

N°: 13

By Lady

OFFERING



WHEN MAGA MEETS POKEMON POKOPIA

**Free Loot in
Heartopia
After
Server
Downtime**

**Morocco
Levels Up Its
Esports &
Gaming
Industry**



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I-Gaming
By LODJ

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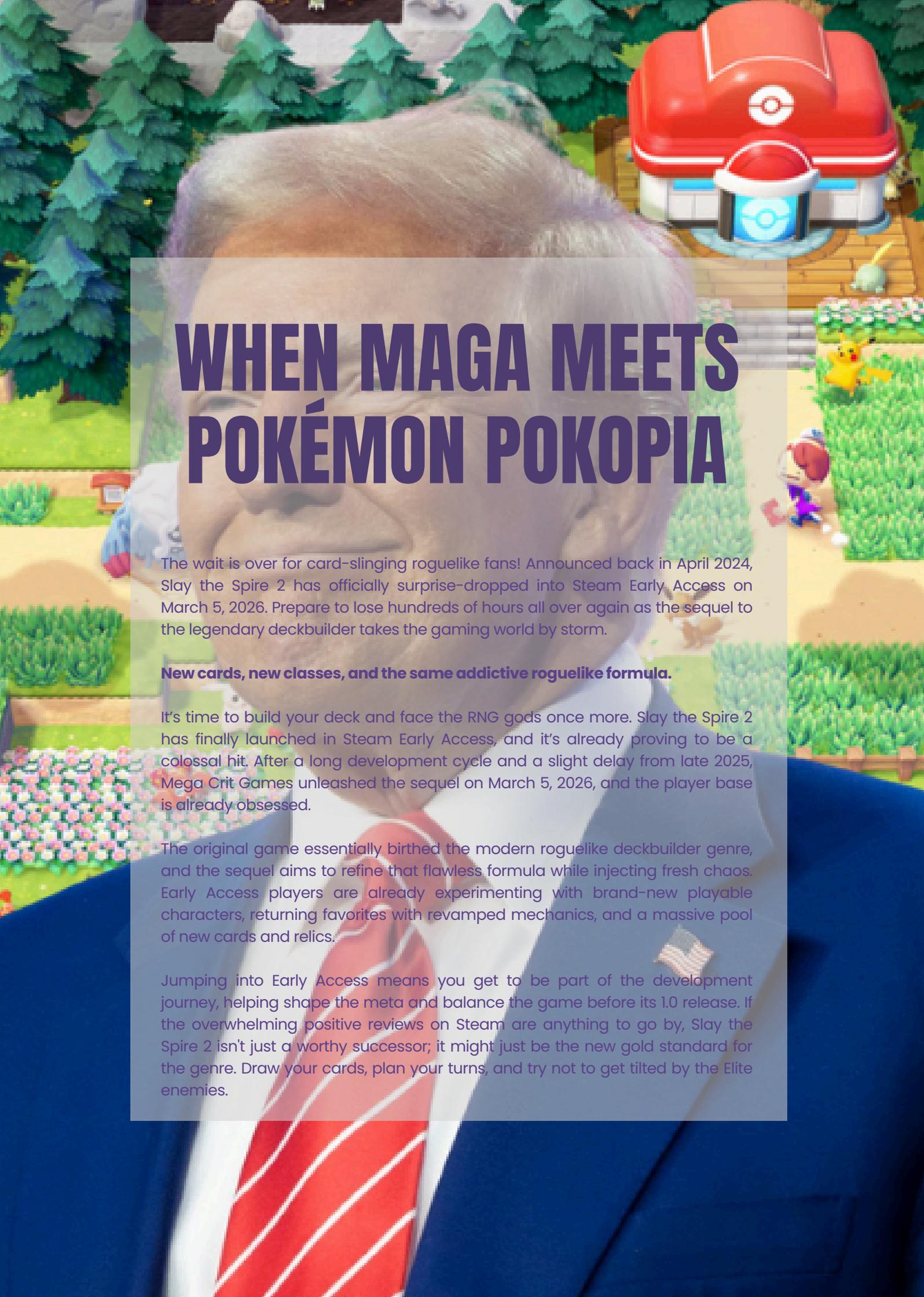


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By Lodj WEB TV



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FREE LOOT IN HEARTOPIA AFTER SERVER DOWNTIME

Server downtime is always a bummer, but Heartopia is making it up to its community in the best way possible: free loot! Following a three-hour scheduled maintenance on March 4, the developers are handing out free Gold and Wishing Stars to all players. But don't sleep on this, the rewards are only available for a few days, so you need to act fast to claim them.

A quick guide to claiming your freebies after the server outage.

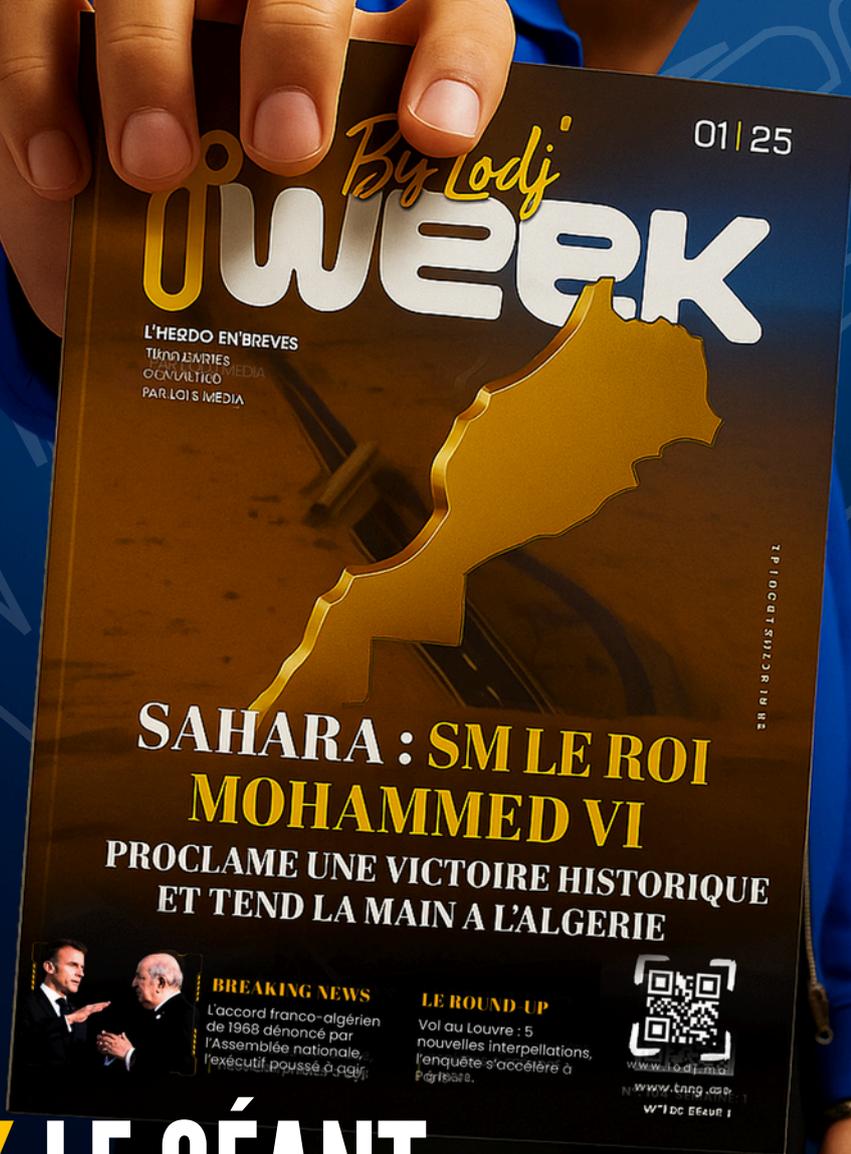
Nobody likes staring at a "servers are under maintenance" screen, but when the developers slide some premium currency into your account as an apology, all is quickly forgiven. That's exactly what's happening in Heartopia right now. After a scheduled three-hour downtime on March 4 to improve game stability and roll out updates, the team is giving away a generous compensation package to the entire player base.

If you log into the game right now, you'll find a care package waiting for you containing free Gold and highly coveted Wishing Stars. Wishing Stars are essential for pulling new items and characters, so getting them for free just for waiting out a server reboot is a massive win for both free-to-play gamers and whales alike.

However, there is a catch: this isn't a permanent gift. The developers have stated that these compensation rewards will only be sticking around for a few days. If you don't log in and claim them from your in-game mailbox before the deadline, they will vanish into the digital ether.

Whether you're a daily grinder or someone who hasn't logged in for a week, now is the perfect time to boot up Heartopia. Grab your Gold, spend those Wishing Stars, and enjoy the newly stabilized servers. May the RNG gods be in your favor!

By Lody



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MOROCCO LEVELS UP ITS ESPORTS & GAMING INDUSTRY



The African gaming scene is booming, and Morocco is positioning itself at the forefront. Tuesday in Rabat marked the launch of the second edition of the "Video Game Incubator," an ambitious program designed to empower 12 local gaming entrepreneurs, backed by a powerful Moroccan-French diplomatic partnership.

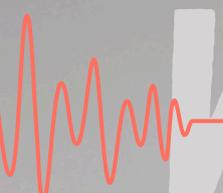
12 Moroccan entrepreneurs get the ultimate boost for their gaming startups.

Making video games is hard; making them without industry support is nearly impossible. Recognizing the massive untapped potential of local talent, Morocco is taking serious steps to build a robust video game ecosystem. This Tuesday in Rabat, the Ministry of Youth, Culture, and Communication officially kicked off the second edition of the "Video Game Incubator" program.

This initiative is a game-changer for the 12 selected Moroccan entrepreneurs who will receive mentorship, funding access, and structural support to turn their indie studios into viable global businesses. What makes this program particularly special is its heavy-hitting backing: it is organized in partnership with the French Embassy in Morocco. This collaboration is a direct result of the intergovernmental declaration of intent signed by King Mohammed VI and French President Emmanuel Macron, specifically aimed at supercharging the Moroccan video game industry.

For young gamers and aspiring devs in the region, this is a massive signal that gaming is no longer just a hobby, it's a recognized, supported career path. By bridging local creativity with international industry expertise, the Video Game Incubator is setting the stage for the next big indie hit to come straight out of North Africa. Keep your eyes on Rabat; the next generation of game creators is leveling up.

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 **WEB RADIO**
By Lodj

R212

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Radio
des
marocains
du monde



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THE ULTIMATE SURVIVAL HORROR GETS A NEW SPIN AT CAPCOM SPOTLIGHT

Just when you thought Raccoon City had no more secrets to share, Capcom drops a bombshell. During the latest Capcom Spotlight, the company revealed a brand-new, unexpected take on the legendary Resident Evil 2, developed in a surprising partnership with Bandai Namco.

A mysterious new collaboration breathes fresh life into the 1998 classic.

The original Resident Evil 2 is a survival horror holy grail, and its 2019 remake is widely considered a modern masterpiece. So, what happens when you've already perfected a game twice? You team up with another industry giant to spin it in a completely new direction.

During the recent Capcom Spotlight event, which was otherwise light on massive AAA reveals, Capcom stole the show by announcing a new Resident Evil 2 project created in conjunction with Bandai Namco. While details remain tightly under wraps, this collaboration suggests we aren't just getting another graphical update. Bandai Namco's involvement hints at something entirely different: perhaps an arcade-style spin-off, a deep tabletop/digital hybrid experience, or a completely new genre adaptation set in the Raccoon City Police Department.

Fans of Leon Kennedy and Claire Redfield are already buzzing with theories. Whatever this project turns out to be, it carries the heavy weight of the Resident Evil 2 legacy. If Capcom and Bandai Namco can capture even a fraction of the tension and atmosphere of the original games, this new take will be a must-play for horror aficionados.

The image shows the Capcom Spotlight logo centered within a large, glowing white circle. The background is dark blue with concentric, glowing blue circles and several stage spotlights pointing towards the center. The word 'CAPCOM' is in a bold, yellow, blue-outlined font with a registered trademark symbol. Below it, the word 'Spotlight' is in a blue, sans-serif font with yellow dots for the 'o's.

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PROJECT HELIX: THE NEXT GENERATION OF XBOX IS OFFICIALLY IN MOTION



PROJECT HELIX

The console wars never sleep. After months of intense speculation, industry shakeups, and shifting strategies at Microsoft, the internal codename for the next generation of Xbox consoles has finally been revealed: Project Helix. Here is what this means for the future of the green brand.

Moving past the Series X/S era with massive hardware ambitions.

Microsoft's gaming division has been on a wild ride lately, navigating massive studio acquisitions, leadership departures, and a controversial shift toward multi-platform game releases. But for those worried that Xbox might be exiting the hardware business, a new revelation puts those fears to rest. The internal codename for the next-generation Xbox console has been officially unveiled as Project Helix.

This leak comes at a crucial time. With the Xbox Series X and S deep into their lifecycles, gamers have been hungry to know what Microsoft's hardware engineers are cooking up next. The name "Helix" implies a DNA-level evolution of the Xbox ecosystem, likely pointing toward a console that heavily integrates native PC gaming capabilities, advanced cloud streaming, and next-level AI upscaling.

While official specs are still locked in the Microsoft vault, the confirmation of Project Helix proves that Xbox is heavily invested in delivering a generational leap in power. Whether it will be a traditional box under your TV or a hybrid system that bridges the gap between console and PC, one thing is certain: the next era of Xbox is officially underway.

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A RARE GAMING MIRACLE: CAPCOM'S PRAGMATA IS RELEASING EARLY

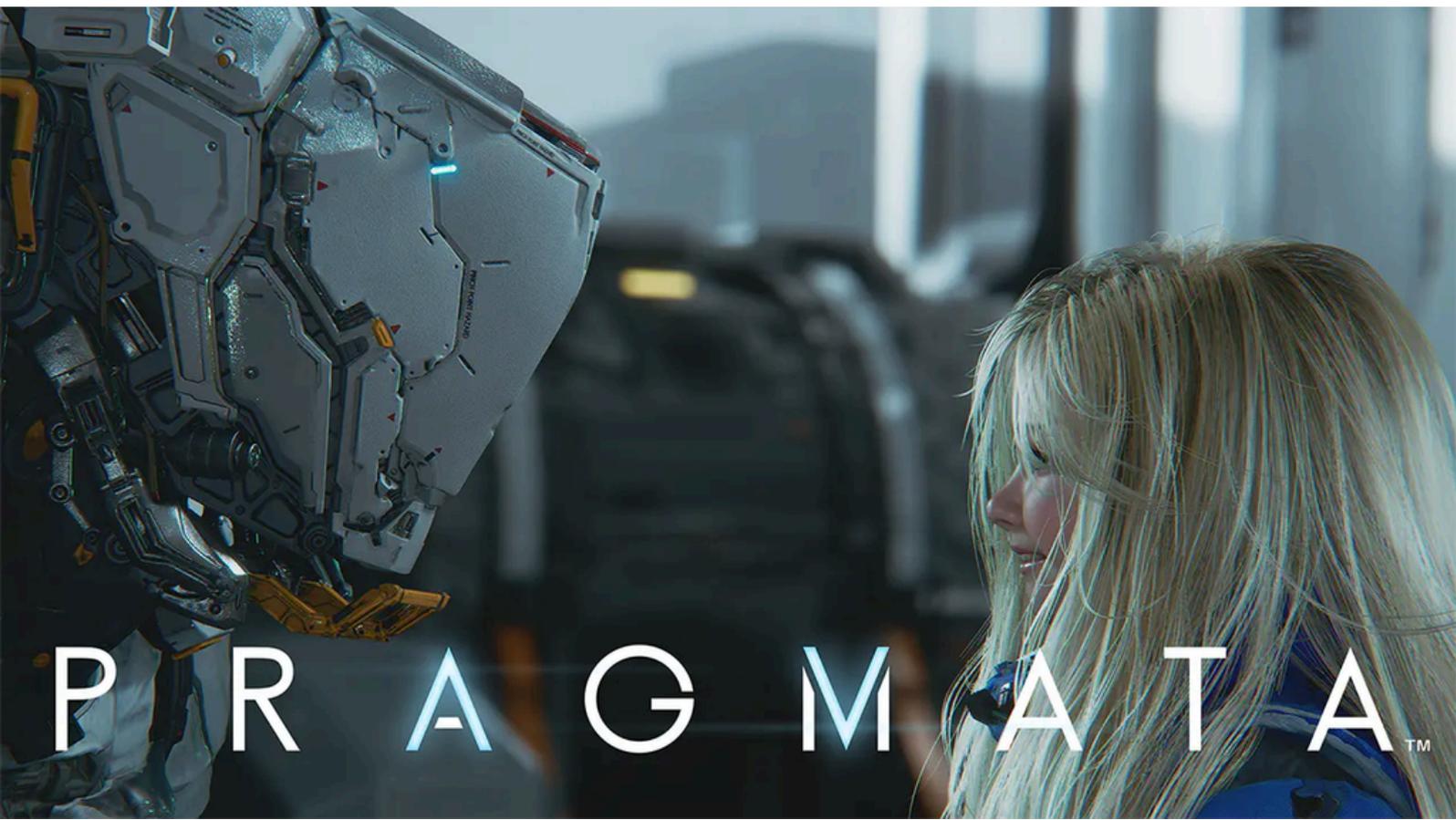
In an industry where game delays are the norm, Capcom just pulled off the ultimate reverse card. The highly anticipated, long-delayed sci-fi title Pragmata has received a new release date—and for once, it's actually coming out earlier than expected. Mark your calendars for April 17, 2026!

Get ready to explore a dystopian lunar world sooner than expected.

Let's be honest: when gamers see a headline about a release date change, we instinctively brace for a delay. But Capcom has just delivered some incredibly rare good news. Pragmata, the enigmatic sci-fi action game that has been teasing us for years, is officially moving its launch date forward. Originally slated for April 24, the game will now hit shelves and digital storefronts on Friday, April 17, 2026.

This one-week bump might seem small, but for fans who have been waiting since the game's initial reveal during the PS5 showcase era, it's a massive win. Capcom is clearly confident in the final build of the game, ready to let players dive into its bizarre, breathtaking lunar world alongside the protagonist and his mysterious holographic companion, Diana.

Whether it's to avoid clashing with other major releases or just a flex from Capcom's highly efficient development teams, this early release is the perfect hype builder. Get your spacesuits ready; the mysteries of the moon are calling a little earlier than planned.



GAME OF THE WEEK



Pokémon Pokopia Is Available Now on Nintendo Switch 2

It's time to settle in and savor the slow life now that *Pokémon Pokopia* has launched on Nintendo Switch 2. In this life simulation game, you play as a Ditto that has transformed to look like a human. The world in which you begin is surprisingly desolate, but with dedication, you'll be able to rebuild it into a charming utopia. During your adventure, you'll collect materials and craft items to create a cozy home for yourself and make a welcoming environment for lots of Pokémon friends.

QUICKIES

• BY LODJ

Diablo 4 Meets DOOM in Season 12

Worlds are colliding! Blizzard is cranking the heavy metal dial up to eleven with Diablo 4's Season of Slaughter. Launching on March 11, 2026, this massive Season 12 update brings an epic DOOM: The Dark Ages crossover, brutal new mechanics, and a chance to test-drive the Paladin class for free.



prime gaming

Amazon Prime Gaming Reveals 13 Free Games for March 2026

Prime Gaming revealed 13 free PC games that Amazon Prime users can add to their digital collections throughout the month as part of their recurring subscription. Along with the free PC games that can be downloaded via different storefronts, [Amazon Prime](#) users can also stream eight additional games via Amazon Luna throughout March.

Marathon Learns Lessons From Destiny 2

Bungie clarified how Reward Passes and various microtransactions are handled within Marathon, seemingly taking many lessons learned from Destiny 2's Eververse store and applying player-friendly features. It's a big day for Bungie as [Marathon](#) is finally available for players to dive into. While Marathon will continue to grow and expand over time, the game's launch represents a big milestone for the studio after a lengthy development cycle that had its fair share of ups and downs.



By Lodj



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