



# FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

TM

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pictures in New  
Pokemon Snap -  
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# Editor's Desk

## From the Ground Up

We are never content with what we do or how we do it here at Family Friendly Gaming. We are constantly looking for ways to improve. We consistently check if there are ways we can do things better. This can involve software upgrades or changes to completely redesigning something. We normally design things in a functional way that allows for maintainability. Our focus is on efficiency. We have so little time to redesign everything every single time we do it. I wish, hope and pray that Family Friendly Gaming generates enough revenue to be able to do this work full time. It would allow more books to be written, and more work to be done to make things even better. God has given me a heart to get these things done.

With all of that said this issue has been redesigned from the ground up. A completely different magazine style and layout was used for this issue. You might notice there are words on every single two page picture layout. This is a major step for us here at Family Friendly Gaming. It took a lot of time and effort to create this new layout. I was planning a major layout change in issue 175. I was able to find the time to get that work done a bit early. So we will see what ya'll think of this new layout and design. We have plans for more changes coming up in the future as well. There are a plethora of ideas floating around in our heads. Expect some new changes to be appearing in upcoming issues as well. You never know what will change.

I am writing this column as this issue is almost completed. Every single issue is a ton of work for us. There are so many things that need to be done to get all of these pages filled. There are so many things we look at from art, design, to the writing. There are constantly debates and discussions about what looks better. The white background looks great right? Well someone else likes the black background. Still someone else wants some kind of a design background. Some people want it kept simple, and others want all kinds of noise on the pages. We are constantly trying to accommodate for every single fan that wants the opposite things. This is why I made that point about Nintendo claiming to provide for everyone when they picked one side of a hot button issue. I realize the truth. We can't provide for everyone. We can't provide for hardcore gamers and casual gamers when they want the exact opposite things. When it comes to the artwork and design we try to have some pages one way and some pages the other. This is honestly the best compromise we can come up with at this time. If you have a better idea I am all ears.

I am very excited about the future of Family Friendly Gaming. We continue to grow, mature,

and improve. We are reaching more people on a daily basis. This magazine and e-magazine continues to be the longest running Christian video game magazine, and magazine for families in the video game arena. We have made so many wonderful friends, and reached so many people for God. I feel blessed beyond my wildest dreams. I appreciate you and all of your donations. I appreciate all of our wonderful sponsors and advertisers.

What do you think of this new layout? What do you think of Family Friendly Gaming rebuilt from the ground up? Do you notice the similarities? Do you notice all of the differences? What changes do you think we need to make to be even better?

God bless,  
Paul Bury



# FEMALE SIDE

## Vaccinated

Everyone in our family has been vaccinated. I am writing this article near the end of April 2021. Since my part time job with InstaCart has me at all kinds of stores and stopping by houses I am high risk to get the Chinese COVID-19 virus. I also have asthma and do not want to get long term lung damage from the virus (per studies done on Chinese children). I am also not sure if I am one of the 55% of Americans who have natural immunity to the virus either (per studies and analysis performed). We decided in our family that we wanted to get the vaccine. I know there are horror stories. I know there are people who believe there is some nefarious government plot involved with the vaccines. I do not have evidence one way or the other to come to an educated opinion on that topic.

Our first born son Peter had a reaction to the vaccine. Right after getting the first dose he passed out. He recovered very quickly though. On the second dose of the Pfizer vaccine he almost passed out. The pharmacist checked his blood pressure and it dropped drastically. She had another patient with the same reaction a few days prior. She told us she would report this reaction up the chain. Hopefully that happened. Paul and Noah had the vaccines at the same time as Peter and had no issues. I also had no issues. Well I can't say no issues since we felt crummy for a day afterward. Paul had the least amount of reaction for all of us in our family. He was very blessed that way. He still had issues just not to the degree of the rest of us. The older you are the less issue you have with the vaccine is what I have heard and read.

How long do you want to wear a mask after being vaccinated? There are studies that claim once you are vaccinated you have a very high chance (95%) of not getting the virus and also not being able to pass it along. Why do we need to keep wearing the mask after receiving the vaccine? I must admit I am getting tired of these masks. Paul and the boys feel the same way. If the politicians cared about science they would allow us to show our card of vaccination and not expect us to wear a mask anymore. But then they are not able to fear monger the population anymore. An afraid population is easier to manipulate and controls. I know that might sound like its going down the conspiracy path. Ultimately it is just stating of facts. How you react to those facts are what is important. Do you try to implement real and lasting change that stops this kind of fear mongering in the future? Do you sit by and hope they do not notice you? I am writing about this topic. I am giving a reasoned and seasoned voice

to this topic. After all I got the vaccine. Do I also need to cheerlead for the swamp of corruption politicians too?

Every family needs to decide for themselves what they will do in terms of the vaccine. I am against forcing anyone to get it. I am against only allowing people to travel and shop who received the vaccine. If you decide to not receive the vaccine I respect your decision. I understand there are a myriad of reasons to not get the vaccine. I also know business changes like work from home have increased productivity and worker satisfaction (per surveys). On the downside all of this isolation has caused mental illness issues and suicide to rise. We need a balance there. I hope companies and people find it very soon.

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



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.

# 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

- Post Upvoted** 13 hours ago  
Margaret Perry voted for your post
- Post Upvoted** 14 hours ago  
Judy Dawenport voted for your post
- Post Upvoted** 14 hours ago  
Larry Schubert voted for your post
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Trumpers Team voted for your post
- Post Upvoted** 14 hours ago  
Sean Hannity voted for your post
- Post Upvoted** 14 hours ago  
Elizabeth Leonard voted for your post

Stale · 14 minutes ago  
Howdy mr bury 😊 big fan, could you please consider playing the dominos noid game and dressing as the noid even I think it would be a neat idea.

REPLY 0 replies 1

Helen Ford · 10 hours ago  
Yay!!!

REPLY 0 replies 1

Infinite Adventures and Stormseeker Games like your link. a day ago

Ibraimo Xavier Abdoli Hadre likes your link. a day ago

Phineas Coffee followed you

GameMill Entertainment liked your reply  
Your welcome. :)

# Advertisement



# 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!**

## Evercade

Thank you for your videos, and stories about the Evercade. I did not even know this system existed. I am super stoked though. I read your story about the Evercade VS and I will be ordering one once the system opens for pre-order. I love retro gaming, and I love cartridges. I normally only like to play games on their original systems. Evercade has made me change my mind. This handheld is such a fun little system plus it connects directly to my television through the HDMI cable. I can't wait for the Evercade VS. I am having issues finding some of the games for purchase. Do you know if the company will be releasing more cartridges of these games soon?



I really hope so. I also love how cheap the game compilations are too. Twenty bucks for a retro game compilation is pretty cool. Any thoughts of other games that would work on that system? They should advertise with Family Friendly Gaming. Any chance of that happening?  
- Bob

{Paul}: Bob,

You are so very welcome. I am very thankful that you found us, and our stories. I also agree with you on how cool the Evercade system is. We also plan on pre-ordering the Evercade VS once we can. It is really neat that the Evercade can be used as a controller on the Evercade VS. I also love how the games from the handheld will work on the home console system. The one caveat at this time is the Namco Museum games won't work because they have an exclusive contract to the handheld system. Hopefully

that gets worked out soon.

We asked our contact at Evercade about the cartridges. Due to the Chinese COVID-19 lockdowns they are having some issues keeping the supply up for the growing demand. Thank you Family Friendly Gaming Universe for showing how valuable ya'll are as an audience. We have given Evercade an invitation to join the Family Friendly Gaming advertising family. It is in their court. Lord willing they will care enough about us and how much money our hard work has made them. I am optimistic that they will want to show their appreciation very soon.

We gave our contact at Evercade our suggestion of what we would like to see. A Sega Game Gear collection would be awesome on the Evercade. The Atari Lynx collections are really neat. We would love to see more retro handheld video

games appear on the Evercade. Some other ideas are Konami retro collections, Capcom retro collections, Square Enix retro collections, Taxan retro collection, and Tecmo retro collection. There are plenty of games made in the past that would work really well on the Evercade VS. Now that four players can join in the fun, games like Gauntlet would work well. Sega Master system had plenty of cool games. So did the TurboGrafx-16. There is a lot of possibilities for this system and we hope it continues to do well.

## Future Glimpses

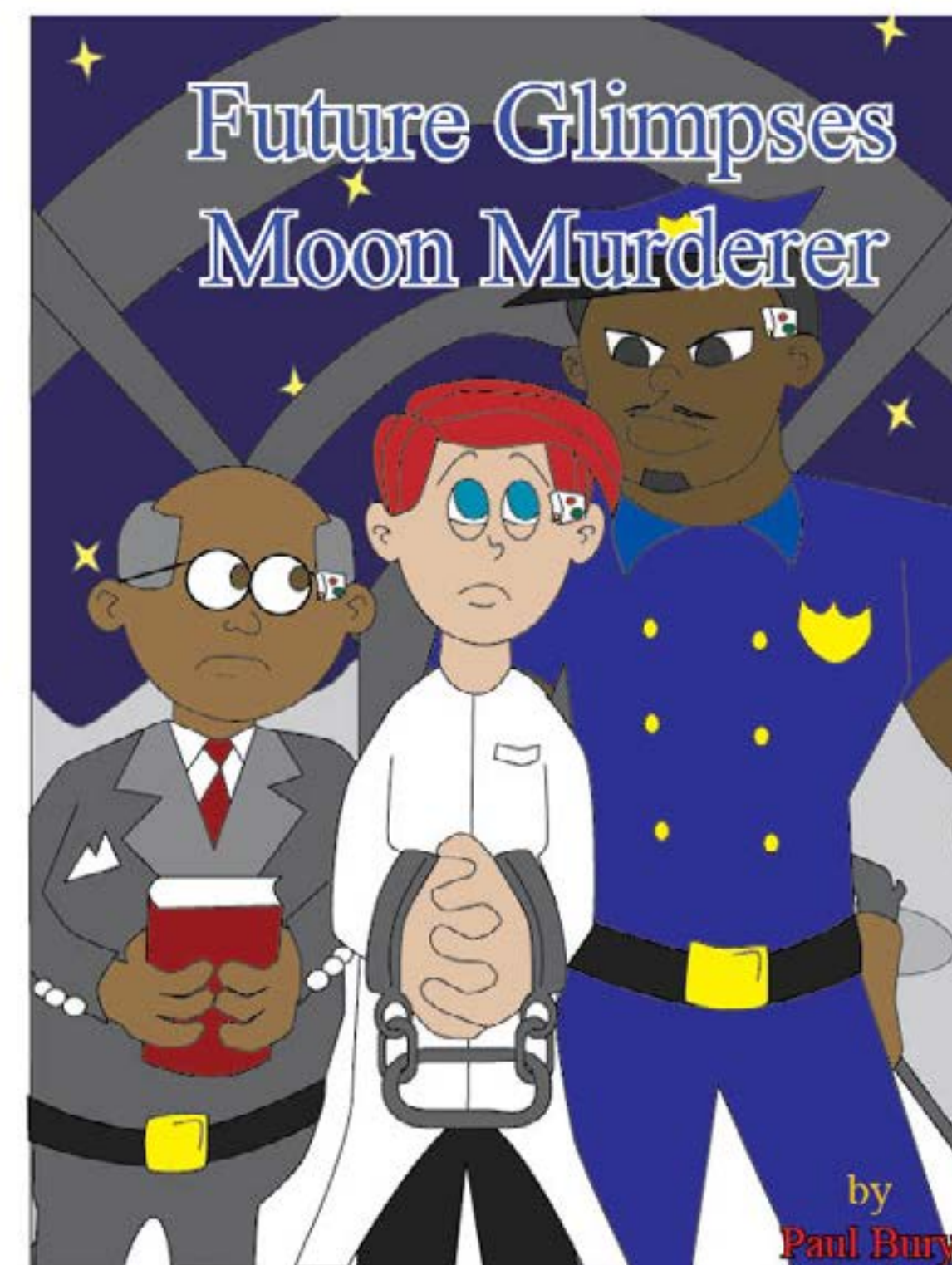
I purchased a copy of your book Future Glimpses Moon Murderer from Amazon. I must tell you that your Christian science fiction world is one of the best I have ever read. I hope there is an anime, live action movie and more on this series. I plan on purchasing Future Glimpses Free At Last once I have the money to do so. Are there any other books coming in that series? I really hope so. More people need to know about this amazing series. I wish every single church pastor would talk about this series and encourage their entire congregations to purchase the books. Would you be willing to go to different churches and speak about this series? I want to help fellow believers in what

they are doing. I pray for you and Family Friendly Gaming. May God bless you above and beyond your wildest dreams.  
- Lana

{Paul}: Lana,

Thank you so much for your words of encouragement. You are very uplifting and helpful. That would be awesome if someone came to me wanting

the rights to do anime and a live action movie. I would certainly work with them on such a project. As of right now no one else has come to me with an offer or expressed any interest. Maybe your correspondence will spark a fire somewhere for someone out there. I can certainly hope. I am eager to hear what you think of Future Glimpses Free At Last when you read it. It is my hom-

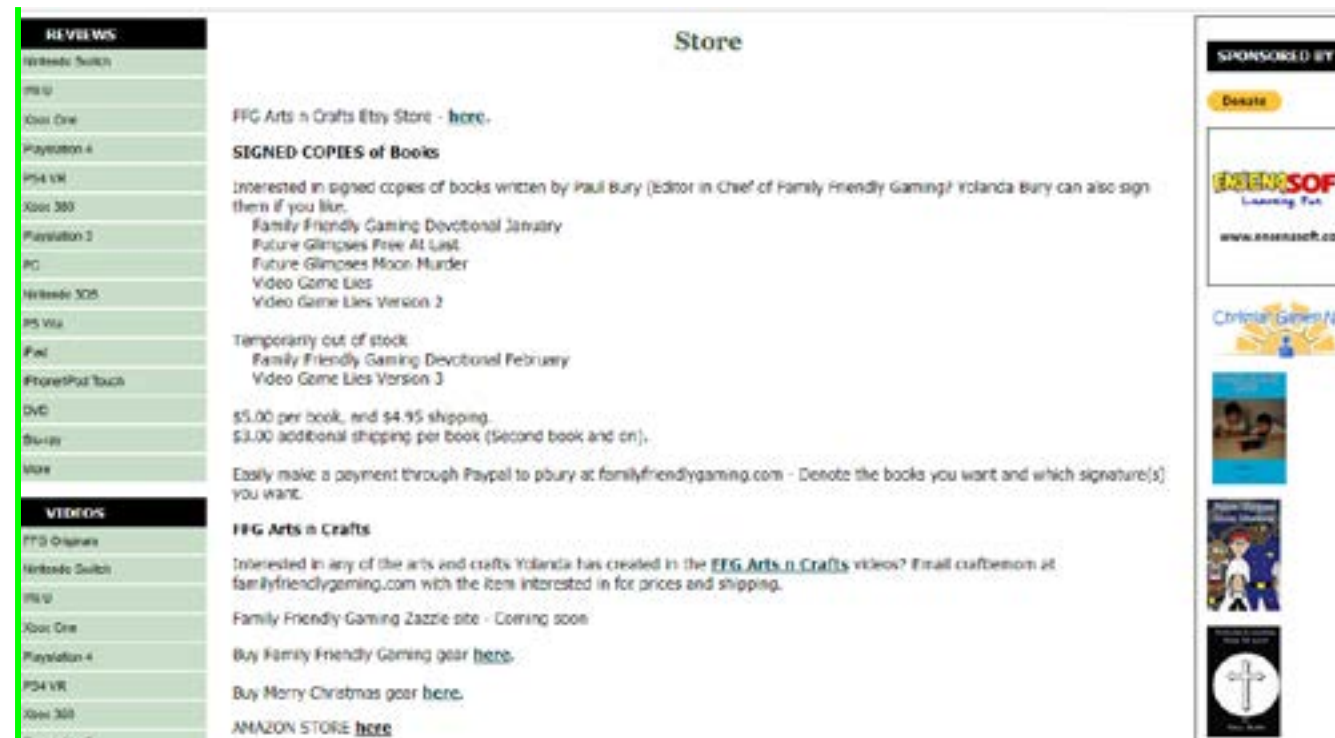




# SOUND OFF Continued

age to the Shadowrun books in the Future Glimpses universe. That book does some interesting new and different things. I would love to go to different churches and speak. Thus far there has been no invitations. I have talked to a plethora of pastors who tell me: "you are doing amazing work, we don't feel we need to support it in anyway though." Some have even asked if we can give them money for their projects. I work a day job to pay for Family Friendly Gaming. I don't have any massive wealth sitting around. I came to them for help.

I have some ideas for the third Future Glimpses book. It comes down to time right now. I also am making some notes for an entirely new series that will be completely different from Future Glimpses but do the same thing it did for a different genre. That is all I can say about it now. I will need to take some days off from the day job to get more progress on the third Future Glimpses book. It is my prayer that God blesses Family Friendly Gaming enough that it becomes my full time job. Then I could get more work done on books in the time I currently work on FFG. I appreciate your prayer of blessings. God has this all planned out just the way He wants it to work. I keep knocking on doors and see which



ones He opens.

## FFG Store

The Family Friendly Gaming Store is really cool. How do companies get their products on there? I love the products you guys currently have on there. Any plans for other offers on that page?

- Charles

{Paul}: Charles,

Thank you so much for your words of encouragement. We are constantly adding to our Store page to provide Family Friendly Gaming Universe what they tell us they want to purchase related to Family Friendly Gaming. At times we try things and see how they do. Some things work and others do not. Thanks to your email we are able to point everyone to this page - [http://www.familyfriendlygaming.com/Store-](http://www.familyfriendlygaming.com/Store-front.html)

[front.html](http://www.familyfriendlygaming.com/Store-front.html) and they can support us as well. That is if they care for us to continue to exist. Companies can go to our Advertise page for information on how to get on the Store page - <http://www.familyfriendlygaming.com/Advertise.html>. There are different packages and different tiers. We can always work a deal.

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

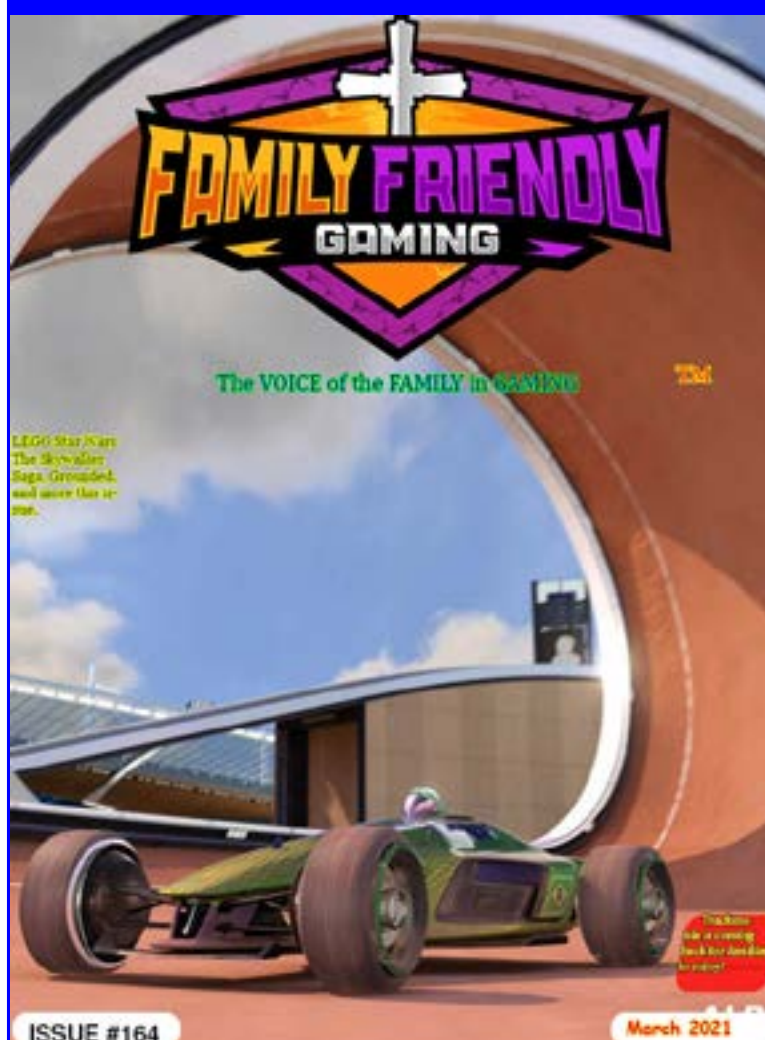
Send us an email at [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements 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

## Woe to You Part 3

The Woe series is continuing since there are more woes to go. I could see Jesus getting really fired up over this topic. He teaches us what things to avoid as we gain power in this world. **Matthew 23:29-32** "Woe to you, teachers of the law and Pharisees, you hypocrites! You build tombs for the prophets and decorate the graves of the righteous. 30 And you say, 'If we had lived in the days of our ancestors, we would not have taken part with them in shedding the blood of the prophets.' 31 So you testify against yourselves that you are the descendants of those who murdered the prophets. 32 Go ahead, then, and complete what your ancestors started! I just love unpacking truth like this. There are all these people who claim they would have done something different than the ills of the past. Yet they love to connect themselves to those groups, and their behavior is just the same. Jesus Christ knew they wanted to kill him, just like their ancestors had done to the prophets of old. He ultimately challenges them to do it.

This next passage shuts

up anyone who likes to say: "Jesus was love, love, and only love. He never said anything to offend anyone." How clueless are those that make that false claim. **Matthew 23: 33-36** "You snakes! You brood of vipers! How will you escape being condemned to hell? 34 Therefore I am sending you prophets and sages and teachers. Some of them you will kill and crucify; others you will flog in your synagogues and pursue from town to town. 35 And so upon you will come all the righteous blood that has been shed on earth, from the blood of righteous Abel to the blood of Zechariah son of Berechiah, whom you murdered between the temple and the altar. 36 Truly I tell you, all this will come on this generation. Would you like to be called a snake? Would you consider that offensive? Jesus Christ knew exactly what they would do. He still tried to reach them so they could join him in the kingdom of Heaven.

Sometimes love involves telling people things they don't want to hear. **Matthew 23:37-39** "Jerusalem, Jerusalem, you who kill the prophets and stone those sent to you, how often I have longed to gather your

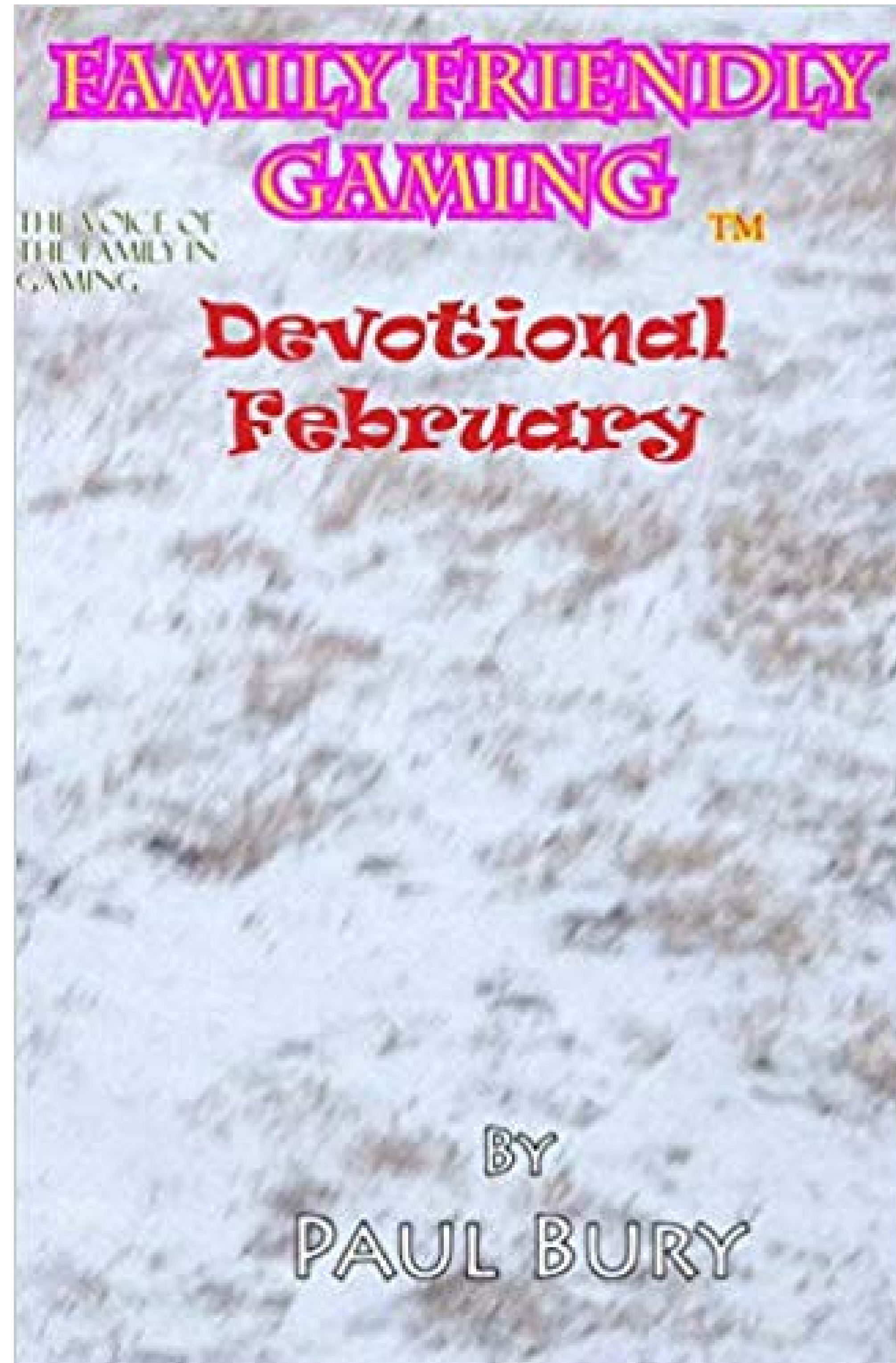
children together, as a hen gathers her chicks under her wings, and you were not willing. 38 Look, your house is left to you desolate. 39 For I tell you, you will not see me again until you say, 'Blessed is he who comes in the name of the Lord.'" Jesus wanted them to have a personal relationship with him. It can be so frustrating to want the best for others and watch them make the same mistakes over and over again. When they are rebuked or confronted they get so stubborn. Release that and embrace God.

God Bless,  
Paul Bury

## PRAYER

Jesus,

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





# In The

# NEWS

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best – and worst – dishes imaginable, all in an attempt to take down the competition.

Key features

Story Time: A wonderfully crafted nar-

rative unfolds as players

journey to become the very best chef in Ambrosia

- Delicious Dishes: Dynamic recipe creation means that you can experiment with thousands of different ingredient combinations to create a unique menu of delicious delights
- Food Fights: Engage in battles across Ambrosia with master chefs; dishes are scored on a variety of things and no two judges have the same taste, meaning every battle is different
- Home Sweet Home: Customise and repair your dilapidated (and slightly haunted) villa to its former glory
- Discover Ambrosia: When the kitchen gets a little too hot players can go on spa trips, try fishing, or meet the friendly locals.

Epic Chef will be available digitally on PC and consoles, and available physically on Nintendo Switch, Xbox One, and PlayStation 4.

### Epic Chef Announced

Team17 and Infiniton Games have announced that the quirky narrative-driven cooking adventure Epic Chef will be making its way onto Xbox One, PlayStation 4, and Nintendo Switch™ alongside the PC launch later this year. Fresh off the boat, new to the city of Ambrosia, and playing as Zest, players will find themselves in a quest to become the best chef in the kingdom, taking down master chefs in outlan-dish culinary combat along the way.

A histrionic story-driven adventure, Epic Chef blends together several different genres in order to serve up a unique recipe for players; with farming, foraging, and food fights being a small slice of the action, Ambrosia offers plenty of activities to keep Zest busy from sunrise to sunset. Dynamic recipe creation means nothing is off the menu; players can craft and experiment with thousands of ingredient combinations, creating the very

### Spacebase Startopia Releases

Kalypso Media and Realmforge Studios have announced that space station management sim Spacebase Startopia has completed its final landing checks and successfully touched down on Windows-PC/Linux/Mac, PlayStation 4|5, Xbox Series X|S, and Xbox One consoles. The game will support Smart Delivery for Xbox Series X|S and Xbox One consoles and the Nintendo Switch™ version will follow later in the year.







To celebrate the explosion-less journey from beta to launch, fans can now check out a series of strategy guides aimed at helping players familiarize themselves with their new donut-shaped home and get a leg-up with their duties as Commander. Episode 1 covers the base's three unique decks, on which players can host their visitors and residents as well as construct an assortment of buildings and galactic gadgetry; Episode 2 introduces the 'Fuzzies' - cute, assistant robots who will muck-in with the less glamorous jobs around the station; Episode 3 focuses on ensuring the player's communication skills (both verbal and telepathic) are up to snuff; and Episode 4 goes over food, berths and medical bays.

Spacebase Startopia sells players the galactic dream: managing their very own donut-shaped space station. Overseen and assisted (when she feels like it) by the base's sarcastic on-board AI, players will play Commander to their floating home-away-from-home on the station's three unique decks with a variety of gadgetry while tending to the wants and needs of a diverse array of vacationing extra-terrestrial lifeforms. In multiplayer, up to 4 players can work together to build the galaxy's greatest getaway, or seek oblivion unto their rivals with daring feats of economic sabotage.

**INFORMATION:**

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

By breathing life back into a true classic, developer Realmforge Studios strikes a careful balance between nostalgia and in-

novation in its reimagining of the popular strategy game, which revolves around a donut-shaped space station filled to the brim with a colorful cast of aliens managed by their tireless commander (that's you, human).

In Spacebase Startopia, players will carve out their own little space in the universe, ready to become a galactic utopia - if their management skills are up to the task. With three different game modes and a vast amount of management decisions to be made under the watchful eye of the VAL, the station's sardonic AI, there's plenty of in-depth gameplay waiting for new and seasoned players alike. But beware of invading space pirates, who will do their best to ruin your carefully laid plans!

**Features**

Single-player campaign with 10 fully voiced missions

Manage a melting pot of different lifeforms, each with their own individual - and sometimes contradictory - needs and desires

Build a variety of rooms across three very different decks to cater to the needs of visiting aliens

Explore the potential of your space base in a fully configurable sandbox mode

Produce and trade resources to turn a profit while running sabotage missions against your competitors

Work together or compete against rivals in competitive and a co-op multiplayer for up to 4 players

**Trine 4 The Nightmare Prince Out Now on Stadia**

Frozenbyte's latest installment to the puzzle-platforming Trine series, Trine 4: The Nightmare Prince is now available for purchase on Stadia for 29.99€ / \$29.99 / £24.99.

"We're excited to release Trine 4 on Stadia - the game is now just a click away! This gives everybody the opportunity to play Trine 4, no matter what console or computer hardware they own. It's wonderfully simple and only needs an account. We first dabbled with cloud gaming and streaming over 10 years ago, but now it finally feels like it's coming together and everything just works. Trine 4 plays fantastic on Stadia!" said Joel Kinnunen, Vice President at Frozenbyte.

Join the three Heroes, Pontius the Knight, Zoya the Thief, and Amadeus the Wizard, and embark on a thrilling platforming-adventure through 2.5D landscapes filled with puzzles and action-packed combat, on your quest to retrieve the troubled Prince Selius, whose nightmares are threatening the waking world!

**Trine 4: The Nightmare Prince Features:**

Gorgeous, 2.5D landscapes - Explore uniquely designed levels in beautiful, 2.5 dimensions, from breathtaking ruins and haunted tombs to tranquil birch groves and blueberry forests.

Local and online multiplayer - Play with up to 4 players online or in local co-op.

Captivating storytelling - Follow the story of a haunted prince as you journey through magical fairytale landscapes inhabited by friendly creatures, as well as a host of nightmarish foes.

Dynamic puzzle-solving - Solve puzzles - solo or with friends - that feature fire, air, light, magnets, electricity and more, with challenges tailored to the number of players.

Abundant skill trees - Unlock diverse abilities and amazing new skills.

Completely revamped combat system - Experience the heroes' own bloodcurdling nightmares in boss fights featuring an enriched combat system with fresh challenges and thrilling action!

Enchanting soundtrack - Enjoy a wondrous soundtrack with songs that bring life to each new environment.

**Wonderbox The Adventure Maker Releases**

Wonderbox taps into gamers' creative and explorative minds, delivering an endless field for imaginative play. In the game, players traverse (alone or with a party of friends) beautiful screen-sized dioramas, each box carefully-crafted spaces where the adventure flows. They'll face a path full of challenges, enemies, puzzles, and platforms.

The challenges, like the adventures, are limitless, even more when you can grab your friends, create a party and have a blast exploring together! In the Creator Mode, players will have all the tools they need to easily build their own adventures; blocks, characters, and items like swords and grappling hooks. Each comes with set behaviors and allows players to easily create game content using the same tools that the developers use themselves.

See how blocks magically combine into stunning structures to build environments, give life to customized characters, hide treasures, place enemies, and design encounters. Building is made easy for players to publish and share their new adventures with friends and players around the world. Gamers of all ages can dive into an all-new entry in the builder genre with this unique game from award-winning developer, AQUIRIS.

**SEVEN WONDERS OF THE GAME**

**1 - The Adventures**

Accept the call, and your journey is set: to have fun! Prepare yourself to face a path full of challenges, enemies, puzzles, and platforms. Every time you open the game, a new road of trials stands between you and the heart of adventure. Only the brave will succeed.

**2 - The Creator Mode**

Playing an adventure is cool, but what would it be like creating your own? You have all you need: Blocks, Characters, and Items. They come with premade behaviors and allow you to create an entire adventure using the same tools and content we use ourselves as developers. See how blocks magically combine into stunning structures. Your finger is all you need to build environments, give life to characters, hide treasures, place enemies, and design combats. Take a





chance! Publish your adventure, share it with friends and players around the world. Such creativity might even be featured in the Wonderbox gallery.

3 - The Boxes

These are the core of

the game: the carefully-crafted spaces where the adventure flows. Visuals are colorful and often breathtaking. Don't get too cozy, though, because a quiet sunset box might lead to one with nightfall or sandstorm. From box to box, there is a deep chain of interconnected environments to explore. Each one is unique, like a masterly grown bonsai: small in shape, immense in meaning.

4 - The Heroes

Choose the hero you want to be. Customize your character with a vast diversity of possibilities. Earn more as you play and upgrade your collection. Assemble the coolest, the bravest, or even the weirdest hero for your quest. Travel through the boxes, talk to the villagers, cross the portals, beat the enemies, and avoid the hazards. Playing this game is all about exploring, fighting, jumping, and solving.

5 - The Challenges

Some boxes are amazing. Others are a maze. Sometimes you need coins to buy the sword to beat the goblin to get the key to open the door to finally escape. A treasure might be hidden under, above, in front of or behind a simple tree. Discover! Rotate the camera to explore each corner of the diorama. And beware: the challenges are limitless, just like the adventures.

6 - The Party Mode

Expandable fun! Up to 4 players can form a party and play any adventure together. Call your tribe and cross the threshold. Even a dark dungeon gets brighter when you're surrounded by well-equipped family and friends.

7 - The Soundtrack

Be amused by the chords of Eric Chevalier, the composer of Rayman 2: The Great Escape. Each note of the soundtrack is there for a reason: to build the perfect atmosphere not only to play a game, but to play a hero.

DONTNOD Entertainment Starts Publishing

DONTNOD Entertainment, French independent video games publisher and developer, and PortaPlay, Danish games development studio, are proud to announce their collaboration on an upcoming co-production.

Based in Copenhagen, PortaPlay studio is composed of an experienced team of about ten people. PortaPlay is currently developing an original creation, which is in line with the editorial vision and values of DONTNOD. These values federate a broad audience and resonate with a very committed community of gamers around the world.



To support its ambitions as a publisher, DONTNOD announced last year the strengthening of its know-how by opening departments dedicated to Publishing and Marketing. These two new departments enable DONTNOD to support future game releases, be it self-published or developed by external studios.

This future game will be the first title published by DONTNOD while developed by an external studio. As part of this partnership, DONTNOD will provide PortaPlay with its knowledge and experience acquired from previous titles, in order to support this future creation.

Xavier Spinat, Head of Publishing at DONTNOD, said: "As a publisher, we want to offer players experiences that are both accessible to the wider audience, while setting the bar high regarding themes and quality of design. From our first discussions with PortaPlay, it became clear to us that co-producing and publishing this original creation would allow us to expand our portfolio with a game complementary to our in-house productions, while remaining true to our DNA. We will be able to bring to our partner our know-how and our knowledge of the market, in line with our communities' expectations."

Hans von Knut Skovfoged, Head of Development at PortaPlay, said: "We feel called to work on games with meaning. Games combining solid game mechanics and storytelling - about individuals in crisis situations tackling moral dilemmas. This new partnership is thus a great opportunity to us. Not only does it give us the opportunity to communicate with all the fans of DONTNOD's fantastic catalogue of games, but it also allows us to work with some of the best minds in this field - to help us improve our game and give the players the greatest experience possible!"



**PGA TOUR 2K21 Introduces New Travis Mathew and PUMA Golf Gear**

2K and HB Studios today announced Travis Mathew and PUMA Golf gear has arrived in PGA TOUR® 2K21\*, keeping MyPLAYERS swinging with swag on the cutting edge of modern golf fashion. For families into fashion within a video game.

The Travis Mathew collection includes three polo shirts, three hats and three shoes, marking the brand's PGA TOUR 2K21 debut. PUMA Golf introduces an all-new oversized hat and new shoe. The gear is available to all players in the PGA TOUR 2K21 in-game shop.\*\* PGA TOUR 2K21 is available now on PlayStation 4, Xbox One, PC, Stadia and Switch. PGA TOUR 2K21 is developed by HB Studios for 2K. 2K is a wholly owned publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

\*PGA TOUR 2K21 required to unlock content.

\*\*Gear requires unlocking with virtual currency (VC). VC can be earned or purchased.

**Outright Games Posts £22 Million Revenue In Q4 2020**

Outright Games, the leading global publisher of kids interactive entertainment, is proud to reveal details of their blockbuster 2020 which culminated in Q4 revenue of £22m, an increase of 75% from the same time in the previous year.

This dramatic growth for the young company was driven by tentpole video game releases in collaboration with the biggest names in kids' entertainment such as Nickelodeon and Cartoon Network.

The company also saw a smash hit Christmas gifting period showing the enduring relevance of kids video games over the holidays. This was the result of high profile launches from some of the biggest franchises in kids entertainment such as PAW Patrol, DreamWorks Trollhunters, TRANSFORMERS, Ben 10, and Ryan's World.

Building on this momentum, Outright Games is set to continue this enormous growth and will triple their total existing portfolio of 18 titles by the end of 2022.



Outright Games is also increasing the number of big-name licensing partners, building on existing relationships with entertainment giants such as Sony Pictures, Universal, Nickelodeon and Cartoon Network.

Adam Whittaker, CFO of Outright Games commented on the company's growth; "2020 was our biggest year to date, and allowed us to cement our position as the leading publisher in this market. The continued growth in sales output, and the number of titles we are able to produce is unprecedented. We are excited to continue to grow this going into 2021."

The family run business established in 2016 by Terry Malham, Terry Malham-Wallis and Stephanie Malham, has swiftly cemented itself as the "go to" for creating top quality licensed kids games, with titles from the biggest franchises in kids entertainment including Jumanji, Transformers, PAW Patrol,

Ben 10, How to Train Your Dragon and Adventure Time. After opening offices in Los Angeles, London and Madrid over the past 3 years, Outright Games currently has over 30 projects in development, and show no signs of slowing down.

Head of Sales and Licensing, Terry Malham-Wallis highlights; "2020 was a huge year for us, thanks to the fantastic relationships we have with our industry leading family of licensing partners. In 2021 we have an even more exciting and diverse line-up of beloved franchises and their enduring characters that we're bringing to life in the world of video games".

Terry Malham, CEO of Outright Games said; "In just four years Outright Games has positioned itself at the front and centre of the kids' games market, and our massive success in 2020 demonstrates how much potential there is in this sector. In 2022 we are looking to triple our output, by working with new partners, embracing new technologies and new revenue platforms. We will continue to grow as the industry's most trusted source of family-friendly interactive entertainment, bringing the biggest blockbuster names to video games."

**Ex-Guitar Hero Lead Guitarist & Designer Joins Unplugged VR**

Vertigo Games, the VR specialist publishing and development arm of the Koch Media Group, announced that the award-winning music game designer Marcus Henderson who is best-known from his work on the Guitar Hero series has joined up with Anotherway and Vertigo Games to work on the upcoming VR music game Unplugged.

Unplugged is a VR music game that uses novel and quality hand tracking technology to make you feel like a musical legend on a virtual stage. With experience work-



Marcus Henderson  
has joined

*Unplugged*

ing for the likes of RedOctane and Activision on several music games, including most notably the Guitar Hero and Rockband franchises, Henderson makes a great addition to the Unplugged team. A lifelong guitarist and game designer, Henderson is known for the authenticity and exhilarating sense of realism that he brings to the gameplay and user experience in music games.

"I'm thrilled to be joining the Vertigo and Anotherway teams on such an amazing and exciting new game," said Henderson. "Music games and VR are a perfect match and the team has crafted a true love letter to guitar and rock music in general with Unplugged. We can't wait to get it into your (virtual) hands later this year!"

"We are absolutely thrilled to have Marcus on board. Not in our wildest dreams did we imagine that we would have a Guitar Hero legend on our team!" said Julia Casal, Producer at Anotherway. "Marcus dove right into the project from the very beginning. It's amazing to see how the game has grown in such a short time, thanks to his efforts on brand partnerships and his game design experience. His love for rock music and passion for the game has brought even more energy to our dev team. He is the perfect ambassador for Unplugged."



# 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?

We have played thousands of video games here at Family Friendly Gaming. We are constantly coming up with great ideas for new video games that would improve the image of the video game industry. Some of these ideas have been made into video games by companies that want to make the video game industry better. It is always great to see one of our ideas make it onto the market.

The physical copy market for indie games has been thriving and growing. We keep hearing about new video game companies that are now selling some

physical copies of indie video games. The Evercade system is a fantastic example that we have used in live streams here at Family Friendly Gaming. We have published stories on a variety of other companies selling limited supplies of indie video games. It is so great to see our leadership setting a great example in the video game industry.

There are so many other wonderful ideas we have for games that would be fun for families to play. There are always fun family friendly video games we find every single year as we review a plethora of products. Day in and day out we work on coming up with cool and new things for Family Friendly Gaming Universe. Ideas come flowing into our brains faster than we can flesh them out. We are constantly trying to find time to share with all ya'll the great ideas we have on these potential products. Lord willing someday we will have

more time to focus on even better ideas that will make the video game industry greater than anyone thought it could be.

One of the ways we find new ideas to share with all ya'll is to check out older video games. There have been some ideas that have already been done. There have been Dora the Explorer video games. There have been Spongebob video games. There have been arena football video games. There was even a soda sipping simulator. Now that game was horrible, but it was previously created.

There are plenty of small tweaks to existing franchises that would make them even better. The idea for a church in an Animal Crossing like video game is the perfect example. Hopefully at some point Nintendo will listen to that idea since the super majority of Americans want it.

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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## Luke 18:1-4

1Then Jesus told them a parable about their need to pray at all times and not lose heart: 2“In a certain town there was a judge who neither feared God nor respected men. 3And there was a widow in that town who kept appealing to him, ‘Give me justice against my adversary.’

4For a while he refused, but later he said to himself, ‘Though I neither fear God nor respect men, 5yet because this widow keeps pestering me, I will give her justice. Then she will stop wearing me out with her perpetual requests.’ ”



## Puzzles for Toddlers and Kids

SCORE: 81

Family Friendly Gaming was given a digital download code for Puzzles for Toddlers and Kids on the Nintendo Switch. This downloadable only title can also be found on the iOS platform. Do you remember those puzzles you might have had as a kid? It was the puzzles where you would put animals from the farm on the board for example? They puzzle pieces were shaped just so and the child using this puzzle would fit them into the holes just right to fit them in? Puzzles for Toddlers and Kids is a lot like that.

The regions within Puzzles for Toddlers and Kids are Farm, Cars and Bike, Princess, and Pirates. There are multiple puzzles in each of these sections. Kids can spend quite a bit of time doing all of the puzzles within Puzzles for Toddlers and Kids. The puzzles start really simple and get more difficult near the end. I tried one of the last puzzles in Cars and Bikes and it was a van where each piece was a sliver of the van. Kids can find

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



some challenges within Puzzles for Toddlers and Kids.

Puzzles for Toddlers and Kids is only one hundred and fifty-one megs in terms of download size. Puzzles for Toddlers and Kids will not eat up all of your systems memory. The special effect sounds are nice to listen to. The music in Puzzles for Toddlers and Kids is a bit on the quiet side when it is present. I love the celebration sounds and balloons in Puzzles



for Toddlers and Kids when a puzzle is completed. Kids get a real kick out of that celebration.

The graphics in Puzzles for Toddlers and Kids are okay. The controls in Puzzles for Toddlers and Kids are touch screen. We swipe for more puzzles and we tap to interact with things. Tapping and dragging is what is used in Puzzles for Toddlers and Kids to get a puzzle piece into the right spot. Puzzles for Toddlers and Kids taught me to be accurate with my puzzle placement. Getting it close did not always register which is a bit of a shame.

Kids will get into Puzzles for Toddlers and Kids. Parents can know that Puzzles for Toddlers and Kids is safe for their children. Puzzles for Toddlers and Kids is a great little title that families can enjoy for quite

some time. It is neat to see a game like Puzzles for Toddlers and Kids make it on the Nintendo Switch.  
 - Yolanda

Graphics: 75%  
 Sound: 75%  
 Replay: 90%  
 Gameplay: 75%  
 Family Friendly Factor: 90%



## Sir Tincan Adventures in the Castle

SCORE: 74

Family Friendly Gaming was given a digital download code for Sir Tincan Adventures in the Castle on the Nintendo Switch. I am very thankful for that. My research shows Sir Tincan Adventures in the Castle is a port from the app world. I noticed that the app cost of Sir Tincan Adventures in the Castle is much cheaper than it is on the Nintendo Switch.

Sir Tincan Adventures in the Castle is a kids game where there are twenty different scenes to play in. We interact with different objects and characters in each of these scenes. Sir Tincan Adventures in the Castle is completely touch control based. We hold and swipe along the main screen to find different scenes to interact with. An example would be putting food on the table for three different characters. The big man gets the big piece of meat, the smaller man the



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

lady gets the fruit and vegetables. Once the child completes the right set of interactions the screen will close and go back to the main screen.

Children can also leave a scene if they are bored with trying to solve it. There are more than the right things to do in Sir Tincan Adventures in the Castle. Take the getting a knight dressed for example. In that scene there are things like a jesters hat that are not needed. Kids can try it on the knight but that is the wrong thing to put on his head. Instead kids are directed to add the helmet to the knights head. There are some slight animations in Sir Tincan Adventures in the Castle. The graphics look okay in Sir Tincan Adventures in the Castle.

The characters are generally friendly in this video game.

There are a few things parents need to know about in Sir Tincan Ad-



ventures in the Castle. We feed a horse in a scene and right afterward it goes to the bathroom. Sir Tincan Adventures in the Castle is one hundred and forty-three megs in terms of download size. The sounds in Sir Tincan Adventures in the Castle are pretty decent. I enjoyed how the sounds fit the scene. There is some very mild violent content within Sir Tincan Adventures in the Castle.

Sir Tincan Adventures in the Castle is a decent little kids game where kids can interact with different characters and objects. Sir Tincan Adventures in the Castle is larger than some of the other winterworks app to Nintendo Switch video games we have played here at Family Friendly Gaming. Sir Tincan Adventures in the Castle definitely shows its app roots. Kids can have fun with Sir Tincan Adventures in the Castle for a few days at the very least.  
 - Paul

Graphics: 70%  
 Sound: 80%  
 Replay/Extras: 70%  
 Gameplay: 71%  
 Family Friendly Factor: 80%



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## Unravel Two

SCORE: 84

I am very thankful Peter has Xbox Game Pass so we could play and review Unravel Two. The failures from PR and Marketing firms has become so common place anymore that we expect it. Cancel Culture psychos are doing all they can to destroy anything of good report, godly, honest, and honorable. God continues to provide for us and we are eternally thankful. Unravel Two is the sequel to Unravel. I was impressed by a great many things in Unravel. There were a few issues here and there. Just as there are with Unravel Two.

Unravel Two looks amazing. The graphics in this downloadable only video game are fantastic. There are so many little touches in this game that make it better than the original. I love how objects move in Unravel Two. We can move around a log for example. The water splashes very realistically. Sure we are playing with yarn creatures so realism is not quite there but you should

get what I mean about the realism in Unravel Two.

Unravel Two sounds good too. The music fits the theme of this game.

We now have two yarn creatures to work with. This adds all kinds of new techniques. We can wall jump, swim, brace with one creature and swing over with the other one, and more. We do continue to follow the light in Unravel Two. One yarn creature can carry the other one or we can separate them to get past the puzzles in this home console video game. The lasso areas are now limited meaning we have to get much closer than before.

The storyline in Unravel Two is what could bother some families. Children are trying to escape abusive adults. Maybe

I read too much into these things as a parental rights activist. Unravel Two feels like it is saying adults are bad and kids are

good. This could be construed as a direct attack on parents. I personally hope Coldwood Interactive did not mean it that way. It is my professional duty to report this so families can make a well informed decision on a purchase or not. The storyline is shown in the background with ghost like images.

Adding a second yarn creature helps Unravel Two expand in a lot of ways. I really enjoyed my time playing this game. The first level is a tutorial on all that can be done. There is quite a lot to do and remember in this 2D side scrolling puzzle video game. At times using one character to brace and swing across the other character took a bit too much time. We can fail at things in Unravel Two and must start over a puzzle. All in all I continue to enjoy this franchise. I wish a less controversial and divisive storyline had been used. I also believe this franchise needs a physical copy release.  
- Paul

System: Nintendo Switch/PC/PS4/Xbox One(tested)  
Publisher: Electronic Arts  
Developer: Coldwood Interactive  
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Fantasy Violence}



Graphics: 88%  
Sounds: 90%  
Replay/Extras: 80%  
Gameplay: 87%  
Family Friendly Factor: 76%



# Sackboy A Big Adventure

SCORE: 86

I am so thankful God has provided for Family Friendly Gaming after the utter and complete failures from the PR and Marketing people that represented Sackboy A Big Adventure. This Playstation 4 and Playstation 5 video game is a solid platformer that will catch the eye and ear of families. Did you enjoy the live streams I did of Sackboy A Big Adventure on YouTube? Those were some hopping live streams. I am glad I was able to find time for this home console video game that comes in the physical copy format.

Vex kidnaps most of the craft people and it is up to Sackboy to save the day. There are orbs to collect as we progress through the levels. There are also bells. The bells can be used to purchase different outfits. We can also find pieces of outfits in the levels. The orbs we collect are used to unlock areas. We need 160 of them to unlock the boss of world five for example. There are also knitted knight trials which are timed events. There is plenty of content within Sackboy A Big Adventure to warrant a forty dollar price tag in my

professional opinion. Some of the musical levels have objects and enemies dancing to the beat of the song. Which is really clever.

I had fun playing Sackboy A Big Adventure. The game starts really easy and gets more difficult as the player progresses through the worlds. The issues families will have with Sackboy A Big Adventure is the violence, bad language, off color humor and more. The whole bad language was not really needed in this game. The humor is understandable in certain areas of the game. They were trying to make Sackboy

A Big Adventure funny as well as a fun video game to play. Sackboy A Big Adventure scores players and there are certain goals to reach. If you get enough points for all three then you get an article of clothing. If you get all the orbs in a level then you get a sticker in a sticker book. Many of the orbs are hidden in clever locations in Sackboy A Big Adventure. Some of those orbs require back tracking to get to.

I enjoyed my time with Sackboy A Big Adventure. There are some on the rails levels that annoyed me to no end in Sackboy A Big Adventure. I had to turn off the music in Sackboy A Big Adventure during the live streams due to audio copyright claims and those people being given all of the monetization money even though they did no work on my live streams. I would happily share with them, but that is not how YouTube works it.

I hope to see more games like Sackboy A Big Adventure in the near future. The PS4 version is upgradeable to the PS5 version if families purchase the PS5. I did not test that before this review so there could be issues.  
- Paul

System: PS4/PS5  
Publisher: Sony Interactive Entertainment  
Developer: Sumo Digital  
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence, Mild Lyrics}



Graphics: 85%  
Sound: 80%  
Replay/Extras: 93%  
Gameplay: 88%  
Family Friendly Factor: 85%

# VIDEO GAME LIES



by Paul Bury  
Version 3

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# Balan Wonderworld

SCORE: 93

Did you enjoy the live streams I did of Balan Wonderworld? They were transformed into videos on our channel. At some point they will appear on our other video sites as well Lord willing. Balan Wonderworld is all about the awe and wonder of exploration. We find keys that unlock costumes. Those costumes grant the player new skills. Those skills allow us to access areas in the levels.

Balan Wonderworld has all kind of song and dance within it. The levels are short in Balan Wonderworld but a lot is packed into them. We need to replay levels as we earned new costumes. Take for example we cannot reach a certain area unless we have the spider costume. Maybe we need the butterfly costume. Each costume comes with advantages and disadvantages. Take the dragon costume for example. We can breath fire and decimate enemies. We cannot jump with the dragon costume. Players can have three costumes on them at a time. When we take



a hit we lose that costume. Continuation points include the ability to change all three of our costumes.

Balan Wonderworld encourages families to explore the areas thoroughly. We need to find so many statues to unlock the next series of levels. That means going back through the levels and trying to figure out which costumes to use to get to the statues. Some of these are easy and some are more challenging. I also learned to



The general setup for Balan Wonderworld is two levels and a boss. We can earn a variety of different costumes per level. Statues are hidden in all kinds of different places in Balan Wonderworld. I loved walking through mirrors in Balan Wonderworld. The bright colors are great to see. I loved the music and audio in Balan Wonderworld. There is some mild cartoon violence in Balan Wonderworld. The characters are generally safe for the entire family. I am very thankful Family Friendly Gaming had enough money to purchase Balan Wonderworld on the Xbox Series X. We need more games like this one in my book. - Paul

costume grind in Balan Wonderworld because mistakes happen and I lost costumes. There are these peep creatures we can feed in the main map world area that are building a tower for us. The colored gems we collect are used to feed these little creatures. These peep creatures come in different colors just like the gems.

The general setup for Balan Wonderworld is two levels and a boss. We can earn a variety of different costumes per level. Statues are hidden in all kinds of different places in Balan Wonderworld. I loved walking through mirrors in Balan Wonderworld. The bright colors are great to see. I loved the music and audio in Balan Wonderworld. There is some mild cartoon violence in Balan Wonderworld. The characters are generally safe for the entire family. I am very thankful Family Friendly Gaming had enough money to purchase Balan Wonderworld on the Xbox Series X. We need more games like this one in my book. - Paul

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X(test-ed)  
Publisher: Square Enix  
Developer: Arzest, Balan Company  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Graphics: 90%  
Sound: 93%  
Replay/Extras: 98%  
Gameplay: 94%  
Family Friendly Factor: 90%

# For The King

SCORE: 64

For The King is another one of those Xbox Game Pass video games we got here at Family Friendly Gaming. For The King is an interesting mixture of styles. We have a giant grid based map we move around on. Tiles can randomly change from turn to turn. For example a tile is just fine one turn and then when we come back over it is now a mud pit trap that we must get out of. Monsters spawn on the map quite frequently as well. Monsters can improve their defenses making them even harder to destroy.

When we get into a fight against a monster in For The King we go into a turn based battle system. It seems rather random how well our attacks go against the monsters in For The King. I noticed that even on the easiest difficulty For The King is really challenging. It is very easy to die, get poisoned and ultimately lose. Your team of three characters can revive one another in For The King.

This is very handy. I also learned to attack with all three instead of just one.

For The King contains blood, and violence in some very blocky looking graphics. The music is nice, and the fantasy land has its own lore to learn about. For The King can be played in single player, local multiplayer, and online multiplayer. There are some physical copy versions of For The King on certain systems. I found physical copies on the PS4 and Nintendo Switch specifically. For The King is 866 megs in terms of memory size on the Xbox One.

I wanted to like For The King so much. I have to be open, honest and transparent about

For The King. I did not like this game. Part of the problem is the annoying difficulty. Another part of the problem is being given goals I was not able

to achieve. Why tell me to go somewhere that has a monster way beyond my abilities? Every single turn the monsters seemed to get stronger. There were less and less places I could go where I could win. Without winning there is no gold to buy better gear. Random tile events caused more damage. For The King is frustrating.

The concept behind For The King is very interesting indeed. The meh graphics aside For The King has potential. I like being able to pick characters and classes in the beginning. I enjoyed moving my three people around separately each turn. I never did understand why sometimes all were there to fight and sometimes less than three were there. If you like challenging games that randomize things against you then you might enjoy For The King. I already deleted For The King. - WMG



System: Nintendo Switch/PC/PS4/Xbox One  
Publisher: Curve Digital  
Developer: IronOak Games  
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Fantasy Violence}



Graphics: 60%  
Sound: 78%  
Replay/Extras: 60%  
Gameplay: 60%  
Family Friendly Factor: 60%



# The White Queen

SCORE: 30

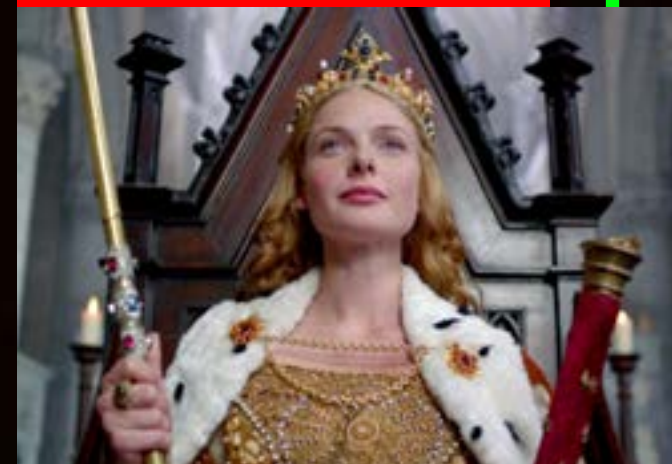
One of my boys brought The White Queen on DVD to my attention while we were going through television shows in November of 2020. This show can be seen in our FFG Haul for November 2020. In the past this would have been a Black Friday purchase. Since the Chinese Covid-19 virus threw Black Friday 2020 into disarray I have no clue when in November 2020 I made the purchase. I knew The White Queen was historically related and I enjoy watching history related television shows. Sadly The White Queen is inaccurate historically in a great many things. Holly Weird has to always redefine things to fit their twisted narratives. Redefining the past is no different.

The White Queen is not rated. This show is not for children. This show is probably not for teenagers. In some regards The White Queen is not even for adults. Why do I say that? The White Queen is graphic beyond belief. This includes children being born, and people being murdered. There is tons of nudity, blood and violence in The White Queen. Numerous sex scenes are in this show as well. The one caveat to the sex scenes is it is usually between married characters. That was refreshing. There is



some sex outside of marriage in The White Queen but it was less prominent.

The White Queen is very anti-male and could easily be categorized as part of the war on men. Magic and witchcraft are a part of The White Queen. A belief in a goddess is proselytized in The White Queen. There are references to God in The White Queen but they are much lighter than I expected. In fact the Christian faith is shown in a very bad light in The White Queen. Many of the scenes of people praying are used to mock Christians for



what they pray for. This is typical war on Christianity content from Holly Weird. No wonder there is little to no respect for Holly Weird in the moral and ethical centers in America.

There is a line in The White Queen that talks about playing both sides until you know the victor and then swear fealty to them. It was something along those lines. That is the best way to describe the politics in the royal court within The White Queen. In fact The White Queen makes the royals look disgusting and horrible. Another institution the radical far left wants to tear down. The White Queen also hates on arranged marriages.

There are ten episodes on the three DVDs of The White Queen. It took me 580 minutes to watch this show from start to finish. It was honestly quite a chore to watch this show. I did some research after watching The White Queen and found many of the historical inaccuracies. Lying and deceit are common tools of many of the characters in The White Queen. I can see why so many younger characters wanted nothing to do with the politics, and court. They also had no interest in being king or queen. The White Queen ends with a plea for peace. - Paul



Graphics: 15%  
Sound: 40%  
Replay: 30%  
Gameplay: 45%  
Family Friendly Factor: 20%

Publisher: Anchor Bay  
Developer: Starz Originals  
System: DVD  
Rating: 'NR' - Not Rated

# Star Trek Discovery Season Two

SCORE: 54

Star Trek Discovery Season Two continues to trash the Star Trek name with radical far leftist brainwashing and propaganda. If you thought the one voice and one response from the Nazis was bad then you should be shocked and dismayed at what Holly Weird has been doing in recent years. Their constant attacks on men, Christians, white people, and normal families is at alarming levels. It would have made perfect sense for this show to end after season two. Sadly I did some research and see it is continuing on.

Star Trek Discovery Season Two starts us with a tribal origin story. We are treated to bad language, violence, blood, promotion of sexual deviancy, teachings of the evolution religious belief, attacks on God, men, and more. There is a moment in Star Trek Discovery Season Two where assisted suicide is encouraged and shown

to be the right thing to do. The writing does not make much sense until the end.

SPOILER ALERTS! Captain Pike from the USS Enterprise takes command of the USS Discovery. This really makes little sense to me. Enterprise is shown as very weak compared to Discovery. The homosexual doctor is brought back from the dead. We took a poll and the majority wanted him to stay dead. With his story arc there was no reason to bring him back. Time travel is a major thread in Star Trek Discovery Season Two. The Red Angel is shown to be a person who time travels. Starfleet is lied

to by the characters of this show. How did they fake all the sensor logs?

Star Trek Discovery Season



Two preaches against Artificial Intelligence. Star Trek Discovery Season Two teaches us that AI will destroy all life in the universe. I felt like I was watching Battlestar Galactica again with Star Trek Discovery Season Two. There are no attempts to work with the AI and put in safe guards. Instead AI wants us dead, and humans want it dead. Star Trek Discovery Season Two is very narrow minded.

The special effects in Star Trek Discovery Season Two are fantastic. The final battle in Star Trek Discovery Season Two is a real treat to watch. Star Trek Discovery Season Two ends with a connection to the very beginning of the first Star Trek show from the 1960s. We don't see Captain Kirk, but we do see Spock, and Captain Pike. This is why Star Trek Discovery Season Two should have ended the series. - Paul

System: DVD  
Publisher: Paramount  
Developer: CBS Television Studios  
Rating: 'NR' for Not Rated

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





# Atari Lynx Collection 1

DRACULA: THE UNDEAD

JIMMY CONNORS TENNIS

SCORE: 85

I am so thankful I found and had the money to purchase Atari Lynx Collection 1 for the Evercade system. Hopefully you were a part of the Twitch live stream or saw the videos that were made for YouTube. Atari Lynx Collection 1 contains seventeen video games. Those video games are Scrapyard Dog, Basketbrawl, Super Asteroids/Missile Command, Awesome Golf, Crystal Mines II: Buried Treasure, Dracula the Undead, Malibu Bikini Volleyball, CyberVirus, Ishido: The Way of Stones, Jimmy Connors Tennis, Loopz, Megapak, Power Factor, Remnant, Super Sqweek, and Xump: The Final Run.

All of the games on the Atari Lynx Collection 1 cartridge are

from the Atari Lynx. I like this compilation so much because it allows us to easily record Atari Lynx video games. Plus Atari Lynx Collection 1 comes in the physical copy format. So that is a double win for us and what we want to see more of in the video game industry. The manual shows the controls for each of the games in Atari Lynx Collection 1. The manual is a bit on the small side but I was able to use it to figure out how to play these games.

The issues families can have with Atari Lynx Collection 1 are violence, blood, lack of attire, and more. The retro graphics diminish most of those issues. Basketbrawl can get intense with the punching, kicking, and weapons. Dracula the Undead is a game most families will probably want to ignore and pass on. One bad game in the entire collection is pretty good if you know what I mean. I really enjoyed playing the games from the Atari Lynx Collection 1 on our television with a micro HDMI to regular

HDMI cable. Atari Lynx Collection 1 can be found at the time this review was written for just under twenty dollars. I guarantee you that you will not find all of these games on the original system for that price. This is another wonder of the Evercade system. I will be investing my personal money in more cartridges on the Evercade system. I also know there is a Atari Lynx Collection 2 cartridge and some people have told me it is even better than Atari Lynx Collection 1. I am very curious to see if they are right or not. Atari Lynx Collection 1 shows what can be done with retro video games to reach new audiences.  
- Paul

System: Evercade  
Publisher: Evercade  
Developer: Evercade  
Rating: '12' - Everyone TWELVE and OLDER ONLY



Graphics: 70%  
Sound: 90%  
Replay/Extras: 99%  
Gameplay: 90%  
Family Friendly Factor: 77%

# Rockstar Games presents Table Tennis

SCORE: 90

I am very thankful I had the money to purchase Rockstar Games presents Table Tennis on the Xbox 360. Rockstar Games presents Table Tennis can also be found on the Wii and Xbox One. I find it funny Rockstar Games had to put their company name in the name of this game. Its like those games that have to end with: "official video game." Which makes us all ask was there an unofficial video game version? Where can we find that? We want to compare the official to unofficial. They could have just called this game Table Tennis. I doubt anyone would have confused it with any other Table Tennis video game.

It is really interesting to find and play Rockstar Games presents Table Tennis. Why do I say that? Rockstar Games is not exactly known for family friendly video games. This is why Rockstar Games presents

Table Tennis caught my eye. Rockstar Games presents Table Tennis is definitely very family friendly. Rockstar Games presents Table Tennis feels like any other sports game from that era. The one exception is we are playing table tennis. Hopefully you caught the live stream I did of Rockstar Games presents Table Tennis. I was testing out a new microphone at that time and wanted a game I could play and not worry about losing the video if something went wrong. Rockstar Games presents Table Tennis wound up impressing me more than I expected it to.

The graphics are good. The sounds are great, and the game is a lot of fun. The controls do take a bit to get used to. I learned how to

time my returns in Rockstar Games presents Table Tennis. Rockstar Games presents Table Tennis contains eleven different playable characters who can play in nineteen different locales. Rockstar Games presents Table Tennis includes a tournament and exhibition mode. Rockstar Games presents Table Tennis saves between matches so families can come back and finish their game in Rockstar Games presents Table Tennis at a future date. Filling the focus meter makes your player better in all aspects of the game. Standard tennis concepts apply in Rockstar Games presents Table Tennis. Move your opponent right and left to eventually get the ball past them. Rockstar Games presents Table Tennis can be found really cheap and I recommend families check this fun home console video game out.  
- Paul

System: Xbox One/Xbox 360/Wii  
Publisher: Rockstar Games  
Developer: Rockstar San Diego  
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 90%  
Sound: 90%  
Replay/Extras: 95%  
Gameplay: 85%  
Family Friendly Factor: 91%



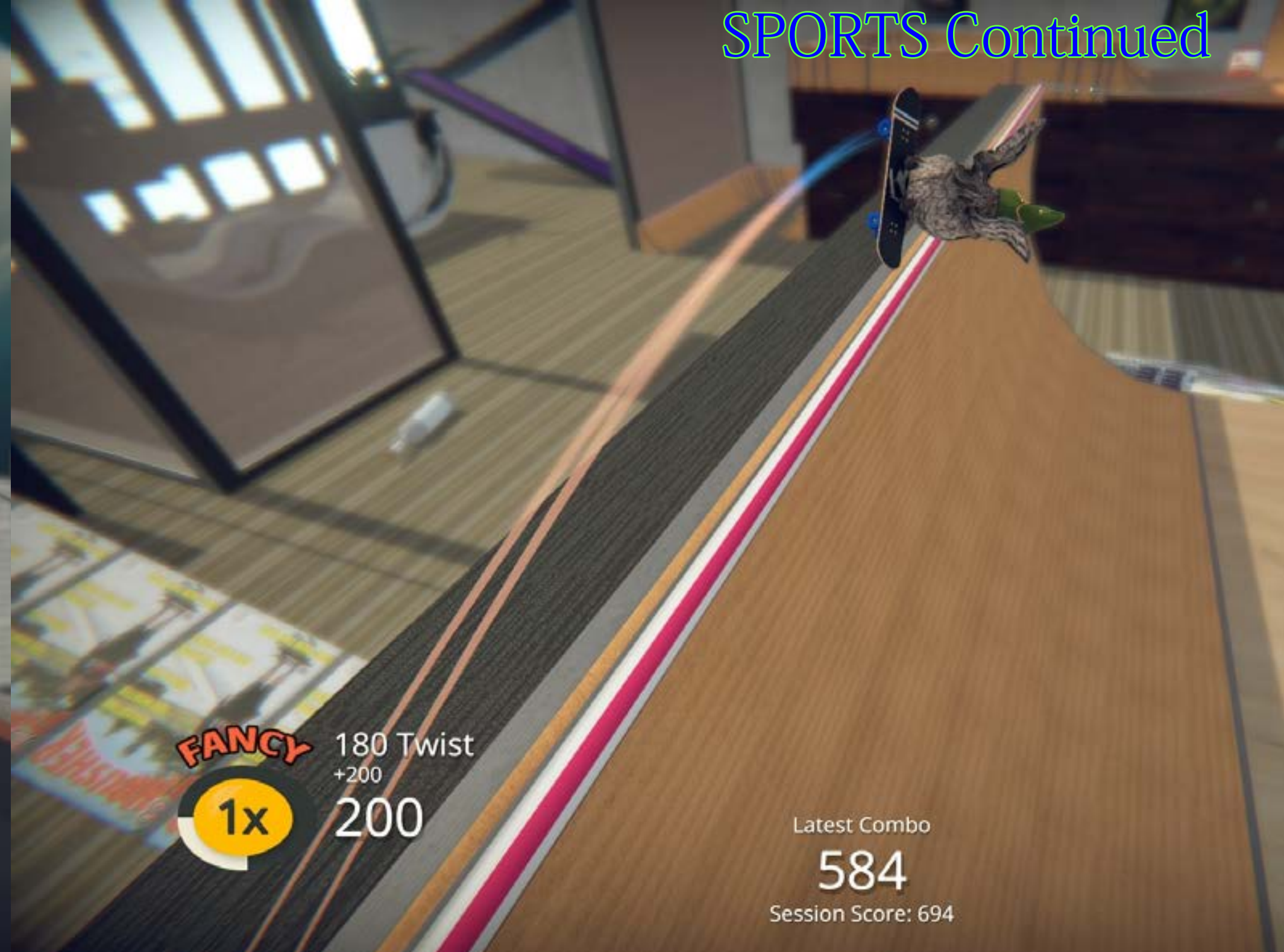
# SPORTS



System: Nintendo Switch/PC/  
 Xbox One/Xbox Series X  
 Publisher: Glass Bottom  
 Games  
 Developer: Glass Bottom  
 Games  
 Rating: 'RP' - Rating Pending  
 Release Date: TBA 2021

Grind on bendy straws, kickflip over staplers, and carve killer lines through cardboard and sticky tape parks, in SKATEBIRD! You're a lonely lil' bird, and your Big Friend has hung up their board for good. Their job sucks, and lately, they're barely ever home to play with you. You're gonna fix all that with the power of being a chill little skateboarding bird. You may be tiny, but the more you skate, the more friends you'll make. Birds will come check out your park, help you find more parks, and together you'll (somehow) fix Big Friend's life! Above all else, skate birds try their best.





System: Nintendo Switch/PC/  
Xbox One/Xbox Series X  
Publisher: Glass Bottom  
Games  
Developer: Glass Bottom  
Games  
Rating: 'RP' - Rating Pending  
Release Date: TBA 2021



# DEVELOPING

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# GAMES



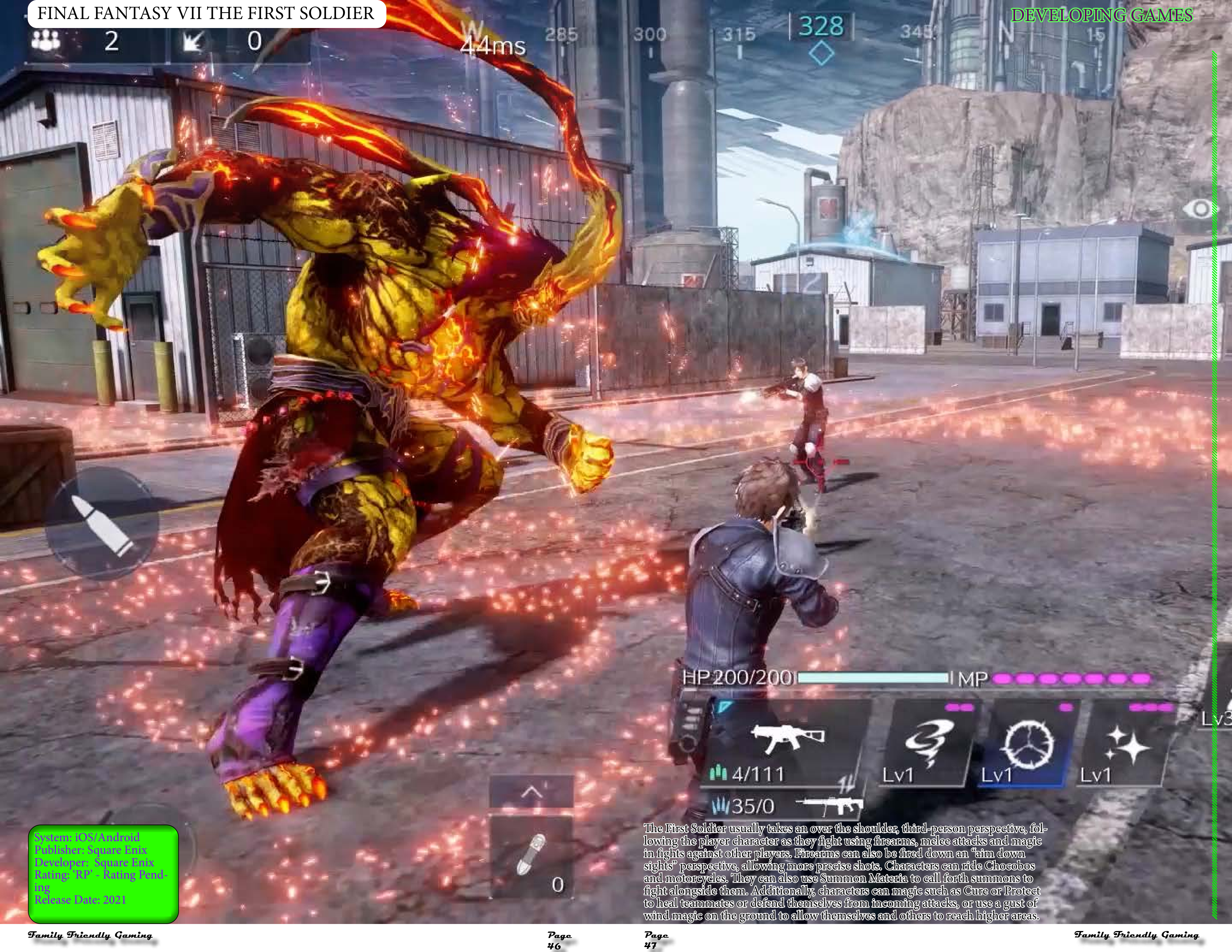




System: iOS/Android  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'RP' - Rating Pending  
 Release Date: 2021

Final Fantasy VII The First Soldier is a competitive action-shooter with RPG elements, where a sizeable group of players are placed in the same battle-field and must compete to be the last ones standing in large battles. The game allows players to enter these battles alone or in teams of three. Final Fantasy VII The First Soldier will be a battle royale game similar to Fortnite and Realm Royale.





System: iOS/Android  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'RP' - Rating Pending  
 Release Date: 2021

The First Soldier usually takes an over the shoulder, third-person perspective, following the player character as they fight using firearms, melee attacks and magic in fights against other players. Firearms can also be fired down an "aim down sights" perspective, allowing more precise shots. Characters can ride Chocobos and motorcycles. They can also use Summon Materia to call forth summons to fight alongside them. Additionally, characters can magic such as Cure or Protect to heal teammates or defend themselves from incoming attacks, or use a gust of wind magic on the ground to allow themselves and others to reach higher areas.



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HP 200/200

MP



18/68

4/75



Lv1



Lv1



Lv1

Lv3

System: iOS/Android  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'RP' - Rating Pending  
 Release Date: 2021

Player characters are allowed to carry two firearms at the same time, which can be swapped at any time, with three Materia slots, allowing for three types of Materia to be equipped to the weapon. An additional materia can be kept on the player character themselves, allowing them to use the spell regardless of equipped firearm.



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11% !

i<sup>1</sup> (R)



**Workshop Available!**  
You have 3 idle workshops!

Tim's Workshop

This relaxing city-building game was inspired by classics like The Settlers and Anno. The Colonists combines charming robots and automated production to make a satisfying settlement building game.

Harvest resources and set up production lines. Construct road, boat, and train transport systems. Discover new lands and battle for survival. Increase the complexity and reap huge rewards as you chase productivity zen. Includes both peaceful and military campaign modes, challenge trophies, and sandbox mode.

System: Nintendo Switch/  
PS4/Xbox One  
Publisher: Auroch Digital  
Developer: Codebyfire  
Rating: 'RP' - Rating Pending  
Release Date: TBA 2021



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Workshop Available!  
You have 3 idle workshops!



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Workshop Available!  
You have 3 idle workshops!



\$0    \$ 0/d    ↗ 14% !    i<sup>1</sup> Ⓜ

Workshop Available!  
You have 3 idle workshops!



System: Nintendo Switch/  
PS4/Xbox One  
Publisher: Auroch Digital  
Developer: Codebyfire  
Rating: 'RP' - Rating Pending  
Release Date: TBA 2021

### Requirements

Construction	🔨
Logs	2
Construction Time	0.5d

**Vegetable Farm**  
Create **Vegetables** from vegetable plots

WHAT'S NEW IN THE CONSOLE VERSION?  
We've worked hard to make The Colonists just as awesome on consoles as it is on PC, here's what's new:

New Controls: Re-designed controls from the ground up to feel natural and fun on consoles

Controller Optimized UI: Re-imagined user interface to be more accessible for players of all types.



# Technology Overview



**Idle Workshops**

- Tier 1: 3/3
- Tier 2: 0/0
- Tier 3: 0/0



System: Nintendo Switch/  
PS4/Xbox One  
Publisher: Auroch Digital  
Developer: Codebyfire  
Rating: 'RP' - Rating Pending  
Release Date: TBA 2021



**Build Sheep Farm**  
 [Square] to rotate  
 [Triangle] to flip

**Harvest:** Gather Resources like wood, iron, stone, fish, and lots more

**Refine:** Turn resources into useful items, like bread, bricks, and planks

**Build:** Create homes, farms, and factories for your bots to live in and work on

**Research:** Advance technologies from steam trains to space rockets

**Expand:** Increase the complexity and reap rewards as you chase productivity zen





System: Nintendo Switch/  
 PC  
 Publisher: Capcom  
 Developer: Capcom  
 Rating: 'RP' - Rating Pending  
 Release Date: July 9, 2021

Monster Hunter Stories 2: Wings of Ruin offers both RPG and Monster Hunter fans a unique new experience with a rich storyline featuring charming characters, challenging quests and friendly encounters with familiar monsters from the Monster Hunter series. Assuming the role of a young Monster Rider who can use a Kinship Stone to form strong bonds with monsters, players can gain experience and improve their skills to form deeper connections with these wonderful creatures. When ready, players can embark on memorable adventures filled with dramatic events and heartwarming friendships as the epic tale unfolds.



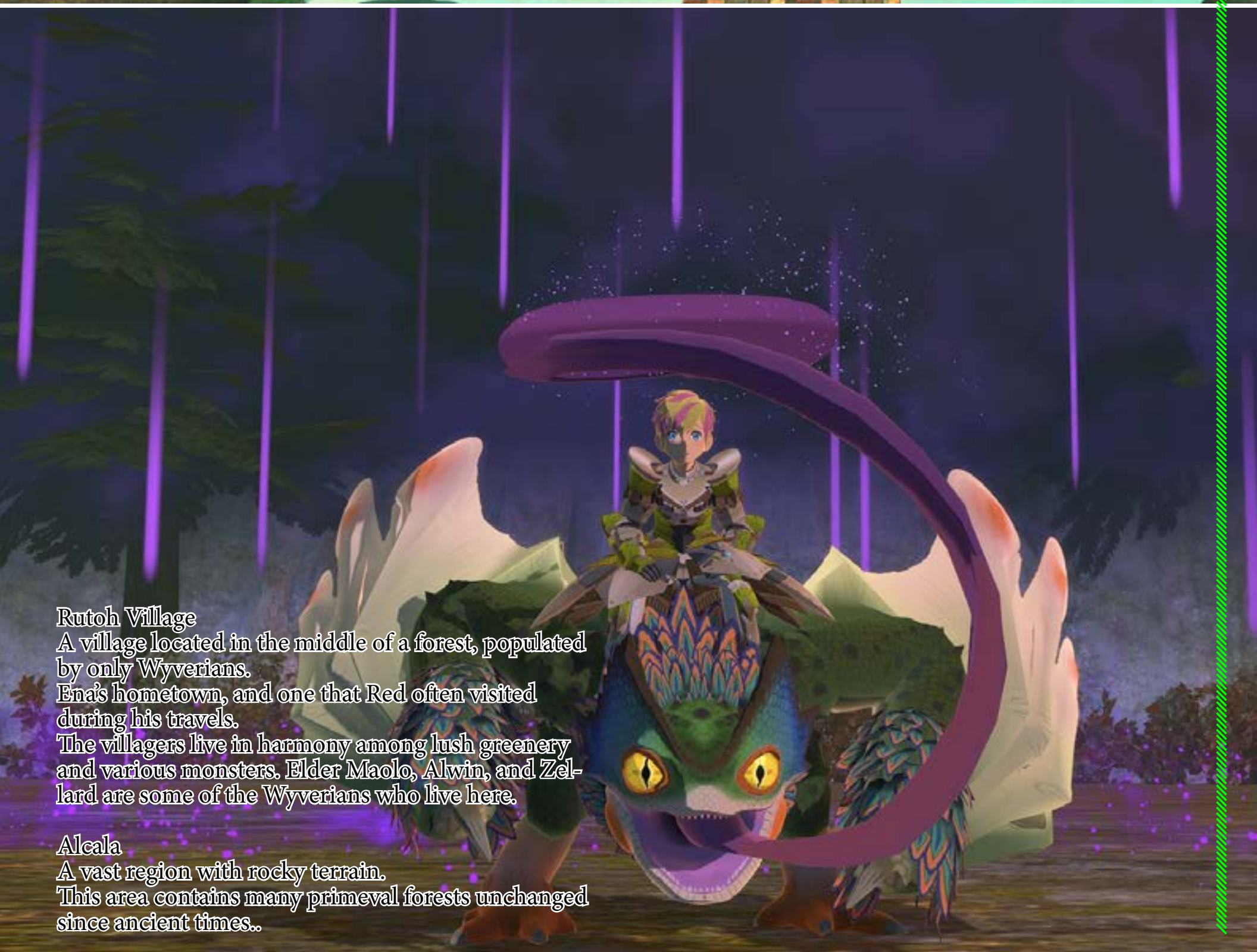


System: Nintendo Switch/  
PC  
Publisher: Capcom  
Developer: Capcom  
Rating: "RP" - Rating Pending  
Release Date: July 9, 2021

The vibrant world of Monster Hunter Stories 2 Hatch, raise, and live alongside monsters as a Monster Rider in this fun-filled RPG set in the Monster Hunter universe.

Our epic tale begins with the mass disappearance of Rathalos from around the world. At the start of the story, you meet a Wyverian girl who knew your illustrious grandfather, Red. She has been entrusted with an egg, but what's inside it? The fate of the world hangs in the balance as the exciting narrative about the Wings of Ruin unfolds.





System: Nintendo Switch/  
PC  
Publisher: Capcom  
Developer: Capcom  
Rating: 'RP' - Rating Pending  
Release Date: July 9, 2021

**Rutoh Village**  
A village located in the middle of a forest, populated by only Wyverians. Ena's hometown, and one that Red often visited during his travels. The villagers live in harmony among lush greenery and various monsters. Elder Maolo, Alwin, and Zeldard are some of the Wyverians who live here.

**Alcala**  
A vast region with rocky terrain. This area contains many primeval forests unchanged since ancient times..





System: Nintendo Switch  
Publisher: Nintendo  
Developer: Game Freak  
Rating: 'RP' - Rating Pending  
Release Date: November 18, 2021

In 2006, Trainers were introduced to the Sinnoh region with the release of Pokémon Diamond and Pokémon Pearl on the Nintendo DS system. Players can once again visit the Sinnoh region in Pokémon Brilliant Diamond and Pokémon Shining Pearl, which are faithful remakes of two iconic Pokémon games.





System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Game Freak  
 Rating: 'RP' - Rating Pending  
 Release Date: November 18, 2021

Pokémon Brilliant Diamond and Pokémon Shining Pearl enable fans to experience the original story and game features from Pokémon Diamond and Pokémon Pearl in a fresh way. The original games have been faithfully reproduced and colourfully revitalized for Nintendo Switch. The sense of scale of the towns and routes has been carefully preserved, and fans who played the original games will recognize many familiar places. These games are updated with the easy-to-understand, player-friendly conveniences introduced in recent Pokémon core series video games, in addition to up-close-and-personal Pokémon battle scenes.





\*thud\*



System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Game Freak  
 Rating: 'RP' - Rating Pending  
 Release Date: November 18, 2021



Trainers will choose either Turtwig, Chimchar, or Piplup to be their first partner Pokémon before setting off on their journey. Along the way, they will be able to encounter the Legendary Pokémon Dialga in Pokémon Brilliant Diamond and the Legendary Pokémon Palkia in Pokémon Shining Pearl.



# NOW



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New Pokemon Snap  
Taxi Chaos

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# PLAYING







System: Nintendo Switch/PC/  
 PS4/PS5/Xbox One/Xbox Series  
 X  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: E10+ - Everyone TEN  
 and OLDER ONLY {Fantasy  
 Violence}  
 Release Date: Out Now

In BALAN WONDERWORLD, players will explore the whimsical land of Wonderworld along with the stars, Leo and Emma. With the help of the enigmatic maestro Balan, players must help restore balance to the hearts of twelve troubled souls by clearing out the Negati, physical manifestations of worry and other negative emotions. To accomplish this, players will jump, climb, fly, smash and more, as they explore a multitude of unique areas, collecting over 80 unique costumes that bestow special powers to assist them along the way.





System: Nintendo Switch/PC/  
PS4/PS5/Xbox One/Xbox Series  
X  
Publisher: Square Enix  
Developer: Square Enix  
Rating: E10+ - Everyone TEN  
and OLDER ONLY {Fantasy  
Violence}  
Release Date: Out Now

BALAN WONDERWORLD is a wondrous action-platformer game themed around the mysterious Balan theatre; home to a mischievous maestro named Balan. The stars of the show will use special abilities from a multitude of characterful costumes as they adventure in the bizarre and imaginary land of Wonderworld. Here memories and vistas from the real-world mix with the things that people hold dear. Twelve different tales await our stars in Wonderworld, each with their own unique quirks. Players will explore all corners of these labyrinthine stages, battling Negati and playing mini-games that are hidden along the way, to get to the heart of each touching story.





System: Nintendo Switch/PC/  
PS4/PS5/Xbox One/Xbox Series  
X  
Publisher: Square Enix  
Developer: Square Enix  
Rating: E10+ - Everyone TEN  
and OLDER ONLY {Fantasy  
Violence}  
Release Date: Out Now

The adventure can be experienced in single player mode and with a friend in couch co-op where together they can combine creative costume abilities to defeat enemies and save the day. BALAN COMPANY brings together talented videogame developers, visual artists, and composers to tell the greatest stories and provide the ultimate platformer experiences.

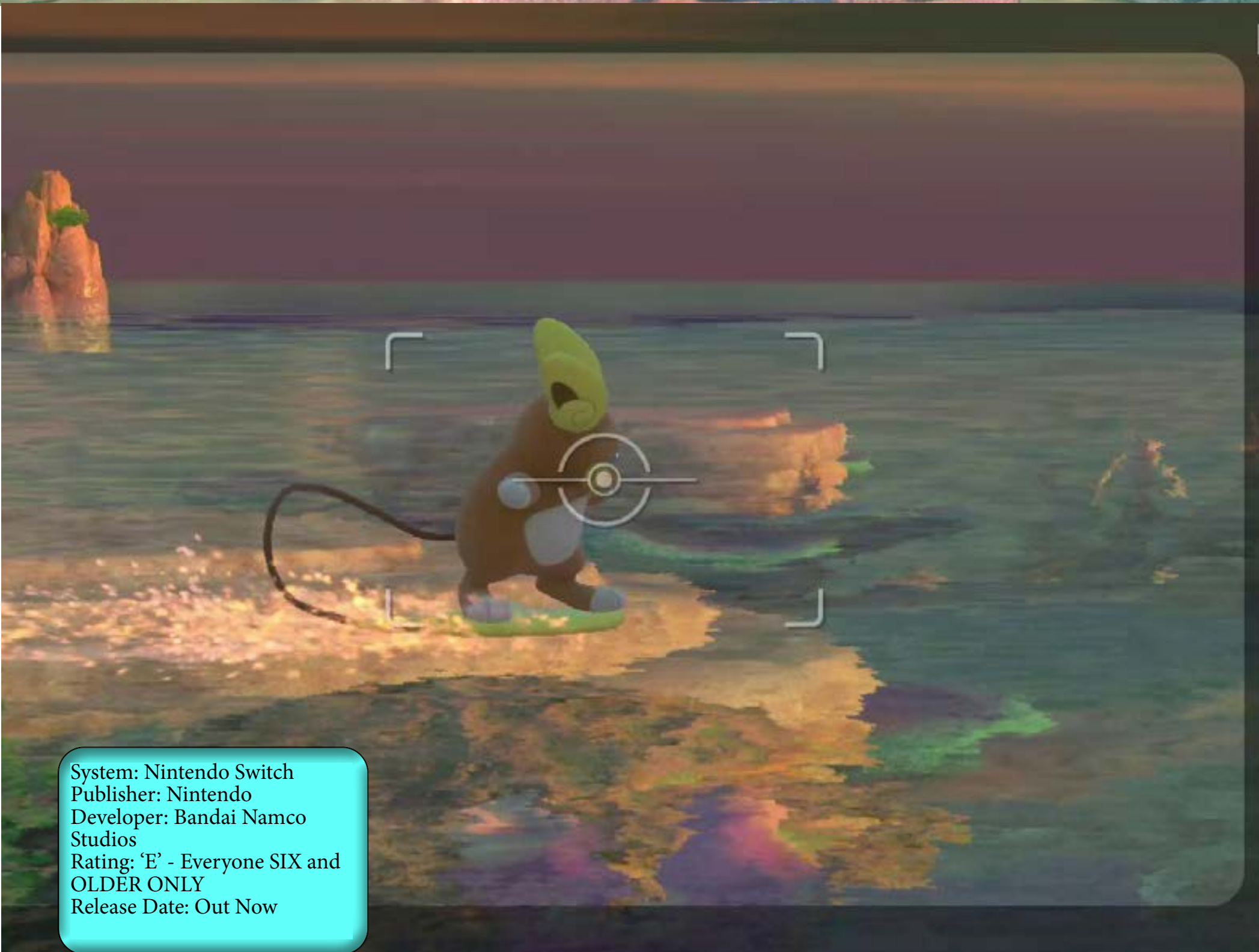




System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Bandai Namco Studios  
 Rating: 'E' - Everyone SIX and OLDER ONLY  
 Release Date: Out Now

Get ready to visit the many beautiful isles of the Lental region in the New Pokémon Snap game for the Nintendo Switch family of systems. 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 discovered!





System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Bandai Namco Studios  
 Rating: 'E' - Everyone SIX and OLDER ONLY  
 Release Date: Out Now



In New Pokémon Snap, players will take on the role of a budding Pokémon photographer and work with the Lental region expert, Professor Mirror, and his assistant, Rita, on an ecological survey to photograph Pokémon thriving in nature. In a new trailer released today, additional footage and details were unveiled for New Pokémon Snap, including its April 30 launch date.





System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Bandai Namco Studios  
 Rating: 'E' - Everyone SIX and OLDER ONLY  
 Release Date: Out Now

Professor Mirror will evaluate and score players' photos taken on their adventures. Pokémon photography is evaluated based on the subjects' poses, how large they appear, how directly they're facing the camera and where they fall in frame. As players take more photos and fulfill research on their journey, they may see Pokémon look and behave in entirely new ways. Players will have to take many photos and use their highest-scoring shots to fill out their Photodex, a collection of Pokémon photographs.





System: Nintendo Switch/PS4/PS5/Xbox One  
 Publisher: 2K Games  
 Developer: Mass Media  
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}  
 Release Date: Out Now

Would-be cabbies will be able to explore a colorful and vast city with many New York-inspired locations, discover shortcuts, drift through corners, take impossible jumps, and aggressively bash their way through traffic, all while getting paid to do it! Test your driving skills and improve them in three distinct game modes. Go for the classic experience in Arcade mode, cruise around at your own pace in Freeroam or step up for a real challenge in Pro Mode! Will you earn a fare so high the world has never seen before? Jump in and drive your way to the top of the leaderboards!



# Last Minute

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# Tiddbits





System: Nintendo Switch  
Publisher: Nintendo  
Developer: Game Freak  
Rating: 'RP' for Rating Pending  
Release Date: 2022

The fun of exploring while catching Pokémon and filling in a Pokédex has always been a core part of the Pokémon video game series. Pokémon Legends: Arceus was developed with the desire to deliver an experience infused with new action and RPG elements that go beyond the framework established thus far, while honoring the core gameplay of past Pokémon titles.





System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Game Freak  
 Rating: 'RP' for Rating Pending  
 Release Date: 2022

As Trainers explore the natural expanses in Pokémon Legends: Arceus, they'll encounter Pokémon that call these grand vistas home. To catch wild Pokémon, players can study the Pokémon's behaviours, sneak up to them, then throw Poké Balls. Players can also battle wild Pokémon with their ally Pokémon. By throwing the Poké Ball holding their ally Pokémon near a wild Pokémon, players will seamlessly enter battle. This new gameplay angle is intended to provide Trainers with an immersive experience.





System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Game Freak  
 Rating: 'RP' for Rating Pending  
 Release Date: 2022

Pokémon Legends: Arceus brings Trainers to the vast Sinnoh region as it existed in the past, long before the setting for Pokémon Diamond and Pokémon Pearl was established. Rich in nature and with Mount Coronet towering at its heart, this is a Sinnoh unlike anything Trainers have experienced before as they embark to create the region's first Pokédex.

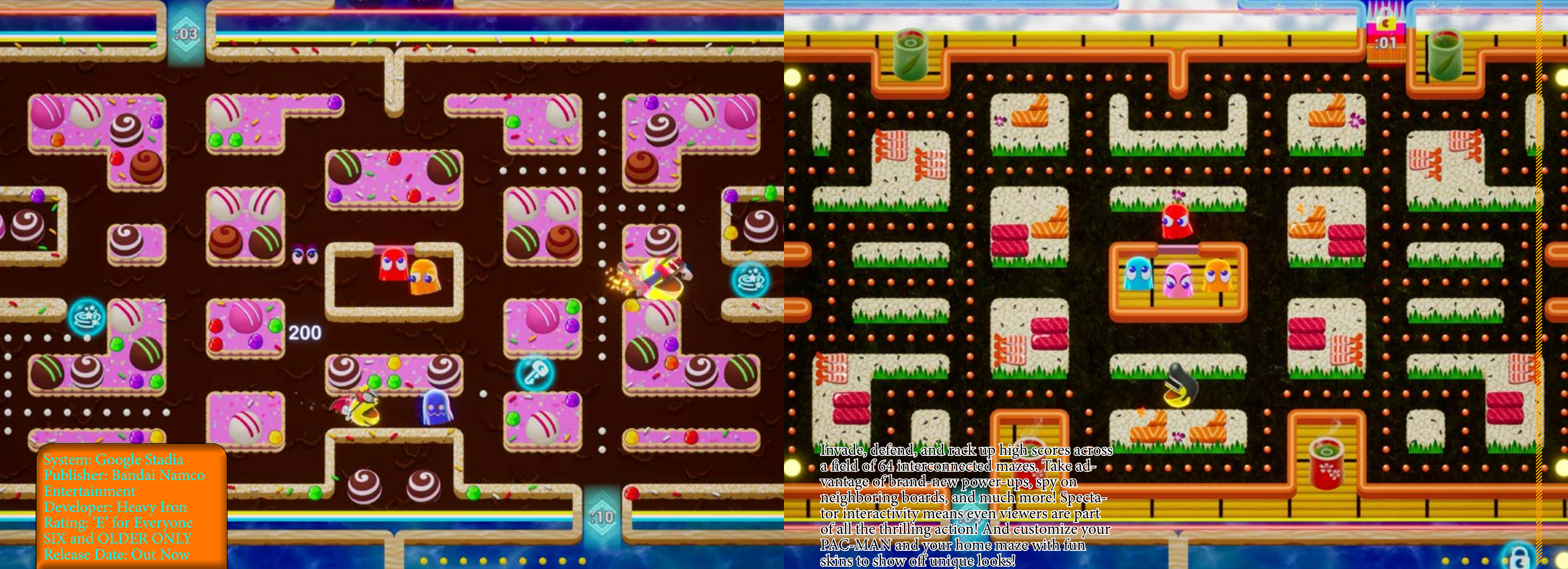
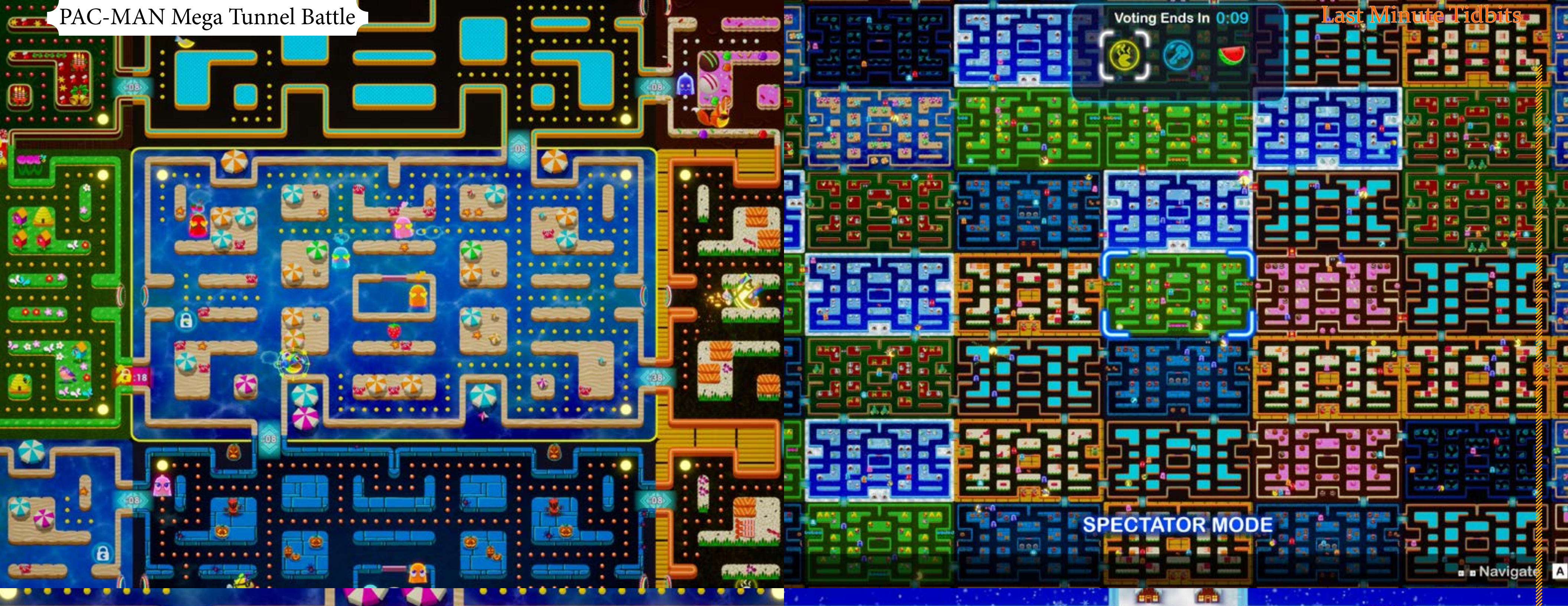




System: Google Stadia  
 Publisher: Bandai Namco Entertainment  
 Developer: Heavy Iron  
 Rating: 'E' for Everyone SIX and OLDER ONLY  
 Release Date: Out Now

Prove your mettle in the world's biggest simultaneous multiplayer PAC-MAN experience! Jump into 64-player games and show everyone who's the leader of the PAC! Invade other players' mazes, eat their dots and power ups - even other players! - and dominate the mazes! But watch out: viewers can vote on power-ups that can cause you - or your opponents! - to stumble on the field and be eliminated from battle!





System: Google Stadia  
 Publisher: Bandai Namco Entertainment  
 Developer: Heavy Iron  
 Rating: 'E' for Everyone SIX and OLDER ONLY  
 Release Date: Out Now

Invade, defend, and rack up high scores across a field of 64 interconnected mazes. Take advantage of brand-new power-ups, spy on neighboring boards, and much more! Spectator interactivity means even viewers are part of all the thrilling action! And customize your PAC-MAN and your home maze with fun skins to show off unique looks!





Angel Slime casts Midheal!



Green Dragon takes 446 damage!  
Defeated Green Dragon

◆ BUILD THE ULTIMATE MONSTER TEAM!

Assemble a roster of monsters both cuddly and terrifying! Train, equip, and customize them to make them your very own!

◆ OUTWIT YOUR ENEMIES IN BATTLE!

Orchestrate your monsters' movements in a pocket-sized tactical experience! Pick-up-and-play controls and deep tactical elements give experts and newcomers something to enjoy. Study the battlefield and outwit your foes on-the-go!

# EASH POWER REW ATTACKS!

System: Android/iPhone/iPad  
Publisher: Square Enix  
Developer: Square Enix  
Rating: 'E10+' for Everyone  
TEN and OLDER ONLY  
Release Date: Out Now





System: Android/iPhone/iPad  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'E10+' for Everyone  
 TEN and OLDER ONLY  
 Release Date: Out Now



◆ A RICH AND VIBRANT ADVENTURE AWAITS

Long ago, when an evil force brought the world of Orchesterra to the brink of destruction, a legendary hero led a loyal band of monsters in defiance. Thanks to their courage and wit, the dark lord was sealed away, bringing peace to the world. Ages have passed, and once again the threat of evil looms over Orchesterra – will you rise to the task?





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**Level 110**

Slip into a pair of overalls and give us your best “Yee-haw!”

From feeding feisty animals to gathering fresh eggs to making delicious pastries, you'll turn a humble little homestead into a booming agribusiness. You'll have to stay on your sun-kissed toes, though. As you race to meet your goals on each level, ravenous bears and other animals will try to foil your efforts. But don't worry; you'll have the tools you need to deal with each of these beastly brutes.

System: PC  
 Publisher: Alawar Entertainment  
 Developer: GameOn Production  
 Rating: 'NR' for Not Rated  
 Release Date: Out Now

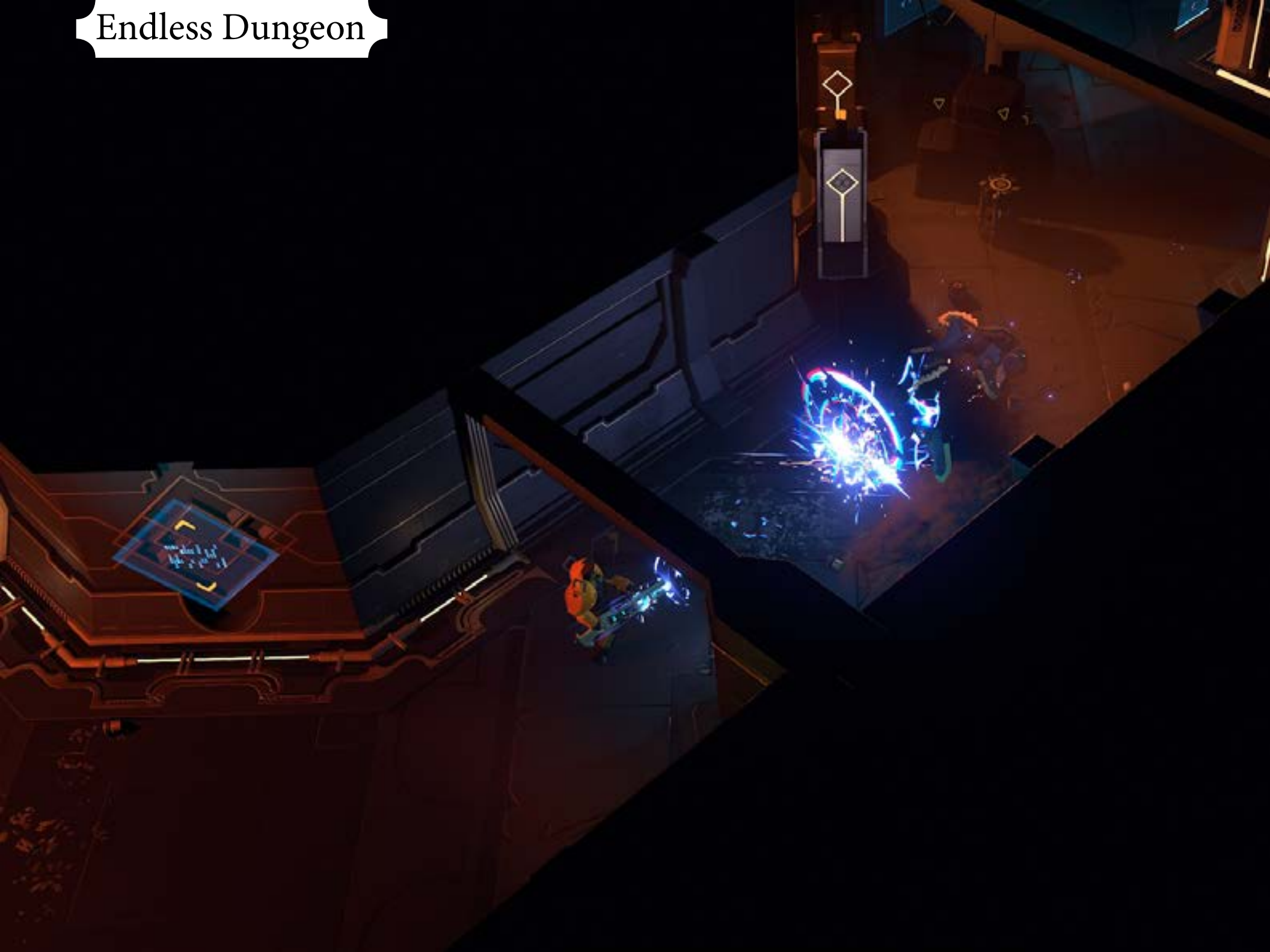




System: PC  
 Publisher: Alawar Entertainment  
 Developer: GameOn Production  
 Rating: 'NR' for Not Rated  
 Release Date: Out Now

Changeable weather and seasons  
 Forecasters report a sharp change in weather and even the season!  
 On a sunny day, the grass on the level disappears much faster and needs to be watered all the time! And when it rains, the grass grows without water.  
 In autumn, the wind carries away not only the leaves but also your harvest. Be sure to gather it immediately when ready! And in winter, animals need your care and warmth.



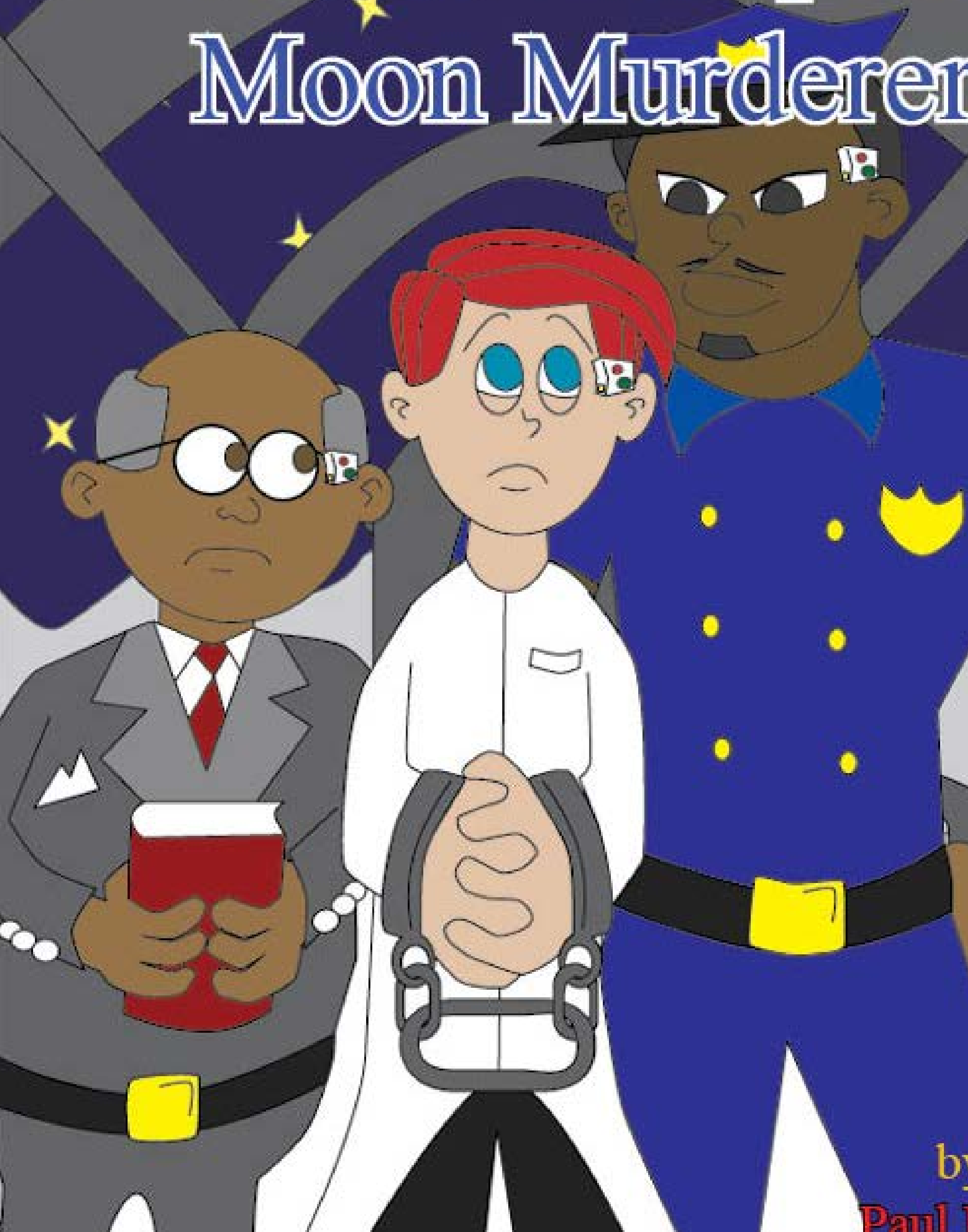


System: PC/PS4/XBONE/Xbox Series X  
 Publisher: Sega  
 Developer: AMPLITUDE Studios  
 Rating: 'RP' for Rating Pending  
 Release Date: To Be Announced

Well, your ship is dead as a doornail and you're stuck on some spatial station that went to the dogs back before they knew how to bark. There's some folks been marooned here for decades, full of tall tales about what is and isn't; stories about how you might get out – or how you might be stuck here pretty much forever... It's all on you to figure out what's happenin'; team up with some other cast-aways, and survive a brand spanking new story in the Endless universe.

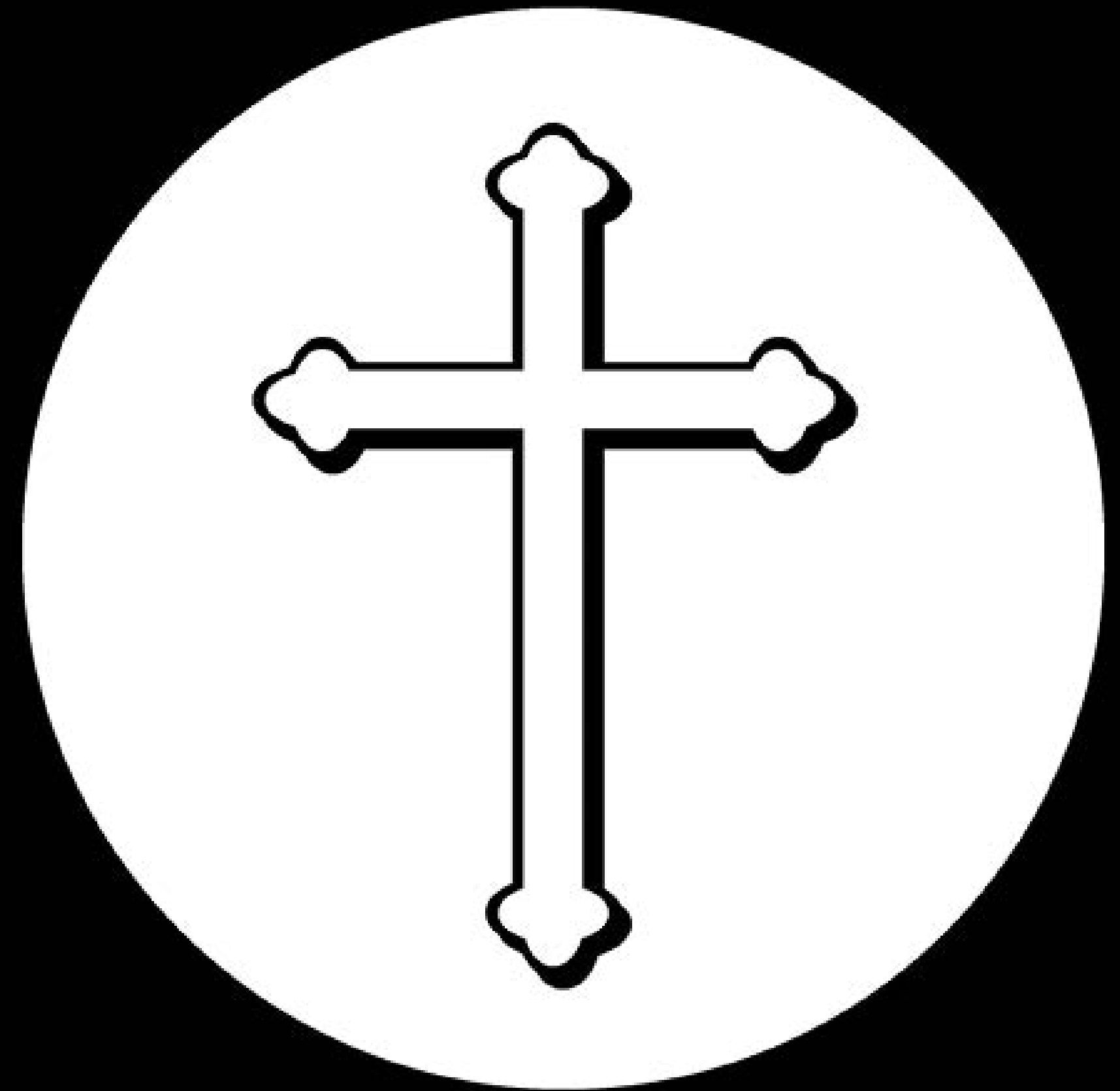


# Future Glimpses Moon Murderer



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