The developers of the Games Services will refuse PS4 due to growing technical restrictions

Some large companies that make online games with additional functions are likely to refuse to develop games-updates and new content-for the PlayStation 4 console. This is reported by the industry resource Gamesindustry.biz.

According to the observer of this portal Rob Faei, this can affect other old consoles, including Xbox from Microsoft.

The main reasons for such a decision are that the old consoles can no longer work as well as new ones as the same PlayStation 5. More and more people buy PS5 and Xbox Series X/S, and developers want to spend more time and money to create games for these new consoles.

For example, one of the major gaming developers, Hoyoverse, will stop supporting PS4 in the "live" Genshin Impact service in 2026. This solution, like other developers of popular online games, is associated with technical problems, such as limited PS4 capabilities to work with the big gaming world: the console's hard disk does not cope with such a game, so modern platforms with SSD win.

The source notes that the expert community has a clear idea of why Sony makes more and higher requirements for service games: if the developers stop supporting PlayStation 4, more people will switch to new consoles. And this can help sell more PS5.