

# FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

TM

Harvest Moon  
One World, Fast  
and Furious  
Crossroads and  
more this issue.



Balan  
Wonderworld  
wants to make  
families marvel!

ISSUE #162

January 2021



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January  
2021

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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.



## Great Year

I am going to give an opinion that is contrary to what many brainwashers in the lazy, drive by, radical far left gaming media says. I think 2020 has been a great year. It has been a great year for Family Friendly Gaming. It has been a great year for me personally. It has been a wonderful year in so many regards in so many ways. We saw increases across the board for Family Friendly Gaming. I hope 2021 is not a drop off in some of these things. I have a suspicion that some may drop off at some point in 2021. My hope is they don't, but we will see what God has in store for us.

We passed one million hits in multiple months in 2020. It was amazing to see so much interest in Family Friendly Gaming. The forces of Satan attacked Family Friendly Gaming multiple times. Revenue increased in 2020 from 2019. We have expanded Family Friendly Gaming and completed multiple projects that were awaiting resources to complete. We are putting more videos on more different sites than ever before. We have a new social media site (Parler) that we post to. We started releasing weekly schedules for videos on our YouTube channel. Numerous video series have moved to live streams and that continues to be supported by Family Friendly Gaming Universe.

Our family has gotten to spend more time with one another thanks to lock downs and work from home for the day job. We have published more stories and started more new series than ever before. We have live streamed more hours than before. It has been amazing how much we have accomplished and how we have grown in 2020. We found new respect and admiration for President Trump. He worked hard for years draining the swamp of corruption. It is sad to see the swamp of corruption take back over control in Washington DC. We pray for new leadership that they will obey and serve God in word and deed going forward. God can change the hearts of the evil people like he did to Saul on the road to Damascus.

The percentage of people that died from the Chinese COVID-19 dropped so low that it was extremely encouraging. As a write this article a vaccine is being checked by FDA.



In some ways I am sad that a vaccine may become available soon, or available before this issue is published. So much good has come out of it. So many people have grown closer together. Evil leaders have shown their colors by shutting down churches, and businesses. Too many people have lost their jobs due to fear mongers. Thankfully many have realized the governments have over reached their authority for "our safety" and that has lead to more open minds to living their lives with as little government interference as possible. Every year has good and bad if you are willing to look for it.

God bless,  
Paul Bury

## Expect church growth in 2021

There are a lot of people freaking out over the presidential election. With stories of the election being stolen, and other horrible issues with the 2020 election there is plenty of dread concerning 2021. Will Biden weaponize the IRS, CIA, FBI, and Homeland Security against his rivals? Will religious liberty and freedoms be under assault? Will certain privileged groups be glorified and God disobeyed? I have my own suspicions concerning these topics. On paper none of them look good.

There is some good news concerning answers to those questions. I fully expect Biden and Harris to attack Christians and their rivals. I expect persecution to come to America the land of the free. I expect Christians to be treated like third class citizens. We may even see concentration camps for Christians. Or maybe they will just call them prisons, or re-education centers. They will try to brainwash everyone into their radical far left rebellion against God. All of this sounds horrible right?

There is a silver lining in all of this. Americans who are not Christian will see the persecution. Historically that reaction has given the ruling class swamp of corruption problems. The church has grown historically in areas of persecution. It does not make much sense on paper, but it has been the reality. As cowards attack Christians, others see the strength and power. They want that because their lives have no meaning. The vicious haters and attackers are exposed for what they really are, and those on the fence realize they do not want to be lumped in with that. Those that do not know history are doomed to repeat it. Obviously the radical far left is trying to enact the same failures from the past. Why don't they see it?

If the church is viciously attacked in 2021, expect massive growth to come from that persecution. There are weak members of the church who will cave into fear and give the radicals attacking us their way. Some of those that do that will recant and accept the persecution. Others will cower in



fear and try to live life away from the spotlight. How well will that work in this toxic cancel culture from the political left?

We will obey God. Maybe Family Friendly Gaming gets shut down by the toxic haters from the radical far left. We will continue to obey God. We will continue to honor God. Even if it costs us our lives. We have received death threats from the unhinged radical far left before. The toxic hating cancel culture has come after us before. We believe in obedience to God over arrogant, clueless and reckless human beings.

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

**DJDadGaming** liked 4 of your Tweets

Video for Just Dance 2021 Kids Here Comes the Spy on the Nintendo Switch/PS4/P55/Stadia/Xbox One/Xbox Series X  
[familyfriendlygaming.com/videos/2020/Ju...](https://familyfriendlygaming.com/videos/2020/Ju...)  
 #FFG #JustDance #JustDance2021 #YouTuber

[Show all](#)

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**Mygaminghead.com** Retweeted your Tweet

Live broadcast #twitch stream #DBZ #Kakarot here [twitch.tv/family\\_friendl...](https://twitch.tv/family_friendl...)

Please view, follow, subscribe and cheer! #TwitchAffiliate  
 #SupportSmallStreamers #PathtoPartner  
 Help us reach our goal of 370 followers!

Did you know we have custom emojis?

**chiissu** • 6 hours ago

Cool story. Reminds me of Beast Wars where Optimus Primal said he wouldn't give an order he was willing to do himself. I liked GI Joe in the early 90s as a kid but years later saw the 80s movie with La and thought it was really cool. Remember that ep of GI Joe where Cobra takes over the media : changes endings to movies to fit their message? I don't but saw a clip on Twitter a while back about that's what the bad guys are doing now. Plus I read somewhere Cobra was originally gonna be the in the 80s so the media going like that makes sense.

[Show less](#)

REPLY 1 reply

**FamilyFriendlyGaming** • 1 hour ago

Cobra La ruined GI Joe. I actually got that Serpentor line from the comic books from that era was during the War for Cobra (early 50s issues I think). There was a civil war on Cobra island GI Joe, Destro's forces, Cobra under a fake Cobra Commander, and Cobra under Serpentor Serpentor was dug in on this freighter landlocked on the island. He was digging trenches in troops.

I totally remember Cobra taking over the media. Kind of reminds me of what is going on today with the media. :)

[Show less](#)

REPLY 1

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!

## Christmas Buying Guide

The Family Friendly Gaming Christmas Buying Guide 2020 is awesome. Thank you so much for making it. I was shocked to find out this year was the 10th anniversary of the Christmas Buying Guide for Family Friendly Gaming. That is so wonderful. Congrats on that achievement. You gave our family so many good ideas. I also love the fact that you have to play them. The fake new gaming rags are always trying to get us to buy whatever is new. I feel bad for all of those people freaking out about PS5's and Xbox Series X's. The way Family Friendly Gam-



ing handled it is perfect. What family games are there for those systems right now? Are there

enough of them to warrant the cost of these new machines? Why can't more people be pa-

tient?  
- Sarah

{Paul}: Sarah,

Thank you so much for your kind words of encouragement. We are so happy that your family found some products for possible purchase for Christmas 2020. It could also go beyond as well. Meaning ya'll could find products for birthdays, and future Christmases. We have never gone with the herd mentality as the rest in video game journalism. Yes I am being kind by even lumping many of them into that category since so many are bought off, rebellious to God, and haters of Christians, and anything good. I never comprehended why any Christian family would listen to them about what is good and what is bad.

## Microsoft Making a Lot of Good Moves

I agree with you on Microsoft making a lot of good moves. I am also very pleased to see Family Friendly Gaming expressing that opinion. You guys have been plenty against Microsoft over the years. Some places are

fanboys of certain companies. Family Friendly Gaming seems to be anti-fanboy of certain companies. I was surprised to see that article in the FFG Originals page. It was a real pleasant surprise. I have been a supporter of Microsoft for a long time.

I want to be certain on this. Did Microsoft pay Family Friendly Gaming to give them a good article? I know corruption runs rampant in video game journalism. I also remember you wrote about Nintendo wanting a fluff piece to keep sending you guys games and whatnot. Nintendo is very shady. I don't think much of Sony either in case you wondered.  
- Karl

{Paul}: Karl,

So glad you agreed with that article. We express all kinds of opinions on a plethora of topics.

When we pick a side on a hot button issue we know some will agree and some will disagree. We have been critical of Microsoft over the years. We also gave them props for things like the Kinect, Sesame Street games, Viva Pinata, Kinectimals and more. We are hopeful Microsoft will provide something for families going forward on the Xbox Series X. We are also pleased with the direction the Forza Horizon games have gone for the most part.

Microsoft did not pay us to say nice things about them. In fact their PR Firm Edelman (we assume that is still their PR firm) black listed us some years ago for our relationship with Jesus Christ. They stopped sending us product, codes, press releases, etc. We have reached out multiple times and they continue to ignore us. We continue to be punished for our obedience to





# SOUND OFF Continued

God and refusal to join them in rebellion against God. They claim to celebrate diversity but treat us like third class citizens or even slaves. Just so you know Sony and Nintendo have behaved in the same shameful, disgraceful, and unprofessional manner. We continue to rise above their hate, and treat them fairly and with respect while they continue to act so nasty. Giving them props and saying positive things about them in spite of how they treat us shows our character.

## We Will Get Them Eventually

I love your attitude on the Xbox Series X and Playstation 5. Your 'We Will Get Them Eventually' article is perfect for America and the video game industry at large. All these other video game media sites are whipping their users up into a frenzy to try and buy one. I stood in line on Black Friday and there were hardly any systems available. I did not get one by the way. All these people in front of me were trying to double their money. Spend five hundred dollars and scalp it to someone else for a thousand dollars. Your attitude that stock

will eventually be there and don't over spend is perfect. I wish more video game journalist were realistic instead of freaked out fanboys trying to convince everyone to buy new systems immediately. The impatience and greed is repulsive. You also make a great point that there are very few exclusive games to warrant the cost of these new systems. Maybe Quarter 2 2021 there will be an actual reason to try and buy these new systems. Then I can make a purchase and actually have something to enjoy. I don't have a 4K TV to enjoy the graphics anyway. What is the point. Keep up the great work. - Barbara

{Paul}: Barbara,

Thank you for your kind words of encouragement. Family Friendly Gaming has given a diverse viewpoint from a great many video game media outlets. We stay Biblically correct, not politically correct. Too many video game companies have co-opted the gaming media outlets. Through hook or crook they reward those that worship them, and punish those that have a consumer rights mentality. The swamp of corruption in the video game industry is horrible.

There are very few video gaming media outlets with integrity. We have been black listed by a variety of video game companies who have financially benefited from the hard work we have done over the past close to sixteen years. Their goal is to make as much profit as possible. Many of the corrupt video game journalist like to say what they say because they want more games to be made. As if they have to lie for these companies to make sure sales happen, and more games are then made. I believe integrity is more important than that. As more consumers make purchases based on companies that align with their morals and ethics the better the whole world will be.

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

## Reward for Disobedience

It baffles me in this day and age that so many people seem to celebrate disobedience. Don't they know they are messing with the bull? Don't they know they will get the horns? God is so much more powerful than a bull. He could easily snuff them out in a second. The first king of Israel found out what the rewards are for disobedience. **1 Samuel 15:17-19** *Samuel said, "Although you were once small in your own eyes, did you not become the head of the tribes of Israel? The Lord anointed you king over Israel. 18 And he sent you on a mission, saying, 'Go and completely destroy those wicked people, the Amalekites; wage war against them until you have wiped them out.' 19 Why did you not obey the Lord? Why did you pounce on the plunder and do evil in the eyes of the Lord?"* King Saul disobeyed God's instructions. This was the most powerful

man in all of Israel. If he is not allowed to disobey God why would you think you are?

Even though Saul wanted to do better he was led by fear and insecurities. **1 Samuel 15:24-26** *Then Saul said to Samuel, "I have sinned. I violated the Lord's command and your instructions. I was afraid of the men and so I gave in to them. 25 Now I beg you, forgive my sin and come back with me, so that I may worship the Lord."*

**26** *But Samuel said to him, "I will not go back with you. You have rejected the word of the Lord, and the Lord has rejected you as king over Israel!"* That rejection was huge. We get King David and his line lasted throughout time. King Saul stayed around for some time before he finally died. He left no legacy because of his disobedience. This is a great lesson why we should obey God.

The bad news for King Saul was just beginning. **1 Samuel 15:27-29** *As Samuel turned to leave, Saul caught hold of the hem of his robe,*

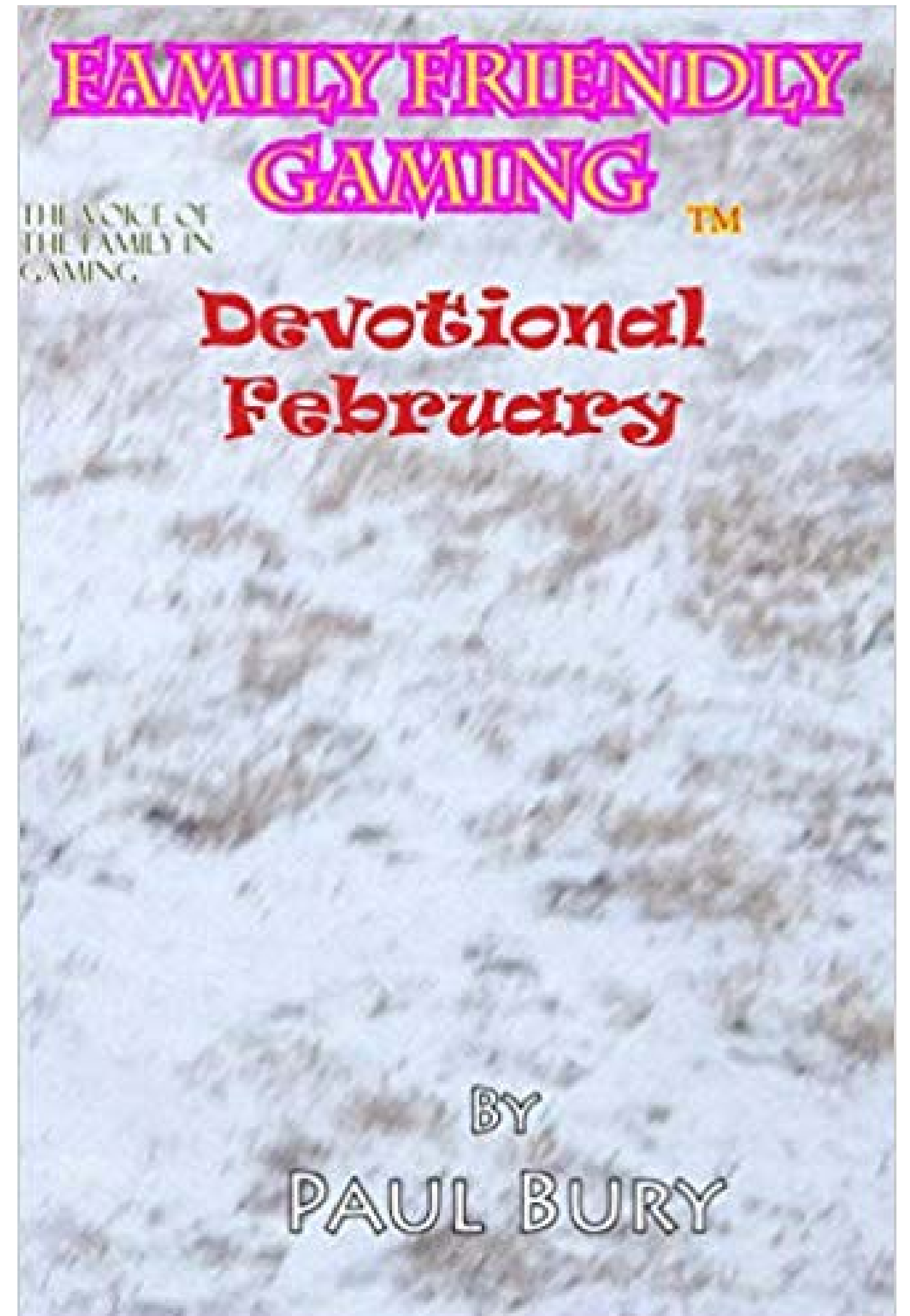
*and it tore. 28 Samuel said to him, "The Lord has torn the kingdom of Israel from you today and has given it to one of your neighbors—to one better than you. 29 He who is the Glory of Israel does not lie or change his mind; for he is not a human being, that he should change his mind."* The entire nation suffered for his disobedience. This is a wonderful reason why all of our leaders must obey God. They cause us all to suffer.

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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### [Tsuro - The Game of The Path Releases on Steam](#)

Award-winning board game specialists, Thunderbox Entertainment, are finally releasing their flagship title, Tsuro – The Game of The Path, on Steam right now.

The premise of the original board game is simple – place your tile, move your stone, stay on the board. Where things get tricky is that the other players will be doing the same thing, and could well send you over the edge in the process.

The relaxing, path-building gameplay is like a holiday for your mind. With crafty AI to play against, you'll find it strategic enough to give your little grey cells a good work out, with just enough challenge to tickle your noggin without working up a sweat.

All the features of the original mobile version are there, including the exciting new Fuse Mode, where you have to build your path quickly, to avoid your stone getting blown up. And, of course, the graphics have been



completely overhauled to take advantage of your computer's extra power. Models and textures have all been reworked in stunning high definition, and fancy effects like volumetric lighting illuminating the desert mist take Tsuro's Zen tranquillity to the next level.

There's also cross-platform multiplayer, so you can do battle against your friends on the mobile and VR versions of the game.

Tsuro is launching as part of the Steam Digital Tabletop Fest this week, and aficionados can join the folks from Calliope and Thunderbox, for a fascinating dive into the world of Gateway Games – those simple, yet deep experiences that get people hooked on the hobby of board gaming.



## Dragonborne for Game Boy shipping in January

Independent retro-development studio Spacebot Interactive will be shipping Dragonborne on Nintendo Game Boy in January 2021.

Dragonborne is a brand new 8-bit adventure RPG featuring a turn based battle system and various mini quests and puzzles that you must complete to progress through the game.

Travel through the region of Argon as Kris in search of your missing father Kurtis, the greatest dragon slayer the region has ever known, as you fight your way through dun-

geons to save the region before the dragon awakes.

Dragonborne contains more than 6 hours of gameplay, dozens of enemies, weapon and armour upgrades, character zapping and ranking systems, collectibles, detailed battle scene graphics, and multiple endings.

Dragonborne is a cartridge available in an original box including a manual and can be acquired at <https://www.spacebot-interactive.com> for \$54.73/£42/€46,46. The game is fully compatible with all Game Boy, Game Boy Color and Game Boy Advance handhelds.

### Features

Brand new adventure RPG for Game Boy. Travel through the region of Argon as

Kris, in search of your missing father Kurtis, the greatest dragon slayer the region has ever known.

Turn based battle system.

Various mini quests and puzzles.

Fight your way to each of the dragon dungeons.

6-7 hours of gameplay.

Multiple enemies.

Various weapon and armour upgrades.

Character zapping system.

Ranking system dependent on how you finish the game.

Various collectibles.

Detailed battle scene graphics.

Multiple endings.



## My Memory Of Us Goes Mobile

Indie game publisher Virtual Programming is proud to announce the worldwide iOS® release of their award-winning and critically acclaimed fairytale adventure, My Memory Of Us, launching on the App Store on November 5th. Previously released on PC, Nintendo® Switch, Xbox® One and on PS4®, this moving tale of friendship challenges you to an unforgettable journey in a bittersweet setting based on actual stories from World War II.

My Memory Of Us tells the touching tale about a friendship between a girl and a boy, based on actual events from mankind's darkest moments in pre-Second World War in Warsaw. Produced by Juggler Games, it is a stunningly beautiful, handcrafted 2D adventure full of puzzles, stealth and unique interaction between the two children. Faced with separation, you need to find a way to stay together and survive the threat of a robot occupation lead by an evil king. It offers a wonderful tale of true friendship built to last. Each of the children have their own abilities, but only when they work together, they can prevail. Forced to leave their home they are sealed off from the rest of the city by a huge wall, but they are not alone; they have each other and while the girl is fast and good with a slingshot, the boy can sneak in the shadow's unseen.



My Memory Of Us was released to critical acclaim and has received numerous awards for its excellence in gameplay and storytelling - including 1st award at Indie Showcase, Winner of 2017 Pixel Heaven and finalist in the 2017 Indie Prize. Nominations include 2018 SXSW, Best Game Art at Indie Prize and Best Game Narrative, also at Indie Prize. The game launches on the iOS® App Stores November 5th with an Android™ compatible version to follow.

### KEY FEATURES

Side-scrolling adventure full of action, stealth and various logical puzzles

A moving story about friendship and love in dangerous times

Beautiful 2D graphics inspired by naïve art

Pair mechanics: control one of two characters with different abilities, or control them as a pair

A grotesque tale mixed with bittersweet humor

The events shown in the game are based on actual stories from World War II



## In The News Continued

### Jurassic World Evolution Complete Edition Releases for Switch

Build the ultimate dinosaur park on the go with Jurassic World Evolution: Complete Edition, out now on Nintendo Switch™ on the EU eShop and on the US eShop. Developed and published by Frontier Developments plc (AIM: FDEV), in collaboration with Universal Games and Digital Platforms, this iconic park management game combines all the wonder and majesty of the successful 2018 original title with a wealth of additional content, to bring the ultimate Jurassic World experience to Nintendo's hybrid handheld console.

In Jurassic World Evolution: Complete Edition, players construct a series of epic dinosaur parks across Las Cinco Muertes (The Five Deaths), a chain of five islands containing treacherous weather conditions and testing terrain worthy of its ominous name. Players start by sending out intrepid dig teams to unearth rare fossilised remains, then ordering gifted scientists to extract and bioengineer the precious DNA encased within, reviving awe-inspiring animals extinct for millennia.

Packed with every piece of DLC released since launch, Jurassic World Evolution: Complete Edition lets players dive into three major narrative expansions, where they can discover stunning new composite species in Jurassic World Evolution: The Secrets of Dr. Wu, including the audacious Ankylodocus and spine-tingling Spinoraptor; re-home dinosaurs following the cataclysmic events



of Jurassic World: Fallen Kingdom in Jurassic World Evolution: Claire's Sanctuary; and restore the site on which it all began in Jurassic World Evolution: Return to Jurassic Park, as Drs. Alan Grant, Ellie Sattler, and Ian Malcolm accompany players on the path to redemption.

The inclusion of these key characters, voiced by the talented actors who brought them to life on-screen, brings next-level authenticity to Jurassic World Evolution: Complete Edition. Sam Neill, Laura Dern, Jeff Goldblum, BD Wong, and Bryce Dallas Howard all reprise their famous roles from the blockbuster Universal Pictures and Amblin Entertainment films, narrating events with signature magic and flair and allowing players to truly immerse themselves as they follow in their footsteps and help life find a way.

In addition, there's the challenge mode, which introduces an adjustable difficulty for an enticing test of skill; the customisable sandbox mode, offering fans the opportunity to tailor their experience as they build and manage majestic dinosaur-studded vistas without financial constraint; and, of course, four Dinosaur Packs and the Raptor Squad Skin Collection, adding even more variety and marvel to the star attractions.

All of this, as well as the stunning visuals and optimised performance expected from a studio with Frontier's pedigree, is available to play right now on Nintendo Switch in Jurassic World Evolution: Complete Edition for \$59.99, available exclusively on the Nintendo eShop.

## In The News Continued

### Electronic Arts, NHL and NHLPA Extend Multi-Year Deal

Electronic Arts, the National Hockey League (NHL), and the NHL Players Association (NHLPA) announced a multi-year renewal to their partnership. The new agreement will allow EA SPORTS™ to accelerate authentic and innovative hockey simulation experiences for millions of players worldwide for years to come.

The new agreement arrives as the world enjoys the widely successful EA SPORTS NHL. EA SPORTS NHL® 21 for PlayStation®4 and Xbox One has generated mass engagement with both existing and new fans as it achieved the most daily active players at launch for the franchise in the last three years. This year's momentum builds upon incredible EA SPORTS NHL growth as EA SPORTS NHL 21 and NHL 94 Rewind\*, the evolutionary take on the 16-bit classic, provides unique perspectives for all types of fans.

"We are thrilled to accelerate fun hockey experiences for years to come pushing the industry forward with our long-time NHL and NHLPA partners," said Cam Weber, Executive Vice President & Group GM, EA SPORTS. "The EA SPORTS NHL franchise these past 30 years has become synonymous with hockey culture, and this extension will ensure it remains at the forefront of connecting millions of fans around the world to the sport through interactive entertainment."

"EA SPORTS NHL continues to introduce new fans to the sport through its realistic and entertaining ap-

proach to the game," said Brian Jennings, NHL Chief Brand Officer & Senior Executive Vice President. "The past eight months illustrates how EA is a critical extension to real-world sports, as fans turned to EA SPORTS NHL to play and watch hockey while we temporarily paused during the pandemic. Our shared approach for competitive gaming has enabled the league to create a touchpoint to younger fans who may experience the NHL for the first time through EA SPORTS NHL. Sustained connection that enhances fandom is what EA delivers and we look forward to continuing the incredible partnership."

"The NHLPA is proud to renew our long-standing partnership with EA, ensuring their exceptional NHL hockey franchise will continue showcasing the players to fans around the world for the coming years," said Mathieu Schneider, NHLPA Special Assistant to the Executive Director. "The simulated experience of hitting the ice behind the console with EA SPORTS NHL continues to be an incredible way for fans to connect with the players and the game."

The announcement follows the release of EA SPORTS NHL 21 for PlayStation 4 and Xbox One as Stanley Cup® winner Alex Ovechkin is the latest cover athlete in a long lineage of legends representing the EA SPORTS NHL® franchise. The also released NHL® 94 Rewind this year is illustrative of the indelible impact the NHL franchise has had on hockey culture and beyond, exemplifying the power of the nearly 30-year long partnership between the NHL, NHLPA, and EA.





## In The News Continued

### Electronic Arts and UFC Extend Multi-Year Partnership

Electronic Arts and UFC announced a multi-year renewal of their partnership to continue to deliver authentic, innovative, and thrilling mixed martial arts (MMA) games. Millions of players worldwide for years to come will get to compete in the virtual octagon through the EA SPORTS™ UFC® franchise.

The new agreement arrives as the world is playing and watching more EA SPORTS UFC than ever before as MMA fandom continues to grow. Fans played more than 64 million simulated UFC fights during the EA SPORTS UFC 4 launch week, a 125 percent year-over-year increase compared with the previous edition, EA SPORTS UFC 3. EA SPORTS UFC 4 launch weekend timed

alongside UFC 252: Miocic vs. Cormier 3 enhanced the connection to the sport driving a spike of almost 75 percent more players than EA SPORTS UFC 3.

“We’re thrilled to extend our more than 10-year partnership with the UFC as we continue to build one of the fastest-growing sports franchises in the world, based on the rapidly expanding sport of MMA,” said Cam Weber, Executive Vice President & Group GM, EA SPORTS. “This agreement will allow us to push the creative boundaries of mixed martial arts video games and connect millions more around the world to the culture of the sport.”

“We’re thrilled that we will continue our partnership with EA for the next 10 years,” said Tracey Bleczinski, Senior Vice President, UFC Global Consumer Products. “EA SPORTS has become a natural extension of

UFC’s brand and an important way to engage with our fans. We’ve just launched our most successful game to date and EA keeps proving there’s room to grow and introduce new fans to the sport. We’re going to keep pushing the boundaries together and make incredible games that UFC fans love to play.”

EA SPORTS and the UFC will also partner on innovative new experiences and more ways for fans around the world to connect with the excitement of MMA. The partnership will include more forms of play and self-expression, available on more platforms, including expanded future offerings for mobile players. This partnership will also focus on design, visualization, and development innovations for the games to grow and deepen the world of EA SPORTS UFC, impacting how they play and feel, and how players connect to the sport as it happens.



The announcement follows the release of EA SPORTS UFC 4 for PlayStation®4 and Xbox One on August 14, 2020 and delivers the most polished MMA experience to date. UFC® middleweight champion Israel “The Last Stylebender” Adesanya and UFC welterweight contender Jorge “Gamebred” Masvidal serve as the game’s official cover athlete duo.

\*EA has the exclusive rights to UFC worldwide except for China featuring games with MMA as the primary activity.

### Kalypso Media grows 2020 employee count

Independent publisher Kalypso Media has announced that by the end of 2020, the company will have over 150 employees, 50% more than at the beginning of the year. Experienced industry experts and ambitious new talent have joined nearly all company

departments and all of Kalypso’s publishing and development locations. Further recruitment and expansion is planned for 2021.

Simon Hellwig, Managing Director & Owner, says, “We are very grateful that in these uncertain times under the shadow of this global pandemic, we can rely on a business model that not only provides security for our employees around the world, but also enables us to create new jobs.”

The main drivers for the company’s employee growth include increased studio capacities in Germany, as well as the strengthening of the publishing business at its headquarters, in the USA and UK and at the new branch in Tokyo, Japan.

“This growth in personnel reflects our overall strategy of covering as large a part of the value chain as possible, while at

the same time driving forward our games-as-a-service model” says Dr. Anika Thun, International Marketing Director at Kalypso Media. “Although there are still a few key positions to be filled, we are well positioned to meet the future needs of the market and the community.”

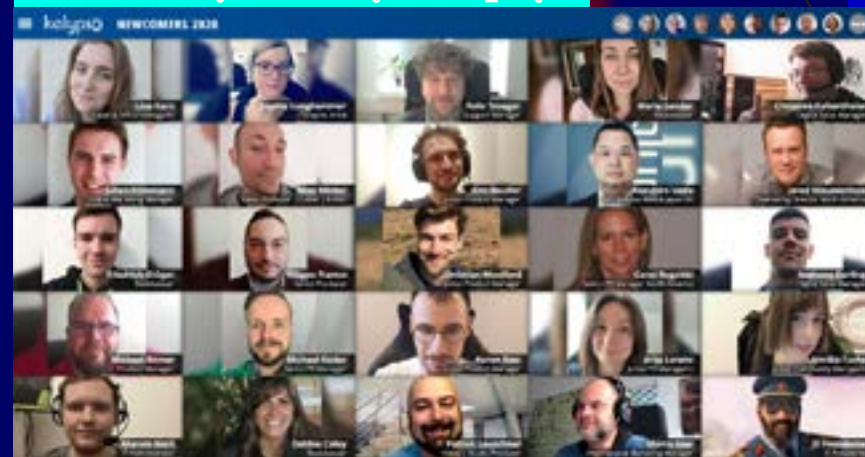
Thus far this year, key positions have been filled by experienced veterans from the games industry, all of whom were hired as a result of their passion and belief in the ongoing strategy behind the Kalypso Media Group.

Following an office relocation from New Jersey to Seattle, Jared Nieuwenhuis, Marketing Director USA (formerly HER Interactive) and Carol Rogalski, Senior PR Manager USA (formerly Zebra Partners PR and Xbox) have added their valuable experience to Kalypso Media USA.

The digital distribution at the Bracknell/UK office has also been bolstered by the addition of Anthony Darling, Digital Sales Manager (formerly Capcom and Sony).

Meanwhile, Marco Nier, Senior Marketing Manager (formerly Midway and F&F Distribution) and Michael Roeder, Senior PR Manager EMEA (formerly Leica and Namco Bandai) complement the PR and marketing team at Worms, Germany headquarters.

Kalypso’s trio of in-house developers - Realmforge Studios (Munich), Claymore Game Studios (Darmstadt) and Gaming Minds Studios (Gütersloh) - have greatly expanded their development capacity in all areas in order to meet the quality requirements of the market in terms of next-gen development and in view of recently-announced federal funding.





# We Would Play That!

# REVIEWS

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?

With such a loss in confidence in the election process and so many affidavits going out chronicling voter fraud and vote irregularity it would be great to play a video game that involved a team exposing these issues and stopping an election from being stolen.

The team fighting against an election being stolen could have to deal with the fake news media trying to downplay all of the evidence, facts, honor and integrity. There could even be a meter in the game to show the low level of

confidence in the election process because of all of the fraud, theft, lies, and double standards. As the team fixes the election so it will not be stolen the confidence in the election process meter could rise and increase. This team could restore the process and make elections great again. Families could again have confidence that their vote matters is counted only once, and the outcome is legal and legitimate.

Social media aspects could be included in such a game as well. #notmypresident could be trending in the game at first. The same with things like #stolenelection and #electionfraud. Then later in the game there could be new trending hashtags like #rightman-won #electionintegrity and #fairelections. This kind of a video game would be great for Americans

with the current crisis going on. It might be difficult for a developer to get such a video game created for it to actually have an impact on the current political climate and division in America. It may help unity in four years though.

What do you think? Would you play a video game like this? Any video game company making a video game like we describe could help healing of the United States of America before we have a Civil War II. The company making such a video game would need to be very careful to comprehend they could not throw out some extremely radical far leftist propaganda and be embraced by the American people. Which means the fake news gaming media would attack them for such a product. We the people would support them instead.

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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## 1 Samuel 12:20-24

20 "Do not be afraid," Samuel replied. "You have done all this evil; yet do not turn away from the Lord, but serve the Lord with all your heart. 21 Do not turn away after useless idols. They can do you no good, nor can they rescue you, because they are useless. 22 For the sake of his great name the Lord will not reject his people, because the Lord was pleased to make you his own. 23 As for me, far be it from me that I should sin against the Lord by failing to pray for you. And I will teach you the way that is good and right. 24 But be sure to fear the Lord and serve him faithfully with all your heart; consider what great things he has done for you."



# Fall Guys Ultimate Knockout

SCORE: 75

We got Fall Guys Ultimate Knockout when it first came out for free on the Playstation 4. Fall Guys Ultimate Knockout is also on the Personal Computer (PC) as of the time this review is being written. A Playstation Plus membership is required to play Fall Guys Ultimate Knockout online. I found no physical copy versions of this game on the PS4 in the United States at this time. I am reviewing this in season two.

Fall Guys Ultimate Knockout is a difficult game to classify. We have floppy physics in obstacle course races or team games. To make matters even more interesting the courses are constantly getting tweaks. Take Knight Fever for example. There are logs with spikes on them that rotate.



There can also be seesaws there instead. Slime Climb may have swinging balls or spinning hammers near the end. Certain changes make levels better and others ruin them entirely.

Team games can be fun or frustrating depending on your team mates. I literally have been on good teams



and bad teams. Getting eliminated because you are on a bad team is aggravating. Thankfully every so often Fall Guys Ultimate Knockout lets players pick certain themed courses. I love picking races only when it comes up. The constant tweaks have also decreased how much experience we get, which makes it take longer to max out at level forty in a season. Seasons are too short in my opinion. I would like more time in them personally.

Glitches will get the player too. Being disconnected while winning in the final round takes away all of your experience and chance to get that crown. Other players can try and get you eliminated as well.

Sometimes they get themselves eliminated in the process. Why be so toxic? I still have fun playing Fall Guys Ultimate Knockout with all of its flaws and issues.  
- Paul

System: PC/PS4  
Publisher: Devolver Digital  
Developer: Mediatonic  
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



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

# Bloo Kid 2

SCORE: 70

Long time readers in Family Friendly Gaming may feel that Bloo Kid 2 sounds familiar. It should. Back in 2015 Luke reviewed Bloo Kid 2 on the Nintendo 3DS. That game had been ported over from the app world. Bloo Kid 2 is now on the Nintendo Switch. Family Friendly Gaming was given a digital download code for Bloo Kid 2 on the Nintendo Switch. I am not aware of any physical copy versions of this game on this system in the United States at this time.

Bloo Kid 2 is an action adventure 2D side scrolling video game where we can collect a variety of things. We can collect all of the yellow stars, blue stars, beat the

enemies, collect a balloon, and beat the timer. Players can shoot for one or more of those when they play each level. I was able to progress without doing any of them as well. Bloo Kid 2 is only 149 megs in terms of memory size.

Bloo Kid 2 borrows heavily from a variety of other video game franchises from the past. We play in Green Hills, fight a Kirby like tree boss, and much of the game reminds me of Alex Kidd. We have a double jump and bop enemies on the head to make them go away.

Certain levels in Bloo Kid 2 remind me of Super Mario Bros levels as well. I don't mind a video game paying homage to past well known franchises. Do

you?  
The enemies in Bloo Kid 2 go on a set path. They can do things like jump up to the next platform which can be a bit bothersome. Having only three hearts is a real problem in Bloo Kid 2. We can open treasure chests for more hearts and they stay on the ground if we need to come back for them. Technically we can take four hits in Bloo Kid 2. All three hearts go away and we are still alive until we take one more hit. Or we can finish the level and feel like we are total clutch. If you yearn for action adventure 2D side scrollers from the past then you might like Bloo Kid 2.  
- WMG



System: Nintendo Switch  
Publisher: winterworks  
Developer: winterworks  
Rating: 'E' - Everyone SIX and OLDER ONLY



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



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Cricket 19



SCORE: 77

Did ya'll catch the live stream Peter and I did of Cricket 19? Be sure to follow us on [Twitch](#) and turn on notifications to find out when we are streaming different games like this one. Peter found Cricket 19 for free on Gamepass. We played Cricket 19 knowing nothing about the sport of the game. We learned while we played. It took us one hour to get through one inning in Cricket 19.

Cricket 19 looks nice and it sounds good. The modes in Cricket 19 are Ashes Series, World Championship, Play Now, Online, Career, Scenario, Competition, Tour, Cricket Academy, Training and Set-

tings. There is plenty to do in this very difficult sports video game. I played the computer by myself on the easiest setting and got stomped.

I had such trouble getting out of a half inning. This game is way more geared to the batter than the bowler. The AI is very protective of those wickets.

I found myself more confused in Cricket 19 than anything else. The scoring system in Cricket 19 is really odd.



The fielders seem out of place all of the time. There are some cool team names in Cricket 19. The fans look okay and the stadiums look nice. If you are into Cricket then you will probably enjoy Cricket 19. If you like games that take forever then you might also like Cricket 19. If you enjoy a challenge and enjoying learning a new sport then Cricket 19 might be up your alley as well.

Ultimately I did not enjoy Cricket 19. The fifteen gigs in terms of memory size had to be freed up before I could spend weeks trying to learn this game. Peter and I did learn some basic general aspects of this sport. We also learned how to test different kinds of bowls too. I like the bowling options once I learned them.

- Paul



The scoring system in Cricket 19 is really odd.

System: PC/Switch/PS4/Xbox One(tested)  
Publisher: Maximum Games  
Developer: Big Ant Studios  
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 85%  
Sounds: 80%  
Replay/Extras: 100%  
Gameplay: 50%  
Family Friendly Factor: 70%



# Monster Energy Supercross The Official Videogame 3

SCORE: 60

Followers of our Twitch channel were able to watch me play Monster Energy Supercross The Official Videogame 3 on the PS4 live. Monster Energy Supercross The Official Videogame 3 can also be found on the Nintendo Switch, PC, Stadia and Xbox One. Monster Energy Supercross The Official Videogame 3 is a step backwards from the last game. The controls are horrible in Monster Energy Supercross The Official Videogame 3. Why is this so hard for Milestone to figure out?

Offensive music met me in Monster Energy Supercross The Official Videogame 3 after the long installation and long loading. Then I had to quickly customize my character to turn the music volume to zero. I could not pick and

choose which songs could play in Monster Energy Supercross The Official Videogame 3. The ESRB had no descriptor for this problem either. They also had no descriptor for the violence related to crashing on a motorcycle.

I played Monster Energy Supercross The Official Vid-

videogame 3 on the easiest setting in the shortest race laps. The computer characters lapped me. Taking corners is a real pain in Monster Energy Supercross The Official Videogame 3. A brick turns better. Then it will want to over correct and get me off the path really fast. Monster Energy Supercross The Official Videogame 3 loves to reset the player fast in a way that is not helpful.

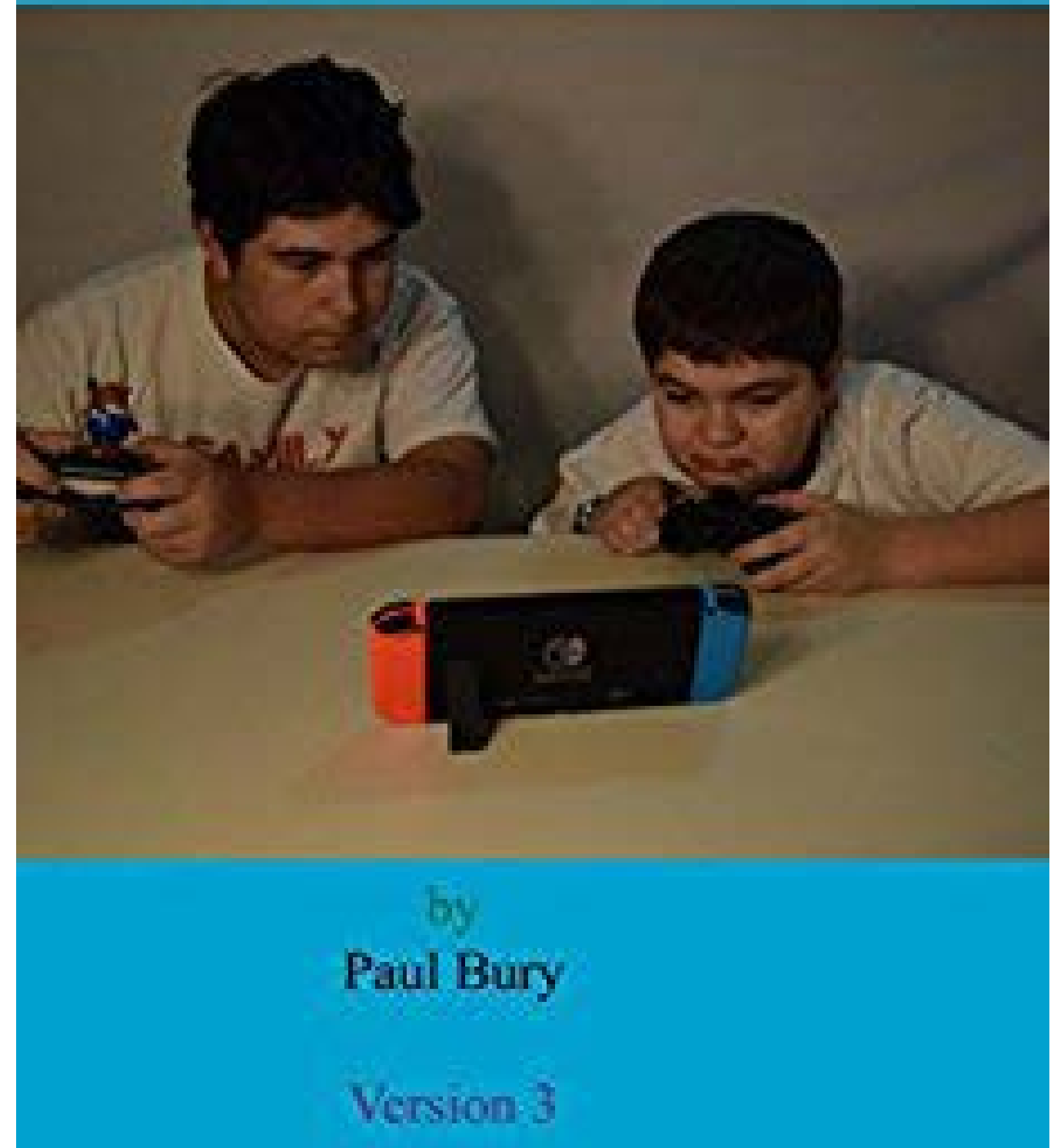
Monster Energy Supercross The Official Videogame 3 looks decent and I really enjoyed the announcers before a race started. There is lack of attire and enticement to lust issues in Monster Energy Supercross The Official Videogame 3

before a race starts. Monster Energy Supercross The Official Videogame 3 has no local multiplayer but an online one. - Paul

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

Graphics: 65%  
Sounds: 60%  
Replay/Extras: 60%  
Gameplay: 55%  
Family Friendly Factor: 60%

# VIDEO GAME LIES



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# Star Wars Squadrons

SCORE: 68

I suspected Star Wars Squadrons would be a hot mess and boy was I right. I am so thankful Family Friendly Gaming had the money to purchase Star Wars Squadrons on the PS4. The VR portion of Star Wars Squadrons glitched way too often. The game would crash in VR until I agreed to all of their terms and got to the main screen. Once I turned VR on in the game it glitched the recording connection. Why is Star Wars Squadrons so unstable?

I got sick after playing Star Wars Squadrons in VR. The flying around mixed with the bad controls along with not being able to see over many of the instruments made this a miserable experience. Star Wars Squadrons also had bad language and violence in it. We blow up all kinds of things in Star Wars Squadrons. Scraping



across objects is another "feature" in Star Wars Squadrons. Motive Studios did a wonderful job with the story in Star Wars Squadrons. I found that to be very engaging and interesting. There are some cool graphical moments within Star Wars Squadrons. We learn how to fly both sides which is about the same. The modes in



this game are Quick Match, Multiplayer, Training, Story, Customization, Challenges, Career, and Rank.

We accelerate by pressing up the left stick. We decelerate by pressing down on the left stick. We roll right or left by pressing right or left on the left stick. We actually move around with the right stick. I kept rolling a bit every time I accelerated or slowed down. Eventually I would be flying upside down and had to correct. This is obnoxious on so many levels. We can add more power to engines, weapons or shields in Star Wars Squadrons. We can also repair our ship.

Star Wars Squadrons has its moments if you do not play in VR. That experience is horrible. I am not a fan of the controls in Star Wars Squadrons. The glitches in Star Wars Squadrons are too much for me personally. - Paul

System: PC/PS4/Xbox One/PS4 VR  
Publisher: Motive Studios  
Developer: Electronic Arts  
Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence}



Graphics: 65%  
Sounds: 70%  
Replay/Extras: 80%  
Gameplay: 60%  
Family Friendly Factor: 65%

# GI Joe Operation Blackout

SCORE: 66

Did you enjoy the Twitch stream I did of GI Joe Operation Blackout? I am so thankful I had enough money to purchase this game on the Playstation 4. GI Joe Operation Blackout can also be found on the Nintendo Switch and Xbox One. I was a big time fan boy of GI Joe back in the day. I had all kinds of action figures, watched the cartoon, and enjoyed the comic books. The screenshots for GI Joe Operation Blackout looked great. Gamemill Entertainment does not have a good image in the video game industry.

After long installation, long loading, and the game crashing immediately I finally got to check it out. The

modes in GI Joe Operation Blackout are Campaign, Team Battle, Knowing is Half the Battle, Options, and Credits. Up to one to four family members can enjoy GI Joe Operation Blackout at the same time. There are no online game play modes for GI Joe Operation Blackout.

Graphically GI Joe Operation Blackout looks good, and the sounds are fantastic. I enjoyed the voice actors in GI Joe Operation Blackout quite a bit. I loved the subtle GI Joe and Cobra musical scores being used in GI Joe Operation Blackout. The story telling in GI Joe Operation Blackout is fantastic. I loved the story and loved being



able to play both sides. Certain characters on each side control about the same.

We shoot, slice, dice, and blow things up in GI Joe Operation Blackout. There are mini games like shooting planes out of the sky. The bonus content hidden in GI Joe Operation Blackout is fantastic. The controls leave a lot to be desired. The guns would be ready to go and not always fire. If I failed the quick time event in reloading then I was not able to shoot for too long. Almost every grunt enemy is a tank character and it takes forever to do anything in this game. - Paul



System: Nintendo Switch/Xbox One/PS4 (tested)  
Publisher: Gamemill Entertainment  
Developer: IguanaBee, Fair Play Labs  
Rating: 'T' THIRTEEN and OLDER ONLY {Mild Blood, Violence}

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



# Adventure Time The Final Seasons

SCORE: 60

I am thankful I had enough money to purchase Adventure Time The Final Seasons on DVD. This television show has finished off and I am glad to see it is done. Adventure Time had some moments. Adventure Time The Final Seasons answers some questions and leaves some things still open. Maybe those things were answered in seasons I have not seen yet.

There are a variety of issues families will have with Adventure Time The Final Seasons. Those issues are violence, blood, death, horror, ghosts, magic, tarot cards, evolution, sexual deviancy, attacks on traditional marriage, and more. There are some major storylines in Adventure Time The Final Seasons. We learn where Finn comes from. We find an island of humans. Certain characters are turned into

elementals and given massive powers in Adventure Time The Final Seasons. We also find out about Princess Bubblegum's family and history. The end of the world concept is also shown in Adventure Time The Final Seasons.

There is plenty of odd characters and humor in Adventure Time The Final Seasons. Some episodes in Adventure Time The Final Seasons are strange beyond belief. It took me 627 minutes to watch

Adventure Time The Final Seasons from start to finish. The bonus content found on the four DVD discs are Animatics, Exclusive Behind the Scenes Featurette, Character Art Gallery, and Song Demos. LSP has a surprising power in Adventure Time The Final Seasons too.

SPOILER ALERT! I am not sure why Adventure Time The Final Seasons is the end of the show. They could have shown additional episodes after Adventure Time The Final Seasons ended. Maybe they want to do some strange spin-off. I hope it is not the characters shown in the final episode. The shocking sexual deviancy portion of Adventure

Time The Final Seasons made no sense to me at all. I will try and catch the seasons I missed as time and money allows.  
- Paul

System: Blu-ray  
Publisher: Cartoon Network  
Developer: Pendleton Ward  
Rating: 'TV-PG' - This program contains material that parents may find unsuitable for younger children under the age of 10

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

# Mutant X Season Two

SCORE: 62

As I work my way through this television show I can see why it failed. Mutant X lasted three seasons and I can already see cracks in the armor in season two. Gone are all the chase scenes thankfully. We still get some martial arts action as well as powers. Mutant X Season Two starts where the next to last episode left off. The team deals with the first and most powerful mutant and his followers. Then this show flounders around telling the same dark past story for each of the characters on the team. We finally get the main bad guy from season one to return near the end of Mutant X Season Two.

The issues families will have with Mutant X Season Two are blood, violence, lack of attire, entertainment to lust, sex outside of marriage, magic, Old Earth theory, evolution religious belief taught as fact, and more. Mutant X Season Two is anti-gun, anti-male, anti-corporation, anti-hunting, anti-country, and very pro city.

I was shocked that Mutant X Season Two was pro terrorist when it came to the environment. All of these are good reasons why

the show did not connect the super majority of Americans. Holly Weird has been preaching their radical beliefs for way too long. Mutant X Season Two has a real lack of consistency when it comes to logic.

The final episode of Mutant X Season Two has a bit of a twist to it that makes the main good guy look more bad, and the main bad guy look more good. More Holly Weird attempts to confuse good and evil in my opinion. Genetic research takes center stage in Mutant X Season Two. Too many plotlines are closed off too fast in this season.  
- Paul

System: DVD  
Publisher: Tribune Entertainment  
Developer: Fireworks Entertainment  
Rating: 'NR' - Not Rated

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





## Spongebob Squarepants Lights, Camera, Pants

SCORE: 64



Did ya'll enjoy the live stream Peter, Noah and myself did of Spongebob Squarepants Lights, Camera, Pants! on the Gamecube? If you missed it then check out the video [here](#). Spongebob Squarepants Lights, Camera, Pants! can also be found on the Playstation 2 and Xbox. This is a four player party game that is really best played with four players. One player can enjoy the thirty levels of madness but it is better with four people.



worthless. This was obnoxious on so many levels.

The controls in Spongebob Squarepants Lights, Camera, Pants! are meh at best. Figuring out how to play

We learned the hard way what Spongebob Squarepants Lights, Camera, Pants! is like with three players. One player had to team up with a computer controlled character. This was a light switch. Some mini games that computer controlled character was unstoppable. Other mini games the computer controlled character was absolutely



the mini games in Spongebob Squarepants Lights, Camera, Pants! is part of the battle. There is very little in Spongebob Squarepants Lights, Camera, Pants! that is intuitive. There are so many nuances in this game that take multiple attempts to learn if ever at all.

Graphically Spongebob Squarepants Lights, Camera, Pants! looks okay. We do have cartoon violence and comic mischief in this game. Especially if you fail something at one of these mini games. The audio in Spongebob Squarepants Lights, Camera, Pants! is okay. I enjoyed the

different characters soundbytes while playing.

If you are into older party games and feel like learning and are into Spongebob then Spongebob Squarepants Lights, Camera, Pants! might be for you.

- Paul

System: PS2/Xbox/  
Gamecube(tested)  
Publisher: THQ  
Developer: THQ Studio Australia  
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



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



## Pokemon Channel

SCORE: 65



Sometimes I wonder if certain products are actually even video games. It may come on a video game system. It may play on a video game system. Is it actually a video game. Pokemon Channel is a fantastic example of this on the Gamecube. We invite Pokemon into our home to watch our television set. They can watch cartoons, exercise, quiz show, shopping channel and more. There is coloring and Gameboy mini games that can be played. Is this actually a video game?

I will admit I am not convinced one way or another on Pokemon Channel. This

Gamecube product is definitely a Pokemon experience. Graphically Pokemon Channel ranges from decent from that era to horrible. The Gameboy mini games are a great example of how bad Pokemon Channel can look and sound. The rest of the graphics are on par with Pokemon sounds from that era. It takes forever to earn the points to purchase items from the shopping channel.



Pokemon Channel. I also had to cut out any of the anime because of copyright issues. How messed up is that?

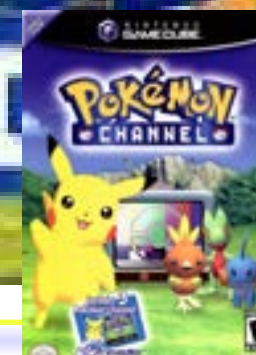
The best part of Pokemon Channel for me is watching the Pokemon exercise. Sure they are a bit on the short side but fun when the Pokemon cannot do certain things. Some of the quiz things are easy and some are not. I do not recall all of the names or sounds of Pokemon. So that ultimately hurt me in terms of getting the right answers. The Pokemon constantly saying their names gets annoying in Pokemon Channel. - Paul

Most of those items are a digital goods waste of time anyway.

Did you catch any of the [Twitch](#) live streams I did of Pokemon Channel? If you missed them then you can click [here](#) to see the videos. I found myself bored while playing



System: Gamecube  
Publisher: Nintendo  
Developer: Ambrella  
Rating: 'E' for Everyone SIX and OLDER ONLY



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



# SPORTS



EA1000 NO >>> FPS:160.0 >> DISC >>> 00.01039395H >>> EA007 EA001

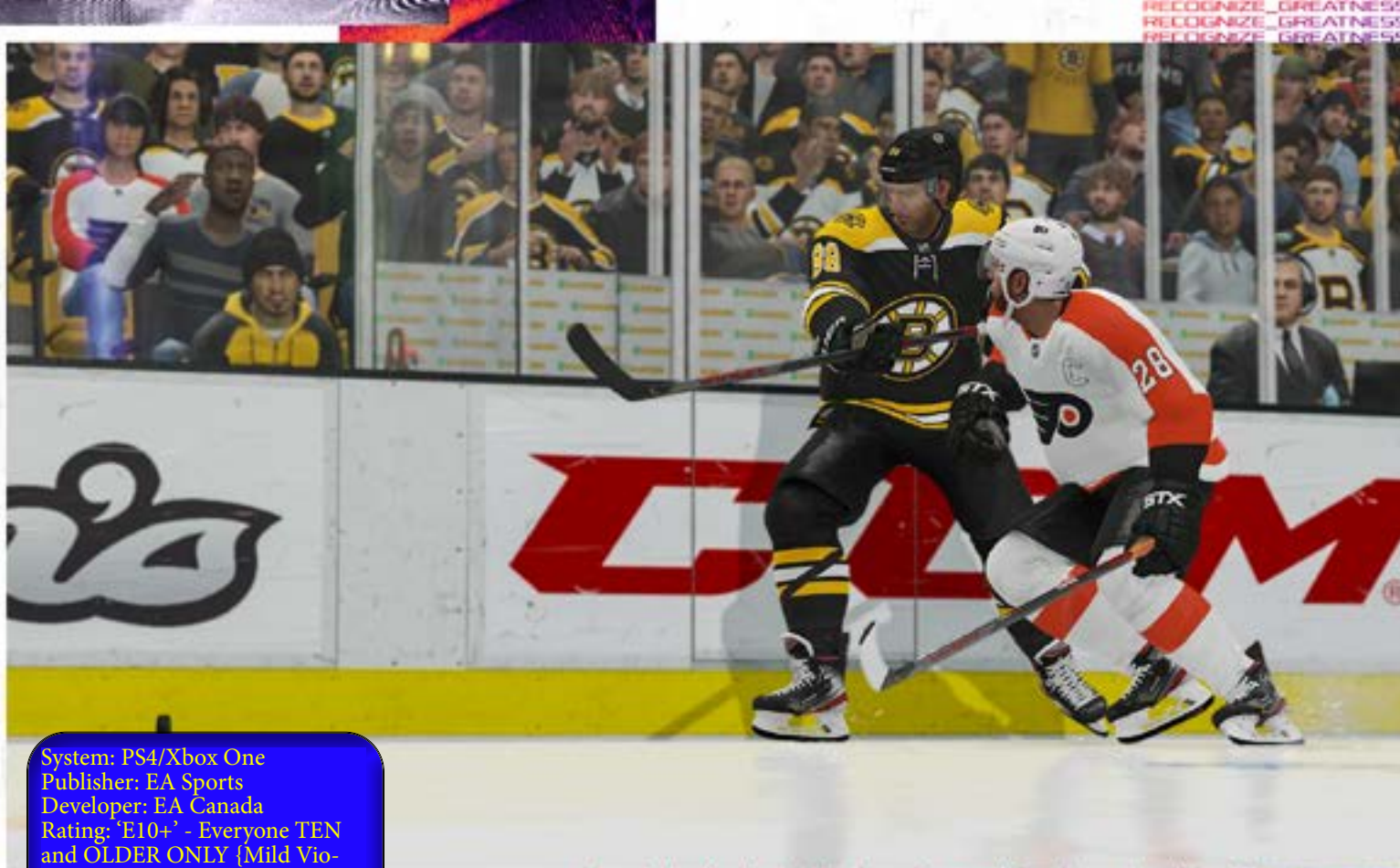
System: PS4/Xbox One  
Publisher: EA Sports  
Developer: EA Canada  
Rating: 'E10+' - Everyone TEN  
and OLDER ONLY (Mild Violence)  
Release Date: Out Now

Be A Pro gets much bigger in NHL® 21, allowing players to live the life of an NHL® superstar both on and off the ice. Just like in the NHL®, players will need to react and rise to the occasion through real-time game events, and impress coaches, GMs, teammates, and the public with hundreds of conversations that can lead to thousands of different outcomes. Through each new season, a narrative will emerge for the Pro to follow - or to rewrite - all revolving around key moments: NHL Draft, NHL Awards, Stanley Cup® Playoffs, and more, presented in exciting broadcast style updates throughout their career.





NHL 21 NHL



NHL 21 NHL

System: PS4/Xbox One  
Publisher: EA Sports  
Developer: EA Canada  
Rating: 'E10+' - Everyone TEN  
and OLDER ONLY (Mild Violence)  
Release Date: Out Now



EA SPORTS | **NHL 21** × **NHL'94**  
REWIND



EA SPORTS | **NHL 21** × **NHL'94**  
REWIND



# DEVELOPING

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### Product Name

Harvest Moon One World  
Hogwarts Legacy  
Balan Wonderworld  
The Gunk

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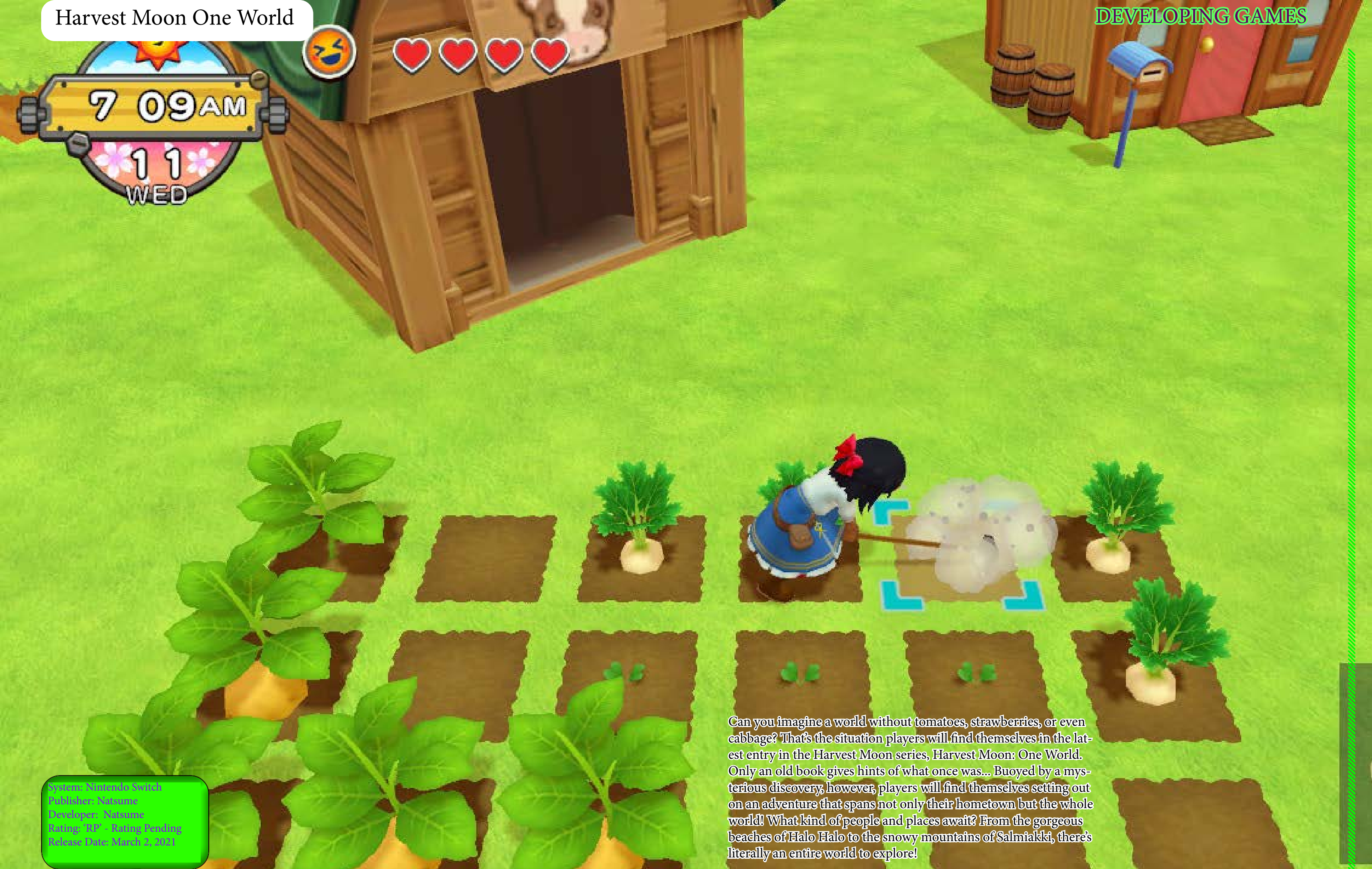
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# GAMES





7 09 AM  
11 WED



System: Nintendo Switch  
 Publisher: Natsume  
 Developer: Natsume  
 Rating: 'RP' - Rating Pending  
 Release Date: March 2, 2021

Can you imagine a world without tomatoes, strawberries, or even cabbage? That's the situation players will find themselves in the latest entry in the Harvest Moon series, Harvest Moon: One World. Only an old book gives hints of what once was... Buoyed by a mysterious discovery, however, players will find themselves setting out on an adventure that spans not only their hometown but the whole world! What kind of people and places await? From the gorgeous beaches of Halo Halo to the snowy mountains of Salmiakki, there's literally an entire world to explore!





Kanoa

Come hang in Halo Halo anytime!  
Our door's always open!

System: Nintendo Switch  
Publisher: Natsume  
Developer: Natsume  
Rating: 'RP' - Rating Pending  
Release Date: March 2, 2021



Skip



Skip Even





Laura 

Greetings! ...Oh, I don't think I know you! Could you be a new customer?

System: Nintendo Switch  
 Publisher: Natsume  
 Developer: Natsume  
 Rating: 'RP' - Rating Pending  
 Release Date: March 2, 2021

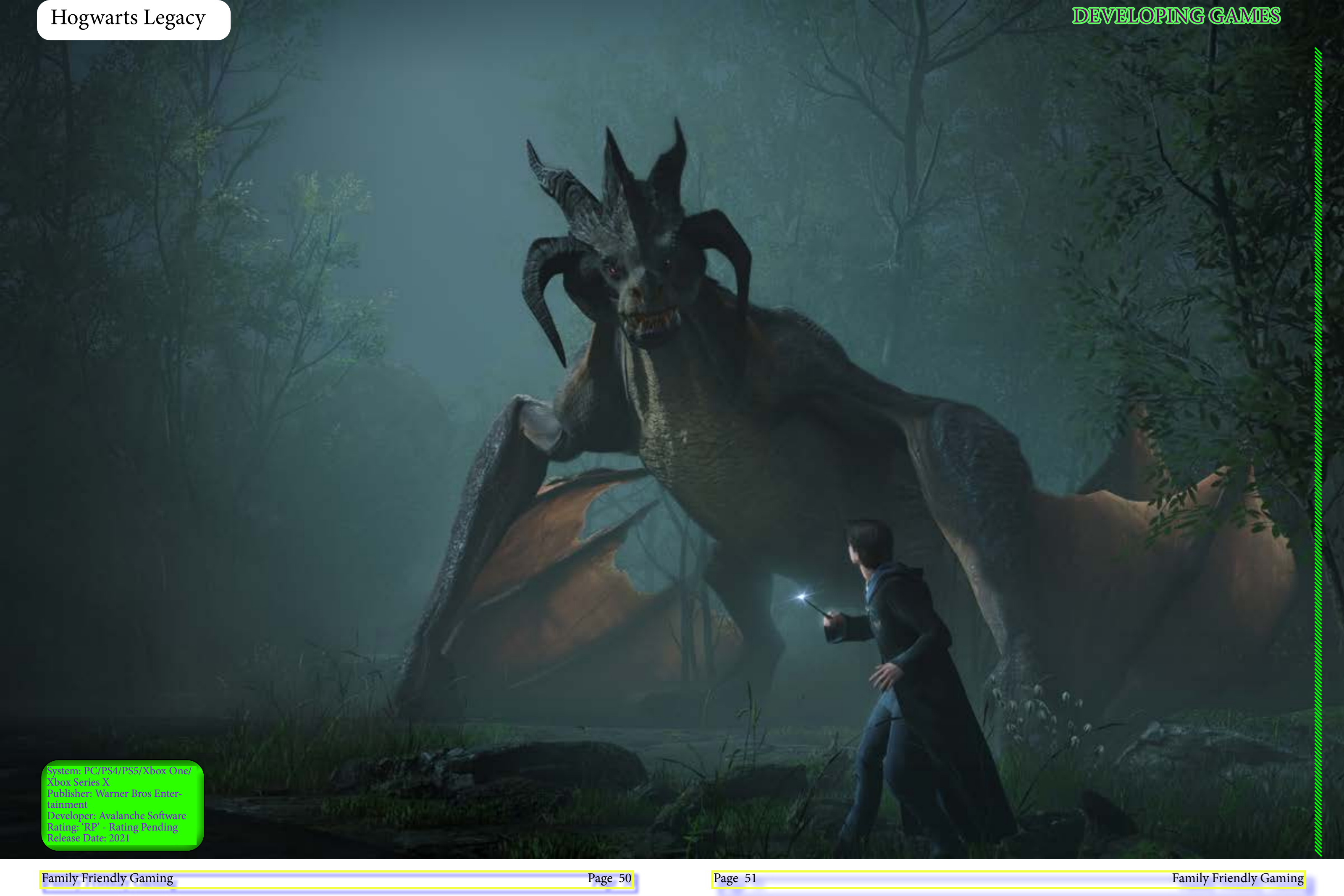


Skip



Skip Event





System: PC/PS4/PS5/Xbox One/  
Xbox Series X  
Publisher: Warner Bros Entertainment  
Developer: Avalanche Software  
Rating: "RP" - Rating Pending  
Release Date: 2021





System: PC/PS4/PS5/Xbox One/  
Xbox Series X  
Publisher: Warner Bros Entertainment  
Developer: Avalanche Software  
Rating: 'RP' - Rating Pending  
Release Date: 2021





System: PC/PS4/PS5/Xbox One/  
Xbox Series X  
Publisher: Warner Bros Entertain-  
ment  
Developer: Avalanche Software  
Rating: "RP" - Rating Pending  
Release Date: 2021



R1



Player1

L1

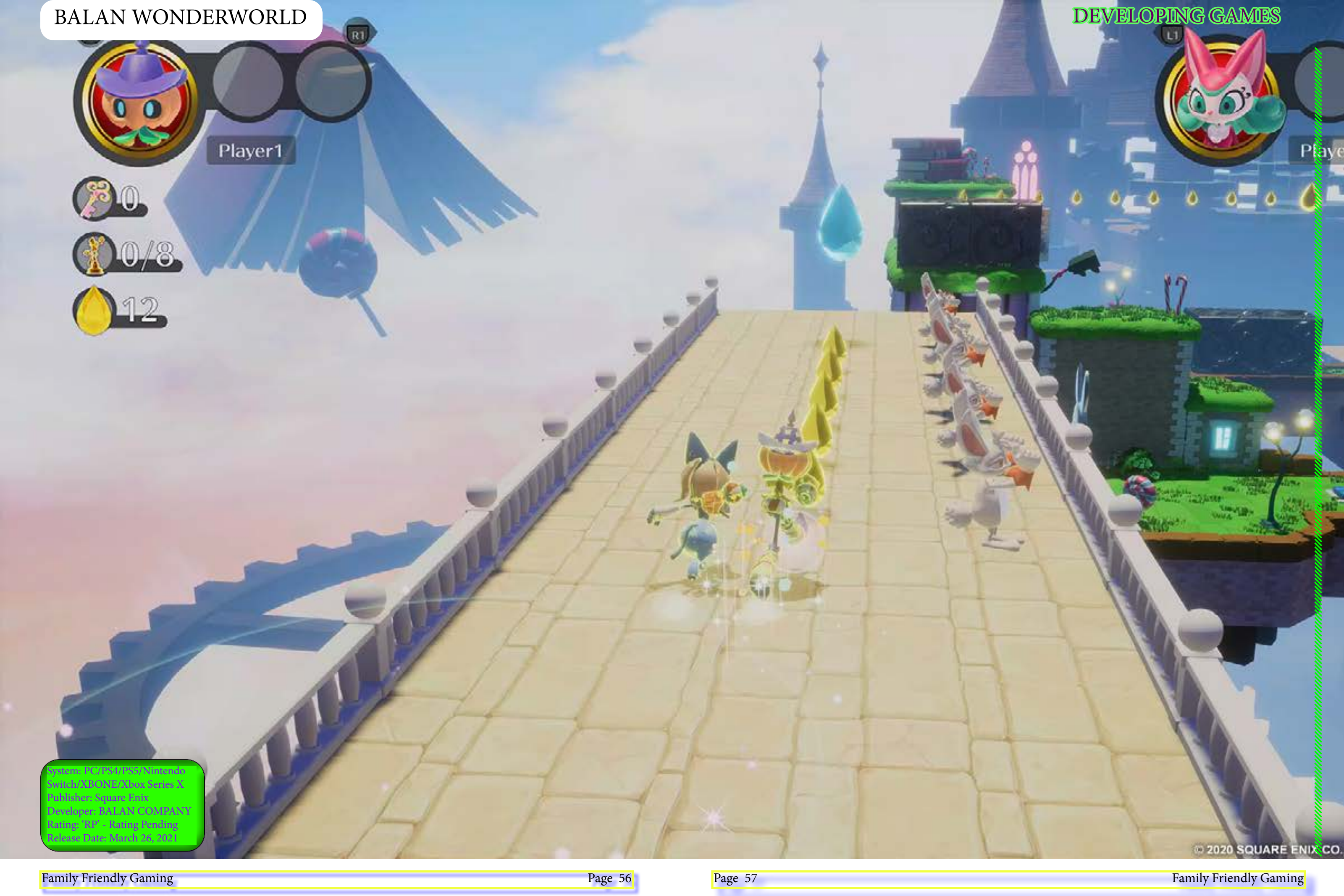


Play

0

0/8

12



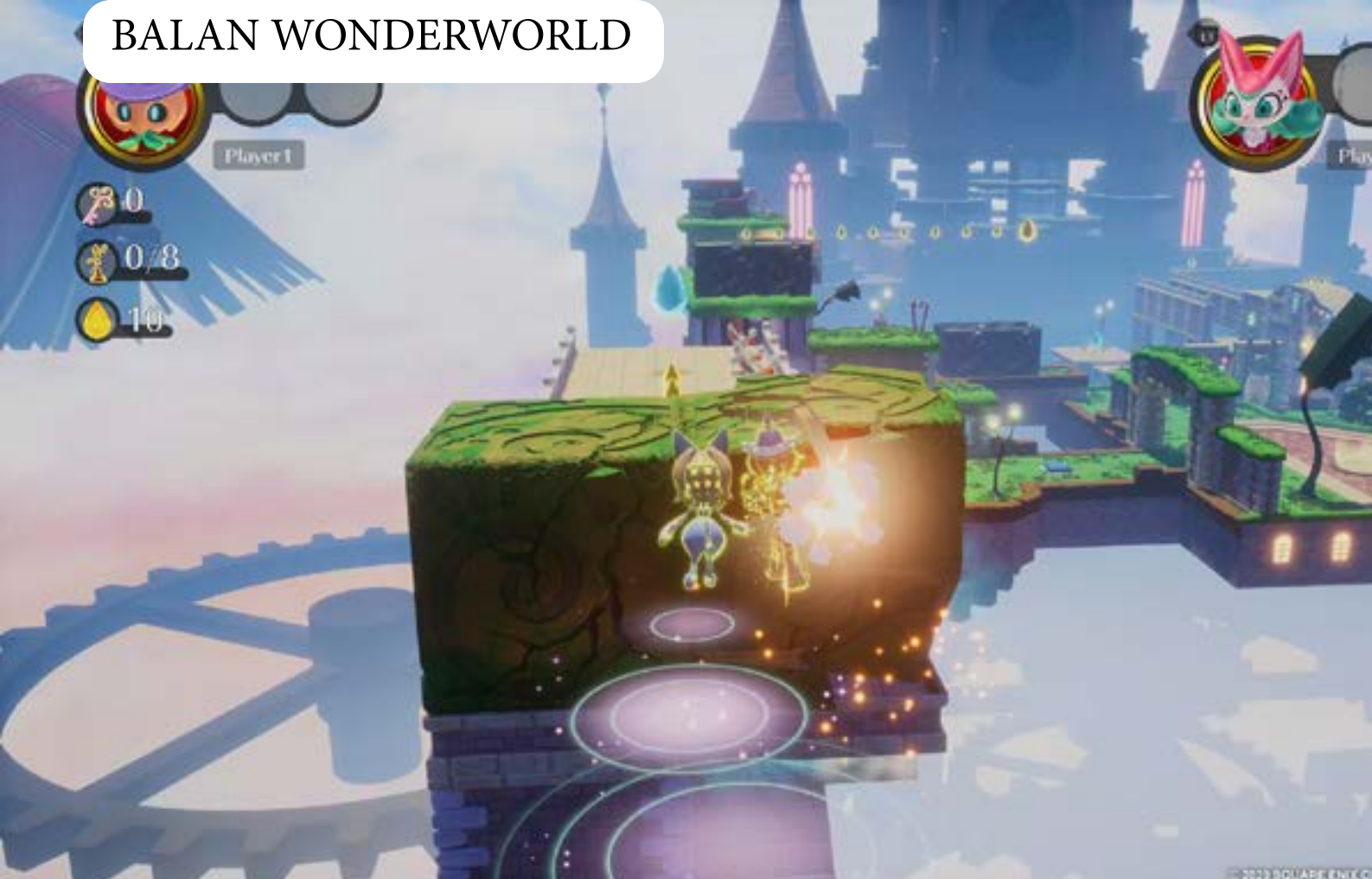
System: PC/PS4/PSS/Nintendo Switch/XBONE/Xbox Series X  
 Publisher: Square Enix  
 Developer: BALAN COMPANY  
 Rating: 'RP' - Rating Pending  
 Release Date: March 26, 2021





System: PC/PS4/PS5/Nintendo Switch/XBONE/Xbox Series X  
 Publisher: Square Enix  
 Developer: BALAN COMPANY  
 Rating: 'RP' - Rating Pending  
 Release Date: March 26, 2021





System: PC/PS4/PS5/Nintendo Switch/XBONE/Xbox Series X  
 Publisher: Square Enix  
 Developer: BALAN COMPANY  
 Rating: 'RP' - Rating Pending  
 Release Date: March 26, 2021





System: PC/Xbox One  
Publisher: Thunderful Publishing  
Developer: Thunderful Development  
Rating: 'E10+' - Everyone TEN and OLDER ONLY  
Release Date: September 2021





System: PC/Xbox One  
Publisher: Thunderful Publishing  
Developer: Thunderful Development  
Rating: 'E10+' - Everyone TEN and OLDER ONLY  
Release Date: September 2021





System: PC/Xbox One  
 Publisher: Thunderful Publishing  
 Developer: Thunderful Development  
 Rating: 'E10+' - Everyone TEN and OLDER ONLY  
 Release Date: September 2021



NOW

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PLAYING



**Product Name**  
 Williams Pinball Volume 6  
 Pikmin 3 Deluxe  
 eFootball PES 2021 SEASON UPDATE

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**ICONIC WOMEN**  
 ARSENAL CLUB EDITION  
 Release Date: 15.

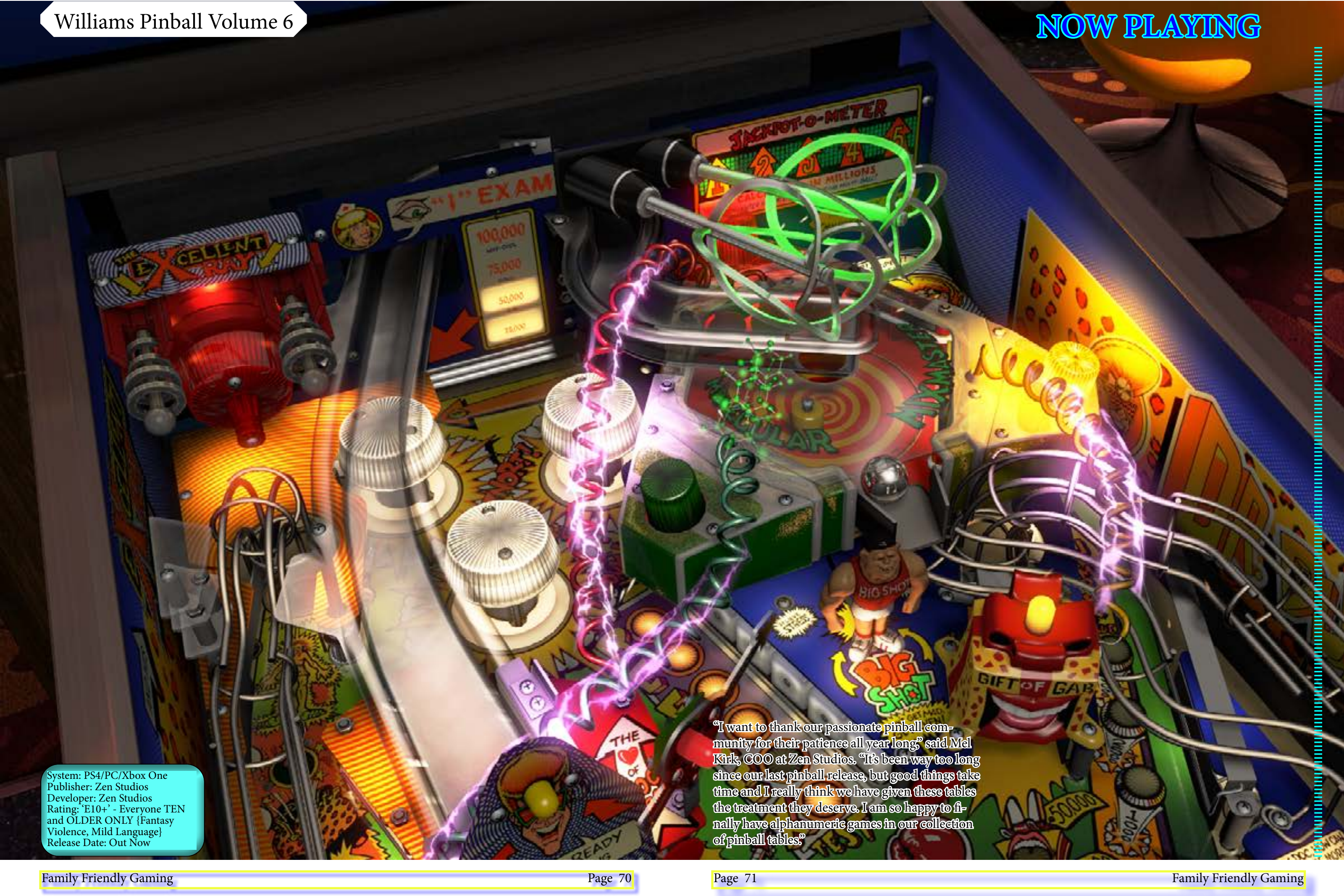
**DENNIS BERGKAMP**  
 Match: 27.02.2002

**eFootball PES 2021 SEASON UPDATE**

PS4 XBOX ONE







System: PS4/PC/Xbox One  
Publisher: Zen Studios  
Developer: Zen Studios  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Mild Language}  
Release Date: Out Now

"I want to thank our passionate pinball community for their patience all year long," said Mel Kirk, COO at Zen Studios. "It's been way too long since our last pinball release, but good things take time and I really think we have given these tables the treatment they deserve. I am so happy to finally have alphanumeric games in our collection of pinball tables."





System: PS4/PC/Xbox One  
 Publisher: Zen Studios  
 Developer: Zen Studios  
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Mild Language}  
 Release Date: Out Now





System: PS4/PC/Xbox One  
 Publisher: Zen Studios  
 Developer: Zen Studios  
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Mild Language}  
 Release Date: Out Now







System: Nintendo Switch  
Publisher: Nintendo  
Developer: Nintendo  
Rating: E10+ for Everyone TEN  
and OLDER ONLY (Mild Cartoon  
Violence)  
Release Date: Out Now





System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Nintendo  
 Rating: E10+ for Everyone TEN and OLDER ONLY (Mild Cartoon Violence)  
 Release Date: Out Now

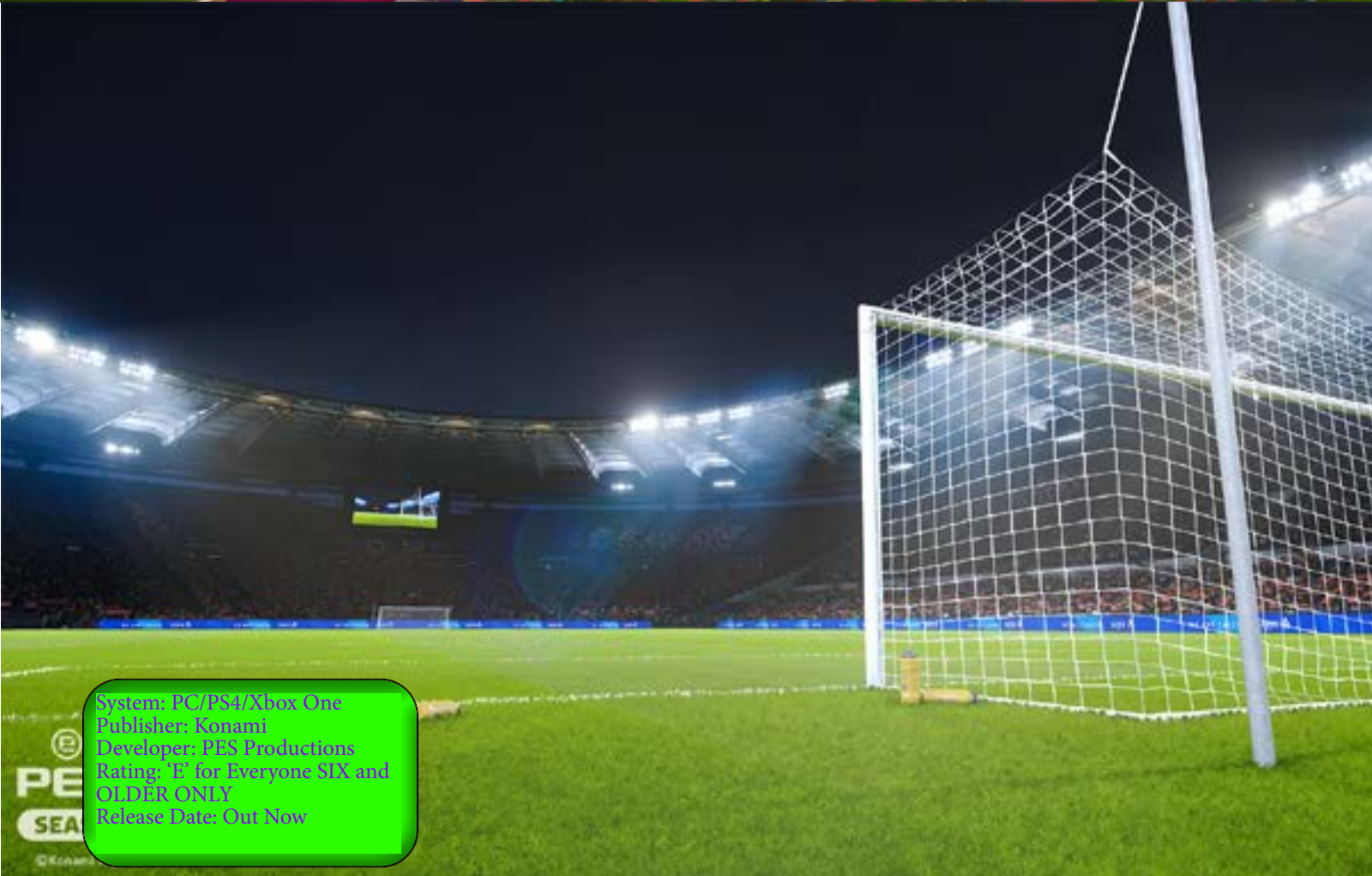






System: PC/PS4/Xbox One  
Publisher: Konami  
Developer: PES Productions  
Rating: E for Everyone SIX and OLDER ONLY  
Release Date: Out Now





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





# Last Minute

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### Page(s)

My Universe Fashion Boutique  
 Space Crew  
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# Tidbits



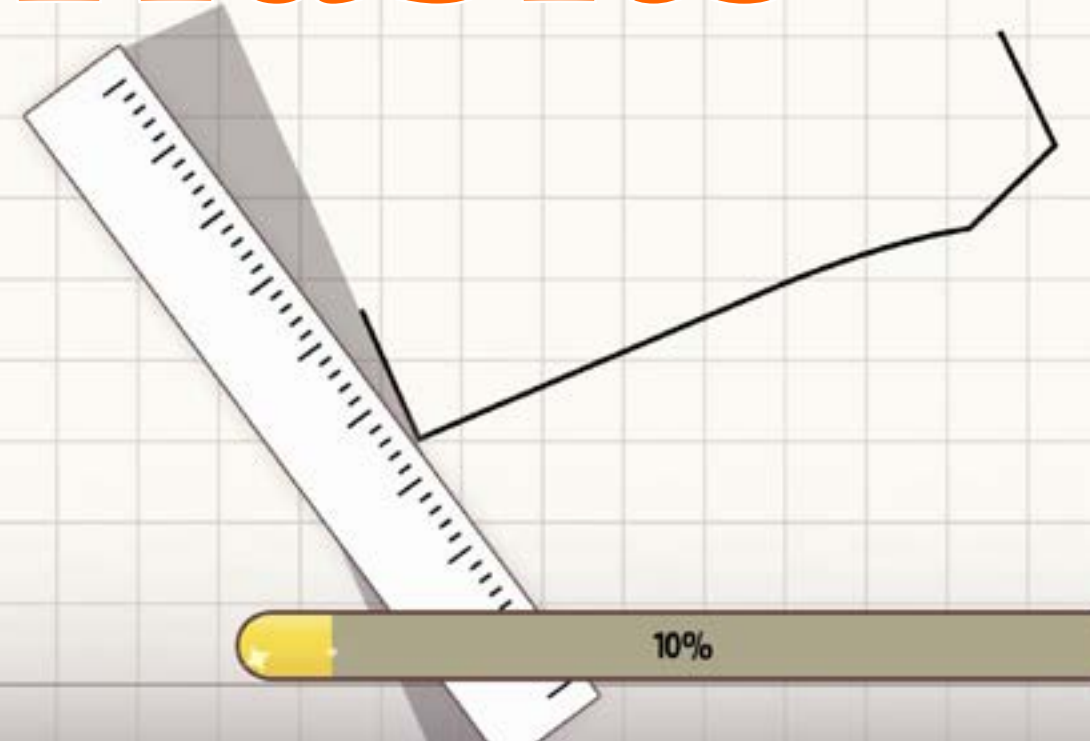
Ruler



Parrot



Curved







System: Nintendo Switch/PS4/  
PC  
Publisher: Microïds  
Developer: Black Sheep Studio  
Rating: 'E' - Everyone SIX and  
OLDER ONLY  
Release Date: Out Now

Welcome your customers and give them advice as they will need your help to find the perfect outfit. By designing the collections of your dreams, your clients will have plenty to choose from. Win your customers' loyalty and turn your showroom into an unmissable fashion hub!

Create your clothes from scratch through several fun mini-games in which you will have to choose the type of clothes, patterns, shapes and fabric you wish to use. Thousands of possibilities are available so don't be shy and get creative!





# Nathan's order



Jackets



Horizontal stripes



Orange



# Fabrics



Silk

Quantity : 79



Lace

Quantity : 80



Wool

Quantity : 79



Nylon

Quantity : 80



Back



Choose

System: Nintendo Switch/PS4/PC  
Publisher: Microïds  
Developer: Black Sheep Studio  
Rating: 'E' - Everyone SIX and OLDER ONLY  
Release Date: Out Now





System: Nintendo Switch/PS4/PC  
 Publisher: Microids  
 Developer: Black Sheep Studio  
 Rating: 'E' - Everyone SIX and OLDER ONLY  
 Release Date: Out Now



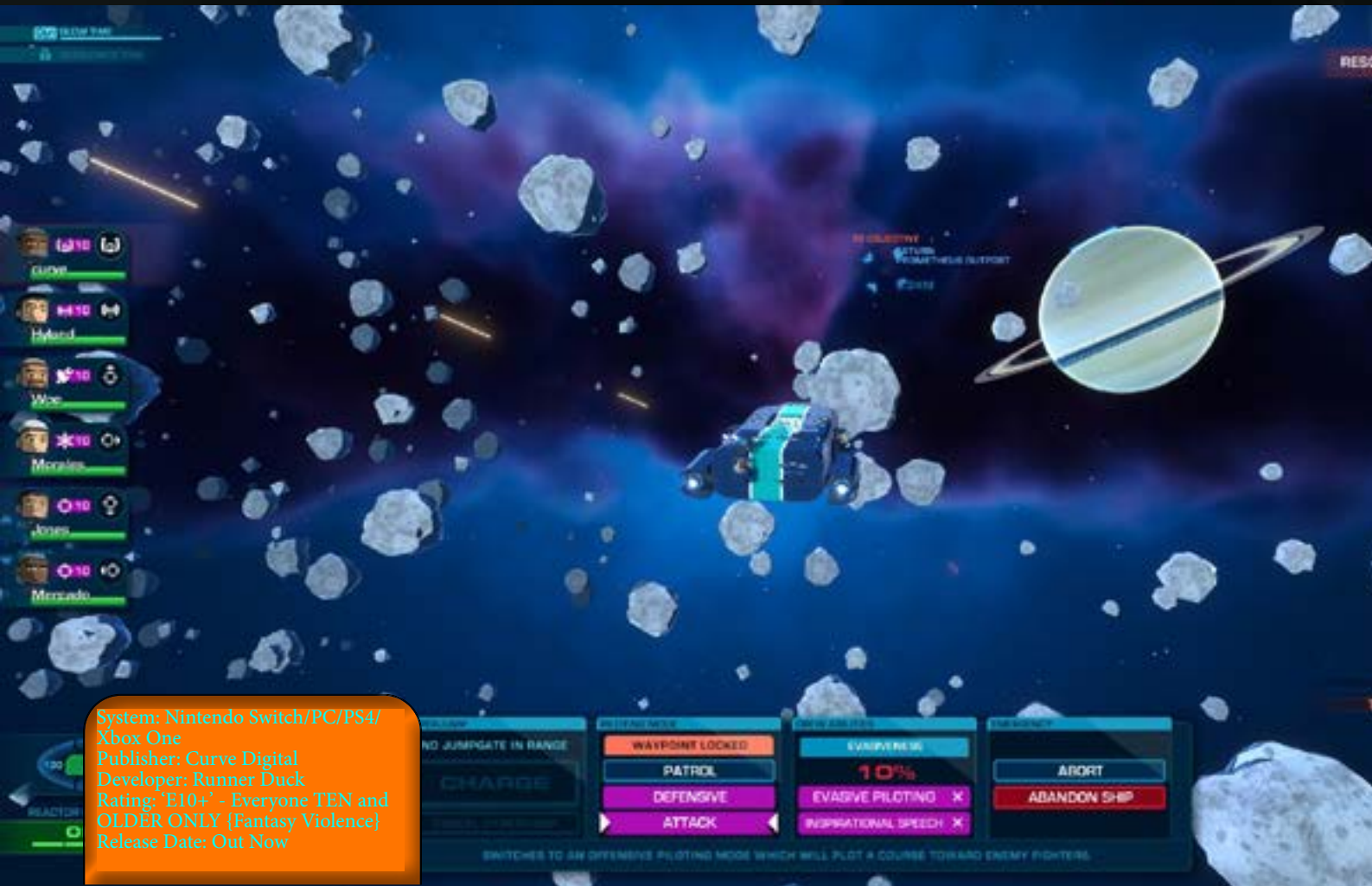




OBJECTIVE  
SATURN PROM

System: Nintendo Switch/PC/PS4/  
Xbox One  
Publisher: Curve Digital  
Developer: Runner Duck  
Rating: E10+ - Everyone TEN and  
OLDER ONLY [Fantasy Violence]  
Release Date: Out Now





System: Nintendo Switch/PC/PS4/  
Xbox One  
Publisher: Curve Digital  
Developer: Runner Duck  
Rating: 'E10+' - Everyone TEN and  
OLDER ONLY [Fantasy Violence]  
Release Date: Out Now





System: Nintendo Switch/PS4  
Publisher: ININ Games  
Developer: Taito  
Rating: 'E' - Everyone TEN and OLDER ONLY (Mild Fantasy Violence)  
Release Date: Out Now

**DARIUS**  
TWIN





System: Nintendo Switch/PS4  
 Publisher: ININ Games  
 Developer: Taito  
 Rating: 'E' - Everyone TEN and OLDER ONLY (Mild Fantasy Violence)  
 Release Date: Out Now



# FAST & FURIOUS CROSSROADS



System: PC/PS4/Xbox One  
Publisher: Bandai Namco  
Developer: Slightly Mad Studios  
Rating: T - THIRTEEN and  
OLDER ONLY (Language, Mild  
Suggestive Themes, Violence)  
Release Date: Out Now





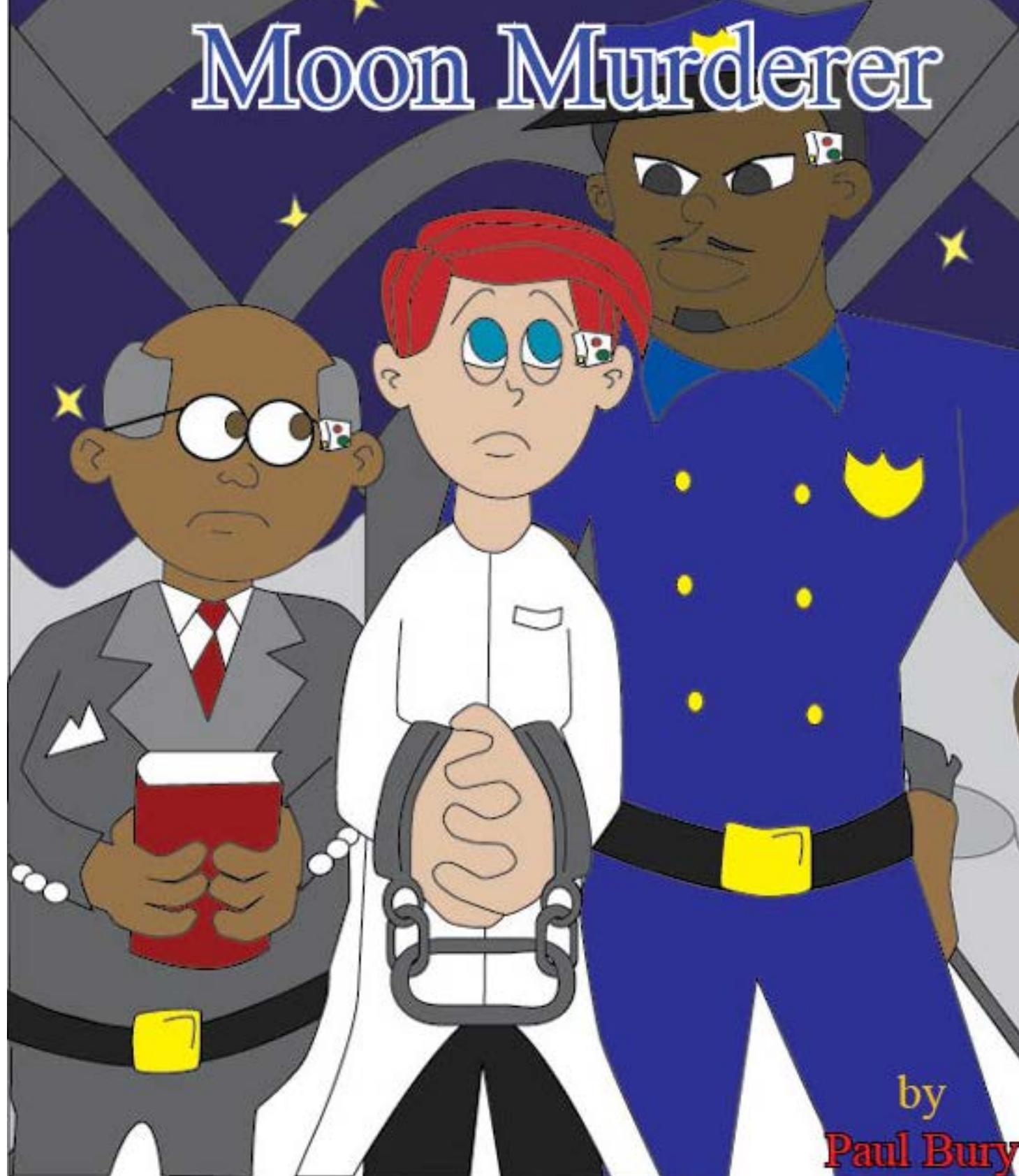
**FAST & FURIOUS**  
CROSSROADS



System: PC/PS4/Xbox One  
Publisher: Bandai Namco  
Developer: Slightly Mad Studios  
Rating: T - THIRTEEN and  
OLDER ONLY (Language, Mild  
Suggestive Themes, Violence)  
Release Date: Out Now



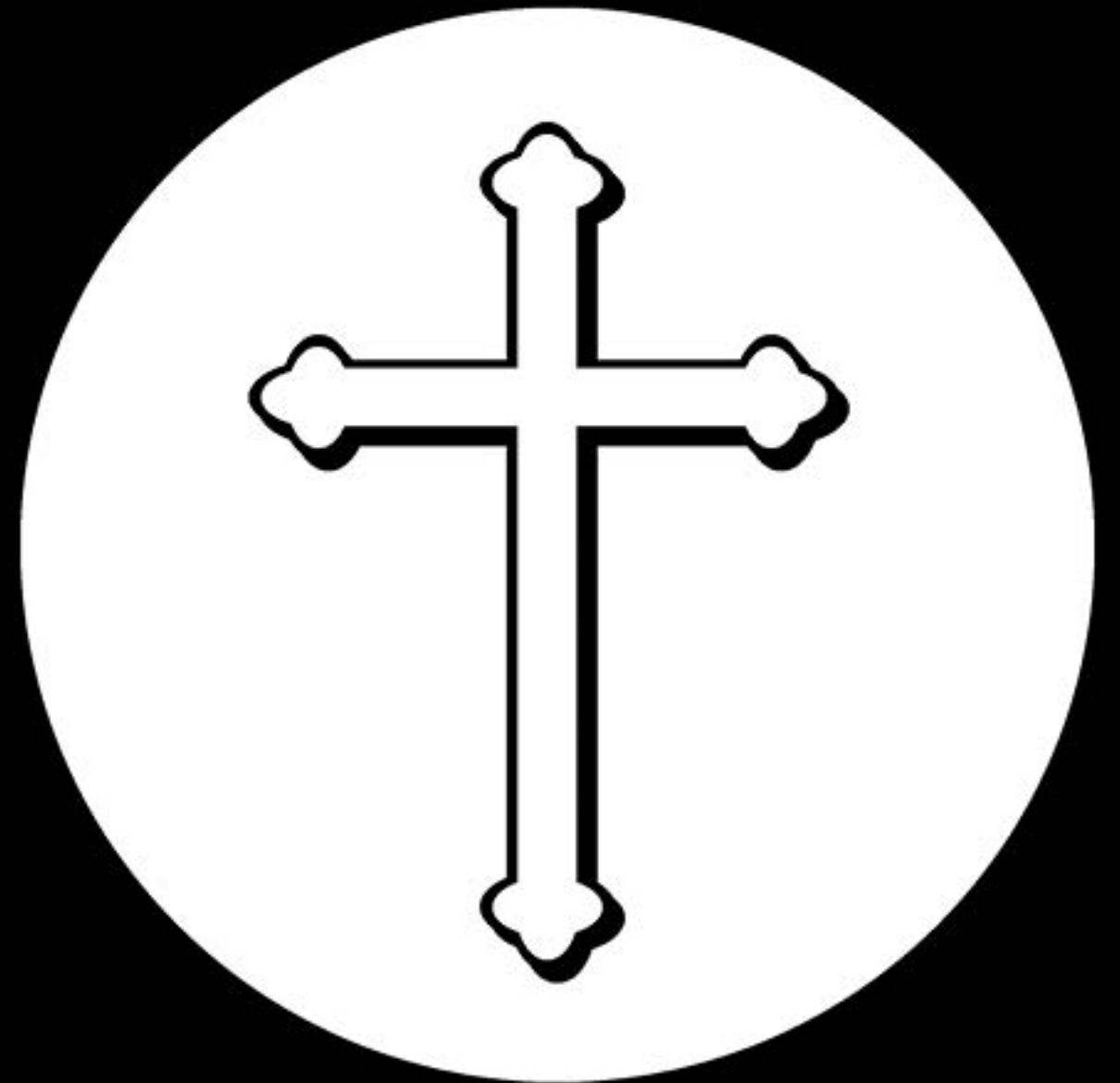
# Future Glimpses Moon Murderer



by  
**Paul Bury**

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FUTURE GLIMPSES  
FREE AT LAST



BY  
**PAUL BURY**

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THE VOICE OF THE  
FAMILY IN GAMING

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## Devotional January

BY

PAUL BURY

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