



**POKEMON GO
UNVEILS TALES
OF
TRANSFORMATION
EVENT**

**SHAWN LAYDEN
CALLS OUT LIVE
SERVICE HYPE**

The mirage of perpetual
profit in gaming

**FORTNITE'S NEXT
BIG SKIN: BART
SIMPSON REVEALED**

Shock 'N Awesome
wraps up with Bart

**MORE WOMEN SPEAK OUT
AGAINST MIZKIF**

**SEXUAL ASSAULT CLAIMS SHAKE STREAMING
COMMUNITY**

October 2025 - Fifth Edition - Non-commercial version
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ET RECEVEZ NOS DERNIÈRES ACTUALITÉS**



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**The Moroccan
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MORE WOMEN SPEAK OUT AGAINST MIZKIF

More women have come forward with allegations against popular Twitch streamer Matthew Rinaudo, known as Mizkif, accusing him of sexual assault, harassment, and making insensitive remarks about a deceased streamer. The growing controversy has reignited debates about accountability in the gaming and streaming communities.

Sexual assault claims shake streaming community

In recent weeks, the gaming world has been rocked by a wave of new allegations against Twitch personality Matthew Rinaudo, better known as Mizkif. Several women have stepped forward, sharing their experiences of sexual assault and harassment, as well as recounting instances where Mizkif made deeply insensitive comments about a fellow streamer who had passed away. These revelations have sent shockwaves through the Twitch community, prompting renewed discussions about safety, respect, and accountability for online influencers.

Mizkif, who boasts millions of followers on Twitch and other social platforms, has long been a central figure in the streaming world. However, his reputation has come under intense scrutiny following these public accusations. The allegations range from unwanted advances and inappropriate

behavior at streaming events to dismissive and offensive remarks made in private and on stream. In particular, his alleged comments about a deceased Twitch streamer have been described as “callous” and “disrespectful,” further fueling the outrage among fans and fellow creators.

For many, these incidents highlight ongoing issues within the gaming and streaming industries, where power dynamics and a lack of oversight can leave vulnerable individuals exposed to abuse. Several female streamers have spoken out about the challenges they face, from harassment in chat rooms to uncomfortable encounters at conventions. The Mizkif controversy has become a catalyst for broader conversations about the need for stronger protections and clearer guidelines for content creators.

Twitch, for its part, has responded by reiterating its commitment to maintaining a safe and inclusive platform. In a statement, the company emphasized that it takes all reports of misconduct seriously and encourages anyone affected to come forward. However, critics argue that Twitch’s enforcement of its policies is inconsistent and lacks transparency, leaving many victims without adequate recourse.

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FORTNITE'S NEXT BIG SKIN: BART SIMPSON REVEALED

Fortnite fans are buzzing as Epic Games reveals a detailed look at the upcoming Bart Simpson skin, set to launch in the next mini-season. With Chapter 6 Season 4 ending on November 1, players are preparing to say goodbye to familiar NPCs, POIs, and the iconic map that has defined Fortnite's gameplay for the past year.

Shock 'N Awesome wraps up with Bart Simpson debut

Fortnite continues to redefine gaming crossovers, and the latest reveal has players more excited than ever. Epic Games has officially teased the Bart Simpson skin, giving fans a closer look at the iconic character's transition from Springfield to the Battle Royale island. The skin's arrival coincides with the end of Fortnite Chapter 6 Season 4, marking a significant shift in the game's landscape and player experience.

As the Shock 'N Awesome mini-season draws to a close, players are reflecting on the year-long journey through Chapter 6. The map, filled with memorable NPCs and points of interest (POIs), has become a playground for millions of gamers worldwide. With the season ending on November 1, the community is bracing for change, knowing that the familiar terrain and characters they've come to love will soon be replaced by new adventures.

The introduction of Bart Simpson is more than just another skin; it's a cultural moment. Fans of The Simpsons and Fortnite alike are eager to see how the mischievous Bart fits into the game's fast-paced action. Early previews show the skin featuring Bart's trademark spiky hair, iconic red shirt, and even a few animated emotes that capture his rebellious spirit. Epic Games has hinted at themed challenges and limited-time events tied to the skin, ensuring that its launch will be a highlight for both collectors and competitive players.

As the countdown to the new season begins, speculation is rampant about what changes are in store. Leaks suggest that the map will undergo significant updates, with new POIs inspired by The Simpsons and other pop culture franchises. Some NPCs will be retired, while others may return in unexpected ways, keeping the gameplay fresh and unpredictable.

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TOUTE L'INFORMATION À L'ORDRE DU JOUR ET EN CONTINU

SHAWN LAYDEN CALLS OUT LIVE SERVICE HYPE THE MIRAGE OF PERPETUAL PROFIT



Former Sony executive Shawn Layden has criticized the video game industry's growing fixation on live service titles, arguing that the pursuit of endless hits like Fortnite is a "mirage." His comments have reignited debate over the future of AAA game development and the sustainability of the live service model.

The mirage of perpetual profit in gaming

Shawn Layden, former head of Sony Interactive Entertainment, has never been one to shy away from frank assessments of the gaming industry. In his latest interview, Layden expressed deep concerns about the industry's current obsession with live service games—titles designed to keep players engaged (and spending) indefinitely through regular updates, microtransactions, and social features.

Layden's critique comes at a time when nearly every major AAA publisher is scrambling to replicate the success of games like Fortnite, Apex Legends, and Genshin Impact. While these live service titles have generated billions in revenue, Layden believes the industry's relentless pursuit of the next big hit is unsustainable and potentially damaging to both developers and players.

During his tenure at Sony, Layden oversaw the launch of several critically acclaimed single-player games, including God of War and Horizon Zero Dawn. He argues that the focus on live service models has led to a narrowing of creative ambition, with studios increasingly pressured to prioritize monetization over innovation. "Chasing the live service dream can be a mirage," Layden warns, "because only a handful of games ever achieve that level of success. Most end up abandoned, leaving players disappointed and developers burned out."

Layden's comments have struck a chord with many in the gaming community, particularly those who miss the era of rich, story-driven experiences. He points out that while live service games can foster vibrant communities and ongoing engagement, they often come at the expense of narrative depth and artistic risk-taking. Moreover, the financial risk associated with launching a live service title is enormous; failure can mean millions of dollars lost and years of work wasted.

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POKEMON GO UNVEILS TALES OF TRANSFORMATION EVENT

Pokemon GO is bringing back the Lucky Trinket as the main reward for November's GO Pass Deluxe, giving trainers another shot at this coveted item. Those who reach rank 100 can challenge the Legendary Virizion in a special battle themed around the Tales of Transformation event.

Rank 100 players face Virizion in special battle

November is shaping up to be an exciting month for Pokemon GO trainers, as Niantic announces the return of the Lucky Trinket in the latest GO Pass Deluxe. This rare item, highly sought after for its ability to boost catch rates and increase shiny chances, will be the centerpiece of the November rewards track, sparking renewed interest in the game's competitive scene.

To claim the Lucky Trinket, players must reach rank 100 on the November GO Pass track, a challenge that will test dedication and strategy. Along the way, trainers will unlock a series of exclusive rewards, including rare candies, avatar items, and encounter bonuses. The Lucky Trinket itself is expected to be a game-changer for those looking to complete their Pokedex or hunt for elusive shiny Pokemon.



But the excitement doesn't stop there. Upon reaching rank 100, trainers will face a special battle against the Legendary Pokemon Virizion. This encounter is themed around the ongoing Tales of Transformation event, which explores the mythology and evolution of various Legendary and Mythical Pokemon. The battle promises unique mechanics and rewards, making it a highlight of the November season.

Niantic has designed the Tales of Transformation event to engage both new and veteran players, with themed research tasks, limited-time raids, and story-driven challenges. The return of the Lucky Trinket adds an extra layer of motivation, encouraging trainers to push for rank 100 and participate in special activities throughout the month.

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**REJOIGNEZ NOTRE CHÂÎNE WHATSAPP
POUR NE RIEN RATER DE L'ACTUALITÉ !**

FINAL FANTASY 7 REBIRTH OPTIMIZED FOR SWITCH 2



Nintendo fans can rest easy. Square Enix has confirmed that Final Fantasy 7 Rebirth's Switch 2 version will meet or exceed the standards set by its predecessor. The company is committed to delivering a port that maximizes the capabilities of Nintendo's next-gen console, with special attention to handheld optimization.

Square Enix targets handheld excellence for FF7 rebirth

As anticipation builds for the launch of Nintendo's Switch 2, RPG fans have been eager for news about one of the most hotly anticipated titles: Final Fantasy 7 Rebirth. Square Enix has now addressed concerns directly, assuring players that the Switch 2 version of FF7 Rebirth will be at least on par with the first remake, and may even set new standards for handheld gaming.

A senior Square Enix official revealed that the development team is working closely with Nintendo to ensure the port leverages the full power of the Switch 2 hardware. This means improved graphics, faster load times, and smoother gameplay—both docked and handheld. The company's goal is to deliver a seamless experience that honors the legacy of the original FF7 while taking advantage of next-gen technology.

Handheld optimization is a key focus, with Square Enix promising enhancements that will make playing on the go more immersive than ever. The official hinted at dynamic resolution scaling, adaptive controls, and battery-friendly performance tweaks, all designed to make FF7 Rebirth a must-have for Switch 2 owners.

The announcement has been met with relief and excitement across social media. Many fans were worried that technical limitations would hamper the Switch 2 version, but Square Enix's commitment to quality has reassured even the most skeptical gamers. The company's track record with previous ports, including the acclaimed first remake, suggests that FF7 Rebirth will live up to its promise.

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LEGION REMIX'S SECRET ACHIEVEMENT UNVEILED

World of Warcraft's Legion Remix event has introduced a secret achievement, "Putting the Finite in Infinite," which can be earned by reaching the Limits Unbound cap of 999 or clearing a Mythic+ Keystone of 49 or higher. Despite its name, Infinite Power isn't truly infinite, and only the most dedicated players are likely to reach this remarkable milestone.

Putting the Finite in Infinite: achievement explained

World of Warcraft's latest event, Legion Remix, has captivated players with its fast-paced progression and unique rewards. Among its many features, one has stood out as especially elusive: the secret achievement "Putting the Finite in Infinite." This achievement, awarded for either reaching the Limits Unbound cap of 999 or clearing a Mythic+ Keystone at level 49 or higher, has quickly become a badge of honor for the game's most hardcore adventurers.

Legion Remix is designed to let players relive the iconic Legion expansion while enjoying accelerated leveling and power gains. However, the Infinite Power system, which seemed to promise endless progression, actually has a hard cap. Once players reach 999 Limits Unbound—a stat that boosts their character's abilities—they hit the ceiling, earning the achievement and confirming that "infinite" power is, in fact, finite.

The alternate route to the achievement, clearing a Mythic+ Keystone at level 49 or higher, is equally grueling. Mythic+ dungeons are already known for their difficulty, but pushing to level 49 requires



exceptional skill, coordination, and a deep understanding of game mechanics. Only a handful of players have managed to conquer this challenge since the event's launch, making the achievement one of the rarest in WoW history.

For many in the community, the existence of a cap has sparked lively debate. Some argue that setting a limit keeps the game balanced and prevents burnout, while others wish for true infinite progression. Blizzard, the developer behind World of Warcraft, has stated that the cap was implemented to ensure fair competition and to avoid technical issues that could arise from unchecked power scaling.

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GAME OF THE WEEK



Asterix & Obelix: Mission Babylon is coming out this week on the 10th October :

This time, our heroes leave their beloved village for a long journey through the Parthian Empire, a faraway kingdom under threat from Roman invasion. Their mission? To save Monipehni, the King of the Parthians, who has fallen victim to a deadly poison brewed by Bahmbuhzeli, a treacherous sorcerer allied with Caesar.

QUICKIES

• BY LODJ

Magic: The Gathering Has Already Nerfed Vivi Before The November 10 Bans

Magic: The Gathering's infamous Vivi Ornitier is getting a nerf today on MTG Arena, though the card may be banned in some formats on November 10. Magic: The Gathering is enjoying a period of increased sales and overall success, which can be partly attributed to Universes Beyond releases like Final Fantasy. While UB reception remains mixed, Final Fantasy was very well received by fans, and it spawned some powerful cards and combos.

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World of Warcraft Reveals Likely Midnight Pre-Patch Release Date

According to a splash screen found on the World of Warcraft test servers, the Midnight Pre-Patch will launch before January 27. This means World of Warcraft fans will likely be able to enjoy features like Housing Neighborhoods and the Devourer Demon Hunter as early as January 20.

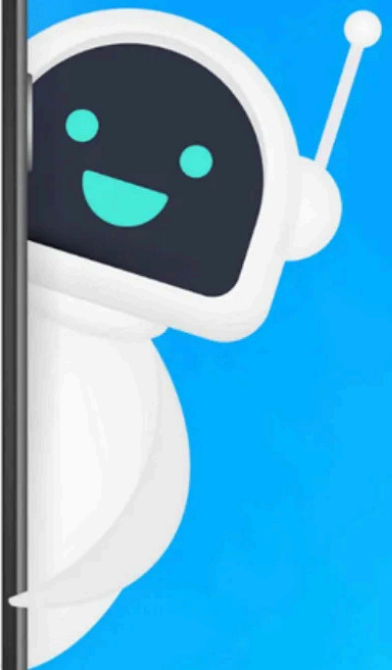
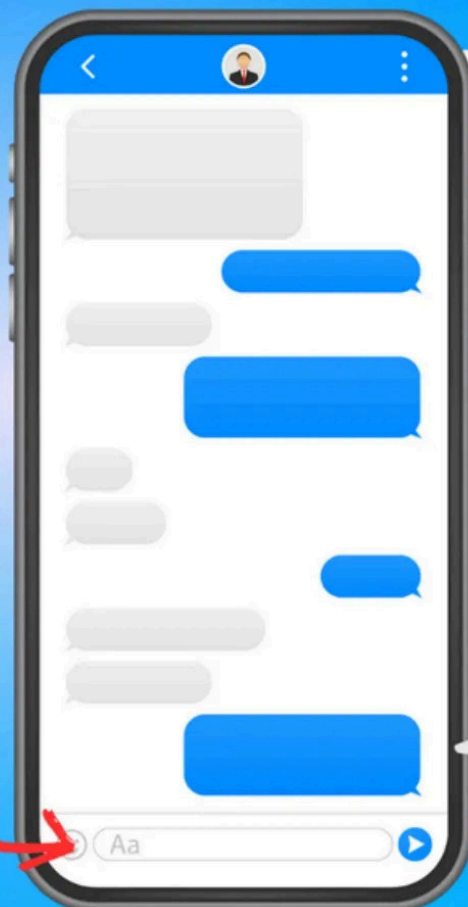
Xbox Game Pass Ultimate Adds Highly Anticipated Day One RPG

Obsidian Entertainment's The Outer Worlds 2 has joined the lineup of titles available to Xbox Game Pass Ultimate subscribers. The highly anticipated sequel launched on October 29 and became available for Xbox Game Pass members of the highest tier to enjoy from day one.



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ET OBTENEZ DES RÉPONSES INSTANTANÉES, IL EST LÀ POUR
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SCAN ME



NEXT HALO GAME STAYS TRUE TO TRADITION: NO AI INVOLVEMENT!



Despite speculation surrounding the use of generative AI in game development, recent statements from an industry insider confirm that the next Halo installment will not incorporate this technology. This decision reflects a commitment to traditional game design principles.

The role of traditional development in gaming's Future

Rumors have circulated within the gaming community regarding the potential use of generative AI in the development of the next Halo game. However, a well-known Xbox and gaming industry insider has clarified on social media that Xbox Game Studios currently has no mandate to employ generative AI in Halo or any other titles. This announcement has significant implications for the future of the franchise and the broader gaming landscape.

The decision to refrain from using generative AI aligns with the developers' commitment to maintaining the integrity and authenticity of the Halo experience. While AI technologies have the potential to streamline certain aspects of game development, many in the industry believe that traditional methods are essential for preserving the unique qualities that define beloved franchises like Halo.

Moreover, the insider noted that while generative AI may not be utilized in game development, it could still play a role in administrative tasks such as emails and project management. This distinction highlights the nuanced approach that Xbox Game Studios is taking as it navigates the evolving technological landscape.

Community reactions to this announcement have been mixed. Some players express relief, believing that the absence of generative AI will ensure a more polished and thoughtfully crafted game. Others, however, are curious about the potential benefits that AI could bring to game design, such as enhanced storytelling and dynamic gameplay mechanics.

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