

FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

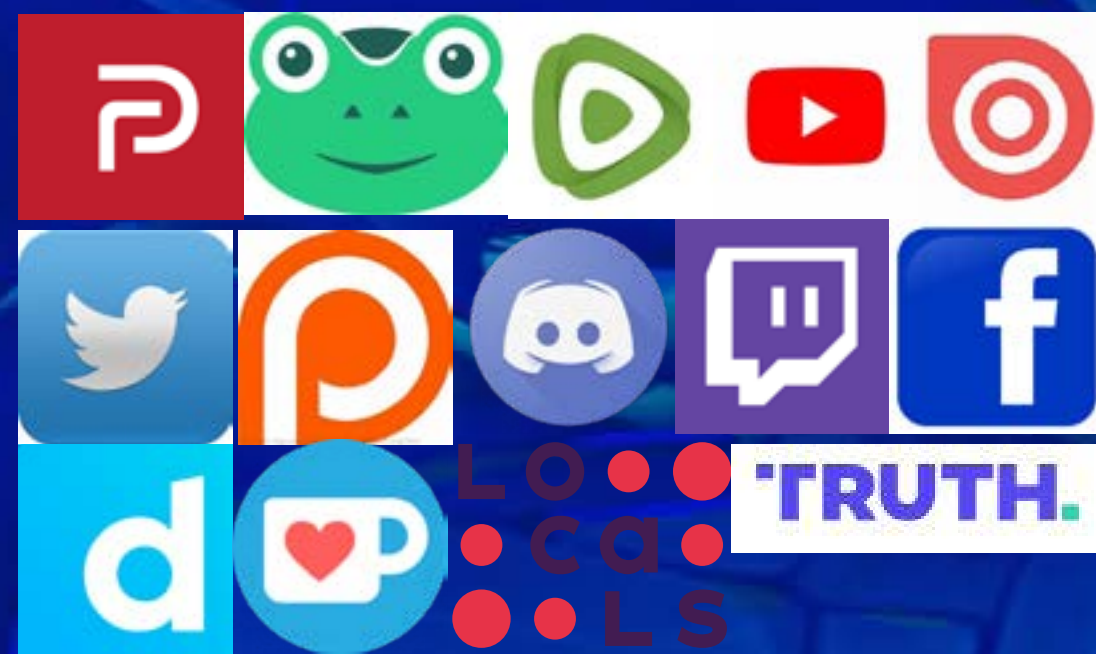
TM

July 2023

Super Bomberman R 2 has
been announced!

ISSUE #192

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

Editor's Desk

Scratching and clawing

There are some days, weeks, months, and years that it feels like we are scratching and clawing just to survive. Some days, weeks, months, and years it is a struggle to get by. Getting lied to again and again can get annoying. Especially from people who are just being selfish and self-centered. What is worse is when you have helped them again and again. When it comes time for a little tiny bit of help back they can't be bothered. They can't respond. They can't answer their phones or emails. They are hiding because they are so self-absorbed. It is difficult to ask for help and their lack of response makes it even harder. I have asked a few people this question: "if everyone acted like you would the world be a better place?" Of course not. The world would be a worse place. Yet they just use and abuse over and over again.

Did you know that we work more hours for Family Friendly Gaming than some pastors do for their churches? I looked it up and the yearly average income for a church in the US is \$242,910. We would be happy with half of that coming in. It does not. Yet we reach way more people than a great many churches do. We reach more lost than most churches do. At times the parable of the talents comes to mind and we reach more people on less money. Who is being wiser with their talents? Who is making more of an impact for the Kingdom of God? Why don't more fellow believers financially support Family Friendly Gaming? There are billions of dollars going to churches spending their money on buildings, lawn care, windows and other frivolous things. We spend the money on making things better and reaching more people. We do not have a comfortable building for visitors. We do not have a nice lawn for people to admire. Instead we focus on what is actually important.

Did you know that there have been some fellow believers over the years that sent Family Friendly Gaming money because of the reach we have in the video game industry? It is always wonderful when those donations come in. We are not a non-profit so they do not get a tax write off. They realize they are doing amazing and wonderful work that helps reach more of the lost than their local church buildings do. I know that may offend some people. They are so stuck in their ways. My answer to anyone offended is read the Holy Bible and show where we are wrong. We are two or three gathered so Christ is here also. We are being wise with our talents. We have helped and given again and again. We are not constantly brow beating you for money. We do not waste a lot of money on buildings that at the end of the day do not matter that much. God is in us. We are the temples. You do not need extravagant buildings. Do you keep

funding them again and again? We went to this one church some years ago where the pastor threatened to leave because he was not getting the money for a community center. There were already two other community centers in the area. He demanded hundreds of thousands of dollars from the congregation to build another community center where church members could go work as slave labor. This same church gouged its members on mission trips. I checked prices and found they were triple what it cost to fly there. Why? So they could make money for other programs that did not bring in as much revenue. This is a non-profit lying to its members, and price gouging them. And we struggle to survive honestly.

God bless,
Paul Bury



FEMALE SIDE

For us all

Death comes for us all. I am writing this column right after Tina Turner died. There are all these people making all these statements about her death. Many seem shocked that an old woman died. Thing is death comes for us all. I have seen a lot of it in my life thus far. My father and sister both passed along to glory. I miss them. I am thankful my mother is still alive. I know at some point she will also pass along to glory. As will I at some point. I do not understand the people that are shocked. It was only a matter of time. Tina Turner got many more years than my sister did.

My sister touched the lives of so many people as a nurse. She helped again and again as her job. My sister had all kinds of physical problems in her body. She had all kinds of pain and problems. She died in a hospital after a surgery on her foot. Yet when she died there was not this big social media upswelling over the loss. How do you think families feel when there are those fawning over someone they never actually knew? How many of ya'll actually knew Tina Turner? How many of ya'll actually had a conversation with her? There were not a lot of people that came to my sister's funeral. She touched the lives of thousands. She happily served thousands of people. To be fair many of her patients were elderly and died. How many families think about and care about the nurses that helped their parents or grandparents in their final days?

There are a lot of people that do not know what to say to someone grieving. You do not need to say much. Just tell them you are thinking about them, praying for them, and if they need anything to let you know. That is not very difficult. Odds are they will not ask for much of anything right away. They may want to talk. So just be there and listen. It never gets easier dealing with death. It does get less uncomfortable when you actually care about others. Too many people in our world are all about themselves. They are chasing those castles in the sand. They are building and creating what in most cases falls down and gets picked apart. Focus on what is really important - people. This is the only thing you can take with you after death. You can encourage them into a relationship with Jesus Christ so you will get to be with them in heaven.

There was a lady that took one of the cats my sister had. This same cat had been saved by my sister for one of her patients. He refused to die until he knew that cat was taken care of. That cat has had multiple owners die on it. It is the same cat in that short we did of Princess meeting a cat. Death can bring you new connections, and

friends. I was not looking for it. Neither was this lady. My mother has gone to a lot of funerals and she keeps going. The older you get the more people around you will die. It is the nature of life. I encourage you to learn to live with it. Get more comfortable around it. My hubby appreciates the Klingon phrase:

"Hegh lu' meH QaQ jaj vam!" Today is a good day to die. He lives his life like that. Any day, and every day are good days to be the last ones on Earth. Live each day to the fullest and have no regrets when the Grim Reaper comes for you. Embrace the end when it comes. It actually comes down to the acceptance which is the last phase of dealing with grief. Stressing, fussing and fighting will not change the outcome when your number is up.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863
 1 Timothy: 9780976054825 | 2 Timothy: 9780976054894 | Interactive Parables: 9780976054801 | Interactive Parables Spanish: 9780976054818



Interactive Bible Series for Windows by GraceWorks Interactive



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

14 DVD ROM titles \$10.99 each

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

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

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

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

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

For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

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

@peanut191972 • 16 hours ago
love it!!!
REPLY 1 reply 5

@FamilyFriendlyGaming • 16 hours ago
thanks :)
REPLY 5

@protonman6152 • 16 hours ago
good job!!!!
REPLY 1 reply 5

@FamilyFriendlyGaming • 16 hours ago
thank you very much. :)
REPLY 5

BottomFeederKW followed you • 5d

BottomFeederKW liked your post • 5d

granny gamer followed you

WeaselBass Retweeted your Tweet
Live! Broadcast #twitch stream #OnePiece #Odyssey here twitch.tv/family_friendl...

Please view, follow, subscribe and cheer! #TwitchAffiliate #SupportSmallStreamers #PathtoPartner #videogames Help us reach our goal of 620 followers!

Lets get chat flying!

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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!

What We Want When We Want How We Want

Thank you so much for your What We Want When We Want How We Want article. That article is the most eye opening I have read in many years. I am so sick of the woke gaming media sites worshipping the video game companies to get free copies of games. Their reviews have no value anymore. It is like that whole thing with Syndrome: "When everyone is super, no one is." When every single one of their reviews are high scoring then none of them are. My friends will be like: "I liked Zelda and they liked Zelda, so there." I am like well a broken clock is right two times a day. It does not make that clock accurate. Then I am like do you like



Zelda because you were told to? How many gamers say this or that is good based on peer pressure or woke media gaming media pressure?

Keep up the good fight. You have a supporter in me. It is refreshing to find a gaming media site that honors God and looks for the good and bad in video games. I will keep trying to get my friends to check out Family Friendly Gaming.

- Matt

{Paul}: Matt,

Thank you so very much for your amazing words of encouragement. We did everything we were asked to and it never helped us pay the bills. Our hard work made this video game companies millions upon millions of dollars. We have been black listed and discriminated against because we are Christian and conservative. The discrimination comes from people who claim to celebrate diversity. They do not celebrate our diversity. We spent all this money and at the end of the day I realized it is pointless. I would rather purchase a video game and get to it when I

feel like it. Too many people in PR and Marketing act like they are our bosses and we must do whatever they say. All of that for no pay. Forget that. I cover what I want, when I want, and how I want. I love all these emails from people in PR and Marketing that say: "You can live stream this game for your audience starting today." NO! This other company offered me a video sponsorship to play their game. Why play yours for no pay? Why must I follow whatever lame schedule they came up with? Their schedules are meaningless and rarely fit with our sched-

ule.

It is funny to see their responses when I point out we are losing money covering their product. They shrink and vanish until they want some other slave labor work from us. They also go far away when I point out I have to work a day job and could work on their product in a very short time span. I wish more of them had hearts and showed their cared with meaningful reactions that helped us pay our bills. Sadly I have come to realization that the super majority of them are selfish and self centered. When they are faced with this fact they get all bent out of shape. They don't try to prove me wrong, they stick their heads in the sand, and act hateful to us. They incur fines and refuse to do the right thing and pay what they owe. I am so past being angry about it. Now their pleas to make them even more money falls on deaf ears.

AEW Fight Forever

I noticed that Family Friendly Gaming published coverage of the new AEW Fight Forever video game. Do you plan on doing a live stream of AEW Fight Forever? Will you do a review of AEW Fight Forever? Do you ever watch AEW wrestling television shows or pay per views? What do you think about AEW? I know Family Friend-

ly Gaming has covered WCW video games in the past. Family Friendly Gaming has also covered plenty of WWE video games. So what about AEW?

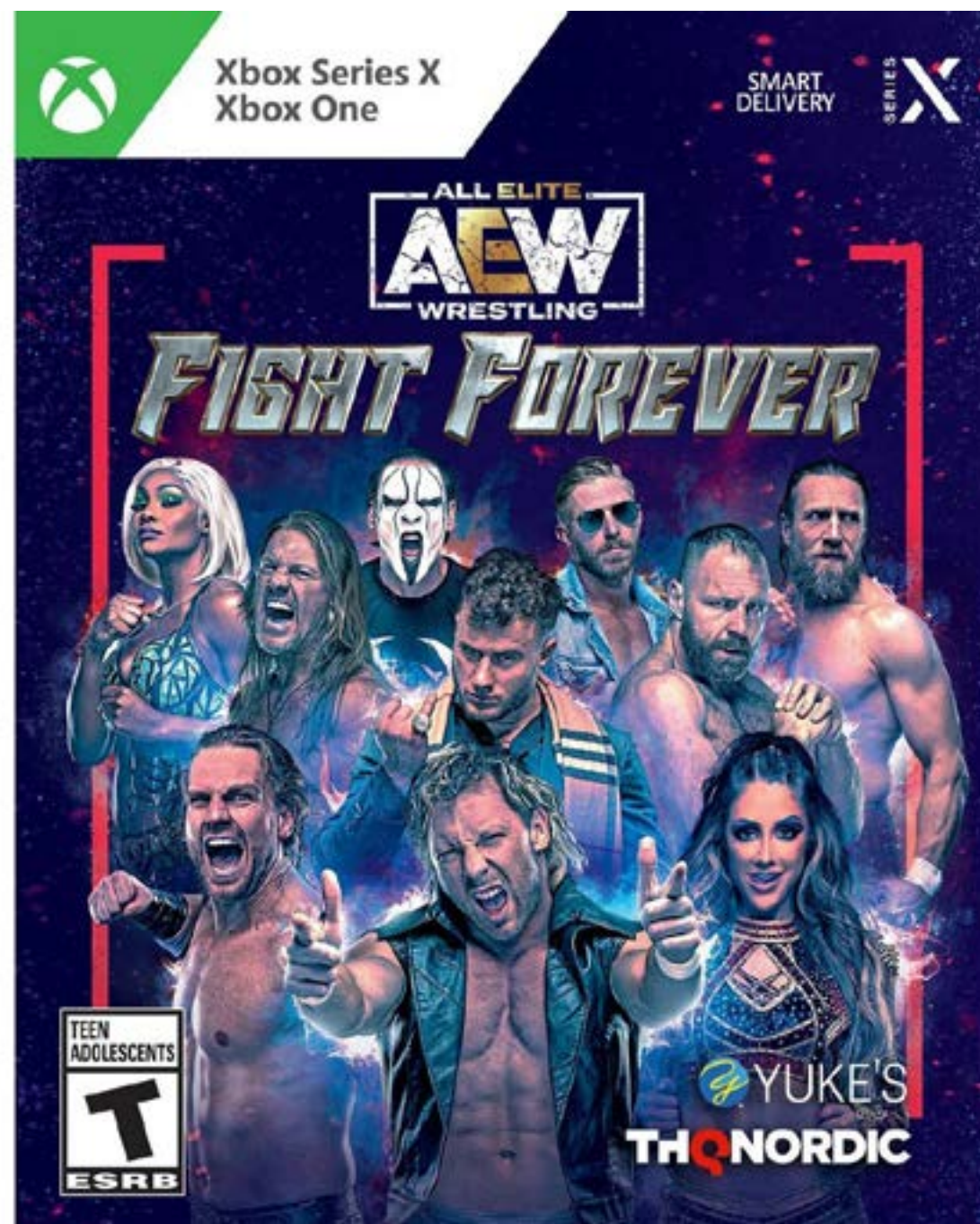
- Bradley

{Paul}: Lots of questions there Bradley. I take it you are a wrestling fan? Yes we plan on purchasing a copy of AEW Fight Forever when it is released and we have the money to make a purchase. So that right there is a bit of caveat. Money needs to be coming in for us to make such a purchase. I am not really interested in a digital download code of the game because of all the hooks attached and expectation from the video game companies that treat us like slave labor.

Yes we have covered WCW and WWE games in the past. We might have even messed with that ECW video game too. I do not recall completely. I have not watched any AEW wrestling shows or pay per views. I have read articles and seen short videos on YouTube about them. I saw some of the promos like when MJF had a beef, and the CM Punk vs MJF ones where they were insulting one another.

I am very interested in seeing who some of these wrestlers are in AEW. I have heard about some of them. I also hope the AEW Fight Forever game will be better than the

SOUND OFF Continued



recent WWE video games. I am curious about some of these specialty matches as well. I hope we have a good live stream of the game when we are able to work it in to our busy schedule. What does FFG Universe think of AEW? I am curious to hear.

Should You Play Video Games?

Should a Christian even play video games at all? Aren't there better things you could be doing with your time? Aren't all video games just evil, wastes of time that take

people away from the real world? Don't you just glorify video games by making a website, videos, magazine, and whatever else you do?

- Daniel

{Paul}: Daniel,

I am sure your questions may anger some people. I think they are great questions. My wife used to tell people when they asked about my playing video games: "I know where he is and what he is doing. He is available to me whenever I need him. He is not at the bar chasing after other

women." Perspective can be key here. Ultimately video games are like television shows, movies, radio shows, plays and more. They are audio visual learning tools. I know people that despise video games and watch the raunchiest television shows. I am honoring God with what I do. I am a witness working in an industry that many fellow believers have just given over to Satan. Are there plenty of vile and wicked video games that the worldly gaming media outlets gleefully report on? Yes there are. Why aren't more believers engaged in reaching the lost in this industry? There are ministries trying to help porn stars. Yet when it comes to video games they throw up the flag of surrender and let Satan have his way. Why? Did you know many gamers have never heard about the gospel? The workers are few in this field.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the Internet and go to our Comments page:
<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
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Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

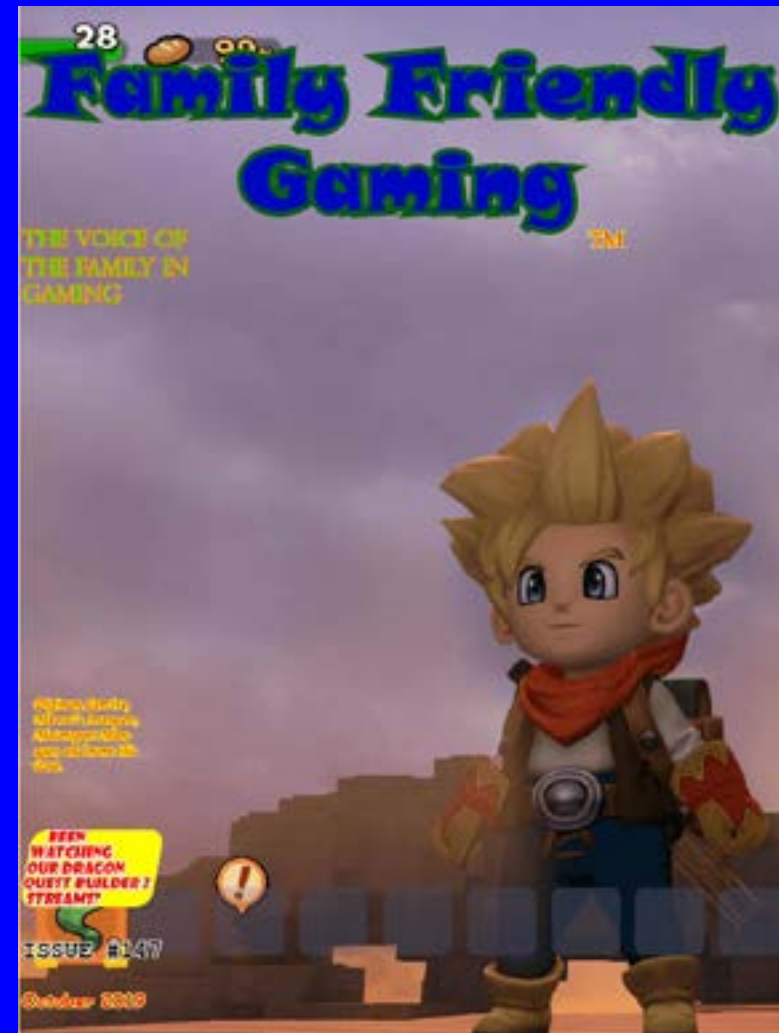
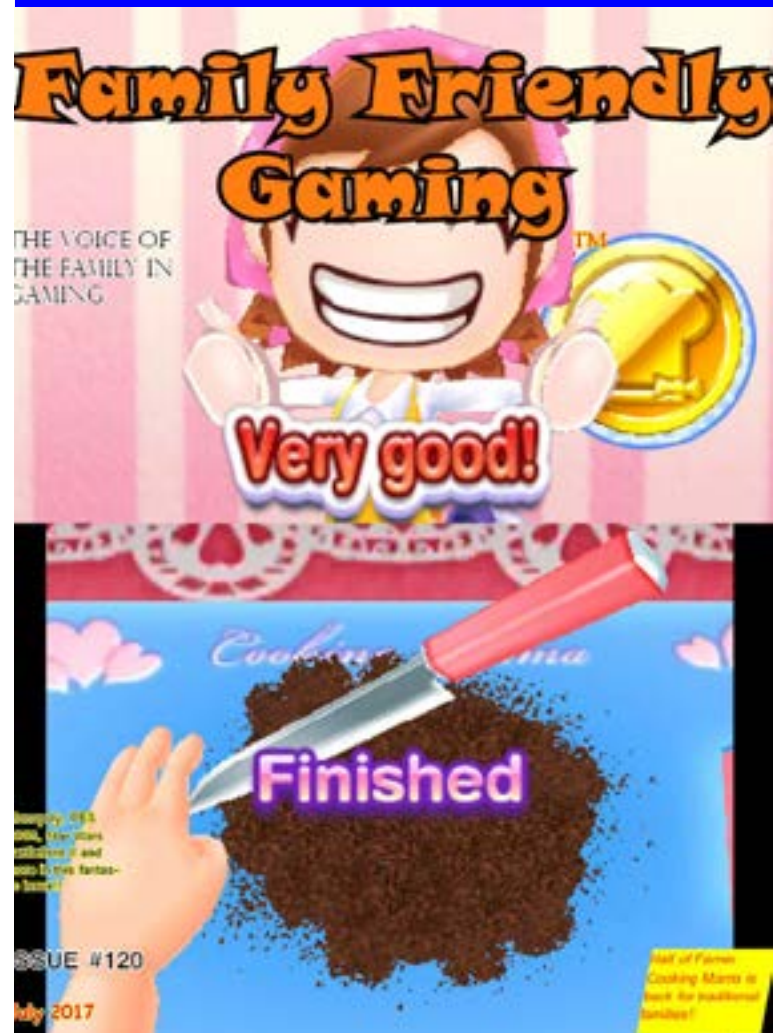
Current rates can be found on the Advertise page of the website

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



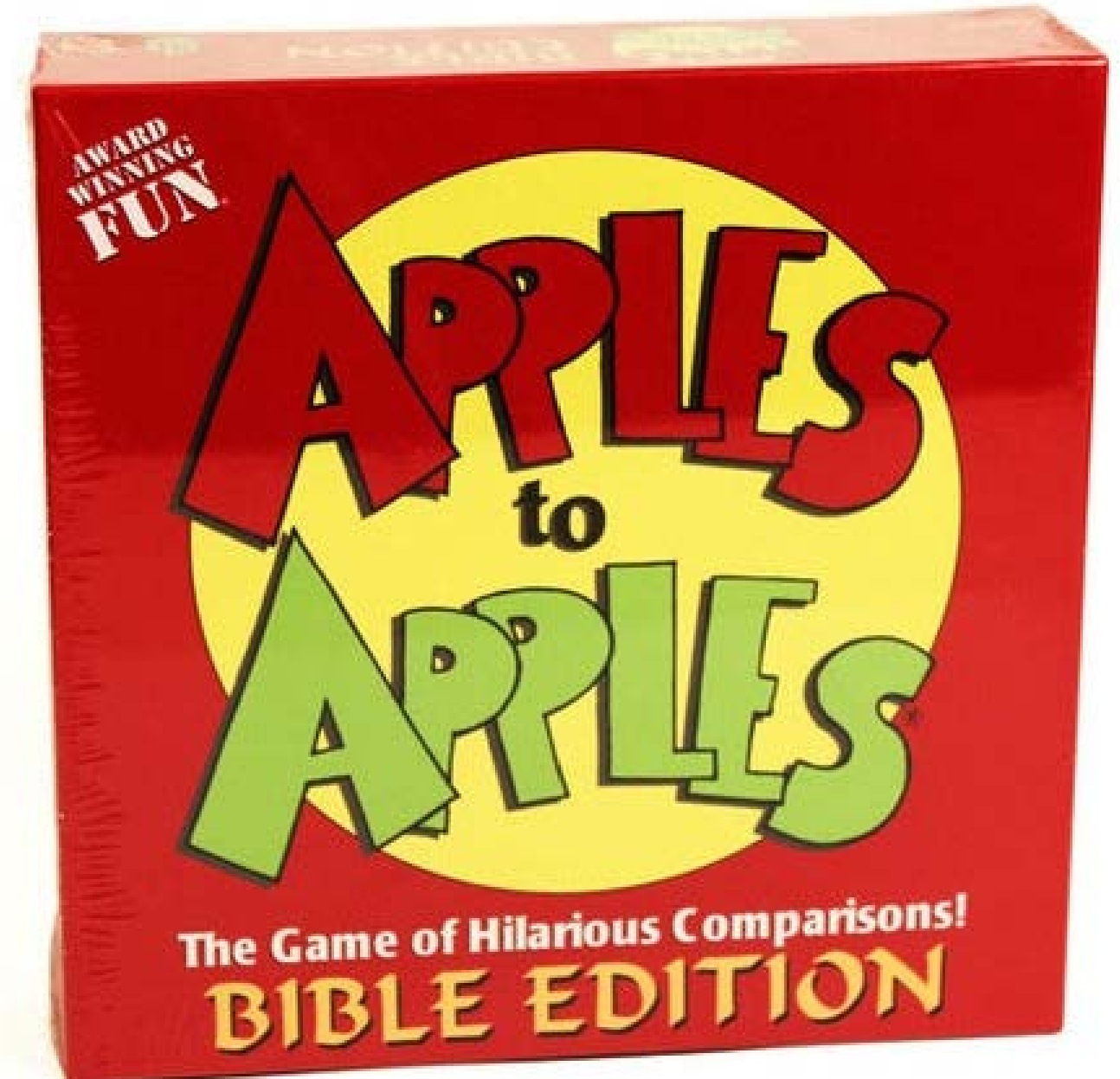
Look BACK Family Games

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.



Apples to Apples Card Game, Bible Edition

Expand your "core" knowledge of Christian history with this hilarious, award-winning game! Apples to Apples® Bible Edition brings the award winning card and party game, Apples to Apples®, to the Christian community. Players will delight in the clever comparisons while expanding their knowledge of the Bible. Comparing people, places, things, and events,



players match their cards with the judge's. The closest match wins the round. But you've got to be fast, because if your card is the last one on the table, you lose!



Inside you'll find 396 Red Apple cards, 132 Green Apple cards, 2 card trays and quick play rules. Games are fast--about 20 to 30 minutes per game, and it's an easy game to learn. Recommended for 4 to 10 players, ages 9 and up.

DEVOTIONAL

Serpent and Fruit

I am not a fan of weeding. It is an endless chore that always annoys. For many years I sarcastically thanked Adam and Eve for their mistake that brought us weeds. Without knowledge would we have made the same choice? **Genesis 3:1-3** *Now the serpent was more crafty than any of the wild animals the Lord God had made. He said to the woman, "Did God really say, 'You must not eat from any tree in the garden'?"*

2 *The woman said to the serpent, "We may eat fruit from the trees in the garden, 3 but God did say, 'You must not eat fruit from the tree that is in the middle of the garden, and you must not touch it, or you will die.'" Eve makes a colossal blunder here. She adds that they must not touch it. Could you imagine adding to it, and then testing the touching. So you touch it and you do not die. Well then eating it should be fine too.*

Let us see what God actually said to Adam and Eve. **Genesis 2:17** *but you must not eat from the tree of the knowledge of good and evil, for when you eat from it you will certainly die."* There was

no referencing to touching it. At this point Adam and Eve had no lifespan. They could have been living forever. They did wind up dying thanks to eating from that tree.

I always wondered where the serpent got its knowledge from. Yes the serpent deceived Adam and Eve, at the same time there were some kernels of truth in there. **Genesis 3:4-5** *"You will not certainly die," the serpent said to the woman. 5 "For God knows that when you eat from it your eyes will be opened, and you will be like God, knowing good and evil."* The truth is they did learn good from evil. Sadly too often humans follow the evil path. It did also lead to their deaths. So a lie mixed in with the truth.

How many times has knowledge been a bad thing for us? We seek things, get them, and realize it was not what we thought it was. **Genesis 3:6-7** *When the woman saw that the fruit of the tree was good for food and pleasing to the eye, and also desirable for gaining wisdom, she took some and ate it. She also gave some to her husband, who was with her, and he ate it. 7 Then the eyes of both of them were opened, and they*

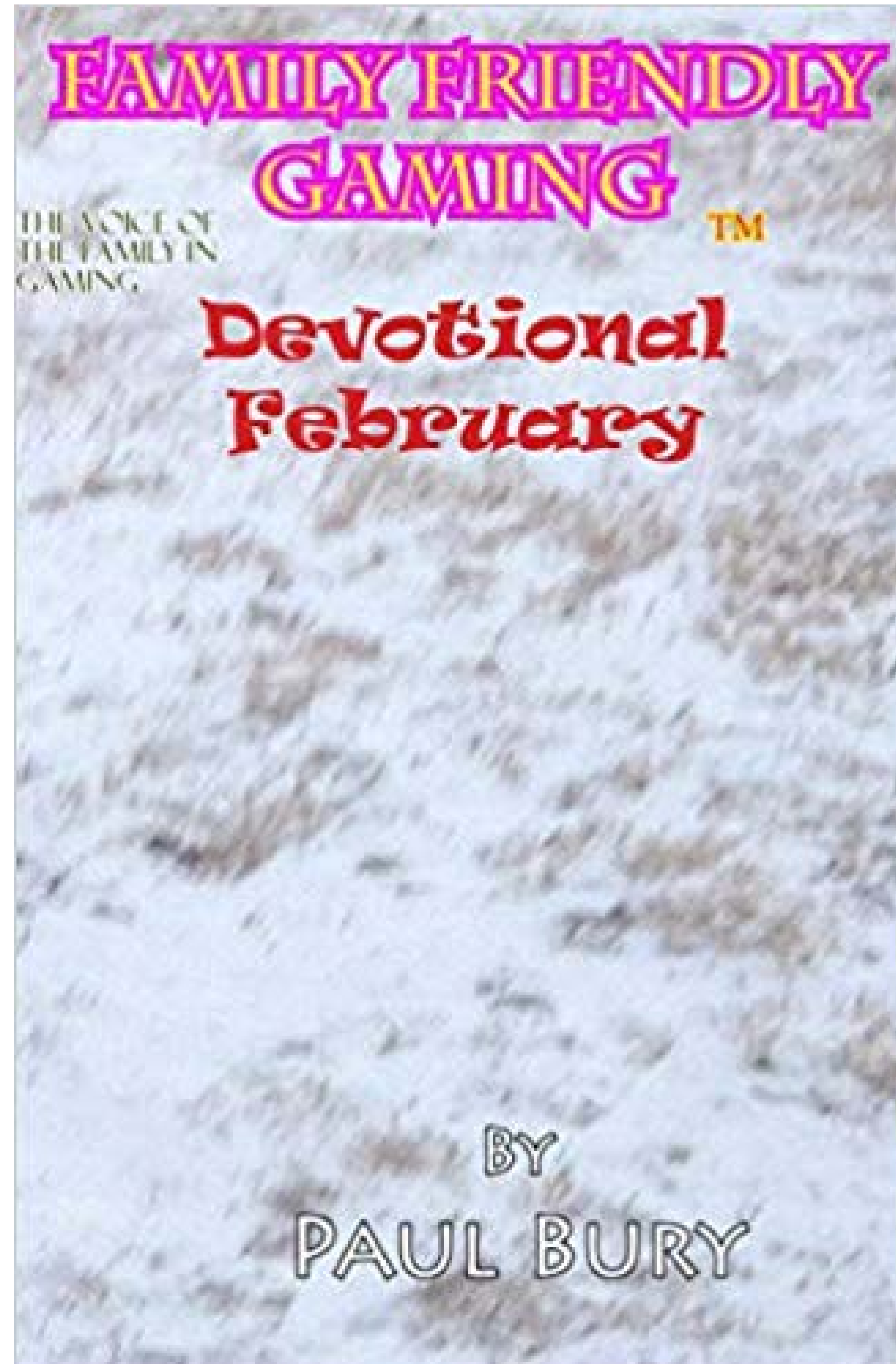
realized they were naked; so they sewed fig leaves together and made coverings for themselves. They got knowledge and instantly everything changed. They changed, and all of us also had to change because of it. Verses seventeen through nineteen reference the weeds and how we return to the Earth. The serpent paid the price as well. Women have more problems due to this knowledge. Is the knowledge actually worth it? After all ignorance is bliss. They were happy before.

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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Europa Universalis IV: Domination includes new national mission trees and features for:

The Ottoman Empire: A revised conquest tree with new rewards for pushing Ottoman dominance, including expansion through the new Eyalet system, and new internal changes, such as the new Janissary estate, the new Ottoman Decadence mechanic, and the 'Ottoman Power Struggle' disaster.

China: Different mission trees for the Han Ming and invader empires like the Qing. Choose between expansion and Inward Perfection, and counter the power of the Eunuchs to build a more stable empire.

Japan: Unite Japan as you deal with the power of the Shogun and the independent Daimyos. Choose to open the country to foreign influence or keep it isolated, while deciding upon different paths of expansion and reform.

Russia: Free your country of the Tatar yoke, and transform it into a Great Empire. Choose the path of Peter's reforms to modernize the state, so your mission tree as well as your mechanics will change and develop as the game progresses. Use the power of Cossacks and Streltsy to expand your Empire to East and West.



Spain: Expanded mission trees for Castile and Aragon, with different paths to form Spain, a new mechanic available for the new 'System of Councils' government, and decisions about the Army and Navy to get the mighty Tercios and Spanish Armada.

Europa Universalis IV Domination Releases

Build the great empires of the early modern world in new ways with Europa Universalis IV: Domination, available now. The latest expansion pack for Paradox Interactive's flagship historical grand strategy game adds a wagon-load of new choices, missions, and historical flavor to a game already bursting with endless possibilities.

Centered on the most popular and powerful nations in Europa Universalis IV, Domination revisits and revises once familiar pathways while adding more historical context and challenges to great nations like China, England, France and more. In some cases, branching missions will force you to make a choice that will irrevocably change the course of your nation, focusing your priorities in a particular direction.

France: Fight the end of the Hundred Years War, centralize France into an absolute monarchy while dealing with the Wars of Religion, expand into Italy and the Holy Roman Empire, and lead the Revolution through an expanded mission tree.

Great Britain: Separate paths for either a British Empire or an Angevin Britain, as well as a deeper internal gameplay, with unique features for the English Parliament and changes to the English Civil War disaster.

Minor nations: Mission changes, new government mechanics and expanded flavor for Prussia, Portugal and Korea.

Domination also includes new art and music alongside a rich menu of new historical detail, adding more flavorful estates, reforms, special units and events to the leading powers. It will also be accompanied by a major update, free for all Europa Universalis IV players.

Europa Universalis IV: Domination is available now for a suggested retail price of \$19.99/£16.75/€19.99.

Gameguru Max Releases

After months of feedback from their wonderful community TheGameCreators are proud to announce the launch of Version 1.0, of GameGuru MAX! With an expanded set of features and capabilities, including support for shooter, RPG, and puzzle genres, new gameplay features, and VR game creation powered by OpenXR. GameGuru MAX requires no coding knowledge and, with its intuitive tools and features, makes the creation of video games simple, quick, and easy!

Version 1.0. of GameGuru MAX delivers on its early access promise of supporting FPS, RPG, and Puzzle genres game development and VR game creation!

With V1 releasing today TheGameCreators have included additional player features such as swimming and stealth gameplay for each genre and have increased the number of demo games bringing the total number of games in the hub to 18.

Thanks to feedback from the community, additional features such as screen space ambient occlusion, parallax occlusion mapping, texture animation, and more are now included. There is also a new HUD Screen Editor for the Storyboard, built-in tools for creating particles and buildings, terrain height map importing, and an asset marketplace to easily find more game-ready content.

Finally, to ensure that everyone has full access to the power of GameGuru MAX, the source code is now available on GitHub encouraging further input from the community and ensuring designers can achieve maximum utility from their favorite game engine.

Anything you make with GameGuru MAX can be exported as a standalone game, and free to sell at your leisure with no strings, royalties, conditions, or splash screen logos attached. The GameGuru MAX team is looking forward to playing the games you make, and we thank everyone who has helped us during our Early Access development.



Totally Spies Getting a video game

Microids, game developer and publisher, announces a deal with Banijay Kids and Family today, for an exciting new title based on Zodiak Kids & Family France's popular animated series 'Totally Spies!', slated for release in 2024 on consoles and PC.

The Totally Spies! video game will offer players the opportunity to step into the shoes of the three legendary secret agents, Sam, Clover and Alex. Together they must try and save the world from a new enemy, with a host of thrilling missions, offering innovative game mechanics.

Stéphane Longeard, CEO of Microids says: "Microids is committed to faithfully and innovatively adapting well-known IP and it is a real honour for us to work on the Totally Spies! license. Thanks to the skills of our studios and in-house teams, we will do everything we can to offer the community a game that meets its expectations."

Annick Bizet, New Business and Strategic Alliances Director at Banijay Kids & Family adds: "We are seeing great momentum building for the Totally Spies! brand ahead of the much-anticipated return of the series next year. Microids' expertise and passion for the world of video games, make it the perfect partner to recreate the universe for an authentic and captivating game for our fans."

The 2D animated franchise, Totally Spies!, returns to screens in 2024, following its original six-season run between 2001 and 2013. Warner Bros. Discovery has acquired the upcoming series across EMEA and the US and French broadcaster Gulli, and Discovery Kids LatAm, have previously been announced as co-producers of the Zodiak Kids & Family France (part of Banijay Kids & Family) show. The upcoming series follows Sam, Clover and Alex, as they move to a new city and take on a fresh crop of villains.

Final Cities Skylines Expansion

Paradox Interactive revealed Cities: Skylines - Hotels & Retreats, the final expansion developed by Colossal Order for their iconic city-building game. Paradox also revealed Industrial Evolution, Railroads of Japan, and Brooklyn & Queens content creator packs, marking the final stops on the 'Cities: Skylines World Tour' and offering players increased customization and depth. The Hotels & Retreats expansion and Content Creator Packs is now available.

"Revealing the last Cities: Skylines expansion and content packs is a bittersweet moment. Cities: Skylines has always been about empowering players to build the cities of their dreams, and the expansion and Content Creator Packs will provide the final tools and options to do just that," said Mariina Hallikainen, CEO of Colossal Order. "Thank you to our dedicated community of players for their support and feedback throughout the years. As we watch the sun set on Cities: Skylines together and move to the next chapter of the franchise, we look forward to seeing and learning from the amazing creations players design, this last time and beyond."

Cities: Skylines - Hotels & Retreats is a mini-expansion that allows players to build luxury accommodations and tourist attractions to boost their city's economy. The expansion starts players with a small hotel chain before unlocking more specialized accommodations.

Cities: Skylines - Hotels & Retreats Key Features:

Hotel Buildings: Hostels, cabins, hotels, luxurious resorts... you name it! Add a series of hotel buildings to your city on a range of budgets.

Hotel Management: Start with one-star hotels and unlock new options as your business revenue and popularity booms.

Tourism Buildings: New structures will support your hotels: parks, restaurants, playgrounds, and cafes.

Location: Matching hotels with good locations will be paramount, as differing locations will attract different tourist groups. We added 5 new maps for your hotels (3 European-inspired maps, 1 tropical map, and 1 temperate map)

Players can also look forward to the following Content Creator Packs:



Industrial Evolution: Walk the path of history with "Industrial Evolution", from Community Creator Samantha "Avanya" Woods. This Content Creator Pack includes a new set of growable buildings that span different eras of industrial building styles, from red brick walls to modern, sleek industrial complexes.

Industrial Evolution includes a total of 70 new buildings inspired by both historic and contemporary industrial buildings.

Railroads of Japan: Fun discoveries await with "Railroads of Japan" from Content Creator Ryuichi Kaminogi, adding authentic Japanese railroad scenery to Cities: Skylines with stations, trains, buses, and more!

Watch your citizens travel using the metro, bus, and railroad. Decorate your commutes with networks, props, and police stations.

Brooklyn & Queens: This pack from Content Creator Prosper, is a set of medium-rise high-density residential buildings and props inspired by the neighborhoods of Brooklyn and Queens for decorating your city's facade and rooftops.

Brooklyn & Queens includes 60+ growable buildings and props, such as rental signs, window air conditioners, exhaust fans, stairways, and more!

Paradox also announced two radio stations that will launch alongside the expansion and Content Creator Packs on May 23:

Piano Tunes Radio: "Piano Tunes" is the perfect Radio Station for those who love whimsical and elegant piano music. With 16 songs and approximately one hour of music, your city will rise flawlessly from your fingertips!

90's Pop Radio: Return to some 20th century classics with "90's Pop"! Enjoy 16 new tracks and almost one hour of music.

Though the sequel is on its way, Colossal Order intends to continue general support for Cities: Skylines through the rest of the year.

Age of Wonders 4 Releases

Paradox Interactive, a developer and publisher that has fantasies about strategy, released Age of Wonders 4, the long-awaited return to the iconic fantasy strategy game series from Triumph Studios. Age of Wonders 4 is now available to play on PC, PlayStation®5, and Xbox Series X and S, starting at a suggested retail price of \$49.99 / £41.99 / €49.99. A Premium Edition, including an Expansion Pass with added cosmetics and four upcoming DLCs, is available for a suggested retail price of \$89.99 / £74.99 / €89.99.

Age of Wonders 4 invites players to rule a fantasy realm of their own design, in a blend of strategy, role-playing, and turn-based combat. Powerful Wizard Kings have returned to the realms to reign as gods among mortals, and players will rise to challenge their rule using Tomes of Magic to unleash arcane destruction and evolve their armies, gaining new abilities and forms. For the first time in the series, players can create their own custom factions, and leave their mark on countless worlds through each choice they make.

Features of Age of Wonders 4 include:

Create the Empire of Your Wildest Fantasies: Craft your followers by combining bodily forms, societal



traits and arcane powers. Build anything from a clan of cannibal halflings to mystic moon elves, or recreate your favorite fantasy tropes. Seek powerful tomes of magic to enchant your armies and see your people physically change as they morph into angelic beings or scions of chaos to face their enemies.

Strategy Meets Role-Playing Like Never Before: Every choice opens up new possibilities and tactical advantages; deep, multilayered strategy allows you to try new tactics or explore new powers at every turn. Tactical turn-based battles bring your armies to life, from skirmishes with roaming monsters to vast sieges with many units on each side!

Write Your Own Legend: A new event system provides unexpected levels of storytelling for 4X games. See your decisions shape the world around you as you seek glory through brutal domination, cunning alliances, or ultimate arcane knowledge. Your own creations may even appear as potential rivals or allies in subsequent games, as you experience the next chapter in your own story!

Make Your Mark on a Vast, Reactive World: Explore a new realm in each session - or create your own! Challenge new variations and combinations of locations and features, from frozen wastelands ruled by ice queens to desolated ruins where dragons roam. With a tremendous variety of empires, units, and environments to keep the game endlessly replayable, Age of Wonders is more open-ended - and mod-friendly - than ever before in the series' history.

Foundation Update For TerraScape

Independent German developer Bitfall Studios in partnership with publisher Toplitz Productions announced the release of the FOUNDATION update for sandbox city builder / puzzle game TerraScape.

The update adds new content which finalizes the Foundation update for the game's current milestone and incorporates four new merged buildings in the form of Mining Enclave, Fish Farm, Vineyard and Forest Settlement. In addition to that, Bitfall Studios has also introduced new Action Cards, a type of card that has a specific effect or action associated with it. In TerraScape, players can earn various new and unique Action Cards with special strategic values, like generating new resources.

Also rounding off the FOUNDATION update are map overlays, which allow players to see their world's surface and building locations clearly. The overlays can also help the player find valuable resources and open tiles in their growing kingdom.

"The FOUNDATION update for TerraScape gives players more ways to maximize their score and the new merged buildings also provide a strategic scoring opportunity, as well as adding to the visual aesthetic of the game" said Nico Pattmann, Co-Founder and CEO of Bitfall Studios GmbH.

Further feature expansions are planned, with new maps, challenges, modes and buildings that Bitfall Studios will integrate during early access later this year, as detailed in its product roadmap. The next major feature update will be the Meta Update which introduces Co-operative Multiplayer and even more decks.

FOUNDATION UPDATE CONTENT:

New Content
New Merged Buildings

New reward mechanic for Merged Buildings (spawning of resources on surrounding tiles)

Mining Enclave
Fish Farm
Vineyard
Forest Settlement

New Action Cards

Place Iron
Place Game

New Maps

Added three hard terras for Freeplay & Multiplayer

New Features

Map Overlays

Hexagon grid
Resources on the map
Buildable tiles
When building: Highlighting of influencing buildings

Quality of Life

The highly anticipated Undo button (undo your last building placement)
Additional notifications (Rewards from Merged Buildings, reached Medals, unlocked Deck Selection Slots)
Added configuration option for multiplayer target score

In The News Continued



Changes

Increased target scores for puzzle terras ("Ferry Tales", "Riverdance", "Take Square", "Oh my Cod", "Priest to meet you", "Mainstream", "A chapel a day" and "I beg your garden")

Rebalanced Granary and Monestary

Misc

Added new button that opens the Terra Rating Panel

Improved player input and input device switching

Best building in statistics is now displayed with points

Bugfixes

Fixed a multiplayer issue where it was no one's turn.

The Legend of Zelda Tears of the Kingdom Sells Over 10 Million

In the three days since its launch on May 12, The Legend of Zelda: Tears of the Kingdom game for the Nintendo Switch system sold over 10 million units worldwide, becoming the fastest-selling game in the history of the Legend of Zelda series. With over 4 million sold in the Americas, The Legend of Zelda: Tears of the Kingdom is also the fastest-selling Nintendo Switch game and the fastest-selling Nintendo game for any system in that territory.

"Many players are returning to Hyrule with all its new mysteries and possibilities, and with the record-breaking launch of The Legend of Zelda: Tears of the Kingdom for Nintendo Switch, we can't wait to see what they'll create in the game and the stories they'll share next," said Devon Pritchard, Nintendo of America's Executive Vice President of Sales, Marketing and Communications. "We're grateful for all of our fans who've shown their passion for The Legend of Zelda over the years, and these sales numbers for the latest installment continue to show the strong momentum for both the

franchise and Nintendo Switch this year."

In The Legend of Zelda: Tears of the Kingdom, which is a direct sequel to The Legend of Zelda: Breath of the Wild, players decide their own path through the sprawling landscapes of Hyrule and on the mysterious islands floating in the vast skies above. Discover new destinations, dangers, sights and puzzles that require wits and resourcefulness to overcome. Harnessing the power of Link's new abilities, players will fight back against the malevolent forces that threaten the kingdom.

The Legend of Zelda action-adventure series started over 35 years ago with the Legend of Zelda game, which debuted in the U.S. in 1987 for the Nintendo Entertainment System. As the heroic Link, players go on an adventure battling foes and discovering hidden mysteries in vast fields and dungeons. As of March 2023, the series has sold more than 130 million units worldwide.

The Legend of Zelda: Tears of the Kingdom is now available in Nintendo eShop on Nintendo Switch, the My Nintendo Store and select retailers at a suggested retail price of \$69.99. The Nintendo Switch - OLED Model - The Legend of Zelda: Tears of the

Kingdom Edition system, featuring a special design (game sold separately), is also available at a suggested retail price of \$359.99.

Additionally, two accessories - a Nintendo Switch Pro Controller (\$74.99 MSRP*) and a Nintendo Switch carrying case (\$24.99 MSRP), both with designs from The Legend of Zelda: Tears of the Kingdom - are also now available to purchase.

For more information about The Legend of Zelda: Tears of the Kingdom, please visit one of their paid advertisements.

* Manufacturer's Suggested Retail Price. Actual price may vary.



Bumpy Grumpy Coming Back

Indie game developer Mommy's Best Games (MBG) is proud to announce they have reached an agreement with Occidental Designs (OD) to purchase the entire back catalog of classic video game IP from the arcade developer and manufacturer.

Bumpy Grumpy, the obscure cult classic arcade racer released by Occidental Designs in 1983, is the first classic title to be ported by Mommy's Best Games.

MBG President Nathan Fouts said "I was hooked ever since I played Bumpy



Grumpy in a smoky Pizza Hut in St Louis, on a school field trip to see the Arch. The controls were perfect, the speed intense, and the collision didn't feel cheap like other games at the time. I knew we had to bring it back."

Mommy's Best Games is bringing Bumpy Grumpy first to PC, with other consoles to be announced. Players can wishlist Bumpy Grumpy now on Steam.

Key Features

Arcade perfect controls.

Evade wacky drivers like Tail Gator, Speed Demon, and Sundae Driver.

Grab powerups like the Chain Mace, Spike Plow, and Turbo Gas!

Collect letters and spell "BUMPY" for an extra bit of pep!

12 unique areas, each with their own crazy enemy driver!

3 Different endings: Make sure to find your lost papers for the best ending!

Global Leaderboards: Go for the high score and show everyone online!

Optional widescreen mode has been added to this exclusive version!

MAME ready: Controls already mapped, drop it into your arcade cabinet tonight!

The original bezel, marquee, and side cabinet artwork.

Modern accessibility options: change the gameplay speed, lives, and scoring.

Optional CRT effect for classic arcade visuals

MBG's Fouts commented "Occidental Designs may not be the first arcade company gamers think of, or even the second. Possibly not even the third. But they made great games that deserve a second chance with modern players."

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?

The market for newly made video games done in the retro style continues to grow. Blaze Entertainment recently announced another company they plan on starting similar to Evercade but different. Obviously all of the hard work we have done (and were not paid for) has made them all kinds of money. It would be nice if they showed their appreciation in an honorable manner. But this idea is not going down that path. Instead what about making some video games in the retro style of franchises that are not currently around. A video game on the original Dr Who for example. Or

a video game on Babylon 5. Maybe a video game on Firefly or Serenity. Merge the retro style with older franchises that have not been relevant for awhile. Imagine a new Dukes of Hazzard video game. The A-Team is another franchise that could be brought back in a newly made video game done in the retro style.

Nostalgia gaming continues to grow and develop. This feels like the natural progression of what has been going on. Would you play some video games like that? We would certainly give them a try especially if they were released in the well respected physical copy format. Do you also like physical copies of video games?

Connected to this idea is sequels to some video games that have not been around for a very long time. Little Nemo The Dream Master is one that comes to mind. Adventures of

Lolo is another franchise that has not been around in the US since the 8-bit. Bonk could come back and be welcomed. High Heat Major League Baseball would be another franchise we would love to see return. Kinectimals should bring back the Kinect. The Kororinpa franchise would be so great to see and play again. The Bible Game needs a sequel. Where's My Water? was really fun too. Walls of Jericho was a great puzzle game. Are there older games that you would love to see return at some point in the future? Would you support sequels? Would you support remakes? What would it take for you?

Hopefully someone out there listening will run with our idea. It would be even better if they send us over some money after they make profits from our idea. Too bad there is too much selfishness in the video game industry for that to happen.

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.

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James 4:13-17

13 Now listen, you who say, "Today or tomorrow we will go to this or that city, spend a year there, carry on business and make money." 14 Why, you do not even know what will happen tomorrow. What is your life? You are a mist that appears for a little while and then vanishes. 15 Instead, you ought to say, "If it is the Lord's will, we will live and do this or that." 16 As it is, you boast in your arrogant schemes. All such boasting is evil. 17 If anyone, then, knows the good they ought to do and doesn't do it, it is sin for them.

Peppa Pig World Adventures

SCORE: 84

Were you able to catch the two live streams I performed of Peppa Pig World Adventures? It took me two hours to play through all of the content within Peppa Pig World Adventures. There are eight locations we go to in Peppa Pig World Adventures. We go to New York City, London, Barcelona, Italy, Germany, Australia, Paris, and Los Angeles. The last one Los Angeles opens up after the others have been visited.



It takes around 10-15 minutes to experience each of the areas. There are a few mini games to do here and there. There is also the home area that can be explored. There are also some fun little games to do there as well. Peppa Pig World Adventures is definitely more for the younger members of the family. The Queen of England jumping in the puddles is a good example. I thought it was a nice a tribute to her in Peppa Pig World Adventures.

Peppa Pig World Adventures. From the research I performed the Peppa Pig World Adventures video game looks a lot like the cartoon. Players help a variety of characters as they travel freely around the world. The boat captain is happy to take the pig family where they are going. You do go with your own family for Los Angeles. That was a nice little touch. The credits take longer than visiting any of the areas.



would be helpful if Outright Games reads this review and acts upon it in future game releases. - Paul

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: Outright Games
 Developer: Pettoon Studios
 Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 80%
 Sound: 90%
 Replay/Extras: 70%
 Gameplay: 80%
 Family Friendly Factor: 100%

The laughing and falling on your backs happens at the end of every single area in Peppa Pig World Adventures. I never did understand any of the jokes in Peppa Pig World Adventures. Maybe kids will find this game funnier than I did. I did not find any offensive content within Peppa Pig World Adventures. Peppa Pig World Adventures is safe for all ages of the family. Older members of the family will probably not be into Peppa Pig World Adventures though.

Peppa Pig World Adventures is an improvement in terms of game play time from the first video game My Friend Peppa Pig. I think Outright Games is listening to the criticisms and improving upon them. Peppa Pig World Adventures is one of those games that should have advertised and sponsored Family Friendly Gaming. It

Kirby's Return to Dream Land Deluxe

SCORE: 74

Did you enjoy the live streams I worked really hard on for the Kirby's Return to Dream Land Deluxe on the Nintendo Switch. I was able to beat this game in five to six hours. There are some mini games and additional modes added once the game is beaten. For the sixty dollar brand new price tag Kirby's Return to Dream Land Deluxe is lacking in content. This is the typical Nintendo game now - rehash an older game, add in a few things, and charge top dollar. Nintendo is known for their lack of effort and expecting maximum profits from it. They have fanboys and fangirls that do not critical think about this and hand over money every single game.

I did not research and see we have the Wii game Kirby's Return to Dream Land. We never played it for videos, live streams, or did a review. Games get missed when these

companies are not sending us physical copies for review, and not paying for sponsorships for us to play their games. I did pick Kirby's Return to Dream Land Deluxe for live streaming this year. We already received plenty of comments that viewers purchase the games we play. So by not sending it to us, and not sponsoring us they lose money.

Kirby's Return to Dream Land Deluxe is bright and colorful. The levels and characters look good in all areas but one. The one area things look horrible in Kirby's Return to Dream Land Deluxe is the cut scenes. These made me think the original game was made on the



Nintendo DS or Nintendo 3DS. Four family members can play Kirby's Return to Dream Land Deluxe at the same time. There are plenty of gears to find,

and suits for Kirby to wear. I personally like the mech suit.

Kirby's Return to Dream Land Deluxe contains Merry Magoland and Magolor Epilogue for families wanting to get more hours out of Kirby's Return to Dream Land Deluxe. The super abilities are fun to find and use in Kirby's Return to Dream Land Deluxe. Certain suits are needed in Kirby's Return to Dream Land Deluxe to access certain areas. Speed is required at certain points as well.

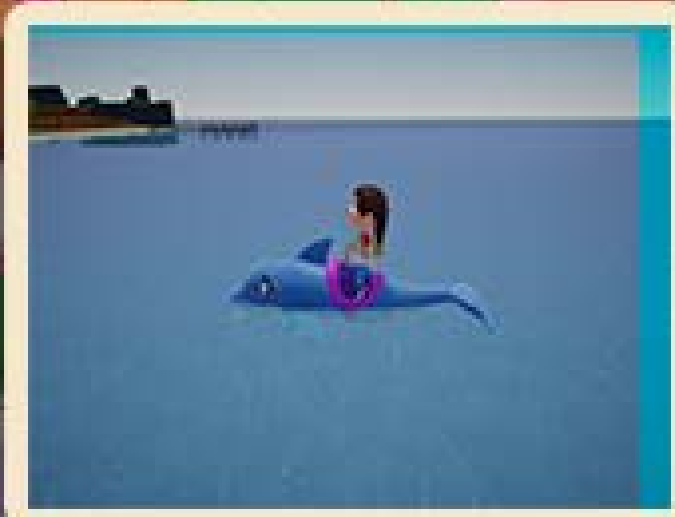
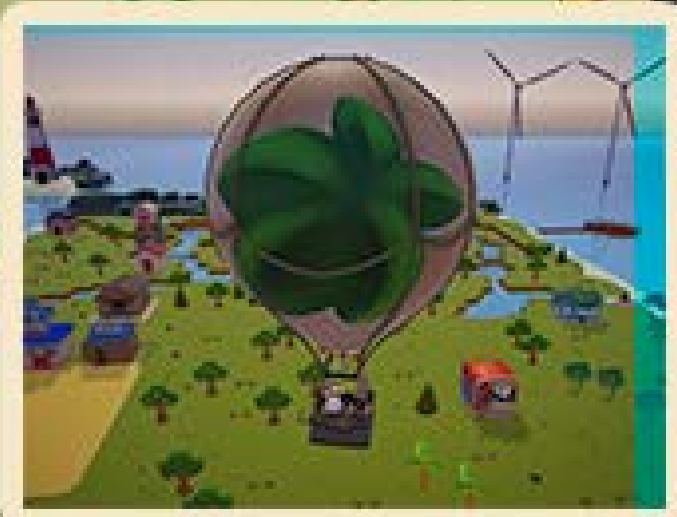
Kirby's Return to Dream Land Deluxe was a short experience that was fun while I played it. There are some interesting levels within this Nintendo Switch video game. I was able to defeat most of the bosses in Kirby's Return to Dream Land Deluxe the very first time I saw them. That mech suit is pretty powerful. - Paul

System: Nintendo Switch
 Publisher: Nintendo
 Developer: Hal Laboratory
 Rating: 'E10+' - TEN and OLDER ONLY {Fantasy Violence}



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

Isla Sinaloa



islasinaloa.com



Chocobo GP

SCORE: 81

I had some fun performing a live stream of Chocobo GP on the Nintendo Switch. If you missed it you can find it in the videos section of the Family Friendly Gaming website. It is so strange to hear the final fantasy celebration music after completing a race in Chocobo GP. The kart racing action can get crazy in Chocobo GP. There are all kinds of power ups and each character has some cool charged power that can be used.

Chocobo GP looks decent and there are some nice animations. There are plenty of unlockable characters within Chocobo GP. I played a bit of the story mode and unlocked a few of them. I did some research and found micro transactions were being used to unlock certain characters. That is really lame after families already paid money for this game. Plus the content is on the game cartridge locked behind a pay gate. That does

not sit very well with me.

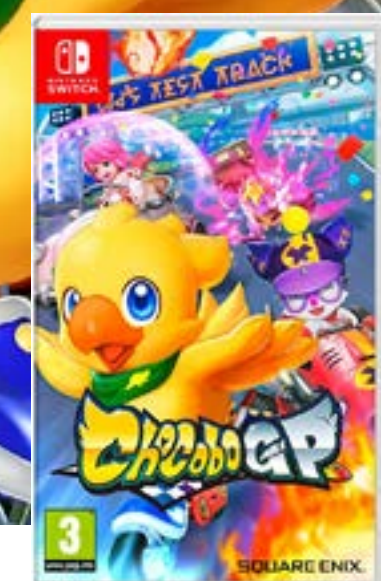
I did get a little sick after playing Chocobo GP. Certain things like the warping farther down the race track did not sit well with my brain. I did feel better a little later after playing Chocobo GP. You might want to limit game play sessions if you get headaches from certain video games. There is violent content as racers will launch a plethora of powers at one another. I like the skipping that Chocobo does with his charged power up. I think he is invulnerable. Speaking of that I am not certain what the point of the shield is in Chocobo GP. I would get a shield, turn it on and then get hit by a wide array of different attacks. It did not block much of anything.

The computer racers taught me shortcuts in the ten different race tracks within Chocobo GP. Four family members can enjoy Chocobo GP at the same time. Chocobo

GP can also be played on-line. A free seven day trial is included and then additional payments are required to continue to play Chocobo GP online. These mega wealthy companies are really constantly trying to find more and more ways to part us with our money.

Chocobo GP is a cute racer where luck seems more prevalent than skill. I could get juggled by multiple computer controlled characters within Chocobo GP and go from first to last. If that happened in the last lap before getting to the finish line then I had a really bad race. If you can get out in front ahead of the fray you have better chances of winning. Things like getting frozen and death can be real problems within Chocobo GP. The Final Fantasy theme runs deep in Chocobo GP. The story is so goofy in Chocobo GP that it was uncomfortable.
- Paul

System: Nintendo Switch
Publisher: Square Enix
Developer: Arika
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 80%
Sound: 83%
Replay/Extras: 80%
Gameplay: 80%
Family Friendly Factor: 80%

Miniland Adventure

SCORE: 71

Family Friendly Gaming was sent a digital download code for Miniland Adventure on Steam. We did not request a code for this disposable video game. I hope the company behind Miniland Adventure is up to date on the policies on our Legal page. I decided to try Miniland Adventure on my Steam Deck. I need something to play on that besides Stumble Guys and Isla Sinaloa. I never purchase digital only video games so messing with something sent to us seemed like a good idea. Finally we needed a game review in this issue so I put this review where we had a need.

My experiences with Miniland Adventure were frustrating right from the start. We start by placing biome blocks on the area. Each morning we get new boxes we can add to our area. This gives us more to do. We must watch our thirst and hunger bars in Miniland Adventure as well. I got confused and could not figure out how to do much in Miniland

Adventure. I tried to play the tutorial. I did not know how to open doors to learn how to do things. Once I learned how to open doors I got a bit farther in Miniland Adventure. Then I had to learn how to eat and drink. I had to learn how to setup a camp. I feel like I need a PhD in how to even play this game to enjoy it.

Miniland Adventure reminds me of how Minecraft was when it first started. There is a survival and creative mode in

Miniland Adventure. There are monsters to fight off, resources to collect, and items to craft in Miniland Adventure. The graphics are on the small side in Miniland Adventure. It might look even worse on the Steam Deck. I did look at Gaming PC pictures and videos of Miniland Adventure. The graphics are not winning any awards. The music is fun to listen to. A bit on the low side for my tastes. I had to crank the volume to hear it.

Miniland Adventure is one of those games you can play for a few minutes every day and then come back to later. The steep learning curve at the beginning does not help Miniland Adventure with casual gamers. You must really want to learn to play Miniland Adventure to make things work. The tutorial, tips and tricks, and maybe even their Discord server is needed to

be able to properly play Miniland Adventure. Then you will be off to the races doing many of the same things. - Paul

System: Personal Computer
Publisher: Gameparic, Playway
Developer: Imilkowski Dev
Rating: 'NR' - Not Rated



Graphics: 60%
Sounds: 80%
Replay/Extras: 85%
Gameplay: 60%
Family Friendly Factor: 70%

VIDEO GAME LIES



by
Paul Bury
Version 3

BUY IT NOW RIGHT HERE



Dr. Stone 19

SCORE: 71

I am so thankful I had the money to purchase a copy of the Dr. Stone 19 manga. I was worried about Senku at the end of the last manga book. There will be spoilers in this review. Thankfully Senku survived the sniper shot and is getting nursed back to health.



before. Senku will do whatever he needs to do to get his goals accomplished. The airplane battle with maneuvers explained was pretty interesting in Dr. Stone 19.

There is a major shock at the end of Dr. Stone 19. Senku gives away the revival formula which the residents of Corn City did not even know about. Senku plans on having a summit with Dr.

Chrome comes up with a plan to kidnap Dr. Xeno. Dr. Xeno creates a submarine to attack the large boat of the Japanese. Both scientists succeed and both of them fail. Senku is willing to lose some pawns because he has a bigger plan in mind going forward.

The issues families can have with Dr. Stone 19 are violence, blood, lack of attire, enticement to lust, and more. Luna wants Senku to be her boyfriend and uses that as a bargaining chip to keep him alive. Senku is willing to make that deal since he gets to stay alive. Luna is a bit shocked to find out that Senku was married

Xeno and going to South America to find the source of the original petrification weapon. It is possible the petrification weapon they have is not the only one in existence. I guess I will need to see where this author takes us on this fascinating journey. I wonder how much longer until we send people back to



the moon?
I love seeing all of this cooperation and working together in Dr. Stone 19. The interesting and new inventions are also fun to see. They are getting more and more advanced with every single manga book. For me it is fun to see what they will bring back. I am very curious to see how Senku and Dr. Xeno get along in future manga books. The hostilities come to an abrupt halt in Dr. Stone 19. I think they will have some peace, but Stanley may also hunt them to get Dr. Xeno back. I plan on continuing to read this series as time and financial resources are made available.

I find it interesting how certain characters are turned to the kingdom of science. It can be ice cream, or another member joins. Dr. Stone 19 lightly touches on motivations. Why would someone side with Senku over Dr. Xeno? I hope Dr. Xeno settles down in the future, and gives up conquest. - Paul

System: Manga
Publisher: Viz Media
Author: Riichiro Inagaki
Rating: "T" for THIRTEEN and OLDER ONLY {Fantasy Violence}



Graphics: 66%
Writing: 78%
Replay/Extras: 74%
Story: 76%
Family Friendly Factor: 62%

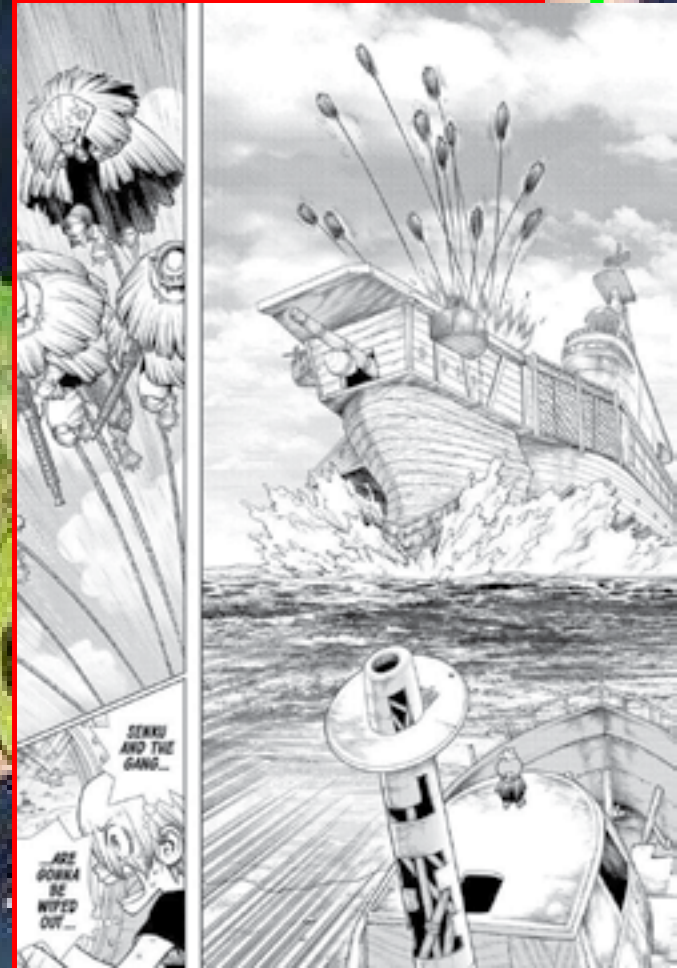


Dr. Stone 20

SCORE: 73

I am very thankful I had the money to purchase a copy of Dr. Stone 20. Normally I read different manga books in the same month. Or a graphic novel, or a comic book, or something else. This month I decided to blitz on Dr. Stone. The storyline is getting interesting. There is a race between the science team, and people from corn city. They are going down to South America to find the original source of the petrification weapon. There will be spoilers in this review.

Motorcycles and rubber are the two big inventions in Dr. Stone 20. Dr. Xeno is still a prisoner



of the kingdom of science. He works with Senku to find the original source as well as other things that come up. Stanley is hot on their trail with their own aircraft carrier. Dr. Stone 20 shows how Senku is constantly one step ahead of Stanley. The Panama Canal is also referenced in Dr. Stone 20. I am wondering if it still there or not.

I love how rubber is explained in Dr. Stone 20. A watchmaker that is shy around girls is able to take apart the petrification weapon and figure out how it works sort of. A diamond was in there and that may have been the power source. He accidentally turns it on and petrifies himself. He is revived to learn from the experience. This feels like something Senku planned but I am not sure what the end game is there. He is giving his enemies a weapon they can use against him. That does not seem very wise to me.



What do you think?
The issues families can have with Dr. Stone 20 are lack of attire, enticement to lust, blood, and more. Stanley is hunting down the doctors and they are trying to get away. Dr. Xeno does communicate via his eyes and Morse code. I am not

clear what he communicated to them. I am also not clear on how Senku will win these people over. Especially with so many of his comrades captured.

Dr. Stone 20 is showing me how interesting this whole storyline is becoming. I am very curious to find out where this series is going after Dr. Stone 20. What will they find at those coordinates? Will they find people at the origin of the petrification weapon? The math they used to figure it out was actually impressive. - Paul

System: Manga
Publisher: Viz Media
Author: Riichiro Inagaki
Rating: "T" for THIRTEEN and OLDER ONLY {Fantasy Violence}



Graphics: 65%
Writing: 78%
Replay/Extras: 78%
Story: 77%
Family Friendly Factor: 65%

The Ark Season One

SCORE: 69

I am very thankful we were able to get two free months of Peacock+. I looked around and found The Ark Season One. I decided to watch this show and see what it was all about. The Earth is being destroyed by horrible massive super storms so humans are going out into space to colonize these other planets. Ark One has a horrible accident that destroys their command staff. The survivors do what they can to keep going. There will be spoilers in this review.

The highest ranking people left on Ark One are Lt. Sharon Garnet, Lt. Spencer Lane, and Lt. James Brice. Lt. Sharon Garnet decides to take control and put herself in charge. This immediately leads to tension with Lt. Spencer Lane. Lt. James Brice is an interesting navigator. He wants to take on all these suicide missions because he has Klampkins. It will kill him eventually. Why go out in a horrible fashion when you could go out in a blaze of glory?



The engineer Eva Markovic is another interesting character in The Ark Season One. She winds up falling in love with Lt. James Brice. Dr. Sanjivni Kabir is the only remaining doctor and she winds up addicted to drugs to stay awake getting all of the work done. Alicia Nevins and Angus Medford are young brilliant people that also wind up getting into



a relationship. The inventor William Trust is also found on Ark One.

The issues families can have with The Ark Season One are violence, blood, bad language, lack of attire, enticement to lust, sexual deviancy, sex outside of marriage, and more. Earth has seventy years left thanks to horrible people that messed up the planet. There is a bit of radical environmentalism in The Ark Season One. Ark Fifteen becomes a problem in The Ark Season One. We eventually learn that Ark Fifteen attacked Ark One and Ark Three.

How did Ark Fifteen catch Ark One and Ark Three? Better technology was created on Earth after they left. This is a very interesting concept concerning society and how technology developers. The Klampkins is also solved based on some spider DNA and other materials being added. Multiple characters are saved thanks to a cure. There is a twist at the end of The Ark Season One. I am curious to see where they go in the next season. - Paul

Video: 68%
Audio: 60%
Replay/Extras: 75%
Functionality: 75%
Family Friendly Factor: 55%

System: Peacock+
Publisher: PFI Studios
Developer: Electric Entertainment
Rating: 'TV-14' – FOURTEEN and OLDER ONLY {violence, bad language}



Pac-Man and the Ghostly Adventures Season Two

SCORE: 68

After I finished season one of the Pac-Man and the Ghostly Adventures television show I decided to go into season two. We are still in our two free months of Peacock+ so I might as well get my use out of it. I am not that thrilled with Pac-Man and the Ghostly Adventures Season Two. The first season was okay, but Pac-Man and the Ghostly Adventures Season Two gets boring, predictable, and offensive. I am not sure why offensive and divisive content was included within Pac-Man and the Ghostly Adventures Season Two. There will be spoilers in this review.

The issues families can have with Pac-Man and the Ghostly Adventures Season Two are violence, crude humor, gross things, evolution, and more. We still have all these ghosts, aliens, and monsters within Pac-Man and the Ghostly Adventures Season Two. Halloween is a huge holiday within

Pac-Man and the Ghostly Adventures Season Two. Easter is all about some chicken. Berry Day is like Christmas and has a Santa Pac in it. Why weren't the true meanings of Christian and Easter shown? Why attempt to distract people from something that good?

The Butler ghost has a good episode in Pac-Man and the Ghostly Adventures Season Two. He is given legs and is put into the Pac World. He is actually a fun and good character when he is away from Betrayus. Pac-Fu is a martial arts that decimates Pac-Man at first. He learns to use his roundness to win. Eating everything in site is still a part of Pac-Man and the Ghostly Adventures Season Two. One character references the glut-

Pac-Man and the Ghostly Adventures Season Two consists of twenty-six episodes that are around the twenty-one to

twenty-two minute range. The episodes get way too predictable in Pac-Man and the Ghostly Adventures Season Two. The ghosts come up with some new idea to get their bodies back and/or take over Pac World. Pac-Man and his team figure a way to stop them and they save the day. Too many episodes are like that. Two episode arcs have the same plot but take longer to get there.

The race episode where some cranky aliens were going to destroy the losers was an interesting and bit different episode. The working together is what keeps them alive. The bad guys cheat all the time in Pac-Man and the Ghostly Adventures Season Two. Betrayus is shown as very weak in Pac-Man and the Ghostly Adventures Season Two. The ghost pirates going after a giant space cow was also a bit odd in Pac-Man and the Ghostly Adventures Season Two. - Paul

Video: 70%
Audio: 70%
Replay/Extras: 75%
Functionality: 65%
Family Friendly Factor: 62%



System: Peacock+
Publisher: 41 Entertainment, Arad Productions
Developer: Sprite Animation Studios, OLM Inc.
Rating: '7+' – Seven and Older ONLY



Jaleco Arcade 1

SCORE: 67

I am very thankful I was blessed enough to be able to purchase a copy of the Jaleco Arcade 1 multi-game cartridge for the Evercade systems. There are eight games on this cartridge. The games on the Jaleco Arcade 1 cartridge are 64th Street A Detective Story, Avenging Spirit, Cybattler, E.D.F. Earth Defense Force, P-47 The Phantom Fighter, Rodland, Saint Dragon, and The Astyanax. Half of the games on the Jaleco Arcade 1 cartridge are shooters.

There are some weird games in Jaleco Arcade 1 too. Avenging Spirit and Rodland come to mind. In Avenging Spirit we play a ghost that possess other characters. Those characters then go on a rampage destroying all of the other characters in a 2D side scroller. When your host body takes too much damage you go and take control of another character. The powers can change depending on the character. I was a guy with a gun shooting everyone and then a dragon breathing fire when I blitzed through a few levels in this game. In Rodland we take a young

lady with a rod and can move monsters from one side to another. We must walk over all of the flowers and take out the enemies in the screens we are on. Rodland feels like a puzzle game to me in most regards.

64th Street A Detective Story is a Final Fight like game. The

main difference is there is a more interesting and engaging story going on. The violence gets really dull after a bit. The Astyanax is a 2D side scrolling video game. I remember playing the 8-bit NES version and the arcade version is way better. We are in a side scrolling 2D action adventure video game where we destroy all of these monsters in our path.

Jaleco Arcade 1 is way too heavy on violence in my opinion. There is also some lack of attire, enticement to lust, magic, false gods, and more. We blow up all kinds of ships in Jaleco Arcade 1. We destroy a plethora of monsters like skeletons for example. I am not the biggest on shooter video games and at least half of the games on this cartridge are shooters. Saint Dragon is a bit different since we have this massive dragon that we play. Cybattler was just confusing to me.

Jaleco Arcade 1 is not the best Evercade cartridge out there and it is not the worst. There are a few interesting concepts and games on the Jaleco Arcade 1 cartridge in my opinion. - Paul

System: Evercade
Publisher: Blaze Entertainment
Developer: Jaleco
Rating: 'NR' - Not Rated



Graphics: 55%
Sound: 70%
Replay/Extras: 80%
Gameplay: 70%
Family Friendly Factor: 60%



8 Eyes

SCORE: 65

I am very thankful I had the money to purchase the Piko Interactive Collection 1 on the Evercade system. 8 Eyes is one of the games that came on that cartridge. 8 Eyes is a mixture of Mega Man and Castlevania. There are eight levels to go through. Each boss is weak against a sword provided to the player after beating a different level. 8 Eyes needs to be played in a specific order. 8 Eyes is also on the 8-bit NES, and Steam.

8 Eyes can be played by one or two players. If you play by yourself then you control Orin and Cutrus. If there are two players then one controls Orin and the other Cutrus. The two player experience is better per the research I performed on 8 Eyes. Cutrus is a falcon that

can fly around and attack monsters. When you play 8 Eyes with one person then you have limited usage of the falcon. This makes the experience much more difficult.

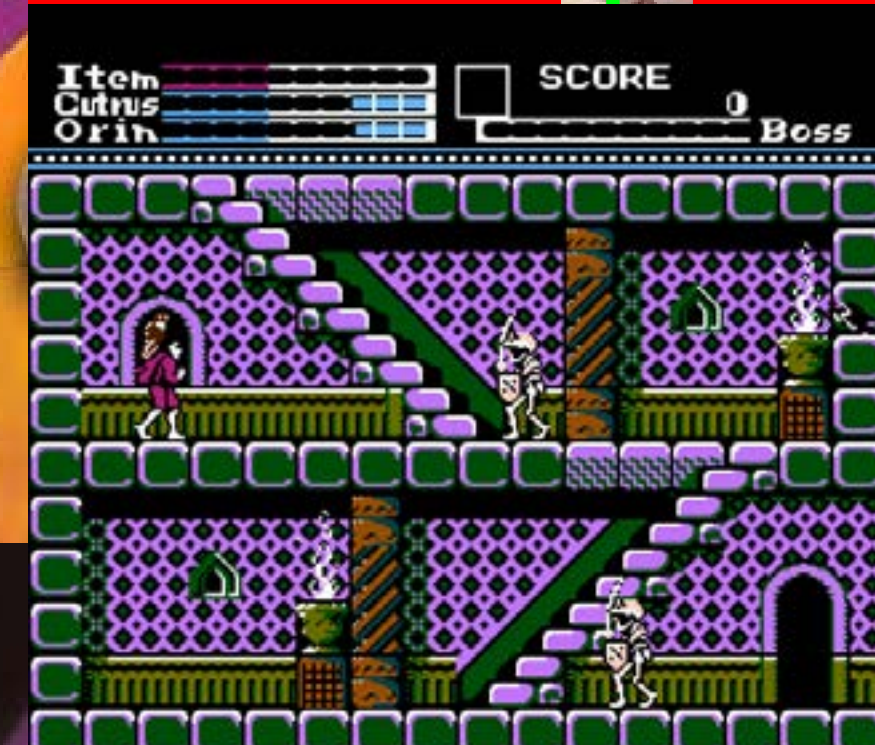
The enemies can be obnoxious and frustrating in 8 Eyes. I noticed their reach almost always beat my reach. I also had trouble figuring out how to open doors and find my way out of certain repeating screens. Graphically 8 Eyes looks like an 8-bit video game. The music is pleasant to listen to in 8 Eyes. The controls can be a bit on the sluggish side from time to time. Enemies will respawn again and again. We collect crosses after beating the enemies in 8 Eyes.

I was able to get 8 Eyes for a very low price so I may be a bit more lenient on it. I felt like I was missing so many concepts when I played 8 Eyes. A great ex-

Graphics: 65%
Sound: 75%
Replay/Extras: 70%
Gameplay: 50%
Family Friendly Factor: 65%

ample is in the video I did of this game where I was stuck in repeating screens. I could break one block and not be able to fit through the hole. I could have done research later to see what I needed to do. Honestly 8 Eyes did not endear itself to me enough to warrant any more time.

The storyline revolves around getting these gems and putting them on the Altar of Peace in the specific right order or you lose. Hints can be found throughout the game and of course in online walkthroughs. A lot of 8 Eyes feels obnoxious to me. This game goes out of its way to mess over players. I know this is an older video game, but the experience of that is still extremely bad to this very day. - Paul



System: Evercade/NES/PC
Publisher: Taxan
Developer: Thinking Rabbit
Rating: 'NR' - Not Rated



SPORTS



System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: EA Sports
Developer: Metalhead Studios
Rating: 'E' - SIX and OLDER ONLY {Mild Violence}
Date: Out Now

"It's an incredible honor to be the first cover athlete for Super Mega Baseball and to be recognized as a baseball legend in the game alongside hundreds of other icons in our sport for the first time in the series," said Baseball Hall of Famer David Ortiz. "Super Mega Baseball 4 is going to be an amazing and fun experience for fans that truly captures the humor and personality of baseball."

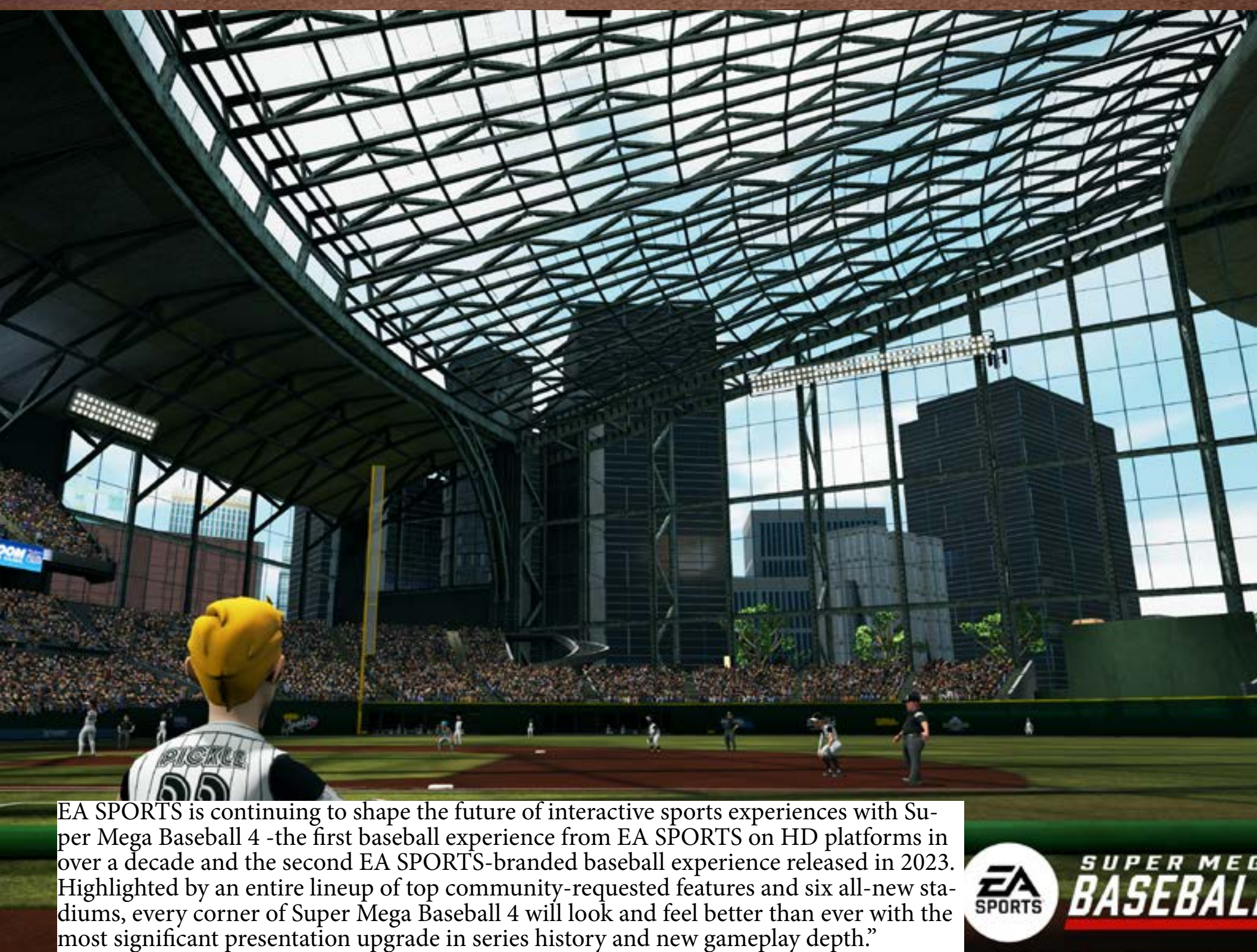


EA SPORTS SUPER MEGA BASEBALL 4



System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: EA Sports
 Developer: Metalhead Studios
 Rating: 'E' - SIX and OLDER ONLY {Mild Violence}
 Date: Out Now

EA SPORTS SUPER MEGA BASEBALL



EA SPORTS is continuing to shape the future of interactive sports experiences with Super Mega Baseball 4 -the first baseball experience from EA SPORTS on HD platforms in over a decade and the second EA SPORTS-branded baseball experience released in 2023. Highlighted by an entire lineup of top community-requested features and six all-new stadiums, every corner of Super Mega Baseball 4 will look and feel better than ever with the most significant presentation upgrade in series history and new gameplay depth."

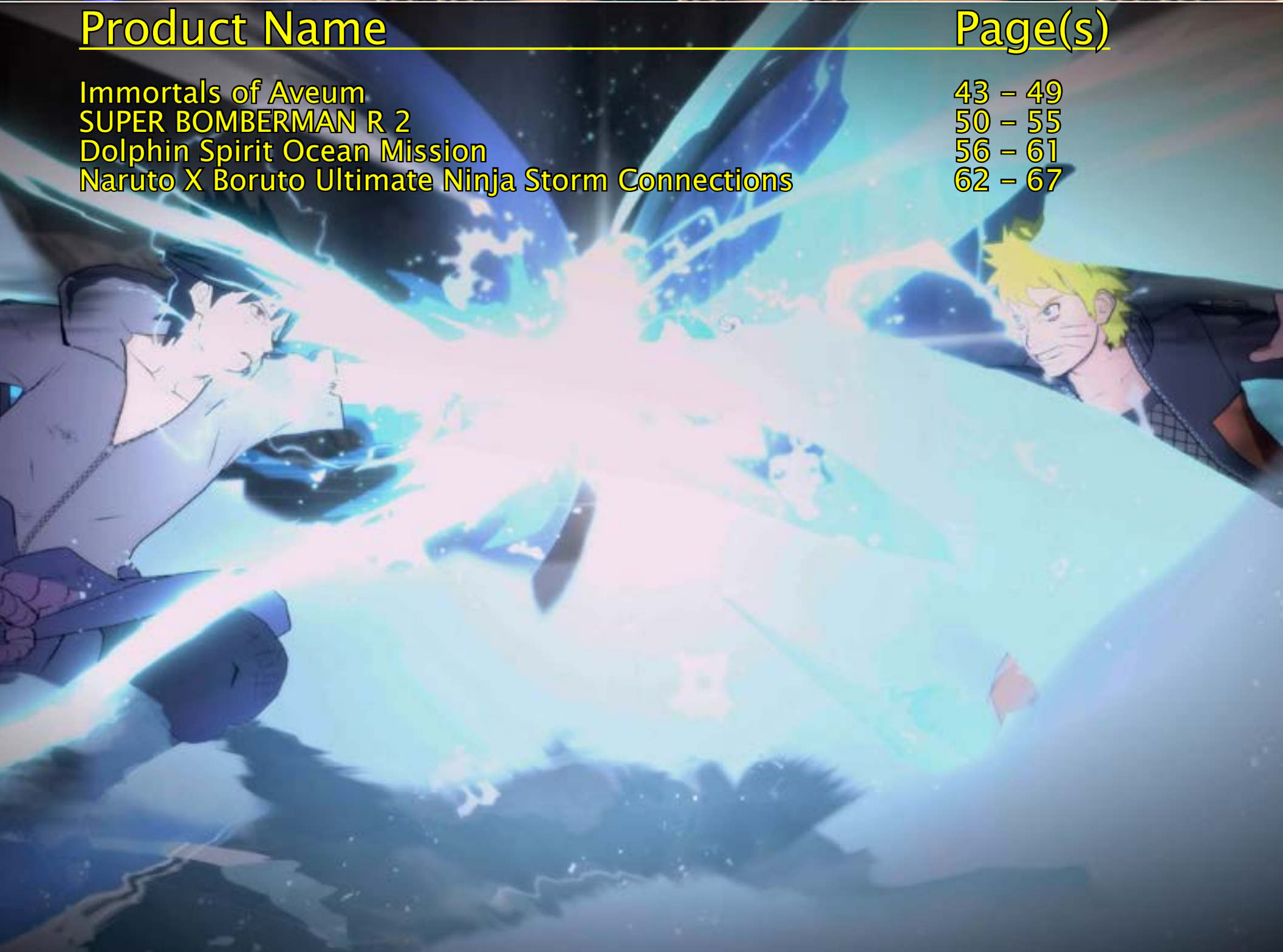
EA SPORTS SUPER MEGA BASEBALL

DEVELOPING



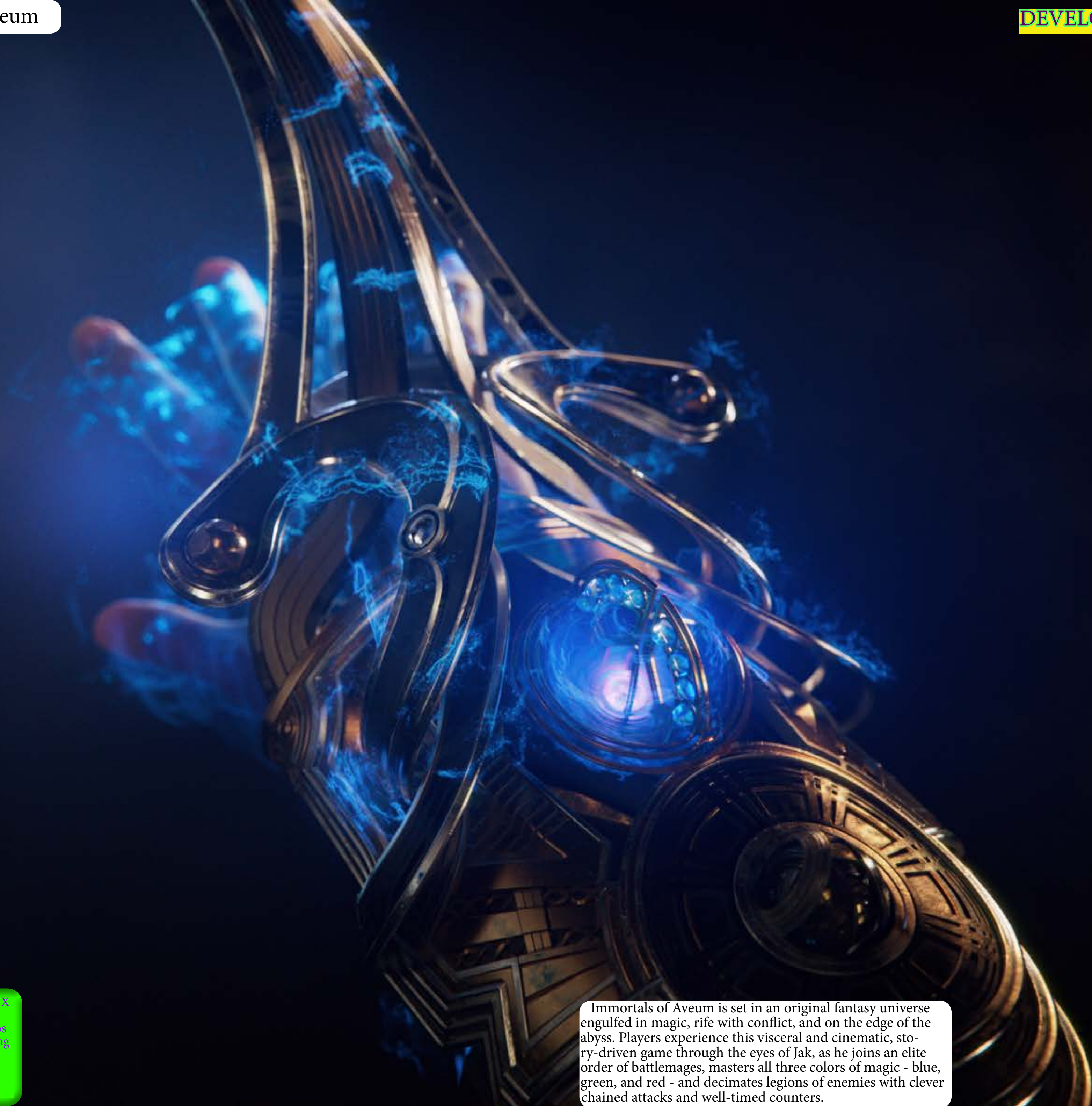
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GAMES





System: PC/PS5/Xbox Series X
 Publisher: EA
 Developer: Ascendant Studios
 Rating: *RP for Rating Pending
 Release Date: July 30, 2023

Immortals of Aveum is set in an original fantasy universe engulfed in magic, rife with conflict, and on the edge of the abyss. Players experience this visceral and cinematic, story-driven game through the eyes of Jak, as he joins an elite order of battlemages, masters all three colors of magic - blue, green, and red - and decimates legions of enemies with clever chained attacks and well-timed counters.



System: PC/PS5/Xbox Series X
 Publisher: EA
 Developer: Ascendant Studios
 Rating: RP for Rating Pending
 Release Date: July 20, 2023

“I’m incredibly excited to finally show the world Immortals of Aveum. It’s been a five year journey for us at Ascendant, and I’m so proud of the team and their commitment to making something great,” said Bret Robbins, CEO and Game Director at Ascendant Studios. “We set out to create a cinematic, thrilling shooter set in a new fantasy world, with fast and fluid combat and an epic story. I can’t wait for everyone to play it.”



System: PC/PS5/Xbox Series X
 Publisher: EA
 Developer: Ascendant Studios
 Rating: RP for Rating Pending
 Release Date: July 20, 2023

Having grown up powerless and destitute, Jak is what's known as an Unforeseen – someone who unexpectedly manifests magical abilities later in life. With his newfound potential, Jak is recruited by General Kirkan to join the Order of the Immortals and is reluctantly thrust into mankind's endless war for the control of magic. With powerful magic-wielders and legions of soldiers on both sides of the Ever-war, Jak and his elite order of Immortals must uncover the mysteries of Aveum's troubled past, if there's any hope for saving its future.

BATTLE PHASE

0:56

58/64

1

2

5

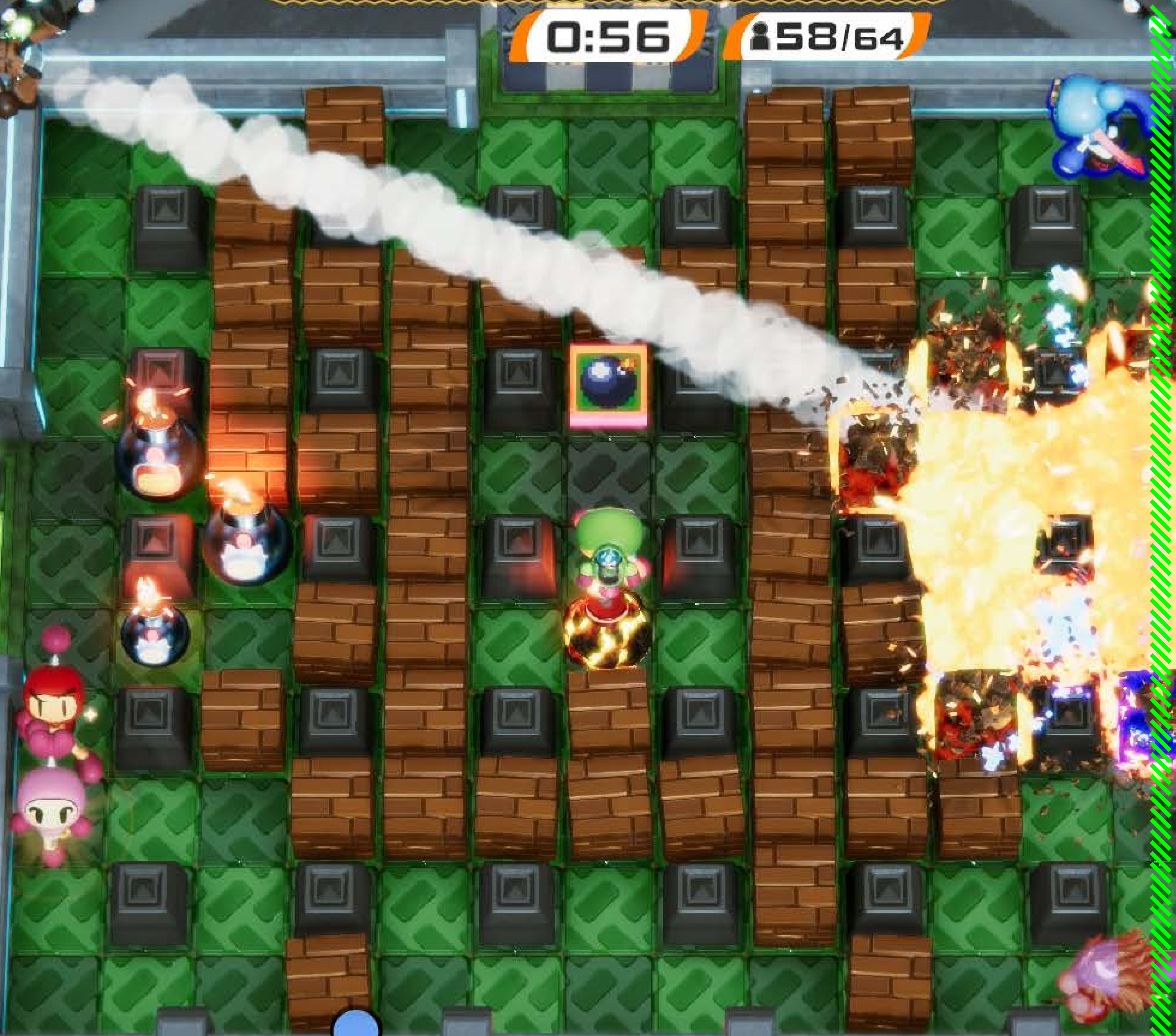
6

9

10

13

14



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Konami
Developer: Konami
Rating: "RP" - Rating Pending
Release Date: TBA 2023

Entertainment



KONAMI

KONAMI is taking the party game experience to a new level with a new Battle Mode, "Castle", challenging players to apply their creative genius to design their own bases, defend it from enemies and share their creation with the world!



System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Konami
Developer: Konami
Rating: RP - Rating Pending
Release Date: TBA 2023

Entertainment

Castle: Fight asymmetrical battles of 1 vs 15 in a new attack vs. defend battle mode! A defending player is tasked with creating the map and placing defensive traps to slow down the attacking players, who will try to outplay the defensive roadblocks. Defending players will have the help of new character types called Ellons to ward off the attacking players.

KONAMI



Hah! Who do you think you're talking to?
No way I'm letting it outta sight!

©Konami Digital Entertainment



All Parts
All parts can be placed on pillars. Use them to protect gimmicks, to turn your stage into a maze, etc.

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Konami
Developer: Konami
Rating: 'RP' - Rating Pending
Release Date: TBA 2023



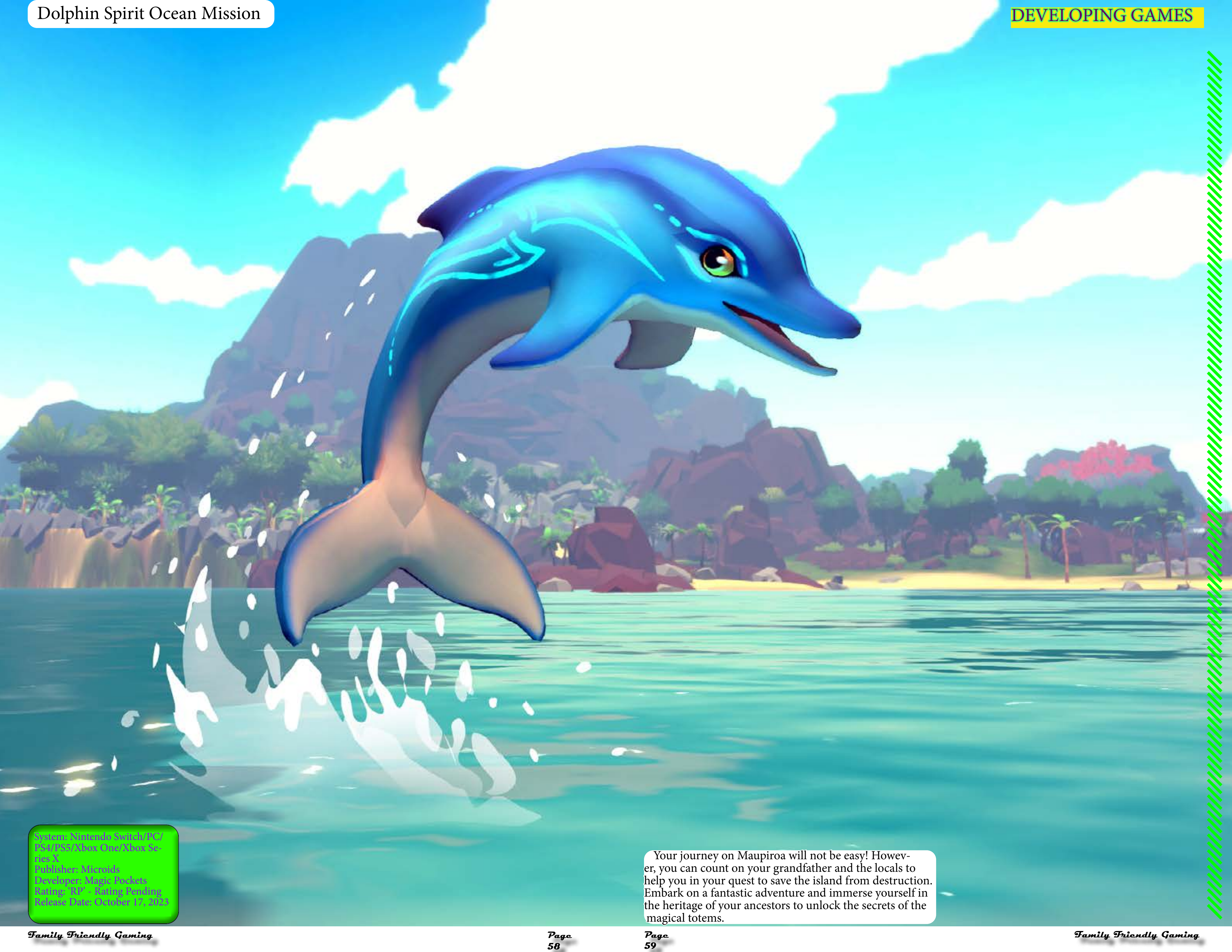
Creation Mode, "Level Editor": Players will have different terrain options, wall placements, and defensive gimmicks at their disposal to create new stages. Players can also share their uniquely crafted levels with other players online.

©Konami



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Microids
 Developer: Magic Pockets
 Rating: 'RP' - Rating Pending
 Release Date: October 17, 2023

Together with their dolphin companion Keanu, players will explore Maupiroa's seabed and meet its inhabitants, while helping a local environmental association to save the island and restore its abundant ecosystem. Maupiroa will have many other surprises in store for them, blending together folklore, traditions and fantasy.



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Microids
 Developer: Magic Pockets
 Rating: 'RP' - Rating Pending
 Release Date: October 17, 2023

Your journey on Maupiroa will not be easy! However, you can count on your grandfather and the locals to help you in your quest to save the island from destruction. Embark on a fantastic adventure and immerse yourself in the heritage of your ancestors to unlock the secrets of the magical totems.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Microïds
Developer: Magic Pockets
Rating: 'RP' - Rating Pending
Release Date: October 17, 2023

Discover the hidden treasures of underwater life with your sidekick Keanu the dolphin. Take part in the conservation missions of the local association and take photos of the island's wildlife to complete your codex. Marvel at the rich marine ecosystem and learn how to preserve it. Use your power to help the endangered marine life.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Bandai Namco
Developer: CyberConnect2
Rating: RP - Rating Pending
Release Date: TBA 2023

NARUTO X BORUTO Ultimate Ninja STORM CONNECTIONS is a unique game experience that combines key gameplay moments from the series that highlight select scenes from across Naruto and Sasuke's deeply emotional story arcs. The experience immerses both new and long-time fans in an exciting NARUTO action game, where they can relive some of the most important and beloved storylines from the series' history. In addition to this, an original story will also be available in the game.



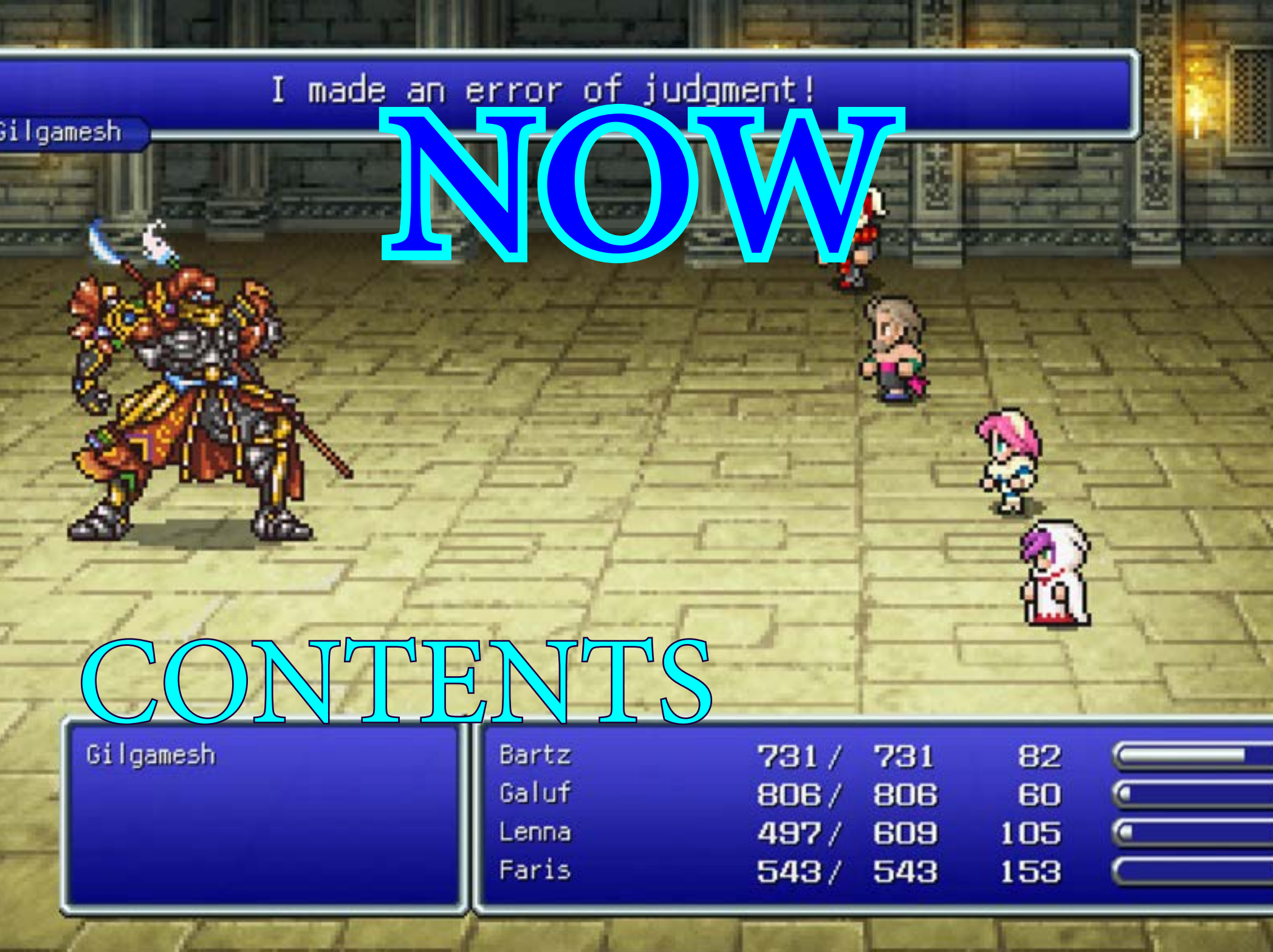
System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Bandai Namco
 Developer: CyberConnect2
 Rating: 'RP' - Rating Pending
 Release Date: TBA 2023

NARUTO X BORUTO Ultimate Ninja
 STORM CONNECTIONS features the largest
 roster in a NARUTO game with playable charac-
 ters from across the series, including fan-favorites
 Ashura and Indra Otsutsuki.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Bandai Namco
Developer: CyberConnect2
Rating: 'RP' - Rating Pending
Release Date: TBA 2023

The game also faithfully recreates the anime's art style, now delivered with crisp visuals and 60 FPS on new-gen consoles.





SETS

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00:30

LOCAL TIME 14:56

POINTS

ASH 15

JEFFREY BUTLER 15



System: Meta Quest 2
 Publisher: HIP
 Developer: AnotheReality
 Rating: 'NR' - Not Rated
 Release Date: Out Now

Tennis League VR's brand new, never-before-seen arcade mode - Droid Rush - will test players' aim as they stave off an army of robot invaders. Tennis meets tower defense while testing racket reflexes against waves of mechanical menaces.



System: Meta Quest 2
 Publisher: HIP
 Developer: AnotheReality
 Rating: 'NR' - Not Rated
 Release Date: Out Now

Amateur or seasoned athletes can refine their slices, topspins and lobs using real tennis techniques across a variety of other modes including career and custom, then swoop into multiplayer to dominate the courts and smash the competition.



System: Meta Quest 2
 Publisher: HIP
 Developer: AnotherReality
 Rating: 'NR' - Not Rated
 Release Date: Out Now



Customize your playstyle with multiple control options and learn at your own pace. Developed with the help of real tennis and sportscare professionals, Tennis League VR is designed to deliver matchpoint bliss for VR players of all skill levels.

Mega Flare



Griffon	2	SQEX3A	2032 / 2032	Guard
		SQEX3B	2132 / 2132	Bahamut
		SQEX3C	2082 / 2082	Defend
		SQEX3D	2052 / 2052	Defend

System: Nintendo Switch/PC/PS4
 Publisher: Square Enix
 Developer: Square Enix
 Rating: E-T - SIX to THIRTEEN and OLDER ONLY (Fantasy Violence, Language, Mild Blood, Partial Nudity, Suggestive Themes, Use of Alcohol)
 Release Date: Out Now

In FINAL FANTASY pixel remaster series, players can expect some unique features for PlayStation 4 and Nintendo Switch version, including the option to switch between the rearranged and original-based soundtrack for the game, as well as a choice of in-game fonts – players can now opt to play using the game's default font or a pixel-based font.

Fire XIII



Behemoth

Firion	760 / 760	186	Attack
Maria	440 / 440	628	Fire
Guy	1080 / 1080	318	Defend
Gordon	426 / 656	15	Gaia Drum

System: Nintendo Switch/PC/PS4
 Publisher: Square Enix
 Developer: Square Enix
 Rating: E-T - SIX to THIRTEEN and OLDER ONLY (Fantasy Violence, Language, Mild Blood, Partial Nudity, Suggestive Themes, Use of Alcohol)
 Release Date: Out Now

Additionally, PlayStation 4 and Nintendo Switch players can also expect additional boost features to expand gameplay options, including switching off random encounters and adjusting experience gained multipliers between 0 and 4.

Heh heh heh... Your power pales in comparison to mine...

Golbez



Golbez	Kain	1614 / 1614	0	
	Rosa	1163 / 1163	286	
	Cecil	1394 / 1394	130	
	Yang	2099 / 2099	0	

It's me again!

Ultros



Ultros	Locke	279 / 279	117	
	Edgar	448 / 448	183	
	Sabin	407 / 407	163	

I made an error of judgment!

Gilgamesh



Gilgamesh	Bartz	731 / 731	82	
	Galuf	806 / 806	60	
	Lenna	497 / 609	105	
	Faris	543 / 543	153	

System: Nintendo Switch/PC/PS4
 Publisher: Square Enix
 Developer: Square Enix
 Rating: E-T - SIX to THIRTEEN
 and OLDER ONLY (Fantasy Violence, Language, Mild Blood, Partial Nudity, Suggestive Themes, Use of Alcohol)
 Release Date: Out Now

♪ I am thankful, my beloved,
 For your tenderness and grace.



All six titles in the FINAL FANTASY pixel remaster series will be available to digitally purchase individually or as a complete series in the FINAL FANTASY I-VI BUNDLE from PlayStation™ Store or Nintendo eShop.



Woods

Cover:		20%
Normal:	4	Hover: 2
Treads:	3	Tires: 3

Uneven terrain. Easy to maneuver.



U.C.S. Soldier
IN CALM

Ex

Lv 0

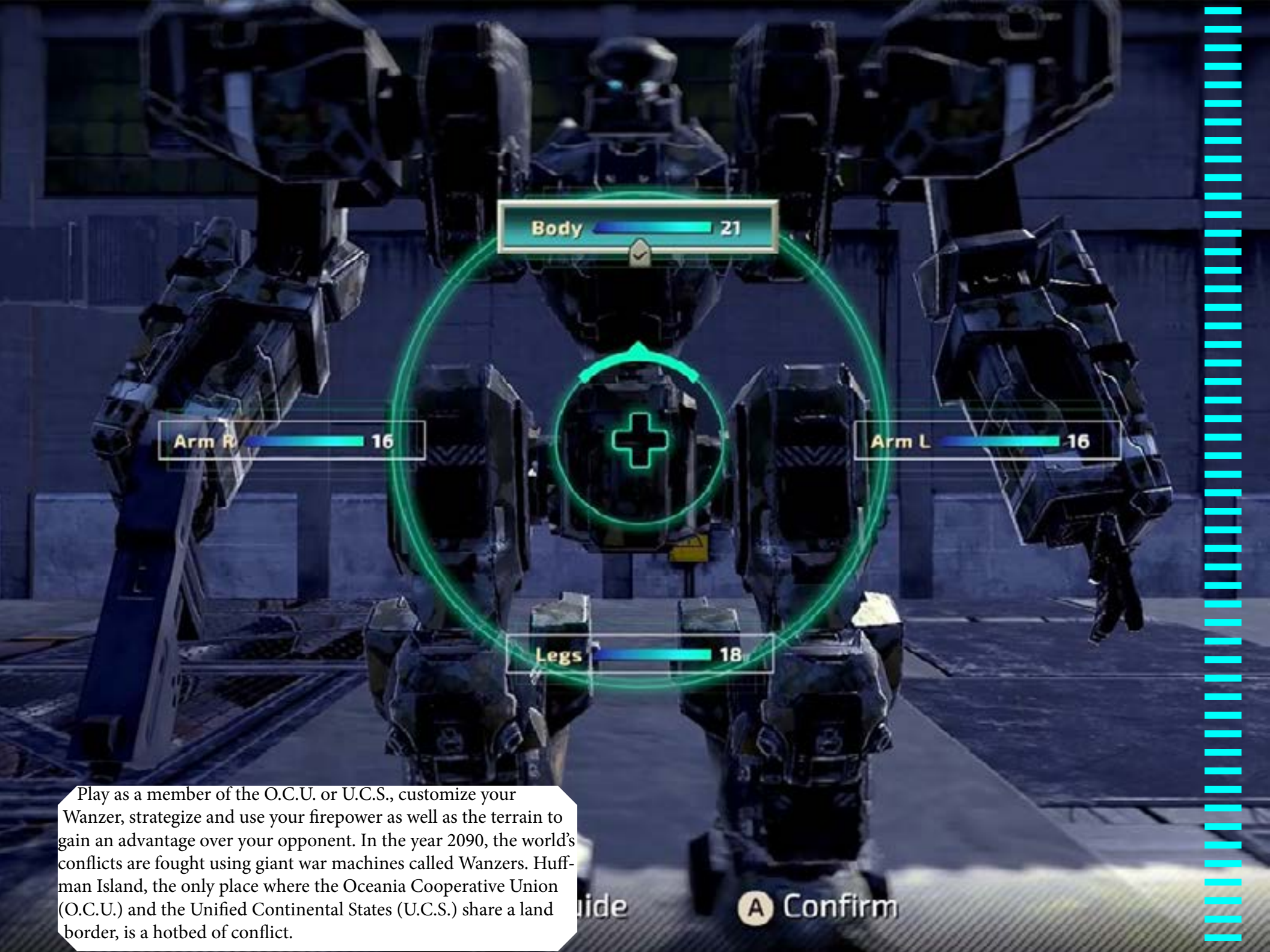
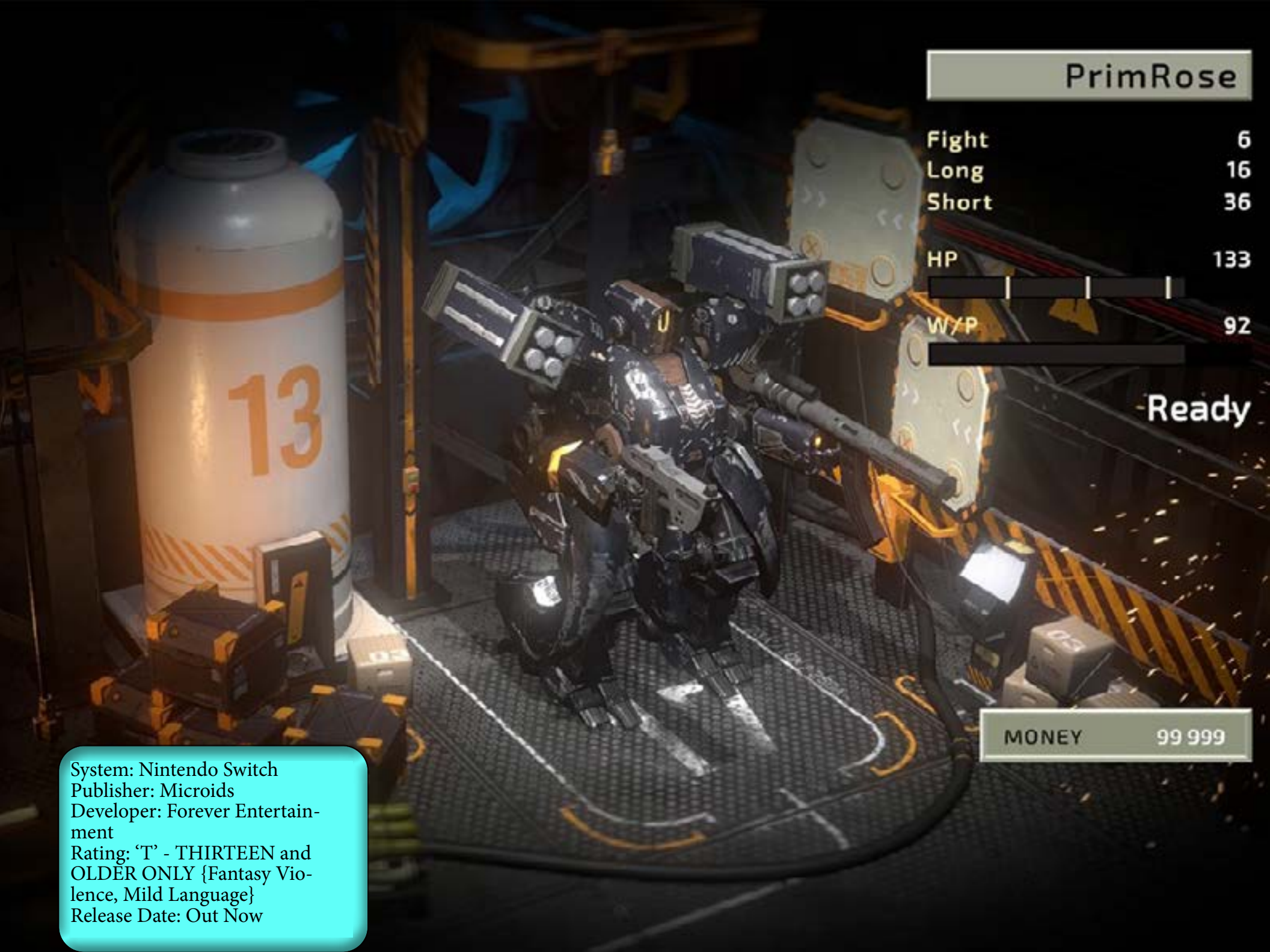
HP 24

LG 0

AG 0

System: Nintendo Switch
 Publisher: Microids
 Developer: Forever Entertainment
 Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Language}
 Release Date: Out Now

Play as a member of the O.C.U. or U.C.S., customize your Wanzer, strategize and use your firepower as well as the terrain to gain an advantage over your opponent. In the year 2090, the world's conflicts are fought using giant war machines called Wanzers. Huffman Island, the only place where the Oceania Cooperative Union (O.C.U.) and the Unified Continental States (U.C.S.) share a land border, is a hotbed of conflict.



System: Nintendo Switch
 Publisher: Microids
 Developer: Forever Entertainment
 Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Language}
 Release Date: Out Now

Play as a member of the O.C.U. or U.C.S., customize your Wanzer, strategize and use your firepower as well as the terrain to gain an advantage over your opponent. In the year 2090, the world's conflicts are fought using giant war machines called Wanzers. Huffman Island, the only place where the Oceania Cooperative Union (O.C.U.) and the Unified Continental States (U.C.S.) share a land border, is a hotbed of conflict.

Last Minute

CONTENTS

Product Name

Metal Mutation
The Smurfs 2 The Prisoner of the Green Stone
Operation Wolf Returns First Mission VR
Raiden III x MIKADO MANIAX

1UP
606330

HIGH-SCORE
3066570

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Tiddbits





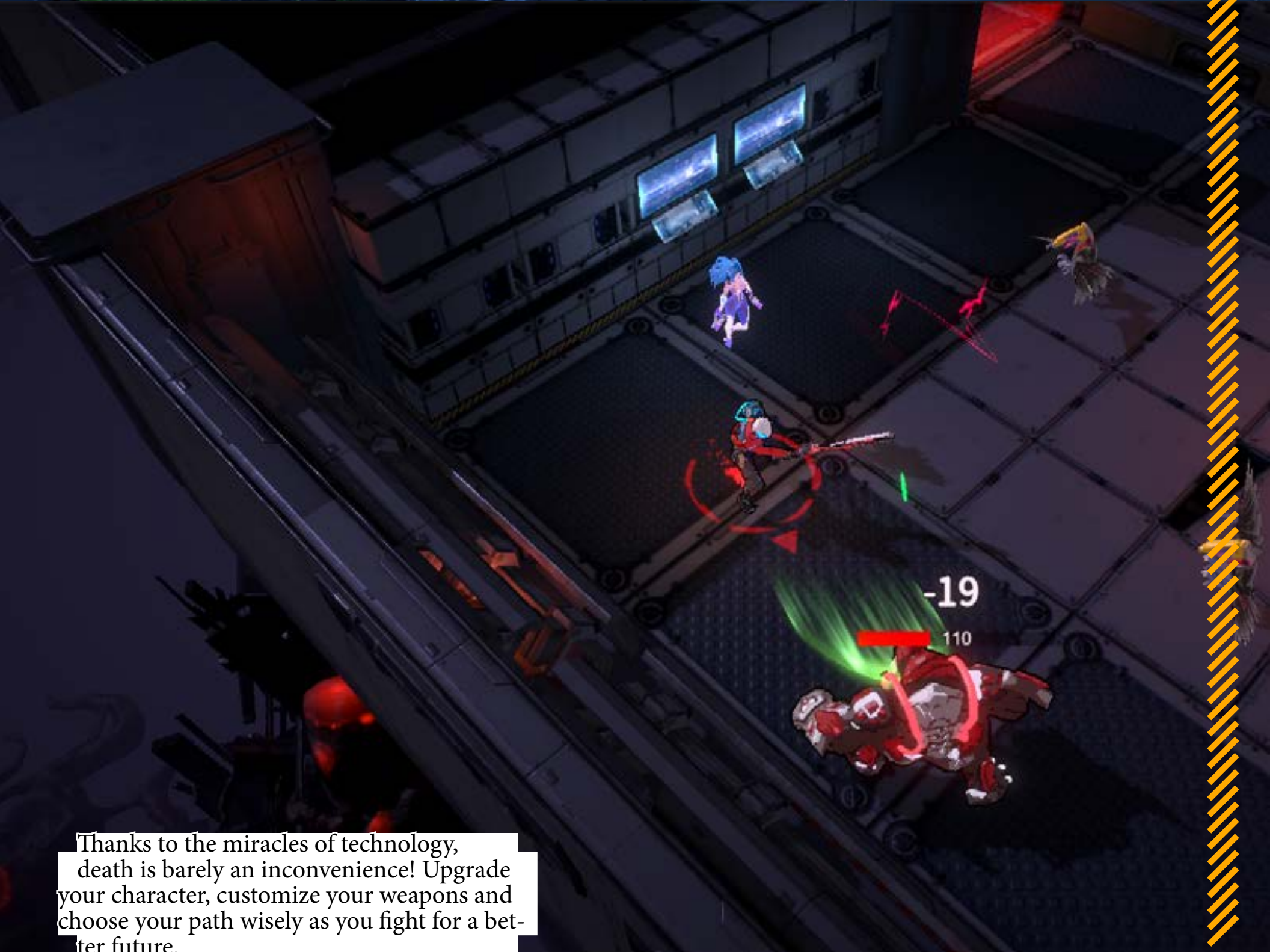
System: Steam
 Publisher: Microids
 Developer: T0 STUDIO
 Rating: 'NR' for Not Rated
 Release Date: Out Now

Metal Mutation is a Post-Cyberpunk Action Roguelike Dungeon Crawler set in a not-so-distant future taken over by companies and technology.



System: Steam
 Publisher: Microids
 Developer: T0 STUDIO
 Rating: 'NR' for Not Rated
 Release Date: Out Now

As highly developed mechanical prostheses and AI have spread, so has a metal mutation caused by nanoparticles. With mankind and society on the brink of collapse, a Cyborg and an AI join forces to prevent the inevitable.



System: Steam
 Publisher: Microids
 Developer: T0 STUDIO
 Rating: 'NR' for Not Rated
 Release Date: Out Now

Thanks to the miracles of technology, death is barely an inconvenience! Upgrade your character, customize your weapons and choose your path wisely as you fight for a better future.



System: Nintendo Switch/
 PC/PS4/PS5/Xbox One/
 Xbox Series X
 Publisher: Microids
 Developer: OSome Studio
 Rating: 'NR' for Not Rated
 Release Date: Q4 2023

Handy Smurf has created a revolutionary invention: SmurfoMix! However, it's missing a key ingredient, the Green Stone, which lays in the greedy clutches of Gargamel. He sets off on a mission to retrieve the famous Green Stone, a key ingredient that would greatly help him improve his invention, from Gargamel's laboratory



System: Nintendo Switch/
 PC/PS4/PS5/Xbox One/
 Xbox Series X
 Publisher: Microïds
 Developer: OSome Studio
 Rating: 'NR' for Not Rated
 Release Date: Q4 2023

But a fatal misstep causes it to explode, its fragments scattering throughout the Cursed Land. In addition to unleashing into the wild its incredible powers to copy and decompose matter, the Green Stone has set free the evil Stolas, a new order bent on creating a reign of terror.



System: Nintendo Switch/
PC/PS4/PS5/Xbox One/
Xbox Series X
Publisher: Microids
Developer: OSome Studio
Rating: 'NR' for Not Rated
Release Date: Q4 2023

Meet the team of 4 iconic Smurfs: Handy Smurf, Brainy Smurf, Clumsy Smurf, and Smurfstorm. An accessible and intuitive gameplay that will delight both Smurf fans and action/platforming fans. Enjoy dynamic gameplay with exploration, platforming and even more intense combat thanks to the SmurfoMix!



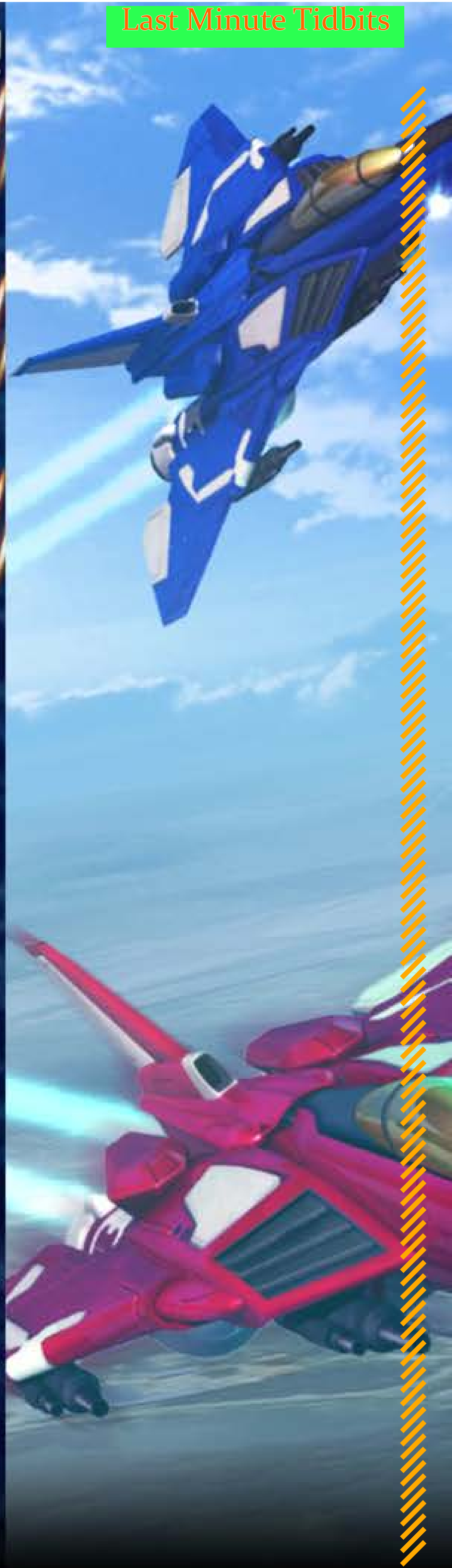
System: Meta Quest 2/ PlayStation VR2/Pico 4
Publisher: Microïds
Developer: Virtuallyz Gaming
Rating: 'RP' for Rating Pending
Release Date: Out Now

The arcade game Operation Wolf left a mark for a whole generation of gamers, being one of the first games to offer side scrolling rail shooting action. Operation Wolf Returns: First Mission VR will remain faithful to the spirit of the original game, while premiering a new artistic direction.



System: Meta Quest 2/ PlayStation VR2/Pico 4
 Publisher: Microïds
 Developer: Virtuallyz Gaming
 Rating: 'RP' for Rating Pending
 Release Date: Out Now

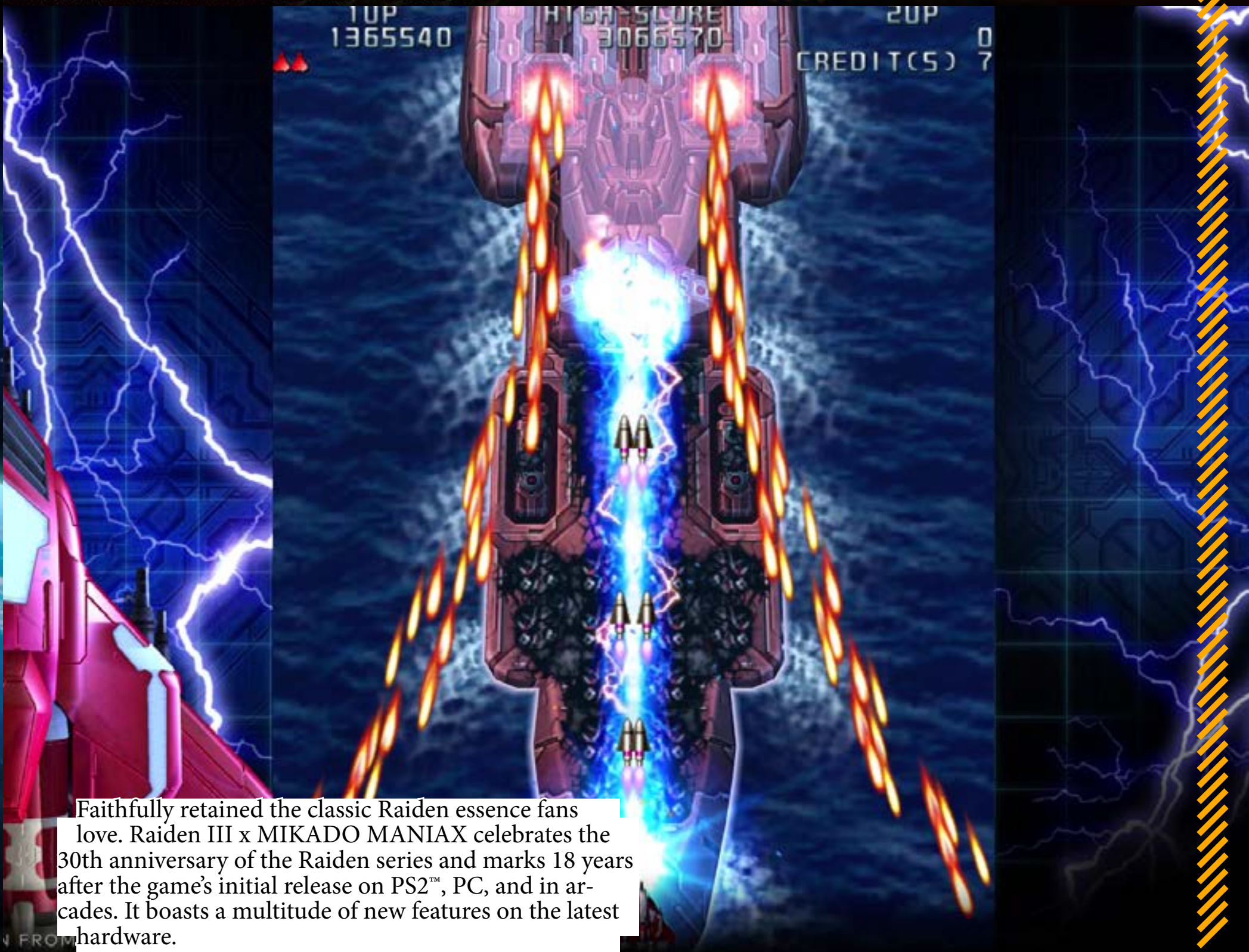
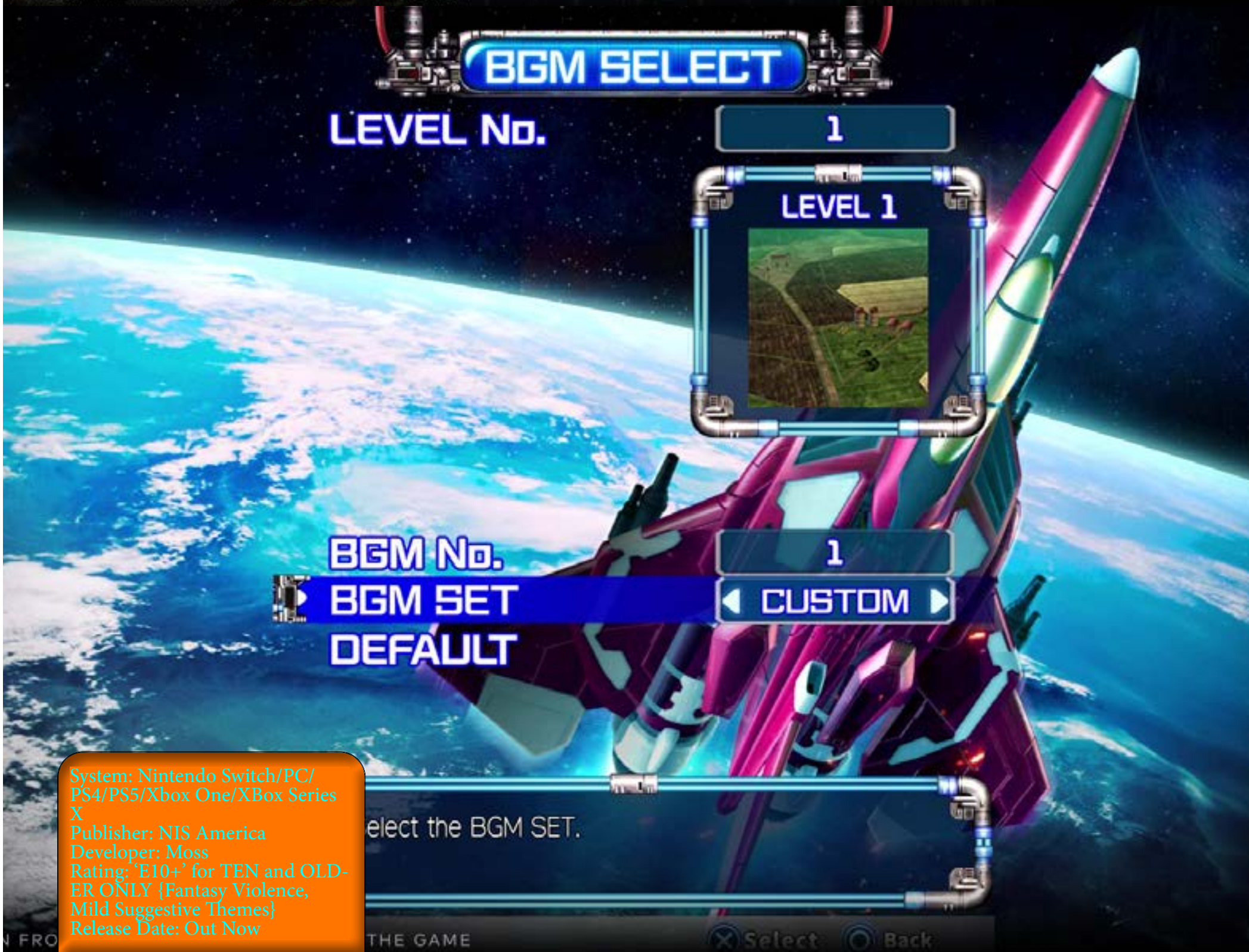
In its solo VR campaign, play as a special agent fighting a new criminal organization. In addition to arms and drug trafficking, the organization, led by the mysterious General Viper, has developed a powerful new weapon. After discovering several of its bases, you will be sent to dismantle the organization, destroy the weapon and free the hostages held captive in surrounding camps.



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series
 X
 Publisher: NIS America
 Developer: Moss
 Rating: E10+ for TEN and OLD-
 ER ONLY [Fantasy Violence,
 Mild Suggestive Themes]
 Release Date: Out Now

In 1990, Seibu Kaihatsu created this vertical shooting game and first of the Raiden series. The simple controls--directional movement and weapons--combined with subtle difficulty and detailed pixel art style, made Raiden an instant success and established it among the greats in the pantheon of shooting games.

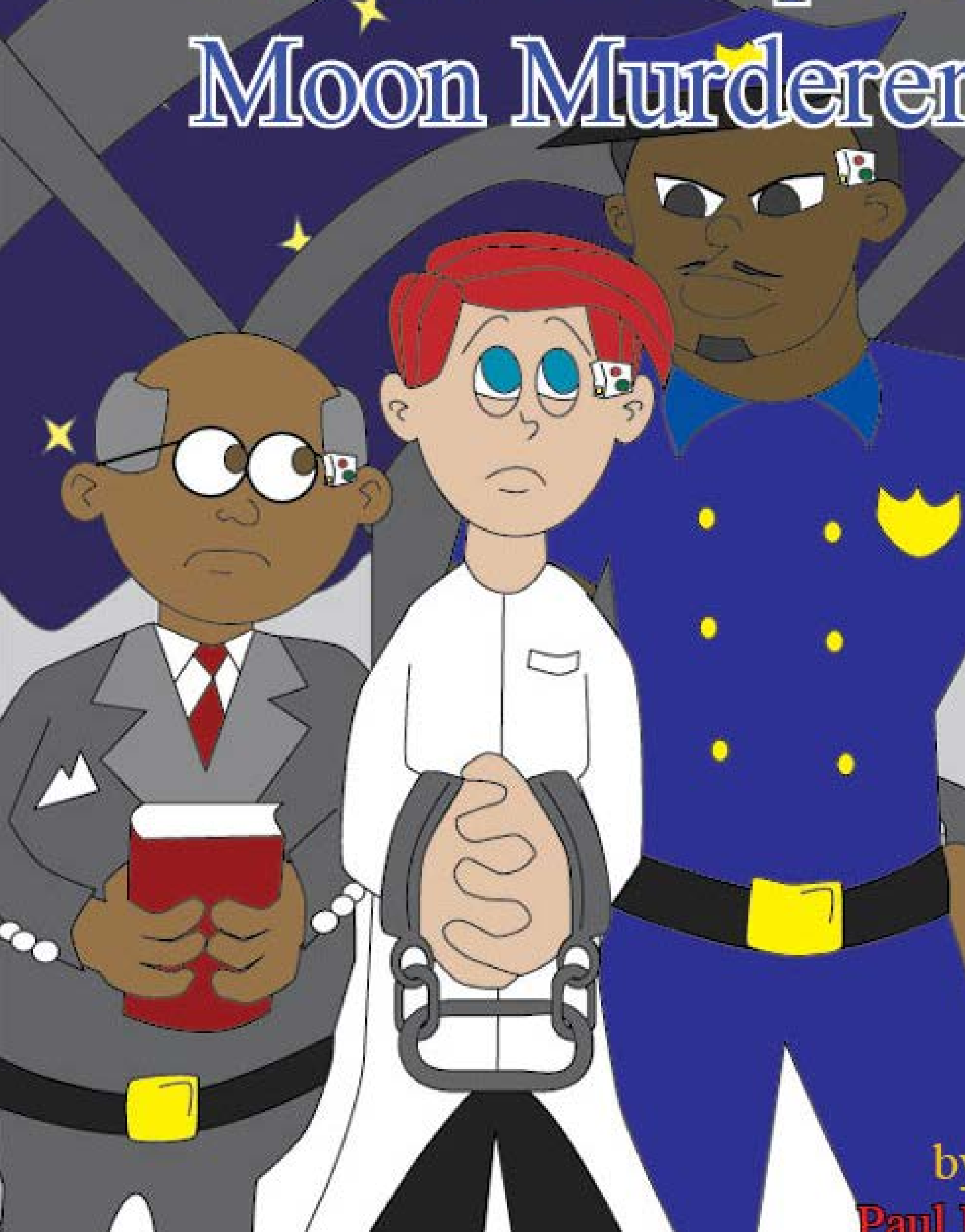
MENT BUILD OF THE GAME



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: NIS America
Developer: Moss
Rating: E10+ for TEN and OLD-
ER ONLY [Fantasy Violence,
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Release Date: Out Now

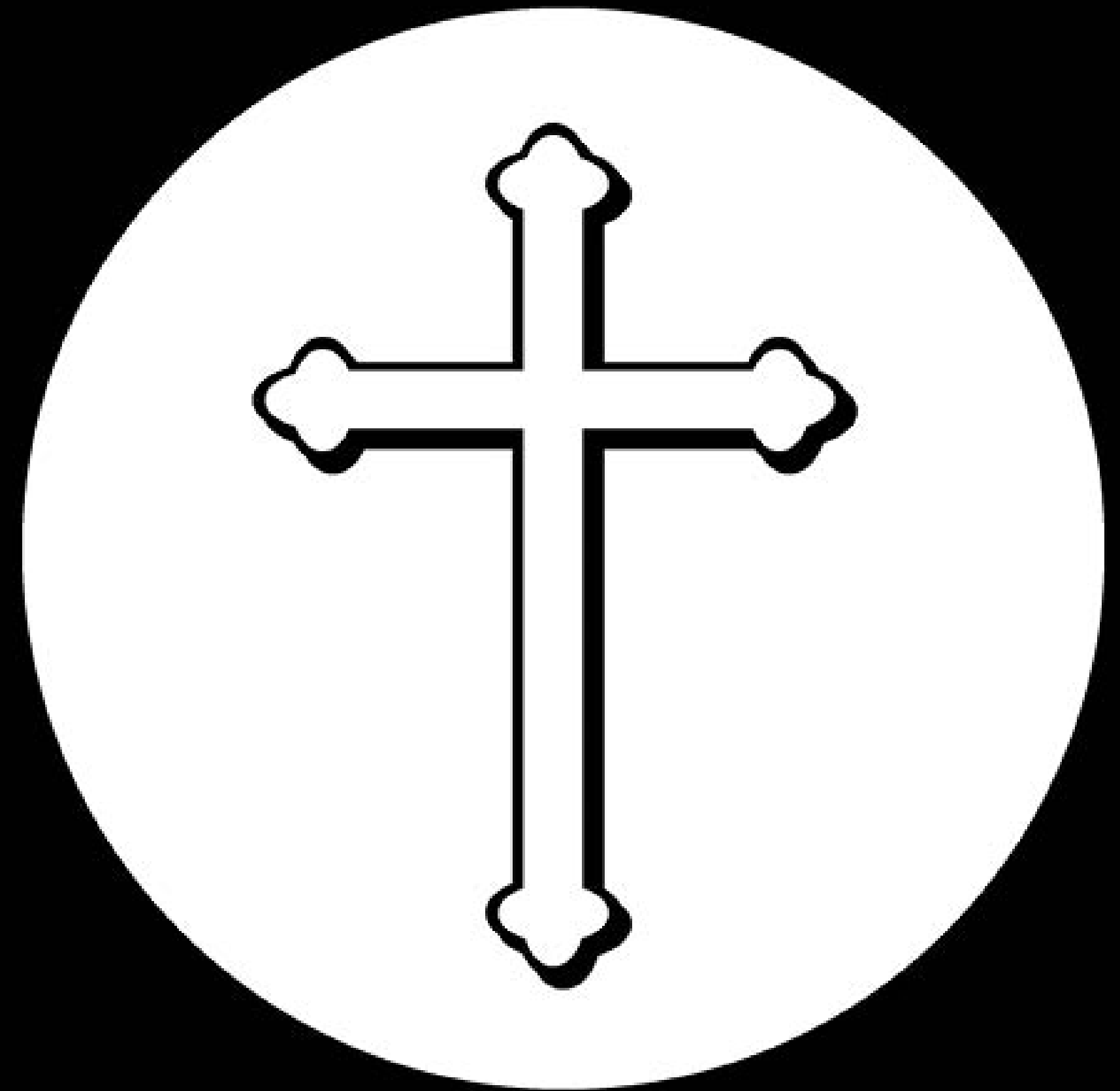
Faithfully retained the classic Raiden essence fans love. Raiden III x MIKADO MANIAX celebrates the 30th anniversary of the Raiden series and marks 18 years after the game's initial release on PS2™, PC, and in arcades. It boasts a multitude of new features on the latest hardware.

Future Glimpses Moon Murderer



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