

# Minecraft 1.18 Launches This Month, But Three Important Features Are "on Hold"

The snapshot betas were getting smaller and smaller and we were aware that it was coming - but now Mojang has officially announced. Minecraft prison servers with all Caves & Cliffs Part 2 features is scheduled to launch at the end November. The update will be available on every platform Minecraft supports, and brings us a host of new biomes, a revamped world generation, and more.

Minecraft 1.18 will be available on November 30. The Java Edition update will be available across Windows, Mac, and Linux PCs and the Bedrock Edition will launch on (deep breath) PlayStation 4, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X and S, Nintendo Switch, iOS, Android, and Windows 10 and 11 PCs.

The update introduces new world generation and enhanced cave systems and candles. But, as we've previously reported certain features have been delayed from 1.18 - and they will not be included in 1.19 (also called The Wild update) either, as the devs have now confirmed.

The announcement explains that archaeology, bundles and goat horns are "put on hold". They have not been cancelled. We simply had to put them on hold until further notice.