Winx Club - Moonlight Quest: Take Flight on a Magical Adventure Starting November 30!

The magic of the Winx is entering a whole new dimension! From November 30, players will be able to step into the shoes of Bloom, transform into a fairy at will and freely explore the world of Magix. An enchanting experience that could well mark the beginning of a much bigger story.

The enchanting universe of Winx Club is about to come to life in a brand-new open-world game! Developed and published by Belgian studio Balio Studio, under official license from Rainbow, *Winx Club - Moonlight Quest* will launch on **November 30, 2026** on Nintendo Switch (compatible with Nintendo Switch 2), PlayStation 4, PlayStation 5, Xbox One, Xbox Series X|S and PC via Steam.

Players will take on the role of Bloom and, with a simple transformation, spread their wings and soar freely through the skies. From the gardens of Alfea to the mysterious spires of Cloud Tower, by way of Red Fountain and the bustling streets of Magix City, **eight regions make up a vast land to discover**. Everyone can explore these iconic locations at their own pace, meet familiar characters and uncover the many secrets hidden within.

An original story at the heart of the Magic Dimension

It all begins during the Festival of a Hundred Moons, an exceptional celebration that brings together the people of Magix. But the festivities take an unexpected turn when the fearsome Trix seize an ancient lunar grimoire and unleash a power as mysterious as it is unpredictable. Its pages scatter to the four corners of the realm, spreading chaos and gradually shrouding the Magic Dimension in an ominous purple mist.

Joined by Stella, Flora, Musa, Tecna and Aisha, Bloom must recover the book's lost pages, unlock the secrets of a forgotten magic and foil the Trix's plans to restore harmony.

More than 70 missions and quests punctuate this epic journey, blending puzzles, magical combat, flying trials and a variety of activities. The main quest offers around six hours of gameplay, while side challenges and numerous collectibles will let the most curious players extend the experience to around fifteen hours.

Bloom paves the way for new adventures

While Bloom takes the leading role in *Moonlight Quest*, the Winx Club universe still holds many wonders to discover. By bringing these legendary locations to life, Balio Studio has laid the foundations for an experience that could grow richer over time. New storylines, fresh activities and — why not — adventures dedicated to the other Winx could one day join this universe and reveal new sides of it.

This first outing could therefore pave the way for future chapters, giving fans new opportunities to reunite with their favorite heroines.

“We wanted to give fans what so many of them had been dreaming of for a long time: the freedom to roam Magix, fly over Alfea and live their own adventures in this universe they love so much. Today, we have brought this world to life, and we still have so many stories left to imagine with the Winx!” says Adriano Baglio, Creative Director at Balio Studio.

Magic is even better shared with friends!

Beyond its single-player story, *Moonlight Quest* offers **32 challenges playable in split screen for up to four players**, with **24 iconic characters to unlock**. Four modes are included — Adventure, Free Play, Fairy Tournament and Daily Challenge — offering plenty of ways to have fun and share moments of teamwork or friendly rivalry with friends and family.

See you on November 30!

Priced at **€39.99**, *Winx Club - Moonlight Quest* is already available for pre-order on the Nintendo eShop, the PlayStation Store and the Xbox Store, with a 15% discount reserved for PlayStation Plus subscribers on the PlayStation Store. On Steam, players can add the game to their wishlist now.

To celebrate the launch, **an exclusive outfit called “Bloom Cardix”**, inspired by the Winx Club **collectible card by KAYOU**, will be offered free through December 14, 2026 on consoles and through December 30 on Steam. Once claimed, it is yours to keep forever.

Accessible to fans around the world, the game will feature text in **25 languages** and voice-overs in French, English, Italian, Brazilian Portuguese and Russian. It is rated PEGI 7.

On November 30, the gates of Magix will finally open. Get ready to spread your wings and experience the magic of the Winx like never before!

About Balio Studio

Founded in Mons in 2009 by three brothers, Balio Studio specializes in developing video games based on major family-friendly licenses. Building on this experience, the Belgian studio now develops and publishes its own productions, with the ambition of helping players rediscover the universes that have left their mark on several generations.

Press resources
Official website: winxclubmoonlightquest.com
Steam page: store.steampowered.com

At a glance
Release date: November 30, 2026
Platforms: Nintendo Switch (compatible with Nintendo Switch 2), PlayStation 5, PlayStation 4, Xbox Series X|S, Xbox One, PC (Steam)
Price: €39.99
Genre: open-world adventure, single-player and local multiplayer for up to 4 players
Heroine: Bloom for the first chapter, then a new Winx in each chapter

Playtime: around 6 hours for the main quest, around 15 hours in total
Rating: PEGI 7
Languages: text in 25 languages, voice-overs in English, French, Italian, Brazilian Portuguese and Russian
Developer and publisher: Balio Studio

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