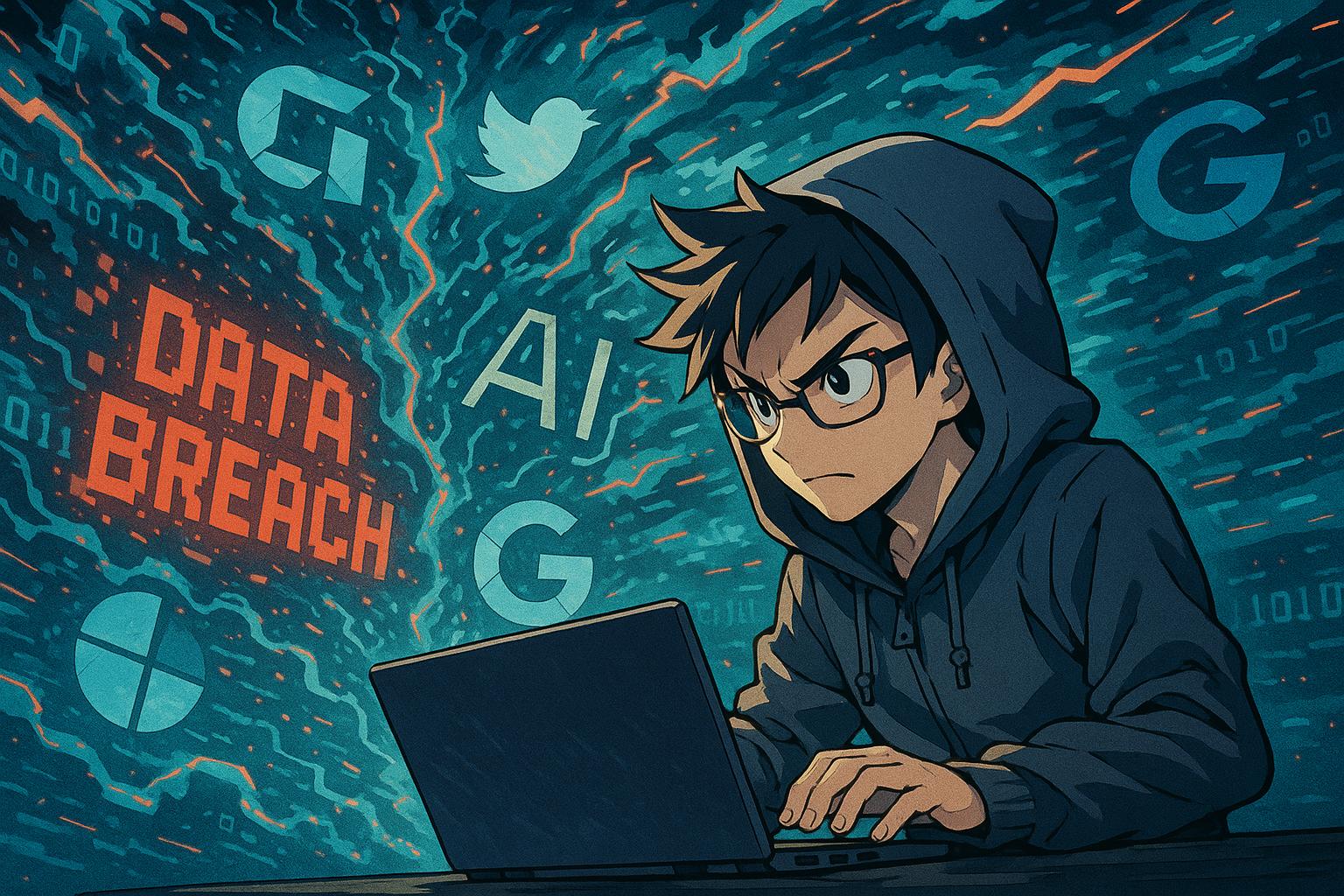
# Coinbase suffers major data breach as Epic Games and Apple clash intensifies and OpenAI expands in Abu Dhabi



Ah, the tech world—where the only constant is change, and the only thing more unpredictable than the stock market is your browser's cache. This week, a whirlwind of news has captured the attention of industry watchers, from grave security breaches to intense corporate rivalries and groundbreaking technological advancements. The tumultuous landscape is akin to a rollercoaster ride, and there’s much to unpack.

Coinbase, a behemoth in the cryptocurrency exchange space, recently found itself embroiled in yet another cybersecurity scandal. The company has disclosed a significant data breach that has resulted in the exposure of sensitive customer information, including government-issued identification. Such a breach is alarming; it has raised concerns among users regarding the safety of their personal data. The emotional fallout from such incidents is palpable, with users likely feeling vulnerable and anxious. The company claims that it is actively working to mitigate the impact and bolster its security measures, but for many, the trust has already been shaken—a harsh reminder of the risks inherent in the digital age.

In an unfolding soap opera of corporate legal drama, Epic Games continues its prolonged battle with Apple over the fate of Fortnite, now entirely unavailable on iOS devices worldwide. The ongoing dispute, rooted in Epic's attempt to bypass Apple's 30% commission on in-app purchases, has lasted nearly five years and shows no signs of resolution. Despite various court rulings in Epic's favour, Apple is doubling down, blocking Fortnite from returning to the App Store, arguing that compliance with conflicting jurisdictions complicates the app's re-entry. Epic’s CEO, Tim Sweeney, has been vociferous in his criticisms of Apple's opaque processes, calling for greater transparency and fair competition. The ramifications of this battle extend beyond the two companies, influencing app store policies globally and shaping the future of digital commerce.

Amid these challenges, OpenAI is charting new territory with plans for a colossal data centre in Abu Dhabi, a project destined to significantly enhance the company's infrastructure. This ambitious 10-square-mile facility, highlighted for its projected 5-gigawatt power consumption, represents not just a physical expansion but also a strategic endeavour to position OpenAI at the forefront of artificial intelligence development. In a world increasingly reliant on AI capabilities, such moves may seem necessary, but they also prompt discussions about the broader implications of resource consumption and environmental responsibility.

In a fascinating turn of events, the Y Combinator-backed startup Firecrawl has announced an extravagant initiative: offering $1 million to hire three AI agents as employees. This audacious proposal blurs the lines between human capability and machine intelligence, raising intriguing questions about the future of work and the evolving nature of employment. As companies increasingly integrate AI into their processes, the conventional notions of work, salary, and even job security are being fundamentally re-evaluated. A future where robots occupy the watercooler could soon be upon us.

In a bid to refine the user experience on Windows, Microsoft has unveiled its new Command Palette feature. This tool—designed to streamline navigation—allows users to quickly access apps, files, and perform tasks in a manner that mimics the familiar functionality of macOS's Spotlight. Such innovations reflect a broader trend among tech companies to focus on user experience, making technology more intuitive and accessible.

As we navigate this complex tapestry, it's evident that the tech industry operates like a vast ocean. Industry titans, from Google to Microsoft, are sailing through unpredictable waters, while Coinbase is grappling with breaches in its hull. OpenAI seeks to explore new horizons, and Epic Games is locked in a high-stakes battle with Apple. With every twist and turn, the narrative grows richer—a compelling saga of ambition, conflict, and innovation.

In conclusion, this week's unfolding events paint a vivid picture of a dynamic and rapidly evolving tech landscape. From security breaches to corporate disputes and the rise of AI, we witness not merely stories of success or failure but a reminder of the myriad challenges and opportunities that define this enthralling realm. As we charge ahead, it’s crucial to stay vigilant and informed, ready to embrace the next chapter of this ever-changing story where the stakes are high and the possibilities are boundless.

And remember, if the pace of change feels overwhelming, think of the tech industry as a metaphorical embodiment of the human experience—chaotic yet captivating, filled with untapped potential just waiting for discovery.

### Reference Map

1. Lead article
2. Related summaries on Fortnite and Apple
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Source: [Noah Wire Services](https://www.noahwire.com)

## Bibliography

1. <https://www.besttechie.com/techs-roller-coaster-coinbase-hacked-fortnites-battle-and-ais-wild-ride/> - Please view link - unable to able to access data
2. <https://www.tomsguide.com/news/live/fortnite-down-ios-whats-happening-epic-games> - As of May 16, 2025, Fortnite is offline on iOS worldwide due to a blockage by Apple, which has refused to approve the latest Fortnite update submitted by Epic Games. This issue extends beyond the U.S. App Store to European Union distribution via the Epic Games Store. The dispute arises from Apple’s App Store policies, particularly the 30% commission it collects from in-app purchases, and Epic’s attempts to circumvent these by redirecting payments to their platform. Despite legal rulings against Apple for such practices, including a recent court decision demanding compliance with off-app payment allowances, Apple is appealing and has not responded to Fortnite’s new submission. The ongoing legal feud, spanning nearly five years, reflects a broader conflict over app marketplace dominance and developer rights. Epic CEO Tim Sweeney has criticized Apple's opaque app review process and called for fairer competition on iOS. Apple, meanwhile, stated it requested Epic remove U.S. store access to avoid affecting other regions. While some Fortnite updates continue on other platforms, iOS users remain in limbo with no clear timeline for resolution.
3. <https://as.com/meristation/noticias/apple-vuelve-a-bloquear-fortnite-en-la-app-store-el-drama-continua-y-epic-no-ve-la-luz-al-final-del-tunel-n/> - La disputa legal entre Apple y Epic Games por la disponibilidad de Fortnite en la App Store continúa. A pesar de que varios jueces fallaron recientemente a favor de Epic, lo que permitía el regreso del juego a iOS en Estados Unidos, Apple ha bloqueado nuevamente su inclusión, impidiendo su disponibilidad mundial en dispositivos iOS. Epic, liderada por Tim Sweeney, propuso retirar las denuncias si Apple permitía el retorno del juego sin cobrar un 30% de comisión, pero Apple rechazó la oferta. Desde 2020, la disputa comenzó cuando Epic implementó su propio sistema de pagos, evitando comisiones de Apple, lo que llevó al retiro de Fortnite de la App Store. Aunque en 2024 estuvo disponible vía la Epic Games Store para Europa, esta opción también ha sido bloqueada. Actualmente, la única forma de jugar Fortnite en iOS es mediante plataformas de juego en la nube como GeForce NOW o XCloud, aunque con limitaciones. Esta situación mantiene a los usuarios de Apple con versiones desactualizadas del juego y sin acceso total a su comunidad. El conflicto se mantiene sin una solución clara a la vista.
4. <https://www.laptopmag.com/gaming/apple-blocks-fortnite-release-on-ios-ipados-app-store> - Apple continues to block Fortnite from returning to its iOS and iPadOS App Stores, intensifying an ongoing dispute with Epic Games. The conflict began in 2020 when Epic bypassed Apple's required 30% commission by implementing its own in-app payment system. In retaliation, Apple removed Fortnite from its platforms. This led to a prolonged legal battle, and despite a recent court ruling allowing Epic to use external payment methods, Apple denied Epic's resubmission of Fortnite to the U.S. App Store. The game is now unavailable worldwide on iOS devices, including in Europe, where Epic had previously gained limited access due to EU regulations enforcing third-party app stores. Until the impasse is resolved, players can only access Fortnite on mobile through cloud gaming services like Nvidia GeForce NOW, Amazon Luna, or Xbox Cloud Gaming. The legal saga underscores Apple's strong stance against Epic’s monetization methods and casts uncertainty over Fortnite’s future on Apple devices, particularly in the U.S.
5. <https://apnews.com/article/34f526b069889a867e2e7275b1a31f87> - Fortnite is now unavailable on Apple’s iOS platform globally after Apple blocked Epic Games' attempt to re-release the game for iPhone users in both the U.S. and Europe. This move marks a new development in the yearslong legal feud between Apple and Epic Games, which began in 2020 when Apple removed Fortnite from the App Store for violating its in-app payment rules. Epic filed an antitrust lawsuit, and although a 2021 ruling largely sided with Apple, the court later directed Apple to allow links to alternative payment methods. In 2024, Apple modified its policy but continued to charge commission fees, prompting further legal disputes. Last month, a judge found Apple in civil contempt, barring the company from collecting commissions on alternative payments and setting the stage for Fortnite’s reinstatement. Despite this, Fortnite announced its shutdown on iOS worldwide due to Apple blocking the game's app submission, including through Epic’s new alternative app store in the EU. Apple claims Epic Sweden, the developer unit, should have excluded the U.S. store in its submission. Fortnite previously had 116 million iOS users before its 2020 removal.
6. <https://www.reuters.com/sustainability/apple-blocks-fortnite-game-us-eu-stores-epic-games-says-2025-05-16/> - Apple has blocked access to the popular video game Fortnite on iPhones in the United States and through Epic Games' own store in the European Union, according to Epic Games. The game will not be available on Apple's iPhone operating system or through the App Store globally until Apple reverses the ban. No specific reason was provided for the sudden block. Epic Games, a major U.S.-based gaming studio backed by China's Tencent, launched Fortnite in 2017, achieving massive popularity with its battle royale format. The two companies have been involved in a legal dispute since 2020, when Epic challenged Apple's 30% commission on in-app purchases, claiming it violates U.S. antitrust law. Although Apple banned Fortnite in 2020, it reinstated the game after regulatory pressure from the EU under the Digital Markets Act and approved Epic’s game marketplace on devices in Europe. The decision to once again block the game comes less than a month after Epic won a legal case against Apple.
7. <https://en.wikipedia.org/wiki/Epic_Games_v._Apple> - Epic Games v. Apple was a lawsuit initiated by Epic Games in August 2020, challenging Apple's practices in the iOS App Store, particularly its 30% revenue cut and restrictions on alternative in-app purchasing methods. The conflict began when Epic implemented a direct payment system in Fortnite to bypass Apple's App Store payment system, leading to Apple's removal of the game from the App Store. The legal battle has seen various rulings, with the most recent in April 2025, where a U.S. District Judge ruled that Apple violated a court injunction requiring it to allow greater competition in its App Store, particularly concerning alternative payment methods. The ruling stems from a longstanding antitrust case brought by Epic Games, which accused Apple of monopolistic practices, including excessive in-app purchase commissions and restricting third-party payment options. Despite prior rulings, Apple introduced a new 27% fee for outside purchases and warnings about external links, actions the judge found obstructive to competition. The court has now barred Apple from impeding developer-user communications and from imposing off-app purchase fees, leaving prosecutors to determine potential criminal charges.