

Family Friendly Gaming™

THE VOICE OF
THE FAMILY IN
GAMING



First look at The LEGO
Movie 2 Videogame!!

*Crash Team
Racing Nitro Fueled
turning the corner
this year!*

El Hijo, Neo Atlas
14:69, The Princess
Guide, Harvest Life
and more in this
fabulous issue!!

ISSUE #139

February 2019

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Another Year

I have to pinch myself sometimes to realize it is all true, real, and happening. As each year goes by I am amazed at how wonderful God has been to us. Family Friendly Gaming continues to grow and climb in ways that are a total and complete answer to prayer. I smile whenever the haters go on their temper tantrums and act like they have some authority. In reality God is in control. God allows them to do certain things, and God stops them from doing others. I know at times we are being tested. I know at times we are being tempted. I know at times those worshipping evil are trying to entrap us, and make us trip up.

Certain things change from year to year. I plug along as fast as I can. I complete projects the best I can. I do what I can on a day to day basis to make things better. I get exhausted from it at times. I receive so much help that it astounds me. I am so thankful for so many being so supportive and encouraging of what we are doing. We have made a major impact across the world. We have shown the industry there is a better path. We have encouraged the swamp of corruption to be drained. That encouragement will continue again this year.

I am so thankful for all ya'll. I am so thankful for all of the wonderful support ya'll have provided. There are plenty of times I do not feel worthy of it. There are bad days that I stress over what we do not have, instead of focusing on what we do have. I have said it many times before and will keep saying it - I am far from perfect. I need God's grace as much as any of us. I trip, stumble and fall from time to time. I try to learn from those mistakes and become better next time. Does that always happen? Nope. I am honest about it.

I do not know what 2019 has in store for Family Friendly Gaming. I do know that we will work hard to continue to apply God's standard to our industry. We will continue to do whatever we can to make the video game industry better. We will continue to work on improving wherever we can. We will continue to listen, and temper it against what God tells us to do. We will hit our 14 year anniversary in March of 2019. I never thought we would make it into double digits. I never considered longevity. Instead I focused on each issue, each game, and each person

one at a time. I do not want to get lost in long planning and have it all fall apart. I prefer to take things in God's perfect timing.

What do you want from Family Friendly Gaming in 2019? What are you hoping we cover this year? What things do you want to see Family Friendly Gaming do in the year of our Lord 2019? Do you have any thoughts or ideas for us? Please send us an email if you do. You can also post on Facebook, and Twitter. Oh I almost forgot that you can post on our Youtube channel as well. We get tons of comments there - usually video related though.

God bless,
Paul Bury



Help both ways

Hopefully your family is good about donating to Goodwill, Salvation Army and/or Value Village. Have you ever thought about helping on the other side? What am I talking about the other side you might be wondering. Do you ever shop at Goodwill, Salvation Army and/or Value Village? Have you ever thought about helping them out by purchasing used things? Shopping at Goodwill, Salvation Army and/or Value Village is not just for those down on their luck. It is for all of us.

A little over a year ago I bought my hubby some slacks for the day job. Within six to nine months the groin area was pulling apart at the seams. He is careful with his pants. He is careful with all of his clothing. Those pants cost thirty-five dollars brand new on sale at Target. My hubby refused to get more of them. Instead he insisted we go look for slacks at Goodwill. He did not want to spend a lot of money on something that might fall apart that quickly. So for \$5.49 a pair of pants we replaced a couple of them. They continue to hold up quite well.

The week I am writing this my hubby had an accident walking between buildings at the day job. He fell and tore up the skin on his knee. He also tore a pair of pants. He was more unhappy about the pair of pants. So guess where we went back to? That is right - Goodwill. We found some pants that fit and he has beefed up his slacks selection. We bought three pairs of pants for less than half of one pair of new pants. My hubby is pretty firm that he is not there as part of some fashion show. He is there to do a job, and make some money that will pay for bills that Family Friendly Gaming does not pay for.

Don't be too proud to shop at Goodwill, Salvation Army and/or Value Village. When we shop there we are helping someone working their way back up. We are helping someone in need by shopping at Goodwill, Salvation Army and/or Value Village. You might find some really interesting things shopping at Goodwill, Salvation Army and/or Value Village. You might run across someone that you can help. You might learn something about yourself and others. Are you snob toward others? Do you care about the people at Goodwill, Salvation Army and/or Value Village like God does?

This is what I mean about helping both ways. I know plenty of people who give to Goodwill, Salvation Army and/or Value Village, but do not ever go into one. What a shame because Goodwill, Salvation Army and/or Value Village need people to shop there. Goodwill, Salvation Army and/or Value Village need people to fund the good work they are doing. I have seen some really cool items at Goodwill, Salvation Army and/or Value Village. Paul gets emails from a variety of people and has been told by someone he knows through email that they find all kinds of cool things too.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863
 1 Timothy: 9780976054825 | 2 Timothy: 9780976054894 | Interactive Parables: 9780976054801 | Interactive Parables Spanish: 9780976054818

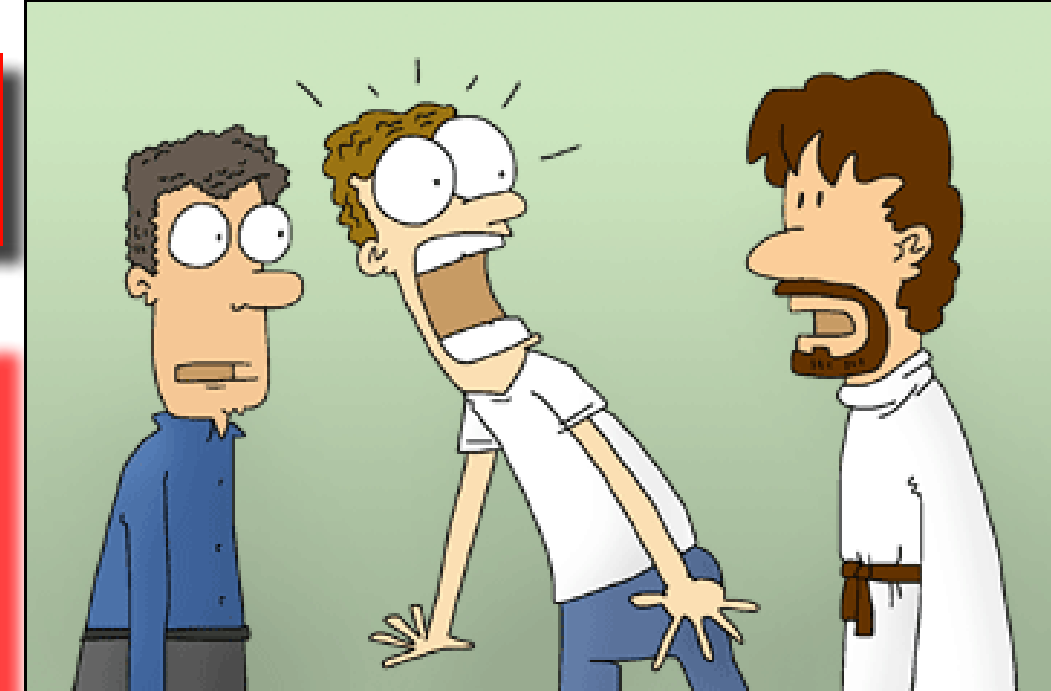


Interactive Bible Series for Windows by GraceWorks Interactive



MISSION STATEMENT

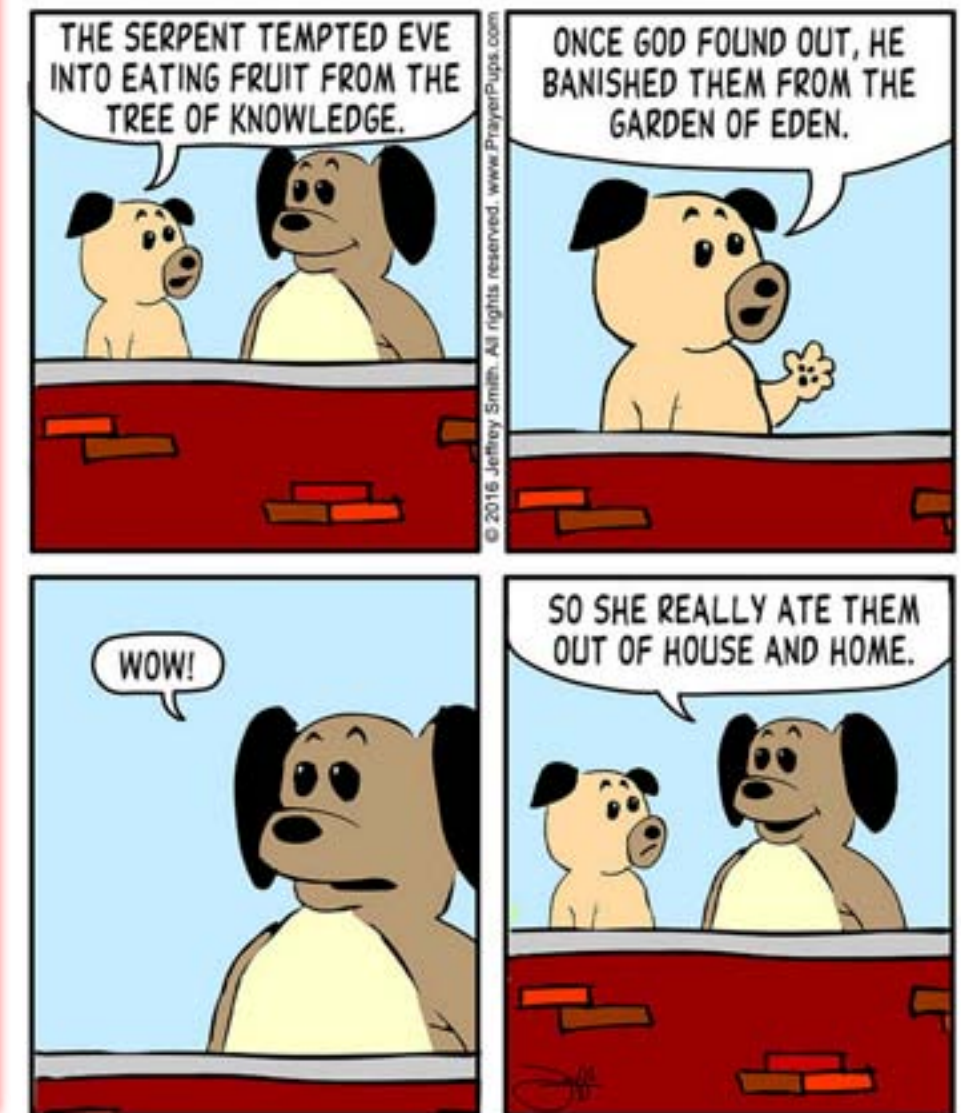
Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, interviews, features, and other articles found within. The secular video game media reports mainly on the most morally bankrupt games and call those games good. The major secular media reports on the bad side of video games mainly. Most other Christian media outlets claim video games turn the player into a zombie, or they completely worship video games. Family Friendly Gaming reports the good, and bad side effects to video games. It is the belief of the owners that readers are smart enough to come to their conclusions without those in the media handing opinions to them. Those of us at Family Friendly Gaming believe by giving you the facts, you can decide for yourself. There are plenty of really good video games on the market that teach wonderful lessons. Both inside the Christian video game market, and from non-Christian video game developers. Family Friendly Gaming seeks out these video games to bring them to your attention. Since it is unknown before playing a game how family friendly it is; it is possible that this magazine will preview a game, and then the review will expose problems previously unknown. Family Friendly Gaming promises to always ask the question: "how God feels about certain video games." God's opinion on the matter is more important than any mere mortal. Which is why the rest of the industry does not influence FFG.



03-21-2014

I HEARD YOU BLURTING MY NAME THERE ... ANYTHING I CAN DO FOR YOU?

PRAYER PUPS BY JEFFREY SMITH



DVD-ROMs contain PowerPoint Bible stories, 3 - 5 on each disk. The PowerPoints contain stunning lifelike still graphics. Not cartoons, but computer generated photorealistic imagery. Their purpose is to provide a great backdrop while the teacher articulates the story, there is no audio, but a lesson outline is provided for the teacher along with Bible references. Each story also has a printable PDF activity sheet and a coloring page.

14 DVD ROM titles
\$10.99 each

Easter 1	EAN 5060209840680
Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840642
Parables of Jesus 1	EAN 5060209840758
Parables of Jesus 2	EAN 5060209840765
Power and Glory	EAN 5060209840727
Women of God	EAN 5060209840659

The comics are a further resource. Children love to read them and learn Bible stories.

6 COMIC titles
\$1.50 (issues 1-4) \$2.99 (issues 5,7)

Issue 1 Jonah	ISBN 9781904064947
Issue 2 Samaritan	ISBN 9781907731006
Issue 3 Adam & Eve	ISBN 9781907731013
Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

This catalog features **1500+** of **9000** available Homeschool titles.

For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

SOUND OFF



The Sound Off section is where you the reader/emailer is heard. What you have to say is put in this section for all the readers to see. Of course certain content is edited for appropriateness issues. This is a family friendly magazine, and certain content is just not proper. We hope you enjoy this section as much as we do. Keep an eye out for your comments appearing in these very pages. You have our attention, so SOUND OFF!

Embracing the dark side of gaming

Dear Mr. Bury,

I think the best solution to fighting darkness in gaming is to survey as many young people (ages 12-19) as possible and use their responses to plan our next move. We should ask open-ended questions such as:

Do you enjoy watching R-rated movies? Why or why not?

Do you enjoy playing M-rated games? Why or why not?

Some people believe it is actually beneficial to see scary R-rated

movies because if you need to get terrified watching a movie to avoid becoming terrified of life. I would like to know how you would respond to that statement. Personally, I think trying to eliminate fear does more harm than good. Some of the worst choices in the history of civilization were made by people who weren't afraid of anything. If the captain of the Titanic was fearful instead of fearless, he would have adjusted the ship's course or at least slowed down when he got the iceberg warnings and 1,500 people would have lived. Actor Paul Walker said, "I'm not afraid of anything. That's just the way I am." If Paul Walker had been afraid of one or more things, he'd still be alive right now.

I don't mess around with firecrackers, fireworks or explosives because I am afraid of them. If Timothy McVeigh shared my fear of firecrackers, fireworks and explosives, 168 people would still be alive now. Fear saves lives, for the most part. While some people may have excessive fear of some things, those fears should be dealt with by professionals on a case-by-case basis.

Asking open-ended questions would not only help us find more effective strategies, it would help us to identify those who are most at-risk. For example, people who vomit or faint at the sight of blood would probably not enjoy horror movies or horror games.

Keep up your series on the dark side of gaming. Merry Christmas, Happy New Year, and God Bless You.

Sincerely,

David

{Paul}: David,

Good ideas thank you. We put those questions in the quiz this month and we will see what kinds of responses we get. Hopefully we get some.

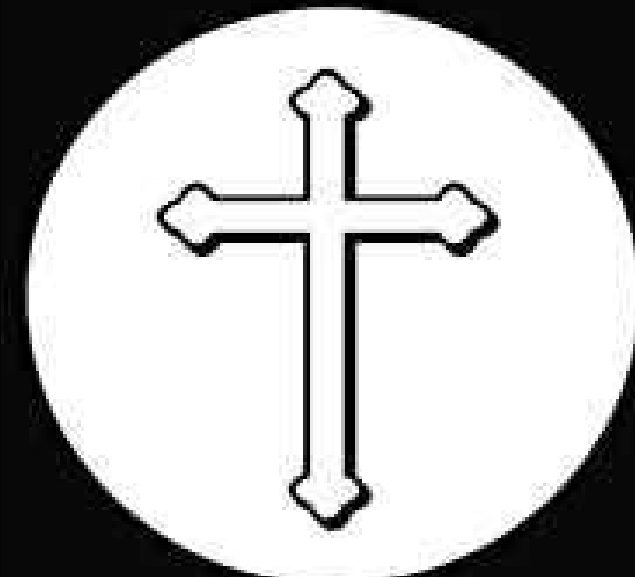
Fear is very handy when we see a fire, or something else that could harm us. Sure it can go to an extreme and paralyze some people. Ultimately I do not think they eliminate fear. I believe they are desensitized to the horrors. They lose apathy, kindness and caring. There were people laughing as the planes flew into the Twin Towers. They thought it was funny. How many

people died? How many families were traumatized? I do not see how that attitude helps.

Now there are jobs where you may need to be desensitized to the violence. The military, police, and others might need that so they do not throw up when they see a mangled body. Doctors and nurses have to be accustom to seeing blood and gore so they can treat it without passing out. So in those professions sure it is handy.

We will be doing more columns in the dark side of gaming. I have had some other things preempt them. Like the year in review, and playing Fortnite for the first time. I have at least one more idea for another column. I will keep working on more.

FUTURE GLIMPSES FREE AT LAST



BY
PAUL BURY

Future Glimpses Free At Last

I just finished reading Future Glimpses Free At Last. I LOVED IT! Such an amazing book with great characters and a wonderful storyline. Future Glimpses Free At Last is even better than Future Glimpses Moon Murderer. Are you going to do another

book in the Future Glimpses series? I would love to read another book. The series gets better with each and every book.
- Sharon

{Paul}: Sharon,

Thank you for your kind words of encouragement. I am so glad that you are enjoying the Future Glimpses books. I am humbled and honored that you think they are getting better. I put a lot of time, effort, and creativity into those books.

I want to do a third book in that franchise so badly. I have brainstormed a few ideas and have them down for the third book. Right now it comes down to time. I need to find the time to do a third book. Lord willing that will open up in a few months and I can get to work. Until that time I keep jotting down ideas for the next book. I have some ideas for this next book but not a theme or major storyline. I trust God that they will come to me in the right time and the right place.

The more sales these books get the faster I can open up the time to work on the next one. Which is a major reason why I decided to publish your email. FFGU needs to know

SOUND OFF Continued

about this franchise.



THANK YOU

Thank you so much for doing Castlevania: Aria of Sorrow and reviewing it. I understand it did not garner the views an E or E10+ game would, but I'm still thankful you did it. I'm glad it happened. Obviously, I think you were right to warn against watching it if you weren't a teenager or older. I think you

did a good job with the series, and I really enjoyed it. Thank you for it. Good job with your review too! Thanks for getting it re-viewed in the magazine so quickly too. Overall, I'm very happy with how you did the game! Thank you very much!
-Dan

Paul]: Dan,

Your welcome. We listen and are willing to try things. I am also extremely stubborn. Once I start recording a game I want to get to the end credits. It does not matter the game.

Some games are easier to beat than others.

Thank you for your kind words. I gave it the old college try as some old timers used to say when I was young. I never really understood what that phrase meant. But I like it. It dawned on me that a review in the e-magazine would be interesting and probably come as a surprise. I love surprising people. I get to do it a lot at

Family Friendly Gaming.

I am still trying to beat Castlevania 64. I have made it to the second form of the end boss. I will be recording the other Castlevania GBA game you requested very soon. I just finished with that Scooby Doo Cyber Chase game. I have scaled back how many different games I am recording at the same time. It was getting too confusing about where I was and what needed to be done. I was also having problems remembering controls of too many different games. I am trying to focus on getting through certain games before adding to my recording work load. Thankfully I got a couple of games finished over Christmas break.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page:
<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
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Current rates can be found on the Advertise page of the website

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LOOK BACK

QUIZ

There has been a lot of history made here at Family Friendly Gaming. Let us take a look at some of the historic front covers to a few of the issues in our long and storied history.



Family Friendly Gaming decided to do some fun little historic quizzes. Anyone who is not a business partner, advertiser, PR contact, or works for Family Friendly Gaming can answer these questions. Email answers to SoundOff@familyfriendlygaming.com. After three months the person with the most right answers will be emailed an Amazon gift card.

Question: Can companies sponsor Family Friendly Gaming?

Answer:

Question: Do you enjoy watching R-rated movies? Why or why not?

Answer:

Question: Do you enjoy playing M-rated games? Why or why not?

Answer:

Question: Do you enjoy playing Fortnite? Why or why not?

Answer:

Question: Which FFG Original series is your favorite?

Answer:

Question: Which FFG Original series has the most videos?

Answer:

Question: What do you like most about Family Friendly Gaming?

Answer:

Question: What do you like least about Family Friendly Gaming?

Answer:

Question: Where can you buy the Video Game Lies book?

Answer:

Question: Where can you buy the Future Glimpses books?

Answer:

Question: Where can you buy the FFG January Devotional book?

Answer:

Question: What do you think of the How You Can Help page?

Answer:

Question: How many games has Family Friendly Gaming reviewed?

Answer:

DEVOTIONAL

Helpful Thoughts

God's Timing

One of the things I personally struggle with is patience. It can be difficult to wait for years for God's perfect timing. What makes it worse for me is God reveals to me things that are coming. I see what is coming and I am all ready for it. Then I have to wait for years. **Psalm 31:15** *My times are in your hands; deliver me from the hands of my enemies, from those who pursue me.* David had to wait for many years to become king after being anointed.

Not that knowing that helps me become more patient. I can look back and see how much progress I have made in the patience department. I still have a long ways to go though. I must acknowledge it is out of my hands. **Acts 1:7** *He said to them: "It is not for you to know the times or dates the Father has set by his own authority."* I need to know my role and shut my mouth when it comes to being impatient. Having the knowledge does not make it any easier. Especially when we are ready for the blessings promised to us years ago.

By the same token we

must be ready at all times. We must be prepared for when God's timing arrives. This is where my impatience kicks in. I am all ready and get drowsy waiting for so long. **1 Thessalonians 5:1-3** *Now, brothers and sisters, about times and dates we do not need to write to you, 2 for you know very well that the day of the Lord will come like a thief in the night. 3 While people are saying, "Peace and safety," destruction will come on them suddenly, as labor pains on a pregnant woman, and they will not escape.* At times I wonder if God is testing us by making us wait.

There is so much evil in the world that I just want God to return and give out justice. I am eager for the new heaven and the new Earth. Yet I have to remind myself that God has the perfect timing for all of this. My excitement to get to the next stage must be tempered while I am prepared and waiting. **Ephesians 1:10** *to be put into effect when the times reach their fulfillment—to bring unity to all things in heaven and on earth under Christ.* Too often I am not even aware that I am being impatient. I get depressed that we have reached a new milestone in waiting. I recognize how weary I am of

waiting.

Think how long people in the Old Testament waited for Christ? **Romans 5: 6-8** *You see, at just the right time, when we were still powerless, Christ died for the ungodly. 7 Very rarely will anyone die for a righteous person, though for a good person someone might possibly dare to die. 8 But God demonstrates his own love for us in this: While we were still sinners, Christ died for us.* God has the perfect timing even if we do not think so. Accept that reality for more joy.

God Bless,
Paul Bury

PRAYER

Jesus,

I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.

There are wise decisions we make in life and there are mistakes. Family Friendly Gaming wants to share some thoughts that can be helpful. Maybe this will bring more joy into your life. Maybe it will allow you to have better physical health. Maybe it will help you reach a better mental, psychological or emotional state. The goal of each column in each month is to share some helpful thoughts to you and your family.

Think for Yourself

It is really dangerous that too many people believe what they are told to believe because a teacher or scientist tells them to believe that. Think for yourself. Do the research yourself. We recently ran across someone on our Evolution is Religion video under the FFG Chronicles series. Click here to see that educational video. In a discussion with a follower of the evolution religious belief set it became apparent that they were not capable of thinking for themselves. Instead they believed whatever they were told to believe by a teacher. Was the teacher just passing along

what the politicians told them to teach? Does the teacher actually believe in the disproven theory of evolution?

When we were in school we were taught to think for ourselves. We were taught to do the research ourselves. We were taught to weigh the evidence in the true scientific method. Because XYZ person says so is not a good reason. Because I was told to have that opinion is not a valid response to a critical discussion and debate. Yet too many think that is how they are supposed to respond. Their ignorance in evidence, facts, reality, and more has some how become a defense of their faith. When did that become a thing? When did that become popular? We missed it here at Family Friendly Gaming. We still use scientific methodology to discern truth from fiction.

How much do you know about the debate on the scientific backing for Intelligent Design? How much do you know about the debate on Young Earth versus Old Earth? Sadly too few people know about it. Sadly too few people invest the mental energy in researching the evidence to come to an educated opinion. They let others do the thinking for them. This is dangerous on

so many levels. The people who make these decisions for you - do they have personal axes to grind? Do those people deciding for you have biases that you might completely disagree with? Do the people deciding for you have some personal benefit from making a particular selection?

This is why thinking for yourself is so important. Look at the evidence and weigh it in your own mind. You have the freedom to make your own decision. We have done this here at Family Friendly Gaming and we completely support Intelligent Design and Young Earth theories because of the scientific facts and evidence that supports them. Not only that but also the scientific fact and evidence that disprove the opposite theories. Maybe you will come to the exact opposite opinion after researching it your yourself. It is important that you do the analysis for yourself. You can read a variety of books on the topics to learn what true and real scientists are doing in these fields. That is if you are not scared of the truth? Some people actually are scared of the truth. Some people do not want to upset the apple cart. Where do you stand on thinking for yourself? Will you do it?

In The

NEWS

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Code: Realize ~Wintertide Miracles~ Limited Edition Details Revealed

Aksys Games is pleased to announce that a special edition of Code: Realize ~Wintertide Miracles~, the next chapter in the bestselling interactive fiction series, will launch on February 14, 2019 in North America for both the PlayStation®4 system and the PlayStation®Vita system. Made by the masters of the otome genre, Idea Factory and Design Factory, Code: Realize ~Wintertide Miracles~ continues the adventures of the poison-skinned maiden Cardia and a selection of famous (and famously handsome) figures from Western literature as they face new challenges, new friends and foes, and new opportunities for love.

The Limited Editions of Code: Realize ~Wintertide Miracles~ will contain six 3" acrylic figurines featuring the characters rendered in adorable Chibi style and eight 4x6" oversized character cards, all contained in a collectible rigid case. Both the Limited and Standard editions are available now for pre-order.

~Wintertide Miracles~ takes fans deeper into the world of Code: Realize and its intriguing characters. Experience the magic and chaos of two-on-one dates and play with dynamics (and hearts) by bringing multiple members of Lupin's gang on a wide variety of romantic romps. Learn more about the dashing detective Herlock Sholmés and the mysterious Finis in the continuing sagas involving the newest men in the Code Realize universe, and join Cantarella, the mysterious young lady Cardia met during one of her many adventures, as

she gets caught up in the chaos that always seems to surround Lupin and his gang.

About the Code: Realize Universe

The story begins with the main character, Cardia, isolated and alone in a mansion on the outskirts of a 19th century steampunk version of London. A victim of a mysterious affliction that makes her blood a virulent poison and her touch instantly lethal, Cardia is shunned as a monster. Through a number of events both grand and seemingly insignificant, Cardia is pursued by the Royal Guard, kidnapped by the gentleman thief Arsène Lupin, and joined by a myriad of other handsome figures out of the best of western literature. With her new-found friends (and suitors) Cardia ventures out in the world to unravel the mysteries surrounding her very existence.

Capcom Announced Monster Hunter World Iceborne Expansion

Hunters around the globe can prance in joy! Capcom, a leading worldwide developer and publisher of video games, today announced Monster Hunter World: Iceborne™, a massive expansion for the more than 10 million unit-selling Monster Hunter: World™. The new content will be available for download in autumn 2019 for PlayStation®4 computer entertainment system and the Xbox One family of devices, including Xbox One X, with more details on the PC release to be shared in future announcements. The content-rich Monster Hunter World: Iceborne will feature new quest ranks, locales, monsters, moves and gear in addition to a full narrative



experience that continues on from the ending of Monster Hunter: World. The Monster Hunter: World base game is required for the expansion and is currently available across consoles and PC.

In the meantime, the Kulve Taroth Siege, a special event quest which allows up to 16 players in groups of four each to team up towards a common goal, will return on December 20. This time however, a tougher Arch Tempered version of this colossal monster which yields more powerful rewards awaits hunters. As another special thank you to hunters around the world, to mark a year since Monster Hunter: World launched we'd like to announce The Appreciation Fest, coming up on the anniversary of the game's release in January 2019. The Appreciation Fest will include a newly decorated Gathering Hub, special equipment that can be obtained in brand new quests and a slew of new anniversary quests for everyone.

For players who have not yet tried Monster

Hunter: World, a free Trial Version of the base game will be available on PlayStation®4 system and Xbox One. Offering a hefty preview, the Trial Version allows new players to experience quests up to the 3-star level and online multiplayer up to Hunter Rank 4. This will provide plenty of opportunity to try out a variety of quests, craft and upgrade equipment, and join in on the game's trademark cooperative multiplayer action with existing owners of the game. In addition, any saved progress transfers over to the main game, so new players are encouraged to start their hunting journey.

In Monster Hunter: World, players take on larger than life monsters in a variety of vast, living, breathing ecosystems either solo or with up to three other hunters via online co-op, complete with drop-in functionality, a first for the series. The story follows the journey of the elder dragons as they begin their once a decade migration across the sea to a land known as the New World in an event referred to by inhabitants as the Elder Crossing. As part of the Guild's Research Commission, players must embark on a grand journey to this massive, mysterious land and uncover the secrets behind this phenomenon. The Monster Hunter World: Iceborne expansion will build upon this story when it releases in autumn 2019 for PlayStation®4 system and Xbox One. For all the title updates revealed today, including the Monster Hunter World: Iceborne expansion, Capcom is planning to develop PC versions as well, and will share more on the availability in future announcements.

Space Mods Holiday Competition

YoYo Games announced its GameMaker developer community competition, the Space Mods: Holiday Competition. Coming hot on the heels of its GameMaker Studio 2 (GMS2) tutorial, "Space Rocks", a guide for budding video game creators to create their very own version of the definitive asteroid blaster,

YoYo Games are asking developers to create a recognizable modification of Space Rocks. The world's leading 2D video game engine would like entries to focus on playability as well as how engaging they are for the player.

"Open to anyone aged 16 or over, the Space Mods: Holiday Community Competition tasks developers to modify and improve upon the Space Rocks game created in the YoYo Games tutorial using any version of GameMaker Studio 2," said Russell Kay, CTO of YoYo Games. "The winner will be the best overall game meeting the criteria, as decided by the YoYo Games judging panel."

The winner will be given the choice of selecting a GMS2 licence from Desktop, Mobile, UWP, Web, as well as the game being featured on the GameMaker Showcase. Which could turn into sales for the winner.

All entries should be submitted by midnight on 2nd January 2019, UTC. Designed and presented by Friendly Cosmonaut, the Space Rocks video tutorials start out with an introduction to GMS2 before outlining how to program movement, attacking & collisions, scoring, lives, sound and effects, before adding that final layer of polish. These tutorials also detail how to make the game in Drag and Drop mode as well as using GML code.

JackQuest Tale of the Sword Releases

JackQuest: Tale of the Sword, the fast-paced fantasy action platformer from publisher Blowfish Studios and developer NX Games, is slaying vile creatures and embarks on its epic journey for Nintendo Switch, PlayStation 4, Xbox One, and Steam.

Undertake a rescue mission to save Jack's beloved Nara from the revolting orc Korg, who captured the fair maiden and dragged her away to his subterranean lair. Journey into the caves and discover Kuro, a spirit imprisoned inside an enchanted blade. The unlikely duo of Jack and Kuro adventure into an underground labyrinth to liberate Nara.

Set in a massive interconnected world, JackQuest is teeming with environmental puzzles, invaluable power-ups, special abilities, and magnificent weapons to aide Jack in surviving Korg's hideout and the denizens therein. Alongside an army of minions standing in Jack's way are colossal bosses that will need to be felled before our heroes realize their goals.

JackQuest doesn't waste any time with its quick combat and steady progression. Completionists will want to explore every nook and cranny of the world to find the well-placed secrets and speedrunners will be encouraged to revisit JackQuest's dungeons.

"This is one of those games that I pick up and then can't stop playing because I always feel like I do something meaningful each time I play," said Ben Lee, CEO, Blowfish Studios. "JackQuest's mix of fast-paced action and exploration makes it hard to put down, and it's been an honor to work with NX Games to bring this game to life."

In The News Continued

Don't Sink Releases on Switch

All hands on deck! Pixel perfect beauty Don't Sink, a Sandbox-Adventure-Pirate-RPG, has dropped anchor in the Nintendo eShop!

This two-dimensional, 16-bit beauty created by Studio Eris stands out for its saucy humor and eye-catching color schemes. Explore a massive world of unique islands and landscapes while maintaining the health and morale of your crew. Stock up on plenty of cannonballs and grapeshot for exciting battles with other pirates, or settle for the less exciting alternative of fleeing. Discover new island chains and fight your way across the sea to unlock bigger and better vessels so you can haul bigger and better booty. On top of all this sweet pirate-on-pirate action, be sure to pay attention to the island locals—they may have useful hints, interesting lore, or plunder-filled quests for you.

It's a Bright World Out There

Explore a massive world of unique, vividly-colored handcrafted islands in a sea never sailed. Juicy hues paint the landscapes and create a truly beautiful setting for your swashbuckling adventure. Pick up plenty of quests that will have you waterlogged and wayfaring in no time. Staying seaworthy is no small task!

Take Over the Landlubbers

Sail from island to island, expanding your roguish dominion over the world and enhancing your reputation. Recruit locals and grow your pirate paradise into a bustling (and respectable!) haven. Feeling aspirational? Choose to conquer other islands and become their pirate governor. Rumors fly like grapeshot when you speak with various islanders, even allowing you to uncover the origins of each island.

Heave ho and Conquer the Seas

Expect the unexpected while at sea. Not only are there OTHER pirates sailing these waters... but the threat of foodborne illness (gasp!) is ever-present as well. Stock the right supplies to keep your ship afloat and your crew happy until you reach fair shores. Tending to the morale, health, hunger, and thirst of your crew requires regular supply runs. Long journeys could force you to ration the rum. The horror! Experienced swashbucklers must prepare on dry land for the variety of challenges that await them in the briny deep.

Other Features

Purchase larger ships as you fight your way through the sea. Famously powerful vessels such as the Galleon and Man of War are but a few of the available options. You'll have to battle, plunder and explore to see them all!

Be a benevolent buccaneer or a malevolent marauder, you'll unlock unique side quests and booty depending on your gameplay.

To pegleg or not to pegleg; that is pirate fashion. Choose from a variety of pirate accoutrement to personalize your pirate avatar.

In The News Continued

Pang Adventures Releases on Switch

Developer and publisher of beloved retro franchises Dotemu (Windjammers, Wonder Boy: The Dragon's Trap, Streets of Rage 4) announced today that the cherished Pang franchise has landed on Nintendo Switch. Pang Adventures is now available in the Nintendo eShop for £8.99.

The revered Pang series follows the adventures of two brothers on a global quest to save the world from alien invasion. In Pang Adventures, players face an onslaught of dangerous aliens in several iconic locations around the world, including exotic places like Antarctica, Death Valley, Bora Bora and more recognizable landmarks. Battle aliens across more than 100 levels using awesome and daunting new weapons including machine guns and flamethrowers, and test your skills in a variety of modes.

Pang Adventures on Switch offers the ultimate arcade experience and allows local co-op across all three game modes so you can share your adventures and save the world together. The easy to learn arcade-style of Pang games have stayed true to core gameplay from their early 90's counterparts but have evolved to harness today's graphical capabilities, bringing bright, vibrant and colorful characters to life on modern consoles. Combined with the Switch's dual joycons and portability, Pang Adventures is a must-have game for the platform.

Pang Adventures is available on PC via Steam, PlayStation 4 and Nintendo Switch.

Forge of Empires Adds Cultural Settlements

The strategy game Forge of Empires has been expanded to include Cultural Settlements. These settlements add to the capital which the players lead through the epochs of human history and make other cultures playable. To begin the series, players will lead a Viking settlement to fame and prosperity. Other cultures are being planned. As a reward for completing the Cultural Settlements, players will receive unique rewards.

"With the Cultural Settlements, Forge of Empires is opening up entirely new possibilities for entertaining game content. As early as 2018, we focused on history's famous personalities in historical quest series and offered a variety of events throughout the year. With the updates for the Oceanic Future era and the completely new Virtual Future, we also released new content on a large scale. In 2019, we will be able to introduce elements from all eras into the game and will once again provide our players with countless hours of fun," says Armin Busen, Chief Product Officer at InnoGames.

Product Owner Stefan Walter adds: "The Cultural Settlements are completely optional to the main game. It's not about building a second city long-term, but about completing special quest lines. We have introduced new mechanisms for developing a city and, for the first time, diplomacy as a new resource. We are looking forward to the player feedback, especially which cultures they would like to see in further settlements."

In The News Continued

The Cultural Settlements are unlocked in Forge of Empires as soon as “plowing” has been explored in the tech tree in the Iron Age epoch. From then on, there is a boat that takes players to the Viking village. The head of the Viking settlement Ragnar Lodbrok then introduces the new mechanics. For the first time, the development of a city is supplemented by a puzzle element. Each time you start a Cultural Settlement there are randomly placed obstacles on the map. This always requires new strategies to build cities. The objective is to build up the Viking settlement and get the economy going. Completing the appropriate quest line unlocks rewards for the capital. The world tree Yggdrasil produces a variety of resources and yields an attack boost. By completing the Cultural Settlement several times, you can unlock various Viking emissaries, who add a bonus to daily production in the capital’s city hall.

GameMaker Studio 2 Space Mods

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of YoYo Games. “The winner will be the best overall game meeting the criteria, as decided by the YoYo Games judging panel.”

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ing a GMS2 licence from Desktop, Mobile, UWP, Web, as well as the game being featured on the GameMaker Showcase. All entries should be submitted by midnight on 2nd January 2019, UTC. Designed and presented by Friendly Cosmonaut, the Space Rocks video tutorials start out with an introduction to GMS2 before outlining how to program movement, attacking & collisions, scoring, lives,

sound and effects, before adding that final layer of polish. These tutorials also detail how to make the game in Drag and Drop mode as well as using GML code.



Guardian Pro XP Unleashed

GAEMS announced the all-new Guardian™ Pro XP, the premier Portable Gaming Environment for pro gamers, serious gamers and content creators delivering the ultimate in performance and portability for console AND for PC with a 24” QHD IPS panel. The only professional grade Personal Gaming Environment for console and PC gamers, Guardian delivers GAEMS’ legendary portability and protection for PlayStation®4, Xbox® One consoles, as well as support for several micro ATX PCs, built into a TSA-friendly hard-shelled case fitting most carry-on luggage requirements.



“Gaming has changed radically since we launched our first Portable Gaming Environments in 2011,” says John Smith, co-founder of GAEMS. “Today’s gamers are also savvy professionals. Whether they compete in esports or generate unique gaming content, these professionals will appreciate how GAEMS integrated the highest-level performance gaming monitor and media tool suite into a single ultra-sleek yet portable package with Guardian.”

Expand your gaming reach without compromise. Guardian features an ultra-low latency 24” Quad-HD anti-glare IPS gaming monitor with HDR support and FreeSync technology for total immersion. The proprietary GAEMS Dynamic SoundStage™ surrounds you with rich sound created by a

12W integrated power amp powering 9W chambered, stereo speakers and passive subwoofers, or game to yourself using the 3.5mm audio jack. Charge your controllers, phones and other devices conveniently through the Guardian Media Center. Mount your streaming camera, custom microphone or lighting solution to the patented Picatinny Rail of your open Guardian and look sharp for the content you create! Capture your game stream via the integrated HDMI output and see why splitters are yesterday’s news.

Key specs for Guardian Pro XP include:

- Patented industrial-grade hard-shell case with proprietary metal-hinged design
- 24” Quad HD IPS panel
- Proprietary Dynamic SoundStage™ with 12W power amp, chambered 9W speakers, passive subwoofers and Surround Processor

- Integrated Media Center with HDMI 1.4 Input, 3.5 Headphone Jack, High Speed USB Hub Port (from console power) to 3x USB Ports (1x USB 3.0@1.8A & 2x USB 3.0@0.9A) duplicating console functions and providing passive power for charging while Guardian is Off

- External rear HDMI Output for streaming and sharing monitor content
- Patented Picatinny Rail mounting system for cameras, microphones, lighting and other equipment used for professional streaming (accessories sold separately)
- HDMI 1.4 cable
- AC 100v-240v/DC, 19V, 4.74 Amp Power adapter
- Product Dimensions (inches) – 23.45” w x 16.9” d x 4.79” h
- Compatibility: Xbox One S, Xbox One X, PlayStation 4 Pro, PlayStation 4, PlayStation 4 Slim & fits some Micro ATX PC hardware

WE WOULD PLAY THAT!

There are all kinds of cool family friendly video game ideas out there. This column features ideas of video games we would play. We hope games like these are created in the near future. Can you make it happen?

We were watching this VeggieTales cartoon (King George and the Ducky) and came across a really interesting concept. The concept is: "Don't Be Selfish." Family Friendly Gaming has written before about the selfish nature of social media and how it has infected our culture. We see all kinds of examples of people being selfish. From getting divorces to neglecting their families to spend all of their money on whatever they want. Wouldn't it be wonderful to see a video game that reinforced the concept of selflessness? There are

plenty of wonderful lessons in other VeggieTales cartoons as well. Our industry needs a lot of VeggieTales video games reinforcing these concepts.

Could you imagine a video game that tells you to put down the controller/mouse/keyboard and go do something for someone else? Maybe it would tell you to do that after you finished a level where your character did not get their way and served someone else instead. It would be a neat way to reinforce the lesson being taught in the game. It is not like this is something new. There have been plenty of examples of video games that encouraged the gamer to go and do something in the real world.

Going back to the VeggieTales video game idea. This has been done before and those games were great. In fact Family Friendly

Gaming still plays some of them to this day. The video game industry has gone back to Crash, Spyro, Mario, Sonic, and more. It is about time we go back to VeggieTales. It is about time families can have some video games that champions important mature lessons that make our entire culture and society better.

It is obvious that our culture and society need Biblical lessons and Biblical truths reinforced. People are getting so confused by those attempting to redefine words, morals, ethics, institutions and standards. Holly Weird does not speak for us. Holly Weird should have no say in what lessons are taught in video games. They ruined their own industry they do not need to ruin ours as well. Would you play games that reinforce teachings of selflessness? Would you play VeggieTales?

2 Thessalonians 2:15-17

15 So then, brothers and sisters, stand firm and hold fast to the teachings we passed on to you, whether by word of mouth or by letter.

16 May our Lord Jesus Christ himself and God our Father, who loved us and by his grace gave us eternal encouragement and good hope, 17 encourage your hearts and strengthen you in every good deed and word.

REVIEWS

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

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Adventure Time Finn and Jake Investigations

SCORE: 75

Adventure Time Finn and Jake Investigations on the Nintendo 3DS is essentially the same game as the console versions. Why review it then? We are scraping the bottom of the barrel looking for 3DS video games to re-

view. Plus I felt like playing this game again. I am thankful FFG purchased a copy of Adventure Time Finn and Jake Investigations.

System: Nintendo 3DS
 Publisher: Little Orbit
 Developer: Vicious Cycle
 Rating: 'E10+' - Everyone TEN and OLDER ONLY
 [Cartoon Violence, Comic Mischief]



held personally.

Many of the same issues from the home console version can be found in the Nintendo 3DS version of Adventure Time Finn and Jake Investigations. It is not always clear what to do

or where all we can go. I had to explore places and interact with everything. I would then take an item and interact with everything hoping to find some



combination to move the story forward. At times the story does not give good clues.

I loved answering questions about the cases to solve them. If we get something wrong we start over and pick a different option. There is violent content in Adventure Time Finn and Jake Investigations. We must fight a variety of enemies in certain areas. These battles did not always fit in my opinion. Adventure Time Finn and Jake Investigations is selling really cheap right now. This 3DS game is definitely worth the price of admission.

I enjoyed my time with Adventure Time Finn and Jake Investigations. This game made me think. I also learned to try everything to progress. If nothing worked then go to a different area, talk to every character again, or go check a game guide. I want more games like this one. - Paul

Graphics: 70%
 Sound: 85%
 Replay/Extras: 80%
 Gameplay: 65%
 Family Friendly Factor: 75%



NBA Live 19

SCORE: 72

This was a tough year for me trying to decide which basketball video game takes the crown. I do not like either game honestly. NBA Live 19 is just a little bit worse than NBA 2K19. Sad that I have to pick the lesser of two evils. There are things I like about NBA Live 19, and there are things I am not impressed with.

The long installation and then having to agree to their terms was obnoxious in NBA Live 19. I then had to do updates and connect to the EA Servers. I then got to play a basketball game as part of the One (which is shoved down our throats big time this year). Finally when I got out of that I

could actually turn off the offensive music one song at a time.

NBA Live 19 tried to get me to socially share with it. We can create male or female characters because EA is politically correct. There are glitches in this game and on the menu screens. NBA Live 19 looks really good and the announcers are decent to listen to. Get close to the rim and press the shoot button for your players to perform some kind



of a lay up. Slam dunks are harder to do in this game. NBA Live 19 really forces us to drive to the rim. Threes are not guaranteed in this

video game.

The modes in NBA Live 19 are The One, Court Battles, Live Run, Live Events, Drills, Shoot Around, 1v1 scrimmage, 5v5 scrimmage, Ultimate Team, Franchise, NBA Play Now, NBA Live 19 Ultimate Team, NBA Play Now, WNBA Play Now, and Online Head 2 Head. Plenty of online things to do in NBA Live 19.

Like last year shooting in NBA Live 19 is like flipping a coin. At times high percentage wide open shots go down, and other times they miss. No real reason for it. I value NBA Live 19 at ten dollars brand new. - Paul



System: PS4/Xbox One (tested)
 Publisher: EA Sports
 Developer: EA Tuburon
 Rating: 'E' for Everyone SIX and OLDER ONLY



Graphics: 84%
 Sound: 65%
 Replay/Extras: 70%
 Gameplay: 70%
 Family Friendly Factor: 70%

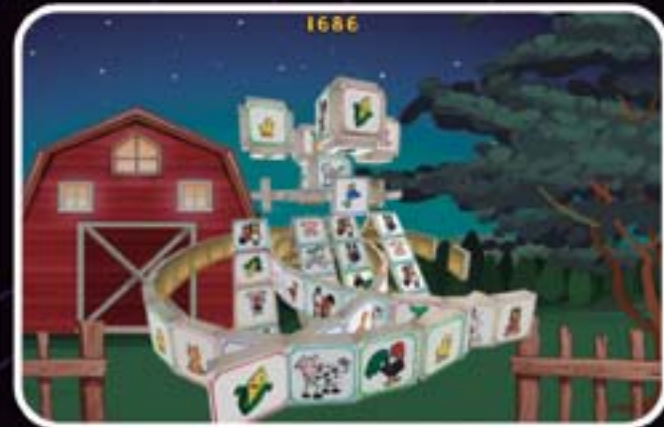


ENSENASOFT



Mahjong Deluxe 3

Mahjong Deluxe 3 includes 640 thought provoking puzzle layouts to enjoy in classic 2D and glorious 3D.



Barnyard Mahjong 3

Barnyard Mahjong 3 includes 640 joyful puzzles filled with animal sounds and farming fun.



Fabulous Food Truck

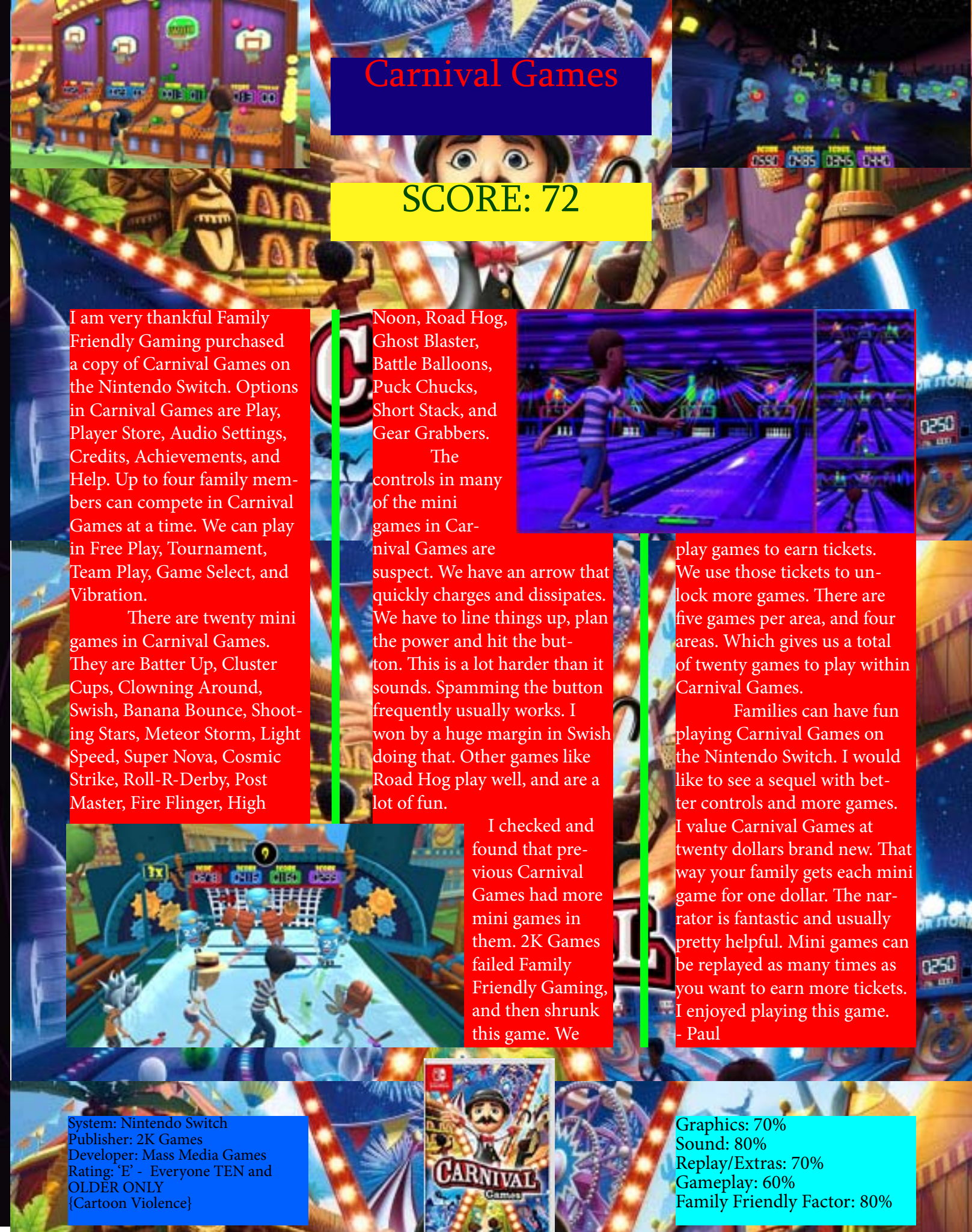
A fast paced time-management arcade game testing your skills as the cook of a busy food truck.



Mystery of Rivenhallows

An exciting point-and-click adventure game full of mystery and suspense.

www.ensenasoft.com



Carnival Games

SCORE: 72

I am very thankful Family Friendly Gaming purchased a copy of Carnival Games on the Nintendo Switch. Options in Carnival Games are Play, Player Store, Audio Settings, Credits, Achievements, and Help. Up to four family members can compete in Carnival Games at a time. We can play in Free Play, Tournament, Team Play, Game Select, and Vibration.

There are twenty mini games in Carnival Games. They are Batter Up, Cluster Cups, Clowning Around, Swish, Banana Bounce, Shooting Stars, Meteor Storm, Light Speed, Super Nova, Cosmic Strike, Roll-R-Derby, Post Master, Fire Flinger, High

Noon, Road Hog, Ghost Blaster, Battle Balloons, Puck Chucks, Short Stack, and Gear Grabbers.

The controls in many of the mini games in Carnival Games are suspect. We have an arrow that quickly charges and dissipates. We have to line things up, plan the power and hit the button. This is a lot harder than it sounds. Spamming the button frequently usually works. I won by a huge margin in Swish doing that. Other games like Road Hog play well, and are a lot of fun.

I checked and found that previous Carnival Games had more mini games in them. 2K Games failed Family Friendly Gaming, and then shrunk this game. We

play games to earn tickets. We use those tickets to unlock more games. There are five games per area, and four areas. Which gives us a total of twenty games to play within Carnival Games.

Families can have fun playing Carnival Games on the Nintendo Switch. I would like to see a sequel with better controls and more games. I value Carnival Games at twenty dollars brand new. That way your family gets each mini game for one dollar. The narrator is fantastic and usually pretty helpful. Mini games can be replayed as many times as you want to earn more tickets. I enjoyed playing this game.
- Paul

System: Nintendo Switch
Publisher: 2K Games
Developer: Mass Media Games
Rating: 'E' - Everyone TEN and OLDER ONLY
{Cartoon Violence}

Graphics: 70%
Sound: 80%
Replay/Extras: 70%
Gameplay: 60%
Family Friendly Factor: 80%



Super Smash Bros Ultimate



SCORE: 62

SMASH BROS™

I went half and half with Family Friendly Gaming to purchase Super Smash Bros Ultimate on the Nintendo Switch. The PR and Marketing team for this game failed



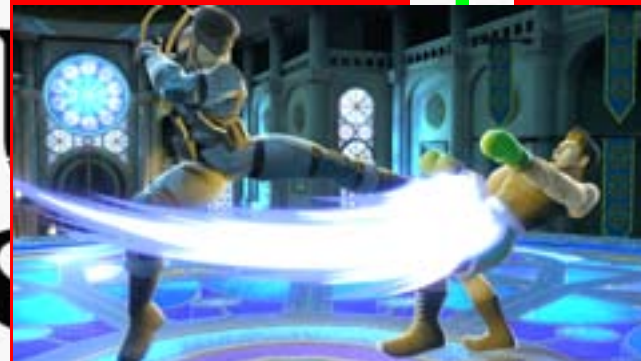
Family Friendly Gaming totally. I hope you enjoy the video we did of Super Smash Bros Ultimate. I spent quite a few hours unlocking all of the characters in this game.

The modes in Super Smash Bros Ultimate are Smash (Squad Strike, Tourney, and Special Smash), Spirits (Adventure, and Spirit Board), and Games and More (Classic Mode, Training, Mob Smash, and Miis, and Amiibos). There is online and local multiplayer in Super Smash Bros Ultimate.

The issues families can have with Super Smash Bros Ultimate are violence, lack of attire, enticement to lust, false gods, and more. We bash

the other characters until we damage them enough to send them flying off the battlefield. There are over seventy fighters and over one hundred stages to battle in.

The controls with the Switch controllers in Super Smash Bros Ultimate are not that great. I purchased a Gamecube like controller to have semi decent controls in



this game. Isn't it sad that I have to go back three generations for a decent controller for this game. There are plenty of customization options available in Super Smash Bros Ultimate. We can change the rules of the fighting and save our favorite style. We can also change our control scheme.

Every character from the past Smash games makes an appearance in Super Smash Bros Ultimate. On top of that we have some new characters. Simon Belmont, and Richter Belmont from the Castlevania games make an appearance. King K Rool, Isabelles, Incineroar, Ridley, Ken, Dark Samus, Chrom, Inkling, and Daisy join the fighters in Super Smash Bros Ultimate.

I value Super Smash Bros Ultimate on the Switch at forty dollars brand new and twenty dollars used.

- Peter

System: Nintendo Switch
Publisher: Nintendo
Developer: Nintendo, Sora, Bandai Namco Games
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Cartoon Violence, Comic Mischief, Suggestive Themes)



Graphics: 50%
Sounds: 70%
Replay/Extras: 90%
Gameplay: 50%
Family Friendly Factor: 50%

VIDEO GAME LIES



By Paul Bury
Version 3

BUY IT NOW RIGHT HERE



Just Dance 2019

SCORE: 77



Train Sim World

SCORE: 71



For the first time ever Ubisoft completely failed us with a Just Dance video game. It came as quite a shock, especially considering the multiple dance videos on our Youtube channel with multi-million views. I guess Ubisoft does not want anyone in Family Friendly Gaming Universe (FFGU) to purchase this game. Go ahead and let them know how you feel about their failures to FFGU.

The Kids section is back in Just Dance 2019. Sadly most of the Kids songs are behind Just Dance Unlimited. There is a free month of that paid service that costs \$24.99 a year. There are forty Kids songs in Just Dance 2019. Most of them are rehash and repeat from previous years. There are forty songs in the adult section of Just Dance 2019. I disagree with the ESRB dropping the rating of Just Dance 2019 to 'E' from previous games that had the 'E10+'. The ESRB has failed families for a long time now.



Graphically Just Dance 2019 looks good. We are seeing more of the dancers, which can lead to lack of attire and entertainment to lust. There are also sexual moves found within Just Dance 2019. Somehow the ESRB was not capable of referencing any of these facts. There are a variety of different songs found within Just Dance 2019. We played Just Dance 2019 with the Kinect. It can also be played with a Smartphone. I doubt the Smartphone controls are good though. Based on



previous Ubisoft experience. We get some good exercise thanks to Just Dance 2019. I found myself winded around four to five songs. The Kids songs are generally easier and more forgiving in the scoring. There are some that did not register even though the dancer replicated the moves perfectly. Multiple family members can dance in Just Dance 2019 at the same time. There are lyrical issues with songs found within Just Dance 2019.

I hope you are enjoying the dance videos we are doing of Just Dance 2019. If you have not seen them, then please click here. I am not a fan of the constant advertisements for Just Dance Unlimited. I am also not big on the menu layout of Just Dance 2019. The credit were hidden really deeply this year. Just Dance 2019 feels like it is a step or two off from previous years. I hope Ubisoft can turn things around in the coming years. - Paul

System: Nintendo Switch/PS4/Wii/Wii U/Xbox 360/Xbox One(tested)
Publisher: Ubisoft
Developer: Ubisoft Paris
Rating: 'E' - Everyone SIX and OLDER ONLY {Lyrics}



Graphics: 73%
Sound: 62%
Replay/Extras: 95%
Gameplay: 83%
Family Friendly Factor: 74%

I am so happy Family Friendly Gaming purchased a copy of Train Sim World on the Xbox One. This railroad simulation game comes with three main areas. Those three areas are Rapid Transit, Great Western Express, and NEC New York. Train Sim World is a massively large installation. It took a lot of time for this game to install. Then it takes forever for this game to load a level.

Train Sim World bugged me for an email account multiple times when I first got into this game. I denied it until this game finally got the hint and let me actually play the game without allowing them to spam advertise to me. We can take photos, ride along, or drive the trains in Train Sim

World. The first level we play in Train Sim World is a tutorial. Which is good. My problem is remembering everything that needs to be done to get the train to move.

Train Sim

World has some complex controls. Moving around is easy. Getting the train to move, stop, and move again takes time to learn. I got stuck in Train Sim World multiple times. I had to restart, and take the tutorial again. The tutorial directions are good. There are verbal and written instructions with Train Sim World. The written instructions are white on white so they are hard to read.

If you play in a foreign country you will hear their language in certain places. These machines are extremely complex. I found them very difficult to operate at first. Train



Sim World should have reminded me of what needed to be done in the first few levels after the tutorial. I like how Train Sim World looks. There is enough to do to keep families engaged for a few weeks. Especially learning the controls.

There are all kinds of things to see and do in Train Sim World. The learning curve in Train Sim World is a cliff face straight up. Once you learn it you should be good. I value Train Sim World at twenty dollars brand new. I enjoyed playing this game even though I go stuck multiple times. I would love to see more games like Train Sim World in the near future. - Teen Gamer

System: PC/PS4/Xbox One(tested)
Publisher: Dovetail Games
Developer: Dovetail Games
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 80%
Sound: 80%
Replay/Extras: 65%
Gameplay: 50%
Family Friendly Factor: 80%



SCORE: 74

SCORE: 77

NBA 2K19 is the poster child for what is currently wrong with the entire video game industry. The PR and Marketing people for this game failed us.

The ESRB failed us. The game itself is way too online heavy. There are a few good things to talk about. All of those statements are true. NBA 2K19 is contributing to the decline of the video game industry as a whole.

The modes in NBA 2K19 are Play Now, 2KU, Black Top, My Career, My League, My GM, My League Online, Start Today, Season, Playoffs, and Connect. We can play current, classic, or all time teams. The installation took forever, and then there was a long update. After that I sat through a long loading screen. NBA 2K19 is a huge video game in



terms of gigs. NBA 2K19 looks good, and the announcers are great. The offensive music can be turned off one song at a time. I did not find a way to remove the enticement to lust or sexual content with the cheerleaders. By the way how did the ESRB miss all of this bad content? Are they just bought off like



too much of the gaming media?

The presentation of NBA 2K19 feels realistic. Although those announcers do not look so good in my opinion. NBA 2K19 is a challenging game thanks to the momentum meter. It baffles me how some easy shots are missed over and over again. I don't expect everything to sink. I do expect to shoot a bit higher than 50% from right in front of the hoop.

I value NBA 2K19 at ten dollars brand new. If you wait a few months this game will plummet in terms of price. It always does. NBA 2K19 is a great example of video game

release prices being over inflated. I wish NBA 2K19 would be safer for families. I would also like to see better normal offline modes. - Paul

I am very thankful Family Friendly Gaming purchased a copy of Spyro Reignited Trilogy on the Playstation 4. This contains three older games completely remastered. These three games are Spyro The Dragon, Spyro 2 Ripto's Rage, and Spyro Year of the Dragon. These games all have their own stories.

I will address the elephant in the room. Spyro is a dragon and he breaths fire. He attacks sheep, butterflies and other creatures. Some people compare Spyro to Satan. After playing these three games I now believe that is a stretch. You are welcome to disagree with me. I hope to do a video



series on this compilation at some point in the future.

Spyro Reignited Trilogy has an insanely long installation. The first world of the first

game is playable on the disc. The rest of Spyro Reignited Trilogy has to be downloaded from the Internet. Why can't we just play off of disc? Maybe that would require three game discs. I am okay with that. Are you?

The issues families will have with Spyro Reignited Trilogy

is violence, insults, crude humor, and more. Spyro is extremely immature in these games. So are some of the support characters - whom we have to play in

certain levels.

Spyro Reignited Trilogy looks good, and it has nice voice acting in it. I enjoyed listening to the music. Why can't Spyro fly all of the time? Why do we need some limited powerup to fly? He flies in the loading screens. There are two main game play mechanics in Spyro Reignited Trilogy - breathing fire, and ramming.

I value Spyro Reignited Trilogy at twenty to twenty-five dollars brand new. I appreciate Activision bringing back older franchises in this manner. I am eager to see additional compilations they come up with in the coming years. I enjoyed my time with this game. - Paul

System: Nintendo Switch/PC/PS4/Xbox One(tested)
Publisher: 2K Games
Developer: Visual Concepts
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 70%
Sounds: 80%
Replay/Extras: 80%
Gameplay: 70%
Family Friendly Factor: 70%

System: Xbox One/PS4(tested)
Publisher: Activision
Developer: Toys for Bob
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Comic Mischief}



Graphics: 75%
Sound: 65%
Replay/Extras: 90%
Gameplay: 90%
Family Friendly Factor: 65%



Sports Party

SCORE: 62

Sports Party is such a disappointment. After the PR and Marketing folks failed us so horribly I should not be surprised this game is such a flop. Obviously they were trying to hide the failure of this game from you. They knew if we reviewed it we would be honest. We are not part of the bought off gaming media.

The games in Sports Party are Golf (play 3, 6, or 9 holes), Beach Tennis (1v1, 2v2), Basketball (2v2, 3 point contest), Skateboard (Race or Checkpoints in three courses), Frisbee (Frisbee Party, Target Mode), and Jet Ski (Race, Trick Tracks in five courses). We can play this games in motion or with the buttons.

The music in Sports Party is nice. The graphics are okay. We can earn new clothing playing Sports Party in



three difficulty settings. There are eight avatars to choose from in Sports Party. The modes in Sports Party are Play Now, Championship, Customization, Ubisoft Club, and Options. Sports Party is very light on content.

Some of the controls in Sports Party feel great. Others could use some improve-



Sports Party. This is not a game that will be remembered very long. Sports Party is a thrown together half baked game.
- Paul

System: Nintendo Switch
Publisher: Ubisoft
Developer: Magic Pockets
Rating: 'E' - Everyone Six and OLDER ONLY



Graphics: 70%
Sound: 70%
Replay/Extras: 50%
Gameplay: 50%
Family Friendly Factor: 70%



Wayne Gretzky's 3D Hockey 98

SCORE: 86

I am very thankful I had enough money to purchase Wayne Gretzky's 3D Hockey 98 on the Nintendo 64. This hockey game lets us Play a Game, Play a Season, Practice, Check Our Records, and Setup. Wayne Gretzky's 3D Hockey 98 is sort of like NBA JAM for hockey. We had a blast playing a game here. If you did not see the game please click here. Teen Gamer and I had a good game there.

Scoring is easy in Wayne Gretzky's 3D Hockey 98 with such big characters. How is it a Nintendo 64 hockey game can have larger characters than current modern hockey video games? The details in Wayne Gretzky's 3D Hockey 98 really impressed me. From the referees to the goalies. This is a well put together hockey video game.

The controls in Wayne Gretzky's 3D Hockey 98 are great. We were able to pick up this game and play it with no previous franchise experience. Why can't some modern sports games learn that lesson? I like the presentation and special effects in Wayne Gretzky's 3D Hockey 98. I really want this franchise to return. I will try and find other games in this series as time and money allows.- Paul

System: Nintendo 64
Publisher: Midway
Developer: Software Creations
Rating: 'K-A' for Kids to Adults



Graphics: 90%
Sound: 80%
Replay/Extras: 90%
Gameplay: 90%
Family Friendly Factor: 80%

SCORE-

Chester Cheetah Too Cool to Fool

SCORE: 60

I am willing to try a plethora of different retro video games to find gems. That means I come across some games that frustrate me. Chester Cheetah Too Cool to Fool is one of those game. I hope you enjoyed the gameplay video I did of this game. If you missed it then please catch up here. Chester Cheetah Too Cool to Fool irritated me on so many different levels. The controls, collision detection and more made me remember why advertising mascot games are considered bad.

The animation is nice in Chester Cheetah Too Cool to Fool. The graphics are okay for the era. The Final Fight like levels were not a good design for this game in my opinion. The music in Chester Cheetah Too Cool to Fool is okay. Expect to take a lot of damage and die a lot in Chester Cheetah Too Cool to Fool. When we die our cheetah gets angel wings and flies up to heaven.

Since Chester Cheetah Too Cool to Fool is a retro game, expect a challenge. Also expect to go through the entire game in one sitting. I found myself dying in the first level and stuck in the second level. Chester Cheetah Too Cool to Fool is a challenge for even hardcore gamers. Are you up to the challenge? - Paul

System: Super NES/Genesis
Publisher: Kaneko
Developer: System Vision
Rating: 'NR' - Not Rated



Graphics: 70%
Sounds: 70%
Replay/Extras: 60%
Gameplay: 40%
Family Friendly Factor: 60%

FORZA HORIZON 4 SPORTS

FORTUNE ISLAND



Product: Forza Horizon 4
Company: Microsoft Game Studios
System: PC/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



Product: Forza Horizon 4
 Company: Microsoft Game Studios
 System: PC/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY

DEVELOPING

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Maria Almeida

I suddenly heard my crew shout, and looked out to see something underwater.




GAMES



VIDEOGAME





Product: The LEGO Movie 2 Videogame
Company: WB Games
System: PS4/Xbox One/Switch
Release Date: 2019
Rating: "RP" for Rating Pending





Product: The LEGO Movie 2 Videogame
Company: WB Games
System: PS4/Xbox One/Switch
Release Date: 2019
Rating: "RP" for Rating Pending





1495/3/13

Handwritten text in a cursive script, likely a historical record or journal entry.



Product: Neo Atlas 1469
Company: Artdink
System: Nintendo Switch
Release Date: April 2019
Rating: 'RP' for Rating Pending



903

Carrack Saint

Price	20,000G
Range	9,501L
Knots	6L/Day
Firepower	0.0
Storage	6
Maintenance Cost	20G/Day

Makes big profits off few low-range trades at high capacity.

1495/ 3/19 917,221 G

Confirm



Trade Route

Grapes

Lisbon 100%

Select Product

Carrack Saint

Expected Income per Round-trip: 1,016G

Expected Income per Day: 4G/Day

Round-Trip Time: 214Day(s)

Select Product

Doll

Naples 100%

TradeRoute

Exploration Fleet

Admiral Antonio Gómez

An admiral once renowned as a hero. His courage and pride belie his regular misfortune.

Anchored - Home Port: ChiHan

Returning in	0 Day(s)
Range	4,489L
Knots	12L/Day
Battle Power	2.8

Investigate

Relocate

Item

Repair

Disband

Please chart a trade route.

Exploration Voyage Distance Sailed: 454/ 2244 L

Undo Point

Product: Neo Atlas 1469
 Company: Artidink
 System: Nintendo Switch
 Release Date: April 2019
 Rating: 'RP' for Rating Pending



Luis Baldi

We have arrived at the region where **Pirate Ship** was supposed to be.

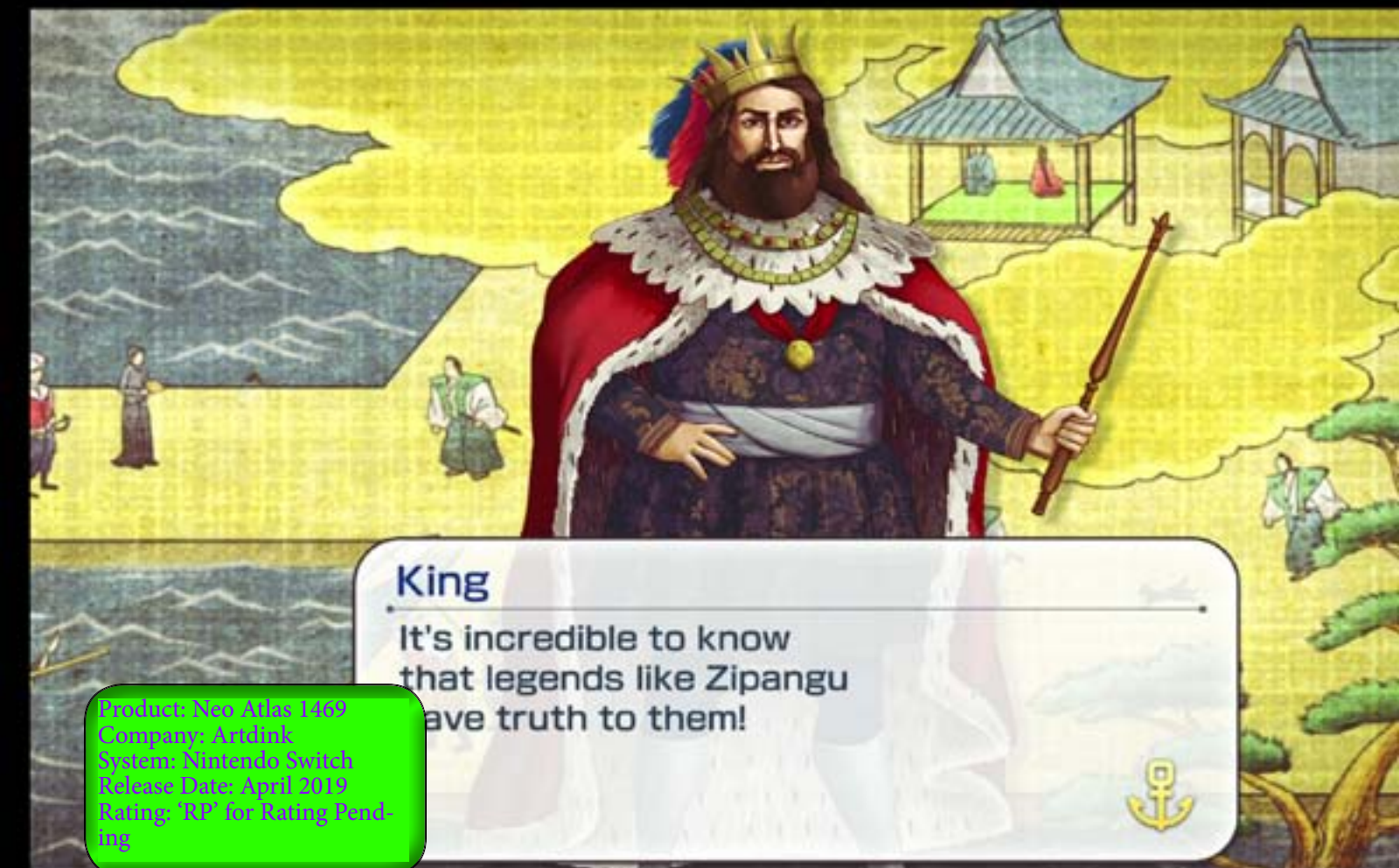


Luis Baldi

Luis Baldi

Courage	8.7
Navigation	3.9
Charisma	4.9
Battle Power	6.0
Observation	2.0
Luck	4.0

Admiral has Leveled Up

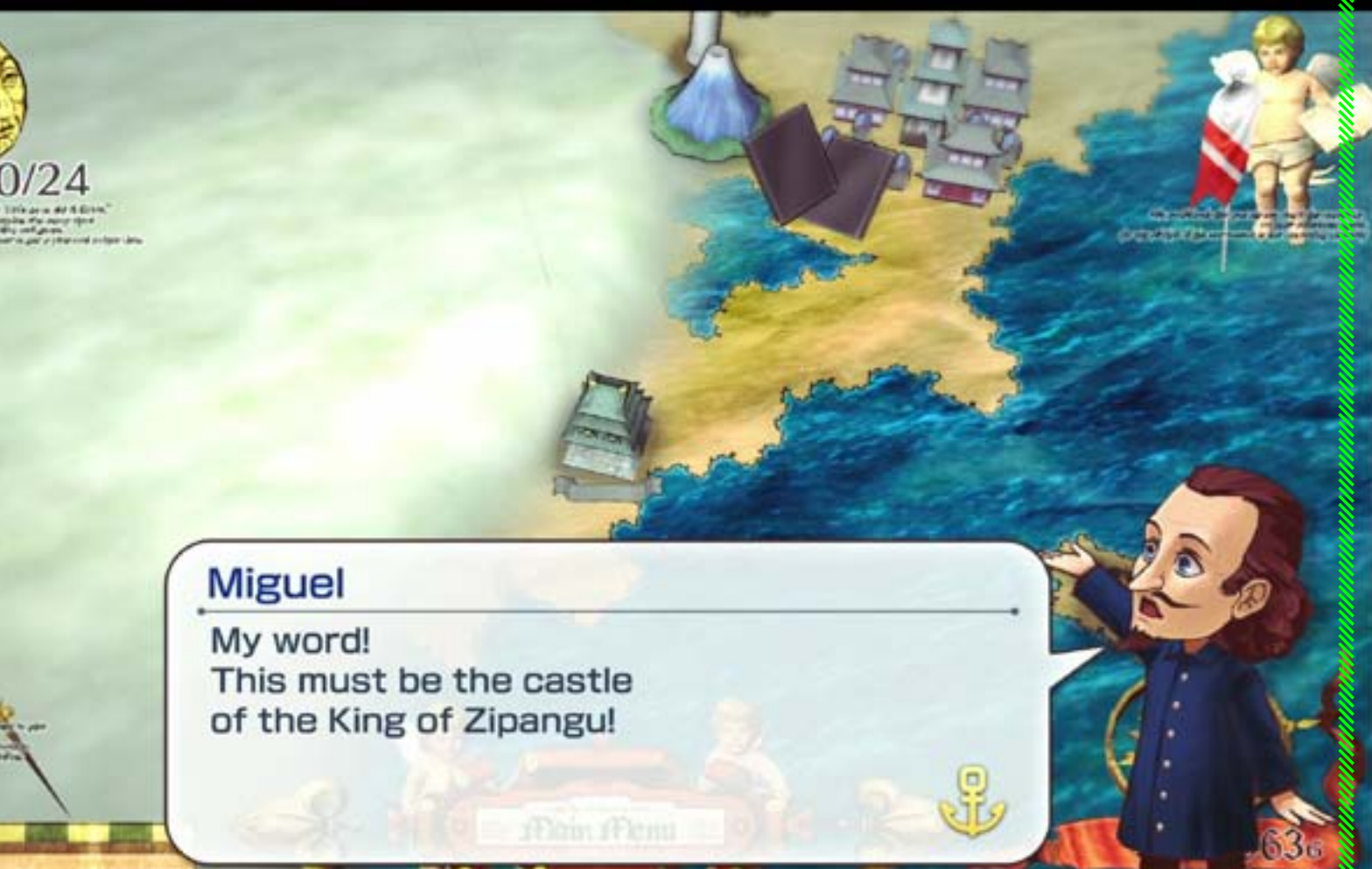


King

It's incredible to know that legends like Zipangu have truth to them!



Product: Neo Atlas 1469
Company: Artlink
System: Nintendo Switch
Release Date: April 2019
Rating: 'RP' for Rating Pending

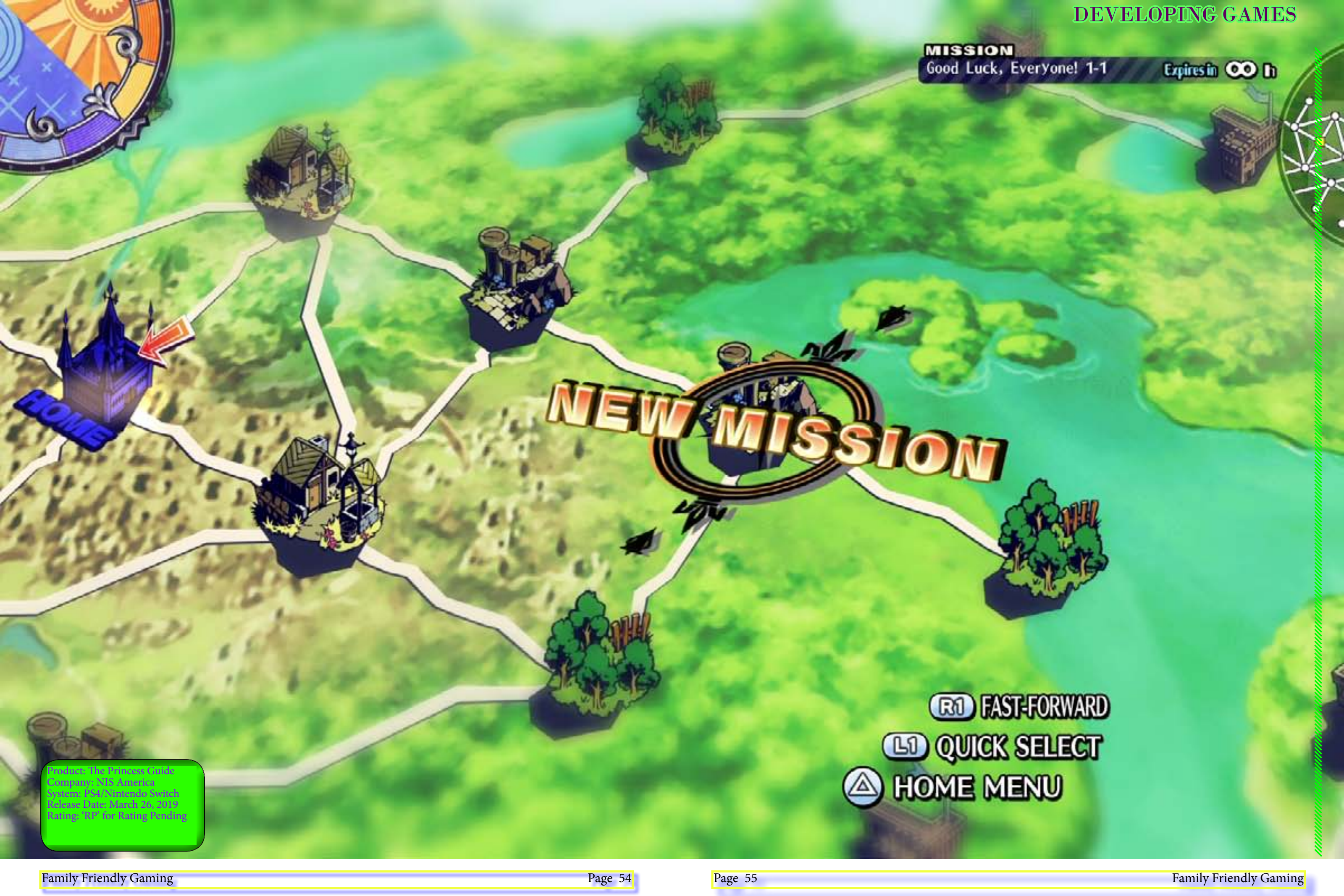


Miguel

My word! This must be the castle of the King of Zipangu!



MISSION
Good Luck, Everyone! 1-1 Expires in ∞ h



Product: The Princess Guide
Company: NIS America
System: PS4/Nintendo Switch
Release Date: March 26, 2019
Rating: "RP" for Rating Pending

(R1) FAST-FORWARD
(L1) QUICK SELECT
(△) HOME MENU





Product: El Hijo
Company: HandyGames
System: PC/PS4/Xbox One/
Switch
Release Date: TBA
Rating: 'RP' for Rating Pending



Product: El Hijo
Company: HandyGames
System: PC/PS4/Xbox One/
Switch
Release Date: TBA
Rating: "RP" for Rating Pending





Product: Crash Team Racing
Nitro Fueled
Company: Activision
System: Switch/PS4/Xbox One
Release Date: June 21, 2019
Rating: 'RP' for Rating Pending



Product: Crash Team Racing Nitro-Fueled
Company: Activision
System: Switch/PS4/Xbox One
Release Date: June 21, 2019
Rating: 'RP' for Rating Pending



Product: Crash Team Racing Nitro-Fueled
 Company: Activision
 System: Switch/PS4/Xbox One
 Release Date: June 21, 2019
 Rating: 'RP' for Rating Pending



NOW

PLAYING



LIVERPOOL
FIRST TEAM SELECTION

SEASON
Nov. - Dec.



Product Name
Mercenaries Saga Chronicles
Spyro Reignited Trilogy
PES 2019

87 D. LOVREN	 J. HENDERSON	94 V. VAN DIJK	 M. SALAH
 A. ROBERTSON	88 ALISSON	89 ROBERTO FIRMINO	 MANÉ

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Turn 03

- Back
- Skill
- Item
- Equip
- Wait

Information Page 1 / 2

	Name	Beatrice	ATK	276	MAT	161	HIT	253
	Class	BowMaster	DEF	203	MDF	177	AMD	400
	Lv	31	EXP	30	Hate	440	CRT	18%
	HP	145/215	MP	89/125	GRD	0%	MPR	36%
	JMP	5.0	MOV	8	SP	1229		

Select Back Exchange Info



Turn 01



Attack 100% 112

VS

13 97% Counter Attack



Name Marion
 Class Legionnaire

Lv 21 EXP 0
 HP 241 / 241 MP 15 / 76

Name Rudolf
 Class Res. Elite

Lv 22 EXP 0
 HP 226 / 226 MP 0 / 99

Name: Mercenaries Saga Chronicles
 System: Nintendo Switch
 Publisher: PM Studios
 Developer: Circle Entertainment
 Release Date: Out Now
 Rating: "T" - THIRTEEN and OLDER ONLY {Alcohol Reference, Fantasy Violence, Mild Blood, Mild Language, Suggestive Themes}

Back [L] [R] Enemy



【Leon】
There you have it, friend.
We'll take the request.



Lord Geshura informed me of your arrival.
You may proceed.

Next Fast Forward

Class

Current SP 2200

Beginner **Nun** (SP 0)

Intermediate **Selected Priestess** (SP 0)

Intermediate **TempleKnight** (SP 0)

Advanced **HolyGuard** (SP 600)

Special **ClassChange Item** (Lv 20+)

Name: Mercenaries Saga Chronicles
System: Nintendo Switch
Publisher: PM Studios
Developer: Circle Entertainment
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY {Alcohol Reference, Fantasy Violence, Mild Blood, Mild Language, Suggestive Themes}

Character Status

Name	Arabelle	
Class	Priestess	
HP	172	MP 112
STR	101	INT 100
VIT	105	MEN 116
JMP	2.0	MOV 4
DEX		
AGI		
MPR	2	

Equipment Restrictions: [Icons]

Next Fast Forward

Synthesis

Magic Items 4 / 64

Base **Leather Shoes**

Mat. **Battle Bow**

Specialty Item **Leather Shoes**

Equipment Info

ATK	0	MAT	0	HIT	0
DEF	+6	MDF	+3	AVD	+15
MPR	0%				
Fire Res.	0	Wind Res.	0	Holy Res.	50
Ice Res.	0	Earth Res.	0	Dark Res.	0

INT+5

Shoes made for stealth work

Magic Ability

INT+5	512
MEN-10	0
HOLY-RES.+50	6272

Cost 6784

You can pick up to 3 magical effects. But, only 2 of [Icon]

Back Character

Select Back



Name: Spyro Reignited Trilogy
System: PS4/Xbox One
Publisher: Activision
Developer: Toys for Bob
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Comic Mischief}



Name: Spyro Reignited Trilogy
System: PS4/Xbox One
Publisher: Activision
Developer: Toys for Bob
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Comic Mischief}



ARSENAL CLUB SELECTION

LIMITED OFFER FOR
29 Nov. - 6 Dec.




PES 2019

PRO EVOLUTION SOCCER

Name: PES 2019
System: PC/PS4/Xbox One
Publisher: Konami
Developer: PES Productions
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY

entertainment

91



SOKRATIS P.

90



A. RAMSEY

90



M. ÖZIL

88



H. MKHITARYAN

92




P. AUBAMEYANG

89



A. LACAZETTE

89



G. XHAKA

88



HECTOR BELLERIN

[IMPORTANT] Please be sure to check the website for further details.



Build your Team.
Create your Legacy.

Club Selection



ARSENAL FC

LIVERPOOL FC

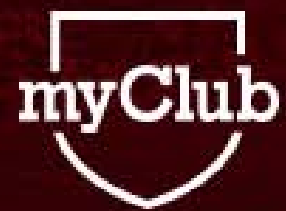
PES2019
PRO EVOLUTION SOCCER

Name: PES 2019
System: PC/PS4/Xbox One
Publisher: Konami
Developer: PES Productions
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



LIVERPOOL CLUB SELECTION

LIMITED OFFER FOR
29 Nov. - 6 Dec.



PES 2019

PRO EVOLUTION SOCCER

87



D. LOVREN

88



J. HENDERSON

91



V. VAN DIJK

94



M. SALAH

91



S. MANÉ

91




ALISSON

88



A. ROBERTSON

89



ROBERTO FIRMINO

Name: PES 2019
 System: PC/PS4/Xbox One
 Publisher: Konami
 Developer: PES Productions
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY

entertainment

[IMPORTANT] Please be sure to check the website for further details.

Official Partner of Liverpool FC

Last Minute

Tiddbits

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Football Manager 2019

Harvest Life

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Goalkeeping Unit	POSITION	POSITION/ROLE/DUTY	AGE	PERSONALITY
Heureka Games	GK	GK - Playing position	17	Spirited
Ben Foster	GK	GK - Playing position	35	Resolute

Attacking Unit	POSITION	POSITION/ROLE/DUTY	AGE	PERSONALITY
Tom Cleverley	M/AM (C)	M (C) - Playing position	29	Driven
Troy Deeney	ST (C)	ST (C) - Playing position	30	Driven
Roberto Peres	M/AM (RLC)	M (L) - Playing position	27	Balanced
Andre Gray	AM (R), ST (C)	ST (C) - Playing position	27	Ambitious
Will Hughes	DM, M/AM (RC)	M (R) - Playing position	23	Resolute
Gerard Deulofeu	AM (RL)	AM (R) - Playing position	24	Ambitious
Isaac Success	M/AM (L), ST (C)	AM (L) - Playing position	22	Balanced
Merwin Zeegelaar	D/M/AM (L)	M (L) - Playing position	26	Balanced
A. Pefaranda	AM (L), ST (C)	ST (C) - Playing position	21	Balanced
Ken Sema	M/AM (RL)	M (L) - Playing position	24	Fairly Professional

Defenders Unit	POSITION	POSITION/ROLE/DUTY	AGE	PERSONALITY
Adrian Mariappa	D (RC)	D (C) - Playing position	31	Professional
Daryl Janmaat	D/WB (R)	D (R) - Playing position	29	Fairly Ambitious
Stienne Capoue	DM, M (C)	M (C) - Playing position	30	Spirited
Craig Cathcart	D (RC)	D (C) - Playing position	29	Professional
N. Oshiroh	D (C), DM, M (C)	M (C) - Playing position	23	Fairly Sporting
A. Doucoure	DM, M (C)	M (C) - Playing position	26	Fairly Professional
Sebastian Prödl	D (C)	D (C) - Playing position	31	Fairly Determined
Younes Kaboul	D (C)	D (C) - Playing position	32	Fairly Professional
C. Kabanele	D (C)	D (C) - Playing position	27	Fairly Ambitious
Isak Hvalby	D/WB/M (L)	D (L) - Playing position	34	Driven





Product: Kingdom Hearts III
Company: Square Enix
System: PS4/Xbox One
Release Date: January 29, 2019
Rating: 'RP' for Rating Pending

ney/Pixar.
SQUARE E



Product: Kingdom Hearts III
Company: Square Enix
System: PS4/Xbox One
Release Date: January 29, 2019
Rating: 'RP' for Rating Pending



Product: Kingdom Hearts III
Company: Square Enix
System: PS4/Xbox One
Release Date: January 29, 2019
Rating: 'RP' for Rating Pending



- Home
- Inbox
- Squad
- Dynamics
- Tactics
- Team Report
- Staff
- Training
- Medical Centre
- Schedule
- Competitions
- Scouting
- Transfers
- Club
- Board
- Finances

PLAYER STATS OVERVIEW

Best At Hitting Target 80% 2 Players	Top Goalscorer 2 4 Players
Most Key Passes 5 Shinji Kagawa	Most Assists 3 Dennis Geiger
Most Dribbles / Match 4.33 Virgil Misidjan	Most Distance / 90 Min 10.45km Diego Demme
Most Tackles / Match 6.05 Philipp Bargfrede	Most Key Tackles 5 Sven Bender
Most Clean Sheets 2 2 Players	Least Conceded 0 3 Players

GOALS >

			NAT	AGE	GOALS
1st			BRA	22	2
=			GER	30	2
=			POL	30	2
=			FRA	21	2
5th			AUT	25	1
=			ISL	29	1
=			SRB	23	1
=			BRA	18	1

AVERAGE RATING >

1st			8.00
2nd			7.95
3rd			7.90
=			7.90
=			7.85

APPEARANCES >

1st			2
=			2
=			2
=			2
=			2

CLEAN SHEETS >

1st			2
=			2
3rd			1
=			1
=			1

KEY PASSES >

1st		
2nd		
=		
4th		
=		

Product: Football Manager 2019
 Company: Sega
 System: PC/Nintendo Switch
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY

SCOUTING
170 results found on assignments - World Knowledge: WB

Scouting Centre | Players | Assignments | Shortlist | Knowledge

SUNIOR PACKAGE
World
Upper-Tier Package

RECRUITMENT TEAM
12 Members
10 Unassigned

SCOUTING BUDGET
Total: £720K
Remaining: £70K

BUDGETS
Transfer Budget
Wage Budget

521 PLAYERS FOUND

W/F	NAME	POSITION	CLUB	NAT
	Tom Werner	M/AM (L, ST (C))	RB Leipzig	GER
	Leon Bailey	M/AM (RL)	Bayer 04	JAM
	Leon Bonetika	DM, M/AM (C)	FC Bayern	GER
	Charles Aránguiz	DM, M (C)	Bayer 04	CHI
	Sebastian Rudy	D (R, DM, M (C))	Schalke 04	GER
	Kevin Kampl	M/AM (RLC)	RB Leipzig	SVN
	Benjamin Pavard	D (RC)	VfB Stuttgart	FRA
	Arjen Robben	M/AM (RL)	FC Bayern	NED
	Kevin Volland	M/AM (R, ST (C))	Bayer 04	GER
	Marcel Sabitzer	M/AM (RL, ST (C))	RB Leipzig	AUT
	Lars Bender	D (R, DM, M (C))	Bayer 04	GER
	Ignacio Camacho	DM, M (C)	VfL Wolfsburg	ESP
	Matthias Ginter	D (RC)	Borussia M'gladbach	GER
	Matija Nastasić	D (C)	Schalke 04	SRB
	Divock Origi	M/AM (L, ST (C))	TSG Hoffenheim	BEL
	Ralf Fährmann	GK	Schalke 04	GER
	Jonathan Tah	D (C)	Bayer 04	GER

TACTICS
2nd In Sky 1st League One - Next Match: Watford (A) (2 days)

Overview | Player | Set Pieces | Captains | Match Plans | Opposition Instructions | Analysis

TACTICS | 4-4-2 | FAMILIARITY | INTENSITY

TACTICAL STYLE
DIRECT
COUNTER-ATTACK

MENTALITY
Cautious

IN POSSESSION
More Direct Passing
Play For Set Pieces
Slightly Higher Tempo

IN TRANSITION
Distribute Quickly
Counter

OUT OF POSSESSION
Defend Narrowly
Lower Defensive Line
Lower Line Of Engagement
More Organized
Get Shut In

FORMATION
4-4-2

TEAM FLUIDITY
Flexible

POSITION (ROLE/DUTY)

POS	ROLE/DUTY	RATE	ABILITY	PLAYER
GA	Sweeper Keeper	★★★★★	100	Tom King
DL	Full-Back	★★★★★	100	Terrill Watson
DCB	Central Defender	★★★★★	100	Terrill Thomas
DCL	No-Nonsense Centre-Back	★★★★★	100	Deji Oshilaja
DL	Full-Back	★★★★★	100	Bert Purrington
MR	Winger	★★★★★	100	Scott Wagstaff
MCR	Ball-Winning Midfielder	★★★★★	100	Liam Trotter
MCL	Mezzala	★★★★★	100	A. Hartigan
ML	Winger	★★★★★	100	Mitch Finneck
STCR	Deep-Lying Forward	★★★★★	100	Joe Pigott
STCL	Poacher	★★★★★	100	Kewei Appiah

TACTICS
2nd In Sky 1st League One - Next Match: Watford (A) (2 days)

Overview | Player | Set Pieces | Captains | Match Plans | Opposition Instructions | Analysis

TACTICS | 4-4-2 | FAMILIARITY | INTENSITY

TACTICAL STYLE
CUSTOM DIRECT
COUNTER-ATTACK

MENTALITY
Cautious

IN POSSESSION
More Direct Passing
Hit Early Crosses
Play For Set Pieces
Be More Aggressive
Overlap Left
Underline Right
Slightly Higher Tempo
Wide

IN TRANSITION
Distribute Quickly
Counter

OUT OF POSSESSION
Defend Narrowly
Lower Defensive Line
Lower Line Of Engagement
More Organized
Get Shut In

ATTACKING WIDTH
Wide

APPROACH PLAY
Pass Into Space

FINAL THIRD
Mixed Crosses

PASSING ORIENTEDNESS
More Direct Passing

TEMPO
Slightly Higher

TIME WASTING
Sometimes

DRIBBLING
Dribble Less

CREATIVE FREEDOM
Be More Disciplined

Be More Disciplined

TRAINING
Excellent training facilities

Overview | Calendar | Schedules | Units | Mentoring | Individual | Rest | Coaches

PRIMARY TACTIC
3-5-3-2 WB - Fluid Counter-A...

OTHER TACTICS
No other Tactics being trained

TWO WEEK TRAINING STYLE - POSSESSION

Session	Mon	Tue	Wed	Thu	Fri	Sat
Session 1	Physical Team	Ball Retention Units	Transition - Press Units	Att. Shadow Play Units	Chance Creation Units	Possession Team
Session 2	Possession Team	Ball Distribution Units	Transition - Restrict Units	Def. Shadow Play Units	Overall Team	Match Preparation
Extra Session	Rest	Rest	Rest	Rest	Rest	Rest

TRAINING HAPPINESS
Content with training overall

TRAINING PERFORMANCE
BEST
WB Hughes
Training Rating: 8.80

MEDICAL CENTRE
0

PLAYER	OVERALL RISK
Younes Kaboul	Increased Injury Risk
Abdoulaye Doucoure	Increased Injury Risk
Marvin Zeegelaar	Increased Injury Risk
Will Hughes	High Injury Risk
Nathaniel Chalobah	High Injury Risk
Adalberto Peláez	High Injury Risk

Product: Football Manager 2019
Company: Sega
System: PC/Nintendo Switch
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



Product: Harvest Life
 Company: rokapublish
 System: Nintendo Switch
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY (Mild Fantasy Violence)



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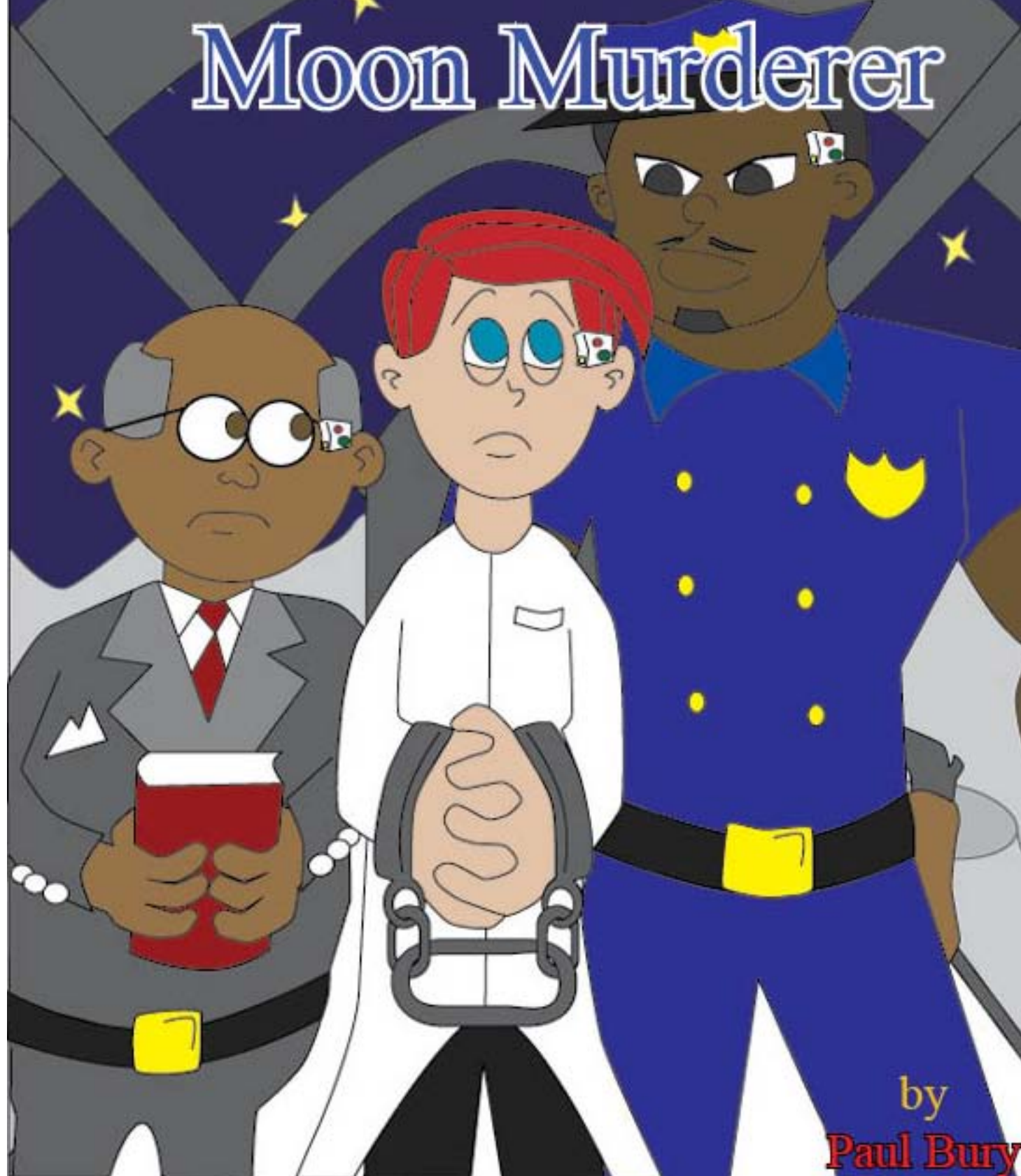


Product: Old School RuneScape
Company: Jagex Games
System: iOS/Android
Release Date: TBA
Rating: 'RP' - Rating Pending



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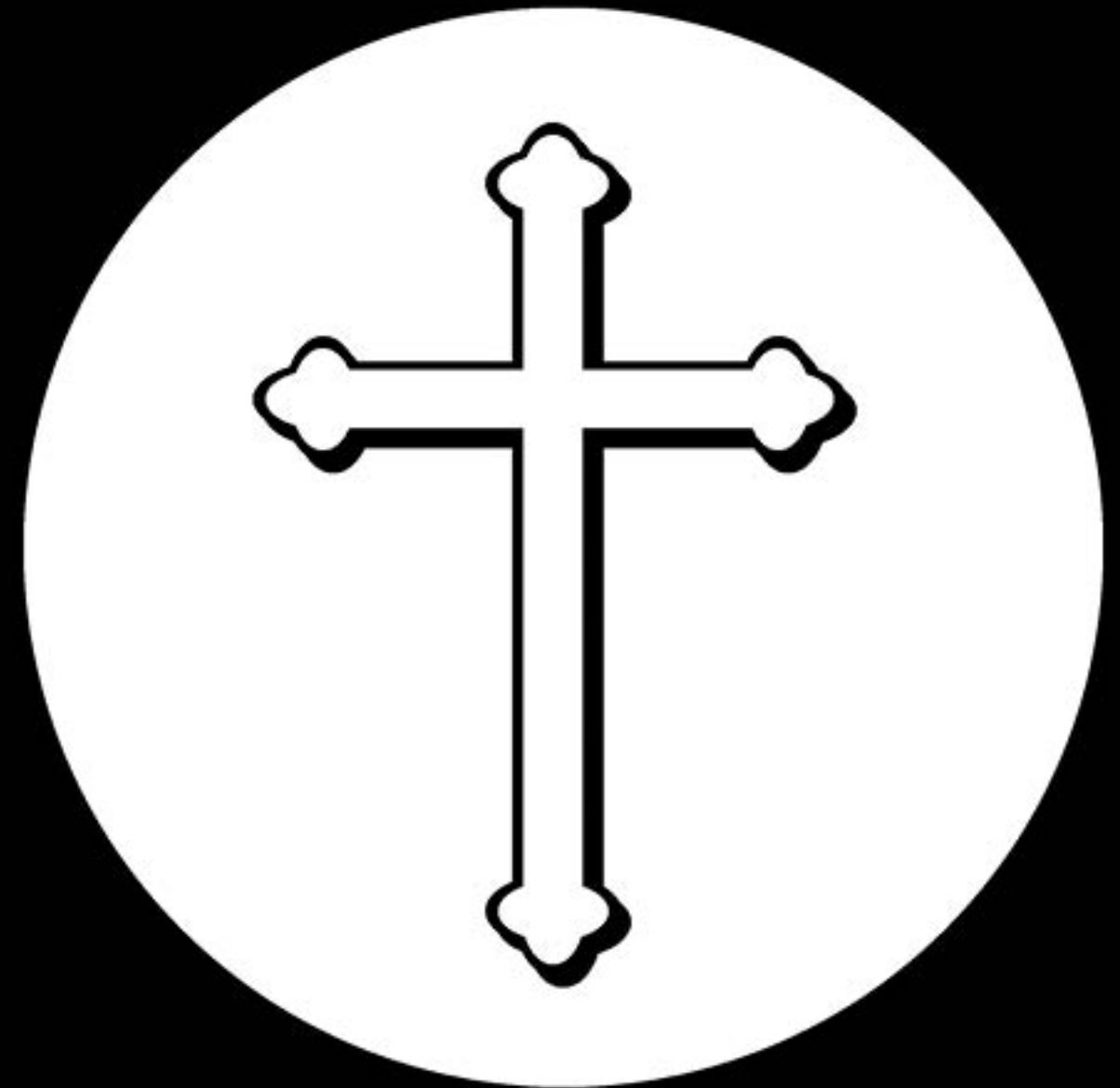
Future Glimpses Moon Murderer



by
Paul Bury

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FUTURE GLIMPSES
FREE AT LAST



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PAUL BURY

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FAMILY FRIENDLY

THE VOICE OF THE
FAMILY IN GAMING

GAMING TM

**Devotional
January**

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