



FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

TM

LEGO Star Wars
The Skywalker
Saga, Grounded,
and more this is-
sue.

Trackma-
nia is coming
back for families
to enjoy!

ISSUE #164

March 2021

CONTENTS

March
2021

164

Links:

[Home Page](#)



Section	Page(s)
Editor's Desk	4
Female Side	5
Comics	7
Sound Off	8 - 10
Look Back	12
Quiz	13
Devotional	14
In The News	16 - 23
We Would Play That!	24
Reviews	25 - 37
Sports	38 - 41
Developing Games	42 - 67
Now Playing	68 - 83
Last Minute Tidbits	84 - 106



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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.

Moving Forward

I am writing this article near the end of January of 2021. Thus far 2021 has been a continuation of 2020 in terms of the Chinese COVID-19 virus. Things have gotten worse with Joe Biden taking over the presidency in the United States of America. He claims to want unity and enacts extremely radical far leftist policies that are highly divisive and failed in the past. Trust in elections is extremely low as half of America feel there was targeted voter fraud to sway the election. Hope in the future is dropping as the swamp of corruption reigns supreme in Washington DC. There is so much disgust, anger, despair thanks to lock downs depressing so many people.

These are definitely dark times in America. Our hope comes from God. It does not come from mere mortals trying to enact failed policies from the past. Human redefiners do not control us here at Family Friendly Gaming. We continue to stand for truth, justice, and the American way. We stand against lies, discrimination, and redefinitions. The Isrealites had evil leaders that made a mess of things. The people humbled themselves, turned from their evil ways, and God saved them. We need to do the same thing. I pray for President Biden that he will turn to God and obey Him. I pray Joe Biden will turn from his evil ways/hateful rhetoric, open his heart, and be a Godly leader. The Holy Spirit can change the hearts of the most wicked people. Look at what happened with Saul becoming Paul. With man it is not possible. With God all things are possible. Even if Joe Biden hardens his heart and continues to disobey God we will eventually get past him and then fix all of the problems he is creating.

The politically weaponized IRS attacked Family Friendly Gaming during the Obama years. We hope and pray they do not try that tactic yet again. If they do we are ready to stand up for what is right, legal, and within the US Constitution. We won that fight last time, and believe the same result would happen in the future. Ultimately the corrupt government wasted money attacking Family Friendly Gaming. We also were given all kinds of material to educate the public to the atrocities that happen under Demo-

crat leadership.

We added manga reviews here at Family Friendly Gaming already in 2021. There are plenty of other plans we would like to get to this year. We will see what plans we can enact based on revenue and time availability. Twitch and YouTube streaming has been amazing already in 2021. Sponsored videos and sponsored news stories continue to grow. We passed 9.4 million readers last year. Thank you for supporting us in so many amazing ways. We appreciated each and every one of ya'll.

God bless,
Paul Bury



Vaccinations

I found it interesting that President Biden's plan for vaccination rollout in his first 100 days is actually half of what President Trump did. So the pace dropped by 50%. Some of the states have shown their complete, total, and utter incompetence in terms of distributing the vaccinations. I hope by the time this issue is published I will have received my vaccination. Paul and the boys may have to wait longer than me since they are getting to work and school from home. They all are interested in getting it. We are not anti-vaccers and we do not believe chips are being put in the vaccinations. If you want to believe that you are more than welcome to since this is a free country and you have freedom of speech to express yourself.

The whole vaccination conversation got me thinking. What do you do to vaccination your heart and mind? Have you ever considered all of the evil things that can enter the brain and influence your heart? Don't believe me? Go to Twitter and see how much ugliness there is. Reddit is another haven of haters. Those two websites are just a couple of examples of evil, venomous, bile that you can let into your brain that will influence your heart. There is a computer acronym you may have heard - GIGO. That stands for Garbage in Garbage Out. If you let a lot of garbage into your brain through your eyes and ears then you will regurgitate a lot of garbage. After all it is all you know. So how do you vaccinate yourself from that kind of disease?

Movies, television shows, and video games can also influence us by teaching us things. The video game developers, producers, writers, and publishers all admit they are trying to use entertainment to change your mind on specific topics. Do you let them? Are you a puppet or a sheep that gives them all authority to tell you what to think, how to vote, and what opinion to have on hot button topics? Do you vaccinate yourself from those things? Do your submerge yourself in entertainment and accept whatever they tell you think, see, feel, and do?

Family Friendly Gaming has long stood for thinking for yourself. Do not take our word for it. Do not take our opin-

ions on it. Find the answers yourself. Do the research yourself. We have no problem with anyone who disagrees with us honestly, and genuinely on any topic. We do have a problem when someone repeats the lies from the liberal media, entertainment, video games, television shows, and any other entertainment.

I believe the vaccination for these things come from the Holy Bible. The more I read the Word of God the more I am centered on what is right, true, and just. I am given the answers to these important questions.

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

Ellie Robinson • 14 hours ago
 we love u from england <3
 REPLY 0 replies 1 like

Jazmaine Hinton • 1 day ago
 paul iam coming to the .live stream
 REPLY 0 replies 1 like

Chef Pee Pee • 2 days ago
 Good luck in 2021!
 REPLY 0 replies 1 like

Paul J. Hawron and 2 others followed you

Lauren Roberts liked Family Friendly Gaming.
 14 hours ago

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

14 DVD ROM titles
\$10.99 each

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

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

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

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

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

For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

SOUND OFF



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



Sort by Date

Hello there,

I was wondering if there is a way to easily find the latest reviews on the site (by date), for some I can't seem to understand the logic though I am likely simply being blind-

Thank you in advance.
Regards,
Christian

{Paul}: Christian,

That is an excellent question and related to a project we have had on the books for a few years.

The What's new link in the header brings up this page:

[Family Friendly Gaming Site Updates listing](#)

That shows all the website updates, and if you searched on "Review for" you would find the most recent reviews. The Reviews page and the home page have the most current reviews. After that it drops off. We have the review dates in the Alphabetical section:

[Family Friendly Gaming Review Listing Alphabetical](#)

No way at this time to sort.

We have a project to bring the Excel spreadsheets we have with

lots of data (developer, publisher, date, link, systems, etc.) that we plan on getting into a database and improving the search functionality. We could upload that file to the server, but would then need to remember to update it to keep it current.

You have given us something to think about thank you. :)

Social Media Sites

What happened to Facebook and Twitter for Family Friendly Gaming? They used to be on the top of the page and I don't see them anymore. There is Parler and Gab there instead. Parler is broken BTW in case you were not aware of that. What hap-

pened with all of that?

-Barb

{Paul}: Barb,

Thank you so much for such an awesome question that gives us the platform to speak on. As you probably heard Big Tech has been toxic and hateful attacking conservatives, and Christians. They have promoted a false narrative and have shown themselves as yet another arm of the Democrat party. President Trump and other intelligent and diverse voices have been silenced from platforms. Our knee jerk reaction was to close our Twitter and Facebook accounts. I took time to pray about it, and talk with others in the Christian gaming community. A big shout out to Cheryl Gress over at Christ Centered Gamer for reminding me we are a light in a dark world. Until we get banned from those social media sites we will continue to shine our light for Christ there. At the same time I did not want to promote Twitter and Facebook on our site in that fashion. So we replaced them with Parler and Gab. Then Amazon decided to break their contract with Parler and shut them down following again - lies

and a false narrative by radicals on the far left trying to cancel culture and destroy anything and anyone they disagree with. President Trump was on Parler calling for peace, and that did not fit with their false narrative and lies.

It is my hope and prayer that Parler will be back soon. I like it better than Facebook and Twitter combined personally. They allow more free speech. As a disabled war veteran who has pain every single day of his life I paid the price for all of us to have freedom of speech. Even speech I disagree with. Even speech I find repulsive. There are toxic haters spewing lies about Family Friendly Gaming on the Internet. They have freedom of

speech to do that. We are not doing anything to stop them on their own sites. We live and let live, and hope someday they learn from our honest, true, honorable, just, and adult example.

We decided as all this was happening it was a good time to update our Fun page. There is now a section for social media. Please go to this link for that page -

<http://www.familyfriendlygaming.com/Fun.html>

That page can also be found in the left column on most of our pages in the Sections area. The links to Facebook and Twitter can be found there. We did not get rid of them, we just moved



SOUND OFF Continued

them to a less visible locale. You are welcome to follow us on those social media outlets to be informed of when we post things there. We normally just post website updates, and when we are streaming. We are trying out Rumble as well and thus far are very impressed with it.

I want to address another issue related to Facebook. We thought we were posting to Facebook for the last six months only to find out we weren't. Facebook broke things back in September of 2020. They did not inform us. The issues were reported multiple times with screen shots and information. Facebook never responded once. We did our own research and made changes. We don't know what is wrong with Facebook or why they are not being helpful at all. I am beyond irritated with them. They change things, break things, and fail at communications. We are still having problems with Facebook. I am not a fan of that site in any way, shape, or means.

Video Game Lies

Thank you for writing the Video Game Lies book. I just finished reading it, and my eyes have been opened. I used to say many

of the lies to friends and family. You opened my eyes to the pure stupidity I was saying. I now have the facts and philosophy to educate my friends and

fellow gamers. In fact I already shocked a few of them with some of the questions from your book. They did not have answers for what you wrote.

Your book Video Game Lies is an unifying force in this separatists and divisive world. Thank you for writing a book that can bring all of us together in love and logic. Keep up the amazing work. As one gamer to another I am grateful to you, and give you mad props.
- Brian



{Paul}: Brian,

Thank you so much for your amazing words of encouragement. They mean a lot to me, and warms my heart in the cold winter. I appreciate every single person I have reached with my books. That was the first book I ever wrote and it is already in its third edition. I am so glad you and your friends have open minds to new concepts.

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

Me and My House

As America is treading through dark times one phrase sticks with me. Call me stubborn, or a fundamentalist all you want. It comes down to one important choice. That choice is obey God or disobey God. **Joshua 24:14-15** *“Now fear the Lord and serve him with all faithfulness. Throw away the gods your ancestors worshiped beyond the Euphrates River and in Egypt, and serve the Lord. 15 But if serving the Lord seems undesirable to you, then choose for yourselves this day whom you will serve, whether the gods your ancestors served beyond the Euphrates, or the gods of the Amorites, in whose land you are living. But as for me and my household, we will serve the Lord.”* The end of that passage is what sticks in my brain over and over again. *“As for me and my household, we will serve the Lord.”* How powerful is that? This is how I feel as I hear

leaders in America demanding everyone follow them in open rebellion against God. We obey God over man every single day of the week. If that means Satan’s minions attack us for staying true, genuine and honest then so be it. Their lies and fiery darts are stopped by the armor of God.

Remember that God is holy, just, and jealous. **Joshua 24:19-20** *Joshua said to the people, “You are not able to serve the Lord. He is a holy God; he is a jealous God. He will not forgive your rebellion and your sins. 20 If you forsake the Lord and serve foreign gods, he will turn and bring disaster on you and make an end of you, after he has been good to you.”* Why would anyone invite that disaster on our world, society and country? Don’t they have any fear of the Lord? Are they so arrogant that they think they can win? Or are they so blinded by their hatred that they want to bring as many people as possible to hell with them? It is obvious to me they are

spreading their own misery on others.

The Isrealites chose their path. **Joshua 24:22** *Then Joshua said, “You are witnesses against yourselves that you have chosen to serve the Lord.”*

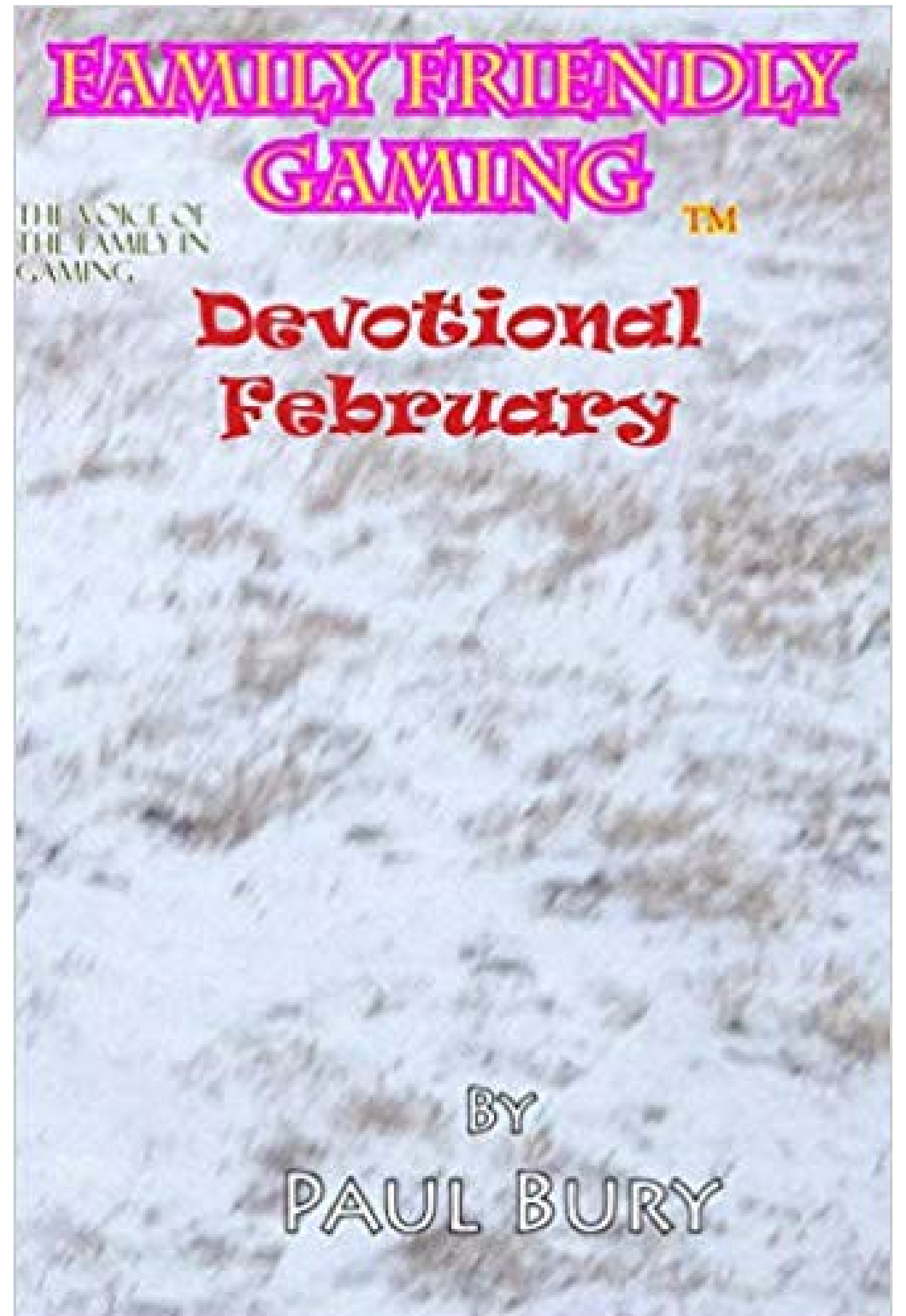
“Yes, we are witnesses,” they replied. Which choice will you make? Will you choose obedience or will you choose rebellion? We choose obedience knowing it is the harder path.

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

CONTENTS

Story

Page(s)

Space Otter Charlie Coming in 2021	16 - 17
Kao the Kangaroo receives Epic MegaGrant	18
Professional Farmer Cattle and Crops Updates	19
The Legend of Heroes Trails of Cold Steel IV Switch Release Date	20
Skystone Games Announces Boundary and The Last Friend	21 - 23
Aura Kingdom Updates	22
New Pokemon Snap Announced	23

Space Otter Charlie Coming in 2021

Wayward Distractions has partnered with The Quantum Astrophysicists Guild to release the zero-g puzzle-platformer Space Otter Charlie in 2021. Wayward Distractions is made up of former Popcap Studios team members. Ed Allard, formerly the worldwide studio head at PopCap is the brain behind Space Otter Charlie. He's working alongside Matt Holmberg, Isaac Aubrey, and Jeff Weinstein on Space Otter Charlie, in development with a release scheduled for early 2021.

The Space Otter Charlie development team is a group of familiar faces from the glory days of PopCap. Joining former global studio head of PopCap Ed Allard, we have Jeff Weinstein (AstroPop, Bookworm Adventures, Zuma's Revenge) on code, Matt Holmberg (PvZ, Peggle 2, Feeding Frenzy, Magi Nation) on pixels, and Isaac Aubrey (Space Tyrant, Forza, Bejeweled Blitz, Motor City Online) on level design. It's a tiny team working on something that's otter this world!

Here's what Studio Head Ed Allard of Wayward Distractions had to say about creating Space Otter Charlie:

"While I was playing around with zero-g prototypes, the fluid motion reminded me of Feeding Frenzy, which was the first game I created like a hundred years ago. I'm not the first person to realize this connection - NASA

trains astronauts for spacewalks under water. I started thinking that sea creatures could probably adapt more quickly to the strangeness of Zero-G than humans could. Blend that realization with a zero-g game prototype and a long time love of sea otters, and you've got Space Otter Charlie."

Unique Features

- Use all your abilities to pull off trick shots and take on enemies
- Channel your inner otter to "swim" through zero gravity, jetpack through

dangerous new areas

- Enjoy local multiplayer modes with up to 3 friends
- Craft new weapons, upgrades and wacky space-suits to help you tackle puzzles and enemies
- Learn more about your furry friends with fun facts as you explore.



Kao the Kangaroo receives Epic MegaGrant

Tate Multimedia is very happy to announce that our upcoming title, Kao the Kangaroo was awarded with Epic MegaGrant. Thanks to Epic Games and Unreal Engine we are even more excited and motivated to work on our 3D platforming experience starring our pride - Kao the Kangaroo.

The development process, although sometimes tricky, is going smoothly and our team is eager to deliver the best vision of the game. Our community - one of the most engaged communities out there - also has a lot to say, giving us valuable feedback and taking an active part in the Kao the Kangaroo development.

Kao the Kangaroo is a 20 year old franchise. In November 2020 we were celebrating the round anniversary of Kao.

About the Game:

Kao the Kangaroo is back! The bravest kangaroo is ready to pick up his boxing gloves and K.O. his way through this epic journey.

This time the Kao has to find his missing sister and solve the mystery of what happened to his long-gone father. He will need to travel the world and confront the famous fighting masters, who are influenced by the mysterious, dark power. On the course of his journey, Kao will learn under the guidance of his master - Walt, how to become not only an awesome fighter but also a clever one who uses his head as much as his fists. Although he will need to fight lots of enemies along his way, he will also make new and strengthen old friendships. Finally, he will need to face his ultimate opponent - the mysterious Eter-

nal Warrior, whose ambitions are a threat to the world balance. Will he succeed?

Key Features:

- Challenging combat
- Platforming at its finest
- Touching story
- Powerful gloves
- Mean bosses
- Dark powers

More is yet to come - let us be mysterious for a while ;)

A little bit of Kao's history:

Kao the Kangaroo is considered as a part of Poland's national gaming heritage. The first game - Kao the Kangaroo celebrates its 20th anniversary! This colorful 3D platformer gave a lot of joyful childhood memories to many people around the world. The sequel Kao the Kangaroo: Round 2 was in Top 10 for 12 months in Polish retail stores. The game series sold in over 700 000 retail units worldwide up to date. The whole series includes:

Kao the Kangaroo (2000) - Dreamcast, PC (Retail - Worldwide)

Kao the Kangaroo: Round 2 (2005) - PS2, Xbox, Gamecube, PC (Retail - Worldwide)

Kao Challengers (2005) PSP extension

Kao the Kangaroo: Mystery of the Volcano (December 2005) - PC (Retail - Europe)

Early 2019, the community started an initiative marked by #BringKaoBack to support and bring their favorite character. Back on June 1st, 2019 - as a gift for the community we launched Kao the Kangaroo: Round 2 on Steam for free - within 24 it was downloaded by over 750 000 players! And now almost 2 million played the game.



Professional Farmer Cattle and Crops Updates

Professional Farmer: Cattle and Crops is updated to version 1.1. - The Christmas Update! This update will bring several additions and improvements along with bug fixes to you. New machines, new tires (deformable under load) and new dirt textures are included - and much more!

Professional Farmer: Cattle and Crops takes you out into the countryside and impresses with its depth and attention to detail! Experience how exciting the profession of a farmer can be. Work your fields with original machines or coordinate these tasks with your workers.

Are you ready for the new generation of farming simulators?

Professional Farmer: Cattle and Crops takes you out into the countryside and impresses with its depth and attention to detail! Experience how exciting being a farmer can be. Work your fields with original machines or coordinate these tasks with your workers. Bringing in the harvest, caring for animals, and getting the cycle of food production going are hard, but also satisfying tasks of a farmer. Follow your vocation as a farmer with all the challenging and beautiful aspects modern farming has to offer: detailed machinery; authentic sowing; fertilizing and harvetsting; livestock management; and realistic weather and nature conditions.

Professional Farmer: Cattle and Crops is the ultimate farming simulation with a unique and unrivaled level of detail.

Detailed machines with realistic vehicle physics and many functions.

In The News Continued

The Legend of Heroes Trails of Cold Steel IV Switch Release Date

In a world ablaze with war, heroes must unite! The Legend of Heroes: Trails of Cold Steel IV for Nintendo Switch™ will release on April 9, 2021 for North America and Europe, and April 16, 2021 for Oceania! The PC release date will be announced at a later time. Trails of Cold Steel IV is already available to play on PlayStation®4.

The long awaited finale to the epic engulfing a continent comes to a head in the final chapter of the Trails of Cold Steel saga!

The Erebonian Empire is on the brink of all out war! Taking place shortly after the ending of Trails of Cold Steel III, the heroes of Class VII find themselves against the full force of the Empire in an attempt to stop its path of total domination. Further, the hero of the Erebonian Civil War and Class VII's instructor, Rean Schwarzer, has gone missing. Now, the students of Class VII, old and new, must unite with heroes from all over the continent to create the only chance the world has to be spared from total destruction.

The Ultimate Class Reunion – Boasting the largest roster in series history, heroes from all over seek to join the cause! The heroes of Class VII unite with Crossbell's Special Support Section and even the heroes of Liberl.



Battle Most Refined – New and returning systems join the already polished combat of The Legend of Heroes series, including the ability to summon giant mechs to the field for devastating attacks, engage in Auto Battle for more expedient combat, and utilize Lost Arts, the most powerful Orbal magic capable of turning the tide of battle.

Pursuits of the War Weary – In between epic battles, catch a breather with a number of mini-games including returning favorites like Vantage Master, and fishing and puzzle games, as well as all-new pursuits like Poker, Blackjack, and the Horror Coaster.

In The News Continued

Skystone Games Announces Boundary and The Last Friend

Brevik, announces two additional titles to its 2021 publishing lineup: Surgical Scalpels' gravity-defying shooter Boundary, and Stonebot Studios' light-hearted doggo-loving action game The Last Friend. Both titles join Undying, Spacelines from the Far Out, and Underworld Dreams to round out a stellar and diverse lineup from studios across the world. All five games will be launching on both PC and console in the 2021 calendar year, with Boundary launching this Summer and The Last Friend launching in the Spring.

In just six months' time, Skystone Games has built a strong and diverse game portfolio of five games with more to follow. The addition of the highly-anticipated Boundary to their launch lineup gives Skystone one of 2021's most anticipated games in a global market. They are actively courting new studios and games to publish, and developers can pitch their projects at the Skystone Games website.

Skystone aims to redefine the industry by aggressively scouting under the radar opportunities in emerging markets and providing developers with a full launchpad of services/mentorship, empowering developers to



focus on the games they are building. Galaxy Interactive led the round via its Galaxy EOS VC Fund, a partnership with EOSIO blockchain software publisher, Block. one. Drawn to Bill Wang and David Brevik's desire to help studios of all sizes find success in the games industry, and their focus on emerging and otherwise hard to reach markets, Galaxy Interactive is providing the investment Skystone Games needs to bring exciting new ideas to a crowded market in 2021.

Industry veterans Bill Wang and David Brevik founded Skystone Games on the principle that talent is paramount, and that great gaming experiences can come from anywhere in the world. The company plans to build a diverse and robust portfolio by providing hands-on development support to the teams, leveraging all the best practices learned through decades of industry success. Skystone joins Huya in a strategic partnership to publish Boundary; Huya will publish the game in the Greater China region, while Skystone takes on publishing in the rest of the global market.

"It is our goal that Skystone Games will become a premiere developer-first publishing studio for many years to come," said CEO Bill Wang. "We believe in the independence, ingenuity, and passion of today's game development studios, and we cannot wait to show everyone the kind of surprises we have in store for 2021 and beyond."

For background, Bill Wang served an integral role in identifying and investing in talented studios such as Runic Games, Unknown Worlds and more at Perfect World, and David Brevik is the creator of Blizzard's Diablo

In The News Continued

franchise, one of the top-selling franchises of all time, and will serve as an executive producer for the titles Skystone signs. The company stands apart from competitive third-party publishers by providing developers with a complete launchpad of services, mentorship, and expertise that enables developers to focus solely on making great games while relying on Skystone for help with PR, platform relations, product management, marketing, community management, and support.

“When Bill and David came to our team intending to provide creative guidance and global publishing services in a way that empowers developers and shares the rewards of their hard work, we were ecstatic to get involved,” said Sam Englehardt, Co-Founder and Managing Director of Galaxy Interactive. “We believe in Skystone’s vision and can’t wait to see what everyone thinks of the



games they’re making.”

About Boundary

Set in an alternate near-future timeline where the Space Force is more than a Netflix TV show, Boundary explores space combat

like never before. Taking the best of first-person shooter mechanics, adding in Zero-G movement, Surgical Scalpels creates a new visceral experience for fans of competitive shooters. Battle over the remains of space stations or solar arrays on maps that literally defy gravity.

A completely new take on the competitive FPS

An extremely flexible customization system

A sprawling collection of open-air gravity-

In The News Continued

defying maps

World-class visuals built on Unreal Engine 4

About The Last Friend

When the world goes into the apocalypse, there is nothing better than best friends as company... especially when it’s an army of loyal canine companions. The Last Friend brings in an army of super-powered dogs to help players drive back the violent mutants and gangs of the apocalypse in a fun, fast-paced hybrid of Tower Defense and Beat-Em-Up.

Tower Defense meets Brawler with a seamless blend of genres

Dogs, Dogs, and More Dogs to help fight enemies

Survive the wasteland an upgradeable roving battle station

And yes... you can pet the dogs.

Aura Kingdom Updates

In gamigo’s colorful online-RPG Aura Kingdom, players can look forward to new content and events. They can embark on a thrilling adventure in the Astral Challenge, prove their might in new dungeons or enjoy some time off with five more of their Eidolons who have been added to the Intimacy system.

Floors 51 to 55 are now accessible in the mighty Sky Tower, in which players can fight fearsome foes to discover its many secrets. The new Eidolon Story dungeon spirits players away into the fantastical story of Hebe. Heroes who complete the quest can look forward to precious rewards, including a pet and a new costume for Hebe. Veteran players who’d rather like to let lose a little, can transform into a terrifying beast in the

Monster Story dungeon Battle of Roars. For those who still haven’t had enough, the Frost Prison can now be explored in Nightmare mode, in which the dangers are as plenty as the rewards awaiting the lone adventurer, daring enough to enter its folds.

Adventurers looking for something a little less deadly, may want to participate in the Crystal Mine event or discover a new chapter in the Gaia Chronicle event. Home is where the heart is. Five additional 4-star Eidolons have been added to the Intimacy system, which enables players to not only gain experience but also unlock new interactions with their loyal companions when they reside in their houses.

No word on a physical copy version of this game on this system(s) in the US at this time. Families are required to pay for Internet usage fees to download this game.

New Pokémon Snap Announced

Become the ultimate Pokémon photographer when New Pokémon Snap launches on 30 April, exclusively on the Nintendo Switch console.

Get ready to visit the many beautiful isles of the Lental region in New Pokémon Snap. Filled with diverse ecosystems from dense jungles to vast deserts, the archipelago of the region is an untouched natural marvel, packed to the brim with Pokémon just waiting to be seen. In New Pokémon Snap, players will take on the role of a budding Pokémon photographer and work with Professor Mirror and his assistant, Rita.

The Lental region may sound intimidating at first, but don’t worry—the NEO-ONE will be on hand to keep you safe. When visiting

an island, players will be auto-driven across various paths on the island, freeing them up to focus on snapping the perfect shots.

Wild Pokémon are all around and have adapted to thrive in the various environments. They may be seen living in groups patrolling their territory, wandering serenely on their own, flying across the vast sky, or even playing with other Pokémon species. Players will be able to interact with Pokémon by throwing a fluffruit to catch their attention or watch them eat.

Professor Mirror will be on hand to evaluate and score players’ photos. Photos of Pokémon are evaluated based on the subjects’ poses, how large they appear, how directly they’re facing you, and where they fall in frame. As players take more photos and go on research expeditions, they may see Pokémon behaving in entirely new ways.

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?

As I struggled for over an hour on the final level of Crash Bandicoot 4 It's About Time something dawned on me. I want more control over difficult games. Whether that be modding the games or letting the game beat the level for me (ala some of the Mario games), I like options that allow me to progress. The video game industry should be way past practice a level for hours just to beat it. The video game industry should be inclusive enough to help struggling players. Don't get me wrong there are a few assists in Crash Bandicoot

4 It's About Time. We can take one more hit and sometimes a continuation box appears cutting how much frustrating parkour we have to complete. In that final section of the final level there was not enough to get me though. I died over two hundred times before finally giving up. Is that how video game developers and publishers want their game to be remembered? It is so frustrating and aggravating that players leave the game with a bad taste in their mouths and despise their game? Is our time so invaluable that they expect us to spend hours practicing a part to get through? Are they so rigid that we must do everything perfectly in the right succession for a lengthy period of time to progress?

I would like to see systems enforce some kind of assist for players in all games. It could be al-

lowing the player to skip the level and continue on. It could be taking infinite damage with no problems after dying so many times. I would think after one hundred deaths the game might do something helpful to ensure the player can progress. Maybe I am living in a fantasy world and having a pipe dream. The problem is the video game developers and publishers do not consider our time to be valuable. They purposely make games with loose controls and insane difficulty. They want you to spend all those hours on their product. Why? Because they want you in their game. They don't care about the bad blood they create. I beat that game I move on to the next one. I am not interested in finding every single little item in every area. Give players extra rewards for those and let those of us on time constraints the ability to finish.

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.

CONTENTS

DVD	Score	Page
Doom Patrol The Complete First Season	28	34
Fairy Tail Collection Three	61	35
Genesis	Score	Page
Andre Agassi Tennis	58	37
Mario Lemieux Hockey	91	36
Nintendo Switch	Score	Page
Animals for Toddlers	70	27
Bakugan Champions of Vestroia	70	33
My Hero One's Justice 2	61	32
PC	Score	Page
My Hero One's Justice 2	61	32
Nascar Heat 5	70	29
Wanderlight A Pilgrim's Adventure	90	26
PS4	Score	Page
Crash Bandicoot 4 It's About Time	70	30
My Hero One's Justice 2	61	32
Nascar Heat 5	70	29

Xbox One	Score	Page
Crash Bandicoot 4 It's About Time	70	30
My Hero One's Justice 2	61	32
Nascar Heat 5	70	29



James 1:2-4

- 2 Consider it pure joy, my brothers and sisters, whenever you face trials of many kinds,
- 3 because you know that the testing of your faith produces perseverance.
- 4 Let perseverance finish its work so that you may be mature and complete, not lacking anything.



Wanderlight A Pilgrim's Adventure

SCORE: 90

I am so pleased Family Friendly Gaming was given access to Wanderlight A Pilgrim's Adventure on the Personal Computer. Wanderlight A Pilgrim's Adventure can be played online. There are seven levels in Wanderlight A Pilgrim's Adventure with their own adventure per level. The levels are alphabetically too. We play A through G. Families can be sure Wanderlight A Pilgrim's Adventure is safe for the entire family.

Wanderlight A Pilgrim's Adventure is a Catholic non-created video game where wonderful lessons are taught. Wanderlight A Pilgrim's Adventure teaches us to pray, help others, and serve. We can pick the skin tone and tunic color in Wanderlight A Pilgrim's Adventure. Then we wait for the game to load. I was a bit concerned on the initial loading screen of Wanderlight A Pilgrim's Adventure.

We go on a pilgrimage



in Wanderlight A Pilgrim's Adventure. The music is fantastic in Wanderlight A Pilgrim's Adventure and the graphics are a bit on the small side. Graphically Wanderlight A Pilgrim's Adventure looks a bit better and definitely animates better than the Scribblenauts franchise. Graphically Wanderlight A Pilgrim's Adventure reminds me of the Scribblenauts games. There are all kinds of



choices to make in Wanderlight A Pilgrim's Adventure. As we make the right choices our light gets brighter. The map of the screen is in the tablet and not the backpack. I so wanted to find the map in the backpack. Wanderlight A Pilgrim's Adventure will even teach players how to pray. That was one of the coolest things in Wanderlight A Pilgrim's Adventure in my opinion.

The areas in Wanderlight A Pilgrim's Adventure are pretty big with all kinds of characters. The length of the levels is definitely worth the price of admission in my opinion. There are all kinds of quests to complete in Wanderlight A Pilgrim's Adventure.

The whole feel of Wanderlight A Pilgrim's Adventure is fresh and fun. I enjoyed following the light path to my next destination to find out what good deed I could do next. I hope Wanderlight A Pilgrim's Adventure makes it to the consoles in the future.

- Paul

System: Personal Computer
Publisher: Loyola Press
Developer: Loyola Press
Rating: 'NR' - Not Rated



Graphics: 80%
Sound: 95%
Replay/Extras: 90%
Gameplay: 85%
Family Friendly Factor: 100%



Animals For Toddlers

SCORE: 70



I am thankful Family Friendly Gaming was given a digital download code for Animals For Toddlers on the Nintendo Switch. This game is a port from the iOS app. Animals For Toddlers is a free app with in store purchases and it sells for \$6.99 on the Nintendo Switch. I feel the price is too high for the amount of content included, especially when compared to other Nintendo Switch titles.

Graphically Animals For Toddlers is very indie looking. The animals have unique sounds but the objects have the same sound effect. There are a few exceptions like bushes and grass. The other objects have the same sounds. There is some slight animation when

the toddler taps the object. There are six screens in Animals For Toddlers with six animals per screen. I breezed through Animals For Toddlers in a few minutes and was done.

Toddlers can and will spend more time than that tapping the same animal over and over again. If you like hearing the cow sound from Animals For Toddlers then you will get it in abundance. Other parents know what I am talking about. I also noticed kids get tired of Animals For Toddlers pretty quickly. Which is another issue with the price of admission.

There are a few cool things hidden in Animals For Toddlers. I love how the chameleon changes colors. That is a really nice touch.

Opening the treasure chest is also fun. Animals For Toddlers clocks in under fifty megs so it will not drown your system memory.

In my opinion Animals For Toddlers should sell for ninety-nine cents on the Nintendo Switch. That would be more bearable for families in my professional opinion. Toddlers won't care about the graphics and minimal animations that much. I still think there is room for improvements there. The same goes for some of the audio being reused too often on multiple screens. I appreciate Animals For Toddlers bringing some diversity to the gaming library of the Nintendo Switch. - Paul



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

Graphics: 60%
Sound: 75%
Replay/Extras: 60%
Gameplay: 70%
Family Friendly Factor: 85%

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Nascar Heat 5

SCORE: 70



HEATS

Nascar Heat 5 is the first time in a long time I actually enjoyed playing a Nascar video game. Hopefully you caught the live stream of the video of this game. I know Nascar got all political and controversial and lost a lot of fans due to their radical stance. Nascar Heat 5 also contains the divisive and controversial car from the proven liar William Darrell "Bubba" Wallace Jr. in paid DLC.

Nascar Heat 5 looks decent, and sounds pretty good. There are offensive songs, and lyrics that can be turned off in the menu screens. Sadly some songs will still play during the initial loading of the game. We can have violence in the form

of car crashes in Nascar Heat 5. We showed the mayhem possible in the live stream and video of Nascar Heat 5.

Nascar Heat 5 includes single player, local multiplayer for two family members, online multiplayer for up to forty people, and will work with a wheel controller. We mainly turn left so the wheel should not be needed in my opinion. Controls can be a bit loose based on the car and the track. It is much easier to flip around on dirt for example.

Nascar Heat 5 includes the 2020 NASCAR Cup Series, NASCAR Infinity Series, and NASCAR Gander RV & Outdoors Truck Series. The career mode is pretty cool in Nascar Heat 5. We



start as a hot seat driver and then get invited to join a team after we place high enough. There are plenty of racing options to allow the player to get to the winners circle in Nascar Heat 5.

The more I played Nascar Heat 5 the more I got into it. I remembered to go into a turn low and drift up high for the best speed. The dash cam is neat to look through. I wish there was a first person driver perspective though. Families can have fun racing Nascar Heat 5 together in a plethora of different tracks and vehicles. I feel like NASCAR is starting to make a come back thanks to Nascar Heat 5.

- Paul



System: PC/PS4/Xbox One(tested)
Publisher: Motorsport Games
Developer: 704Games
Rating: 'E' - Everyone SIX and OLDER ONLY
{Mild Lyrics}

Graphics: 70%
Sound: 65%
Replay: 75%
Gameplay: 70%
Family Friendly Factor: 70%

HEATS™



Crash Bandicoot 4 It's About Time

SCORE: 70



I am very thankful Family Friendly Gaming had the money to purchase Crash Bandicoot 4 It's About Time on the PS4. This action adventure reminder of bad games from the



past can also be found on the Xbox One. Crash Bandicoot 4 It's About Time feels like a Crash Bandicoot video game. The modern way of playing counts our deaths and lets us keep playing from continuation points. Die too many times in a row and you get a continuation point closer and a tiki mask so you can take a hit.

I never understood why the lying liberal corrupt fake gaming media outlets loved this franchise. I always thought it was pretty lame, obnoxious, and frustrating. I do embrace obedience to God whereas many of those people embrace rebellion. It does not surprise me we do not see eye

to eye on this franchise. It is important for ya'll to comprehend I don't like Crash. I even cringed at requests to play Crash Bandicoot 4 It's About Time on our Youtube channel for live streams. I did play this game for our viewers and my frustration throughout the levels was obviously apparent. Perseverance did eventually pay off - even it took so many attempts. I had



some fun playing this game which surprised me. Probably because I am open minded and not one of those closed minded bigots who want to cancel everything they disagree with and flex their moral guardian muscles.

There are four magical masks in Crash Bandicoot 4 It's About Time that grant Crash different powers. We can reverse gravity, jump really far in a spin, slow time, and swap what is there and what is not. We also play levels with different characters. I liked the alligator with the vacuum cleaner personally.

Playing Neo Cortez was really different in Crash Bandicoot 4 It's About Time. Specific characters have their own side levels as well as N.Verted Levels. The issues families can have with Crash Bandicoot 4 It's About Time are violence, bad language, offensive jokes, alcohol, and more.

- Paul

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



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

VIDEO GAME LIES



by Paul Bury
Version 3

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My Hero One's Justice 2



Bakugan Champions of Vestroia



SCORE: 61

SCORE: 70

My Hero One's Justice did not impress me very much. My Hero One's Justice 2 is much better than the original in many ways. There are more characters, more modes, and more things to do in My Hero One's Justice 2. Unfortunately My Hero One's Justice 2 has some issues as well.



over forty playable characters in My Hero One's Justice 2. The storyline continues from the first game if you go through the story mode. Families that purchase My Hero One's Justice 2 and are into fighting video games they should get their moneys worth out of My Hero One's Justice 2.

I am so thankful Family Friendly Gaming had the money to purchase Bakugan Champions of Vestroia on the Nintendo Switch. Hopefully you caught some of the live streams of Bakugan Champions of Vestroia or the videos later. There are things I like about Bakugan Champions of Vestroia and things I am not fond of.

the Bakugan, and when they have enough we can choose an attack. That attack will then need to re-charge on top of the collecting of energy. We have four attacks and three Bakugan.



entertainment to lust, lack of attire, bad language, and more. We get to fight with a wide array of My Hero Academia characters in My Hero One's Justice 2. Fighting, and using powers is the main focus of My Hero One's Justice 2.

We bring in two side-kicks in My Hero One's Justice 2. They can come in and assist us while we are battling once their bar is built up. There are ultra attacks on top of all of the other attacks. Blocking is very helpful in My Hero One's Justice 2. Those blocks can be broken so My Hero One's Justice 2 becomes a bit of a chess match while two players are battling it out.

Bakugan Champions of Vestroia looks pretty good for a mini role playing video game. I am a bit dismayed at how short Bakugan Champions of Vestroia is. On the other hand the battles get extremely boring in Bakugan Champions of Vestroia really quickly. We run around and collect energy for

There are type mismatches in Bakugan Champions of Vestroia but I rarely paid much attention to them since I usually beat the computer without much trouble. If I played Bakugan Champions of Vestroia online it might have been a different story. Bakugan level up and at a certain point

stantly evo change a Bakugan.

The violence is much lighter than I expected in Bakugan Champions of Vestroia. The Bakugan do an attack and the waves of energy hit the enemy and damage is shown on the screen. The storyline in Bakugan Champions of Vestroia is a bit dull. There are numerous side quests that can be completed. We can change attacks and acquire powerful objects for our brawler like a magnet that draws energy to us. I ran into a few quirks and glitches while playing Bakugan Champions of Vestroia. I had some fun with Bakugan Champions of Vestroia here and there.

Hopefully you caught the live streams we did of My Hero One's Justice 2. We ran into that game bug where player two was unable to actually participate. After multiple re-boots, and logging out certain players we were finally able to play two player mode. The only lame part is the account that had unlocked additional characters in story mode was not allowed to play My Hero One's Justice 2 in local multiplayer.

The modes in My Hero One's Justice 2 are Story, Mission, Free Battle, Network, Arcade, Training, Customize, Gallery, and Photo. There are

I like My Hero One's Justice 2 better than the first one. Combos can be extended, and powerful attacks have a drawback to make them fair.



can Evo change into a more powerful form. This happens multiple times throughout the game. There are also items that can be purchased to in-

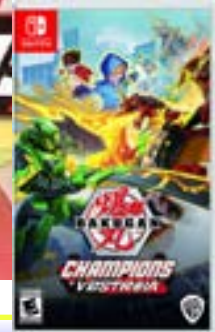


System: Nintendo Switch/PC/Xbox One/PS4(tested)
Publisher: Bandai Namco Entertainment
Developer: Byking
Rating: 'T' - THIRTEEN and OLDER ONLY
{Language, Blood, Suggestive Themes, Violence, Use of Alcohol and Tobacco}



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

System: Nintendo Switch
Publisher: Warner Bros Interactive Entertainment
Developer: Wayforward
Rating: 'E10+' Everyone TEN and OLDER ONLY {Fantasy Violence}



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



Doom Patrol The Complete First Season

SCORE: 28

Viewers of our FFG Haul live streams knew this review was coming. How did they know that? Doom Patrol The Complete First Season on DVD was shown as a purchase made in November of 2020. I knew very little about the Doom Patrol. I recognized it as a DC Comics product but not much beyond that. I could not remember if I had read any comics on these characters. I thought I might have decades ago and they would be similar to Justice League Dark.

Doom Patrol The Complete First Season is not a show for children. The levels of macabre, morbid, gross, offensive, and disgusting content in this show are off the scale. We have blood, gore, nudity, bad language, enticement to lust, sex outside of marriage, magic, sexual deviancy, and more. Doom Patrol The Complete First Season is anti-Christian, anti-God, anti-male,



and attacks normal people at every opportunity. No wonder there are toxic hater groups out there attacking Christians – shows like Doom Patrol The Complete First Season are washing their brains.

The characters in Doom Patrol The Complete First Season are reluctant heroes at best. The oddity and weirdness in Doom Patrol The Complete First Season is off the scale. We have talking rats, roaches, and more. Mr Nobody the main villain is the narrator of most of Doom Patrol The Complete First Season. He brings a bit of humor and class to this major train wreck. He even breaks the fourth wall in one episode.

Doom Patrol The Complete First Season shows Holy Weird's morals, ethics, and

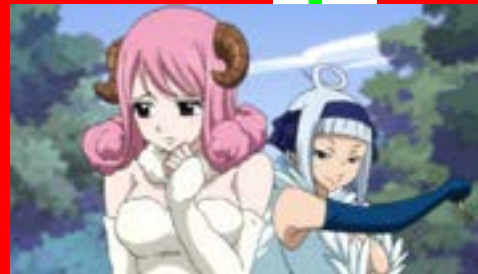


Fairy Tail Collection Three

SCORE: 61

I am very thankful I received Fairy Tail Collection Three on DVD as a gift to be able to do this review. I received the UK version of Fairy Tail Collection so it is great to have that multi-region player to be able to see this show. Fairy Tail Collection contains episodes forty-nine through seventy-two. Fairy Tail Collection felt really short to me for some reason. We have one arc and that is about all there is to it.

I like how Fairy Tail Collection brings in more guilds and we see different powers from different characters. The cheesy men hitting on the women all the time is a bit awkward at times. Wendy makes a nice addition to Fairy Tail in Fairy Tail Collection. I can see more content in Fairy Tail Collection that appeared in the video game I streamed on our



channel. I am sure that will continue as I progress through this show.

The issues families can have with Fairy Tail Collection are magic, lack of attire, enticement to lust, violence, blood, death, being brought back from the dead, sexual comments, fake gods, and more. The chest size of the many of the women in Fairy Tail Collection is a bit unrealistic. Guild members may fight from time to time but they actually do support one another. SPOILER ALERT! Grays betrayal made little sense to me even after explained.

Natsu is very powerful in Fairy Tail Collection. He can be almost completely magically depleted and get angry to save the day. I am not sure logisti-



cally how that works out, but it was nice to see the hero save the day even if he is a bit on the destruct-

ive side. There is plenty of humor in Fairy Tail Collection. Men get abused way too often in this show. The lack of the magical guild is giving rise to a great evil.

Fairy Tail Collection may be a bit on the predictable side. I shake my head at how the women are portrayed. The struggle of good versus evil is present and accounted for in Fairy Tail Collection. I am still interested in this show even after all of these episodes. The brute force attempts to solve problems by Natsu never get old. Lucy is actually coming into her own in Fairy Tail Collection. It might be nice to see Lucy and Natsu together as a couple. - Paul

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



Graphics: 20%
Sound: 20%
Replay: 30%
Gameplay: 60%
Family Friendly Factor: 10%

System: DVD
Publisher: Funimation
Developer: Hiro Mashima
Rating: 'TV-14' for FOUR-TEEN and OLDER ONLY



Graphics: 50%
Sound: 75%
Replay/Extras: 60%
Gameplay: 65%
Family Friendly Factor: 55%



Mario Lemieux Hockey

SCORE: 91



Andre Agassi Tennis

SCORE: 58



Did you catch the retro live stream we did which had Mario Lemieux Hockey in it? There is a video on our website now showing off Mario Lemieux Hockey. I played Mario Lemieux Hockey after that live stream since we learned the Hyperkin RetroN 5 has issues using retro controllers, especially on the Sega Genesis.



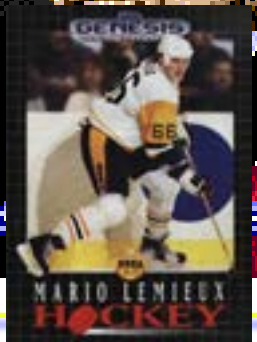
The smooth animations helped this sports game play quite well from the 16-bit era. Scoring goals can be challenging in Mario Lemieux Hockey. Thankfully two family members can compete against

one another in Mario Lemieux Hockey. There is even a mode where you can watch a demo of the game if you want to just watch how the computer plays. The computer will challenge players but it never felt unfair. I never experienced Mario Lemieux Hockey back in the 16-bit era, so it is nice to be able to play games like this one. I am thankful I had the money to purchase Mario Lemieux Hockey for just under four dollars before the massive governmental, state, county, and city taxes were tacked on.

I am willing to take a chance on a game like Mario Lemieux Hockey because it may be a true gem. Which is what Mario Lemieux Hockey turned out to be. I recommend Mario Lemieux Hockey to families all over the world. - Paul



System: Genesis
Publisher: Sega
Developer: Alpine Software
Rating: 'NR' - Not Rated



Graphics: 90%
Sound: 96%
Replay/Extras: 100%
Gameplay: 90%
Family Friendly Factor: 80%

When you take a chance on a retro video game you know little about you might find a gem or a complete dud. Andre Agassi Tennis is way more the later than the former in that situation. I am only out four dollars (plus governmental taxation) on this Genesis video game. Andre Agassi Tennis reminds me of how back in the day video game companies would pay for the license of a certain property and have little money left over to make the game. The celebrity did not care since they got paid. We the consumers are the ones who got stiffed.

Did you catch the retro live stream where Peter and I played Andre Agassi Tennis? At the time I did not know if it was the RetroN 5 or the game. It was both actually. The RetroN 5 had issues and so does this

game. I played Andre Agassi Tennis on a Sega Genesis and had all kinds of problems.

The controls in Andre Agassi Tennis are abysmal. Trying to serve to the other side is very difficult. I got so many faults because my players wanted to hit it straight in front of himself instead of diagonal. I tested all kinds of different controls to make this work right and am still baffled as to why this game faults so often. I also got my player hit in the chest quite often trying to get over to the ball and



swing when returning the ball. Trying to guide the ball back on returns is also extremely aggravating and frustrating. The best part is having to press

start every single time I wanted the computer character to serve the ball to me. I ran into graphical glitches

while playing Andre Agassi Tennis. The sounds are annoying and obnoxious in Andre Agassi Tennis. My overall experiences with Andre Agassi Tennis are extremely negative. Generic fans in the stands are par for the course from that era. The sound bytes are okay even if I heard: "FAULT" way too often.

None of us here at Family Friendly Gaming enjoyed Andre Agassi Tennis on the Genesis. I don't know if the Super NES version is better or not. I cringe at even thinking about trying it. I doubt the Game Gear version is much better, but I don't know. - Paul

System: Genesis
Publisher: Lance Investments
Developer: TecMagik
Rating: 'NR' Not Rated



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

SPORTS



System: PC/PS4/Xbox One/Switch
Publisher: Electronic Arts
Developer: Criterion Games
Rating: 'T' - THIRTEEN and OLDER ONLY (Mild Lyrics, Mild Violence)
Release Date: Out Now



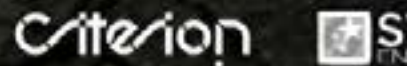
There are so many better racing games out there. The Forza Horizon games are a great example. I am unclear why this game needed to be remastered since it was not very good in the first place. Need For Speed Hot Pursuit Remastered promotes criminals and breaking the law. I could find no one online to play the cops with which shows how toxic this community actually is. Need For Speed Hot Pursuit Remastered does not have a rewind function or local multiplayer.

Criterion





System: PC/PS4/Xbox One/Switch
Publisher: Electronic Arts
Developer: Criterion Games
Rating: 'T' - THIRTEEN and
OLDER ONLY (Mild Lyrics, Mild
Violence)
Release Date: Out Now



DEVELOPING

CONTENTS



GAMES



Product Name

Page(s)

LEGO Star Wars The Skywalker Saga
Monster Hunter Rise
Doctor Who Worlds Apart
Trackmania
Balan Wonderworld

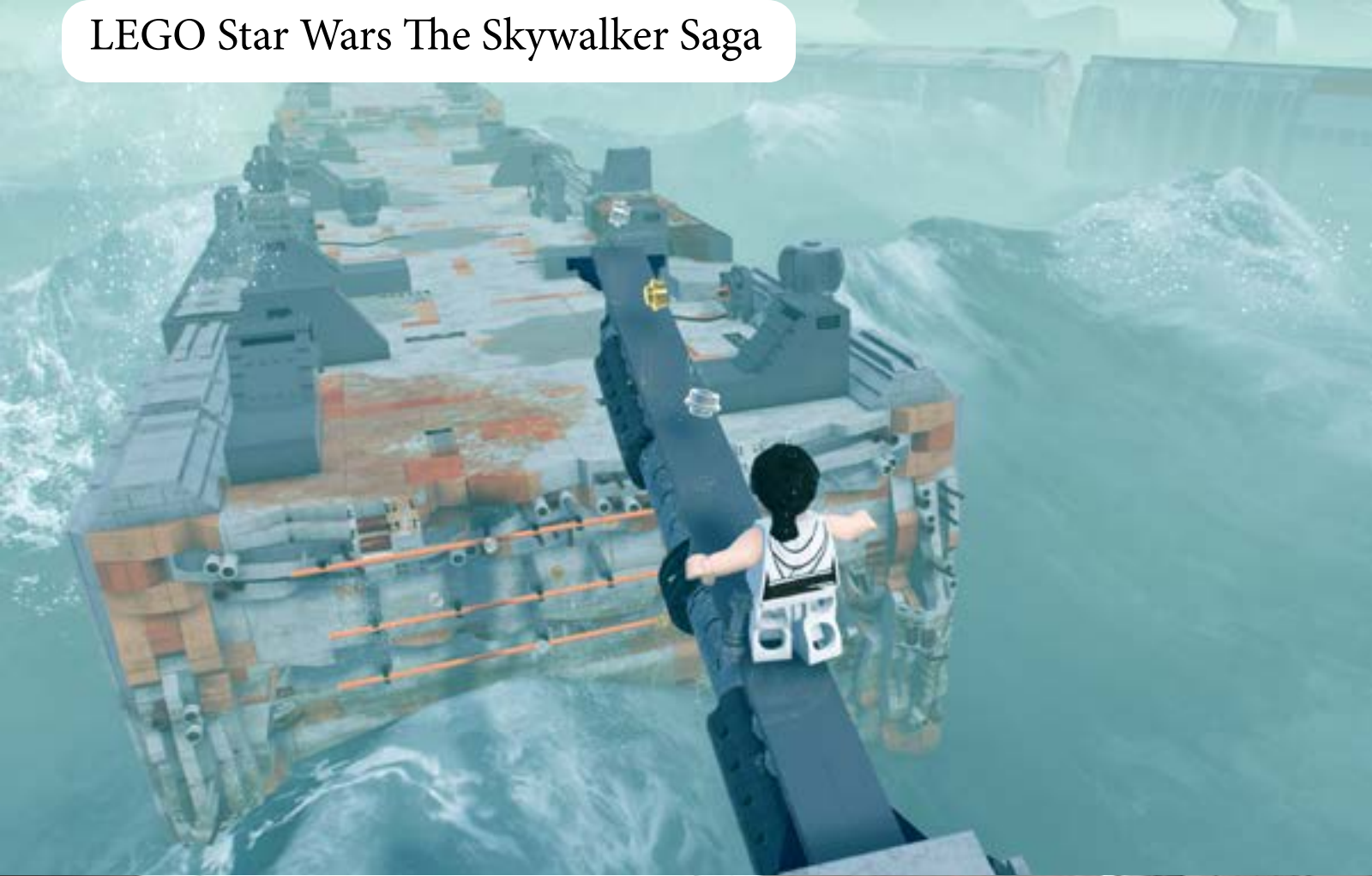
43 - 49
50 - 55
56 - 59
60 - 63
64 - 67





System: Nintendo Switch/PC/PS4/
PS5/Xbox One/Xbox Series X
Publisher: Warner Bros Interactive
Entertainment
Developer: TT Games
Rating: 'RP' - Rating Pending
Release Date: March 2, 2021

LEGO Star Wars The Skywalker Saga has been delayed multiple times. It is entirely possible this longer Lego Star Wars video game will be delayed again. We are Family Friendly Gaming hope that does not happen. As this issue is being worked on we are months out from the release date of LEGO Star Wars The Skywalker Saga. Until we have a physical copy of the game in our hands we do not completely believe everything the video game companies tell us. They are known for lying to the gaming community and gaming media for quite a long time now.



System: Nintendo Switch/PC/PS4/
 PS5/Xbox One/Xbox Series X
 Publisher: Warner Bros Interactive
 Entertainment
 Developer: TT Games
 Rating: 'RP' - Rating Pending
 Release Date: March 2, 2021



System: Nintendo Switch/PC/PS4/
 PS5/Xbox One/Xbox Series X
 Publisher: Warner Bros Interactive
 Entertainment
 Developer: TT Games
 Rating: 'RP' - Rating Pending
 Release Date: March 2, 2021





System: Nintendo Switch
Publisher: Capcom
Developer: Capcom
Rating: "RP" - Rating Pending
Release Date: March 26, 2021

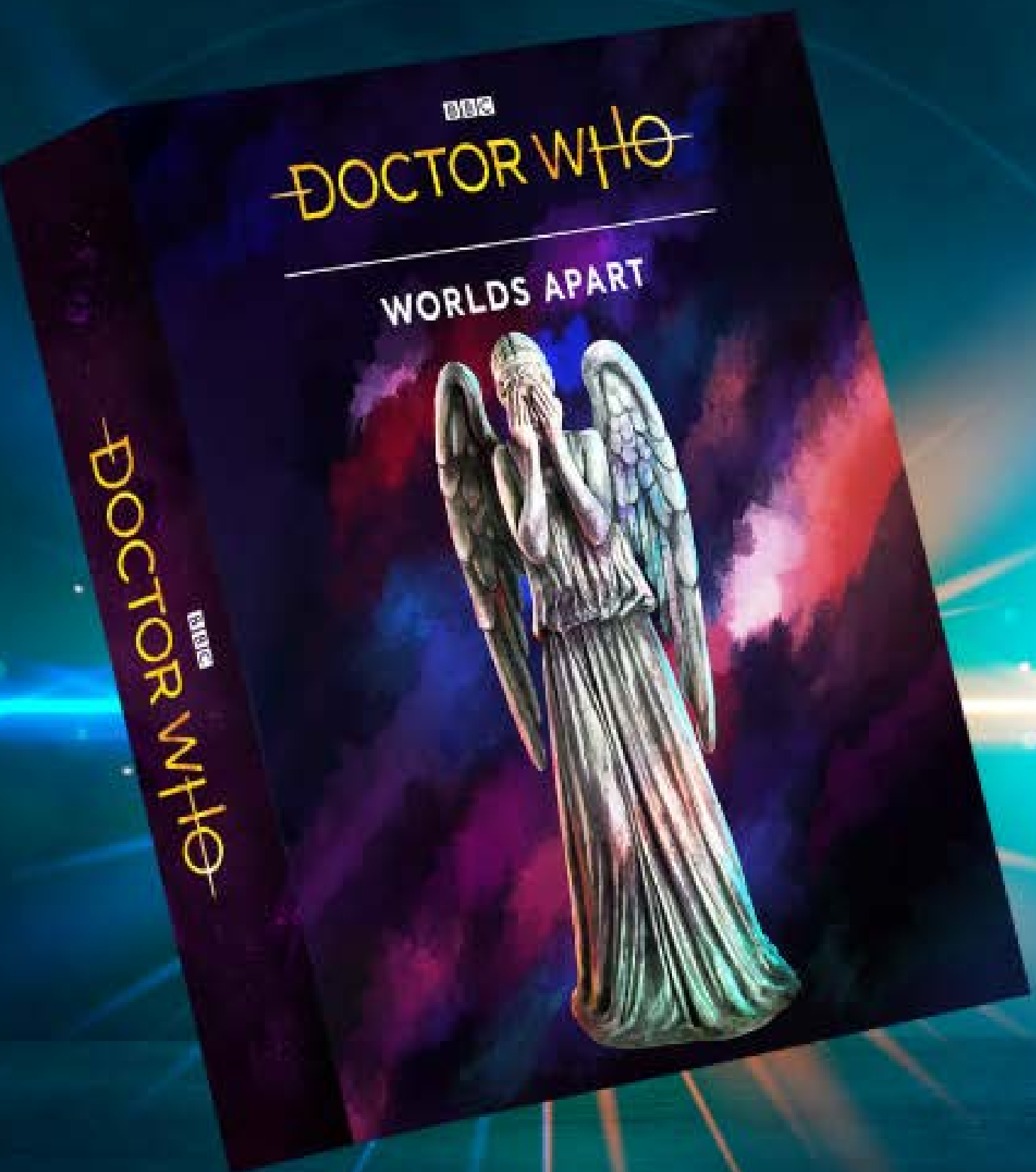


System: Nintendo Switch
Publisher: Capcom
Developer: Capcom
Rating: "RP" - Rating Pending
Release Date: March 26, 2021





System: Nintendo Switch
 Publisher: Capcom
 Developer: Capcom
 Rating: "RP" - Rating Pending
 Release Date: March 26, 2021



EXCLUSIVE PACK

System: Personal Computer
 Publisher: BBC Studios
 Developer: Reality Gaming Group
 Rating: 'RP' - Rating Pending
 Release Date: TBA 2021





ALPHA VERSION OF THE GAME



ALPHA VERSION OF THE GAME



ALPHA VERSION OF THE GAME

System: Personal Computer
 Publisher: Ubisoft
 Developer: Nadeo
 Rating: 'RP' - Rating Pending
 Release Date: TBA





System: Personal Computer
 Publisher: Ubisoft
 Developer: Nadeo
 Rating: 'RP' - Rating Pending
 Release Date: TBA





System: PC/Switch/PS4/PS5/
 Xbox One/Xbox Series X
 Publisher: Square Enix
 Developer: Square Enix
 Rating: 'RP' - Rating Pending
 Release Date: Mar 26, 2021



System: PC/Switch/PS4/PS5/
 Xbox One/Xbox Series X
 Publisher: Square Enix
 Developer: Square Enix
 Rating: 'RP' - Rating Pending
 Release Date: Mar 26, 2021

NOW

CONTENTS



PLAYING



Product Name

Page(s)

Grounded
Minecraft Dungeons
Bakugan Champions of Vestroia

69 - 75
76 - 79
80 - 83

TEAM VIEW

HYPER TRETORON 1

CYCLOID 2

MAXIMUS BARBETRA 3

EVO

(A) Edit





System: Xbox One
Publisher: Xbox Game Studios
Developer: Obsidian Entertainment
Rating: "T" - THIRTEEN and OLDER ONLY {Violence, Blood, Drug Reference, Language}
Release Date: Out Now

Have you ever watched television shows like *The Littles* and said: "That would make a pretty good video game." If you have ever said that then *Grounded* might be a video game for you. This is part survival and all being small and dealing with things. What kinds of things do you need to deal with? How about ants and spiders for example? They are a real pain to deal with when you are much smaller than they are. Families can't just step on them and squish them.



System: Xbox One
Publisher: Xbox Game Studios
Developer: Obsidian Entertainment
Rating: 'T' - THIRTEEN and OLDER ONLY {Violence, Blood, Drug Reference, Language}
Release Date: Out Now



System: Xbox One
 Publisher: Xbox Game Studios
 Developer: Obsidian Entertainment
 Rating: "T" - THIRTEEN and OLDER ONLY {Violence, Blood, Drug Reference, Language}
 Release Date: Out Now



System: Nintendo Switch/PC/PS4/
Xbox One
Publisher: Xbox Game Studios
Developer: Mojang Studios, Double
Eleven
Rating: T10+ - Everyone TEN and
OLDER ONLY (Fantasy Violence)
Release Date: Out Now





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





System: Nintendo Switch
 Publisher: Warner Bros Interactive Entertainment
 Developer: Wayforward
 Rating: "E10+" for Everyone 10 and OLDER ONLY (Fantasy Violence)
 Release Date: Out Now



AND CYNDEOUS

716

ENERGY INFUSION

741

4463

HYPER HMA

46

HADS BARRIER

633

802

System: Nintendo Switch
 Publisher: Warner Bros Interactive Entertainment
 Developer: Wayforward
 Rating: "E10+" for Everyone TEN and OLDER ONLY (Fantasy Violence)
 Release Date: Out Now



Last Minute

CONTENTS

Product Name

Page(s)

The Last Kids on Earth and the Staff of Doom

85 - 91

Prince of Persia: The Sands of Time Remake

92 - 95

Age of Empires II: Definitive Edition

96 - 99

WWE 2K Battlegrounds

100 - 103



Tidbits





System: Nintendo Switch/PC/
PS4/Xbox One
Publisher: Outright Games
Developer: Stage Clear Studios
Rating: 'RP' - Rating Pending
Release Date: Spring 2021

“Along with Max Brallier and our partners at Atomic Cartoons, we’re delighted to announce we will be bringing fans the opportunity to play The Last Kids on Earth and the Staff of Doom,” said Terry Malham, CEO of Outright Games. “The Last Kids on Earth is a hugely successful book and TV series, and the story lends itself perfectly to an action-adventure game.”



System: Nintendo Switch/PC/
PS4/Xbox One
Publisher: Outright Games
Developer: Stage Clear Studios
Rating: 'RP' - Rating Pending
Release Date: Spring 2021



System: Nintendo Switch/PC/
PS4/Xbox One
Publisher: Outright Games
Developer: Stage Clear Studios
Rating: 'RP' - Rating Pending
Release Date: Spring 2021



System: PC/PS4/Xbox One
Publisher: Ubisoft
Developer: Ubisoft Prague
Rating: "T" - THIRTEEN and OLDER ONLY (Blood, Partial Nudity, Sexual Themes, Violence)
Release Date: March 21, 2021



System: PC/PS4/Xbox One
 Publisher: Ubisoft
 Developer: Ubisoft Prune
 Rating: "T" - THIRTEEN and OLDER ONLY (Blood, Partial Nudity, Sexual Themes, Violence)
 Release Date: March 21, 2021



System: Personal Computer
Publisher: Xbox Game Studios
Developer: Forgotten Empires
Rating: "T" - THIRTEEN and OLDER ONLY (Mild Blood, Mild Language, Violence)
Release Date: Out Now



System: Personal Computer
 Publisher: Xbox Game Studios
 Developer: Forgotten Empires
 Rating: "T" - THIRTEEN and OLDER ONLY (Mild Blood, Mild Language, Violence)
 Release Date: Out Now



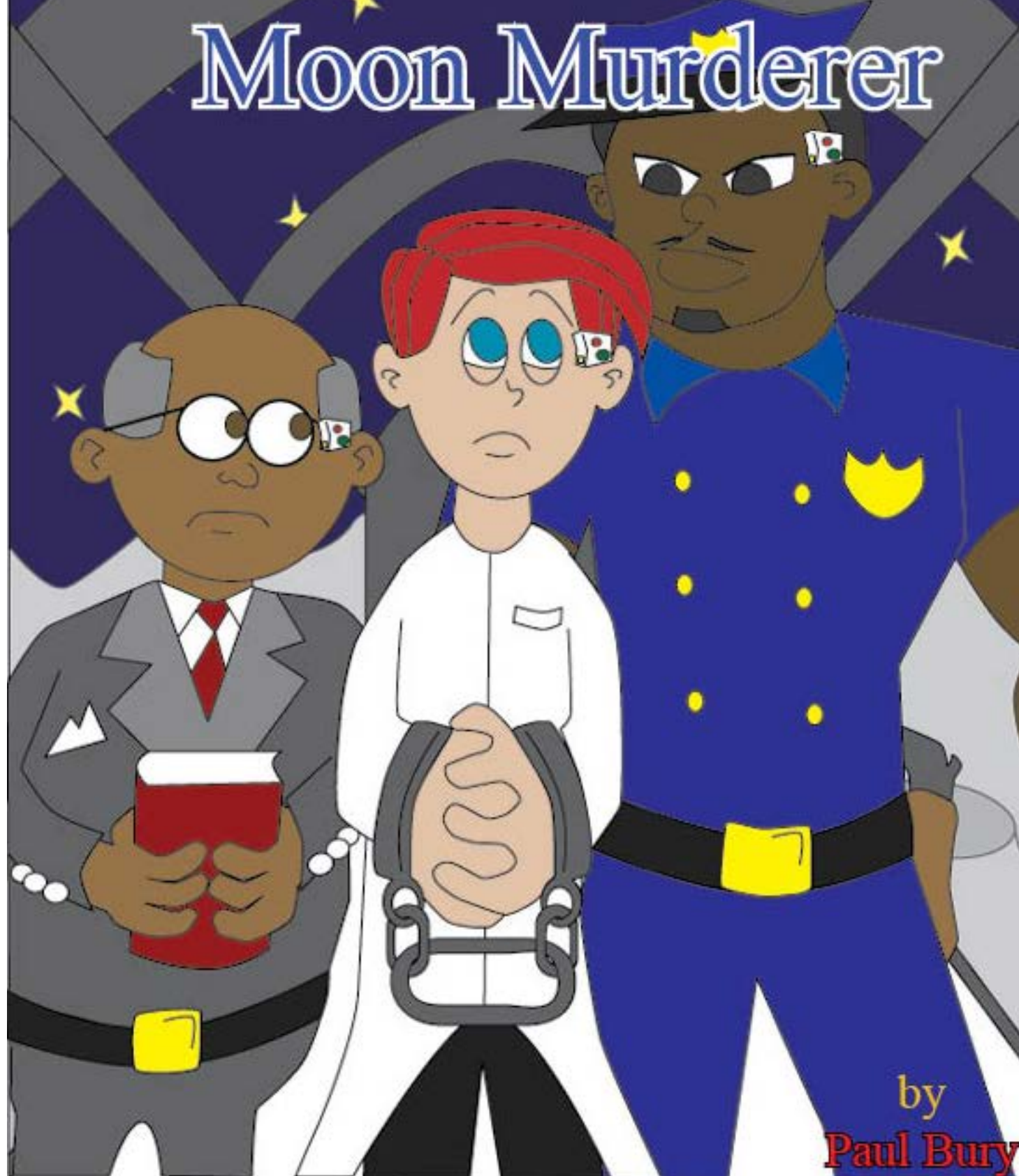
System: Nintendo Switch/PC/Stadia/
Xbox One/PS4
Publisher: 2K Games
Developer: Saber Interactive
Rating: T - THIRTEEN and OLDER
ONLY (Cartoon Violence, Mild Sug-
gestive Themes)
Release Date: Out Now





System: Nintendo Switch/PC/Stadia/
Xbox One/PS4
Publisher: 2K Games
Developer: Saber Interactive
Rating: T - THIRTEEN and OLDER
ONLY (Cartoon Violence, Mild Sug-
gestive Themes)
Release Date: Out Now

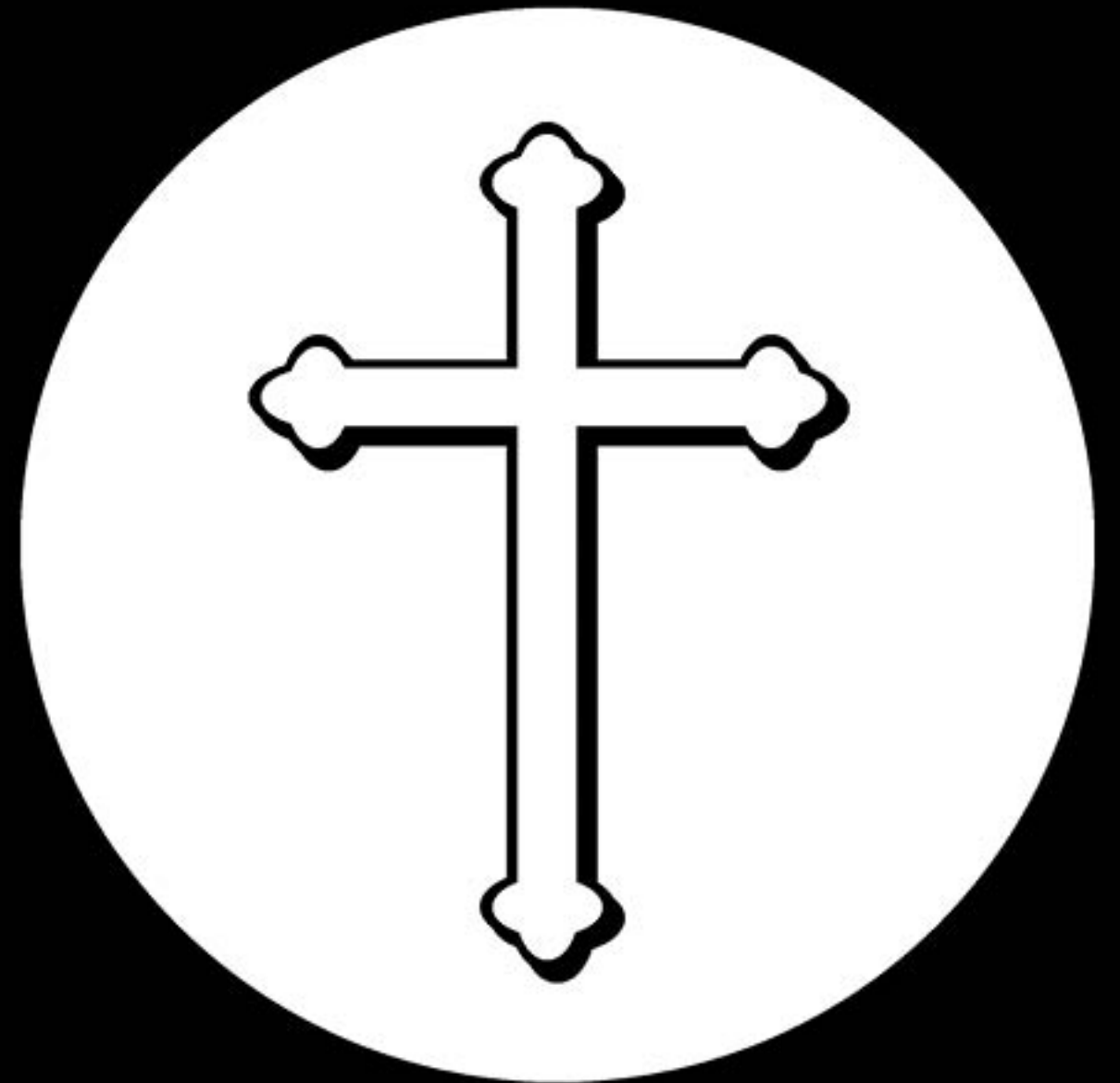
Future Glimpses Moon Murderer



by
Paul Bury

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