



# FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

TM

Crash Bandicoot 4, Ben 10 Power Trip, NBA 2K21, and more this issue.

Paw Patrol Mighty Pups Save Adventure Bay is coming for kids.

ISSUE #159

October 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.

## Using the Opportunity

There are all kinds of memes bemoaning 2020. There are all kinds of people complaining about how horrible 2020 has been. For me 2020 has been absolutely amazing. From having the best E3 ever to being able to attend the CGDC again. I have gotten a ton of projects done in 2020. I have the time to stream more than ever. Our YouTube channel is going through a major transformation. We have upgraded magazine software and implemented all kinds of changes to the Family Friendly Gaming magazine. Website projects lingering waiting for time have been completed. It has been astounding to me how much we have gotten done in 2020. We have gotten more done in 2020 than multiple years strung together in terms of improvements, and upgrades. We are getting more of our videos on more video sites than ever before. I decided to not wallow in misery that there is no XFL to watch anymore. I decided to get out of the grime because there were less places to go and visit live and in person. I got off my behind and got things done.

People thank me for the videos we have done all the time. The FFG Dance franchise was born in 2020. Our Just Dance and Zumba Fitness videos continue to do amazingly well thanks to people needing to do some exercise while in quarantine. Family Friendly Gaming has served a variety of people all over the world during COVID-19. We stepped up into a leadership role helping out millions. We did not get down and depressed because things were not going our way. We innovated, created, and continued to serve. We have expanded our live streaming to include all kinds of new and cool things. We even got a puppy in 2020. You might have seen her in some of the live streams and videos. Princess has all kinds of fun and it shows when she is on camera.

We are constantly looking at ways to improve Family Friendly Gaming across the board. We are not done yet. We are looking at other areas we can improve. You might have noticed some of the sponsored videos we have done recently. We keep working hard to provide for those companies and to bring all ya'll some interesting and different video games. I have been getting some business on fiverr

for doing videos as well. I keep working on getting better with each video. Just like I keep working on getting better with each issue of the Family Friendly Gaming magazine and e-magazine.

There have been a variety of challenges in 2020. There have been frustrations, irritations, and aggravations. There have also been all kinds of opportunities in 2020. We have taken advantage of as many of them as we can. We keep looking for more to do and use the time wisely. God allows us so much time in our lives. Are you using it wisely?

God bless,  
Paul Bury



## Growth

It seems like wherever I look in regards to Family Friendly Gaming we are seeing growth and improvement. This issue is ONE HUNDRED and FIFTY-NINE. I would have never thought Family Friendly Gaming would have that kind of longevity. The website has passed one million hits multiple months. The YouTube and Twitch channels continue to grow. Everything is a steady climb going up in ways we could barely imagine when we started Family Friendly Gaming.

As I write this I did another FFG Arts in Crafts video last night. It should be online before this issue is published. Our puppy princess continues to grow and develop herself. She brings all kinds of joy to our family. There are challenges of course. There are challenges with everything we do anywhere we do it. There are also all kinds of blessings. Like my hubby wrote in surrounded by blessings. We can focus on the positives or we can focus on the negatives. I focus on the negatives when I am trying to find a way to make things better. Like we have this problem and here are some solutions.

My hubby and I are always willing to try a plethora of things. We had issues with multiple gas lawn mowers. So we tried a push mower, and that did not work so well. We then tried a battery powered lawn mower and weed eater. The battery power drains really fast and the mower overheats. The weed eater actually works well. Then we tried an electrical mower that uses an extension cord. That did not work very well either. We tried all of these things before going back to a gas mower. The point is we were willing try those ideas. We had a problem and tried different solutions. Just remember every new solution could lead to new problems.

At times growth can be scary. There are new issues, problems and challenges to face. At the same time it is very exciting. As we passed ten thousand published news stories, nine thousand reviews, and other milestones we celebrated. As we pass certain numbers on YouTube and Twitch we celebrate as well. You might have noticed those posts on

social media.

Growth also means we attract the attention of angry, miserable, and psycho haters. Those that worship hatred and destruction have come after us before. OKAY 1984 is a great response to the evil, vile and wicked members of the cancel culture. My hubby and I know those hardcore haters are out there trying to ruin everything and everyone they disagree with. We are human and will make mistakes. Those hardcore haters obsess over any little mistake. Which is why we are so thankful for all the words of encouragement.

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



Rob Kang liked Family Friendly Gaming.  
3 days ago



Winterworks Kids likes your link.  
a week ago



Karen Brunson and Ricky Labid like Family Friendly Gaming.  
a week ago



Fork\_N\_Bored followed you



Jason Heine and 3 others liked your Tweet

@CurveDigital Hotshot Racing Release Date  
familyfriendlygaming.com/News/Updates/2...  
#FFG #HotshotRacing #Racing



Dilski Retweeted your Tweet

@CurveDigital Hotshot Racing Release Date  
familyfriendlygaming.com/News/Updates/2...  
#FFG #HotshotRacing #Racing

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!

## FFG Dance - Good

Your FFG Dance videos are so funny thank you for making them.  
-Mary

My sister tries to do all of the moves in the FFG Dance videos, good job on making them and getting some of her energy out.  
- Diedra

I love your FFG Dance videos. They are so much fun to dance. You can move and got some skills. Thank you for doing those.  
- Sarah

Your FFG Dance videos are fan-



tastic. I love them!!!  
-Rob

{Paul}: Mary, Diedra, Sarah, Rob,

Thank you so much for your kind words of encouragement. I am constantly trying to think of different moves to do that match the song while I am do-

ing it first try. I do not practice these dances before hand. I do check out different dance videos we have done in the past (Just Dance, Zumba, Dance Central, etc.) to give me some ideas to moves. I then like to take some of those dance moves and make variations of them as the dancing happens. Some people call it interpretive dance. Others call it freestyle dance. Whatever classification it fits under I am

having fun and so pleased so many people are using it during quarantine to get some exercise.

## FFG Dance - Bad

You have no skills as a dancer.  
- Brad

Your dancing is lame.  
- Shawn

What is this FFG Dance garbage, only do Just Dance videos.  
- Troy

Your dance videos suck. You don't know what your doing.  
-Karl

{Paul}: Brad, Shawn, Troy, Karl,

Sorry you don't like them. We try new and different things here at Family Friendly Gaming all

the time. The reason the FFG Dance videos came into existence is we are faced with a bit of a problem. Our dance videos do the best on our channel. The way Youtube is set up we get paid no money for our hard work on them. Youtube gives the money to whomever claims they have an audio copyright. That means they get all the money for one copyright out of five on that video. We own the rights to four of the five yet we are not paid for them at all. This is why we did a call to action some months back asking all ya'll to please leave YT feedback every single day to separate audio and video monetization. So we could share in the revenue of our hard work, instead of people who did no work getting paid for the videos. We don't mind sharing with them. So we have found some copyright free music we could use and danced to it instead. Then we get paid for our hard work and can re-invest those earnings into improvements on our channel.

On the Just Dance topic. We had danced every single Just Dance video game we could with the exception of Just Dance 2014. Somehow we missed that. So recording of those in the Just

Dance 2019 and Just Dance 2020 style has begun. We will also dance to Just Dance 2021 as long as we are allowed to. As you know Ubisoft made some drastic changes to their video policy recently that seriously impacts the Just Dance videos. I know schools use our videos. I know families in quarantine use them as well.

If you actually want our FFG Dance videos to get better then suggest dance moves, suggest copyright free songs, and suggest improvements. We are constantly exploring ways to improve our videos. We save up to purchase different equipment and see how it performs. We explore different software. If you have ideas to make it better then please let us know. Look at your comments and tell me what solutions did you bring to the table? What actionable criticism did you provide? What I am doing right now is giving you constructive criticism. I am giving you actionable items you can do to make your comments better in the future. I hope you accept this advise in the loving spirit it is being offered. If you don't like me or don't like my dancing that is fine. I am exercising and encouraging others to exercise as

# SOUND OFF Continued

well. A lot of people recognize that.

## OKAY 1984

What a wonderful idea. I love the idea of telling people OKAY 1984 for their political correctness attempts. I started using and will try and make it popular. I encourage everyone else to start using this as well especially in response to those using the OK BOOMER garbage too many of the ignorant disrespectful kids use. Thank you for giving us a response that is historically accurate, helpful, and logical.

I love the really cool ideas you



have on your website. Those red news stories always have something cool, fun, fresh, and important to pay attention to. Your stories make me think about a plethora of things and help me on a daily basis. Keep up the amazing work. How do you get so many wonderful ideas that are relevant?

-Amy

{Paul}: Amy,

Thank you so much for your kind word of grace and encouragement. I give all the credit, honor and glory to God. The Holy Spirit constantly shows me things. I believe part of that is taking time to stop and listen to God. Too many humans constantly have some noise drowning out everything unless they are sleeping. It is important to keep your mind open to listening to God. Too often I feel like I am saying the same things over and over again. I keep pointing people to God day after day. It is not by my power. It is by His holy power.

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:  
Family Friendly Gaming  
7910 Autumn Creek Drive  
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

## Tithing Used

The modern day American church has really twisted the teachings of the Holy Bible on tithing. I have been reading through the Holy Bible yet again and the Holy Spirit stopped me on an important passage. **Deuteronomy 14:22-26** *Be sure to set aside a tenth of all that your fields produce each year. 23 Eat the tithe of your grain, new wine and olive oil, and the firstborn of your herds and flocks in the presence of the Lord your God at the place he will choose as a dwelling for his Name, so that you may learn to revere the Lord your God always. 24 But if that place is too distant and you have been blessed by the Lord your God and cannot carry your tithe (because the place where the Lord will choose to put his Name is so far away), 25 then exchange your tithe for silver, and take the silver with you and go to the place the Lord your God will choose. 26 Use the silver to buy whatever you like: cattle, sheep, wine or other fermented drink, or anything you wish. Then you and your household shall eat there in the presence of the Lord your God and rejoice.*

That is certainly different than give the church 10% and you have no say in what happens with it. Nor do you rejoice with it, or enjoy it yourself. Some point out the nature of giving food in this regard.

A very interesting aspect of this is coming up in the very next verse. **Deuteronomy 14:27** *And do not neglect the Levites living in your towns, for they have no allotment or inheritance of their own.* That means share with the priests. Do not just give them money and let them decide what happens with it. Instead the tithe remains in control of the people, and they share what they purchased with the priests. How did the modern day American church get this so messed up? In fact when it comes to having a potluck at church - that is the closest thing to what the Bible is describing.

This chapter ends in a very interesting fashion as well. **Deuteronomy 14:28-29** *28 At the end of every three years, bring all the tithes of that year's produce and store it in your towns, 29 so that the Levites (who have no allotment or inheritance of their own) and the foreigners, the fatherless and the widows who live in your towns*

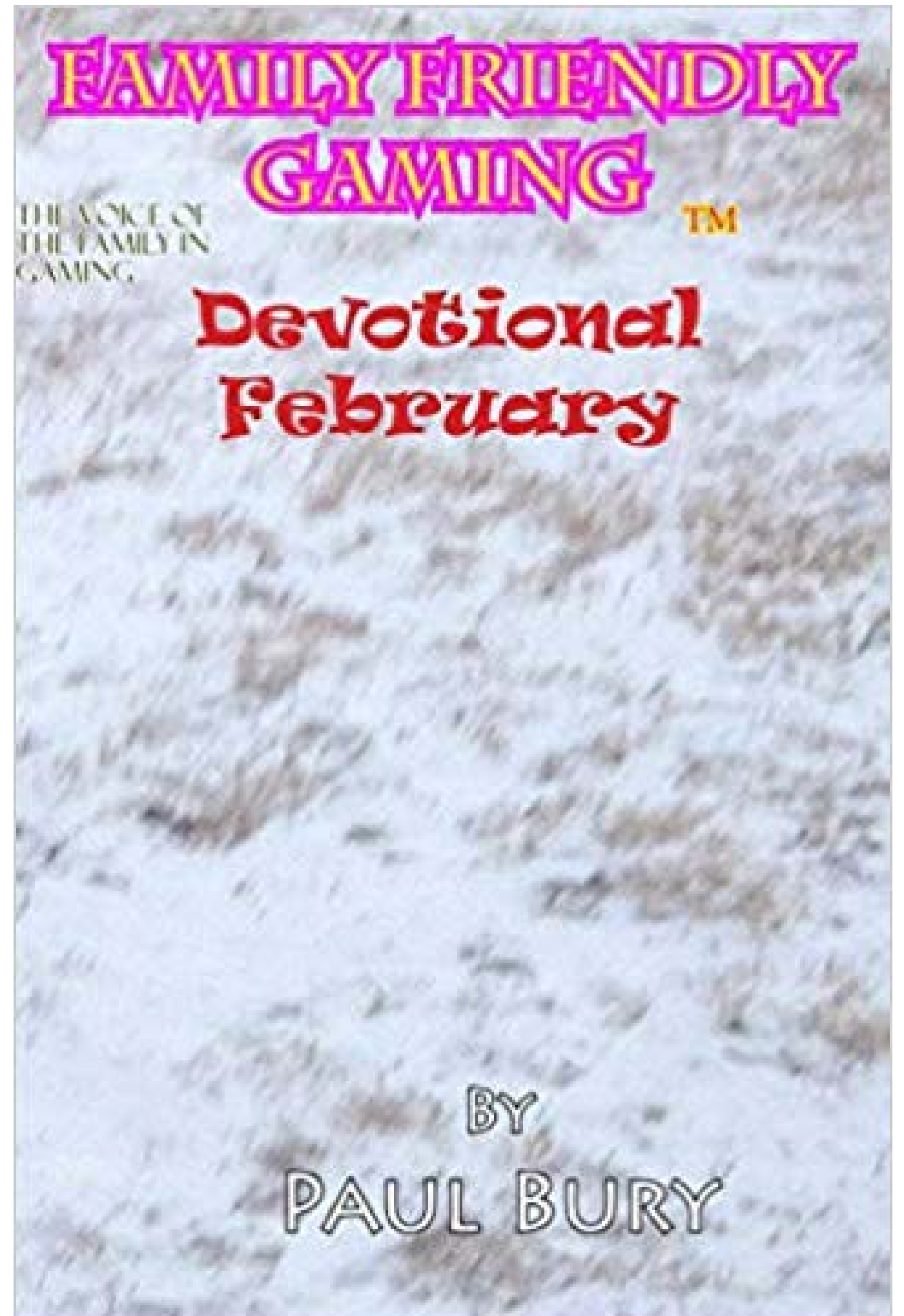
*may come and eat and be satisfied, and so that the Lord your God may bless you in all the work of your hands.* Once every three years we give the priests all of the tithe that is stored for them. Not just them because that food is for others as well. Sort of like giving to a food bank. Again the priests were not in charge of the tithes there either. Whomever was over the town (like a mayor) dealt with the disbursement. The people took care of the needs of the priests.

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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### Kaze and the Wild Masks Release

SOEDESCO® and development studio PixelHive announced that 90's inspired platformer Kaze and the Wild Masks is coming to Nintendo Switch™, PlayStation®4, Xbox One and Steam®. The pixel-art platformer hops to the stores with both a digital and physical version. An Xbox One demo is available during the Xbox One Summer Game Fest from tomorrow until July 27.

Diverse platformer gameplay

André Schaan, CEO of Brazilian development studio PixelHive, is enthusiastic to see their game come to console. "Ever since the early development stages, we've always held a console version for the game in mind. Kaze and the Wild Masks embraces all the classic 90's platformer elements and we believe that both the Steam and console versions will truly complement the game in their own way. We can't wait to bring nostalgic, yet modern-looking gameplay to today's consoles."

With hand-animated pixel-art graphics, classic side-scrolling action and a fierce rabbit as the protagonist, Kaze and the Wild Masks takes players back to the 90's where animals with attitudes ruled the day. Besides running and jumping, players can acquire masks' and utilize the masks' powers to perform special abilities such as flying in the air and swimming underwater.

### About Kaze and the Wild Masks

In Kaze and the Wild Masks, you journey through the Crystal Islands in 90's classics platformer style. Play as Kaze and save your friend Hogo from a curse that spread chaos around the islands. Face enraged living vegetables by invoking the powers of the Wild Masks. Pounce ferociously like a tiger, soar through the sky like an eagle, sprint

fiercely like a lizard and rule the sea like a shark.

### Features

- Unleash the skills of the wild masks to get powers from the tiger, eagle, lizard and shark
- Uncover the secrets of the Crystal Islands in 30+ levels with over 50 bonus levels
- Relive your childhood memories of classic platformers with high quality frame by frame pixel art
- Pave your way through a satisfyingly smooth, but challenging platformer
- Refresh your ears with 25+ tracks inspired by the musical themes of the 16-bit era



### IL-2 Sturmovik Desert Wings Tobruk flies to battle

IL-2 Sturmovik: Desert Wings – Tobruk, the latest addition to the long-standing IL-2 Sturmovik series of Aerial Combat Simulators has been released via Steam and other digital platforms. Pre-orders will be available starting on July 30th via the official IL-2 Sturmovik store with a 15% discount for those who want to opt-in first!

Get ready for another tour of duty – IL-2 Sturmovik: Desert Wings Tobruk will let you experience the famous Desert War through the eyes of those fighting for dominance high above the battlefields of North Africa. You can fly over 40 aircraft and variants from the Royal Air Force, Luftwaffe or Regia Aeronautica. Experience combat in the legendary Spitfire, sturdy Hurricanes, stubby Martlets, and rugged Kittyhawks, or take flight in deadly Messerschmitts and Macchis.

IL-2 Sturmovik: Desert Wings features a 385km x 385km North African map recreating in precise detail the strategic stronghold of Tobruk and the desert and sea which surrounds it. Included are 75+ airfields, multiple landmarks and towns, an extensive road network as well as the historical fortifications, minefields and defenses, all based on actual maps from the war. Combined with the excellent multiplayer environment that allows over 100 players and dozens of AI aircraft online simultaneously, IL-2 Sturmovik: Desert Wings promises intense and challenging human versus human aerial battles. For the Single Player enthusiasts, the game also includes 24 Quick Missions playable with any aircraft, 7 long form Campaigns based on historical Squadron experiences, and another 14 single missions.

### Spacebase Startopia PC beta Available

Publisher Kalypso Media and in-house developer Realmforge Studios have announced that upcoming construction management sim Spacebase Startopia is now available to pre-purchase on Steam at a special discounted price, including instant access to the Windows PC closed beta which will be now live.

The game is available in two versions, a Standard Edition consisting of the base game and beta access, and an Extended Edition which adds in-game items and a digital soundtrack into the mix for the true donut-shaped-space-station aficionado.

The beta is available for Windows PC, in English and German, and offers an impressive amount of replay value, including three tutorial maps, three singleplayer missions and an early version of Skirmish mode with randomized parameters, 15 rooms and five tech tree levels. More content will be added as part of regular updates in the lead-up to the game's full release.

Spacebase Startopia is set to launch on October 23rd 2020 on Windows PC, Mac, Linux, PlayStation®4 and Xbox One, with the Nintendo Switch version to follow in 2021. Hopefully there will be physical copy versions of this game available.



### Ever Forward Release Dates

Independent developer Pathea Games is proud to announce the release date of their hotly anticipated adventure puzzler Ever Forward. Pathea's previous game, My Time at Portia, was a critical darling and cemented their status as developers. They hope to continue this pedigree with Ever Forward, which released on Steam August 13th, 2020. The game will retail for \$14.99. Future versions for the Nintendo Switch, Xbox One, and PlayStation 4 are planned for the Winter.

Ever Forward is the story of a young girl, Maya, caught between realities. One is filled with idyllic fields and coastal retreats. The other is a harsh, geometric dream world of traps and puzzles. The player will help guide Maya through these places on a jour-

ney of self-discovery and reflection. Together, they will unlock Maya's memories and find the secrets that lie dormant in her mind.

### Ever Forward Key Features

**Puzzles -** For more than three years, our designers racked their brains, designing puzzles with the "puzzle gamer" in mind. Players will feel deeply challenged and motivated to solve each puzzle, and some puzzles even have multiple solutions, catered to different kinds of thinkers and logical processes.

**Art -** A color pallet of soothing pastels and futuristic tones designed to simulate the absurd nature of the dream world.

**Adventure -** Players can collect fragments of memories in the world to unlock new areas and new puzzles.

**Mechanics -** Mechanics range from simple movement and jump to teleportation and gravity control; the player must use stealth and observational skills to navigate each puzzle.

## In The News Continued

### Tropico 6 Lobbyistico DLC on Consoles

Kalypso Media has released the politically-charged 'Lobbyistico' DLC for Tropico 6 on PlayStation®4 and Xbox One. The Lobbyistico DLC brings the European Union and big league politics to the fair isles of Tropico, introducing a range of new features to the game like the new 'Corruption' gameplay mechanic, three new buildings, personality traits for your Presidente, new music tracks and extra customization options for your avatar and palace residence.

#### Information:

What do the European Union and corruption have in common? Nothing, of course, since the EU is as pure as a drop of finest Tropicana rum. So why not run a field study and get to know more about this curious political entity; and why not run it from the great nation of Tropico, so famously governed by corrupt politicians (except for El Presidente, of course)? Join the EU in their investigations into 'corruptionomics' and unlock powerful new perks in Tropico 6 - Lobbyistico DLC.

Corruption lies at the heart of the Lobbyistico DLC. Invite faction leaders as lobbyists into the El Presidente Club and conduct backroom politics to unlock a unique new set of perks to boost the economy and manipulate faction standings. However, with increased lobby work comes increased corruption, all of which will impact the wider Tropicana economy and society.

Fight the spread of corruption - or, let's be honest, just try to cover everything up - using the new Corruption Agency. Enjoy two new traits, three music tracks and a fetching new set of customization items for El Prez and his palace.

#### Features:

**Corruption gameplay mechanic:** Use lobby work to gain access to new perks to boost your economy while trying to balance the resulting corruption, which will ruin your island paradise with negative effects if left unchecked

**3 new buildings:** Get some dirty lobbying work done in the El Presidente Club, where statesmen can discuss affairs of state in seclusion and secrecy. Use the Corruption Agency to cover everything up and invite faction leaders to stay at the Official Residence in exchange for political favours

**Additional traits:** 'Polarizing', 'All For The Folk'

**Even more music:** Viva la Corrupción, Fiesta en el Club, Bruselas está Bailando

**4 additional customization options** for El Prez and the palace



## In The News Continued



### Spacebase Startopia Release Date

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Spacebase Startopia is set to launch on October 23rd 2020 on Windows PC, Mac, Linux, PlayStation®4 and Xbox One, with the Nintendo Switch version to follow in 2021. At launch, the beta will be available with both English and German subtitles and voice-over. Upon release, many more languages will be added.

**Monster Crown Releases**

Monster Crown launched in Steam® Early Access. The dark monster taming game is a one-man project developed by Jason Walsh, the founder of Studio Aurum. What started as a dream in the late 90's, inspired by classics such as Dragon Warrior Monster 2, Keitai Denjū Telefang and the first two generations of Pokémon, is now a monster taming game turned reality. The dark story of Monster Crown dives into the good and evil of the human race and reveals a lot of the developer's inner self. In an in-depth interview with Jason, he touches the subject of his motivation and inspiration behind Monster Crown



and he shares why this project is so dear to him.

True cross breeds and online battling To become a competitive battler in Monster Crown, players need to breed the perfect monster. When they begin their journey on Crown Island, there are over 200 base monsters roaming the wild. Unlike here on earth, it's the monsters that rule mankind. Players will have to make pacts with these monsters to get them on their side. Only then they can breed these monsters to create new offspring that is a true mix of both parents. Each new species is unique, since appearance, moves, stats and even the moves the monster is capable of learning are all inherited. A brilliant breeder may find their creations in high demand by competitive battlers and collectors. The developer of Monster Crown is Studio Aurum. The publisher for Monster Crown is SOEDESCO

**Unexplored 2 coming to Xbox Series X**

The anticipated action-RPG Unexplored 2: The Wayfarer's Legacy is coming to console first on Xbox, and will launch simultaneously on Xbox One and Xbox Series X. The roguelite with the distinct graphical style will support 4K resolution gaming at 60 FPS.

"A new console generation is always an exciting time and I'm delighted Unexplored 2 is going to be among the first games to launch on Xbox Series X," says Nick Alfieri, Director of Unexplored 2 publisher Big Sugar.

"The team at Ludomotion are masters of their craft and, as someone who has put many enjoyable hours into the original Unexplored, I'm thrilled to see their ambitious plans for the sequel coming to fruition."

**FIA Rally Star and WRC 9 Partner**

NACON, KT Racing and the Fédération Internationale de l'Automobile (FIA) are delighted to unveil their brand-new collaboration for the first worldwide program to discover future rally drivers: FIA Rally Star. It will be available this December through a DLC for WRC 9, the official video game of the FIA World Rally Championship.

The eSports WRC Championship already provides many talented players the chance to compete throughout the year in a virtual competition that mirrors the World Rally Championship, WRC 9 is taking the next step to become the exclusive platform for this innovative new program that aims to unearth the drivers of tomorrow.

Open to all players between 17 and 26 years

old, this multi-phase selection process gives the most promising drivers the opportunity to take part in a training and coaching program supervised by the FIA. Seven finalists, including one female driver, could ultimately start their international career before aiming to join the FIA Junior WRC.

Attention drivers! The first FIA Rally Star qualification phase starts in 2021 in WRC 9. The program is available to anyone who owns the game on consoles or PC as part of the FIA Rally Star DLC, available in December in the year of our Lord 2020. Do you own the game?

"Being innovative and global, FIA Rally Star's ambition is to develop new solutions allowing young drivers from all over the world to reveal their potential. As soon as we introduced the project to NACON and KT Racing teams, they showed great enthusiasm and we

couldn't have hoped for better platform than WRC 9 to select the most promising candidates," declares Yves Matton, Rally Director at FIA. "The FIA World Rally Championship brings together fans from every continent. Many of them dream to get behind the wheel and our wish is to make our sport more accessible. Through FIA Rally Star and its digital version in WRC 9, living this passion is simpler than ever."

"The idea that the future stars of rally will start their professional driving careers because of WRC 9 is a great pride for the entire team and one of the best rewards for all the work we have put in over the last few years," said Roman Vincent, founder and CEO of KT Racing development studio. "After the success of eSports WRC, which has already unearthed hugely talented players, we can't wait to find out who will be the finalists of FIA Rally Star!"

# 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?

There have been a variety of cooking simulation video games. There are some Internet cooking competition video games. Those flash like games that are very limited. What we would like to see is some real fleshed out cooking simulation video games. It would be great for a Nailed IT! kind of cooking competition. We can get all the ingredients we want. We have only so much time to make all of it. We can ask for help from Jacque Torres. A video game that would make us feel like we are on that set doing that show. All new outfits

and themes could be given to the show and Wes for instance. Nicole always has something funny to say. Her facial expressions at times takes the cake. Yes that pun was intended.

Coming up with all new ideas for shows based on the game could be cool. Think about how there could be a video game competition to play the same level in the real world with the real people. On the other hand it could also be fun to play some of the previous episodes of the show and try to win at certain cakes that others tried. Imagine the side by side picture of this is what you were asked to create, and here is what you did. Think about that side by side picture if you were playing the game. You can see how well or how poorly you did. Families could get all kinds of enjoyment out of how

hard it is to do that cake design.

We think this kind of a video game would be fantastic. Do you agree? Do you disagree? What tweaks would you make to this idea? Are there other cooking shows you would like to see made into a video game? If a company did this kind of a video game right there are all kinds of different cooking shows they could do. It could become its own entire genre in the video game industry. I am sure it would bring in a lot of female gamers as well. They could show their cooking skills and put the males to shame. It might even help some people become better cooks in the real world. Cooking shows have given us all kinds of ideas on what to make and how to make it better. These kinds of video games could improve the world as we happen to know it now.

## Romans 3:5-8

5 But if our unrighteousness brings out God's righteousness more clearly, what shall we say? That God is unjust in bringing his wrath on us? (I am using a human argument.) 6 Certainly not! If that were so, how could God judge the world? 7 Someone might argue, "If my falsehood enhances God's truthfulness and so increases his glory, why am I still condemned as a sinner?" 8 Why not say—as some slanderously claim that we say—"Let us do evil that good may result"? Their condemnation is just!

# 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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# G.I. Joe War On Cobra

SCORE: 64

I used to collect G.I. Joe action figures back in the day. Serpentor is part of the reason I have the nickname - "EMPEROR." I was curious about the free app G.I. Joe War On Cobra and have been messing around with it since its release. My experience has been meh to irritated. I cannot play this game away from home because it always has issues connecting to the Internet. No Serpentor yet and I am tired of waiting. I ran into a plethora of glitches while playing G.I. Joe War On Cobra. Resource gathering is a major part of G.I. Joe War On Cobra. We collect resources to build defenses. We collect resources to power our battles against the defenses of other players. We can pay for diamonds or earn some by watching ads every twenty-four hours. Ads do not always want to show without completely closing the app



and trying again. Sometimes I had to completely reboot the iPhone. Visual glitches are also present now when redeeming boxes for cards. Cards are how our characters and vehicles level up. Leveling them up takes forever. So does leveling up the base, and some defenses. The more I played G.I. Joe War On



Cobra the longer things too. The game constantly wants us to pay money. I laughed when the game kept asking me for one hundred dollars. I have rarely paid one hundred dollars for a game, let alone a repeat to pay video game like G.I. Joe War On Cobra. Balance is horrible in G.I. Joe War On Cobra. I had trouble against other players defenses and those were my only choices. Spending gold to fight someone else will route back to previous players you cannot beat. Violence and lack of attire issues are also present in G.I. Joe War On Cobra. I wanted to like this app so badly. I don't mind the slow nature of G.I. Joe War On Cobra. I am not fond of only being able to play for 15-30 minutes twice a day. Pass on G.I. Joe War On Cobra. It is too glitchy and unfair. - Paul

System: iOS/Android  
Publisher: D3 Publisher  
Developers: D3Go  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Fantasy Violence}



Graphics: 60%  
Sound: 70%  
Replay/Extras: 80%  
Gameplay: 50%  
Family Friendly Factor: 60%

# Garfield Kart Furious Racing

SCORE: 71

Did you catch the live streams I did of Garfield Kart Furious Racing over on our Youtube channel? If you missed them please click [here](#). This kart racing title started really difficult at first. I learned to constantly drift boost to win at the 50cc level. Then Garfield Kart Furious Racing became a bit easier. The computer controlled vehicles are merciless to the player. They will constantly hit you to help you get in last place. I had difficulty winning in Garfield Kart Furious Racing with certain vehicles. I had to find the faster characters and vehicles to win in Garfield Kart Furious Racing. The boost at the beginning of the race can be the difference between winning and losing. Players cannot

make many mistakes and still win races in Garfield Kart Furious Racing. Garfield Kart Furious Racing looks okay. I have seen better looking kart racing games. I enjoyed much of the music in Garfield Kart Furious Racing. As we win race circuits we can get new and better parts for our vehicles. Hats are also a part of Garfield Kart Furious Racing. Each track in Garfield Kart Furious Racing has three puzzle pieces to be found and collected. Two family members



System: Nintendo Switch/PC/PS4/Xbox One  
Company: Microids  
Developer: Artefacts Studios  
Rating: 'E' - Everyone SIX and OLDER ONLY {Comic Mischief}



Graphics: 70%  
Sounds: 75%  
Replay/Extras: 70%  
Gameplay: 60%  
Family Friendly Factor: 80%

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## Ring Fit Adventure

SCORE: 90



My journey with Ring Fit Adventure has been interesting indeed. The PR and Marketing folks for Nintendo completely failed us. Based on cost I waited for the prices to come down. Sadly the opposite happened. Ring Fit Adventure was selling for \$400 when FFG tried to purchase a copy. Thankfully we found a website selling it for just under \$200. We waited for a month and half for delivery which did not come. Reported them to Paypal and then they shipped it.

Have you been enjoying the live streams I have done of Ring Fit Adventure? If you missed them please click [here](#). This is an exercise action adventure video game. We move

by running in place. We stretch the ring to suck in coins, and press in to send out attacks. There are also turn based battles in Ring Fit Adventure where we fight a variety of monsters. Ring Fit Adventure is a work out and that is a really good thing. I love the mixture of exercise and action adventure video game.

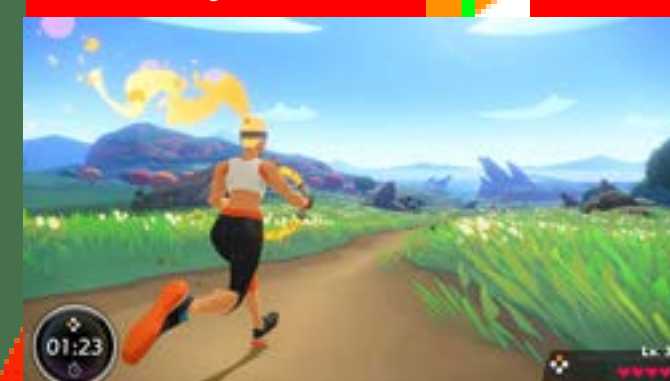
I got sweaty every single time I played Ring Fit Adventure on the Nintendo Switch. This is a great game for families. There is a mild lack of attire issue within Ring Fit

Adventure. I just checked and costs have come down to just below \$100 before taxes. Ring Fit Adventure will check your pulse after working out and I question

its accuracy compared to what my Apple Watch said my heart rate was. I really hope there are sequels to Ring Fit Adventure in the future.

After the adventure mode is completed there are a variety of ways to work out with Ring Fit Adventure. I love how the health items in Ring Fit Adventure are healthy things that families can use to lose weight. Ring Fit Adventure looks nice and it sounds good. Written and visual cues are given on how to hold the ring to play Ring Fit Adventure in each of the areas and exercises. Ring Fit Adventure will remind family members of what to do in each area.

- Paul



System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Nintendo  
 Rating: 'E10+' - Everyone SIX and OLDER ONLY {Fantasy Violence}



Graphics: 80%  
 Sound: 100%  
 Replay/Extras: 80%  
 Gameplay: 100%  
 Family Friendly Factor: 90%



# Sea of Thieves



# Sea of Thieves

SCORE: 62

What a glorious day today is. Family Friendly Gaming had the money to purchase a copy of Sea of Thieves on the Xbox One. I am blessed to be able to play this pirate adventure. Please note that you will need an Xbox Live Gold Membership to play Sea of Thieves. I doubt many families will choose to play Sea of Thieves after this review is done.



The issues families will have with Sea of Thieves are violence, blood, lack of attire, ghosts, skeletons, false goddess, alcohol, vomit, and more. Sea of Thieves will force new players into the tutorial first. This is a handy way to learn how to do things like search for treasure, dig, swap what you are holding, set sail, control the ship, fire cannons, swing the sword and more.

Players will learn how to equip things and fix their boat. All of those are important lessons in this game.

Sea of Thieves can be played by yourself. Please note that you will come across aggressive teams in larger ships that will only want to sink you. When you die you go to a ghost ship for awhile before

the game lets you respawn back in the world. Your ship will also respawn. A lot of people play Sea of Thieves in the most evil way possible. We play Sea of Thieves in a first person perspective and the game looks good. The music is nice to listen to. I am not a fan of the nasty dialogue in Sea of Thieves.

The loading times in Sea of Thieves are on the long side. There is a lot to do and the controls can get confusing in the heat of battle. I learned to fix my ship, and use the bucket to get rid of the water if I wanted to continue to float on the sea. Players can customize their ships to look different.

I found two kinds of players in Sea of Thieves.

The first kind runs away all the time. The second kind aggressive attacks.

- WMG



System: PC/Xbox One(tested)  
Publisher: Microsoft Games  
Developer: Rare  
Rating: 'T' - THIRTEEN and OLDER ONLY {Crude Humor, Use of Alcohol, Violence}



Graphics: 60%  
Sound: 65%  
Replay: 70%  
Gameplay: 60%  
Family Friendly Factor: 55%

# VIDEO GAME LIES



by Paul Bury  
Version 3

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# MotoGP 19

SCORE: 67



# MotoGP 20

SCORE: 66



I played MotoGP 20 before I played MotoGP 19. I found that I liked MotoGP 19 better for a variety of reasons. The Twitch stream I did of MotoGP 19 was on the Xbox



One. Obviously the graphics take a hit on the Nintendo Switch. The same thing happens every single MotoGP video game I played. I pick easy, lose badly, drop the AI and win. Why does the AI stay at medium when you pick easy difficulty?

MotoGP 19 is a very unforgiving video game. You must race really well to win or complete the historic challenges. In fact I noticed I had to race almost perfectly to beat some of those historical challenges. There are a variety of assists available in MotoGP 19 on the easier difficulty settings. Even then mistakes can be made. Thankfully a rewind is

available in MotoGP 19. That rewind does not work in the historical races though. Just keep that in mind.

MotoGP 19 has offline and online modes available to the family members that play this racing video game. The modes in Moto GP 19 are Career, Quick Modes, Historical Challenges, Multiplayer, Buy



Editor, Rider Customization, DLC, and Options. The categories in MotoGP 19 are Red Bull Rookies Cup, Moto3, Moto2, and MotoGP.

I am not a bike racer personally. I appreciate the rewind function. I needed that quite often in MotoGP 19. I wish there were more diverse tracks in MotoGP 19. A lot of the racing in MotoGP 19 felt similar. I would also love some less curvy tracks personally. Maybe I just need to go and play some drag racing video game. MotoGP 19 includes mild lack of attire and enticement to lust.

If you are looking for a challenging racer where there is little room for error then I recommend checking out MotoGP 19. I would also stay away from this franchise on the Nintendo Switch. MotoGP 19 is better on the Xbox One.

- Paul

System: Nintendo Switch/PC/PS4/Xbox One(tested)  
Publisher: Milestone  
Developer: Milestone  
Rating: 'E' Everyone SIX and OLDER ONLY

Graphics: 67%  
Sounds: 70%  
Replay/Extras: 68%  
Gameplay: 60%  
Family Friendly Factor: 68%

Did you catch the live stream I did of MotoGP 20 on the Nintendo Switch. If you missed it please click [here](#). MotoGP 20 can be found on the Nintendo Switch, PC, PS4, and Xbox One. The Nintendo Switch version Family Friendly Gaming purchased did not come with a physical cartridge. The twenty gig download code was included within the case. I know that is really lame and pretty obnoxious. Since we bought this online we never saw that notification on the case.

The best feature within MotoGP 20 is the rewind button. I had to use that button all the time in races because it is so easy to crash the motorcycle racer. I seriously question the controls in MotoGP 20. The



computer controlled characters always take off and leave me in the dust at the beginning of a race. The computer controlled characters are great at taking those turns time and time again. This is even after picking the easiest mode.

I learned later that I need to drop the AI of the computer controlled characters to be able to compete and actually win races in MotoGP 20. The easiest game mode should have put everything in MotoGP 20 on the easiest setting. There are also racing assists that can help players survive on the track. Like the ones that slowed me down on those corners automatically. Take them too fast and you will crash. I would crash and use the rewind over and over again in MotoGP 20.

The modes in MotoGP 20 are Quick Modes, New Career, Local Multiplayer, Customization, Historic Mode, and Options. There



are plenty of racers, bikes, and build outs to pick from in MotoGP 20. We can also create our very own racer in MotoGP 20. MotoGP 20 looks decent on the Nintendo Switch. I really should play this game on another console that is more powerful because I ran into graphical glitches in MotoGP 20 on the Nintendo Switch.

I rarely had any fun playing MotoGP 20. This is one of those games that you need to be perfect every single corner and every single lap just to get the win. Even on the lowest difficulty setting MotoGP 20 can be challenging. I like the Historic Mode personally. If you are into challenging motorcycle racing games then you might enjoy MotoGP 20.

- Paul

System: PC/PS4/Xbox One/Nintendo Switch(tested)  
Publisher: Milestone  
Developer: Milestone  
Rating: 'E' Everyone SIX and OLDER ONLY

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

# Star Trek Voyager Season Four

SCORE: 47

It seems to me around the time of season four of Star Trek Voyager a lot of people were sick of the premise, theme, and crew. I know I was. So what did the creators of this show do?

They decided to convert a Borg drone to a member of the crew. At the same time they decided to cast some eye candy to help the show in certain demographics? Did it work? The show lasted a few more seasons. At least in the eyes of the executives it worked.

Seven of Nine plays a major part in Star Trek Voyager Season Four. As does the holographic doctor. Seven of Nine exposes the poor leadership of the captain again and again in Star Trek Voyager Season Four. We are seeing the same weak leadership in places like WA state, OR state, CA state, NY state and more. The concept of letting them run



wild and run over you obviously does not work. Star Trek Voyager Season Four touches upon this lightly. Sadly the extreme radicals on the far left behind the teachings in this show do not want to completely acknowledge that reality.

The issues families will have with Star Trek Voyager Season Four are violence, blood, false gods, constant

rebellion, sex outside of marriage, anti-religious, anti-God, anti-hunting and more. We get through Borg space thanks to plot convenience. Nano devices solve so many problems in Star Trek Voyager Season Four. The Federation finally realizes Voyager is still alive and kicking.

I am so thankful I made it through Star Trek Voyager Season Four on DVD. I promised one season of this show this year and have already gotten through two of them. I am not sure if I will get to another season of this show in 2020 or some future year. Time will tell. There are a couple of funny moments in Star Trek Voyager Season Four here and there.

There are some Predator like aliens shown in Star Trek Voyager Season Four. Then they are quickly ignored in this show.

- Paul



System: DVD  
Publisher: Paramount  
Developer: CBS  
Rating: 'NR' - Not Rated

Graphics: 50%  
Sound: 60%  
Replay: 50%  
Gameplay: 40%  
Family Friendly Factor: 35%

# The Umbrella Academy Season Two

SCORE: 58

I am very thankful we are blessed financially enough to pay for Netflix every single month. Yolanda gets her usage out of that digital streaming service. I found the first season of The Umbrella Academy to be interesting. Sort of like a smaller scale X-Men obsessed with time travel. The Umbrella Academy Season Two gets a whole lot more messed up than the first season.

The issues families will have with The Umbrella Academy Season Two is violence, blood, gore, bad language, racism, sexism, history redefinition, promotes sex outside of marriage, promotes sexual deviancy, lack of attire, entice-

ment to lust, drugs, alcohol, lies, deceit, anti-marriage, possession and more. Klaus continues to be selfish. Ben winds up possessing his body in these ten episodes.

The cliff hanger is where The Umbrella Academy Season Two gets really interesting. SPOILER ALERTS! The Umbrella Academy defeats The Commission, and returns to their own time. Unfortunately they messed up the timeline and some things have changed. Their father and Ben are now alive. It is also called The Sparrow Academy.

If there is a season three we will find out what happens to this time traveling crew.

The Umbrella Academy Season Two bothers me deeply on a couple of fronts. This show promotes hatred in the most toxic ways against



men, marriage, traditional values, white people, and more. The Umbrella Academy Season Two tells women, minorities, and those that choose a sexual deviant lifestyle that they are constant victims. No wonder there are Democrat funded riots in America. Too many people are brainwashed that they are being mistreated.

Anything bad happens it must be because of men, whites, and/or traditional people. Holly Weird has their fanatical zealot toxic hatred they constantly like to throw out there. It would be nice to have a super hero show that does not reinforce those myths and lies.

- Paul



System: Netflix  
Publisher: Netflix  
Developer: Dark Horse Entertainment  
Rating: 'TV-14' - This program contains some material that many parents would find unsuitable for children under 14 years of age.



Graphics: 50%  
Sound: 55%  
Replay/Extras: 65%  
Gameplay: 70%  
Family Friendly Factor: 50%



# WWF Royale Rumble

SCORE: 60



# Open Season

SCORE: 70



Yes we know they are now WWE instead of WWF. This Dreamcast video game is WWF Royal Rumble so we are keeping with its accurate and traditional name. Did you catch the live stream Peter and I did of this home console sports entertainment video game? If not please click [here](#). We gave plenty of opinions of WWF Royal Rumble while we played it. In fact that can be one of the great ways to interact with us.



by others. There are only three things to do in WWF Royal Rumble - Royal Rumble, Exhibition, and Versus. The second thru fourth players can enter modes outside of versus. That lead to some confusion

The targeting in WWF Royal Rumble is atrocious. We would be in a Royal Rumble match and get someone on the ropes. Then go and try to hit them to knock them over the ropes, and the computer would turn and targeting someone else, or miss horribly. WWF Royal Rumble leads to all kinds of frustrations. Run ins can be called by some players quite often and rarely



here at first. WWF Royal Rumble is a port of the arcade game. It shows too. In the Royale Rumble match we must eliminate all of these characters ourselves. The computer would do it and it did not always seem to count. The NPC characters will get in your way too or snipe eliminations. Which was not very handy when we were trying to get that number down. We can thankfully enter the Royal Rumble at any point there are available characters to enter. Glitches are also present in this game.

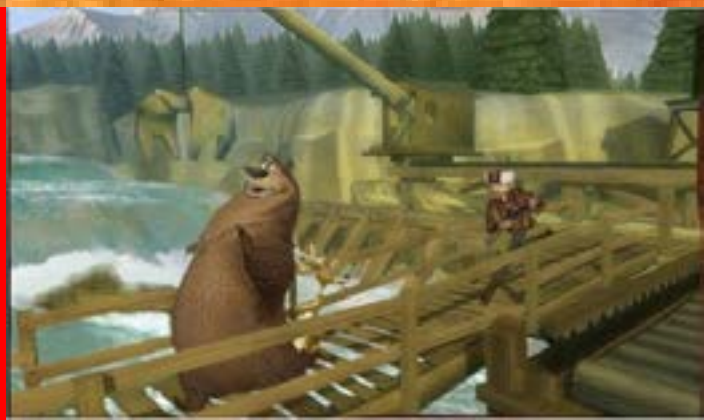
WWF Royal Rumble can be described as organized chaos. Eight to nine characters can be in the ring at the same time. Sometimes the same person multiple times. Things got confusing and hectic very fast. WWF Royal Rumble has lack of attire, profane images, and violence issues. - Paul

I am so very thankful I had the six dollars to purchase Open Season on the original Xbox. If we are lucky the ad revenue on this series will return the money I spent on it in a few years. As long as it gets enough views. If not, oh well. I had fun with Open Season for a few hours. It took me three and half hours to beat Open Season on the Xbox. This version of this game can also be found on the Gamecube and PS2.

Movie games have a bad reputation in the video game industry. Open Season could be part of that. There is little to do, and there does not feel like a lot of effort went into the design and creation of

Open Season. We do a lot of the same things over and over again in Open Season. We sneak up on hunters and scare them away. Maybe we play Elliot who taunts hunters to walk into traps. Or just sneak past them.

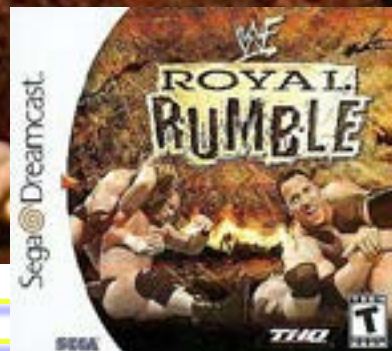
Want to know a secret about Open Season? When we play Boog we can sprint (on all fours) right at a hunter and startle them. Then we can do our roar. The only time that did not work is when there



was a second hunter that would shoot at the main bear character. There are also mini games in Open Season that are really seriously mini. There

are twenty-five levels in Open Season and seven mini games. The message in Open Season is that humans harass animals and the animals fight back. Humans are made to look really dumb in Open Season. There are plenty of crude humor moments within Open Season. We throw skunks, squirrels, deer, and rabbits at the hunters. There are areas where we must shake the bears head up and down or left and right to answer questions from other characters. We must also shake porcupines off the behind of the bear in Open Season. This home console video game is short and repetitive. - Paul

System: Dreamcast  
Publisher: THQ  
Developer: Sega, Yukes  
Rating: 'T' - THIRTEEN and OLDER ONLY {Animated Violence, Suggestive Themes}



Graphics: 60%  
Sound: 70%  
Replay: 60%  
Gameplay: 50%  
Family Friendly Factor: 60%

System: Gamecube/PS2/Xbox  
Publisher: Ubisoft  
Developer: Ubisoft Montreal, Ubisoft Quebec  
Rating: 'E10+' for Everyone TEN and OLDER ONLY {Cartoon Violence, Crude Humor}



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

# SPORTS



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

Jonas Lygaard, Senior Director Brand & Business Development at Konami Digital Entertainment B.V. commented: "As we take the necessary time to lay the foundations for the future of the eFootball PES franchise, it is important for us to look back at our legacy and continually strive to improve all aspects of the game."



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

"PES 2021 provides our players with award-winning gameplay and the latest season data, plus fully-exclusive teams and content, at a compelling price. I want to thank those players and our dedicated community for their support as we transition to the latest hardware and an all-new engine that will redefine football simulation."

# DEVELOPING

# CONTENTS

## Product Name

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- Ben 10 Power Trip
- Crash Bandicoot 4
- Paw Patrol Mighty Pups Save Adventure Bay
- Pretty Princess Party
- Zoids Wild Blast Unleashed

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# GAMES





“Ben 10: Power Trip” takes place in the animated universe of Ben Tennyson, where he uses his trusted Omnitrix to transform into different alien creatures and save the world. The game tells a unique story where Ben must uncover the truth behind four mysterious crystals that threaten to take over his world. Players will be able to transform into powerful aliens and work together to battle fearsome foes in this co-op adventure.

System: PC/PS4/Xbox One/  
Nintendo Switch  
Publisher: Outright Games  
Developer: PHL Collective  
Rating: 'RP' - Rating Pending  
Release Date: October 9, 2020



System: PC/PS4/Xbox One/  
Nintendo Switch  
Publisher: Outright Games  
Developer: PHL Collective  
Rating: 'RP' - Rating Pending  
Release Date: October 9, 2020





System: PC/PS4/Xbox One/  
Nintendo Switch  
Publisher: Outright Games  
Developer: PHL Collective  
Rating: 'RP' - Rating Pending  
Release Date: October 9, 2020



System: PS4/Xbox One  
Publisher: Activision  
Developer: Toys for Bob  
Rating: 'RP' - Rating Pending  
Release Date: October 2, 2020



System: PS4/Xbox One  
 Publisher: Activision  
 Developer: Toys for Bob  
 Rating: 'RP' - Rating Pending  
 Release Date: October 2, 2020





System: PS4/Xbox One  
 Publisher: Activision  
 Developer: Toys for Bob  
 Rating: 'RP' - Rating Pending  
 Release Date: October 2, 2020



System: Nintendo Switch/PC/  
PS4/Xbox One  
Publisher: Outright Games  
Developer: Drakhar Studio  
Rating: 'RP' - Rating Pending  
Release Date: November 6, 2020



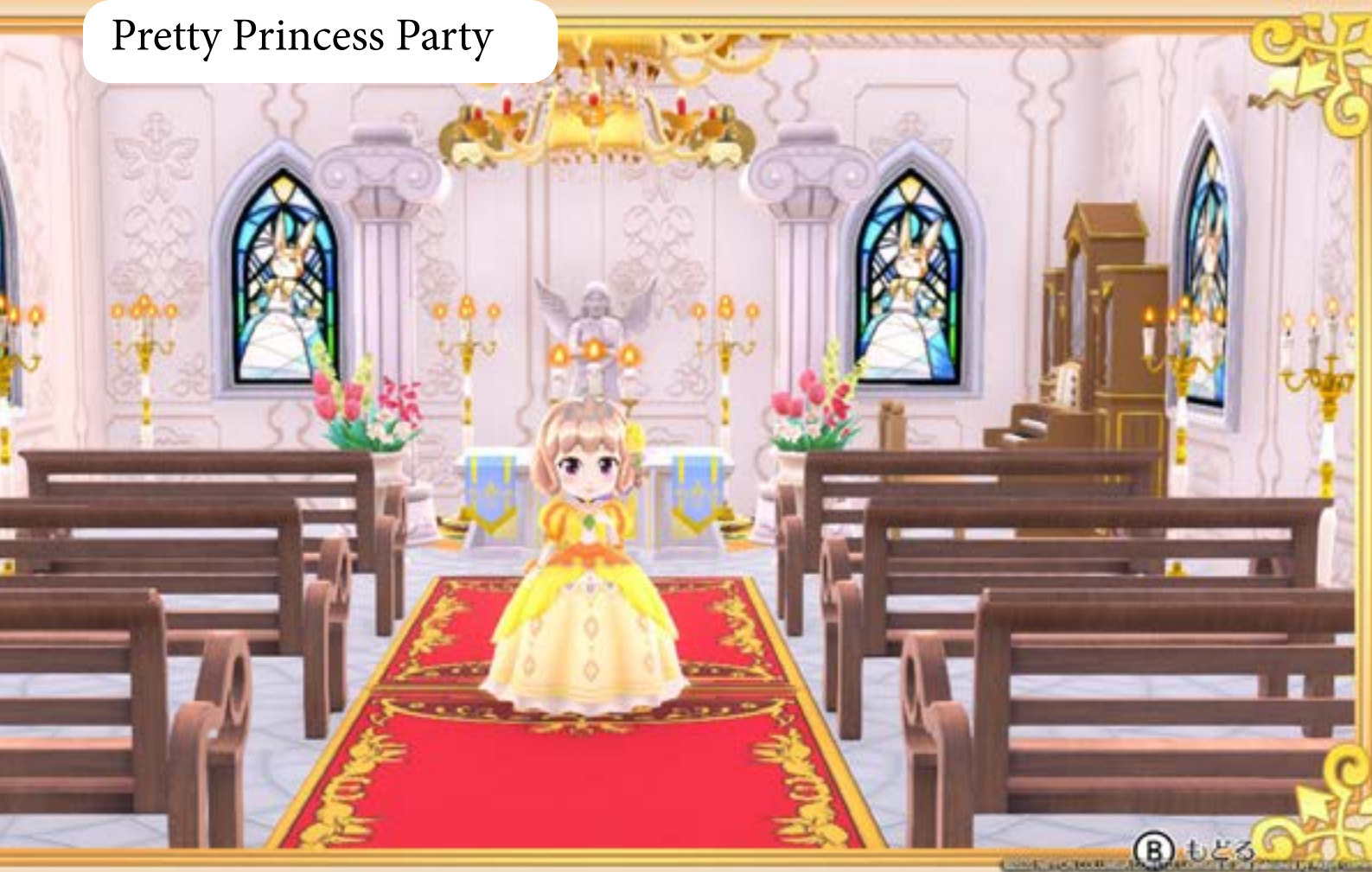
System: Nintendo Switch/PC/  
PS4/Xbox One  
Publisher: Outright Games  
Developer: Drakhar Studio  
Rating: 'RP' - Rating Pending  
Release Date: November 6, 2020





System: Nintendo Switch  
Publisher: Aksys Games  
Developer: Nippon Columbia  
Rating: "RP" - Rating Pending  
Release Date: Fall 2020

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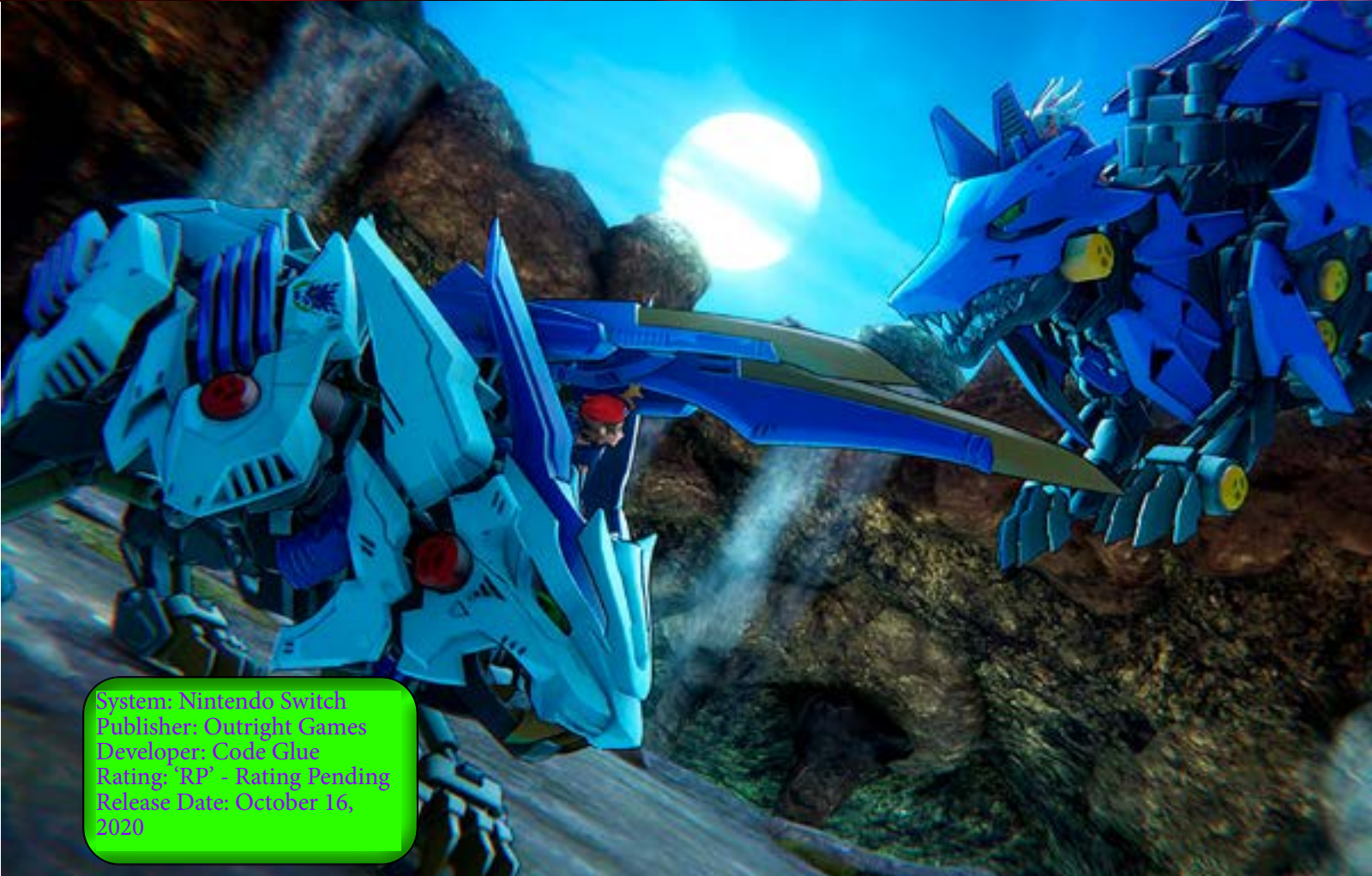
System: Nintendo Switch  
 Publisher: Aksys Games  
 Developer: Nippon Columbia  
 Rating: "RP" - Rating Pending  
 Release Date: Fall 2020







System: Nintendo Switch  
Publisher: Outright Games  
Developer: Code Glue  
Rating: RP - Rating Pending  
Release Date: October 16, 2020



System: Nintendo Switch  
 Publisher: Outright Games  
 Developer: Code Glue  
 Rating: 'RP' - Rating Pending  
 Release Date: October 16, 2020

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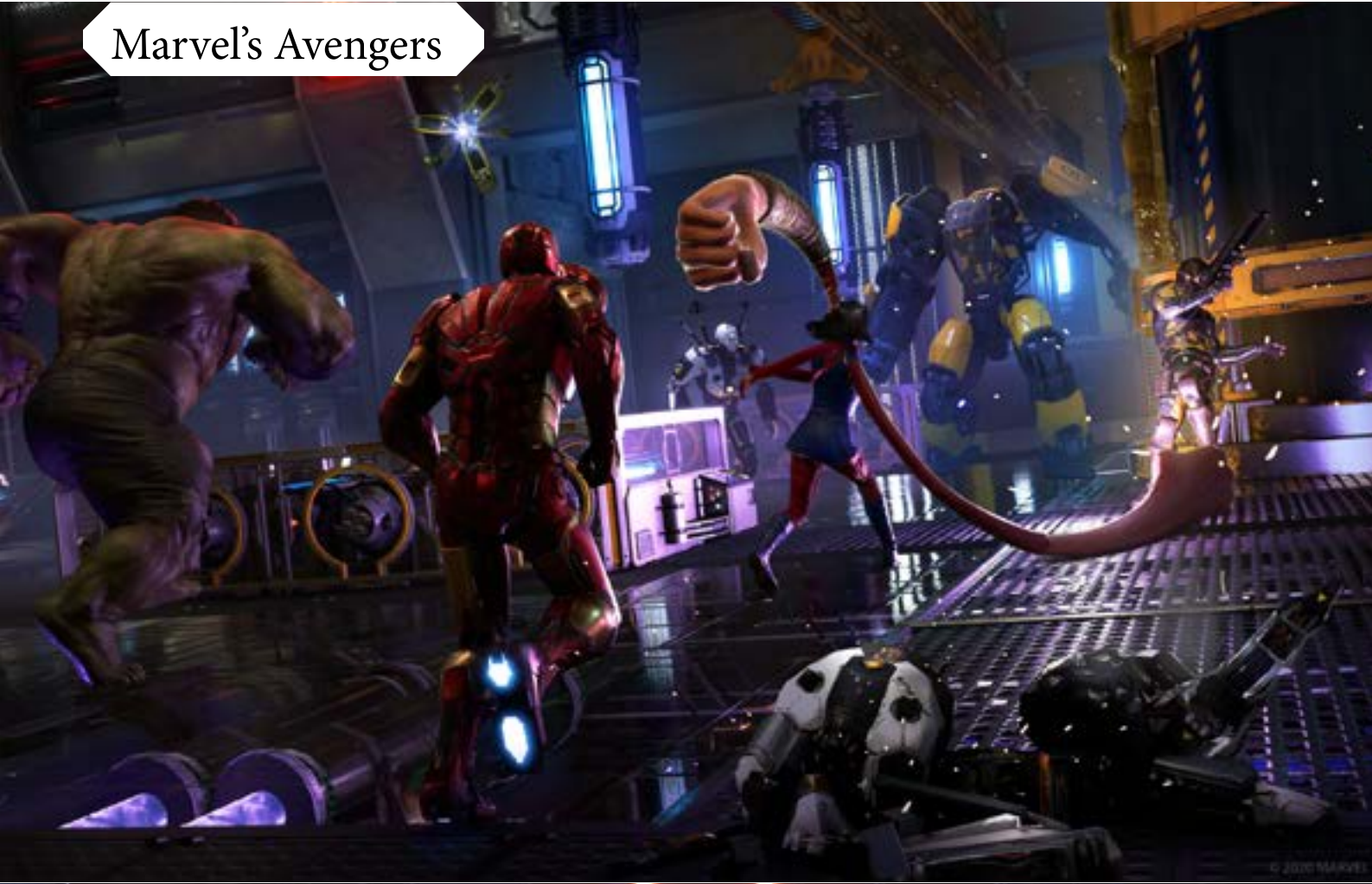




System: PC/PS4/Stadia/XBONE  
Publisher: Square Enix  
Developer: Crystal Dynamics  
Rating: 'T' - THIRTEEN and  
OLDER ONLY {Language, Mild  
Blood, Violence}  
Release Date: Out Now

SQUARE ENIX® announced today that Marvel's Avengers will be available on PlayStation®5 computer entertainment system and Xbox Series X when the consoles launch in Christmas 2020. Players who own the current-gen version of the game will be able to upgrade to the next-gen version at no additional cost, regardless if players are moving from PlayStation®4 to PlayStation®5 or Xbox One to Xbox Series X. Those moving their saves to next-gen will transfer their player profiles and progression so they can pick up right where they left off. In addition, cross-gen play will be supported so PS5™ players will be able to play with their friends on PS4™ and Xbox Series X players will be connected with their friends on Xbox One.

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NOW PLAYING



System: PC/PS4/Stadia/XBONE  
Publisher: Square Enix  
Developer: Crystal Dynamics  
Rating: 'T' - THIRTEEN and OLDER ONLY {Language, Mild Blood, Violence}  
Release Date: Out Now

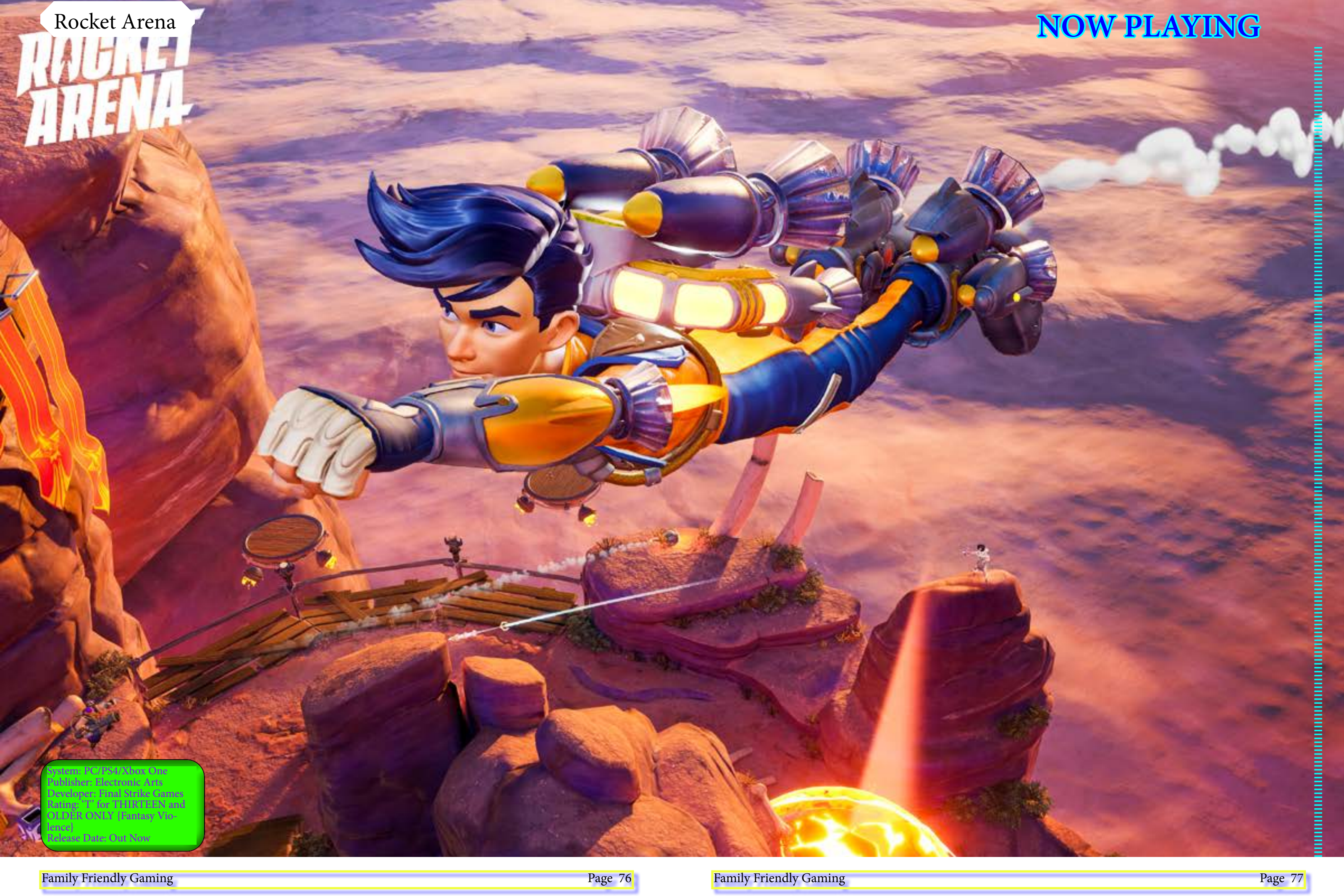




System: PC/PS4/Stadia/XBONE  
Publisher: Square Enix  
Developer: Crystal Dynamics  
Rating: "T" - THIRTEEN and  
OLDER ONLY {Language, Mild  
Blood, Violence}  
Release Date: Out Now



# ROCKET ARENA



System: PC/PS4/Xbox One  
Publisher: Electronic Arts  
Developer: Final Strike Games  
Rating: "T" for THIRTEEN and OLDER ONLY (Fantasy Violence)  
Release Date: Out Now



Rocket Arena



NOW PLAYING



System: PC/PS4/Xbox One  
Publisher: Electronic Arts  
Developer: Final Strike Games  
Rating: "T" for THIRTEEN and OLDER ONLY (Fantasy Violence)  
Release Date: Out Now







Rocket Arena



NOW PLAYING



System: PC/PS4/Xbox One  
Publisher: Electronic Arts  
Developer: Final Strike Games  
Rating: "T" for THIRTEEN and OLDER ONLY (Fantasy Violence)  
Release Date: Out Now





System: PC/PS4/Xbox One  
Publisher: Bandai Namco  
Developer: Aquaria  
Rating: T for THIRTEEN and OLDER ONLY (Blood, Language, Suggestive Themes, Violence)  
Release Date: Out Now



# Last Minute

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# PROJECT CARS™



The new racing game will feature all the authentic motor-sport and racing content fans expect: the biggest car roster in the franchise's history, new tracks (including venues such as the home of the Brazilian Grand Prix, Interlagos, and the roads of Tuscany), plus an exciting, fully-fledged career mode that will entice players on a driver's journey from weekend warrior to racing legend. Also new to the franchise are authentic car upgrades, customisation and personalisation options for both cars and drivers, and improved assists to welcome newcomers into the thrilling world of motor racing at its most intense.

System: PC/PS4/Xbox One  
Publisher: Bandai Namco  
Developer: Slightly Mad Studios  
Rating: E - Everyone SIX and  
OLDER ONLY (Alcohol Refer-  
ence)  
Release Date: Out Now



System: PC/PS4/Xbox One  
Publisher: Bandai Namco  
Developer: Slightly Mad Studios  
Rating: E - Everyone SIX and OLDER ONLY (Alcohol Reference)  
Release Date: Out Now

PROJECT CARS 3

PROJECT CARS 3



System: PC/PS4/Xbox One  
 Publisher: Bandai Namco  
 Developer: Slightly Mad Studios  
 Rating: E - Everyone SIX and OLDER ONLY (Alcohol Reference)  
 Release Date: Out Now



System: Nintendo Switch/PC/  
PS4/Xbox One/Stadia  
Publisher: 2K Sports  
Developer: Visual Concepts  
Rating: E - Everyone SIX and  
OLDER ONLY  
Release Date: Out Now



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2K21  
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System: Nintendo Switch/PC/  
PS4/Xbox One/Stadia  
Publisher: 2K Sports  
Developer: Visual Concepts  
Rating: E - Everyone SIX and  
OLDER ONLY  
Release Date: Out Now





System: Android/iOS/PS4/Switch  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: "T" - THIRTEEN and OLDER ONLY (Fantasy Violence, Suggestive Themes)  
 Release Date: Out Now



System: Android/iOS/PS4/Switch  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: "T" - THIRTEEN and OLDER ONLY (Fantasy Violence, Suggestive Themes)  
 Release Date: Out Now



System: PC/PS4/Xbox One/Switch  
 Publisher: Konami  
 Developer: ukuza  
 Rating: 'E10+' - Everyone TEN and OLDER ONLY (Alcohol Reference, Fantasy Violence, Mild Blood, Mild Language)  
 Release Date: Out Now

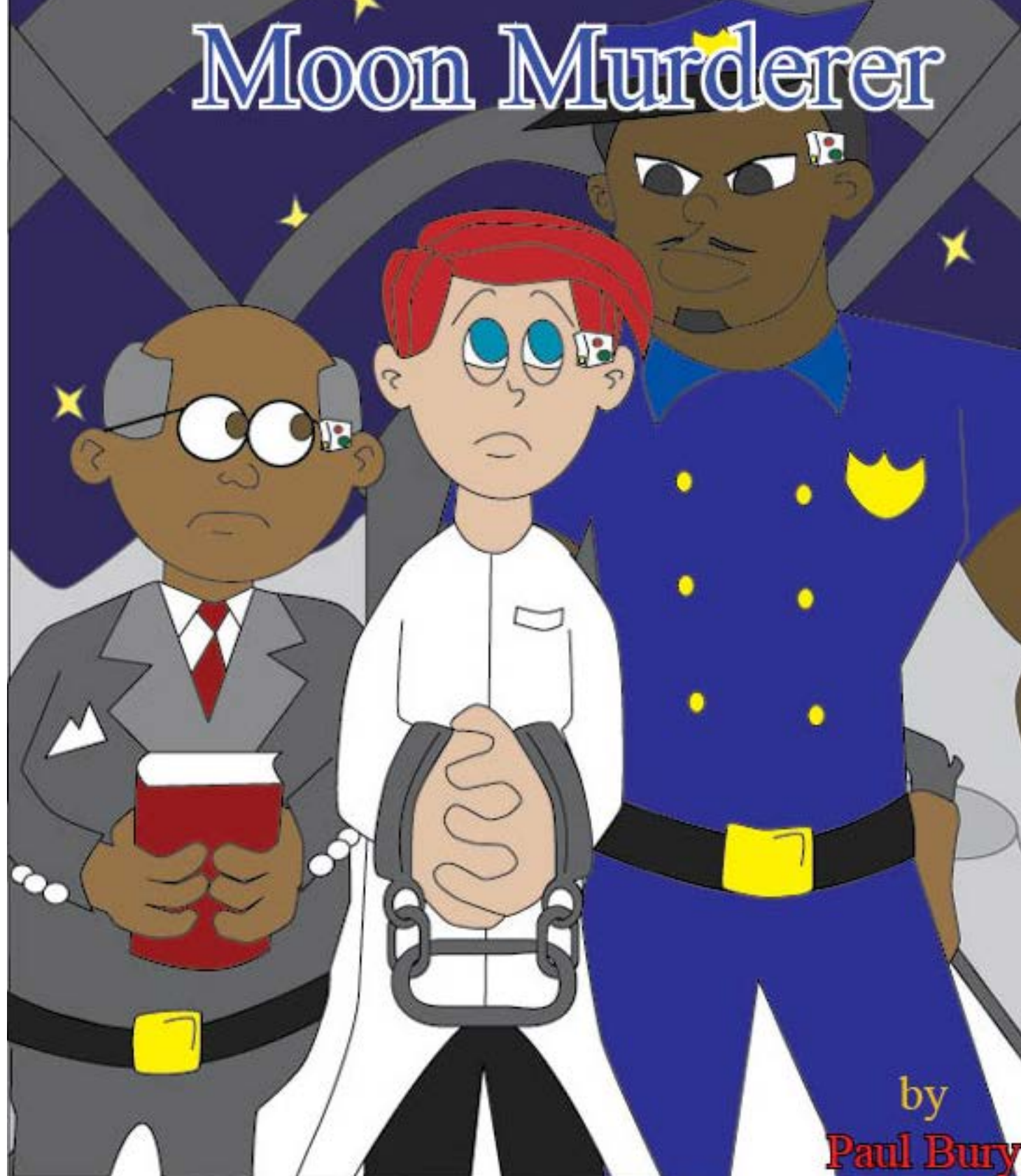




System: PC/PS4/Xbox One/Switch  
 Publisher: Konami  
 Developer: ukuza  
 Rating: 'E10+' - Everyone TEN and OLDER ONLY (Alcohol Reference, Fantasy Violence, Mild Blood, Mild Language)  
 Release Date: Out Now



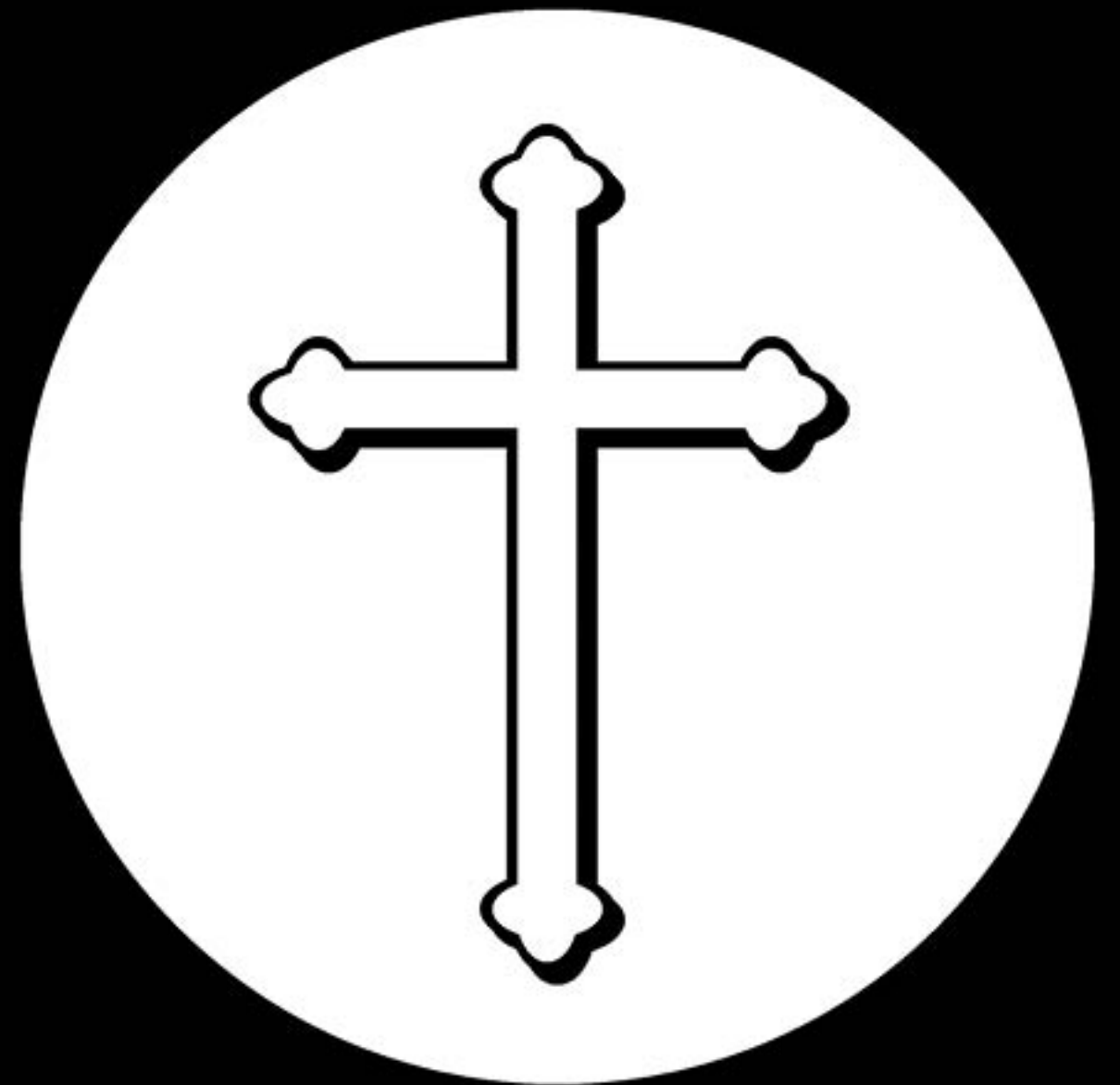
# Future Glimpses Moon Murderer



by  
**Paul Bury**

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## Devotional January

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