

N°: 7

By Lady

# DRAMING

## BLACK OPS 7 NOVEMBER UPDATE

Nintendo's  
Cyber Deals  
Sale Kicks Off  
Early

GTA 6  
developers  
fired over  
Slack emoji  
leak scandal

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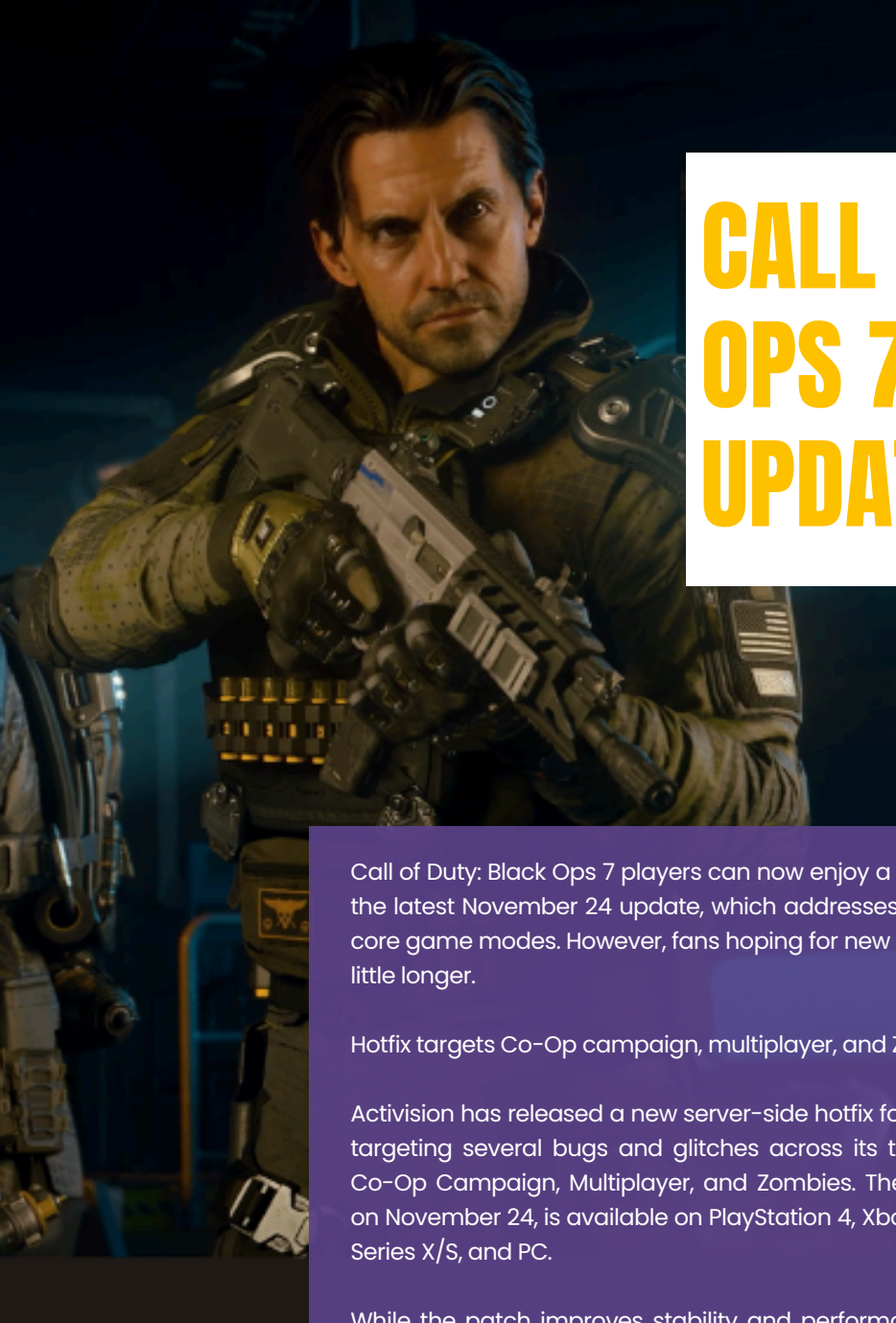
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# CALL OF DUTY: BLACK OPS 7 NOVEMBER UPDATE

Call of Duty: Black Ops 7 players can now enjoy a smoother experience with the latest November 24 update, which addresses multiple issues across its core game modes. However, fans hoping for new content will have to wait a little longer.

Hotfix targets Co-Op campaign, multiplayer, and Zombies

Activision has released a new server-side hotfix for Call of Duty: Black Ops 7, targeting several bugs and glitches across its three main game modes: Co-Op Campaign, Multiplayer, and Zombies. The update, which went live on November 24, is available on PlayStation 4, Xbox One, PlayStation 5, Xbox Series X/S, and PC.

While the patch improves stability and performance, it notably lacks any new content, leaving some fans disappointed. The update focuses on fixing issues such as matchmaking errors, weapon balance tweaks, and Zombies mode crashes.

The community has praised the quick response to persistent problems but remains eager for fresh content, especially with the holiday season approaching. Activision has yet to announce any major updates, but rumors suggest a winter-themed event could be in the works.

For now, players can enjoy a more polished experience as they await the next big addition to Black Ops 7.



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# NINTENDO'S CYBER DEALS SALE KICKS OFF EARLY

*Nintendo is kicking off the holiday shopping season early with its Cyber Deals sale on the eShop, offering Switch players discounted games and DLC packs ahead of Black Friday.*

## **Massive discounts on games and DLC Packs**

*Nintendo has launched its highly anticipated Cyber Deals sale on the eShop, giving Switch players a head start on their holiday shopping. The sale features massive discounts on popular games and DLC packs, making it the perfect time to expand your Nintendo Switch library.*

*With titles like *The Legend of Zelda: Breath of the Wild*, *Super Mario Odyssey*, and *Animal Crossing: New Horizons* available at reduced prices, fans are rushing to take advantage of the deals. The sale also includes discounts on DLC packs for games like *Splatoon 2* and *Fire Emblem: Three Houses*.*

Nintendo's early sale has been well-received by the gaming community, as it allows players to avoid the Black Friday rush while still enjoying significant savings. Whether you're a longtime Switch owner or a newcomer to the platform, now is the ideal time to grab those games you've been eyeing all year.

# By Lodi



## IWEEK LE GÉANT DE L'ACTU

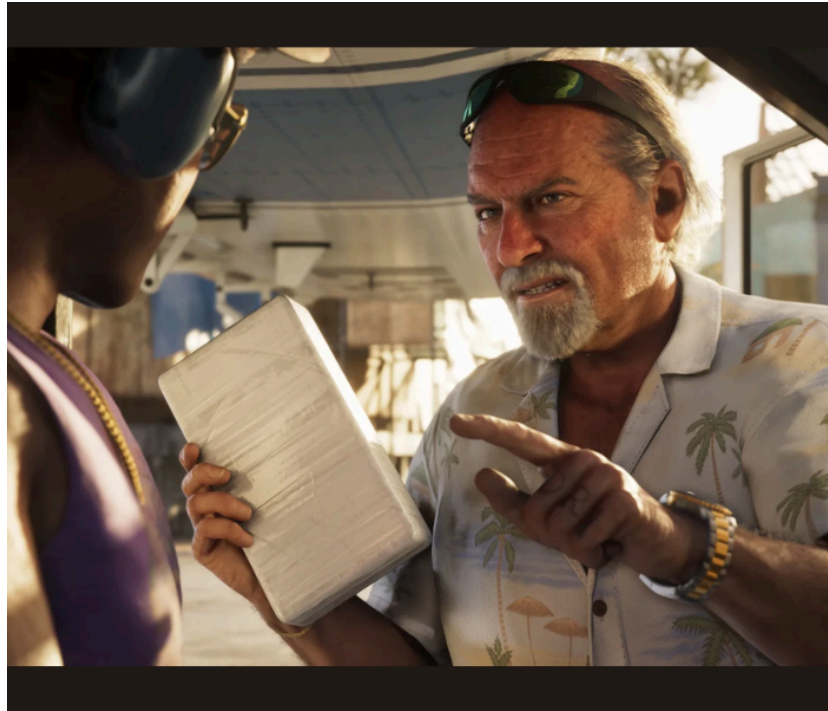
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# GTA 6 DEVELOPERS FIRED OVER SLACK EMOJI LEAK SCANDAL



The gaming world is buzzing as Rockstar Games dismisses several developers allegedly involved in leaking internal policies via Slack emojis. While the exact details remain unclear, this incident adds fuel to the ongoing GTA 6 controversy.

## **Rockstar tightens security amid GTA 6 leak fallout**

The highly anticipated Grand Theft Auto 6 (GTA 6) has been shrouded in secrecy, but recent developments have thrust it into the spotlight for all the wrong reasons. According to a new report, Rockstar Games has fired multiple developers for gross misconduct, with the primary accusation being the unauthorized sharing of internal policies related to Slack emoji usage.

While the Slack emoji leak is believed to be the tipping point, sources suggest it may not have been the sole reason for the dismissals. The leaked messages reportedly contained sensitive information about Rockstar's internal communication guidelines, raising concerns about the company's ability to maintain confidentiality ahead of GTA 6's release.

Rockstar Games has yet to issue an official statement, but insiders claim the company is taking drastic measures to tighten security and prevent further leaks. This incident comes amid mounting pressure on Rockstar to deliver a flawless successor to the record-breaking GTA 5.

The gaming community is divided, with some sympathizing with the developers and others applauding Rockstar's zero-tolerance approach to breaches of trust. As the controversy unfolds, one thing is clear: the stakes for GTA 6 have never been higher.



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# WEB RADIO

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# R212

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# MOROCCO LAUNCHES THE 2ND EDITION OF THE "VIDEO GAME CREATOR" PROGRAM

The Ministry of Youth, Culture and Communication is opening applications until December 6 for the second edition of the "Video Game Creator" program, aimed at training young people in the video game industry. Organized in partnership with the French Embassy and ISART Digital, this nine-month training program, including a professional internship, aims to support 40 participants in a rapidly expanding sector where the demand for skills is constantly growing.

## **Morocco Bets on Video Game Talent**

Through this initiative, Morocco is confirming its ambition to position itself in the digital creative economy. Led by the Ministry, it seeks to shape a new generation of professional creators, able to thrive in an highly competitive and rapidly expanding international market. The pilot edition, organized in 2025, had generated notable enthusiasm, encouraging the authorities to expand access to this training from 2026 onwards.

The image shows the title screen for the video game "Elden Ring Nightreign". The background is a dark, atmospheric landscape with a large, dark, and jagged mountain range in the distance. The sky is a deep purple and blue, with some lighter, hazy areas. The title "ELDEN RING" is written in a golden, serif font, and "NIGHTREIGN" is written in a larger, blue, serif font below it. The overall mood is mysterious and epic.

ELDEN RING  
NIGHTREIGN





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# BATTLEFIELD 6 TEASES “EASTWOOD” ! A HOLLYWOOD-STYLE URBAN WARZONE DROPS SOON



EA and DICE are teasing Eastwood, a Hollywood-inspired urban map arriving in just days. After a blockbuster launch and nearly 750,000 peak players, Battlefield 6 is keeping its foot on the gas with a city fight built for chaos, verticality, and spectacle.

## What Eastwood means for the Meta

Battlefield has always been at its best when it turns chaos into choreography, and Eastwood looks like a director's cut of urban warfare. Inspired by Hollywood's iconic backlot feel, the map trades dunes and farmlands for tight blocks, neon alleys, and skyline lanes that beg for rooftop duels. The early tease suggests a multi-lane city core, with layered interiors, destructible cover, and sightlines that force squads to choose between flanking finesse and full-throttle pushes.

The timing is deliberate. Battlefield 6 launched with serious momentum, peaking near 750,000 players and holding strong as weekly updates polished netcode, balance, and UX friction points. Eastwood signals the post-launch plan: steady content drops that reshape the sandbox, not just reskin it. Expect vehicle routes that punish tunnel vision, infantry choke points tuned for squad play, and dynamic events that shift control mid-round—think rolling barricades, blackout pockets, or timed objective rotations.

What does a Hollywood-themed city mean for the meta? First, verticality returns as a must-master skill. Rooftop control will define map tempo; coordinated zip-line and rappel plays will separate good squads from great ones. Second, class roles sharpen: recon dominates with counter-sniping and sensor grids, engineers manage vehicle denial in narrow corridors, while support strong-arms point holds with ammo and suppression. Assault rifles and SMGs should shine, but DMRs may quietly become MVPs across mid-range lanes.

DICE has an opportunity to flex destruction as more than spectacle. Smart crumble states can open alternate paths, force repositioning, and give late-push teams a comeback valve. If Eastwood embraces that, it can avoid the “two locked lanes forever” syndrome that plagues lesser urban maps. The studio's recent balance patches suggest they're listening—TTK feels snappier, explosives punish clustered stacks, and vehicles no longer dominate by default.

Beyond the map, a refresh of challenges and cosmetics tied to Eastwood would keep the loop fresh. The community will watch server performance closely; dense city maps are notorious CPU hogs, and smooth frame pacing will make or break first impressions. If EA and DICE stick the landing, Eastwood won't just be a new backdrop—it'll be the stage for the season's highlight reels.





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# REPORT: PLAYSTATION MAY PULL BACK ON PC ! WHAT THAT REALLY MEANS FOR PLAYERS

An alleged insider claim suggests PlayStation could “pull back” on PC releases. After years of high-profile ports like *God of War* and *Horizon*, Sony might be re-tilting the board toward console-first strategy. Here’s the smart, noise-free read on what it means.

## Timed Exclusives vs. Day-One Dreams

PlayStation’s relationship with PC has been a study in gradual embrace. *Horizon Zero Dawn*, *Days Gone*, *God of War* (2018), *Spider-Man*, and more proved there’s an eager audience beyond the console wall. But the pipeline has never been fully open—most releases landed years late, often as technical showcases for newer PlayStation Studios tech. Now, a fresh round of insider chatter hints Sony may slow that cadence, reasserting a “console first, PC later (maybe)” posture.

Why would Sony pull back after so many successful ports? Strategy. The PlayStation brand still lives and dies on hardware ecosystems—controllers, PSN subscriptions, PS Plus, accessories, and long-tail engagement. The more day-and-date parity grows, the weaker the pitch to buy a PS5 over a powerful PC. Pulling back doesn’t have to mean “no PC”—it can mean longer windows, more selective IP, and stricter criteria (e.g., when a franchise is between entries, when the PC port fuels a live-service relaunch, or when a PC audience can grow a sequel’s reach).

Players want clarity on one question: are day-one PC launches dead on arrival? They were never broadly alive outside a few live-service experiments. The likeliest path is a staggered model—big single-player tentpoles stay PS-first for 1–3 years, live-



service titles and competitive games come earlier to PC, and remasters or director’s cuts arrive when the marketing arc needs fresh oxygen. This supports both narratives: protect console value, expand the IP’s total addressable market.

The catch is execution. PC players will accept later ports if the quality is pristine. Several PlayStation-to-PC transitions launched with performance hiccups—shader compilation stutter, VRAM issues, and CPU bottlenecks—denting goodwill. If Sony tightens its PC slate, it should also raise its bar: robust optimization, ultrawide and DLSS/FSR/XeSS support, and mod-friendly stability. The community won’t mind waiting if the result feels definitive.

For console diehards, a PC pullback reads like a win—more reason to buy PS5. For everyone else, it’s a reminder to temper expectations: Sony is platform-first, IP-second. The silver lining? A slower drip might yield better ports, clearer timelines, and fewer mixed messages. In an era of subscription volatility and shifting hardware cycles, consistency may be the real exclusive.



# GAME OF THE WEEK



**Hearts of Iron IV: No Compromise, No Surrender is coming out this week on the 14th November:**

**Mould new paths in history for Japan, China and the Philippines in No Compromise, No Surrender, an Expansion for Hearts of Iron IV. Seize a greater depth of control over factions, forge new military doctrines and steer a different course for the fate of the Pacific and beyond.**

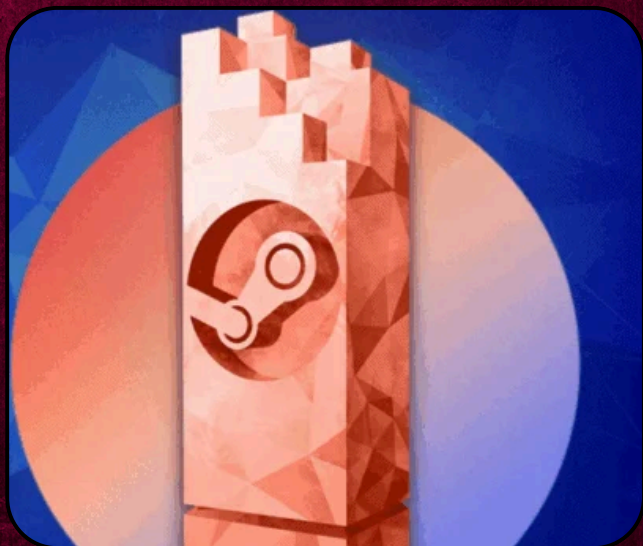


# QUICKIES

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## Playboi Carti Joins Fortnite: Musical Crossover Confirmed

Playboi Carti has announced his upcoming collaboration with Fortnite, marking another exciting crossover for Epic Games' hit battle royale. While details remain scarce, fans are already speculating about what the partnership could entail, from in-game concerts to exclusive skins.



## Steam Awards 2025: Cast Your Vote Before December 1

The 2025 Steam Awards are officially underway, and Steam users have until December 1 to cast their votes across 11 categories, including Game of the Year, Best Game on Steam Deck, and Best Visual Style.

## 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. Players should see cleaner frame pacing in Performance Mode and more consistent reflections in Graphics Mode, alongside UI polish and checkpoint reliability tweaks.





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# GROK 5: THE AI THAT COULD OUTPLAY HUMAN LOL CHAMPIONS



Elon Musk, CEO of Tesla and founder of xAI, has set an ambitious goal: his company's next-generation AI, Grok 5, will face off against the world's best League of Legends (LoL) team in 2026. This high-stakes experiment could redefine the boundaries between artificial intelligence and human skill in competitive gaming.

## What This Means for the Future of Esports

Elon Musk is no stranger to pushing technological boundaries, and his latest announcement is no exception. On X (formerly Twitter), Musk revealed plans for xAI's upcoming AI model, Grok 5, to compete against the top professional League of Legends team by 2026. The challenge isn't just about winning it's about proving that AI can master complex, real-time strategy games without specialized pre-programming.

Grok 5, expected to launch in Q1 2026, represents a significant leap in AI capabilities. Unlike traditional gaming AI, which relies on algorithms fine-tuned for specific titles (like DeepMind's AlphaStar for StarCraft II), Grok 5 is designed to learn and adapt to any game using only its manual. This general-purpose approach could revolutionize how AI interacts with gaming, making it more versatile and human-like in its problem-solving.

League of Legends is a particularly tough benchmark. As a team-based MOBA with ever-shifting metas, fog of war, and split-second decision-making, it demands creativity, adaptability, and teamwork, qualities that have historically been difficult for AI to replicate. If Grok 5 succeeds, it could pave the way for AI coaches, dynamic in-game assistants, or even new forms of hybrid human-AI competition.

The implications for esports are profound. Pro players might soon train against AI opponents that mimic rival teams' strategies, while developers could use similar tech to create smarter NPCs or balance patches. However, it also raises questions: Will AI eventually outcompete humans? Could tournaments integrate AI teammates? Musk's experiment may force the gaming industry to confront these possibilities sooner than expected.

One thing is certain: 2026 will be a landmark year for gaming and AI. Whether Grok 5 triumphs or falls short, its clash with LoL's elite will be a spectacle no gamer, or tech enthusiast, will want to miss.



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