

November 2025 - Sixth Edition - Non-commercial version 100% web connected & enhanced magazine in flipbook format



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The Moroccan Gamer's hub

N°06

NOV 2025

DIRECTEUR DE PUBLICATION : ADNANE BENCHAKROUN

NUMÉRO RÉALISÉ PAR : MAMOUNE ACHARKI

ÉQUIPE DE RÉDACTION : MAMOUNE ACHARKI - MOHAMED AIT BELLAHCEN

ALIMENTATION & MISE EN PAGE : MAMOUNE ACHARKI

WEBDESIGNER / COUVERTURE: NADA DAHANE

DIRECTION DIGITALE & MÉDIA: MOHAMED AIT BELLAHCEN

L'ODJ Média - Groupe de presse Arrissala SA

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Tatsuya Nagamine, celebrated for elevating One Piece's animation and direction to a new peak, especially during the Wano arc, and for helming landmark episodes like Gear 5's debut, has passed away at 53. His death was announced today, though it reportedly occurred earlier in the summer. Fans remember a director who bridged blockbuster flair with character-first storytelling.

The vision behind Dragon Ball and One Piece's s brilliance has fallen silent

IFallout 4's long-awaited Anniversary Edition arrived with a promise: a definitive package that modernizes a beloved RPG for today's hardware and new players. Early impressions from a broad slice of the community are positive—faster load times, more stable frame rates, and a cleaner mod experience for those staying within official channels. But a not-insignificant subset of players is reporting critical launch issues, including failure to boot, looping splash screens, and instant crashes on start.

The most common threads point to three culprits. First, legacy mod conflicts: years of script extenders, injected plugins, and custom INI tweaks are clashing with updated binaries and file structures. Second, driver and overlay conflicts: GPU overlays, capture tools, and RGB software are producing fatal errors on startup.

Third, corrupted upgrade paths: players migrating from older installs—or moving between HDD and SSD—are seeing mismatched files that trigger integrity failures.

Bethesda has acknowledged the reports and says it's actively investigating with a first round of hotfixes already scoped. The publisher's initial guidance is practical: verify files, temporarily disable overlays (Steam, GeForce Experience, Radeon, Discord), update GPU drivers, and run the game once in a clean state with all third-party mods disabled. Mod-heavy veterans are advised to wait for updated versions of F4SE-equivalent tools, script-dependent mods, and texture packs before fully diving in.

For console players, the picture looks steadier. PS5 and Xbox Series X|S owners report a generally stable experience, though a few have encountered save migration quirks and sporadic asset pop-in. On PC, performance is strong when the pipeline is clean, with notable gains in traversal stutter and cell loading compared to pre-Anniversary builds.

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GTA 6 DELAYED AGAIN UNTIL NOVEMBER 2026 BY ROCKSTAR

Grand Theft Auto VI will now be released on November 19, 2026, following a new delay announced today by Rockstar Games. This setback was confirmed during the publication of Take-Two's second-quarter financial results, the parent company of Rockstar.

Grand Theft Auto VI: New Disappointment, Game Release Pushed to 2026

The announcement shook the gaming community on Wednesday, November 12, as Take-Two officially confirmed a new delay for Grand Theft Auto VI, pushing its release to November 19, 2026. This delay follows a previous one, which moved the initial release date from fall 2025 to May 2026. According to Rockstar, this additional time is meant to ensure the level of quality that players expect, quaranteeing an optimal gaming experience.

In a statement sent to IGN, the company clarified: "This delay will give the development team the necessary time to finalize the game and give it the polish that players expect and deserve." Take-Two, the parent company, expressed its full support for Rockstar, emphasizing that they are confident in the studio's ability to deliver "an exceptional entertainment experience."

The game, which is one of the most anticipated in video game history, has faced several delays since its initial announcement. Take-Two's CEO, Strauss Zelnick, had recently stated that he was "confident" about a 2025 release. However, development challenges and the need to perfect the game have led to this new adjustment.

This delay in the release of GTA VI has sparked mixed reactions among fans. While many understand the need to deliver a quality game, others express frustration over the extended wait. Delays in the video game industry, although common, remain a sensitive topic, especially for such an iconic title as GTA VI, which has been eagerly awaited for years.

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BLACK OPS 7: TREYARCH DETAILS OPEN MATCHMAKING



With Call of Duty: Black Ops 7 launching November 14, Treyarch has outlined how multiplayer matchmaking will work at release. The studio confirms a primarily Open matchmaking model at launch, alongside an additional queue option for players who prefer a different competitive texture.

Alternate queue for tighter brackets

Open matchmaking is designed to prioritize low latency and fast games by widening acceptable skill ranges when ping targets are met. In short, you get into matches quicker with stable connections, while skill is still part of the equation but weighted below network quality. This shift responds to years of community debate around strict skill-based matchmaking shaping every lobby and, in some cases, extending queue times. By easing the dials, Treyarch aims to preserve match flow, diversify encounter skill bands, and reduce churn from repetitive mirror-match lobbies.

The alternate option—details still being finalized—will cater to players who want more consistency in lobby difficulty or who are testing loadouts in a higher-signal environment. Expect tighter skill brackets, potential region constraints, and possibly longer queues. The split gives creators and competitive-minded squads a space to stress builds and scrim without fully entering ranked, while keeping the default experience brisk for the broader player base.

Under the hood, matchmaking now juggles ping, jitter, packet loss, input device, and connection type, plus dynamic rules to avoid back-to-back rematches and to rebalance parties. Cross-play remains enabled by default, with input-based filters to keep mouse-and-keyboard and controller aim-assist debates in check. Network health dashboards and clearer post-match telemetry should help players diagnose issues and give Treyarch cleaner data to iterate on the fly.



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FORSAKEN HOLLOWS EXPANSION

FromSoftware and Bandai Namco have unveiled The Forsaken Hollows, a major DLC for Elden Ring Nightreign slated for early December 2025 across all platforms. Expect new regions to explore, fearsome bosses, and the signature interlocking systems that turn curiosity into hard-won mastery.

New regions, dungeons, and Meta shifts

The Forsaken Hollows signals a fresh descent into the unknown. While the studios are keeping story beats close, the title implies a subterranean or sunless frontier—think layered caverns and forsaken settlements—stitched into Nightreign's expanded world. FromSoftware's DLC tradition suggests several new legacy dungeons, a web of side paths, and optional encounters that hit above the leveling curve. Weapon arts, spells, and ashes of war typically see a bump, inviting new buildcraft and meta shakeups for both PvE and PvP.

Release parity across platforms is noteworthy. Simultaneous rollout on PlayStation, Xbox, and PC reduces fragmentation and aligns community discovery, speedrunning, and wiki-building. Expect a chunky day-one patch: narrative flags, balance passes, and performance fixes often ship alongside content. PC players will eye CPU frametime consistency in dense combat and shader caching improvements; console players will watch quality/performance mode stability, especially around boss arenas laden with particle effects.

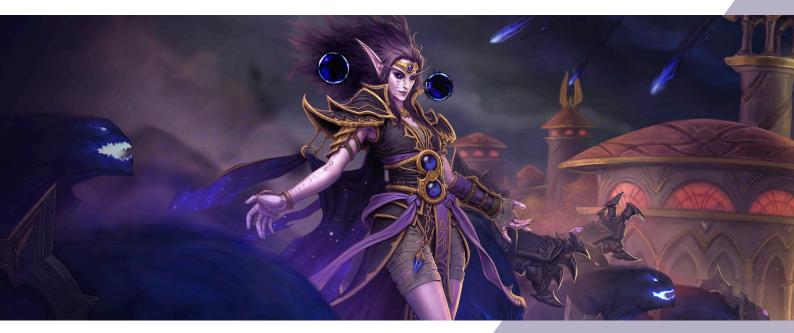


For returning Tarnished, the prep loop begins now. Clean up lingering questlines that might gate NPC interactions, stock up on upgrade materials, and experiment with alternative weapon classes to pivot quickly if the DLC favors certain damage profiles. PvP fans should anticipate a reset of expectations as new tools and talismans hit the sandbox, and community tournaments redraw tier lists. If prior DLC patterns hold, The Forsaken Hollows will also hide at least one route that rewards off-path exploration with meaningful power spikes.

FromSoftware's expansions thrive on friction and discovery. The promise here is more than a boss rush; it's a new grammar of spaces and threats that re-teaches you how to read the world. Early December can't come soon enough.



WORLD OF WARCRAFT: MIDNIGHT BETA GOES LIVE



Blizzard has flipped the switch on the Midnight beta, giving opted-in players and Epic Edition pre-purchasers broad access to zones, dungeons, systems, and core features. It's a pivotal public test that will shape tuning and polish before launch, and a rare chance to stress-test the endgame early.

Epic edition grants instant access

The Midnight beta arrives with a surprisingly generous slice of the expansion. Testers can jump into multiple leveling zones, queue for a set of dungeons tuned for the current beta item level, and poke at new systems like progression tweaks, profession updates, and any headline class changes. Blizzard has signaled that the goal here is not just bug-bashing but iteration: encounter pacing, dungeon affix cadence, class throughput, and crafting loops are all under scrutiny. Expect rolling server-side hotfixes as data pours in from mixed hardware and a variety of group sizes.

Access is straightforward. If you opted into the beta pool on Battle.net and got selected, you're in. Anyone who pre-purchased the Epic Edition is also guaranteed entry, a move that both broadens the testing pool and front-loads feedback from highly engaged players. This matters for endgame health: early glimpses at gear acquisition, mythic-style progression, and world content cadence let Blizzard calibrate against pain points that can sink a season, loot droughts, overtuned trash, or bis bottlenecks. It's also a reality check for performance. New art passes and zone density can stress older rigs, so client optimization and shader compilation stutter are key items to report through the in-game bug tool.

Community focus will zero in on class balance and dungeon feel. Healers will watch mana economy and triage pressure; tanks will test threat stickiness and mitigation spikes; DPS will parse burst windows and cleave viability across pulls. Professions remain a sleeper pillar: recipe sourcing, material scarcity, and the value of crafted gear relative to drops can make or break economy vibrancy. If Blizzard nails that balance, Midnight's launch loop will feel rewarding without forcing spreadsheets on casuals.













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BORDERLANDS 4 DROPS BELOW PREDECESSORS' STEAM PEAKS

Two months in, Borderlands 4's Steam numbers are slipping. On November 10, 2025, its 24-hour peak sat just under 20,000, well below the early trajectories of earlier mainline entries. Here's what the data suggests and what could steady the ship.

Borderlands 4's Steam Slide: Signal Or Noise?

Borderlands 4 launched hot, clocking a hefty all-time peak on Steam at release. But momentum matters in live PC ecosystems, and two months later the curve looks worrying. According to Steam Charts, the game's 24-hour peak on November 10, 2025, two days shy of its two-month mark, landed just under 20,000 concurrent players. While not disastrous in isolation, that number trails the staying power of previous mainline Borderlands entries over the same window.

Several factors likely contribute. First, content cadence. Loot shooters thrive on rhythmic injections of new gear, bosses, and timed activities. If post-launch events feel thin or the endgame meta settles too quickly, players rotate out as soon as the credit roll. Second, co-op friction. Cross-play stability, matchmaking speed, and late-game difficulty tuning are crucial; any desync or grind spikes will push squads to sample other releases. Third, competition. Fall 2025's release slate is stacked, and even a strong launch can get clipped by a couple of live-service heavyweights dropping expansions.

The silver lining: the Borderlands audience is resilient, and PC communities respond quickly to clear roadmaps. A targeted recovery plan could reverse the slide. Priorities should include a high-signal patch focused on build diversity (buff underpicked

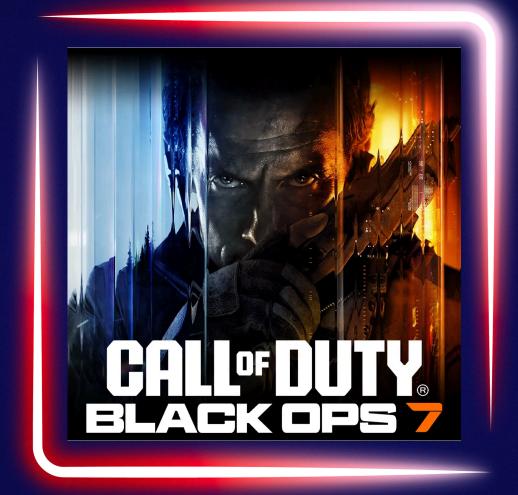


skills, widen viable endgame sets), a signature seasonal event with new boss mechanics and chase loot, and visible cross-play fixes. Bringing creators into the fold, PTR-style balance previews, early access to event content, helps set expectations and rebuilds trust.

Data nuance matters, too. Steam concurrency is one slice of the pie. If Epic Games Store or console populations are healthier, the overall picture could be less grim. Still, Steam is a bellwether for PC sentiment. Climbing back over 40–50k weekend peaks within the next content beat would be an early sign of stabilization.

In the end, looter longevity is a conversation with players. If Gearbox (or the current steward) shows up with honest patch notes, generous event loot, and a few wildcards, think chaotic modifiers, roguelite riffs, or rotating raid-lite encounters, Borderlands 4 can re-earn calendar space. The next 4–6 weeks will tell whether this dip is a blip or a trend.

GAME OF THE WEEK



Call of Duty: Black Ops 7 is coming out this week on the 14th November:

Call of Duty: Black Ops 7's campaign is a wild one thanks to the scope of its ambition, but the big swings it takes don't always land, leaving it an uneven step down from last year.

QUICKIES

BYLODJ

Report: Funko faces survival risk into next year

Funko, the brand behind the ubiquitous Pop figures, is reportedly in serious financial trouble, with fresh analysis suggesting it may not survive the next calendar year. For collectors and licensors, the stakes couldn't be higher.



YouTuber says Roblox invited him back months after ban

Content creator Schlep claims Roblox reached out to him months after banning his account for exposing predators on the platform. The late invite raises fresh concerns about safety, enforcement, and who gets to hold power to account.

Sony's next state of play is "Very Soon"

Sony is firing up a new State of Play sooner than expected. Hype is real, but there's a wrinkle fans should know about before setting alarms. Here's what to expect, what not to, and why timing matters for PlayStation's 2025 slate.







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FALLOUT 4: ANNIVERSARY EDITION HITS, BUT LAUNCH ISSUES PROMPT BETHESDA RESPONSE



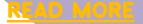
Fallout 4: Anniversary Edition landed on November 10, 2025, reigniting interest in the Commonwealth with next-gen bells and whistles. For many, it's smooth wandering. For some, it's a hard crash at the vault door. Here's what's happening, why, and what Bethesda is doing right now.

Bethesda Responds As Some Players Can't Boot Fallout 4 AE

Fallout 4's long-awaited Anniversary Edition arrived with a promise: a definitive package that modernizes a beloved RPG for today's hardware and new players. Early impressions from a broad slice of the community are positive—faster load times, more stable frame rates, and a cleaner mod experience for those staying within official channels. But a not-insignificant subset of players is reporting critical launch issues, including failure to boot, looping splash screens, and instant crashes on start.

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