biomes, and non-player characters.^[45] Eurogamer also praised *Hytale*, saying that it is "already enjoyable" and lauding its variety of mechanics, environments, and non-player characters.^[46]

Minecraft's lead designer Jens Bergensten commented on the similarities between *Minecraft* and *Hytale*, expressing that the two games should be more different and stating that he would "rather just play *Minecraft*", while also calling *Hytale* "very polished" and expressing his desire to play it in the future.^{[47][48]}

Awards

Year	Award	Category	Result	Ref.
2019	<u>Golden Joystick Awards</u>	Most Wanted Game	Nominated	[49]
2021	Northern Ireland Game Awards	Most Anticipated	Won	[50]
2022	Indie Game Awards	Best Upcoming Game	Won	[51]

See also

- Cube World
- Luanti
- Terraria

References

1. Simpkins, Jen (24 February 2020). "First Look: Hytale is putting adventure and creativity at the heart of its ambitious block-building sandbox" (<https://www.gamesradar.com/uk/hytale-first-look-preview/>). *GamesRadar+*. Archived (<https://web.archive.org/web/20200226140517/https://www.gamesradar.com/uk/hytale-first-look-preview/>) from the original on 26 February 2020. Retrieved 27 February 2020.
2. Walker, Ben (11 February 2019). "Hytale Interview - Hypixel Studios Talk Modding, Post-Launch Plans, and Minecraft Origins" (<https://www.dualshockers.com/hytale-interview-hypixel-studios-pc-beta/>). *DualShockers*. Archived (<https://web.archive.org/web/2019021202382/https://www.dualshockers.com/hytale-interview-hypixel-studios-pc-beta/>) from the original on 12 February 2019. Retrieved 20 September 2019.
3. Pearson, Craig (21 August 2019). "Cosplay as a cat and more with Hytale's mod tools" (<https://www.rockpapershotgun.com/2019/08/21/cosplay-as-a-cat-and-more-with-hytale-mod-tools/>). *Rock, Paper, Shotgun*. Archived (<https://web.archive.org/web/20190914020952/https://www.rockpapershotgun.com/2019/08/21/cosplay-as-a-cat-and-more-with-hytale-mod-tools/>) from the original on 14 September 2019. Retrieved 20 September 2019.
4. "Hypixel's Hytale nominated for Most Wanted Game Award" (<https://www.northernirelandscreen.co.uk/news/hypixels-hytale-nominated-wanted-game-award/>). *Northern Ireland Screen*. 25 September 2019. Archived (<https://web.archive.org/web/20191103025100/https://www.northernirelandscreen.co.uk/news/hypixels-hytale-nominated-wanted-game-award/>) from the original on 3 November 2019. Retrieved 3 November 2019.
5. "Hytale Modding Strategy and Status" (<https://hytale.com/news/2025/11/hytale-modding-strategy-and-status>). *Hytale*. Hypixel Studios. Retrieved 12 January 2026.
6. "An Introduction to Making Models for Hytale" (<https://hytale.com/news/2025/12/an-introduction-to-making-models-for-hytale>). *Hytale*. Hypixel Studios. Retrieved 12 January 2026.
7. "HYTALE IS SAVED!" (<https://hytale.com/news/2025/11/hytale-is-saved>). *Hytale*. Hypixel Studios. 17 November 2025.
8. "Hytale is a brand new game from giants of the Minecraft community, backed by Riot" (<https://www.eurogamer.net/articles/2018-12-13-hytale-is-a-brand-new-game-from-giants-of-the-minecraft-community>). *Eurogamer*, 13 December 2018, archived (<https://web.archive.org/web/20181213213635/https://www.eurogamer.net/articles/2018-12-13-hytale-is-a-brand-new-game-from-giants-of-the-minecraft-community>) from the original on 13 December 2018, retrieved 3 November 2019
9. "Game developer Riot Games acquires Hypixel Studios" (<https://www.spglobal.com/marketintelligence/en/news-insights/latest-news-headlines/game-developer-riot-games-acquires-hypixel-studios-58080844>). *www.spglobal.com*. S&P Global. Archived (<https://web.archive.org/web/20210423234754/https://www.spglobal.com/marketintelligence/en/news-insights/latest-news-headlines/game-developer-riot-games-acquires-hypixel-studios-58080844>) from the original on 23 April 2021. Retrieved 19 February 2021.
10. Hytale Team. "Summer 2021 Development Update" (<https://hytale.com/news/2021/7/summer-2021-development-update>). *hytale.com*. Archived (<https://web.archive.org/web/20210701160214/https://hytale.com/news/2021/7/summer-2021-development-update>) from the original on 1 July 2021. Retrieved 1 July 2021.
11. "An overview of Hytale's server technology" (<https://hytale.com/news/2019/1/an-overview-of-hytale-s-server-technology>). *Hytale*. Archived (<https://web.archive.org/web/20220521113359/https://hytale.com/news/2019/1/an-overview-of-hytale-s-server-technology>) from the original on 21 May 2022. Retrieved 24 May 2022.

12. "Summer 2022 Development Update" (<https://hytale.com/news/2022/7/summer-2022-development-update>). *hytale.com*. 22 July 2022. Archived (<https://web.archive.org/web/20220928183357/https://hytale.com/news/2022/7/summer-2022-development-update>) from the original on 28 September 2022. Retrieved 22 July 2022.
13. Cartmill, Claire (21 April 2020). "Videogame developer Hypixel Studios to set up NI headquarters" (<https://www.newsletter.co.uk/business/videogame-developer-hypixel-studios-set-ni-headquarters-2543414>). *News Letter*. Archived (<https://web.archive.org/web/20210114130619/https://www.newsletter.co.uk/business/videogame-developer-hypixel-studios-set-ni-headquarters-2543414>) from the original on 14 January 2021. Retrieved 2 August 2020.
14. "Our team" (<https://hypixelstudios.com/our-team>). *Hypixel Studios*. Archived (<https://web.archive.org/web/20220721163137/https://hypixelstudios.com/our-team>) from the original on 21 July 2022. Retrieved 21 July 2022.
15. Phillips, Tom (13 December 2018). "Hytale is a brand new game from giants of the Minecraft community, backed by Riot" (<https://www.eurogamer.net/articles/2018-12-13-hytale-is-a-brand-new-game-from-giants-of-the-minecraft-community>). *Eurogamer*. Archived (<https://web.archive.org/web/20181213213635/https://www.eurogamer.net/articles/2018-12-13-hytale-is-a-brand-new-game-from-giants-of-the-minecraft-community>) from the original on 13 December 2018. Retrieved 3 November 2019.
16. "Hytale is a Minecraft follow-up that remembers the Minigames" (<https://www.rockpapershotgun.com/2018/12/20/hytale-is-a-minecraft-follow-up-that-remembers-the-minigames>). *RockPaperShotgun*. 20 December 2018. Archived (<https://web.archive.org/web/20201218130853/https://www.rockpapershotgun.com/2018/12/20/hytale-is-a-minecraft-follow-up-that-members-the-minigames>) from the original on 18 December 2020. Retrieved 29 November 2019.
17. "Hytale is a brand new game from giants of the Minecraft community, backed by Riot Games" (<https://www.eurogamer.net/articles/2018-12-13-hytale-is-a-brand-new-game-from-giants-of-the-minecraft-community>). *Eurogamer*, 13 December 2018, archived (<https://web.archive.org/web/20181213213635/https://www.eurogamer.net/articles/2018-12-13-hytale-is-a-brand-new-game-from-giants-of-the-minecraft-community>) from the original on 13 December 2018, retrieved 3 November 2019
18. Jarvey, Natalie (13 December 2018). "Riot Games Leads Investment in Hypixel Game Studio" (<https://www.hollywoodreporter.com/news/riot-games-leads-investment-hypixel-game-studio-1168889>). *The Hollywood Reporter*. Archived (<https://web.archive.org/web/20181221000646/https://www.hollywoodreporter.com/news/riot-games-leads-investment-hypixel-game-studio-1168889>) from the original on 21 December 2018. Retrieved 14 December 2018.
19. Fogel, Stefanie (13 December 2018). "Creators of Popular 'Minecraft' Server Announce New Game 'Hytale'" (<https://variety.com/2018/gaming/news/hypixel-studios-reveals-hytale-1203089201>). *Variety*. Archived (<https://web.archive.org/web/20181215022409/https://variety.com/2018/gaming/news/hypixel-studios-reveals-hytale-1203089201>) from the original on 15 December 2018. Retrieved 15 December 2018.
20. Takahashi, Dean (13 December 2018). "Beware, Minecraft and Roblox. Here comes the blocky world of Hytale" (<https://venturebeat.com/2018/12/13/beware-minecraft-and-roblox-here-comes-the-blocky-world-of-hytale/>). *VentureBeat*. Archived (<https://web.archive.org/web/20220523161151/https://venturebeat.com/2018/12/13/beware-minecraft-and-roblox-here-comes-the-blocky-world-of-hytale/>) from the original on 23 May 2022. Retrieved 15 December 2018.
21. Tarason, Dominic (13 December 2018). "Hytale is a blocky sandbox RPG spawned from a massive Minecraft server" (<https://www.rockpapershotgun.com/2018/12/13/hypixels-riot-backed-hytale-announced>). *Rock, Paper, Shotgun*. Archived (<https://web.archive.org/web/20181213235008/https://www.rockpapershotgun.com/2018/12/13/hypixels-riot-backed-hytale-announced>) from the original on 13 December 2018. Retrieved 17 December 2018.

22. Webster, Andrew (16 April 2020). "Riot continues to expand beyond League by acquiring studio behind Minecraft-like game" (<https://www.theverge.com/2020/4/16/21223667/riot-games-league-of-legends-hypixel-studios-minecraft-hytale>). *The Verge*. Archived (<https://web.archive.org/web/20200416203617/https://www.theverge.com/2020/4/16/21223667/riot-games-league-of-legends-hypixel-studios-minecraft-hytale>) from the original on 16 April 2020. Retrieved 16 April 2020.
23. Fischer, Tyler (12 January 2019). "First Trailer of 'Minecraft' Inspired Game 'Hytale' Has 31 Million Views In Less Than 30 Days" (<https://comicbook.com/gaming/2019/01/12/hytale-trailer-minecraft-pc/>). *ComicBook.com*. Archived (<https://web.archive.org/web/20200409210734/https://comicbook.com/gaming/2019/01/12/hytale-trailer-minecraft-pc/>) from the original on 9 April 2020.
24. Bailey, Dustin (1 December 2023). "After 8 years, the Minecraft-inspired Hytale is still in the prototyping phase, and fans are running out of patience" (<https://www.gamesradar.com/after-8-years-the-minecraft-inspired-hytale-is-still-in-the-prototyping-phase-and-fans-are-running-out-of-patience/>). *GamesRadar+*. Archived (<https://web.archive.org/web/20231213131532/https://www.gamesradar.com/after-8-years-the-minecraft-inspired-hytale-is-still-in-the-prototyping-phase-and-fans-are-running-out-of-patience/>) from the original on 13 December 2023. Retrieved 23 April 2024.
25. Jones, Ali (30 July 2024). "9 years into development, one-time Minecraft challenger Hytale is checking that its new engine can actually run its own game" (<https://www.gamesradar.com/games/rpg/9-years-into-development-one-time-minecraft-challenger-hytale-is-checking-that-its-new-engine-can-actually-run-its-own-game/>). *GamesRadar+*. Archived (<https://web.archive.org/web/20240810083046/https://www.gamesradar.com/games/rpg/9-years-into-development-one-time-minecraft-challenger-hytale-is-checking-that-its-new-engine-can-actually-run-its-own-game/>) from the original on 10 August 2024. Retrieved 8 January 2025.
26. Gerblick, Jordan (23 June 2025). "6 years after an announcement trailer with 61 million views, Minecraft-inspired survival game Hytale is canceled and its developer is shutting down" (<https://www.gamesradar.com/games/rpg/6-years-after-an-announcement-trailer-with-61-million-views-minecraft-inspired-survival-game-hytale-is-canceled-and-its-developer-is-shutting-down/>). *GamesRadar+*. Retrieved 16 September 2025.
27. Simon Collins-Laflamme [@Simon_Hypixel] (13 August 2025). "I'm in active discussions with Riot Games about acquiring Hytale. Updates will be limited for now as we work through it. Thank you for believing in Hytale" (https://x.com/Simon_Hypixel/status/1955704104367300768) (Tweet). Retrieved 17 November 2025 – via Twitter.
28. Writer, Mark Warren Senior Staff; Warren, Mark (30 June 2025). "Hytale studio founder says he'll reach out to Riot in an effort to buy back and revive the game" (<https://www.rockpapershotgun.com/hytale-studio-founder-says-hell-reach-out-to-riot-in-an-effort-to-buy-back-and-revive-the-game>). *Rock, Paper, Shotgun*. Retrieved 18 November 2025.
29. Writer, Mark Warren Senior Staff; Warren, Mark (7 July 2025). "Vintage Story's devs are trying to save some of cancelled Hytale's soul by turning it into an adventure mode" (<https://www.rockpapershotgun.com/vintage-storys-devs-are-trying-to-save-some-of-cancelled-hytale-soul-by-turning-it-into-an-adventure-mode>). *Rock, Paper, Shotgun*. Retrieved 16 January 2026.
30. "Development update, September 2025" (<https://www.vintagestory.at/blog.html/news/development-update-september-2025-r425>). *Vintage Story*. 4 October 2025. Retrieved 16 January 2026.
31. Simon Collins-Laflamme [@Simon_Hypixel] (17 November 2025). "We did it. Hytale is saved. We have acquired Hytale from Riot Games" (https://x.com/Simon_Hypixel/status/1990479578239049974) (Tweet). Retrieved 17 November 2025 – via Twitter.

32. Chalk, Andy (17 November 2025). "'Hytale is saved': Riot sells cancelled game back to original co-founder, who promises to take it 'back to the original vision for Hytale'" (<https://www.pcgamer.com/games/adventure/hytale-is-saved-riot-sells-cancelled-game-back-to-original-co-founder-who-promises-to-take-it-back-to-the-original-vision-for-hytale/>). *PC Gamer*. Retrieved 17 November 2025.
33. Down, Aaron (19 November 2025). "Rescued "Minecraft challenger" Hytale finally shows off gameplay, and it has the building blocks of something great" (<https://www.pcgamesn.com/hytale/gameplay-showcase-16-minutes>). *PCGamesN*. Retrieved 19 November 2025.
34. Gerblick, Jordan (19 November 2025). "Hytale creator says "right now, the game is not good enough" for an Early Access launch, but when that happens, it'll "feel real Early Access"" (<https://www.gamesradar.com/games/survival/hytale-creator-says-right-now-the-game-is-not-good-enough-for-an-early-access-launch-but-when-that-happens-itll-feel-real-early-access/>). *GamesRadar+*. Retrieved 19 November 2025.
35. Wood, Austin (28 November 2025). "Hytale early access release date set for January 2026 just weeks after it's reacquired by original founders, following 5 years and cancellation at Riot: "If you don't feel comfortable pre-ordering, please don't"" (<https://www.gamesradar.com/games/survival/hytale-early-access-release-date-set-for-january-2026-just-weeks-after-its-reacquired-by-original-founders-following-5-years-and-cancellation-at-riot-if-you-dont-feel-comfortable-pre-ordering-please-dont/>). *GamesRadar+*. Retrieved 28 November 2025.
36. "Here's when Hytale, the highly anticipated voxel crafting RPG that's seven years in the making, launches in your region" (<https://www.pcgamer.com/games/survival-crafting/hytale-launch-time-release-date/>). *PC Gamer*. 12 January 2026. Retrieved 13 January 2026.
37. Young, George (5 December 2025). "Hytale lead isn't putting his Minecraft competitor on Steam at launch because "everything is wrong" with it, and Palworld lead "totally" understands his hesitance" (<https://www.gamesradar.com/games/adventure/hytale-lead-isnt-putting-his-minecraft-competitor-on-steam-at-launch-because-everything-is-wrong-with-it-and-palworld-lead-totally-understands-his-hesitance/>). *GamesRadar+*. Retrieved 5 December 2025.
38. @Hytale (8 December 2025). "You can now create your Hytale account on the official website" (<https://x.com/Hytale/status/1998144270147231818>) (Tweet) – via Twitter.
39. Wagner, Justin (21 November 2025). "Hytale honcho says early access will be \$20 because 'charging more didn't feel right': He doesn't think the game is good yet, but 'my team and I will push hard to make it good, then great'" (<https://www.pcgamer.com/games/rpg/hytale-honcho-says-early-access-will-be-usd20-because-charging-more-didnt-feel-right-he-doesnt-think-the-game-is-good-yet-but-my-team-and-i-will-push-hard-to-make-it-good-then-great/>). *PC Gamer*. Retrieved 22 November 2025.
40. ""Hytale Is Saved" Says Hypixel Founder as the Studio's Next Two Years Are Funded On Pre-Order Sales Alone" (<https://wccftech.com/hytale-is-saved-says-hypixel-founder-studios-dev-costs-next-two-years-funded-by-pre-orders-alone/>). *WCCFtech*. Retrieved 14 January 2026.
41. "Hytale will only cost \$20 because it isn't good yet, its developer says" (<https://www.engadget.com/gaming/hytale-will-only-cost-20-because-it-isnt-good-yet-its-developer-says-213747982.html>). *Engadget*. 21 November 2025. Retrieved 22 November 2025.
42. Norris, Rory (14 January 2026). "You can already download these essential Hytale mods to expand and improve its early access offerings" (<https://www.pcgamer.com/games/survival-crafting/best-hytale-mods/>). *PC Gamer*. Retrieved 17 January 2026.
43. Scholz, Karsten (17 January 2026). "The creator of Hytale has been working for hours on the patch notes for the new update, reveals in a break what is coming in the next few days" (<https://mein-mmo.de/en/the-creator-of-hytale-has-been-working-for-hours-on-the-patch-notes-for-the-new-update-reveals-in-a-break-what-is-coming-in-the-next-few-days,1546805/>). *Mein-MMO*. Retrieved 18 January 2026.

44. Hafer, Leana (14 January 2026). "Hytale Early Access Review So Far" (<https://www.ign.com/articles/hytale-review-early-access>). *IGN*. Retrieved 14 January 2026.
45. Livingston, Christopher (14 January 2026). "Hytale's developer warned us the adventure sandbox 'isn't good yet,' but it already feels pretty good to me" (<https://www.pcgamer.com/games/survival-crafting/hytale-developer-warned-us-the-adventure-sandbox-isnt-good-yet-but-it-already-feels-pretty-good-to-me/>). *PC Gamer*. Retrieved 14 January 2026.
46. "Hytale's early access launch isn't quite ready to step out of Minecraft's shadow, but as a block-loving survival fan I'm still having a blast" (<https://www.eurogamer.net/hytale-early-access-launch-isnt-quite-ready-to-step-out-of-minecrafts-shadow-but-im-still-having-a-blast>). *Eurogamer*. 14 January 2026. Retrieved 14 January 2026.
47. Wood, Austin (22 January 2026). "Minecraft creative lead plays Hytale and concludes "I'd rather just play Minecraft," and Hytale's lead says "he is probably right to feel this way"" (<https://www.gamesradar.com/games/rpg/minecraft-creative-lead-plays-hytale-and-concludes-id-rather-just-play-minecraft-and-hytale-leadsays-he-is-probably-right-to-feel-this-way/>). *GamesRadar+*. Retrieved 24 January 2026.
48. Carpenter, Lincoln (23 January 2026). "Minecraft's lead dev says Hytale is 'very polished' but he'd rather just play Minecraft, and Hytale boss says he's 'probably right'—for now" (<https://www.pcgamer.com/games/survival-crafting/minecrafts-lead-dev-says-hytale-is-very-polished-but-hed-rather-just-play-minecraft-and-hytale-boss-says-hes-probably-right-for-now/>). *PC Gamer*. Retrieved 24 January 2026.
49. "Golden Joysticks Awards 2019" (<https://web.archive.org/web/20191017181838/https://www.gamesradar.com/goldenjoystickawards/#most-wanted-game>). *GamesRadar+*. Archived from the original on 17 October 2019.
50. "NI GAME AWARDS 2021: WINNERS" (<https://www.northernirelandscreen.co.uk/news/interactive-content/ni-game-awards-2021-winners/>). *Northern Island Screen*. 9 March 2021. Archived (<https://web.archive.org/web/20220924010502/https://www.northernirelandscreen.co.uk/news/interactive-content/ni-game-awards-2021-winners/>) from the original on 24 September 2022. Retrieved 31 May 2022.
51. "Indie Game Awards 2022 Winners" (<https://www.indiegamesawards.com/2022/winners/>). *Indie Games Awards*. 15 November 2022. Archived (<https://web.archive.org/web/2022112001502/https://www.indiegamesawards.com/2022/winners/>) from the original on 20 November 2022. Retrieved 18 July 2024.

External links

- [Official website](https://hytale.com) (<https://hytale.com>) 
 - [Hytale Wiki](https://hytalewiki.org/) (<https://hytalewiki.org/>)
-

Retrieved from "<https://en.wikipedia.org/w/index.php?title=Hytale&oldid=1335962443>"