



# FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING™



Project Athia, Urban Trial Tricky, Tour de France 2020, and more this issue.

FINAL  
FANTASY  
CRYSTAL  
CHRONICLES  
Remastered Edition  
Releasing  
this month!

ISSUE #157

August 2020

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Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their parents.

## I Love Helping

There is something about me that many of ya'll probably already know. I love helping. I enjoy helping others. Whether it is holding a door, carrying something in, listening, writing about important topics, spreading the Gospel or more. I absolutely love helping out others. I do it so often for so many hours. There is always someone that needs something. There is always someone that requires assistance. I wish I had more time and more energy to help even more. I wish there was enough money to pay all of my bills so I could help out even more. Until God answers that prayer I must continue to recognize my limits. Which is why I encourage everyone to help others when they get a chance. Too many people focus on themselves. Take some time to focus on others. They will happily embrace the assistance in most instances. There are a few people that want to do it themselves. I can respect that.

There have been instances where some people have abused the help, and acted like I was their slave labor. There have been others who lied and pretended to need help to try and commit some nefarious and criminal deed. It makes me sad that some people act that way. It is painful to try and help those in need only to find that person actually drives a better car than we do. I do not comprehend this kind of evil. I never have, and I doubt I ever will. It takes a special kind of evil to pretend to be in need when you are actually well off.

I have also run across trouble makers wanting to attack us for our beliefs. They lie about who they are and what they believe to try and mock us to hate filled sites like Reddit or message boards. Is your life so miserably that you want to tear others down to the sewer you are in? It is a real shame when people act that way. I decided long ago that I will continue to obey God when the rebellious try their Satanic schemes to get us to join them in rebellion. I won't join them in lying, stealing, and cheating.

There are so many people and websites that love to try and tear down all the time. We choose to build up instead. We choose obedience and patience. We can see when we are

making an impact and the demonic forces are sending vicious hate filled attacks against us. We won't join them in hatred. We choose the path of love. We choose the path of obedience to God. If that offends some people - fine.

I won't stop helping people because hate filled psychos want everyone to be like them. I smile and treat everyone with respect. I show respect to people whom I think need to repent and leave their lives of sin. I show respect to those that are constantly trying to tear everything and everyone down.

God bless,  
Paul Bury



## Princess

If you watch our Twitch and Youtube streams then you already know we got a dog recently. Paul was always a cat person and not that big on getting a dog. I am allergic to cat fur/dander so that was not an option for us. With our first born going off to college soon I want someone for our youngest to play with. So I finally convinced Paul we could afford a dog with my earnings from my part time job. We tried to find a rescue dog first but we were always too late. Then some places wanted a letter from our vet that we were good people. Without a pet that goes to a vet that was kind of difficult. I then went looking into people giving away puppies. That is where we found Princess.

I only had outdoor dogs in the past so potty training a dog was never in my past. We learned the wrong way of doing things and after some research are working on the right way. What did we do wrong? Can you learn from our mistakes? We did not keep her under constant watch while trying to train her. She went to the bathroom on the carpet multiple times. Which led to cleaning and gagging. We gave her treats when she went on the paper or outside. Problem was we would take her outside and she would sniff our shoes.

What did we learn from our research? Have any ideas what our research was? We watched multiple how to potty train your puppy videos on YouTube. We learned to be in control at all times. We learned if we let her out in the house we need to be with her and watch her. If she starts to crouch we need to immediately run her outside or put her on the paper. That point depends on which stage and who was doing the training. We also learned to treat her only when she went potty outside. We now have this playpen like thing that gives her room to run around play with her toys, eat, drink, and has a place for her to go to the bathroom (paper). As I write this we are on day two of this training. We take her out to play, go to the bathroom, snuggle, love on her, scratch her ears (which she loves), and rub her belly (something else she really likes).

Having a puppy has been a learning experience for all of

us. We have all had to adapt. We can't have her biting cords while someone is streaming for example. We also learned she loves our toes. I am not sure why. We are still training her to not bite our toes. We are not food.

It is neat to see how excited she is to see us. She has already bonded from the first day she arrived when she was not sure about any of us. She slept in her bed most of the day. That second day she was running wild and exploring. Do you have any pets? Do you remember trying to potty train them? What personalities do your pets have?

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.

## SOCIAL MEDIA TIDBITS

FEEL THREE : Virtual Reality Simulators added you to their List Vr-Flight-Sims

AWestGam1ng and 3 others liked your Tweet

Live broadcast #twitch stream #Castlevania #COTM here twitch.tv/family\_friendl...

Please view, follow, subscribe and cheer! #TwitchAffiliate #SupportSmallStreamers #PathtoPartner Help us reach our goal of 290 followers!

Will you be the superstar of the stream chat?

Lily Brookes followed you

MissAliCat and Agent liked your Tweet

WizeBot Level UP for Thewritingr (lvl 89)!

protonman20: hey Noah

protonman20: cool game

protonman20: what that?

abersityy: hey

protonman20: thank you

protonman20: I love the variety on the FFG channel

protonman20: 

charlio84: hi noah

abersityy: 

protonman20: what R U hunting?



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](http://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!

## Where does FFG Stand?

Where does Family Friendly Gaming stand on Nascar removing the Confederate Flag? Where does Family Friendly Gaming stand on BLM? Where does Family Friendly Gaming stand on athletes disrespecting the flag and the country that made them millionaires?

- Brian

{Paul}: Brian,

Family Friendly Gaming has stood, is standing, and continues to stand with God. Family Friendly Gaming stands with truth, justice, and the American



way. Family Friendly Gaming continues to stand up against those trying to redefine words, symbols, institutions, and reality. Family Friendly Gaming continues to stand for obedience to God. Family Friendly Gaming continues to stand against those who openly rebel against God.

We have written multiple topics and done videos on a variety of these topics. Nothing has changed for Family Friendly Gaming. We are not part of the weak knee far left radical media that tries to destroy every voice that is diverse from them. I have pain every single day of my life from disabilities I suffered serving this country giving all

Americans freedom of speech, and religion. I am sick of those psycho haters trying to silence every voice they don't like. I tell those people to grow up, and stop disrespecting the sacrifices I made and every single other veteran. I have personal experienced the damage done by radical far leftist policies being put in place. I have been discriminated against based on color of my skin. I have been discriminated against for being a man. Did that make anything equal or fair? Of course not. Two wrongs do not make a right. Yet that is exactly what the radicals on the far left are advocating for. I am also sick and tired of everyone being lumped into one group

for disagreeing with the racism aimed at white people.

Family Friendly Gaming disagrees with NASCAR and we are putting an image of the Confederate Flag to show we won't ban it. Family Friendly Gaming believes BLM is a racist organization advocating one race over all others. Family Friendly Gaming vehemently disagrees with those athletes that disrespect the flag and this country.

Something not being discussed is how the fake news radical far left liberals are controlling and brainwashing people into believing the bile they spew. Some of those athletes disrespecting the flag and this country cited fake news stories that had been disproved. When they cite lies and misinformation as if it has some truth to it then we have a problem with them accepting redefinitions of events instead of the actual events. This is a great example of why the redefinitions are extremely dangerous to our country. Family Friendly Gaming continues to encourage everyone to think for themselves and ask questions. Why does a career criminal get a three day funeral when people who obeyed the law their entire

lives cannot get a funeral or wake for their families? That is not equality. That is privileged. Every single time a liberal has demanded equality for some group of people they really mean preferential.

## Positive Role Model

I am disturbed that Aunt Jemima is being taken away from us. She has been a positive role model for young black women for decades. Her story is amazing. How can they do this?

- Kim

{Yolanda}: Kim,

The angry liberal Nazi mob has aggressively been trying to impose their radical beliefs on everyone. They want all of us to be lemmings that only do and say what they say we can do and say. They are trying to end all free thought. Companies are being extorted for any hint of anything that can be redefined as racism. Pointing out the angry liberal Nazi mob is being racist does not even phase them. They will try and claim something you

say is racist. Really what they means is you said something they don't like, and they don't agree with. So they abuse the racism charge to try and shut up voices of diversity.

Quaker Oats sees these vicious and hate filled attacks over and over again. They decided to preempt any attacks on themselves by changing it. We disagree with this change. In fact I have been buying up all kinds of Aunt Jemima syrup to show my support for her true historical legacy, and her family that does not want her removed. We are going to put a picture of her on this page to show even more support.



# SOUND OFF Continued

It is truly sad the servants of Satan are bent on destroying everything and everyone because of their own selfishness.

## Does the Media Control You

The Editorial Column in Family Friendly Gaming #156 was astounding and thought provoking. It is great to see someone in the media give the voice of reason. I like how you gave so many examples where the media has been wrong. Your thoughts on COVID-19 were so positive and uplifting. You made me realize how toxic most of the media actually is. They were pulling my strings. In my area 0.02% of the people have died from COVID. I started looking into the facts surrounding George Floyd and you are right again. It also bothers me that all of these people who won't assume gender immediately assumed that cop is a racist. No evidence, no proof, and they are accusing this man of something. What if they are wrong? Will they spend as much time on TV and the Internet apologizing and stating the truth? Or will that be hidden on the back page of the paper so to speak. Thank you for helping

me think better. I had a funny thought too. You are part of the media. I guess you pulled my strings by helping me to think for myself. So are you guilty of doing what you reported others were doing?

- Michael

{Paul}: Michael,

Thank you so much for your words of kindness and encouragement. We appreciate you and those words so much. We are publishing them in issue #157 because your points, perspective, and love are so genuine, honest, and true.

It is funny you mention how toxic the majority of the media is. We got a hate filled response and attacks from a PR and marketing firm and from a couple of journalist who decided to attempt to redefine my words, and Yolanda's words. We reported their bullying and hateful attacks, and then blocked them. To be clear I feel bad for everyone who has died and lost family to COVID-19. I refuse to live in fear because I am told to. I see that as rebellion against God. I also do not believe George Floyd should have died. To me it looks like justice is being served on

that crime. I also want to know more about these paid protesters.

I am so glad you caught the irony of that article. Yes I was doing exactly what I was warning others about. For a long time I have said I am human, and prone to errors. I make mistakes. All of us have sinned and are deserving of instant death for our sins. I want everyone to think for themselves. Do the research for themselves. Do not take my word for it. Look it up yourself and come to your own conclusions. Just because I say it does not mean you take it as gospel. How many other media outlets and personalities are saying that same thing?

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](mailto:SoundOff@familyfriendlygaming.com). Mail us comments at:  
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Cordova, TN 38018

Want to advertise in Family Friendly Gaming?

Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

Current rates can be found on the Advertise page of the website

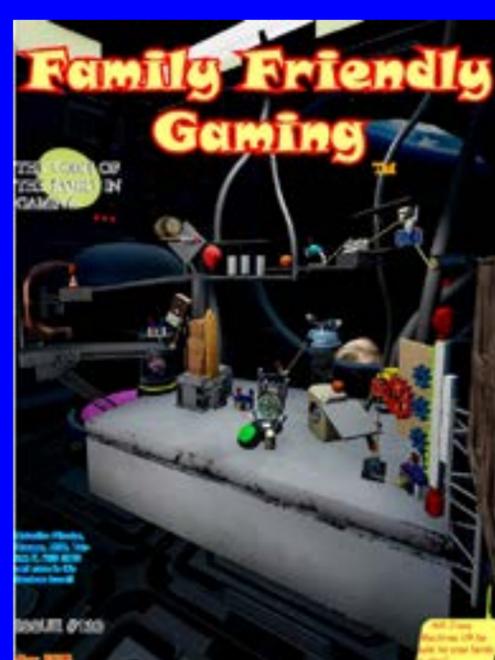
Send us an email at [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family friendly.' Go online for advertisement rates.



# 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](mailto:SoundOff@familyfriendlygaming.com). After three months the person with the most right answers will be logged in a future issue.

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: Where can the Video Game Lies book be purchased?

Answer:

Question: Is there a page on how you can help Family Friendly Gaming?

Answer:

Question: Does Family Friendly Gaming have a Twitch channel?

Answer:

Question: Does Family Friendly Gaming have a Daily Motion channel?

Answer:

Question: Have you been to the advertise page on the Family Friendly Gaming website?

Answer:

Question: Where can you buy shirts that show off your FFG Universe pride?

Answer:

Question: When can you catch FFG Twitch streams?

Answer:

Question: What was the first video game system everyone at FFG played?

Answer:

Question: How long have you read/watched Family Friendly Gaming?

Answer:

Question: Are you one of the 8.88 million readers of FFG?

Answer:

# DEVOTIONAL

## Trust and Obey

Why is it so difficult for some humans to trust and obey God? Why is rebellion celebrated? In my opinion part of the problem is a lack of education. The people who celebrate rebellion have little to no Biblical education. They have no concept of how horrible their acts and deeds are. Gods law is written on their hearts but some have been turned over to their sinful desires.

**Deuteronomy 9:23** *And when the Lord sent you out from Kadesh Barnea, he said, "Go up and take possession of the land I have given you." But you rebelled against the command of the Lord your God. You did not trust him or obey him.*

In that passage the majority of the Israelites let fear control them. They focused on how big the giants were in the land and how small they were. They forgot how big God is. How many times in our lives do we do the same thing? How many times do we not obey God because we are afraid of what man may say about us. We may lose our

jobs if we obey God. We might get attacked on social media for being obedient to God. Those are all fearful reasons. Are they actually good reasons to be rebellious against God? Remember who God is, and remember who we are. Is that a fight you have any hope of ever winning?

### Isaiah 50:10

*Who among you fears the Lord and obeys the word of his servant?*

*Let the one who walks in the dark, who has no light, trust in the name of the Lord and rely on their God.*

Obedience to God starts with the fear of the Lord. We acknowledge that we are sinful small little creatures that God could and should snuff out with a mere thought. We do not deserve grace, mercy, compassion or any blessings. When we look at life from that perspective we realize and acknowledge that we should have a healthy fear of God. Just like I have a healthy fear of being near a wild animal that could easily kill me. I am not flippant about that. I acknowledge the reality of the situation. The same thing goes for God. He is the

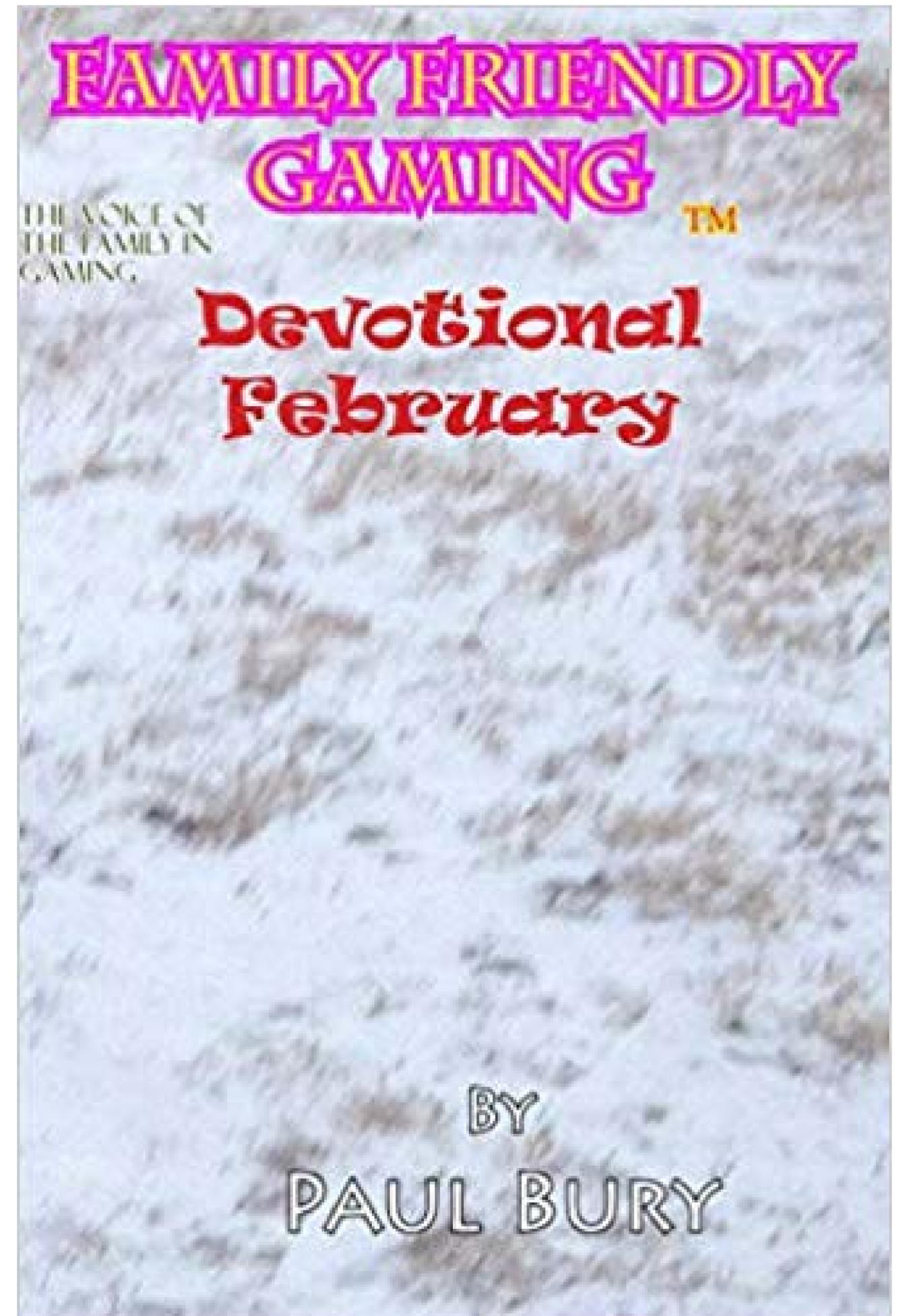
Creator of the entire universe. He is holy. I am sinful. My sin offends God. He sent His only Son down to die for all of our sins. When I sin how am I being grateful to God for that sacrifice? When any of us rebel how are we being thankful for that sacrifice? What kind of a person snubs their nose and reacts offensively to someone who made such a major sacrifice for them? Ultimately that is what rebellion against God actually does. If you would not do it to a fellow human why do it to God?

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.



# In The

# NEWS

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### [Physicality Games Announces its Grand Opening](#)

Newly established online video game retailer Physicality Games, in partnership with game publisher and developer Mastiff, today announced they have exited the soft launch phase of site operation and have officially entered the hard launch phase.

Physicality Games' "Grand Opening" ushers in a large list of changes and new site features, based largely on feedback received from their customers and fans. Among the most radical and exciting changes: customers

can now secure any game pre-order with a \$5 deposit, view production status in detail via a new Product Status page, and new limited quantity caps have been placed on Deluxe Editions, adding to their collectability. New Updates to Physicality Games:

**\$5 Pre-Order System:** Recognizing that times are tough for all, fans can now pre-order any game (Standard or Deluxe Edition) from Physicality Games with a \$5, up-front deposit to secure their game. All customers with existing pre-orders will be refunded their payments minus the \$5 deposit, and then invoiced the difference between the deposit and full cost of the game when a ship date is announced.

**Product Status Page:** The Pre-Order Progress Bar has been removed in favor of a Product Status page that offers an unrivaled level of transparency and detail, listing quantities remaining, status on printed parts, ROM

approval status, production sample images, and more.

**Clear Pre-Order Dates:** Game product pages now feature clearly-labeled pre-order close dates.

**Limited Deluxe Editions:** Deluxe Edition games will now be limited to 3,500 pieces on Nintendo Switch™ and 2,500 pieces on PlayStation®4 worldwide.

**Collector's Certificates:** All Physicality Games' titles will now include a Collector's Certificate card, with Deluxe Edition certificates featuring individual numbering.

**Community:** Community profiles have new social sharing and order history features.

**Charity:** Featured charities have been refreshed and a 2x donation multiplier is in effect from May 26-31 as part of Physicality Games' Grand Opening.

### [Spacebase Startopia Beta Coming](#)

Publisher Kalypso Media and in-house developer Realmforge Studios have announced a closed beta for Spacebase Startopia on Windows PC, available now to all pre-purchase customers on the Kalypso Store. This game comes from developer Realmforge Studios.

A fresh take on a fan-favourite strategy title, Spacebase Startopia invites players to manage a donut-shaped space station populated by a diverse and hilarious cast of alien visitors. By looking after their needs, wants and

## In The News Continued



of management decisions to be made under the watchful eye of the VAL, the station's sardonic AI, there's plenty of in-depth gameplay waiting for new and seasoned players alike.

environment across three distinctive 'decks', players will generate energy to expand their station and appease the ever-demanding station AI, VAL.

Spacebase Startopia is a galactic new take on a fan-favourite space base-management game set in...well, space! This vibrant and often absurd universe offers players an exciting blend of city building and base-management, with a flash of RTS skirmishes.

By breathing life back into a true classic, developer Realmforge Studios strikes a careful balance between nostalgia and innovation in its reimagining of the popular strategy game, which revolves around a donut-shaped space station filled to the brim with a colorful cast of aliens managed by their tireless commander (that's you, human).

In Spacebase Startopia, players will carve out their own little space in the universe, ready to become a galactic utopia – if your management skills are up to the task. With three different game modes and a vast amount

But beware of invading Space Pirates, who will do their best to ruin your carefully laid plans!

Spacebase Startopia offers a constant stream of challenging and addictive objectives to be completed, served up with the distinctive humour and sharp writing that developer Realmforge Studios is known for. Just ask VAL if you don't believe us! But, uh – ask nicely.

- Singleplayer campaign with 10 fully voiced single player missions
- Individually configurable sandbox mode
- Competitive and a cooperative multiplayer for up to 4 players
- Build 30+ rooms across three very different decks to offer everything that the visiting aliens could wish for
- Manage a melting pot of different alien races, each with their own individual – and sometimes contradictory - needs and desires
- Produce and trade resources to turn a profit, while running sabotage missions against your competitors

## In The News Continued

### Adam's Venture Origins Releases on Switch

Adam's Venture: Origins released digitally on Nintendo Switch today. The physical release has been postponed to a later date due to the current COVID-19 crisis. The adventure game has previously seen its release on PlayStation®4, Xbox One and Steam®. Over the course of their adventures, players will find themselves crossing the globe while solving a series of mysteries and puzzles.

#### A family-friendly adventure

The adventure begins in 1925 when protagonist Adam and his trusted companion Evelyn discover a strange object bearing mysterious symbols. What started as a routine excavation has now turned into a race to discover the secret of Eden. The adventurous spirits of Adam and Evelyn lead them on a journey to uncover the location of the four rivers mentioned in the Book of Genesis. While climbing and swinging through

adventurous environments, players have to prevent the dark plans of the evil Clairvaux Corporation. Solving puzzles and challenges will bring them closer to unraveling the mysteries in this family friendly adventure story.

#### About Adam's Venture: Origins

Start your adventure in Adam's Venture: Origins. Set in the roaring 20's, you play as explorer Adam Venture and go on a journey to unravel the secret of Eden. Together with your companion Evelyn, you explore ancient ruins and solve ingenious puzzles to find mysterious locales. As you travel to unique locations, you're opposed by the evil Clairvaux company, who's intentions for exploring artifacts could unleash chaos around the world.

#### Features

Delve into ancient ruins and recover mysterious artifacts

Try to solve clever and creative puzzles on your journey

Traverse long forgotten tombs and crumbling cities using the grappling hook

Get involved in a rich storyline that weaves adventure with historical overtones.



## In The News Continued

### Crypto by POWGI Releases

Lightwood Games is thrilled to announce the release of their latest word puzzle game, based on a classic code-breaking puzzle. Crypto by POWGI is out now on PlayStation 4 and on the Nintendo eShop for Switch.

In a cryptogram puzzle, every letter of the alphabet has been switched for a different letter to present a scrambled message. Using logic and reasoning, players can decipher the encoded text to reveal a funny or inspirational quote.

A good starting point is to look for apostrophes in the text, as they are frequently followed by a letter 'S'. Single-letter words are 'A' or 'I', and double letters in words often provide useful information. Crypto by POWGI contains 180 cryptograms to solve and is priced at \$7.99 / GBP £6.49 / €7.99.

The PlayStation Vita version of this game has been delayed by circumstances beyond our control. However, cross-buy entitlement is included so players purchasing the game on PS4 now will be able to download the Vita version at no extra cost once it is available.

Players who complete the game will be rewarded with a platinum trophy.

### SuperEpic Going to Retail

PM Studios and Numskull Games are pleased to announce that SuperEpic, a Metroidvania-style adventure game from indie developer Undercoders, is coming to retail for PlayStation 4 and Nintendo Switch!

Taking the helm of a raccoon and a burger-eating llama, you embark on a quest to save video games as we know them by ramming into the headquarters of RegnantCorp – a video game development company that controls an Orwellian society by addicting citizens to their free games.

SuperEpic is a critically acclaimed, non-linear, fast-paced action adventure game, heavy on exploration and combo-based combat. Uncover a conspiracy as you explore a surreal castle-like office full of enemies, challenges, secrets, and corporate pigs.

Preorders for SuperEpic on both Standard and “Badge” Collector’s Editions will begin on May 26th exclusively through our partner Limited Run Games.

The SuperEpic: Badge Collector’s Edition includes a physical copy of the game for your chosen platform, as well as a collector’s display box featuring 6 high quality pin badges, based on characters from the hit indie game. Limited to 1900 copies on the Nintendo Switch and 900 copies on the PS4, this is sure to be a sought-

## In The News Continued

after collector’s item! (Standard edition also available).

Continuing the satirical theme on microtransactions, levelling and powering up is based on an in-game economy system. (there aren’t any real-life microtransactions, of course!)

### Key Features

- Two game modes – play a classic single-player story mode with handcrafted levels, or a roguelike mode which procedurally generates the game map to make each run completely different
- Cross-media experience – hidden QR codes launch mini-games to play on your mobile when scanned, uncovering secrets in the main game
- 8 hours of gameplay – a first run on the story mode will take roughly 8 hours, but the procedural mode provides endless fun
- 16-bit era graphics – super fluid animations and spectacular bosses, all represented in gorgeous ‘Neo-Geo’-esque 16-bit pixel art
- Original storyline & soundtrack – a story featuring unique, strong characters with plenty of humour and

personality, and a soundtrack from SonoTrigger (‘Rise & Shine’, ‘Blue & Bullets’, ‘Supermagical’)

- Completionists – tons of achievements & secrets to unlock for completionists



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LIMITEDRUNGAMES.COM

**SUPEREPIC**  
THE ENTERTAINMENT WAR

PM STUDIOS  
NUMSKULL GAMES

- Micro-transaction satire – satirises modern gaming practices, with a huge enterprise run by greedy business-pigs which has gradually replaced all the fun in video games with adaptative and addictive algorithms to control people’s minds
- Latest patch on disc/cartridge – the latest update, which includes improvements to the map system, are included on the physical versions for collectors and preservationists

**Paradox Interactive Finds New Studio in Barcelona**

Paradox Interactive, a publisher and developer of games that age well, today announced the opening of Paradox Tinto, a new development studio to be located in Barcelona. This is the seventh studio operated by Paradox Interactive, now present in four countries.

Paradox Tinto will start operations in Barcelona in the immediate future under the direction of studio lead Johan Andersson, 25+ year veteran of Paradox Development Studio and original creator of the Europa Universalis video game franchise. Andersson will assemble a small core team to initially oversee ongoing development on Paradox's iconic grand strategy game, Europa Universalis IV, and later move on to new games in

the grand strategy genre.

"People love our games and we love the fact that we are growing to create more for them, we're particularly pleased to expand for the first time with a new studio focusing on the core game genre we're famous for: grand strategy," said Charlotta Nilsson, Chief Operations Officer at Paradox Interactive. "The success of our studios over the last few

years has allowed us to continually add more capabilities and new ideas, with more games going into active development and more ambitious plans every day. We currently have around 70 open positions across our seven studios, with plans to recruit roughly 200 people in 2020 alone."

"I am excited and grateful for this opportunity to build up a new studio in a new loca-

tion, putting the knowledge accumulated through the decades of building games and development studios into good use," said Johan Andersson, Studio Manager at Paradox Tinto. "My goal is to assemble a team and create a fully functional studio to keep on developing the Europa Universalis brand, and later design and develop new grand strategy games."

The new studio joins the growing Paradox roster, which also includes Paradox Development Studio in Stockholm; Paradox Arctic in Umeå, Sweden; the Paradox development team in Malmö, Sweden; Paradox Tectonic in Berkeley, California; Triumph Studios in Delft, The Netherlands; and Harebrained Schemes in Seattle.

**Kalypso Media Group buys Gaming Minds Studios**

Kalypso Media Group GmbH has today announced the complete takeover of Gaming Minds Studios, with the publisher now owning 100% of shares in the developer of the upcoming Port Royale 4.

The move strengthens the previous partnership between the two companies, in which Kalypso Media owned 60% of shares following the insolvency of previous publisher

Ascaron Entertainment and the foundation of the studio in 2009 by Ascaron veterans Daniel Dumont and Kay Struve. Together, Kalypso Media and Gaming Minds Studios then produced several well-known titles

including Patrician IV, Port Royale 3, Grand Ages: Medieval and Railway Empire.

The remaining 40% shares have now been acquired by Kalypso Media retroactively from January 2020, with Daniel Dumont and Kay Struve remaining as Studio Heads of Gaming Minds Studios for the long-term future.

"The complete takeover of Gaming Minds is a logical result of our strategy to expand our own development resources not only in Germany, but also internationally" says Simon Hellwig, owner and Global Managing Director of Kalypso Media. "We are offering the highly qualified and motivated team in Gütersloh the opportunity to focus exclusively on the further development of exciting franchises such as Railway Empire and Port Royale and to establish their own engine even more strongly within the rest of the

Kalypso Media Group."

Daniel Dumont, Studio Head at Gaming Minds Studios said, "Above all, we want to develop great simulation and strategy games on all platforms that players will love to play for years to come."

"It is a great relief to us that we have had a strong, secure publishing partner in Kalypso for over 10 years, who have always supported us fully and share in our philosophy for the studio," adds Kay Struve, Studio Head at Gaming Minds Studios.

Gaming Minds Studios is currently working on finalizing the long-awaited trading simulation Port Royale 4 for PC, Xbox One, Playstation®4 in autumn 2020 and on Nintendo Switch™ in Q1 2021. The Windows PC beta can be played now and is available exclusively on the Kalypso Store.



# 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?

The video game industry needs a Project Veritas kind of a video game. One that exposes the lies, racism, extortion and more that continues to go on this very day. A video game that helps educate gamers to the evils of the political left. A video game that helps our fellow gamers think for themselves and reject the propaganda of group think that steals all of their freedoms.

I am writing this on the day when the racist group BLM is using paid protestors to try and extort money out of Twitch. The hash

tag is #Twitchblackout. They want Twitch streamers to not stream on this day so Twitch will give them money. They are trying to extort Twitch to get more money. Which is strange since they already extorted Amazon and Amazon owns Twitch. The insidious part of all this is the racist BLM is trying to make Twitch streamers their slave labor in this extortion scheme. They won't pay us for boycotting Twitch. They won't share with us the millions upon millions of dollars they have and are earning from companies paying these ransom demands. Family Friendly Gaming has already streamed on this day and will have more streams coming this day. We refuse to become slave labor for a racist group like BLM. Sadly there are streamers who are totally ignorant to this reality. Which means we need a video game to educate them

to this extortion scheme and help them come to an educated decision.

That last paragraph was one simple, easy, and current example of why gamers need to be educated to this reality. Someone needs to make a game like Project Veritas does with their undercover videos. The truth is out there. We the people deserve the truth. We deserve to see all of these people, places, and organizations that are being so deceptive. We deserve honesty, honor, and integrity.

What can you do to make a Project Veritas like video game happen? The video game industry has suffered horribly under radical far leftist oppression for too long. It is time for good moral and ethical people to stand up for what is right in the video game industry. There are a few of us. We need your help right now.

## 2 Thessalonians 3:1-3

- 1 As for other matters, brothers and sisters, pray for us that the message of the Lord may spread rapidly and be honored, just as it was with you.
- 2 And pray that we may be delivered from wicked and evil people, for not everyone has faith.
- 3 But the Lord is faithful, and he will strengthen you and protect you from the evil one.

# 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.

Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: [Gamereviews@familyfriendlygaming.com](mailto:Gamereviews@familyfriendlygaming.com).

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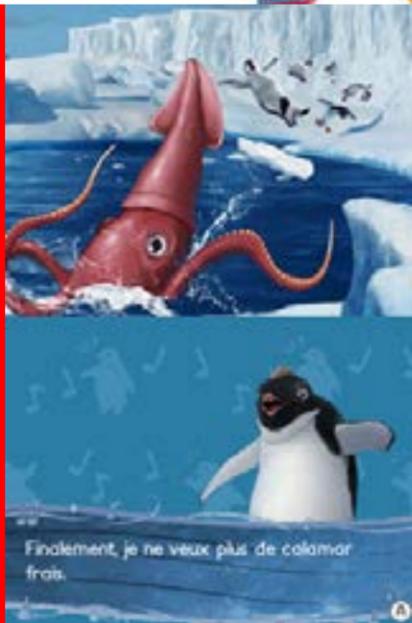


# HAPPY FEET

## Happy Feet Two

SCORE: 70

Family Friendly Gaming completed a variety of reviews on movie based video games. There are some movie based video games that are good. There are some movie based video games that are horrible.



there. The graphics look okay in this arctic based video game. There is some violent content as we can get hit by objects and creatures. We can get them back in Happy Feet Two as well. An example would be knocking a snowball back at them and they get hit. Normally we dance to make other penguins dance with us.

The game-play in Happy Feet Two can get pretty boring and monotonous. That is until we hit a boss and realize collision detection is a bit on the wonky side in Happy Feet Two. The level design gets repetitive in Happy Feet Two on the Nintendo DS. There is no point in



collecting all the musical notes. I found there are moments in Happy Feet Two that I enjoyed. Maybe it had to do with my mood and attitude. I enjoyed making the other penguins dance. I don't know why. I thought they were joining Paul in the FFG Dance franchise. Have you been watching those videos? They are awesome. Happy Feet Two gives us little cut scenes that are really just animation. Expect some crude humor in some of them.

I was surprised to see Happy Feet Two is a side scrolling 2D video game. I expected some kind of dance video game. I applaud the developer for thinking outside the box with Happy Feet Two. - Sam

System: Nintendo DS  
 Publisher: WB Games  
 Developers: Wayforward  
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Comic Mischief, Mild Cartoon Violence}



Graphics: 70%  
 Sound: 75%  
 Replay/Extras: 72%  
 Gameplay: 62%  
 Family Friendly Factor: 70%



## SpongeBob SquarePants Battle for Bikini Bottom Rehydrated

SCORE: 70

Did you enjoy the live streams I did of SpongeBob SquarePants Battle for Bikini Bottom Rehydrated on the Nintendo Switch? If you missed them please [click here](#) immediately. That way you can enjoy this game that appears on the Nintendo Switch, PC, PS4, and Xbox One. I am conflicted on SpongeBob SquarePants Battle for Bikini Bottom Rehydrated. There are things I liked and things I am meh about.

The characters are represented well and there are plenty of collectibles to look for in SpongeBob SquarePants Battle for Bikini Bottom Rehydrated. We do not have to be perfect in a level to progress to the next area. There is some humor in this game. The char-



System: PC/PS4/Xbox One/Nintendo Switch(tested)  
 Publisher: THQ Nordic  
 Developer: Purple Lamp Studios  
 Rating: 'E' - Everyone TEN and OLDER ONLY {Cartoon Violence, Comic Mischief}



acters animate well too.

SpongeBob SquarePants Battle for Bikini Bottom Rehydrated contains cartoon violence, insults, and some crude humor. There are also glitches in this game. I found SpongeBob SquarePants Battle for Bikini Bottom Rehydrated is quick to reset the player when it thinks we went out of bounds. Even if they show you a rooftop you can jump to. Little glitches meant repeating certain areas over and over again. What is with Mr Crabs voice in SpongeBob SquarePants Battle for Bikini Bottom Rehydrated?

SpongeBob SquarePants Battle for Bikini Bottom Rehydrated felt short to me. I know the game is selling for \$30 - \$35 dollars brand new so that is nice. Still it felt shorter to me than previous SpongeBob



video games. We can only play certain characters in certain areas. I wanted to use Sandy in a few spots and SpongeBob SquarePants Battle for Bikini Bottom Rehydrated only gave me SpongeBob or Patrick.

Kids that are into SpongeBob may get into SpongeBob SquarePants Battle for Bikini Bottom Rehydrated. Make sure to pay attention to the age rating of ten and older only. There are some frustrating parts in SpongeBob SquarePants Battle for Bikini Bottom Rehydrated which my live stream showed.

I had fun with SpongeBob SquarePants Battle for Bikini Bottom Rehydrated and feel it is worth around thirty dollars brand new. - Paul

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



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Doug Flutie's Maximum Football 2019



SCORE: 55

I am so starved for any kind of football diversity from the EA Sports monopoly on the NFL that I happily purchased, and played Doug Flutie's Maximum Football 2019 on the PS4. Did you catch the video Noah and I did of this football video game? I suspected Doug Flutie's Maximum Football 2019 would be some bootleg football video game that would need a lot of help. I still wanted to play it. I still hoped it might be decent.

If you can get past the poor controls, lacking plays to call, glitches, and easy exploits then you might close your eyes and feel like this could be something in a few years. It took us awhile to figure out the kicking in Doug Flutie's

Maximum Football 2019. The drum noises break the silence of a game that really needs some announcing. Any announcing even if it is bad would be better than how quiet Doug Flutie's Maximum Football 2019 is.

The graphics are okay, and I can forgive certain graphical glitches. The menu layout and selection makes no sense to me. On kicking plays we get one choice. That is right kids, no fake runs or passes in Doug Flutie's Maximum Football 2019. You kick and kick one way. You return one way as well. The defense starts stout when you play a game in Doug Flutie's Maximum Football 2019. Then they fade like a

flower if you know the right plays to call. I could get a touchdown from one pass play fifty percent of the time in Doug Flutie's Maximum Football 2019. Why is that a fifty-fifty proposition?



Half the time the wide open receiver would drop the ball. Call the same play and you will get a touchdown the next play. The modes in Doug Flutie's Maximum Football 2019 are Play Now, Continue Game, Customize, Load Editor, Season Play, College Dynasty, and The Spring League.

The simulation of games in Doug Flutie's Maximum Football 2019 is horrible. I went up 21-0 in the first quarter of a game. I then simulated the rest of the game. It ended 21-0. This game thought no other scoring would happen even though I scored on the majority of my drives in the first quarter. I hope this franchise improves in future years. - Paul



System: Xbox One/PS4(tested)  
Publisher: Canuk Play Inc  
Developer: Spear Interactive  
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 65%  
Sounds: 60%  
Replay/Extras: 65%  
Gameplay: 20%  
Family Friendly Factor: 70%

# Minecraft Dungeons



SCORE: 67

There have been quite a few disappointments in 2020 thus far. Minecraft Dungeons is just another one to add to the list. First



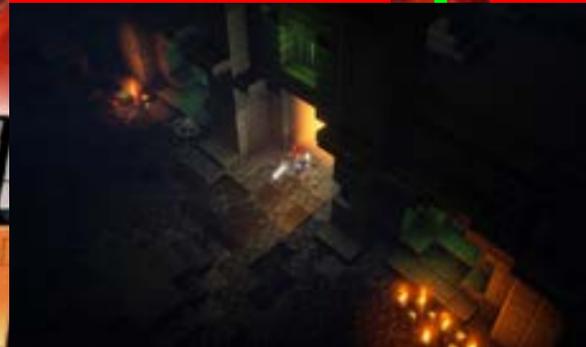
levels to play. What do we do in Minecraft Dungeons? We fight creatures,

and collect loot. Every so often we may need to do something like hit some switches. Near the end of Minecraft Dungeons we get to use spring boards to jump from one area of a level to another. Be careful of the minecarts in Minecraft Dungeons because they do more damage than most of the enemies. If you watched our live streams then you saw almost

the entire game.

We can enchant armor and weapons with materials. When we get a better weapon or armor we scrap and can enchant the new armor or weapon with the same materials. This recycling is needed in Minecraft Dungeons. Why do I say that? We are constantly getting better gear. We can spend gems we earn in levels on getting random gear. It might be better or it might be worse. We lose the gems if the item is worse. How cool is that?

Minecraft Dungeons is too short, too boring, and too lame. We attack close range, and with arrows. I noticed it is easy to go through the arrows really quickly. Four family members can spend a couple of hours with Minecraft Dungeons on the Nintendo Switch, PC, PS4, and/or Xbox One. Minecraft Dungeons can be played online if your family does that.  
- Paul



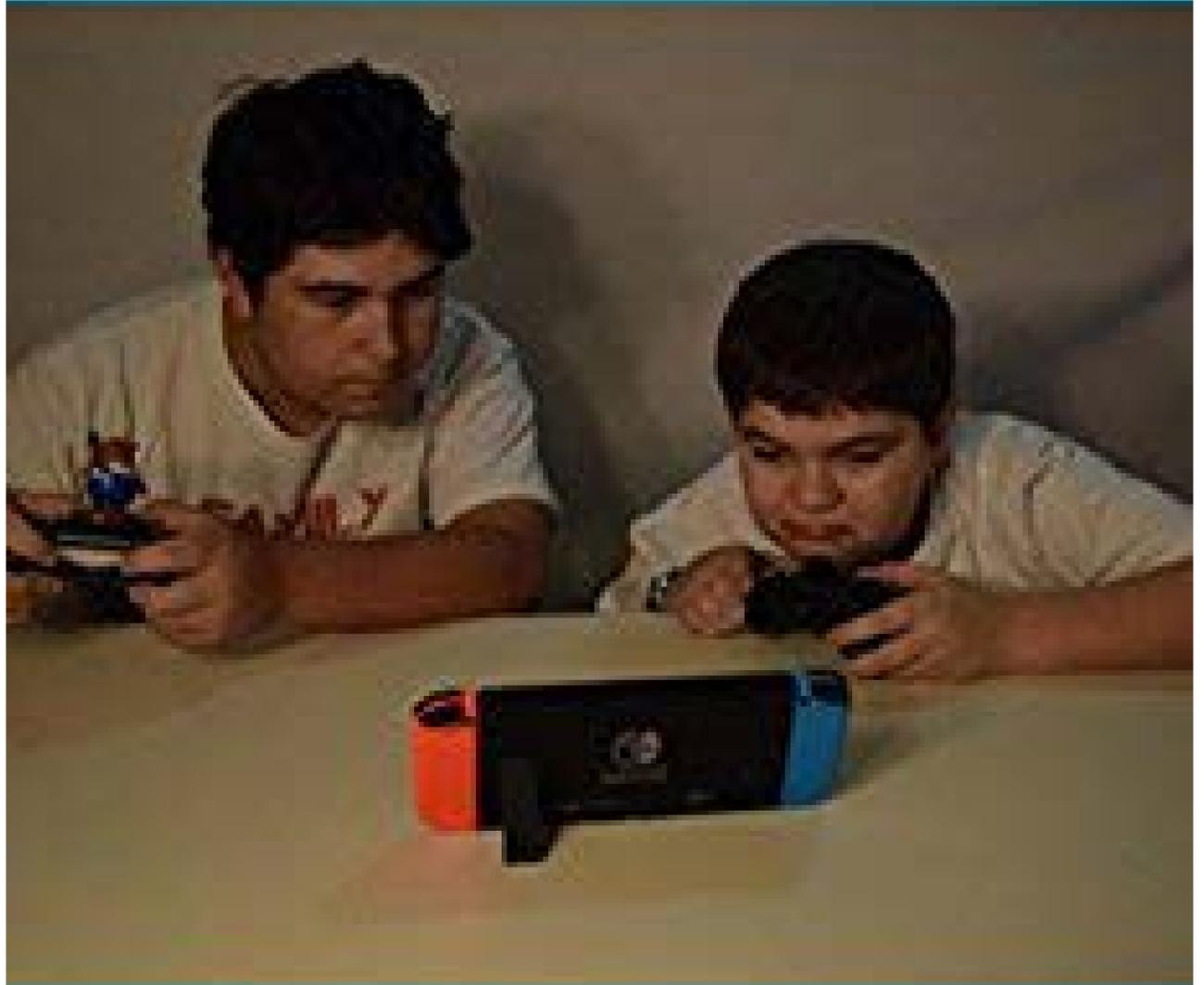
Gauntlet Legends on the Nintendo 64 looked better, and was more interesting than Minecraft Dungeons on modern consoles. Did you catch the live streams we did of Minecraft Dungeons? If not, please go [here](#) right now. You know Gauntlet Legends on the N64 played better than Minecraft Dungeons too. On top of that Gauntlet Legends had more

System: Nintendo Switch/PC/PS4/Xbox One  
Publisher: Xbox Game Studios  
Developer: Mojang Studios, Double Eleven  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Graphics: 60%  
Sound: 70%  
Replay/Extras: 70%  
Gameplay: 70%  
Family Friendly Factor: 65%

# VIDEO GAME LIES



by Paul Bury  
Version 3

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# TRACKS

## Tracks The Train Set Game

### Tracks The Train Set Game

SCORE: 82

Remember those wooden tracks and wooden trains that you might have played with as a child? Have you ever thought those might make a really good video game? If the concept of that even interests you a little bit then you should check out Tracks The Train Set Game. I did a really cool Twitch stream of Tracks The Train Set Game. Did you miss it? Go [here](#) and follow us to make sure you don't miss those in the future.



Tracks The Train Set Game is presented as the ultimate toy sandbox. We can build tracks in a handful of different areas. We can go up, down, left, right, and straight. Once the family member finishes building the track then they can go into first person mode and drive around the track they just built. Tracks The Train Set Game is such a chill video game too. Before I forget you can do a combination of up/down and left/right/



middle of the bunk beds. The Christmas level in Tracks The Train Set Game is so inspiring, honoring, and fun to play in. Tracks The Train Set Game does not limit us on tracks. At least I did not find any limits. I enjoying looking around in first person mode while riding the train in Tracks The Train Set Game. I also found you can make mistakes and knock the train off the track. I did not find an easy way to reset the train back on the track after it was riding around off the track.

I enjoyed playing Tracks The Train Set Game. I think this is a great game for kids. Parents may need to help their kids with creating a cool track. It does not take long to do that though. Once you create it the kids can enjoy watching it run around the track you made for them. Some kids will enjoy creating their own tracks in Tracks The Train Set Game.  
- Paul

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



Graphics: 85%  
Sound: 85%  
Replay: 70%  
Gameplay: 80%  
Family Friendly Factor: 90%

# RAILWAY EMPIRE

## Railway Empire

### Railway Empire

SCORE: 72

Were you one of the cool people that hung out with me while I broadcasted my live game play of Railway Empire on the PS4 on Twitch? If you missed it be sure to follow us on [Twitch](#). That way you can interact with us live and see these games for free for yourself. I am hot and cold on Railway Empire. I love the concept, and what we do in this train and city builder. There are some issues with the controls that make no sense to me whatsoever.

The issues families can have with Railway Empire is bad language, violence, and more. At times the controls in Railway Empire made no



System: Nintendo/Switch/PC/Xbox One/PS4(tested)  
Publisher: Kalypso Media  
Developer: Kalypso Media  
Rating: 'E' - EVERYONE SIX and OLDER ONLY {Alcohol Reference, Mild Language, Use of Tobacco, Violent References}

sense. The screen says remove and that is what actually places something. Or the tutorial tells you to do something and you do it. Problem is the tutorial acts like you did not do it. Or it was not done right and does not explain what to do differently. Railway Empire can be frustrating.

The modes in Railway Empire are Load Game, Campaign, Scenarios, Free Mode, Sandbox, Challenges, Options, and Contributors. Campaign is where you will learn how to play Railway Empire. As long as you do things exactly the way the game wants you to. Sandbox is a fun mode because players have unlimited funds and



can build whatever they want. Railway Empire is not very intuitive though. Build a train station, build the tracks, set the routes, buy the train, assign the train, etc.

If you take the time to learn Railway Empire then there is a solid city and train builder here. The graphics look decent zoomed in, and the music is themed to the era and time. I enjoyed playing Railway Empire on the Playstation 4. With some tweaks this franchise could be amazing. Dealing with robbers can be a problem in Railway Empire that we rarely think about these days if you know what I mean.  
- Paul



Graphics: 70%  
Sound: 70%  
Replay/Extras: 90%  
Gameplay: 66%  
Family Friendly Factor: 70%

# Fringe Season 3

SCORE: 62

I continue my exploration of Fringe in Fringe Season 3 on DVD. There are twenty-two episodes on six discs. It takes 962 minutes to watch Fringe Season 3 from beginning to end.

That does not count the bonus content. I think I received Fringe Season 3 as a gift. As ya'll know I ask for movies and television shows for my birthday and Christmas gifts since I get so many video games. It is nice to focus on some

The issues families will have with Fringe Season 3 are violence, blood, gore, sex outside of marriage, drugs, and more. The First People concept is brought up in Fringe Season 3. Time travel as well as two universes is prominent in Fringe Season 3. A dead person is brought back to life in Fringe Season 3. He does eventually die again. The whole soul magnets concept is a bit

on the strange side if you catch my drift. Olivia is switched at the beginning and our Olivia is given false memories to think she belongs in the other universe. A pregnancy is speeded up in Fringe Season 3. Which is one of the many strange and odd science fiction concepts used in Fringe Season 3. Fringe Season 3 is very pro drug. It shocks me how this show does not show the downside to drugs like LSD. There are

plenty of humorous moments found within Fringe Season 3.

The end of Fringe Season 3 has a major twist that shocked me. I plan on trying to get the next season at some point in the future. The interactions between the characters is very cool in Fringe Season 3. Walter becomes the new head of Global Dynamics. It is interesting to see how similar he is to his mirror on the other side. I loved seeing those two have conversations. The poor actors have to play two parts that are similar but different.

Peter's fate and this whole machine will be completely revealed in the next season. Or so I hope. I know the cliff hanger ending in Fringe Season 3 got me interested in what comes next. We finally learn about the guy from the

bowling alley. How he knew all of this is very interesting. I have some thoughts and theories. I also want to know more about the observers.  
- Paul

Publisher: Warner Bros  
Developer: Warner Bros  
System: DVD  
Rating: 'NR' - Not Rated

Graphics: 50%  
Sound: 60%  
Replay: 75%  
Gameplay: 75%  
Family Friendly Factor: 50%

# Agents of S.H.I.E.L.D. Season Five

SCORE: 57

Agents of S.H.I.E.L.D. Season Five is the last season I could find of the show that was provided in the much needed physical copy format. Agents of S.H.I.E.L.D. Season Five is also really dropped off in terms of story telling. We find out the team is hunted and escapes by going to the future. S.H.I.E.L.D. must save the future. In the process we learn that they must go back in time and get out of a time loop. Which would create a paradox right?

The issues families will have with Agents of S.H.I.E.L.D. Season Five are violence, blood, gore, slavery, bad language, enticement to lust, religious teachings of evolution, false gods, and more. Agents of S.H.I.E.L.D. Season Five shows a scary future where the planet Earth is almost completely

destroyed. Humans are slaves to an alien race. Humans do not even try to get free from that slavery either.

The phrase: "Destroyer of Worlds" is used to describe multiple characters in Agents of S.H.I.E.L.D. Season Five. There are plenty of dark moments within Agents of S.H.I.E.L.D. Season Five. SPOILER ALERT! The death of a major character is imminent in Agents of S.H.I.E.L.D. Season Five. I was shocked and feel like the heart of the show will be gone unless something else happens. He does not want to stay alive though.

Agents of S.H.I.E.L.D. Season Five has some humor here and there.

Certain characters are still reeling from what happens in the Framework. Certain characters are actually

better in Agents of S.H.I.E.L.D. Season Five especially when the fear dimension intervenes. I have little interest in rewatching Agents of S.H.I.E.L.D. Season Five. I am not sure if I will watch future seasons of this show. Especially when we realize there are no physical copy version.

The direction of Agents of S.H.I.E.L.D. Season Five makes little to no sense to me. There are so many holes in the storyline that I wonder what the writers were thinking about. Agents of S.H.I.E.L.D. Season Five has lost its fun compared to previous seasons. I will miss Phil, and am not big on his leadership replacement.  
- Paul

Publisher: ABC  
Developer: ABC Studios  
System: Blu-ray  
Rating: '15' - FIFTEEN and OLDER ONLY {Strong bloody violence, gory images, scenes of torture}

Graphics: 50%  
Sound: 50%  
Replay: 70%  
Gameplay: 70%  
Family Friendly Factor: 45%

# Monkey Mischief Party Time

SCORE: 49

I told my dad about Monkey Mischief Party Time on the Wii. He agreed to add it to the video game purchase listing. He understood that radical far leftist media outlets labeled this game as one of the worst on the Wii of all time. Three of us at FFG did an amazing live stream of this game. If you missed it click [here](#).

There are twenty mini games in Monkey Mischief Party Time. The mini games are Rocking and Rolling Monkey, Bathroom Chaos, Crowd Control, Monkey Memory, Cat Nap, Monkey Dodgeball, Flying Fiesta, Salmon Slap, Monkey Masterpiece, Monkey See Monkey Do, Rhino Rampage, Crazy Bucking Rhino, Math Wiz, Jaw Jail, Fast on the Draw, Hairy Houdini, Flying Monkeys, Hurling Hippo Divas, Monkey Dropping, and Animal Pull.

The controls in Mon-



key Mischief Party Time are spotty at best. It has trouble recognizing controllers and nunchuks, If you mess up and want to go back on certain screens that is not possible. Monkey Mischief Party Time



has some of the worst designs and control schemes I have ever seen. Monkey Mischief Party Time is definitely a very bad video game. Many of the mini games are locked at first. We never figured out how to unlock them. Maybe they need the Wii Balance Board or something.

Monkey Mischief Party Time includes violence, rude humor, and more. The graphics are sub standard for that era. The music in Monkey Mischief Party Time is catchy here and there. Mainly the music and sounds are annoying in Monkey Mischief Party Time. Four family members can play Monkey Mischief Party Time at the same time. Make sure one of them has a basic reading ability.

The computer generally picks who wins in Monkey Mischief Party Time most of the time. It is so obnoxious. - Peter

System: Wii  
 Publisher: Activision  
 Developer: Ivolgamus  
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Comic Mischief}



Graphics: 60%  
 Sound: 65%  
 Replay: 50%  
 Gameplay: 10%  
 Family Friendly Factor: 60%

# ESPN NBA 2K5

SCORE: 80

Wasn't that live stream Teen Gamer and I did of ESPN NBA 2K5 really cool? Don't know what I am talking about? Then click [here](#) right now. I am impressed with sports games from this era on the Xbox. ESPN NBA 2K5 is also on the Playstation 2. The computer plays some pretty good defense in ESPN NBA 2K5 too. Do not expect to drive to the hoop on every possession. The Association is the franchise mode in ESPN NBA 2K5. Playing with a star feels different than a third stringer in ESPN NBA 2K5.

The presentation in ESPN NBA 2K5 is good for its era. The announcers are enjoyable to listen to while we are playing this basketball video

game. The players look and animate in a very real way. The fans look decent and the cheerleaders are half dressed. I loved being able to play some of the cool teams like the Seattle Supersonics in ESPN NBA 2K5. The NBA really messed up with that team. Their history with honor, integrity, transparency and dignity has not been very good.

The more I played ESPN NBA 2K5 on the Xbox the more I got into it. This basketball game feels like a basketball game. Players can never relax with whatever lead they have. The other team can scrap their way right



System: PS2/Xbox  
 Publisher: Sega  
 Developer: Visual Concepts  
 Rating: 'E' for Everyone SIX and OLDER ONLY



Graphics: 75%  
 Sound: 80%  
 Replay/Extras: 90%  
 Gameplay: 80%  
 Family Friendly Factor: 75%

# SPORTS



System: PS4/Xbox One/PC  
Publisher: Nacon  
Developer: Cyanide Studios  
Rating: 'E' - Everyone SIX and OLDER ONLY  
Release Date: June 4, 2020



System: PS4/Xbox One/PC  
 Publisher: Nacon  
 Developer: Cyanide Studios  
 Rating: 'E' - Everyone SIX and OLDER ONLY  
 Release Date: June 4, 2020

# DEVELOPING

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Final Fantasy Crystal Chronicles Remastered Edition  
Castlestorm 2  
Cosmic Defenders  
Fast & Furious Crossroads

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# GAMES





System: iOS/PS4/Switch/Android  
Publisher: Square Enix  
Developer: Square Enix  
Rating: 'RP' - Rating Pending  
Release Date: August 27, 2020

Alongside updates to the visuals and audio, FINAL FANTASY CRYSTAL CHRONICLES Remastered Edition features a number of enhancements to make the experience more enchanting than ever. Character voiceovers, online multiplayer with cross-play functionality, new items, and challenging new dungeons and bosses await as players explore a stunning fantasy world and make new memories, calling upon magic and might as they bond with fantastic characters and team up with friends to take down fearsome foes through fun action-RPG gameplay.



System: iOS/PS4/Switch/Android  
Publisher: Square Enix  
Developer: Square Enix  
Rating: 'RP' - Rating Pending  
Release Date: August 27, 2020



System: iOS/PS4/Switch/Android  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'RP' - Rating Pending  
 Release Date: August 27, 2020





System: iOS/PS4/Switch/Android  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: "RP" - Rating Pending  
 Release Date: August 27, 2020





System: Nintendo Switch/PC/  
 PS4/Xbox One  
 Publisher: Zen Studios  
 Developer: Zen Studios  
 Rating: 'RP' - Rating Pending  
 Release Date: TBA 2020

Castlestorm

5/6



# Castlestorm

System: Nintendo Switch/PC/  
PS4/Xbox One  
Publisher: Zen Studios  
Developer: Zen Studios  
Rating: 'RP' - Rating Pending  
Release Date: TBA 2020



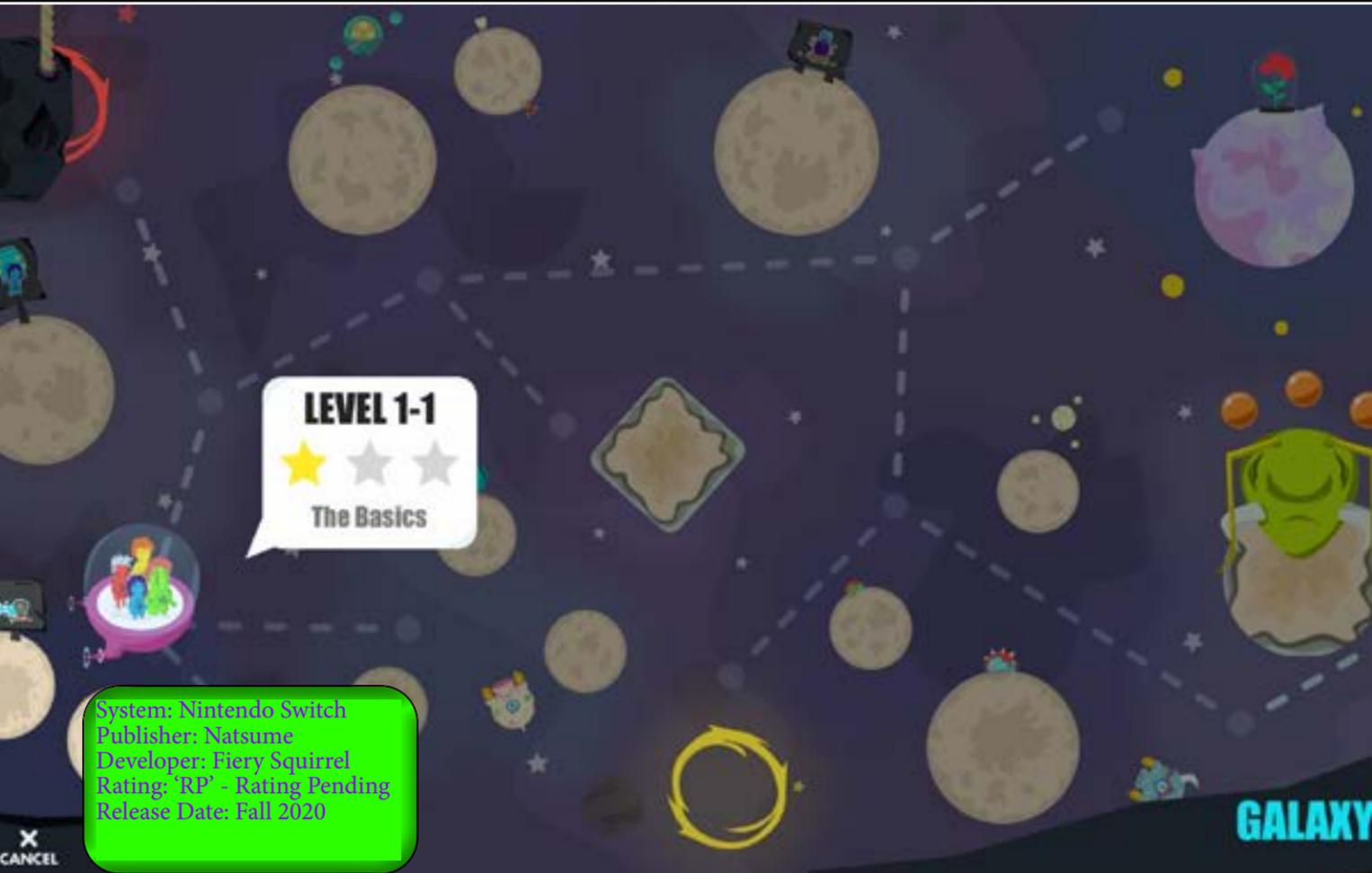


# COSMIC DEFENDERS

## GONE GOLD!

System: Nintendo Switch  
Publisher: Natsume  
Developer: Fiery Squirrel  
Rating: RP - Rating Pending  
Release Date: Fall 2020







System: Nintendo Switch  
 Publisher: Natsume  
 Developer: Fiery Squirrel  
 Rating: "RP" - Rating Pending  
 Release Date: Fall 2020



**FAST & FURIOUS**  
**CROSSROADS**



System: PC/PS4/Xbox One  
Publisher: Bandai Namco Entertainment  
Developer: Tigon Studios  
Rating: T - THIRTEEN and OLDER ONLY (Language, Mild Suggestive Themes, Violence)  
Release Date: August 7, 2020

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Developed by Slightly Mad Studios Limited. Published and distributed by the BAN



System: PC/PS4/Xbox One  
 Publisher: Bandai Namco Entertainment  
 Developer: Tigon Studios  
 Rating: T - THIRTEEN and OLDER ONLY (Language, Mild Suggestive Themes, Violence)  
 Release Date: August 7, 2020



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Minecraft Dungeons  
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# PLAYING



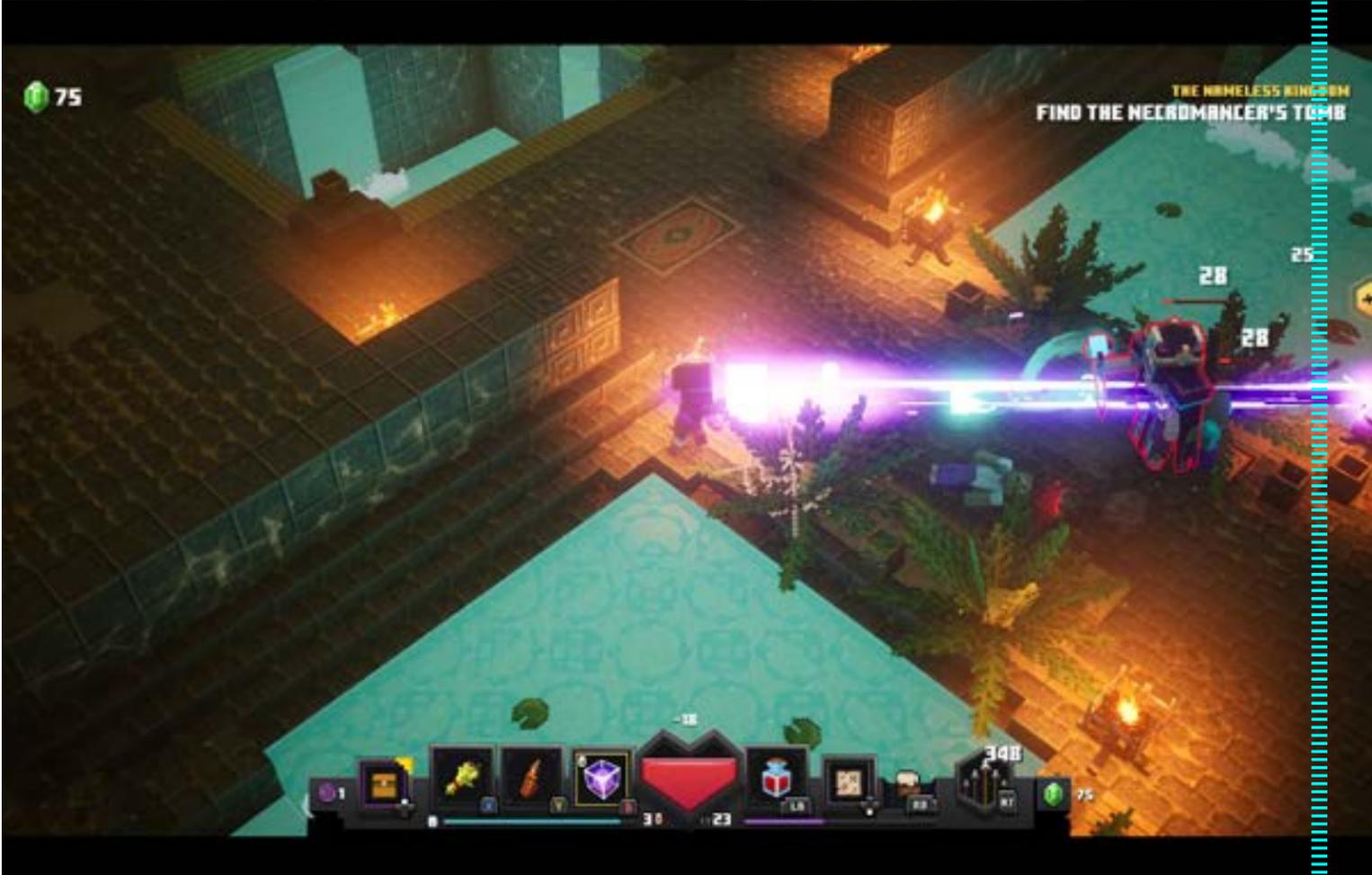


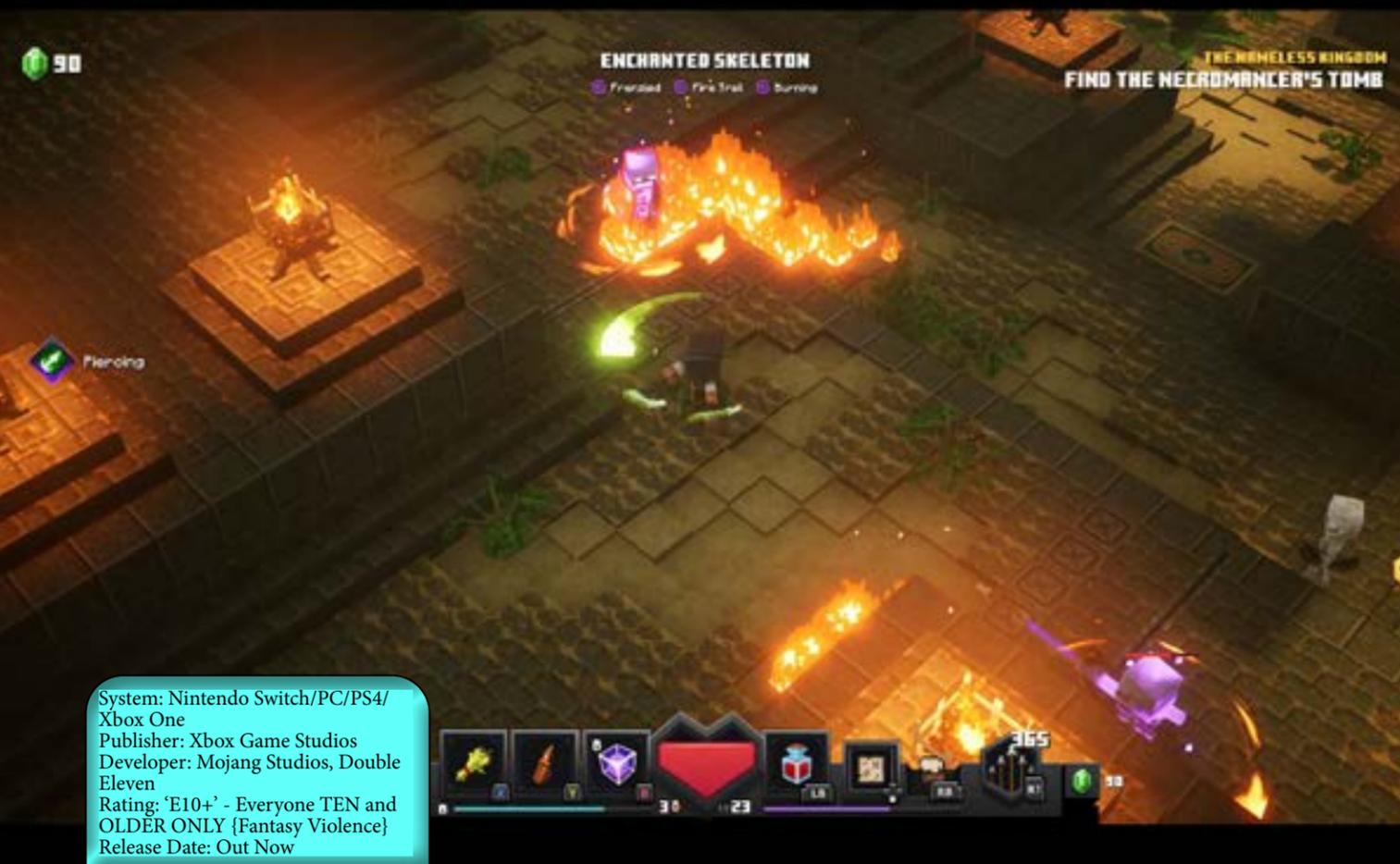
System: Nintendo Switch/PC/PS4/  
Xbox One  
Publisher: Xbox Game Studios  
Developer: Mojang Studios, Double  
Eleven  
Rating: 'E10+' - Everyone TEN and  
OLDER ONLY {Fantasy Violence}  
Release Date: Out Now

If you took Minecraft and mixed it with the Gauntlet franchise you might come up with Minecraft Dungeons. In this above view hack and slash video game we fight off well known Minecraft characters saving the day for the villagers. Along the way we collect new and better gear that changes the look of our character. As we progress through Minecraft Dungeons we learn what happened in this fantasy blocky world. Multiple family members can work together going through the different areas and dungeons until they have saved the day on multiple difficulty choices.



System: Nintendo Switch/PC/PS4/  
Xbox One  
Publisher: Xbox Game Studios  
Developer: Mojang Studios, Double  
Eleven  
Rating: 'E10+' - Everyone TEN and  
OLDER ONLY {Fantasy Violence}  
Release Date: Out Now





System: Nintendo Switch/PC/PS4/  
Xbox One  
Publisher: Xbox Game Studios  
Developer: Mojang Studios, Double  
Eleven  
Rating: 'E10+' - Everyone TEN and  
OLDER ONLY {Fantasy Violence}  
Release Date: Out Now



 \$ 1.15M
  521
  69%




 Have Filthy Rich tourists (5/50)


 Defense HQ (0/1)


 Invite Middle East to Embassy

 Sep, 2000

System: PC/PS4/Xbox One  
 Publisher: Kalypso Media  
 Developer: Limbic Entertainment  
 Rating: T for THIRTEEN and OLDER ONLY (Drug Reference, Mild Language, Violence)  
 Release Date: Out Now







System: Nintendo Switch/PC/PS4/Xbox One  
Publisher: Kalypso Media  
Developer: Gaming Mind Studios  
Rating: E10+ for Everyone 10+ and OLDER ONLY (Alcohol Reference, Mild Language, Use of Tobacco, Violent References)  
Release Date: Out Now

L R Cycle through trains ZR Actions





System: Nintendo Switch/PC/PS4/Xbox One  
 Publisher: Kalypso Media  
 Developer: Gaming Mind Studios  
 Rating: E10+ for Everyone 10+ and OLDER ONLY (Alcohol Reference, Mild Language, Use of Tobacco, Violent References)  
 Release Date: Out Now

# Last Minute

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## Product Name

## Page(s)

Urban Trial Tricky  
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 Project Athia  
 Anno History Collection

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717 563



02:37



4 986



Grab your seat and pull off the most savage tricks and combos on your motorbike. Ride freely, spin around in the air, go back and forth and let yourself be carried away by the fun, fast-paced gameplay, colorful visuals, and smooth controls.

HIGH JUMP

+

HOT SUPERMAN

Learn new freestyle, breakdance, and FMX moves to fit your own style. Unlock crazy costumes and customize your motorbike at will.

Complete challenges and master countless outstanding maneuvers and tricks to rule the leaderboards.

System: Nintendo Switch  
Publisher: Tate Multimedia  
Developer: Tate Multimedia  
Rating: 'E' - Everyone SIX and OLDER ONLY  
Release Date: Out Now

92 961

00:48



7 669

x 4,25

B

... + BACK STOPPIE 9M + HOT UPSIDE DOWN + STOPPIE 9M

System: Nintendo Switch  
Publisher: Tate Multimedia  
Developer: Tate Multimedia  
Rating: 'E' - Everyone SIX and OLDER ONLY  
Release Date: Out Now

01:42



22 568 x 13

BACK WHEELIE 2M + SPECIAL + HIGH JUMP

00:31



355 313  
★★★★★  
System: Nintendo Switch  
Publisher: Tate Multimedia  
Developer: Tate Multimedia  
Rating: 'E' - Everyone SIX and OLDER ONLY  
Release Date: Out Now

01:10



2/4 Collect all Snacks (\$150)

25 614 x 16,75

HOT CORDOVA + PIZZA! + LONG JUMP

419 202  
★★★★★

00:44



8 604 x 11

... + TRICKY WHEELIE 31M + HOT ON THE EDGE + FREEZE



System: Nintendo Switch/PC/  
PS4/Xbox One  
Publisher: Outright Games  
Developer: Coatsink  
Rating: 'RP' -Rating Pending  
Release Date: October 23,  
2020



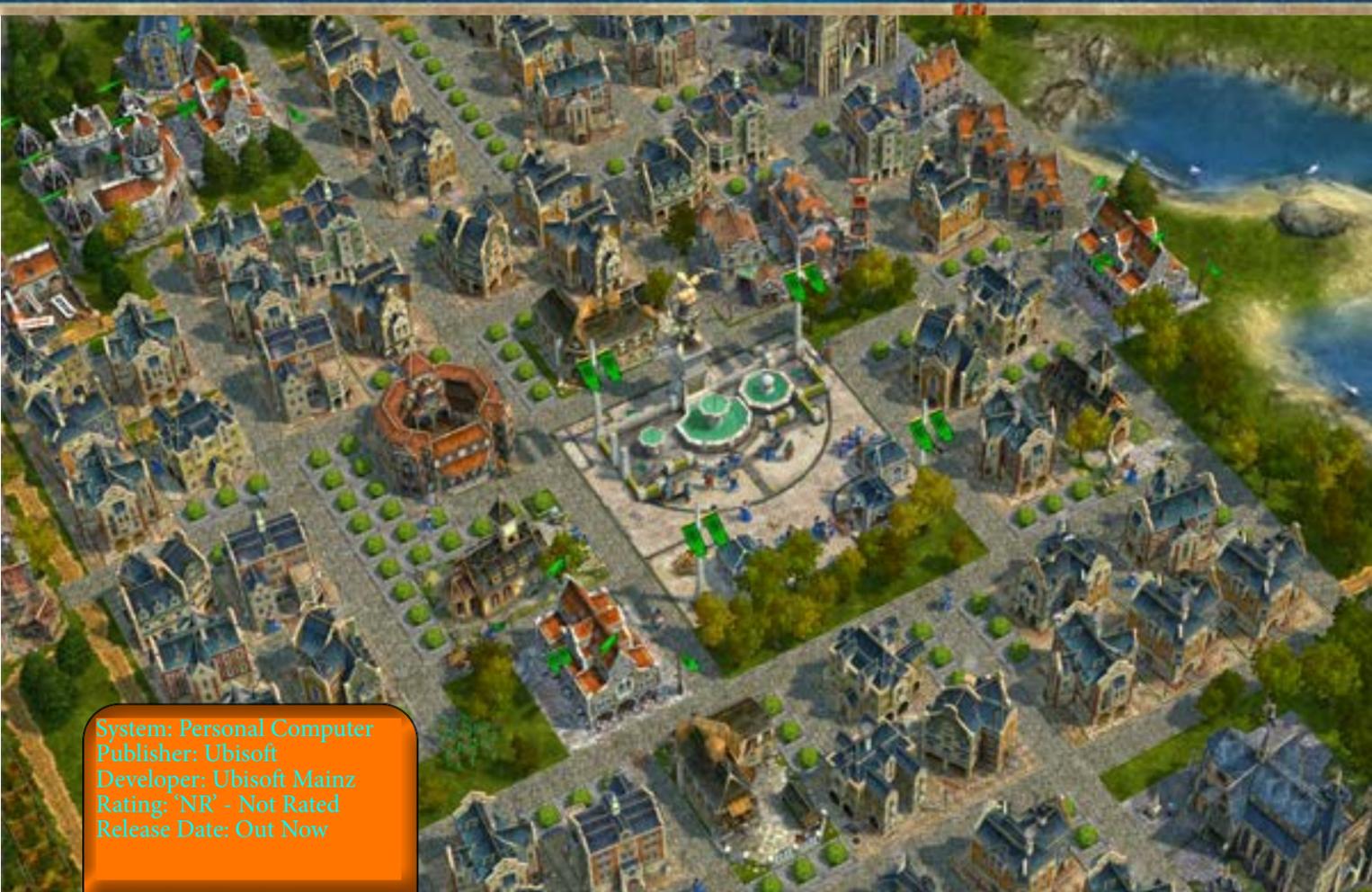
System: Nintendo Switch/PC/  
PS4/Xbox One  
Publisher: Outright Games  
Developer: Coatsink  
Rating: 'RP' -Rating Pending  
Release Date: October 23,  
2020



System: PC/PS5  
Publisher: Square Enix  
Developer: Luminous Productions  
Rating: 'NR' - Not Rated  
Release Date: TBA



System: PC/PS5  
Publisher: Square Enix  
Developer: Luminous Pro-  
ductions  
Rating: 'NR' - Not Rated  
Release Date: TBA



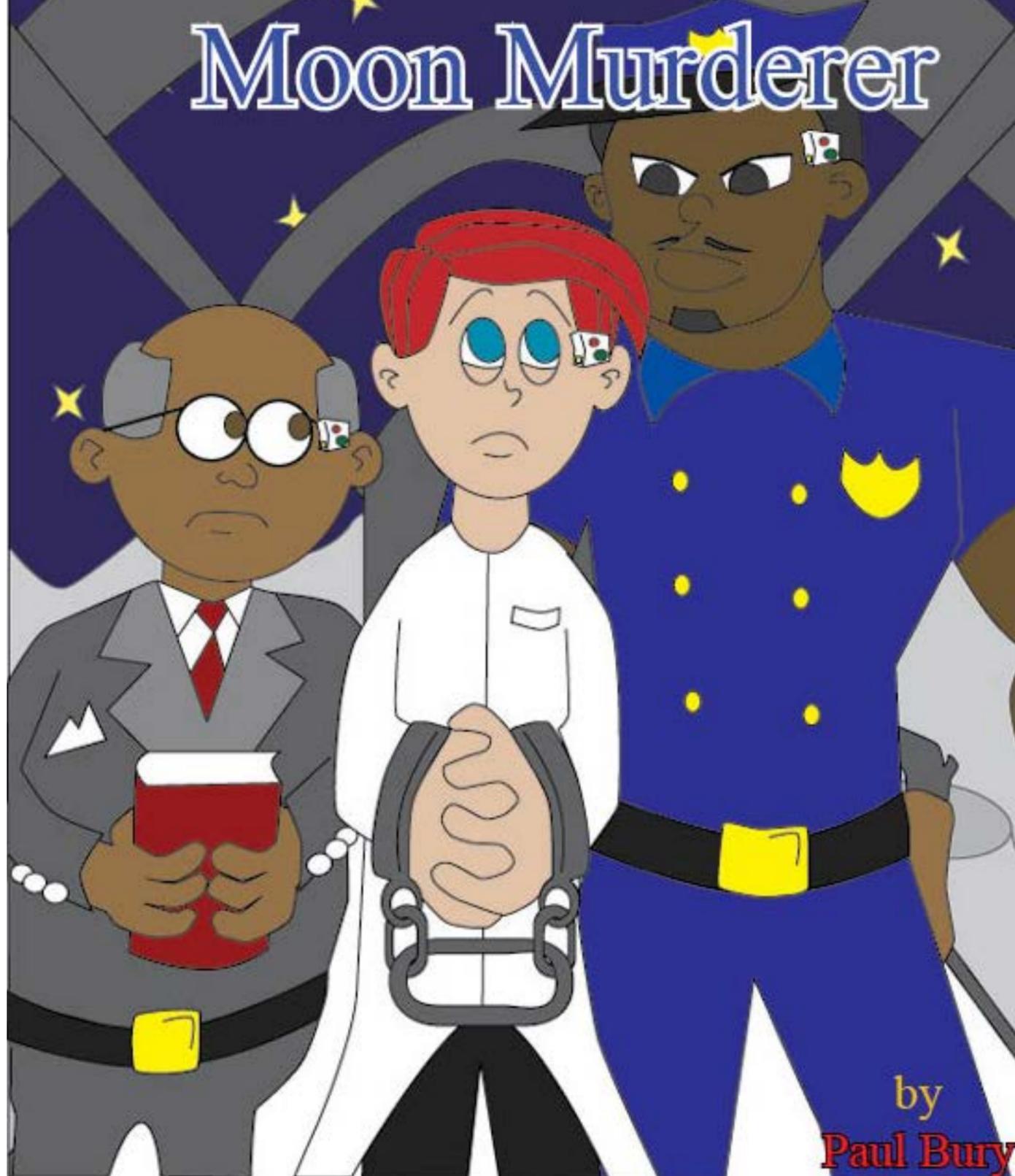
System: Personal Computer  
 Publisher: Ubisoft  
 Developer: Ubisoft Mainz  
 Rating: 'NR' - Not Rated  
 Release Date: Out Now



System: Personal Computer  
 Publisher: Ubisoft  
 Developer: Ubisoft Mainz  
 Rating: 'NR' - Not Rated  
 Release Date: Out Now



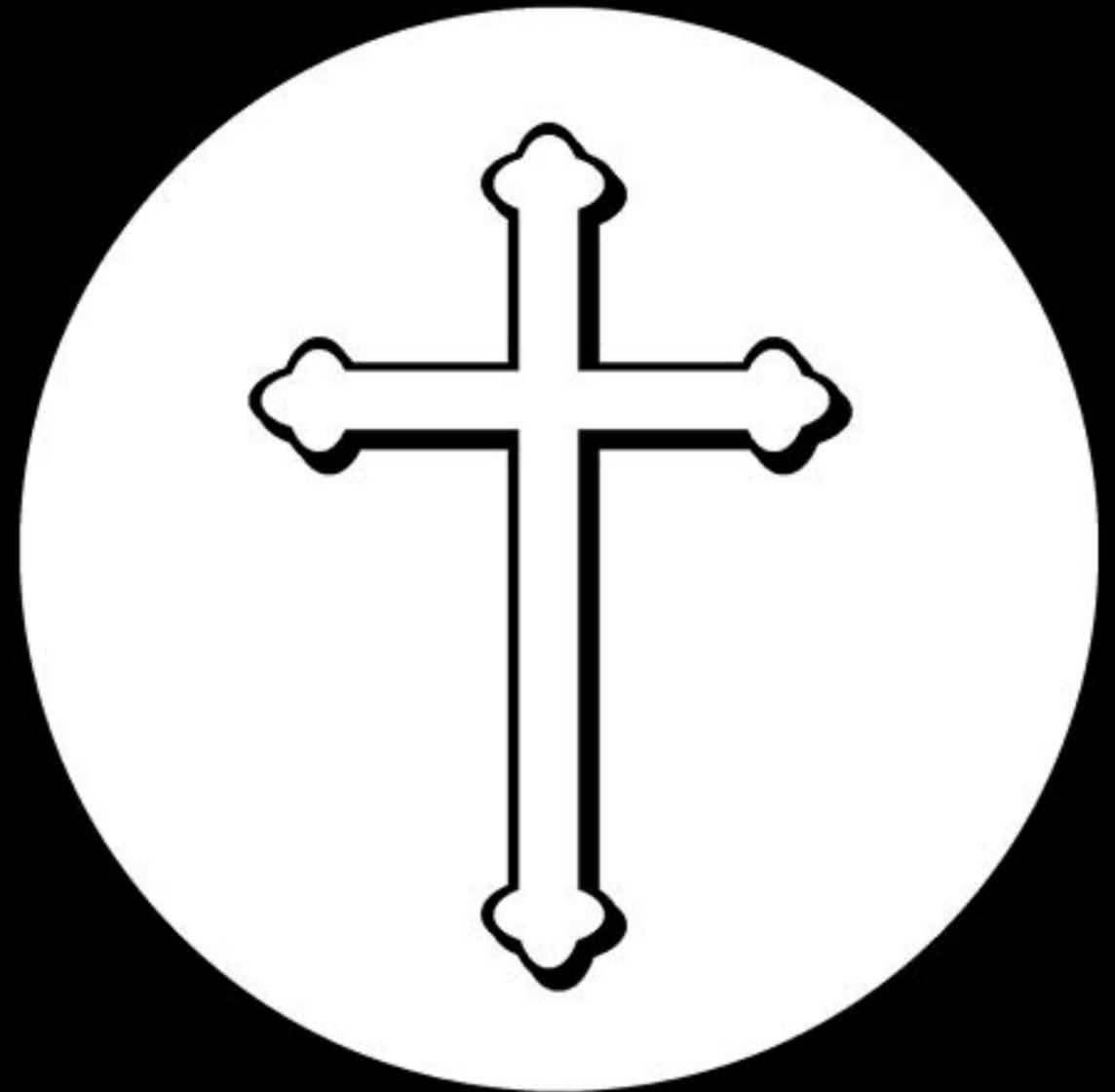
# Future Glimpses Moon Murderer



by  
**Paul Bury**

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FAMILY IN GAMING

**GAMING** <sup>TM</sup>

**Devotional  
January**

BY

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