



**EARLY OCTOBER
UPDATE ADDS
STORY, EVENTS,
AND FRESH
COSMETICS**

**SOURCE
SUGGESTS A
DUALSENSE V3**

with a major battery
upgrade

**PLAYSTATION'S
30TH
ANNIVERSARY**

thirty years, fresh kicks

**SILVER LAKE, AFFINITY
PARTNERS, AND SAUDI PIF
TO BUY 100% OF EA**



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ET RECEVEZ NOS DERNIÈRES ACTUALITÉS**



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**The Moroccan
Gamer's hub**

N°04

OCT | 2025

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SILVER LAKE, AFFINITY PARTNERS, AND SAUDI PIF TO BUY 100% OF EA

Electronic Arts confirmed it will be acquired for roughly \$55 billion by a group including Silver Lake, Affinity Partners, and Saudi Arabia's Public Investment Fund, taking the publisher private after the deal closes.

What privatization could mean for franchises, studios, and players

In one of gaming's biggest corporate pivots, Electronic Arts is set to go private. The publisher confirmed that an investor group led by Silver Lake, alongside Affinity Partners and Saudi Arabia's Public Investment Fund (PIF), will acquire 100% of EA in a deal valued around \$55 billion. Once finalized, EA will delist from public markets—ending decades of quarterly earnings theater and setting up a new governance structure behind closed doors.

Privatization changes the rhythm. Without the constant pressure of public reporting, EA could take longer bets on tech, new IP, and studio incubation. Conversely, private ownership brings its own imperatives: return on investment, cost discipline, and strategic focus. Expect a sharpened portfolio—FIFA successor FC, Apex Legends, Battlefield, The Sims, and sports franchises—while experimental projects face higher bars.

F

For players, near-term changes may be subtle: live games continue, annualized sports releases roll on, and studios keep shipping. The bigger question is cadence and risk tolerance. Does a private EA double down on services and subscriptions? Does it chase transmedia plays or acquisitions of specialized studios? With fewer public disclosures, answers will arrive via product moves rather than investor slides.

The deal also spotlights geopolitics in gaming. PIF's participation follows a series of stakes across entertainment and esports, part of a broader diversification strategy. That involvement will rekindle debates about influence, ethics, and the cultural footprint of capital in interactive media.

Regulatory review lies ahead. Antitrust scrutiny is expected but less heated than platform-holder megamergers since this is a financial buyout, not horizontal consolidation. Still, watchdogs will probe market impact and data governance, especially around live-service economies that handle player spending at scale.

If approved, EA's next season begins off the public stage. The scoreboard won't be quarterly EPS—it'll be whether the publisher can ship bangers, steady the franchises that wobble, and prove that privacy can buy creativity, not just cost cuts.



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SCAN ME!



EARLY OCTOBER UPDATE

**ADDS STORY,
EVENTS, AND
FRESH COSMETICS**

Zenless Zone Zero's Version 2.3 is packing headline banners with three new characters and popular reruns, plus a story chapter, events, and cosmetics when it launches in early October.

Vivian gets a new skin; Soldier 0 Anby earns optional buffs

HoYoverse dropped a content buffet for Zenless Zone Zero during its Version 2.3 Special Program, and the banner lineup is the main course. Three new characters are set to debut, joined by coveted reruns that give latecomers another shot at meta-defining picks. For a gacha-driven action RPG that thrives on team synergy, this patch looks like roster refresh central.

The update isn't just about pulls. Version 2.3 brings a new chapter to the main story, expanding the urban labyrinth with fresh beats and boss encounters. Side events promise a mix of arcade chaos and combat challenges, a formula HoYoverse has honed across its portfolio. If you're stockpiling currency, this is your sprint window: pity planning, resource farming, and prebuild theorycrafting start now.

Cosmetics and QoL are along for the ride. Vivian gets a sleek new skin that leans into her style-first swagger, and Soldier 0 Anby receives optional buffs, hinting at a broader effort to keep older units viable without hard reworks. That's good news for players who've sunk time into specific agents and want to keep them competitive in new content tiers.

The banner cadence suggests a healthy pipeline. New units typically bring novel mechanics—gap-closers, stance breakers, or team-wide energy management—that shake up the meta just enough to be exciting without invalidating existing rosters. The reruns show HoYoverse is listening: accessibility is as important as novelty, especially when multiplayer flexing and leaderboard runs are part of the ecosystem.

With early October looming, prep is everything. Map out your pulls, secure mats, and watch for drip marketing that reveals kits and synergies. If Version 2.2 was the warm-up, 2.3 looks like the spotlight—new faces to learn, old favorites to revisit, and a city that never stops moving.

SUIVEZ L'ACTUALITÉ DE L'OPINION DES JEUNES

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SOURCE SUGGESTS A DUALSENSE V3 WITH A MAJOR BATTERY UPGRADE



A fresh report backs the existence of a PS5 Pro and hints at a DualSense V3 controller focused on significantly better battery life, pointing to a potent one-two hardware refresh from Sony.

Another report points to a new PS5 Pro in the pipeline

Mid-gen refresh season may be dawning for PlayStation. A new report has surfaced online asserting that Sony's PS5 Pro is real and in motion, echoing months of whispers about a performance-focused iteration. The same source claims a third-generation DualSense is also in the works, with a standout improvement: battery endurance.

The PS5 Pro chatter typically orbits the usual suspects: higher GPU throughput for steadier 4K, improved ray tracing, and smarter upscaling. If Sony pairs hardware muscle with better developer tools, we could see games lock targets more consistently—think fewer dips in demanding open worlds and ray-traced modes that don't feel like trade-offs.

But the controller could be the daily-life hero. The DualSense is beloved for its adaptive triggers and nuanced haptics; it's less loved for battery drain. A V3 that stretches playtime meaningfully—without nerfing haptic fidelity—would be a quiet revolution for couch sessions. Whether that's achieved through higher-density cells, efficiency tweaks, or smarter power profiles will be key.

As always with rumors, salt is advised. Timelines, specs, and SKUs are fluid until Sony speaks. Still, the pattern matches industry cadence: three to four years into a generation, platform holders chase both developer ambition and player comfort with iterative hardware. If the Pro lands alongside a controller that finally kills battery anxiety, it would send a clear message: performance and stamina, together.

Until official word drops, watch for certification filings, marketing breadcrumbs, and dev chatter. Where there's this much smoke, a refined console and a longer-lasting pad may not be far behind.



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FINAL FANTASY 7: THE LAST CHAPTER LISTENS

Final Fantasy 7 Rebirth soared in 2024, but director Naoki Hamaguchi says the trilogy's closing chapter will go further by acting on "a lot of feedback" from fans.

Director Naoki Hamaguchi says fan feedback is shaping the finale

Final Fantasy 7 Rebirth rekindled the Midgar fire with sprawling zones, kinetic combat, and a reimagined story that split the community in fascinating ways. Now, director Naoki Hamaguchi is signaling an even more collaborative approach for the trilogy's finale: listening closely, and acting decisively.

What does that mean in practice? Fans have praised Rebirth's set-piece brilliance and party banter while nitpicking open-world sprawl, side quest variance, and certain progression pacing. If Square Enix prioritizes sharper quest curation, clearer reward loops, and smarter fast-travel cadence, the final entry could retain Rebirth's highs while smoothing its edges.



Combat is another pressure point. The hybrid system earned love for its flashy synergy and ATB depth, but some players wanted tighter difficulty tuning and better on-boarding for advanced builds. Expect learnings here, perhaps via improved tutorials, more transparent stat scaling, and boss encounters that ask for creativity without demanding spreadsheet-level prep.

Narratively, the trilogy has flirted with meta-text and multiverse threads—catnip for some, a headache for others. Hamaguchi's nod to feedback suggests a finale that anchors its boldness in character stakes: Cloud's burden, Tifa's resolve, Aerith's fate, and the crew's fragile bonds. If the ending sticks an emotional landing while respecting player expectations, it could bridge the remake-versus-rewrite divide.

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L'ODJ L'OPINION DES JEUNES



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FORTNITE TRIAL RUNS AN AI CHATBOT FOR PLAYER SUPPORT TICKETS



Epic Games is piloting an AI chatbot to handle Fortnite player support tickets, a move aimed at scaling assistance as the game expands features like proximity chat and tightens moderation.

AI meets victory royale

Fortnite isn't just a game; it's a live service superstructure handling millions of players, shifting metas, and a dizzying flow of tickets ranging from billing to bans. Now, Epic Games is testing an AI chatbot to triage and resolve support requests, positioning artificial intelligence as the new frontline for player care.

The timing tracks with Fortnite's recent feature push. Proximity chat—fun, chaotic, and unexpectedly intimate—has already demanded stricter moderation, resulting in thousands of bans for inappropriate behavior. That's a spike in enforcement volume and appeal requests all at once. An AI layer could quickly surface policy explanations, track known issues, and guide players through evidence submission or account recovery without the wait times that make tempers flare.

Key questions remain. Can a bot understand the nuance of a skin refund gone wrong or a wrongful moderation claim? Epic's bet likely mirrors wider industry practice: AI handles the routine with speed and consistency, while edge cases escalate to human agents who can read context and exercise judgment. If the system works, players get faster resolutions, and human teams focus on the gnarlier problems.

There's a careful balance to strike on tone. Support that feels like a wall of canned replies erodes trust. Support that anticipates needs and remembers history builds it. The best implementations use AI to personalize and pre-fill answers—without pretending it's a person. Clear disclosure that you're talking to a bot, along with one-click escalation to a human, should be table stakes.

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PLAYSTATION'S 30TH ANNIVERSARY : THIRTY YEARS, FRESH KICKS

Sony is marking PlayStation's 30th anniversary with a dual drop: a limited sneaker collaboration arriving in the coming weeks and a photography book slated for next year, blending gaming heritage with art and streetwear.

Anniversary sneakers arrive soon; the photo book lands next year

Sony is celebrating three decades of PlayStation with a two-pronged cultural play: limited-edition sneakers inspired by the brand's iconic visual language, and a photography book promising an archival journey through 30 years of console history and community. For longtime fans, it's a nod to how PlayStation grew from a disruptive newcomer in 1994 into a cross-generational touchstone that speaks as fluently to sneakerheads as it does to speedrunners.

The sneakers are the immediate headline. Launching in the coming weeks, the limited drop aims squarely at collectors who remember racing for PS2 restocks and queueing for collab colorways. Sony is keeping exact partners and pricing under wraps for now, but the expectation is a design that riffs on the sacred symbology—Triangle, Circle, Cross, Square—alongside materials and palettes that echo classic hardware. Think DualShock-era greys, PS1 memory card greens, maybe even iridescent hints of the PS2 boot screen.

The companion photography book, due next year, is being positioned as a high-quality, art-forward chronicle. Beyond sleek console glamor shots, expect portraits of players, developers, and scenes from midnight launches to esports arenas.



The real promise is context: how PlayStation shaped genres, aesthetics, and the language of modern gaming. In an era where feeds scroll past masterpieces in seconds, a curated, tactile volume feels like the right medium to slow down and look closely.

The timing is savvy. Anniversary seasons can devolve into merch dumps, but pairing a fashion statement with a thoughtful visual history makes the celebration feel balanced. It acknowledges PlayStation's dual identity: a brand with serious design lineage and a community built on moments—first platinum trophies, legendary boss fights, the clack of a disc tray closing—that deserve to be remembered.

For collectors, the next few weeks will be about watchlists and raffles. For archivists and fans of game culture photography, 2025 already has a coffee-table contender. And for Sony, it's a reminder that PlayStation's story isn't just in teraflops and frame rates—it's in the artifacts and images we choose to keep.

GAME OF THE WEEK



**Battlefield 6 is coming out this week on the 10th
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QUICKIES

• BY LODJ

Pokemon Legends: Z-A Leak Hints Stat-Change Moves Use A New Formula

A new leak suggests Pokemon Legends: Z-A will overhaul how stat-changing moves work, diverging from the mainline series' long-standing rules. Buffs that raise allies' stats and debuffs that lower enemy stats reportedly follow a different formula, which could reshape competitive strategies and boss encounters alike. Players who rely on staples like Swords Dance, Calm Mind, or Screech may find their classic set-ups less effective—or unexpectedly stronger—depending on stacking behavior, caps, and duration.

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Control: Ultimate Edition console update finally matches PC build

Remedy Entertainment has rolled out a fresh update for Control: Ultimate Edition on PlayStation 5 and Xbox Series X/S, bringing parity with the PC patch released earlier this year. The console update aligns bug fixes, stability improvements, and performance optimizations across platforms, smoothing out ray-tracing scenarios and reducing rare crash triggers in high-intensity encounters.

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Retailers are selling Battlefield 6 early and players are already Online

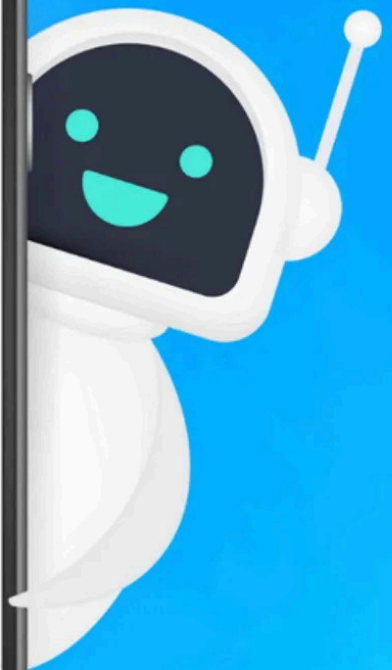
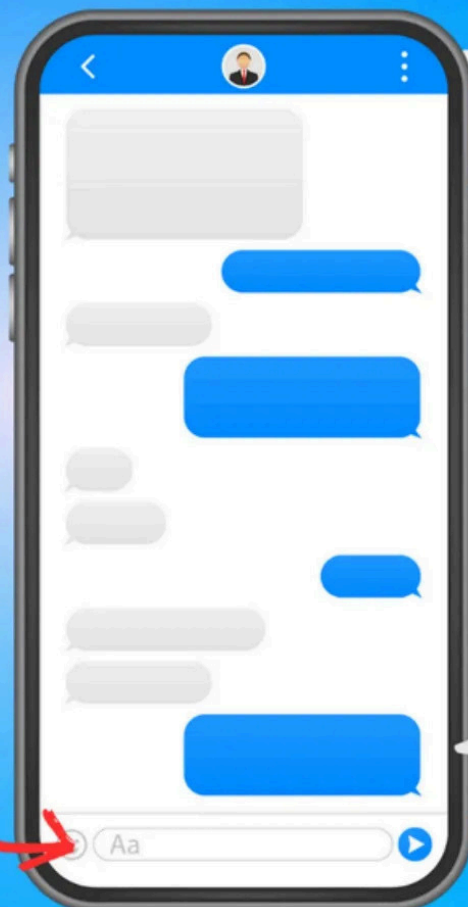
Physical copies of Battlefield 6 are reportedly in the wild ahead of its October 10 launch, with players posting photos and gameplay across social media. Early retail breaks aren't new, but what's surprising is that some users say they can access online services right now, rather than being gated by a day-one server lock or preload key.

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PLAYSTATION SHOWCASE REVEALS SEVEN DEADLY SINS GAME



Revealed during the September 2025 PlayStation State of Play, The Seven Deadly Sins: Origin promises to immerse players in the anime's world with solo and co-op gameplay options. Launching in early 2026, the game features diverse modes and areas tailored to both playstyles.

New gameplay modes highlight variety and depth

The Seven Deadly Sins: Origin is set to transport players into the fantastical world of Britannia, offering the chance to explore the anime's rich universe either solo or with friends in co-op mode. Revealed during the September 2025 PlayStation State of Play showcase, this highly anticipated RPG is scheduled for release in early 2026.

Fans of the hit anime series will be delighted to know that The Seven Deadly Sins: Origin aims to stay true to its source material while introducing new elements to enhance the gaming experience. Players can choose to tackle the game's challenges on their own or team up with up to three others for co-op gameplay. This flexibility ensures that the game caters to a wide audience, whether you prefer a solitary journey or a collaborative adventure.

The game boasts a variety of modes and areas designed to accommodate both playstyles. Solo players can immerse themselves in the narrative, uncovering secrets and forging their own path through Britannia. Meanwhile, co-op mode offers shared exploration, allowing friends to strategize and take on challenges together. This dual approach highlights the developers' commitment to providing a balanced and engaging experience for all players.

Gameplay reveals have showcased a blend of action-packed combat, puzzle-solving, and exploration. Players will encounter iconic characters from the anime, each with unique abilities that can be utilized in battle. The game's expansive world promises diverse environments, ranging from lush forests to ancient ruins, ensuring that exploration feels fresh and rewarding.

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