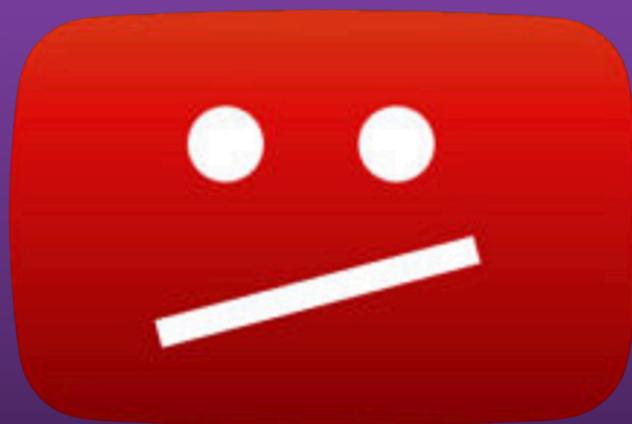




# Youtube is down



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**YOUTUBE GOES  
DOWN  
WORLDWIDE,  
THEN RECOVERS  
AFTER TWO  
HOURS**

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Marvel  
Tokon:  
Fighting  
Souls Gets a  
2026 Launch  
Date

Overwatch  
"Reign of  
Talon": The  
Soft  
Relaunch

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# JEUNE



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By LODJ**

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# LA WEB TV

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# YOUTUBE GOES DOWN WORLDWIDE, THEN RECOVERS AFTER TWO HOURS

YouTube, the world's biggest video platform, suffered a widespread outage on February 17, leaving many users unable to load videos across both desktop and mobile. Social media lit up with reports and DownDetector spikes. By 12:00 AM Eastern, most functions had returned, ending an outage that lasted roughly two hours, with no official statement from YouTube at the time of recovery.

## **DownDetector spikes as social feeds fill with reports**

When YouTube sneezes, the internet catches a cold, and on February 17, it felt like the whole web reached for the tissues at once. Users around the world reported that YouTube was down for most of them, with issues affecting both the desktop site and mobile apps. The symptom list was familiar to anyone who has lived through a platform outage: videos refusing to load, feeds timing out, and core features behaving like they were wading through wet cement. Within minutes, social media became an impromptu diagnostics board, people comparing regions, devices, and connection types, trying to figure out whether the problem was local, ISP-related, or global.

Third-party outage trackers such as DownDetector reflected the same story: a sudden surge of reports, then gradual normalization. The collective reaction wasn't just inconvenience; it was a reminder of how deeply YouTube is woven into everyday life. For creators, YouTube isn't merely a website, it's a storefront, a broadcast network, a portfolio, and a paycheck pipeline. For viewers, it's where entertainment, education, music, tutorials, and "I'll just watch one more" spirals all coexist.

Then came the update: as of 12:00 AM Eastern, most YouTube functions had returned to normal. The outage lasted approximately two hours. Some reports still suggested lingering issues on desktop and mobile, but overall services were back online. At the time referenced in the update, YouTube had not officially commented on the earlier disruption.

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# MARVEL TOKON: FIGHTING SOULS GETS A 2026 LAUNCH DATE

As many fans predicted, Arc System Works showed up during Sony's PlayStation State of Play with fresh details on *Marvel Tokon: Fighting Souls*, including its 2026 launch window/date. After early character reveals and closed beta tests throughout 2025, the update ends a long drought of information for players hungry to see how ArcSys will reinterpret Marvel in a modern fighter.

## **Fans revisit the initial eight-character reveal**

For fighting game fans, patience is usually rewarded with either a trailer that changes everything, or a date that finally makes the wait feel real. During Sony's PlayStation State of Play, Arc System Works delivered the latter: new details for *Marvel Tokon: Fighting Souls*, capped by confirmation of a 2026 launch plan.

This matters because *Tokon* has been sitting in that dangerous hype limbo: enough early reveals to ignite the imagination, but not enough sustained information to calm fears. Earlier marketing introduced the initial roster of eight characters and teased the game's direction through limited closed beta tests across 2025. Since then, the community has been running on fragments, frame-by-frame trailer breakdowns, beta impressions, and the kind of educated guessing that the FGC treats as a second language.

Arc System Works isn't just any studio dropping into a licensed universe. In modern fighting games, ArcSys has built a reputation for crystal-clear visual readability, stylish animation, and systems that can be both accessible and brutally deep. That pedigree brings high expectations, and in a Marvel-branded fighter, those expectations get weaponized. Players aren't only asking "Will it be good?" They're asking "Will it feel like Marvel?" and "Will it stand beside the genre's giants?"

The key challenge for *Marvel Tokon: Fighting Souls* is identity. Superhero fighters often lean into spectacle: big movement, big effects, big momentum swings. ArcSys, meanwhile, is known for turning spectacle into legibility, making chaos readable through strong silhouettes, consistent hit feedback, and tight visual language. If *Tokon* nails that balance, it could become the rare Marvel fighter that welcomes newcomers without flattening the ceiling for competitive play.

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# RESIDENT EVIL 5 REMAKE IMMINENT? ESRB LEAK SPARKS FAN FRENZY



The rumor mill is spinning at maximum velocity today following a significant discovery on the ESRB website. A new rating listing has appeared that all but confirms Capcom is preparing to unveil a remake of the polarizing yet commercially massive Resident Evil 5. After the critical acclaim of the Resident Evil 4 remake, fans have been wondering if the Japanese publisher would continue down the timeline, and it appears the return of Chris Redfield and Sheva Alomar is closer than we thought.

## ESRB Rating Suggests Resident Evil 5 Remake is Coming Soon

For survival horror fans, the pattern has become comforting and predictable: Capcom releases a mainline entry, followed by a high-quality remake of a classic title. With Resident Evil 2, 3, and 4 having been rebuilt from the ground up in the RE Engine, the spotlight has naturally shifted to Resident Evil 5. According to a fresh leak sourced directly from the Entertainment Software Rating Board (ESRB), the reveal of this remake isn't just a possibility, it is likely imminent. The listing, which was briefly visible before being scrubbed, detailed a "Resident Evil 5" title for modern consoles with descriptors matching an updated version of the 2009 blockbuster.

This potential announcement comes at a fascinating time for the franchise. The Resident Evil 4 remake was a masterclass in how to modernize a game without losing its soul, balancing action with tension. Resident Evil 5, however, represents a different challenge. Originally released as a co-op-focused action game, it marked the series' full departure from survival horror into "action horror." It was a sales juggernaut but received mixed feedback from purists who missed the scares. A remake offers Capcom the unique opportunity to rebalance the tone, perhaps injecting more grit and darkness into the sun-drenched environments of Kijuju, much like they did with the village in RE4.

Furthermore, a remake allows Capcom to address the game's AI issues, Sheva's AI was a notorious pain point in the original, and potentially refine the narrative elements that haven't aged particularly well. The prospect of playing RE5 with the fluid movement and gunplay mechanics of the current engine is incredibly enticing. The co-op mechanics, which defined the original experience, could be revolutionized with modern networking and seamless drop-in/drop-out features.

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WEB RADIO  
*By Lodj*

# RE2I

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# HIGHGUARD ISN'T DEAD YET

A brief website outage was all it took to send the Highguard community into a spiral. With the controversial PvP raid shooter already facing mixed reviews, low player numbers, and reports of staff departures at Wildlight Entertainment, many assumed the downtime meant the end. A developer at the studio now says the website is simply being transferred, and the game isn't shutting down "just yet."

## **Developer claims the site is being moved and simplified**

In live-service gaming, perception can be as lethal as patch notes. And for Highguard, a sudden website outage landed like a fire alarm in a crowded theater.

The controversial PvP raid shooter has been living under a cloud: a dwindling player count, mixed reviews, and the kind of community fatigue that turns every silence into a sign. So when the game's website went dark, speculation ignited instantly, screenshots spread, threads multiplied, and the inevitable phrase "servers next" started trending in player circles.

This week, a developer at Wildlight Entertainment pushed back on that narrative, stating that the site outage was tied to a transfer and a simplification effort rather than an imminent shutdown. In other words: the web presence is moving; the game isn't being pulled offline, at least not right now.

That reassurance matters, but it doesn't erase why the rumor felt believable. Live-service titles train players to read tea leaves: fewer updates, slower comms, staff churn, and abrupt changes to infrastructure can signal cost-cutting or wind-down planning. When you add the reported exodus of Wildlight employees into the mix, the "website down" moment didn't look like a minor IT hiccup. It looked like the first domino.

The bigger story here is how fragile trust becomes when a game's momentum stalls. Highguard is the kind of premise that can thrive in the right ecosystem: a PvP raid shooter lives on tension, loot incentives, and an active population that keeps matchmaking healthy. But once concurrency drops below a certain threshold, the experience starts to cannibalize itself. Queue times stretch, skill gaps widen, and remaining players feel like they're scrimming in a half-lit gym. Even strong mechanical design struggles against pure math.

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# A METROIDVANIA TITAN FALLS



The Metroidvania community is grieving this week: longtime Castlevania developer and director Shutaro Ida has died at 52, his family confirmed in a statement posted to his official social media. He passed away on February 10, following an eighteen-month battle with pancreatic cancer, closing the chapter on a career that helped define one of gaming's most enduring action-exploration blueprints.

## **From Castlevania cornerstone to Bloodstained creative lead**

If you've ever felt that particular Castlevania "click", the moment when exploration, combat rhythm, and atmosphere lock together into something greater than the sum of its parts, there's a good chance you've been feeling the influence of Shutaro Ida.

According to a statement shared via his official social media account, Ida died on February 10 after an eighteen-month fight with pancreatic cancer. He was 52. The announcement triggered an immediate wave of tributes from fans and developers alike, especially among players who grew up tracing the genre's lineage from Castlevania to modern successors.

Ida's reputation among genre diehards rests on something deceptively hard to quantify: consistency. Metroidvanias live or die on the "mental map" the player builds, how rooms connect, how abilities recontextualize old spaces, and how rewards land with just the right timing. The best entries don't merely add content; they create confidence in the player's curiosity. Ida was widely regarded as a cornerstone of Castlevania because he understood that loop and kept it elegant, even as production realities and platform shifts challenged the series over the years.

That legacy carried forward into Bloodstained: Ritual of the Night, often described as a spiritual successor to the classic Castlevania formula. As the game's creative lead, Ida helped steer a project that arrived with enormous expectations, part nostalgia revival, part proof that the genre's "old rules" could still feel modern. Bloodstained didn't just mimic the past; it translated it: smoother onboarding, more explicit systems, and a contemporary cadence to its progression while keeping the essential promise intact, explore, earn power, re-explore, uncover.

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QUE VOUS UTILISIEZ VOTRE SMARTPHONE, VOTRE TABLETTE OU MÊME VOTRE PC

# BATTLEFIELD 6 SEASON 2: CAN EA FINALLY SAVE THE GAME?

The launch of Battlefield 6 was supposed to be a return to form, but the reality was a turbulent mix of technical issues and design choices that alienated the core fanbase. Now, EA and DICE are attempting to right the ship. With the upcoming launch of Season 2 later this month, the developers have unveiled a comprehensive list of quality-of-life changes and major updates designed to win back the players' trust and restore the franchise's glory.

## Quality of Life Update: Fixing the Battlefield Experience

It is no secret that Battlefield 6 hit a wall shortly after its release. Despite a hype cycle that promised a return to the "Battlefield moments" we all love, the initial momentum crashed into a reality of bugs, map design complaints, and a lack of polish. The player base has been vocal, and the player count has dipped concerningly. However, the reveal of the Season 2 roadmap suggests that EA is not ready to wave the white flag. Instead, they are doubling down with what looks like a "soft relaunch" of the game's core systems.

The upcoming update is less about flashy new content and more about surgical repairs. EA has outlined a massive suite of "Quality of Life" (QoL) changes that directly address the controversies of the past few months. This includes a complete overhaul of the map rotation to reduce the frequency of widely disliked maps, significant tuning to weapon bloom and recoil to make gunplay feel snappier and more consistent, and a restructuring of the squad system to encourage better team play —a staple feature that felt strangely absent or broken at launch.



Beyond the technical fixes, Season 2 promises to inject some soul back into the game. The developers have admitted that the "atmosphere" was lacking, and this update brings gritty visual tweaks and audio enhancements to make the warzone feel more immersive. There is also a promise of better communication from the dev team, moving away from corporate speak to honest dialogue about what is working and what isn't.

There is a cautious optimism bubbling in the community forums. We have seen games like No Man's Sky and Cyberpunk 2077 pull off miraculous comebacks, and Battlefield certainly has the foundation to do the same. Season 2 represents a critical juncture. If this update delivers on its promises, it could be the turning point that stabilizes the population and brings veterans back to the fold. But if it fails to address the core issues, it might be the final nail in the coffin. For now, we wait, we reload, and we hope that Battlefield 6 is finally ready to be the game we were promised.

# GAME OF THE WEEK



## Star Trek: Voyager – Across the Unknown

**Star Trek Voyager: Across the Unknown** is a story-driven survival strategy game in which the fate of the iconic starship is in your hands. Take the helm, manage the ship and resources, and make difficult decisions. Did you ever wonder what would have happened had Captain Janeway decided differently? If an important crew member had followed a different path? Or what the outcome would have been had the crew of the U.S.S. Voyager embraced Borg technology to increase their chances of survival? Wonder no more: **Star Trek Voyager: Across the Unknown** allows players to take control and shape the journey of the U.S.S. Voyager as they want.

# QUICKIES

BY LODJ

## Fortnite Players Aren't Happy With Upcoming Solo Leveling Crossover

Fortnite has shared a new teaser for its crossover with Solo Leveling: Arise, and some fans are unhappy that the skins are related to the gacha game and not the anime show. Epic Games has previously teased that [Fortnite](#) fans would see Sung Jin-Woo in the battle royale. Now, the protagonist is expected to arrive during the ongoing Chapter 7 Season 1, along with another fan-favorite character and more cosmetics.



## 'The Majority of People Who Made Skyrim Are Still Here' Todd Howard Gives Update on Elder Scrolls 6

Todd Howard has provided a new update on the ongoing development of The Elder Scrolls 6, saying the game will return to the "classic style" that Bethesda fans have come to expect from its RPGs. The latest [Elder Scrolls 6](#) update will be great news for those who prefer some of Bethesda's classic RPGs to its more modern offerings, such as *Fallout 76* and *Starfield*.

## Stardew Valley: Nintendo Switch 2 Edition Gets New Update for February 2026

Stardew Valley creator Eric "ConcernedApe" Barone has finally released an update patch for Stardew Valley: Nintendo Switch 2 Edition, which brings a number of crucial bug fixes for crafting, the option to completely disable mouse controls, and adjustments to Switch 2 GameShare features. [Stardew Valley: Nintendo Switch 2 Edition](#) brings all the main elements of the original game, along with key enhancements to graphics, local multiplayer, and gameplay mechanics, but some have been struggling with various bugs that now appear to have been sorted.



# By Ladj

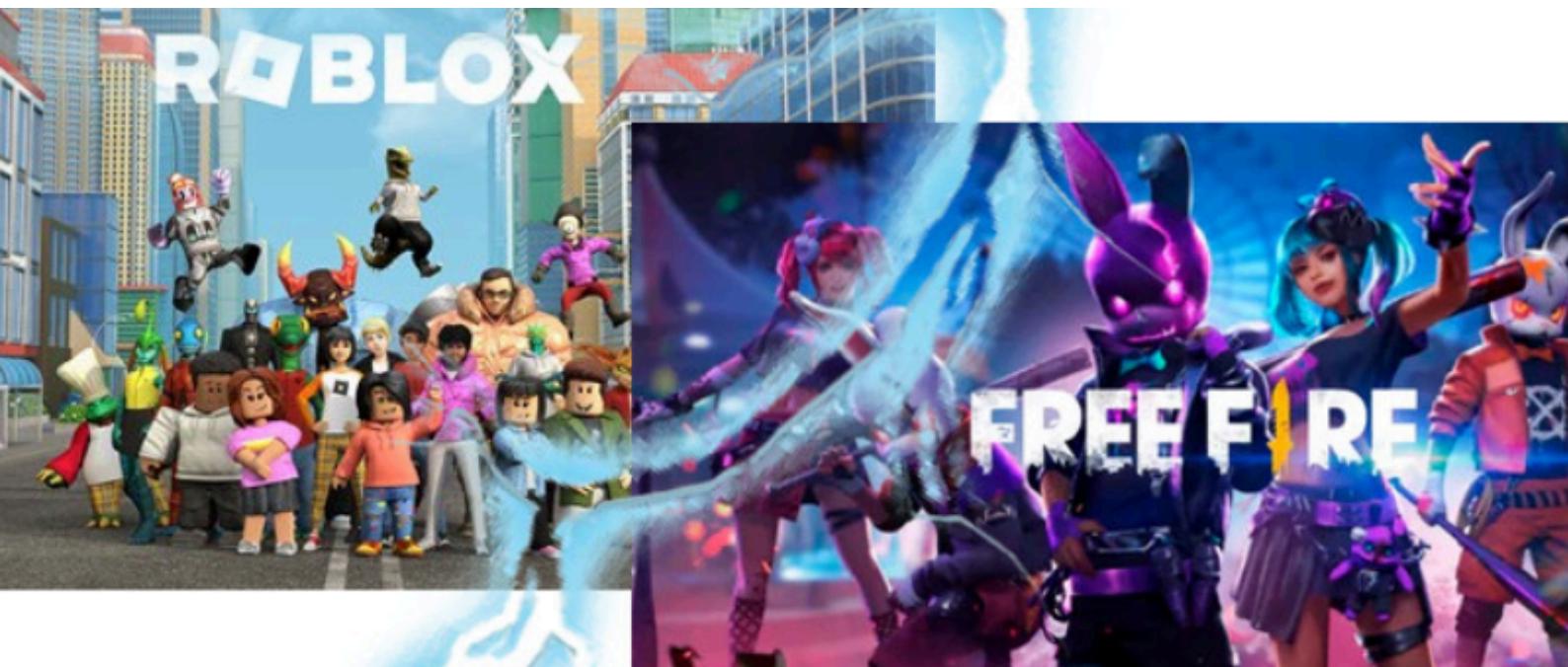


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# POTENTIAL BAN OF ROBLOX AND FREE FIRE IN MOROCCO



Facing a surge in reports regarding the psychological and social impact of specific online games on minors, the Moroccan government has decided to act. A serious evaluation is currently underway at the highest state levels to consider banning access to the popular platforms Roblox and Free Fire, which are accused of exposing youth to risks of violence, harassment, and severe addiction.

## An Inter-ministerial Commission Investigating Digital Risks

The debate surrounding the regulation of the digital space in Morocco has reached a critical turning point. Alerted by numerous associations of parents and reports from child psychiatry experts, the government is currently examining the implementation of restrictive measures against two giants of online entertainment: Roblox and Free Fire. These games, which captivate millions of young Moroccans, are no longer perceived merely as harmless pastimes, but as potential vectors for behavioral disorders. To investigate this sensitive issue, a special inter-ministerial commission has been established, bringing together representatives from the Ministry of Digital Transition, the Ministry of the Interior, and the Ministry of Social Solidarity.

The grievances lodged against these platforms are manifold and alarming. Roblox, although marketed as a creative universe for children, is frequently criticized for exposing minors to inappropriate content and, in some cases, to sexual predators who exploit moderation loopholes. As for Free Fire, this "Battle Royale" style shooting game is accused of normalizing ultra-violence and fostering deep social isolation among adolescents, sometimes leading to academic failure and dropout. The commission's mandate is to analyze the tangible impact of these games on the mental health of young users and to determine if an outright ban is both technically feasible and legally justified.

However, the implementation of such a decision promises to be complex. While the intention to protect children is laudable, blocking access to global servers requires sophisticated filtering infrastructure and close cooperation with internet service providers. Furthermore, this initiative raises significant questions regarding digital freedom and parental responsibility. Rather than brutal censorship, some experts advocate for stricter regulation, including massive awareness campaigns and strengthened parental control tools. The government will therefore have to decide between a radical coercive approach and a strategy of prevention, in a context where the line between necessary protection and excessive restriction remains difficult to define.

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