

Minecraft 1.18 Launches This Month However, Three Major Features Are "on Hold"

We knew it was coming because the snapshot betas were getting smaller and smaller. But Mojang has now made it official. The Minecraft 1.18 release date, which includes all the Caves & Cliffs Part 2 features, is scheduled to be released at the end of November. The update will be available on every platform Minecraft supports, and finally provides us with a variety of new biomes, a revamped world generation, and much more.

Minecraft 1.18 will be available on November 30. The Java Edition update will be accessible on Windows, Mac, Linux, and Linux PCs. The Bedrock Edition will launch on the PlayStation 4 - deep breath - PlayStation 4, PlayStation 5, Xbox One and Xbox Series X and S.

The update includes new world generation and upgraded cave systems, as well as candles. As previously announced, some features were pushed back from 1.18. Minecraft servers won't make 1.19 (also known to as The Wild update), as the developers have confirmed.

Archaeology, bundles, as well as goat horns "have been put on hold" according to the developers explain in the announcement. They have not been cancelled. We just needed to put them on hold for now.