



FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

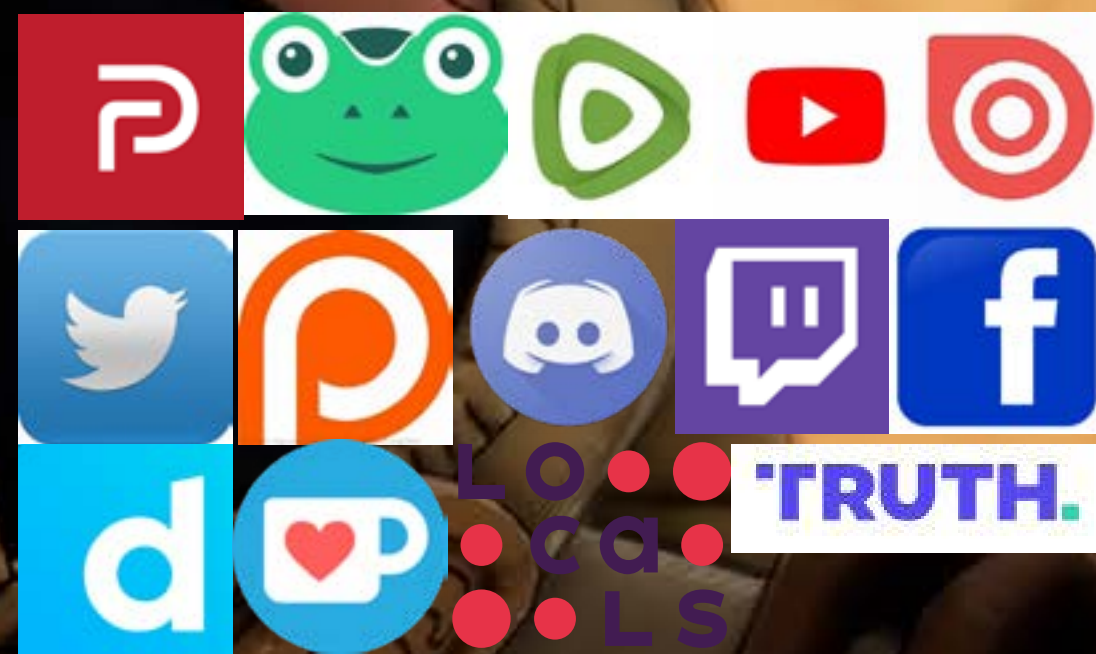
TM

August 2023

*Can Foam-
stars clean up the
industry?*

ISSUE #193

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Editor's Desk

Opportunities

I am always looking for opportunities and finding ways to apply what I learned to make things better. Take for example I hear bloggers talk about not doing anything unless they are paid. So some company sends us a digital download code for a game we are not interested in, and did not ask for. When they check in they are given our legal page which points to the fee for checking in, as well as the fee for sending us something we did not ask for. Many times I ask them for their invoice number, and date they paid for the work they are requesting. The conversation usually goes to them saying they do not pay anything, and they never pay for any of the work they request. BTW they call us a blog even though we are an accredited media outlet. Are the bloggers lying about getting paid to work on products? Are the people in PR and Marketing lying about never paying? Maybe their colleagues pay or something. Ultimately I look for opportunities to bring money in and make Family Friendly Gaming even better. As well as get to the truth.

When we are at different stores I look at the product through the lens of opportunity. Can we make a short out of something? Can we get a review out of that product? Can we live stream with this product? Ultimately I am consistently seeing if there is some opportunity with what we are looking at. I read a story about the Spider-Man hamburger at Burger King. We went to Burger King for that specific item. When we were there I noticed a Burger King crown that we could take. Peter thought it was dumb to use it in the short. I thought it was brilliant. We even got positive comments on the crown. It is not about who is right or wrong. It is about finding those opportunities. Going to those doors and knocking. Seeing if something works. There have been other ideas that did not work as well. Take for example I thought all these different mouth washes from Dollar Tree would make an interesting short. It did not do as well as many of our other shorts. I took the shot and tried though.

We have done a ton of work on Evercade systems and cartridges. This was another item we decided to try as an opportunity. We have received all kinds of interesting comments on videos of Evercade video games. Plenty of people want to know what system we are playing it on. The initial reaction has been it must be some PC emulator. We correct them and then educate them on the Evercade system. Who knows how much money our hard work has earned Blaze Entertainment. If they were smart they would advertise with us as an opportunity for them to make even more money. Not everyone looks at life with the opportunity mentality. There are plenty video game companies that see us as slave labor. They think we should work

for them for free. Somehow our bills will get paid with their thank you emails. Tried that and it failed. It was not a good opportunity.

As we bring in money we are constantly looking for opportunities to reinvest to make things better. We purchase equipment from that money. We purchase video games from that money. We purchase manga and comic books with that money. We purchase food for shorts with that money. We are constantly trying to find interesting things to share with all ya'll. A big thank you to all of the positive feedback we have received over the years on all of that content. We never know what interesting thing we will run across next.

God bless,
Paul Bury



FEMALE SIDE

Getting Hot

The weather is certainly summer here in the South. The heat index has gotten higher than I recall it being in quite a while. In fact it has not been this hot (to my memory) in around ten to fifteen years. We cope with it one day at a time. Sunscreen is very important when that hot sun is beating down on you. Making sure you have liquids and stay hydrated is important as well. Do not take naps in the sun unless you want to get burned right now. Putting up a visor to protect the wheel and dash in your vehicle can also be important. Taking note of how long you are outside is another really smart thing to do.

Things have been heating up for Family Friendly Gaming as well. We finally gave all ya'll the opportunity to show how much you appreciate us, and want us to continue to do this amazing ministry work that has reached millions upon millions of families. The shorts continue to get better and more diverse. We try different things and expand into new and interesting areas with our shorts. So happy for all of the wonderful support of our website, magazine, videos, live streams, and more. YouTube, Rumble, BitChute, Odyssey, and Daily Motion all continue to grow and improve for us. We even started a TikTok recently. That has been slowly growing as well.

Want a little insight to something we plan on working on in just a little bit? Exercise videos. I know my hot hubby has talked about it before. He is coming up with different ideas for videos on exercise that he hopes will help out the millions upon millions of families that check out Family Friendly Gaming. Hopefully we can get some of those online before we need to start doing some Just Dance 2024 videos. We are also hoping Just Dance 2024 comes out on the Xbox One with the Kinect support. It was not a good experience on the Xbox Series X or the Nintendo Switch. Why can't it score right?

There is a real opportunity for these different companies to prove they actually support diversity by advertising with Family Friendly Gaming. There are also opportunities for sponsorships, and to send us swag for a short video. It would be wonderful to see that heat up as the days of this year continue to march us toward the end. A lot of companies are noticing the whole go woke, get broke concept. They should be supporting good, moral, and ethical companies like Family Friendly Gaming. It would wonderful for that to catch fire and for Family Friendly Gaming Universe to support the companies that show they care about Christians and conservatives. We have done a ton over work over the decades that has

made them a lot of money. When will they show they are grateful? That needs to catch fire and soon.

What does your family plan on doing over the summer break? Taking a trip? Going to the pool? Getting a summer job? Helping out family and/or neighbors? Going camping and/or taking a hike? Going to a lake or ocean and enjoying life? What kinds of things do you and your family like to do when the weather gets warm? Have I given you some ideas on some things to do? I hope so. We have some plans that we will talk about when they are all done. It is better security that way if you know what I mean. Are you still worried about COVID in terms of traveling? I stopped worrying about that one months ago.

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

@davidstinebaugh6433 • 21 hours ago
Cool
REPLY 1 reply 4

@FamilyFriendlyGaming • 21 hours ago
thanks :)
REPLY 4

@teengamer1757 • 21 hours ago
gonna turn into a butterfly soon?
REPLY 1 reply 6

@FamilyFriendlyGaming • 21 hours ago
Hope so :)
REPLY 5

SakosWorld369 liked your Truth

FamilyFriendlyGaming @FamilyFriendlyGaming • 4d
Going Live! Broadcast #twitch stream #IslaSinaloa #Stumbleguys her twitch.tv/family_friendly_gami...

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

Andrew "Ace" Arsenault liked your post • Jun 7

FamilyFriendlyGaming @FamilyFriendlyGaming Jun 7 · 📍
Easter HuBBA BuBBA! #food #foodie #gum youtube.com/shorts/4FEkj1mpx9M #ffg #video #funny #wow #cool #amazing #youtuber #hubbabubba #cute #easter #art

Sir_top_&_hat and Brandon Lipani liked your Tweet

Going Live #Rumble stream #evercade #megacatstudios #collect #retro #indie here rumble.com/v2vxf8-everca...

Please view, follow, subscribe and chat! #streamer #live Help us reach our goal of 1100 Subscribers! #vidcogames
Lets get chat flying!

Advertisement

SOUND OFF



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

Your Amazing

You are so amazing. I just finished reading the Family Friendly Gaming March Devotional and it was transformative. I plan on reading it through again next month. You have such a gift at writing amazing books that reach hearts, minds, and souls. Will you be writing even more books? Will the devotional book series wind up being the entire year? One book for each month of the year is what I mean. I pray your books sell millions of copies. You deserve it.

- Sarah

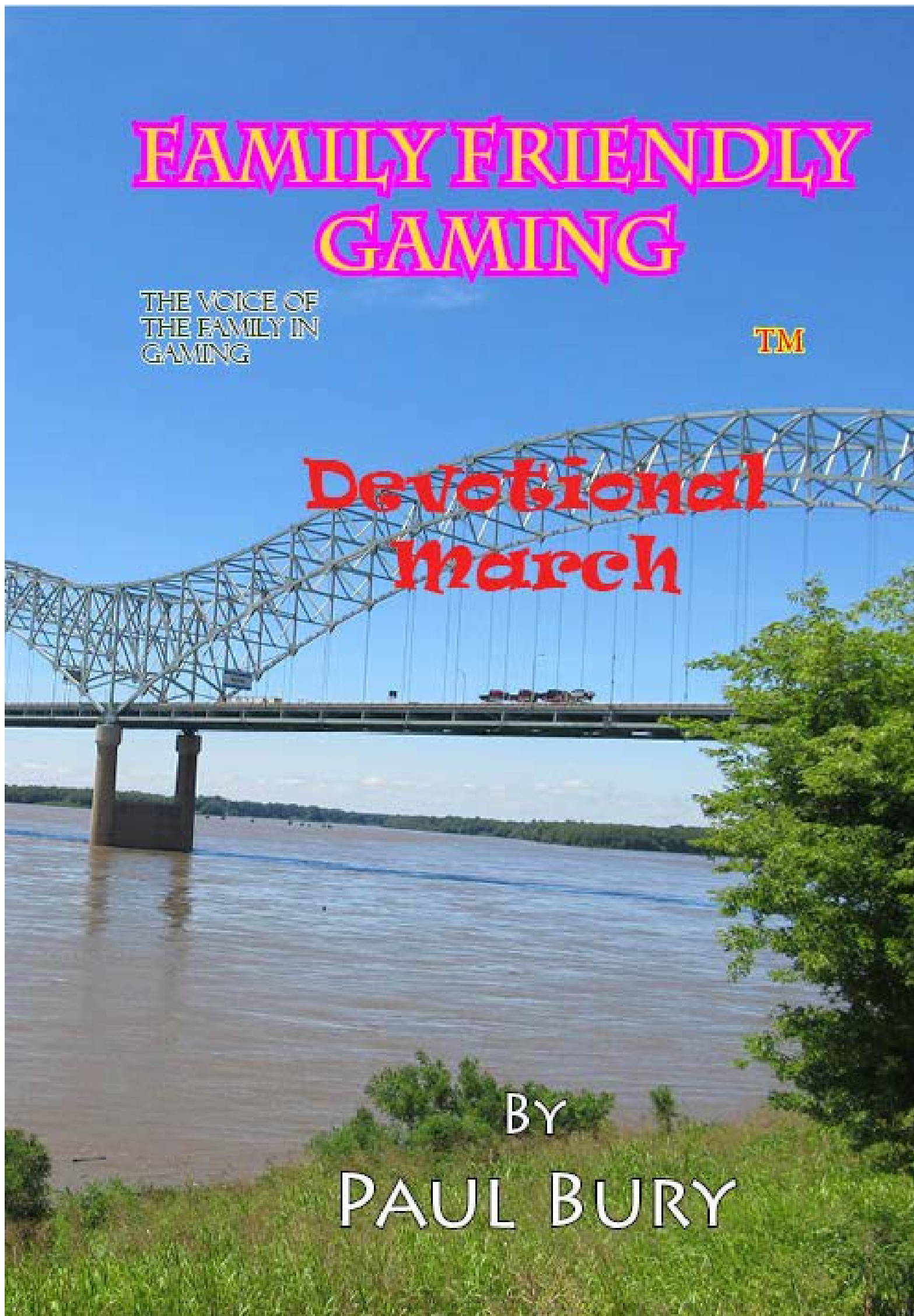
{Paul}: Sarah,

WOW!!!!

Thank you so much for your

exceptional words of encouragement. You really touched me. It is so great to hear that my books are having an impact. It is never about me. I want people to focus on God. I want to point people to God. I love helping people and bringing in more to the Kingdom of Heaven.

I will do my absolute best to answer your questions. I would love to get a book published for every single month of the year for this devotional series. It would be amazing to get all



the way through December and help others on a yearly basis. There are two hurdles to that happening though. The first one is the time to get the books put together. I have some ideas for another Future Glimpses book but have not have the time to start writing it. The second hurdle is the source of these devotionals. They are being taken from older Family Friend-

ly Gaming magazine issues. At some point I will run out of content there. Thankfully we are not to the point yet. We will get there at some future date. I suppose that is not something to worry about until we get there. Each month that goes by adds another devotional that can be used in the upcoming devotional books.

Thank you so much for your prayers. I would love to be able to do this very important work full time. As of right now it does not pay enough to sustain our family. The more books we sell the closer we get to that reality.

Lies I am Tired of - We Provide for Everyone

I believe you are the smartest man in the entire media and video game industries. I just finished reading your Lies I am Tired of - We Provide for Everyone. First off I love your Lies I am Tired of series. It has been fantastic, fun, eye-opening, educational, and inspiring series. No one else in video games is as

real as you are. No one else in video games is as open, transparent, and loving as you are. Your leadership is absolutely astounding to me. There are all these people in charge of video game companies that are not even ten percent of the man you are. They should be paying you money on the proper ways to behave, act, and lead.

I have heard all of these different companies claim to provide for everyone. You exposed them as liars and frauds so easily. No one else is exposing these frauds and liars like you do. They all follow the narratives like little suck ups. Thank you for being real.

- Brian

{Paul}: Brian,

I appreciate your strong words of encouragement. I am just trying to express some things that annoy me about media and the video game industries. Too many out there are all about promoting some narrative. They are all about looking good in the eyes of every single

EVERYONE

SOUND OFF Continued



person that watches them. They want to be revered. I on the other hand do not care about that. There are people in the video game industry that hate me because I have exposed them. There are those that hate me for being a Christian. There are those that hate me for being a conservative. I do not do things to purposely poke them in the eye. I absolutely refuse to hide my relationship with Jesus and the truth.

I think the contrast is someone who is obedient to God versus those walking the path of the world. Deep down in our hearts we know what is right. Deep down we know what is wrong. When they are saying and doing wrong things they know it. Many times they do not want to openly admit it. I am merely helping them bring that to the light and surface.

Appreciation Month

Good job on the Appreciation Month idea and implementation. You are so right

that there is not much going on for families in the month of June. I hope and pray that millions showed their support to Family Friendly Gaming during that month.

- Martha

{Paul}: Martha,

Thank you so much for your kind words of encouragement. I wish that were the case. As I write this there are a few days left in the month of June. Thus far no one supported us at all. No one cares. Millions use us but no one does anything to help us continue to exist. I know that might sound a bit harsh. I am beyond frustrated. No matter what we try all I see are people asking me for money, and others telling me they have no money to pay for anything. I do not know what else to do. I work and I work to do the best job I can do. There are constant limitations because I do not have the time to do this full time. I have a long list of projects to make things better here at Family Friendly Gaming. I do not have the time or the

money to make them happen. So all these improvement ideas sit on the shelf. If anyone in Family Friendly Gaming Universe has an idea please let me know. We have tried Patreon - failed. We tried Kofi - failed. We have Give Send Go, and Go Fund Me opportunities out there and still available. Maybe some people will read this and have some compassion for us. I pray about it multiple times a day. God gave me this ministry so He won't let it fail.

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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7910 Autumn Creek Drive
Cordova, TN 38018

Want to advertise in Family Friendly Gaming?

Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

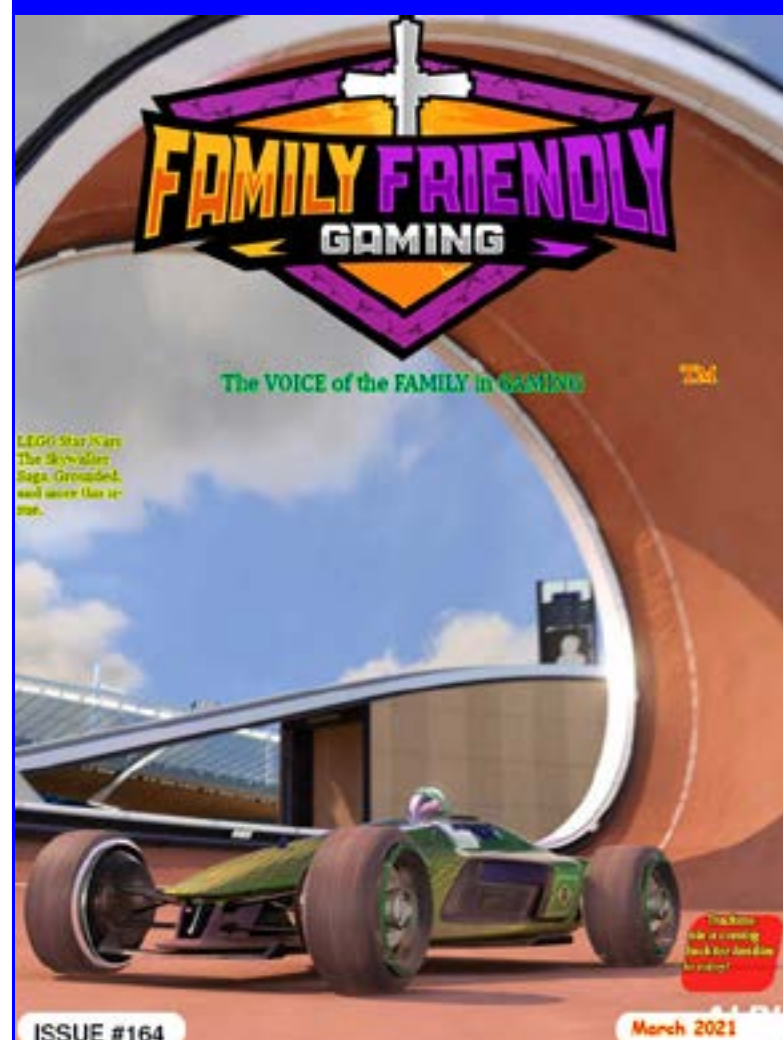
Current rates can be found on the Advertise page of the website

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



Look BACK 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.



Heavenly Treasures Board Game

Product Description

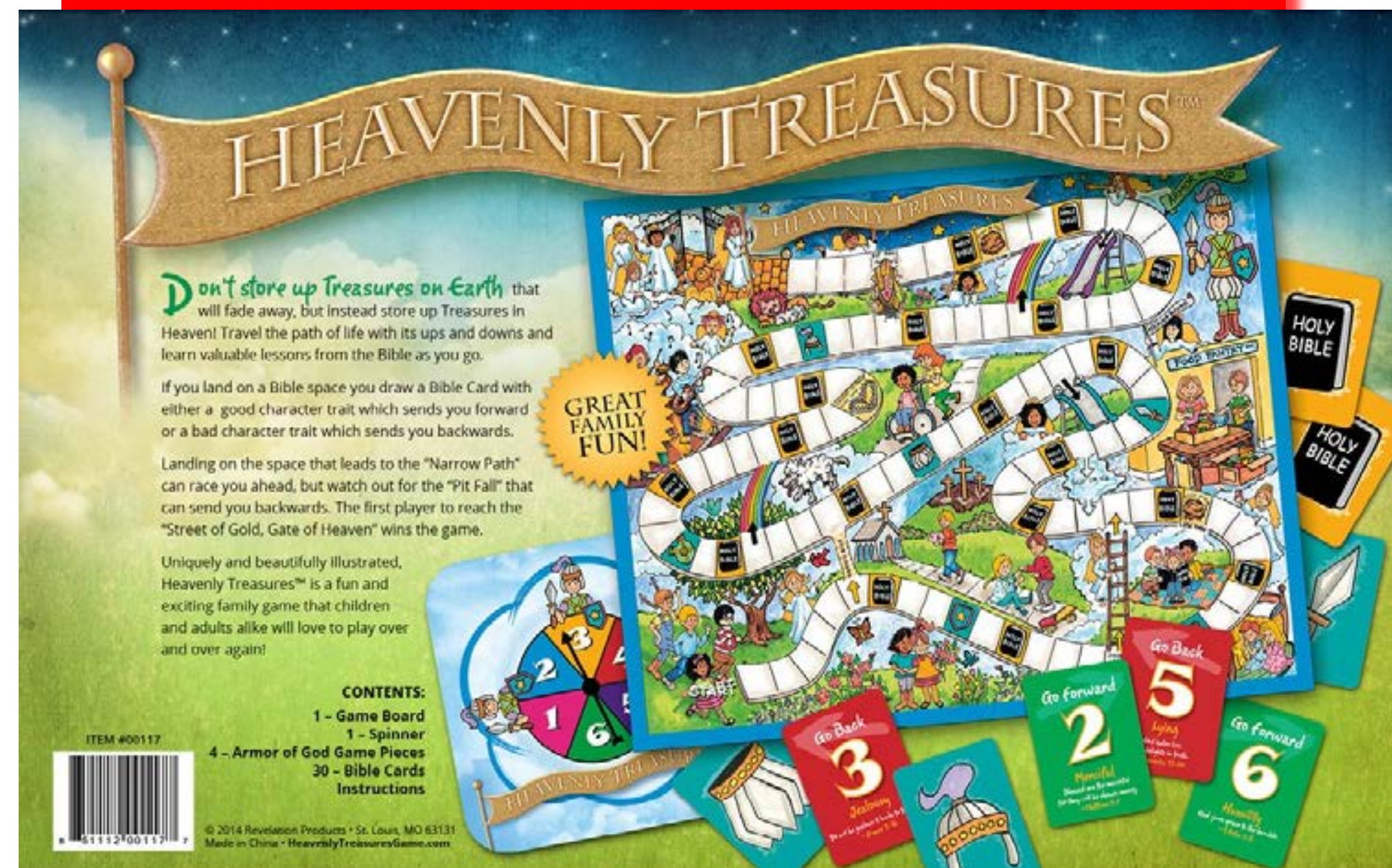
The Heavenly Treasures Game is the perfect game for family game night! Designed for ages 4 years and older, the goal of this game is to build up and store your treasures in Heaven. Travel the path of life with its ups and downs and learn valuable lessons from the Bible as you go! If you land on a Bible space you draw a Bible Card with either a good character trait which sends you forward or a bad character trait that sends you backwards. A wonderful way to instill important character building in your children! For 2 to 4 players.

Contents include:

- 1 Game board
- 1 Spinner
- 4 Armor of God Game Pieces
- 30 Bible cards
- Instructions

Product Information

Title: Heavenly Treasures Board Game
 Format: Gift
 Vendor: Revelation Products
 Publication Date: 2014
 Weight: 1 pound 13 ounces
 Ages: 4-8



DEVOTIONAL

Friendship with the world

There are a variety of different things that bother me. One of them is pastors talking about this worldly thing and that worldly thing. Or pastors that decide to practice this worldly custom or that worldly custom. Why does this bother me though? **James 4:4-5** *You adulterous people, don't you know that friendship with the world means enmity against God? Therefore, anyone who chooses to be a friend of the world becomes an enemy of God. 5 Or do you think Scripture says without reason that he jealously longs for the spirit he has caused to dwell in us?* Pastors that do that are ignoring the teachings of the Holy Bible. They are rebelling against God. They made themselves an enemy against God. What are they doing to their flocks? Are they getting closer to God by being friends of the world? That is why it bothers me.

I shake my head when there are people that demand believers act just like the world. You want us to be boastful, hateful, hypocrites? **James 4:6** *But he*

gives us more grace. That is why Scripture says: "God opposes the proud but shows favor to the humble." I choose to follow the path of Scripture personally. What about you? Seeing others brag always bothered me. I would rather be excited that I got a win in Fall Guys by the skin of my teeth, or showed some perseverance through the adversity. It does not demean my competition in any way, shape or form.

Ultimately we must acknowledge and realize that God is so much more powerful than we are. We must face reality and embrace it. **James 4:7-8** *Submit yourselves, then, to God. Resist the devil, and he will flee from you. 8 Come near to God and he will come near to you. Wash your hands, you sinners, and purify your hearts, you double-minded.* It baffles me that some people are so arrogant that they refuse to humble themselves. I am also confused by people that refuse to submit to God. In my experience following the path God set before you has less problems than following the worldly path.

Worldly people lies, steal, and cheat. They make the world a worse place to live

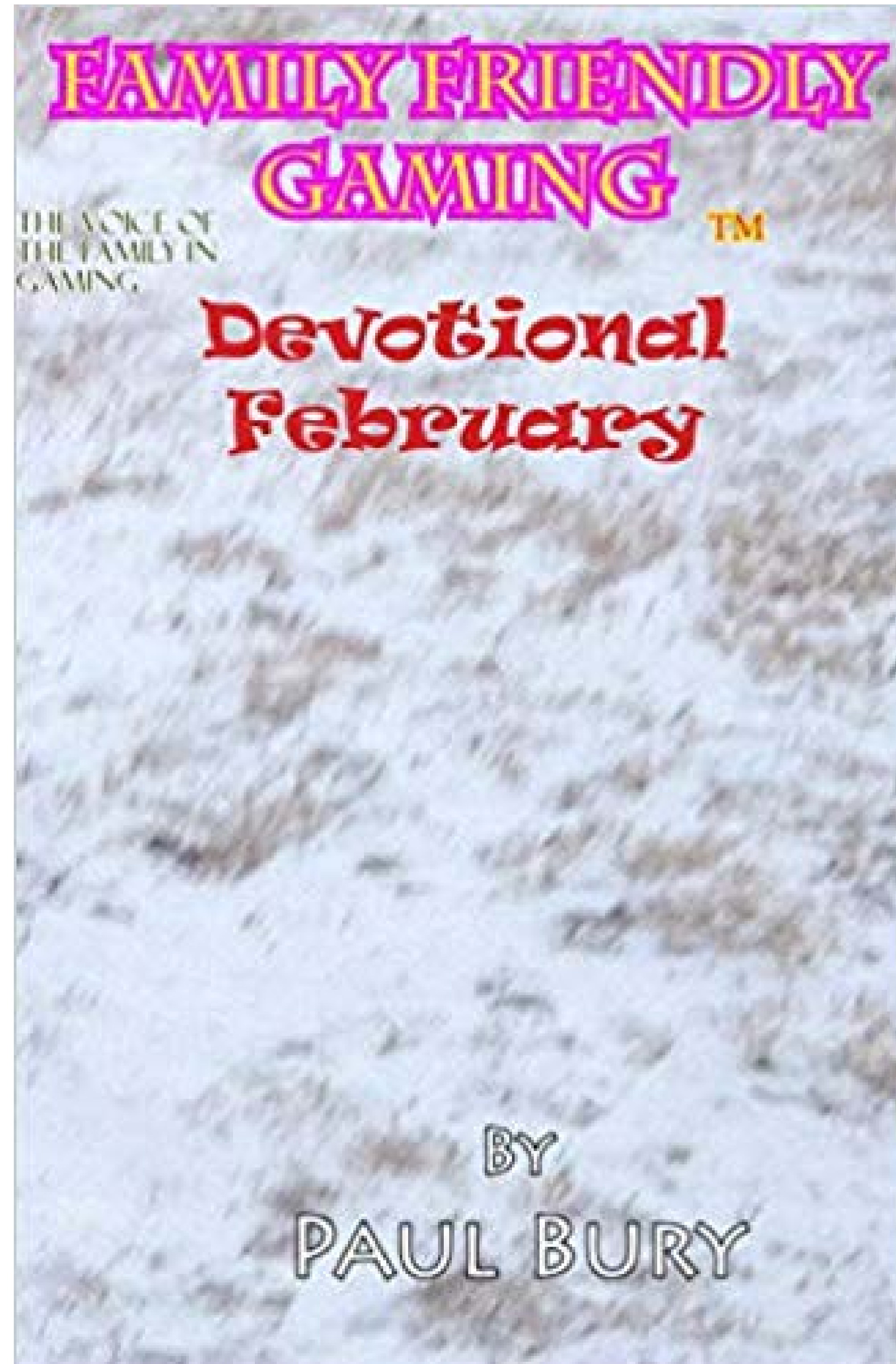
in. Those that are obedient to God had joy. **James 4: 9-10** *Grieve, mourn and wail. Change your laughter to mourning and your joy to gloom. 10 Humble yourselves before the Lord, and he will lift you up.* I love it when God lifts me up. I love it when God gives me joy. We have so many blessings thanks to God. Why do some people have problems giving credit where it is due? Why do some people constantly attack those that choose to be obedient to God? I will continue to obey God in my life.

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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Features of Victoria 3: Voice of the People include:

Over 60 New Historical Agitators: Explore new alternate histories with real historical characters, including John Brown, Emmeline Pankhurst, and Enver Pasha. These characters are integrated into the new free Agitator system, which allows for greater variety and engagement in the political reform and development of your nation.

Special Agitator Actions: Aid the agitators by promoting them to lead Interest Groups, or send them into exile to blunt their impact. You can also, in some cases, invite other nations' exiles into your society to take advantage of their ideas.

Unique French Content: New events, journal missions, and decisions inspired by French history. Press your advantage in Northern Africa, back one of royal claimants, or establish a strong French Empire in Europe and worldwide.

New French Buildings: Historic structures from France added to the map.

New Art: A paper map unique to Voice of the People, wrapped in a new art nouveau appearance. New animations for revolutions highlight the interest groups in revolt, and new clothing and uniforms are added for many societies.

The release of Voice of the People accompanied a major free update to Victoria 3, available to all Victoria players. This update includes the new Agitator System, which allows individual characters to appear to push for political reforms that may not be available or desired by your current government. There will also be new political ideologies for France, changes to the world map, and reworks of the legislative and revolutionary processes, along with many other changes.

Victoria 3: Voice of the People is available for the suggested retail price of \$14.99/£12.99/€14.99.

Victoria 3 Voice of the People Immersion Pack Releases

Lose yourself in the dramatic political maneuvering of the 19th century as famous figures from history lobby for their preferred policies in Voice of the People, a new immersion pack for Victoria 3, available today. With dozens of new historical characters, you can write an intriguing new history of the Victorian age, where nihilist authors and liberal reformers challenge established authorities.

Victoria 3 is Paradox Interactive's grand strategy simulation of society in the century from Andrew Jackson to World War I. Players guide the industrial, political and social development of a historic nation, moving with the tides of time as new ideologies and shifting political alliances challenge your grand plans. In Voice of the People, more historical flavor is added with new characters integrated into the new Agitator mechanic, as well as a deeper simulation of French politics of the century, with new events, missions, and more.

Paradox Interactive has also announced a new Expansion Pass for Victoria 3, which includes Voice of the People, two already released cosmetic packs, one forthcoming art pack, and the upcoming first major expansion to the game. This bundle offers a significant discount on buying each item separately.

The Victoria 3 Expansion Pass includes:

American Buildings Pack: In many ways, the 19th century was the American Century - continental expansion, rapid population growth, and the stirring of an overseas empire. This pack includes unique building models for the United States, special American designs for other structures and the American Capitol Building as a landmark.

Melodies for the Masses: Inspired by the lives of the common people of the Victorian age, this selection of music draws on the sounds of farms and the towns. Drink in the musical reflections on the rural world that dominated society until the rise of the factory and the shriek of the steam whistle.



Voice of the People: This immersion pack for Victoria 3 adds more historical content to the game, including over 60 historical characters who can Agitate for change in your society. Major historical figures like Mazzini and Lenin may arise in your nation, pushing their agenda - either with you or against you. Voice of the People also includes new historical content for France, including events, political parties and unique historical decisions and journal entries. New art includes French building models, a new paper map, and a new UI theme.

Dawn of Wonder: From the glory of the sunrise to the glow of the gas lamp, this Art Pack takes the theme of light and shadow to add new life to the visual experience. A day-night cycle marks the time you spend in game, and other images shine with new life as the dawn of a new age is reflected in the art itself.

Sphere of Influence: In a more civilized age, the pen is supposed to be mightier than the sword. The first major expansion for Victoria 3 increases the depth and immersion of the diplomatic game. Build Power Blocs to protect regional interests, invest in foreign economies and interfere in your subjects' politics.

Slipstream Celebrates its 5th Anniversary

Spanish indie publisher BlitWorks and Brazilian indie developer ansdor are proud to celebrate the 5th anniversary of the arcade racer Slipstream (trailer | press kit) with the free content expansion "blue hour", that will be arriving this Summer to Nintendo Switch, PlayStation, Xbox consoles and PC. Slipstream will also be natively released on PlayStation 5 and Xbox Series S|X. The new expansion will offer 2 game modes, 3 cars and 5 new tracks and 5 music tracks.

"The blue hour is a brief period of the day, after the sunset but before the night, when the sky takes on a deep blue tone. It's long been appreciated by painters and photographers because of the beautiful and unique properties of light during this time. The fading light from the sun illuminates everything softly, and the deep blue sky creates a great contrast with the usually yellow-ish urban lamps. It's a moment of natural beauty that happens every day. And as times of the day have always been a theme in Slipstream, in this expansion I joined forces with Effoharkay and took the opportunity to

explore it a little more." - Sandro de Paula, aka "ansdor"

All the new tracks are set in real world locations, more specifically in exotic or unexpected locations in Europe: Marseille, Pompeii, Transylvania, Granada and Edinburgh. Ansodor's skills have improved a lot since 2018 and he also added many new features to the Slipstream engine, and the new tracks make heavy use of them, like a fog system, a dynamic lighting system that allows cars' headlights to illuminate the track in real time. The expansion looks like an early 32-bit game, while the original was more like a late 16-bit game. As a natural technical evolution, he wanted to try new techniques and do artistic experiments that weren't possible in the original.

On the music side, Effoharkay's goal was to maintain some consistency of the same synth vapor OST but without relying on synth sounding instruments. Most of the songs were inspired by the eccentric electric club-ish racing tunes of Ridge Racer 4, Need for Speed, and Wipeout. He wanted it to be pulsing and driving and diverse, while not worrying about pristine production quality or structure.

Slipstream is already available on Xbox, PlayStation 4|5 and Nintendo Switch at a price of 9.99 USD | 8.99 EUR. The game has been in the making during 4 years by Brazilian solo developer Sandro Luiz de Paula (ansdor), who built his own custom game engine that recreates the sprite scaling graphic techniques used on 80s and 90s racing games to bring the real, authentic retro experience to modern hardware, taking advantage of the extra power to provide smooth, constant 60 FPS gameplay.

The combination of the colorful pixel art graphics with a soundtrack that draws from synth pop and jazz fusion influences by Stefan Moser, aka Effoharkay, sets the tone for a race across a variety of exotic locations from all around the world, including cities, deserts, forests, mountains and beaches. Drifting, rewinding and slipstreaming mechanics add depth to the driving gameplay, and the result is a strategic, challenging and exciting experience.

BBC Studios takes Top Gear and Doctor Who to the Sandbox Metaverse

BBC Studios has partnered with Web3 specialist Reality+ to create a metaverse experience in The Sandbox where fans will be able to interact with immersive content from their favourite brands, including Top Gear and Doctor Who, and enjoy a BBC events space.

The joint venture between BBC Studios and Reality+ marks the first time the BBC will have a home in the metaverse, following a handful of brand activation experiments with metaverse platforms. Part virtual real estate, part amusement park, The Sandbox fully embraces the idea of the metaverse as a continuous shared digital space, in which players and brands can build, own, and monetise their experiences on blockchain.

BBC Studios joins over 400 other entertainment brands who have entered The Sandbox to date, including Warner Music Group, Ubisoft, Gucci Vault, The Walking Dead, and Adidas.

Nicki Sheard, President Brands & Licensing, BBC Studios, said, "I'm delighted that BBC Studios is partnering with Reality+ and The Sandbox on this exciting venture. While the metaverse is still in its infancy, it may shape how we consume and experience entertainment in the future and I'm looking forward to seeing how fans interact with our brands in this space. This project forms part of BBC Studios broader ambitious plans to grow our brands into new categories, with innovative technology and platforms forming an integral part of this."

Tony Pearce, Co-Founder, Reality+ said, "We're excited to have extended our partnership with BBC Studios, not only to help them push the boundaries of what's possible in the metaverse, but for the opportunity to deliver exciting new experiences for the fans of these world-renowned TV shows. We've already achieved so much with digital trading card game Doctor Who: Worlds Apart, and now with a fantastic platform like The Sandbox, there's much more to come."

Sebastien Borget, COO and Co-Founder at The Sandbox, added, "We're proud that BBC Studios chose Reality+, a certified metaverse agency partner working on The Sandbox platform, to enter the metaverse with top

In The News Continued



global brands like Doctor Who and Top Gear. The BBC has a history of pioneering content that leverages the latest technology and putting it into mainstream households. We think this venture is an important step to bringing British culture and fans into virtual worlds."

BBC Studios' metaverse space in The Sandbox will launch later

this year and further details will be released in due course.

Reality+ helps worldwide brands transition to Web3 with bespoke product, community and development strategies, backed by an award-winning technology platform. It has previously partnered with BBC Studios to develop the Doctor Who: Worlds Apart digital trading card game.

Dynopunk Releases

Indie Studio Tomato Fantasy Games and Global Publishers 101XP are proud to finally announce the full release of the highly anticipated Dynopunk, live on Steam right now for \$14.99!

Prepare yourself to embark on an extraordinary adventure in a retro-inspired cyberpunk world, populated by dinosaurs, all with their own hopes, dreams, jobs and hustles. Here, dinosaurs have developed to become highly intelligent; creating groundbreaking technologies and feeling... heartbreaking feelings. That's right, you'll assume the role of Chris, the last surviving T-Rex on the planet, one who will do anything to build a time machine and travel back to a time where he can change the past for good and avoid his species' extinction.

Chris has only recently moved to Synth City, opening up a tech repair shop. Utilizing his very tiny hands, it's your job to work hard to fix things, keep your customers happy and returning, build friendships and save enough money and spare parts for the construction of the time-machine that will bring happiness back into his life. Will you be able to return to a time when other T-Rexes thrived, and find true love?

DynoPunk presents gorgeous pixelated graphics inspired by classic retro games, and is accompanied by an all-original 1980s-inspired lo-fi soundtrack. Immerse yourself in the nostalgic atmosphere and encounter a diverse array of award-winning characters, each with their own distinctive traits, dreams, and personal stories, in a story that is actively shaped by the choices you make in-game.

The branching storyline of the game is shaped by engaging conversations with customers and the quality of your repairs. Precision and customer satisfaction will be vital as you strive to keep them happy! But your job does not stop once the fixed tech is delivered. Build real relationships with your customers, listen to them and share important advice and thoughts. Remember that, everything you say could have a monumental impact on your customers lives!

In The News Continued

Experience the thrill and mundanity of fixing gadgets with super tiny T-rex hands, and extracting valuable information from customers to uncover the root causes of their technical issues. Engage in chit-chat with customers, initiating small talk or heartfelt conversations, offering them their favorite beverages, and ensuring their moods remain positive, all in hopes of receiving generous tips for your services.

"We are delighted to bring Dynopunk to players around the world and introduce them to our cyberpunk dinosaur universe filled with very different award-winning characters with unique personalities, dreams and problems," Shared the team at Tomato Fantasy Games. "With a perfect blend of humor, irony, and adventure, we have poured our hearts into this game, hoping to guarantee an enjoyable and amusing experience!"



Let's School Announced

PM Studios is excited to announce that it will once again partner with Pathea Games to release the upcoming high school management sim - Let's School. In Let's School, you are entrusted by your old headmaster with the glorious task of reviving your alma mater. As the new principal, you will not only need to build a revitalized and stylish school to please your faculty, staff, and students, but you'll also have to find a way to train teachers, recruit top students, run extracurricular clubs, and more!

"None of us at PM Studios ever really liked school growing up," said PM Studios founder and CEO, Mike Yum. "I mean, clearly, because I spent more time playing games than hitting the books. But Pathea's version of building, managing, and creating a fun place to learn is how I wish the real world of education could be. We're stoked to help Pathea bring it to life this summer. And I promise... no swirlies."

Players who can't wait to get in on the scholastic action can participate in an ongoing beta, by filling out this form! Players who are interested must meet the following criteria, like any good private school.

There's a demo for Let's School on Steam now, with more details to come about the game's forthcoming release. Building your ideal learning place is just part of the game in Let's School. Students have their individual interests and life plans, which will result in much more challenges for the headmaster - like how well your students are prepared for their final exams.

With a robust customization system, tons of in-game events and activities to explore, Let's School promises to be a lot more fun than that 7:30AM lecture on the history of the Cold War that my old social studies teacher Mr. Spelling thought was such a great idea back in 1998... wait, what were we talking about?

No word on a physical copy version of this product on this system(s) in the US at this time. Families are required to pay for Internet usage fees to download this game. For more information click [here](#).

Space Trash Scavenger Announced

Paradox Interactive announced a partnership with SquarePlay Games to publish Space Trash Scavenger under the Arc publishing label. They also announced that Space Trash Scavenger will launch into Steam Early Access soon and can be wishlisted on Steam now. Space Trash Scavenger is a survival base builder game that sends players to hunt for riches while defending their ever-expanding Space Rig.

In the pursuit of wealth in the 31st century, players join Scav-X, the galaxy's number one waste disposal company. Players venture the galaxy's procedurally generated asteroid fields, space-wrecks, and abandoned outposts to collect scrap and resources from the remnants of a once great civilization. Space Trash Scavenger offers a unique, 360-degree base building experience. Build out your Space Rig in any direction you choose, with factory-like automation and crop cultivation to grow your fortune and trade in an interstellar stock market.

It wouldn't be waste management with-



out pests; craft weapons and upgrade your spacesuit to defend your base against hordes of alien attackers. These dangerous bots patrol the debris and are drawn in greater

numbers as your Space Rig expands.

Space Trash Scavengers Features:

Scavenge and trade: As an employee for the galaxy's number one waste disposal firm, space trash is your main resource. Gain access to derelict facilities and space wrecks. Pristine open maintenance panels, loot abandoned cargo or strip components off space-ship hulls. Recycle your haul into raw materials, or trade it at the Trash Exchange.

Space base building: Build your Space Rig - a 3D raft with artificial gravity, power, trash processing, farming and defense. Craft the everyday food, fuel, weapons, ammo and space suit upgrades you'll need to survive. In space there is no up or down! Expand your base in any direction for the most efficient layout. Then use your jump drive to voyage to new salvage sectors.

Constant alien threat: You're not alone amid the wreckage. Alien bots patrol, drawn in ever bigger numbers as your operation expands. You'll need a steady aim, strong base defenses, and an upgraded armory to protect your Space Rig.

Proc-gen, zero G world: Circumnavigate tiny asteroids, fly between abandoned outposts and board derelict spaceships as they orbit the system. Then jump to the next sector! Each salvage zone is a procedurally generated, dynamic and ever-changing open world.

Strayed Lights Trials Update

French indie studio Embers has announced new content updates for its cinematic action-adventure game Strayed Lights. These updates include new game modes, "Trials" and "Memories," alongside its steepest discount yet on Steam and Nintendo Switch.

In the "Trials" update, players will be challenged to take on the myriad of powerful bosses in Strayed Lights at heightened difficulty without dying. With "Memories," players can confront any previously defeated boss, both in their original difficulty and new, unleashed forms. Now possessed of otherworldly strength, the bosses of Strayed Lights are equipped with never-before-seen attacks and animations that will push the limits of the game's intense and fluid parry-based combat.

Strayed Lights launched earlier this year, and players and critics were drawn to its distinct, dreamlike world. "Like something out of a Pixar film," wrote IGN's Gabriel Moss in their game preview. "A colourful action-adventure game filled with enough mouthwatering backdrops to fill a picture book." Kim Snaith at Game Spenw also commented: "It's

otherworldly, and we dig it."

Set in an ethereal world, you begin as a tiny being made of light. Your journey will take them to hostile environments and destroyed ruins in search of others of their kind.

"Strayed Lights is about the journey of life," says Embers Creative Director Alexandre Arramon. "We intentionally added no text or dialogue in the game to let players come up with their own interpretations."

Strayed Lights will be on sale starting June 2nd on Steam and the Nintendo eShop for up to 25% off until July 12th. Gamers can also purchase the Strayed Lights Deluxe Edition on PC, which contains the full game plus a digital art book and soundtrack by Grammy award-nominated composer Austin Wintory - whose previous project include ABZU, Journey, and the upcoming Sword of the Sea.

Strayed Lights is the debut project of French indie developer Embers. "We're so excited to see players engaging with Strayed Lights, it's a project dear to our heart," says Studio Owner Damien Dessagne. "Players have challenged us to provide more difficult fights, and we're excited to see if players are ready for the test.

Stellaris Nexus Announced

Paradox Interactive, in collaboration with developer Whatboy Games, revealed Stellaris Nexus, a turn-based 4X social strategy game in the Stellaris universe under the Paradox Arc publishing initiative. Designed to be completed in about 60 minutes, Stellaris Nexus allows players to explore the universe, forge alliances, or conquer the galaxy with their friends. A free demo of Stellaris Nexus will appear in the Steam Next Fest starting on June 19, and will launch in Early Access this year. The game can be wishlisted on Steam here.

In the aftermath of the fall of the ruling Tzynn Empire, the seat of all galactic power known as NEXUS is left empty. Each turn, players influence the galaxy through Edicts with the goal of having their empire's ruler ascend the throne. Players can take control of planets using military might or peaceful diplomatic annexation, constructing buildings to provide resources for their continued expansion.

Stellaris Nexus is packed with the strategic decision-making and grand space battles iconic to the franchise. Exploration, con-

struction, diplomacy, espionage, trade, research and cultural influence are all at players' fingertips as they compete with their friends for galactic domination. Players can group up with up to five of their friends or use skill-based matchmaking online to form alliances, wage wars, double cross, and compete for the galactic throne.

Stellaris Nexus Features:

Your Hour of Power

From the haven of your Homeworld, rapidly expand your reach across the galaxy to explore and occupy new star systems and take control of the galactic throneworld, NEXUS.

Construct a vast military star fleet and develop your diplomatic cunning to exploit the opportunities available to you to grow your empire and exert your dominance in the new galactic order.

Research new technologies, confront the scientific enigmas of deep space and subdue the threats of other spacefaring races to forge a powerful interstellar empire and be crowned the undisputed emperor of the galaxy... all in the time it takes to finish your laundry.

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 media has been caught in lie after lie lately. From the Russian collusion hoax story to refusing to cover the Hunter laptop. A lot of the media is not trusted because they regurgitate propaganda for one political party and then hide when confronted about it. Wouldn't it be neat to play a video game where we get to expose the lies from the radical far left media? There could even be a section or a chapter to this video game that covered the gaming media. Maybe even have another section about how the gaming media changes review scores to make the ultra rich video game

companies even more money. Catch them in their lies and gamers get to realize and acknowledge the issues and problems with the radical far left media.

When I was younger a friend of the family recounted what happened with him and the local television news media. The liberals in the media were trying to drum up a story about the price increase for the ferries. This friend was down at the docks meeting with a client at a nearby restaurant. The TV news media came up to him and asked his opinion of this price increase. He told them it did not matter to him since he does not take the ferry. They asked what if the price was increased to some really high fare? Again he did not care because he does not use it. Finally they asked him what would he do to get to this other town around the peninsula if all ferry services were discontinued. He said

he would drive around to that town. Can you guess what appeared on the evening news that night? The liars in the liberal media said they asked people on the street what they thought of the ferry price increase. They had these different people all angry, and then my friend saying he would drive around. They completely took it out of context. They had an agenda. The liberal media still has an agenda. They are still lying, cheating, and stealing. We need a video game that exposes this problem and shines the truth on possible solutions. Wouldn't it be great if they showed Family Friendly Gaming was an alternate to the corrupt liberal gaming media outlets? This is the kind of a video game we would play. I think others would play this kind of a video game as well. Would you play such a video game? Would you tell your friends about it? Hopefully this sparked some ideas for you.

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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2 Thessalonians 3:1-5

As for other matters, brothers and sisters, pray for us that the message of the Lord may spread rapidly and be honored, just as it was with you. 2 And pray that we may be delivered from wicked and evil people, for not everyone has faith. 3 But the Lord is faithful, and he will strengthen you and protect you from the evil one. 4 We have confidence in the Lord that you are doing and will continue to do the things we command. 5 May the Lord direct your hearts into God's love and Christ's perseverance.

**Pokemon Scarlet
Pokemon Violet**

SCORE: 77

I am enjoying my time live streaming Pokemon Scarlet on our Twitch channel. Those live streams are being converted



into videos for our video sites. In Pokemon Scarlet and Pokemon Violet we get a legendary pretty early on. We can ride this legendary and get around faster. We can also teleport to Pokemon Centers we have previously been to. There are gyms, Titans, and Team Star to deal with in Pokemon Scarlet.

Pokemon Scarlet is an open world where we can see the Pokemon. It can take around thirty hours to get through Pokemon Scarlet. If you want to catch all of the Pokemon you will spend a lot more time with this game. You will need to grind in Pokemon Scarlet frequently. Type advantage continues in Pokemon Scarlet. The map is handy and helpful in Pokemon Scarlet. Trainers are littered around the areas to battle. If you beat so many trainers in an area you can then get a gift from a guy near

the Pokemon Center.

The gyms are a bit different in Pokemon Scarlet. We must complete some mini game like rolling an object to a specific location. Once the mini game is done you will fight the gym leader. The Star Team areas are more like what the gyms used to be. I guess Game Freak did not want to have two things exactly the same. Gyms can be done in any order, just be aware some gyms have stronger Pokemon than



are large and there are plenty of Pokemon to see, battle, capture, and use. It is difficult to bring in Pokemon from older games into Pokemon Scarlet.
- Paul



Graphics: 75%
Sound: 80%
Replay/Extras: 100%
Gameplay: 70%
Family Friendly Factor: 60%

System: Nintendo Switch
Publisher: Nintendo
Developer: Game Freak
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Fantasy Violence}

others. There is a specific order based on your level that makes the most sense. Players are allowed to do things in any order they see fit.

The frame rate is not that great in Pokemon Scarlet. In fact I noticed people walking around did not look right when I played this game. We still battle Pokemon against one another like dog fights or cock fights. Your rival is also someone that helps you at the school. We can make all kinds of food in Pokemon Scarlet as well. Certain sandwiches can increase your shiny chances. Pokemon can be made strong through the Terastallize process now.

Pokemon Scarlet is better than a lot of the previous Pokemon games in my opinion. We still have ghosts and psychics. We still have bugs, electric, fire, water, etc. types. Areas

are large and there are plenty of Pokemon to see, battle, capture, and use. It is difficult to bring in Pokemon from older games into Pokemon Scarlet.
- Paul

Advance Wars 1+2 Re-Boot Camp

SCORE: 72



I had such a blast live streaming Advance Wars 1+2 Re-Boot Camp on the Nintendo Switch. It is so great to have such hopping and fun live streams on our channels. If you missed any of the action, humor, and fun then you can easily catch up with the videos on our website in the videos section. Advance Wars 1+2 Re-Boot Camp is my kind of a video game. I love turn based strategy role playing video games. Advance Wars 1+2 Re-Boot Camp is a bit light on the role playing aspect.

Families get two Gameboy video games remastered in Advance Wars 1+2 Re-Boot Camp. They certainly look better on the Nintendo Switch. With that said there is violent content and the origins of these games do show through at times. What else would you expect from the king of re-hash? Why weren't the Nintendo DS video games included?



Advance Wars 1+2 Re-Boot Camp is constantly shifting things around on the player. We have bases to use where we can put more troops on the field of

Especially since Advance Wars 1+2 Re-Boot Camp costs sixty dollars brand new.

Up to four players can play Advance Wars 1+2 Re-Boot Camp online. You will need to pay for the Nintendo Online Service to do so though. Every time you try to do something they have their hand out demanding more money. No wonder they have so many billions in the bank. They are continuing to fleece their fanboys that happily fork over all that money. Advance Wars 1+2 Re-Boot Camp does contain a local multiplayer so that helps.



battle. There is fog of war, air, and sea battles as well. Mission objectives change as well. Maybe we need to capture their base or destroy all their troops in one battle. In another one we need to capture so many cities.

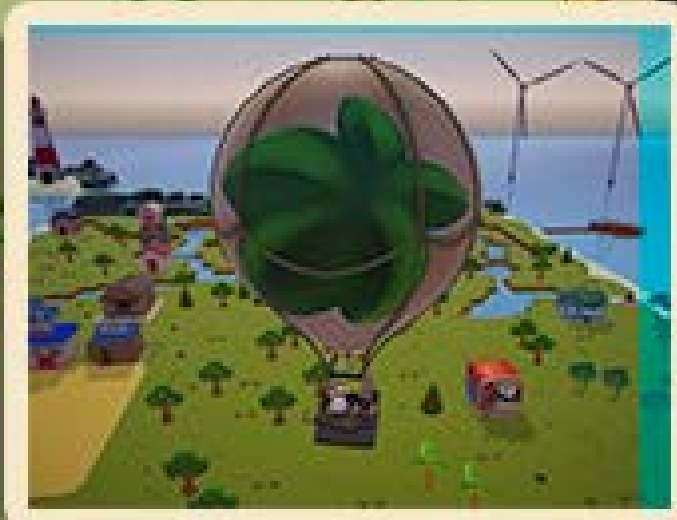
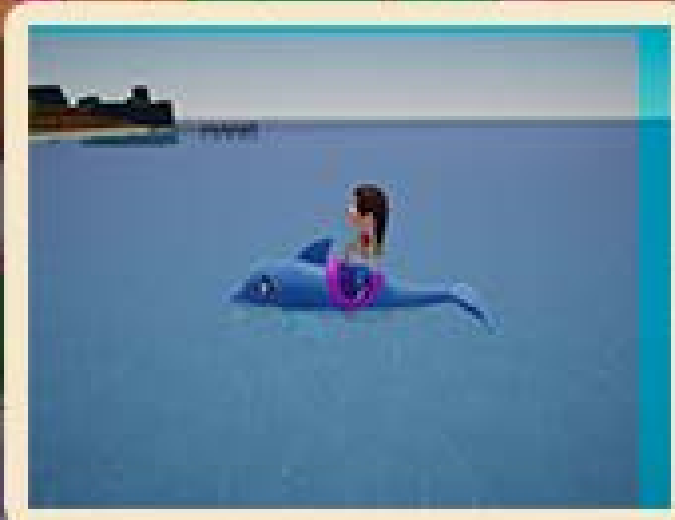
The Commanding Officers in Advance Wars 1+2 Re-Boot Camp have different powers that can be used once they have built up. I really like Andy's Power because he can heal his units. Going to a city you own will also heal units in Advance Wars 1+2 Re-Boot Camp. Fuel and ammo are limited within Advance Wars 1+2 Re-Boot Camp. Players need to use certain units to resupply those units so they can keep fighting. The winning strategy in Advance Wars 1+2 Re-Boot Camp changes as well. One map we need to be defensive. Another we need to blitz to a certain spot.
- Paul

System: Nintendo Switch
Publisher: Nintendo
Developer: Wayforward
Rating: 'E10+' - TEN and OLDER ONLY {Mild Violence}



Graphics: 70%
Sound: 75%
Replay/Extras: 65%
Gameplay: 80%
Family Friendly Factor: 70%

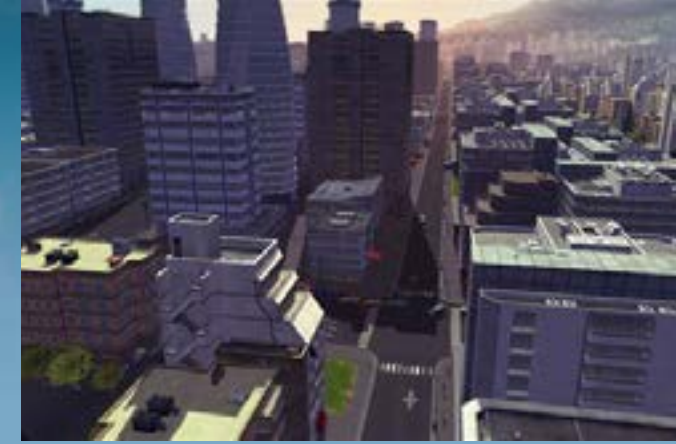
Isla Sinaloa



islasinaloa.com



Cities Skylines Re-mastered



SCORE: 74

Thanks to the Xbox Game Pass service I was able to play Cities Skylines Remastered on the Xbox Series X for no additional cost. Cities Skylines Remastered can also be found on the Playstation 5 (PS5). Were you able to catch the live stream I performed of Cities Skylines Remastered on Rumble? We are working diligently to edit that into videos that will appear on our other video sites. After playing Cities Skylines Remastered I started to remember the good and bad in this franchise.

First and foremost if you turn on any assist in Cities Skylines Remastered then you deny yourself any achievements. This is so annoying based on how challenging Cities Skylines Remastered actually is. I wound up trying and failing multiple times to start a city in Cities Skylines Remastered. I eventually turned on the in-

finite money assist to be able to actually create something. The setup I came up with was still losing money.

The first thing that you need to do in Cities Skylines Remastered is build a road from the highway into the small area you have for a city. Then zone the areas for residential, commercial, and industrial. The buildings that come up need power and water. So a power station is needed as well as power lines to all the houses and businesses. Water and sewage need to be run to all of them as well. Be careful where you put your sewage drain off too.

I needed to hold the left stick in. Cities Skylines Remastered is worse than an infected computer with the pop up messages. I am trying to look at something and here comes another pop up telling me I can bulldoze things over if I do not want them anymore. It told me that because I kept losing money.

There are numerous different environments that family members can enjoy in Cities Skylines Remastered. The sounds in Cities Skylines Remastered are okay, but really quiet. I found it very difficult to make money in Cities Skylines Remastered. There are so many expenses to get things going. Plus there are very few items unlocked at first in Cities Skylines Remastered. Cities Skylines Remastered is pretty family friendly. Just be warned it is also on the challenging and frustrating side.

- Paul

Cities Skylines Remastered looks decent graphically until you zoom in. I had issues with fast forwarding until I figured out

System: PS5/Xbox Series X
 Publisher: Paradox Interactive
 Developer: Tantalus
 Rating: 'E' Everyone SIX and OLDER ONLY



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



Marvel's Midnight Suns



SCORE: 63

MARVEL

I am very thankful my dad had the money to purchase a copy of Marvel's Midnight Suns on the Xbox Series X. This a turn based strategy role playing video game where we attack and heal with cards. I do not like card games. Marvel's Midnight Suns does not change my opinion on that either.

We do get better cards after completing missions and by spending Gamma Coils. We get the Gamma Coils from the missions as well. It is just so random and clunky.

The issues families will have with Marvel's Midnight Suns are blood, violence, bad language, lack of attire, enticement to lust, magic, occult, demons, and more. We take some pretty bad people and fight against even worse people. Many of the characters in Marvel's Midnight Suns have interesting and different designs. Spider-Man is cool for example. Captain Marvel does not look right to me. Blade looks pretty angry most of the time in Marvel's Midnight Suns. There are plenty of cut



scenes in Marvel's Midnight Suns that explain the story.

Marvel's Midnight Suns is done in a 3rd person perspective when we are going around the areas. We interact with a variety of characters while we build our army to battle against Lilith. She goes around recruiting for her army as well. There is one really cool thing we can do in the battles in Marvel's Midnight Suns. We can knock one character into another character. Both of them take damage. In fact



when I fought Sabretooth I kept knocking the Sabretooth into the reinforcements. The reinforcements would be taken out and Sabretooth took some damage.

I hope you were able to catch some of the live streams I did of Marvel's Midnight Suns. If you missed them then you can go to the videos section of the Family Friendly Gaming website to catch up on them. There are good moments, bad moments, frustrating moments, and more playing Marvel's Midnight Suns. I like the turn based strategy role playing elements of Marvel's Midnight Suns. I like the different ways we can interact with the environment in Marvel's Midnight Suns. I like all these different characters. I do not like the cards.

Marvel's Midnight Suns is on the high end of the thirteen and older rating in my opinion. There is dark occult magic in this game that could cause some believers to stumble. I do not recommend this video game.
- Teen Gamer

System: PC/PS4/PS5/Xbox One/
Xbox Series X
Publisher: 2K
Developer: Firaxis Games
Rating: 'T' - THIRTEEN and
OLDER ONLY {Violence, Mild
Blood, Language}



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

VIDEO GAME LIES



by
Paul Bury
Version 3

BUY IT NOW RIGHT HERE



Stargirl The Lost Children #6

SCORE: 72

As I expected Stargirl The Lost Children #6 wraps up this storyline with a nice little bow on top. We do learn who the ultimate boss is in Stargirl The Lost Children #6. It was a real shock when I read it. There are some secrets in Stargirl The Lost Children #6 as well. There are thirty pages of content within Stargirl The Lost Children #6. There is also a DC Nation Spotlight on the Dawn of DC within Stargirl The Lost Children #6.

There will be some spoilers in this review. The issues families can have with Stargirl The Lost Children #6 are lack of attire, enticement to lust, and violence. The main bad guy behind Stargirl The Lost Children #6 is Corky Baxter Time Master. This is the kid with the raccoon on his shoulder. He has grown up and has become pretty horrible. This really



shakes the younger version of him. The younger version does complete his mission even though it means a sidekick winds up dying.

Hourman has been reprogrammed in Stargirl The Lost Children #6. The kids get his brain out and remove a part to return him to normal. He then fights on their side. The old lady wants to get

feels weird to me. I do like the art style though. There are plenty of really shocked characters in Stargirl The Lost Children #6. That expression is used a bit too much in my opinion. The kids realize they have one another even if no one else cares. Stargirl has some good conversation about trusting and believing in others even when there are people that have let you down.

All of the kids come back in modern day with Stargirl in this comic book. Hourman explains there would be paradoxes if they were returned to their normal time frames. I am honestly a bit confused

her youth back and has it stolen from Stargirl for a short time in Stargirl The Lost Children #6. Thankfully all returns to normal. I guess it really is darkest before the dawn. There are some nice two page spreads in Stargirl The Lost Children #6.

The paper in Stargirl The Lost Children #6 still



by that. The three comics featured on the DC Nation Spotlight On do not interest me in the slightest. There are a few interesting ads in Stargirl The Lost Children #6. That new Batman animated movie looks interesting. I am glad this storyline is done. - Paul

System: Comic Book
Publisher: DC Comics
Author: Johns, Nauck, Herms
Rating: '13+' for THIRTEEN and OLDER ONLY



Graphics: 65%
Writing: 75%
Replay/Extras: 74%
Story: 75%
Family Friendly Factor: 69%



Dr. Stone 21

SCORE: 73

I am very thankful I had the money to purchase a copy of the Dr. Stone 21 manga. There will be spoilers in this review. Things are moving forward to a final battle with Stanley in Dr. Stone 21 The Science Team gets away to the Amazon forest, and then over to a Stone Quarry. Dr. Xeno did relay the final destination in a message via Morse code in the last manga book. Senku was aware of this so he knows there is a time crunch. There is a daring plan that is thought of in Dr. Stone 21 as well.

There are some cool inventions within Dr. Stone 21 like the stealth ship. There is even a discovery I have been waiting a long time for. We finally get to ground zero of where the petrification beam happened all of these years ago. It was not what I thought either. There are all these petrification devices with very small circuitry on



them. It looks like they dropped from the sky. No radar saw them because they are invisible to radar. Which is very help to Senku in crafting the stealth ship. We still do not know who is behind this. I expect I will need to keep reading to find that out.

The issues families can have with Dr. Stone 21 are lack of attire, enticement to lust, and violence. There is a moment where

Suika saves the life of one of the enemy troops due to a spider bite. She winds up exposing her position and gets captured. She was doing a really good deed and the modern day soldiers do not care one bit. I find their lack of gratitude very disturbing. I could not act that way to some-



one who saved my life. Could you?

The plan is to use the petrification device to turn both sides to stone. One of the Science Team people must be far enough away to survive and then use the restoration only on their side. That way the conflict ends with no bloodshed. The others can be revived at a future time. At least I think that is the plan. As you know not everything goes according to plan. I believe there will be some interesting action in the next manga book.

I found it interesting that diamonds powered the petrification devices in Dr. Stone 21.

They had some real challenges in terms of getting diamonds to the right size and shape in Dr. Stone 21. I really hope that Dr. Xeno will eventually decide to work with Senku full time. They could do so much more together. Power is such a lame thing to fight for. At least that is my personal opinion on that topic. - Paul

System: Manga
Publisher: Viz Media
Author: Riichiro Inagaki
Rating: 'T' for THIRTEEN and OLDER ONLY {Fantasy Violence}



Graphics: 63%
Writing: 78%
Replay/Extras: 76%
Story: 79%
Family Friendly Factor: 70%



La Brea Season One

SCORE: 65

Thanks to our two free months of Peacock+ I was able to watch La Brea Season One. There are ten episodes in this season for this television show. The premise sounded like it might have some promise to it. A giant sinkhole opens up at the La Brea Tar Pits in Los Angeles. All of these people are sucked into it and at the bottom is a green light. The green light transports them to the ground safely in 10,000 BC. So they must deal with things like saber tooth tigers. There will be spoilers in this review.



The issues families will have with La Brea Season One are bad language, violence, blood, lack of attire, enticement to lust, promotion of sexual deviancy, attacks on Christians, attacks on religious people, and more. La Brea Season One is the typical worldly science fiction television show. There are all these boxes they must tick off and provide for. They really have a lack of diversity of thought in La Brea Season One.

The main family in La Brea

Season One feature a man (Gavin Harris) who has been having flashes of this world and his cheating wife (Eve Harris) who did not believe him. They have a son (Josh) and a daughter (Izzy). The best friend of this man Levi Delgado goes into the sinkhole to save them. Ty Coleman is a therapist that wanted to kill himself due to a tumor in his head. Marybeth Hill is trying to reconcile with her son Lucas. Scott Israni is the stoner



that is sometimes helpful. Dr. Sam Velez and his daughter Riley are also major characters in La Brea Season One.

Things in La Brea Season One start out with characters trying to survive. Then they are trying to get back home. Finally they befriend a neighboring tribe that has white people in it. So much of history is rewritten in La Brea Season One. We find out this little boy Isaiah is actually Gavin. There are scientist in Isaiah with different goals and motives in La Brea Season One.

The characters in the clearing (aka Sky People) get a jeep working in La Brea Season One. They drive all over the place with it. There is no mention of how they are getting more gasoline. There is a bit of a plot twist at the end of La Brea Season One. Certain characters vanish after the light goes away. The concept in

La Brea Season One is that time is circular and the past and future is constantly being changed. Wreckage of a ship is found in the future. A message is sent back and then the crash vanishes. - Paul

System: Peacock+
Publisher: Universal Television
Developer: Keshet Studios
Rating: 'TV-14' - FOURTEEN and OLDER ONLY {violence, bad language}

Video: 65%
Audio: 63%
Replay/Extras: 72%
Functionality: 70%
Family Friendly Factor: 55%

Fairy Tail Collection Eight

SCORE: 60

I recently finished watching Fairy Tail Collection Eight on DVD. Thankfully we have a multi-region Blu-ray/DVD player because we got a copy of this DVD collection from another region. I believe we got the UK region of Fairy Tail Collection Eight. This four disc DVD collection contains episodes 165 through 187. It takes 582 minutes to watch Fairy Tail Collection Eight from start to finish. It takes 159 minutes to watch all of the extras.

The issues families will have with Fairy Tail Collection Eight are violence, magic, lack of attire, enticement to lust, lies, deceit, bad language, spirits, contacting the dead and more. The Grand Master Games continues in Fairy Tail Collection Eight. It does not finish up by the end of Fairy Tail Collection Eight though. These collections do not contain full storylines anymore which is on the lame side.

There are plenty of wizard battles in Fairy Tail Collection Eight. Celestial



Wizards become very important in Fairy Tail Collection Eight. We learn about the Eclipse Gate in Fairy Tail Collection Eight. This is a time travel device that the Kingdom of Fiore has been using to power up. There is one plan to go back in time and kill off this guy that caused certain problems in the current time. There is another plan to use it to kill of a horde of dragons.

There is a doomsday prophecy that is seeming to come true in Fairy Tail Collection Eight in regards to dragons destroy-

ing that entire kingdom. Lucy from the future comes back in time because she witnessed all this destruction. There is still some question to her motives and if she is being honest or not. Having two Lucy's in Fairy Tail Collection Eight is strange. I vaguely remember some of this from playing that video game.

Natsu is very impressive in fighting off other similar wizards in Fairy Tail Collection Eight. The biggest problem Natsu has is his memory. There is a real theme in Fairy Tail Collection Eight about how the Fairy Tail Wizards use their emotions to win the day. The ghost of the first master is also present in Fairy Tail Collection Eight. Erza kills one hundred monsters in one game that I realize she only needed to take on fifty-one. - Paul

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

Graphics: 55%
Sound: 70%
Replay/Extras: 58%
Gameplay: 60%
Family Friendly Factor: 55%



Gaelco Arcade 2



Brave Battle Saga



SCORE: 68

SCORE: 71

I am so blessed to have the money to purchase a copy of Gaelco Arcade 2 on the Evercade. It is neat that Piko Interactive is bringing these video games to the public. It is so much easier to play these six video games on the Evercade than trying to purchase arcade cabinets of these video games. The six games on this cartridge are Big Karnak, World Rally 2, TH Strikes Back Thunderhoop 2, Maniac Square, Squash, and Touch and Go.

There are two violent video games, three sports video games, and one puzzle video game on the Gaelco Arcade 2 cartridge. I love the visuals in Squash, and World Rally 2. The challenge of some of these video games is up there. They were trying to get you to part with your quarters as fast as possible so it makes sense in that regard. The manual found in the case for Gaelco Arcade 2 contains the controls. The controls can also be seen by checking them in the game. I had to learn some of the controls for these games because not everything was intuitive in my opinion and experience. At



least it is easily accessible.

The issues families can have with Gaelco Arcade 2 are lack of attire, enticement to lust, false gods, violence, blood, and more. I do appreciate a squash video game. I used to play racquetball when I was younger. I really enjoyed playing World Rally 2. I wish there were more modern games like it. The look, feel and way it plays is absolutely awesome. Touch and Go can be challenging for a beach volleyball video game. I guess Gaelco was going for that practice

makes perfect concept.

Maniac Square is a decent block down puzzle video game. I have played better and I have also played worse. I did not know there were a lot of puzzle video games in the arcades. Very few Gaelco arcade video games made it to home or PC release. So it is pretty cool to learn some video game history in this cartridge. Big Karnak, and TH Strikes Back Thunderhoop 2 include some rather large character models. I remember when that became a thing in the video game industry decades ago. I love how Gaelco Arcade 2 lets us hit the select button to add credits.

I feel like Gaelco Arcade 2 is better than the first one. We get one more sports game, and we continue with one puzzle video game. There is some variety to the games included with the Gaelco Arcade 2 cartridge. I hope there is a third arcade cartridge related to Gaelco in the near future. Blaze Entertainment continues to release some fascinating gems that historical gamers will be interested in.
- Paul



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

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

System: Evercade/Genesis
 Publisher: Piko Interactive
 Developer: Chuanpu
 Rating: 'K-A' - Kid to Adult

Graphics: 67%
 Sound: 80%
 Replay/Extras: 80%
 Gameplay: 70%
 Family Friendly Factor: 60%



Brave Battle Saga is right up my alley. This is the kind of a retro video game I enjoy playing. I am very thankful I had the money to purchase a copy of the Piko Interactive Collection 1 on the Evercade systems. Brave Battle Saga is a 16-bit Sega Genesis video game that was only released in Taiwan in the past. Brave Battle Saga has been translated into English which is pretty neat for those of us interested in playing it.

There are some nice animations in Brave Battle Saga. The flowers dance for example. I like the 16-bit graphics in Brave Battle Saga. We go through turn based battles in this role playing video game. The screen layout reminds me of Breath of Fire some of the time. The music is fun to listen to in Brave Battle Saga as well. It can take around forty hours to play Brave Battle Saga from start to finish per my research. I played Brave Battle Saga for a video that can be seen in the video section of our website. This is one of those retro video games I would love to find

time to keep playing.

There is some animated violence, false gods, demons, magic, lack of attire, enticement to lust and more within Brave Battle Saga. There is a bar that charges that determines when our characters

can do another action in Brave Battle Saga. I mainly did lots of attacks when I played Brave Battle Saga. There are other options available to the player though. I tip my hat to Piko Interactive and Blaze Entertainment for releasing this game world wide. I wish there were more companies working on video game preservation like this.

We can see the enemies on the screen while we play Brave Battle Saga. That will help us determine if we want to battle or not. A little pro tip for you - battle as often as possible so you can get stronger. We generally call this grinding. Brave Battle Saga comes from an era where grinding was part of the game. I enjoyed my time with Brave Battle Saga. The story is on the odd side and maybe that is why it was not released worldwide back in the day.

Brave Battle Saga proves that retro style video games can be enjoyed decades later. I hope to see more games like Brave Battle Saga in the future. I love having it on the physical format with a manual.
- Paul



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

Super Mega Baseball 4 takes the beloved franchise to new heights, offering immersive and vibrant gameplay that stays true to the Super Mega Baseball franchise that players love. With Baseball Hall of Famer David "Big Papi" Ortiz as the franchise's first-ever cover athlete for Super Mega Baseball 4, more than 200 larger-than-life baseball legends like Babe Ruth, Hank Aaron, Jose Bautista, Randy Johnson and more are ready to step into the diamond with beloved Super Mega League All-Stars experience.



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

"We are incredibly excited to launch Super Mega Baseball 4 alongside EA SPORTS and bring the joy of visually-lighthearted baseball to players worldwide," said Scott Drader, Studio Director and Senior Producer, Metalhead. "With exciting new community requested features and content, deep customization options, and a ton of the most notable legends in baseball, we can't wait for players to swing for the fences!!"

DEVELOPING

GAMES

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Product Name

Baten Kaitos I & II HD Remaster
FOAMSTARS
The Sisters 2 Road to Fame
CRYMACHINA

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EN FROM A DEVELOPMENT BUILD OF THE GAME



Kalas

This is for my grandfather, and for Fee... You're goin' down, Giacomo... for good!

Two JRPG masterpieces return. Baten Kaitos: Eternal Wings and the Lost Ocean and Baten Kaitos Origins are back with improved graphics and new features to aid game progression, making them even easier to play!

System: Nintendo Switch
 Publisher: Bandai Namco Entertainment
 Developer: Bandai Namco
 Rating: T for THIRTEEN and OLDER ONLY (Blood, Language, Suggestive Themes, Use of Alcohol, Violence)
 Release Date: Summer 2023

Build Deck

Deck 8 / Max 30

Kalās

Xelha ◀ L ▶ R ▶ Xelha

2	8	1	8	7	5	8	4	1	9	8
5	4	1	VI	5	3	2	2	5		7
4	5	6	2	7	5	2	4	3	1	9
6	VI	1	3	7	2	8	5	9	7	8
5	I	6	8	6	3	7				
2	2	II								
2	2	4	8	1	4	1				

Sort Filter 1 ◀ (R) ▶ Sort Filter 2

6 Shadow Wings
3 Combo-Attack 70 (60)

2 II

Build your deck by selecting and switching magnus. L Move Cursor A OK B Back X Drop Z



System: Nintendo Switch
 Publisher: Bandai Namco Entertainment
 Developer: Bandai Namco
 Rating: T for THIRTEEN and OLDER ONLY (Blood, Language, Suggestive Themes, Use of Alcohol, Violence)
 Release Date: Summer 2023



A long time ago, there was a great conflict between the evil god and the people. After a fierce battle, the people managed to seal off the false god, but what was left behind was only a desolate land. The people thus chose to abandon the land and live in the sky.



Sagi

No, I really mean it. Thanks, Milly.

System: Nintendo Switch
Publisher: Bandai Namco Entertainment
Developer: Bandai Namco
Rating: T for THIRTEEN and OLDER ONLY (Blood, Language, Suggestive Themes, Use of Alcohol, Violence)
Release Date: Summer 2023

Such fairy tales were passed down as legends. At this time, people had wings called Wings of the Heart and lived a peaceful life. It was an era of long-lasting tranquility. ...But the collapse had quietly begun.



System: Nintendo Switch
 Publisher: Bandai Namco Entertainment
 Developer: Bandai Namco
 Rating: T for THIRTEEN and OLDER ONLY [Blood, Language, Suggestive Themes, Use of Alcohol, Violence]
 Release Date: Summer 2023



When a young man calls your name, the name of the spirit, the story begins to unfold. A story set on a floating continent in the sky, where thoughts and prayers intersect.



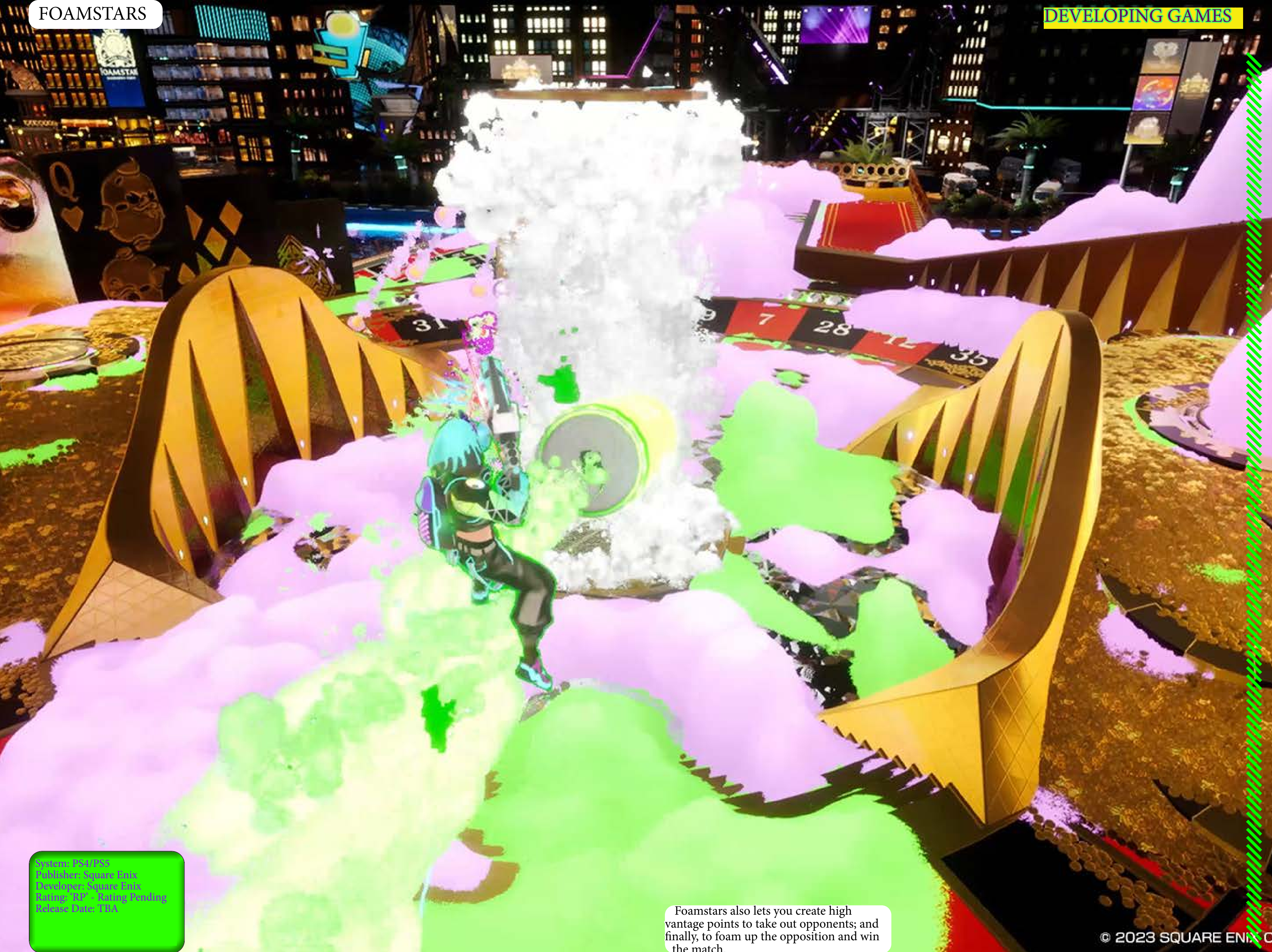
System: PS4/PS5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: 'RP' - Rating Pending
 Release Date: TBA

Revealed as part of the PlayStation Showcase digital livestream, hosted by Sony Interactive Entertainment, Square Enix Inc., announced FOAMSTARS, a new four-on-four online shooter for PlayStation®5 (PS5™) and PlayStation®4 (PS4™).



System: PS4/PS5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: 'RP' - Rating Pending
 Release Date: TBA

In this game, foam is the ultimate resource. It can be used in multiple ways: To create slippery surfaces that players can use to surf around the arena at high speed; to build terrain, helping players defend from enemy attacks



System: PS4/PS5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: 'RP' - Rating Pending
 Release Date: TBA

Foamstars also lets you create high vantage points to take out opponents; and finally, to foam up the opposition and win the match.



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Microids
 Developer: Balio Studio
 Rating: 'RP' - Rating Pending
 Release Date: Fall 2023

The story begins when you and your favorite sister are gifted a tablet to reward your good grades. Your sister immediately creates an account on a trendy social network, not only to share her adventures with her best friends, but also for something else.



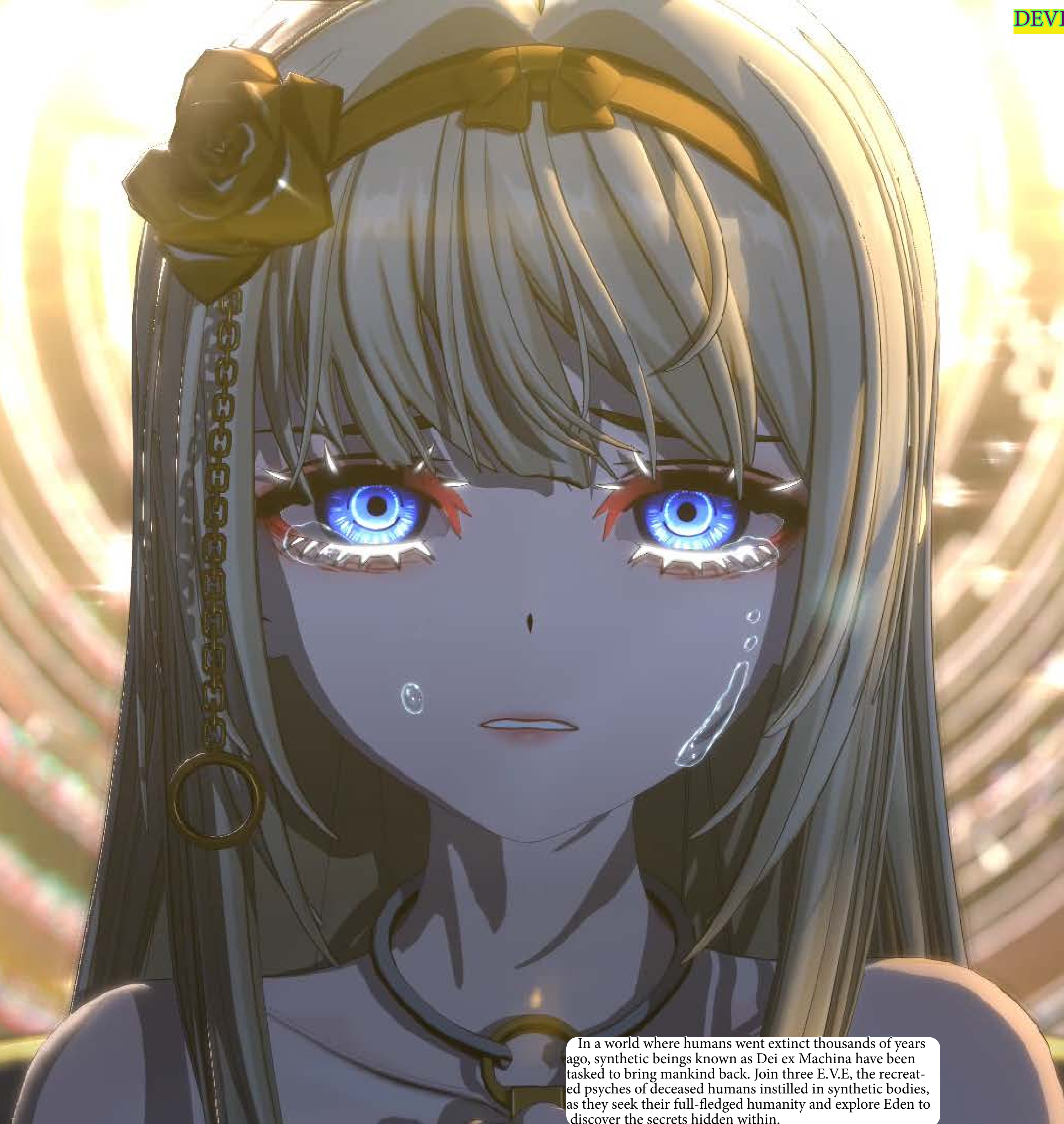
System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Microids
 Developer: Balio Studio
 Rating: "RP" - Rating Pending
 Release Date: Fall 2023

As your beloved yet mischievous sister, she wants to surpass the fame of your own account to become the new popular influencer in town! Our favorite Sisters will have to compete in a frenzied race for followers!



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Microids
Developer: Balio Studio
Rating: 'RP' - Rating Pending
Release Date: Fall 2023

Explore the town with its new places and upgraded designs, meet the inhabitants and take up all the challenges of the 24 super-influencers in town in the Adventure Mode! 24 crazy new mini-games to beat the scores: To-ma-throw, Laser game, Blop-blop diving, Crazy cooking



System: Nintendo Switch/PC/
PS4/PS5
Publisher: NIS America
Developer: FURYU Corpora-
tion
Rating: 'RP' - Rating Pending
Release Date: Fall 2023

In a world where humans went extinct thousands of years ago, synthetic beings known as Dei ex Machina have been tasked to bring mankind back. Join three E.V.E, the recreated psyches of deceased humans instilled in synthetic bodies, as they seek their full-fledged humanity and explore Eden to discover the secrets hidden within.



EN FROM A DEVELOPMENT BUILD OF THE GAME



EN FROM A DEVELOPMENT BUILD OF THE GAME



EN FROM A DEVELOPMENT BUILD OF THE GAME

System: Nintendo Switch/PC/
PS4/PS5
Publisher: NIS America
Developer: FURYU Corpora-
tion
Rating: 'RP' - Rating Pending
Release Date: Fall 2023



EN FROM A DEVELOPMENT BUILD OF THE GAME

CLASSY: Destroy larger than life foes with flashy, action-packed RPG combat that flows seamlessly between exploration.
STRONG: This emotional story dives deep into the qualities of humans and pushes players to question their perception of humanity.

NOW

CONTENTS



I see right through your plans!

Product Name

The Legend of Zelda Tears of the Kingdom
Advance Wars 1+2 Re-Boot Camp
Crypt of the NecroDancer

252,429,109 1.3

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PLAYING





System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo
 Rating: 'E10+' - Everyone
 TEN and OLDER ONLY
 {Fantasy Violence, Mild Suggestive Themes}
 Release Date: Out Now

“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.



System: Nintendo Switch
Publisher: Nintendo
Developer: Nintendo
Rating: 'E10+' - Everyone
TEN and OLDER ONLY
{Fantasy Violence, Mild Suggestive Themes}
Release Date: Out Now

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.



System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo
 Rating: 'E10+' - Everyone
 TEN and OLDER ONLY
 {Fantasy Violence, Mild Suggestive Themes}
 Release Date: Out Now

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.



FLAK

Stay outta my way!

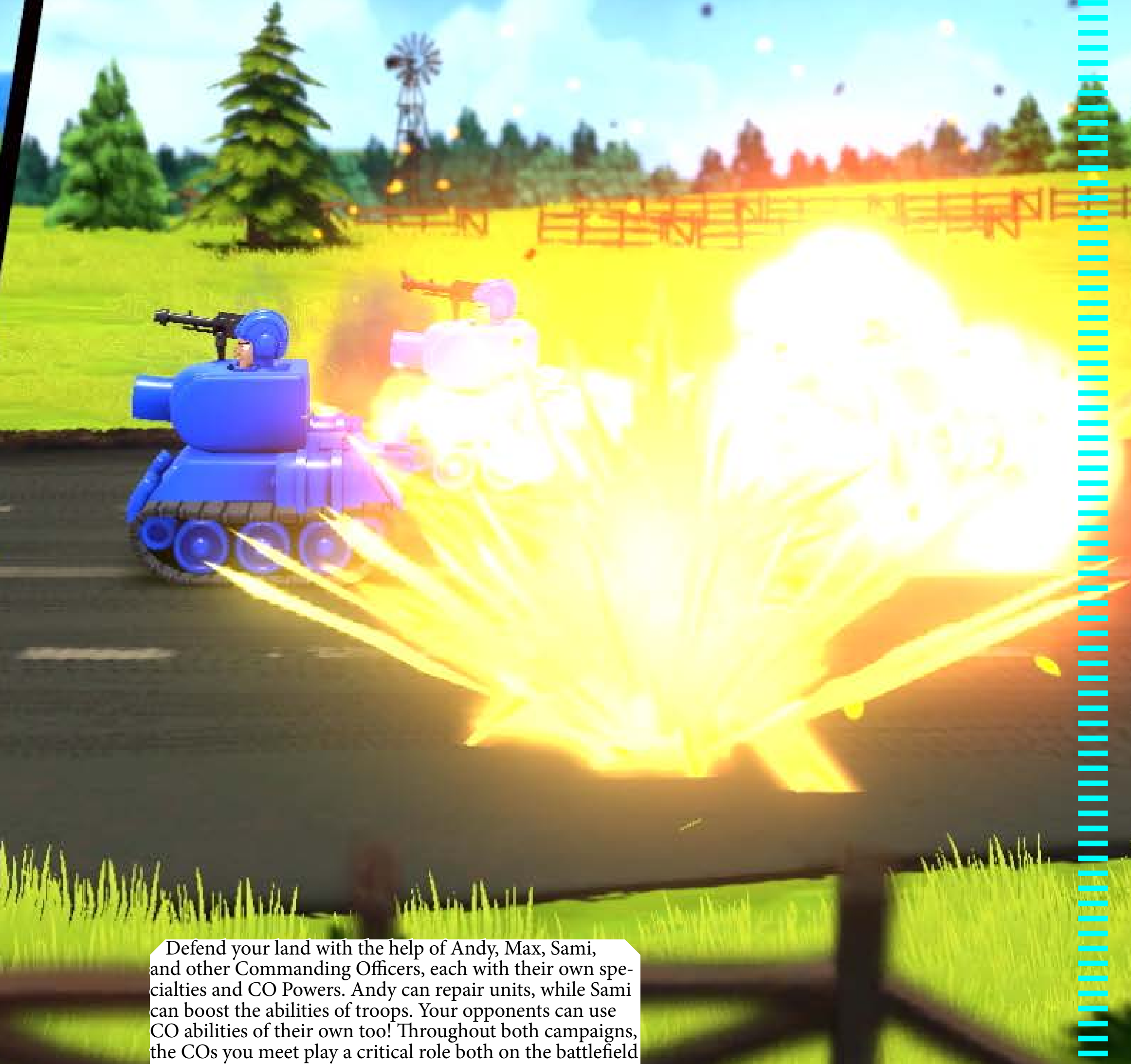
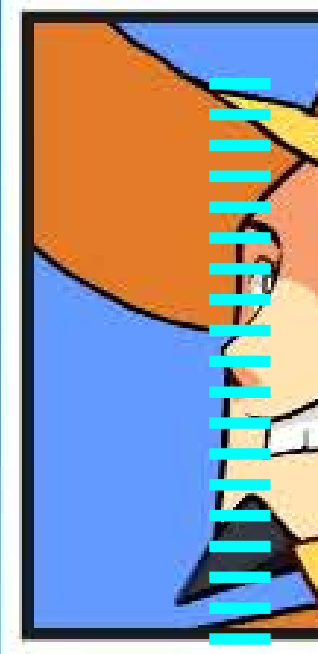
System: Nintendo Switch
 Publisher: Nintendo
 Developer: Wayforward
 Rating: 'E10+' - TEN and OLDER ONLY {Mild Violence}
 Release Date: Out Now

Command an army in strategic, turn-based combat as a tactical adviser for the Orange Star Army. Your expertise is needed as you move land, air, and naval units across the battlefield. Take down enemy squads and capture towns and bases to secure victory and keep the peace. Keep an eye on the game-changing terrain and weather as you lead a variety of units across multiple maps.



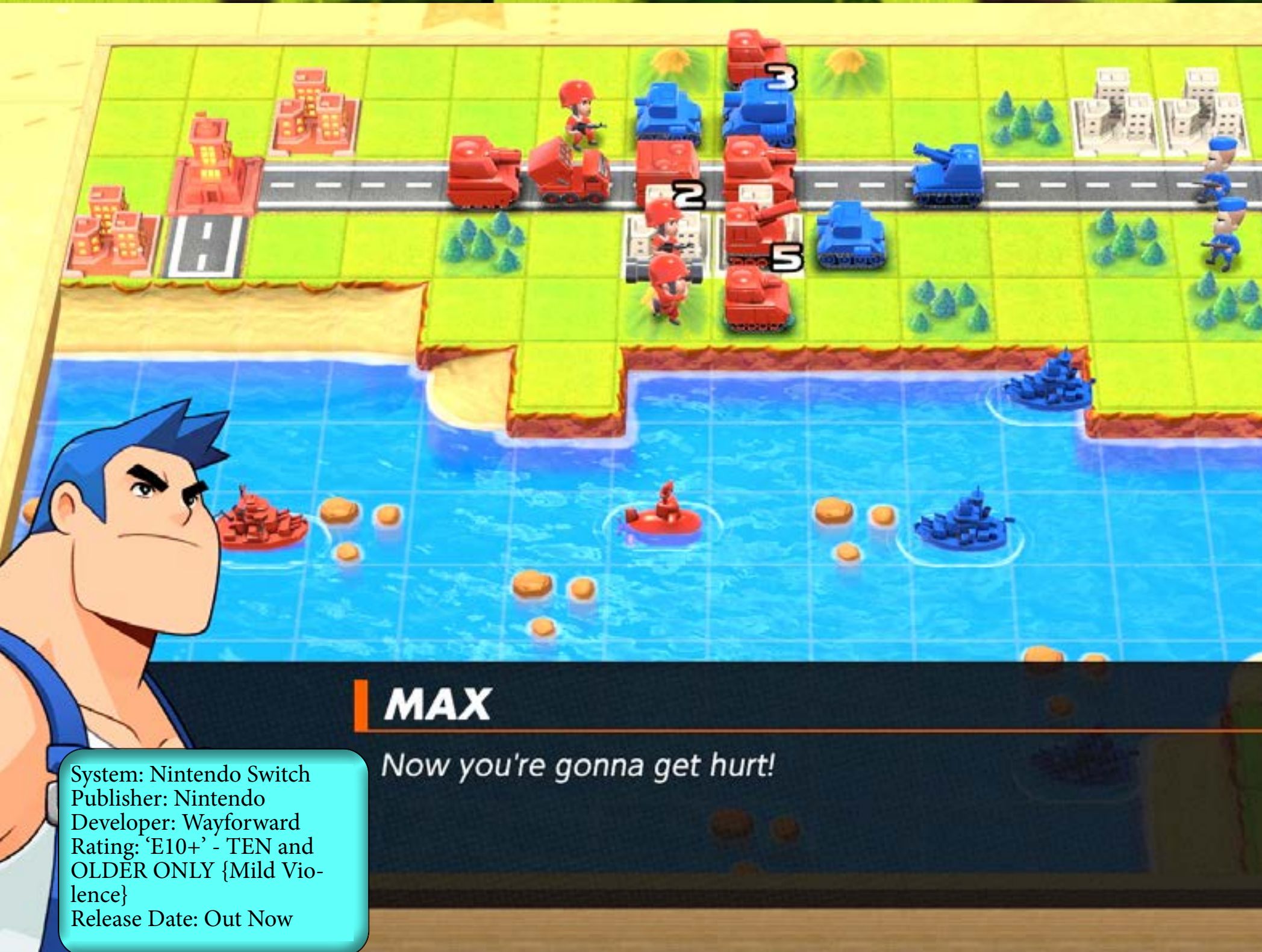
10 DEF ★★ ★★

5 DEF ★★ ★★



System: Nintendo Switch
 Publisher: Nintendo
 Developer: Wayforward
 Rating: 'E10+' - TEN and OLDER ONLY {Mild Violence}
 Release Date: Out Now

Defend your land with the help of Andy, Max, Sami, and other Commanding Officers, each with their own specialties and CO Powers. Andy can repair units, while Sami can boost the abilities of troops. Your opponents can use CO abilities of their own too! Throughout both campaigns, the COs you meet play a critical role both on the battlefield and in the story.



MAX

Now you're gonna get hurt!

System: Nintendo Switch
 Publisher: Nintendo
 Developer: Wayforward
 Rating: 'E10+' - TEN and OLDER ONLY {Mild Violence}
 Release Date: Out Now



When you aren't busy keeping the peace in one of the two campaign stories, flex your army-commanding chops in Versus Mode. Up to four players can battle on dozens of maps. Each player chooses a CO from either campaign and can strategically use their CO Powers to turn the tides of battle. Customize your combat with options like funds per allied base and fog of war.



System: Personal Computer
 Publisher: Zen Studios
 Developer: Zen Studios
 Rating: 'NR' - Not Rated
 Release Date: Out Now

Crypt of the NecroDancer Pinball Challenge your skills in this pinball and rhythm fusion table, which captures the wacky atmosphere and killer soundtrack of the acclaimed rogue-like. Stop the NecroDancer once more, as you use your flippers to battle bosses and acquire the Golden Lute.



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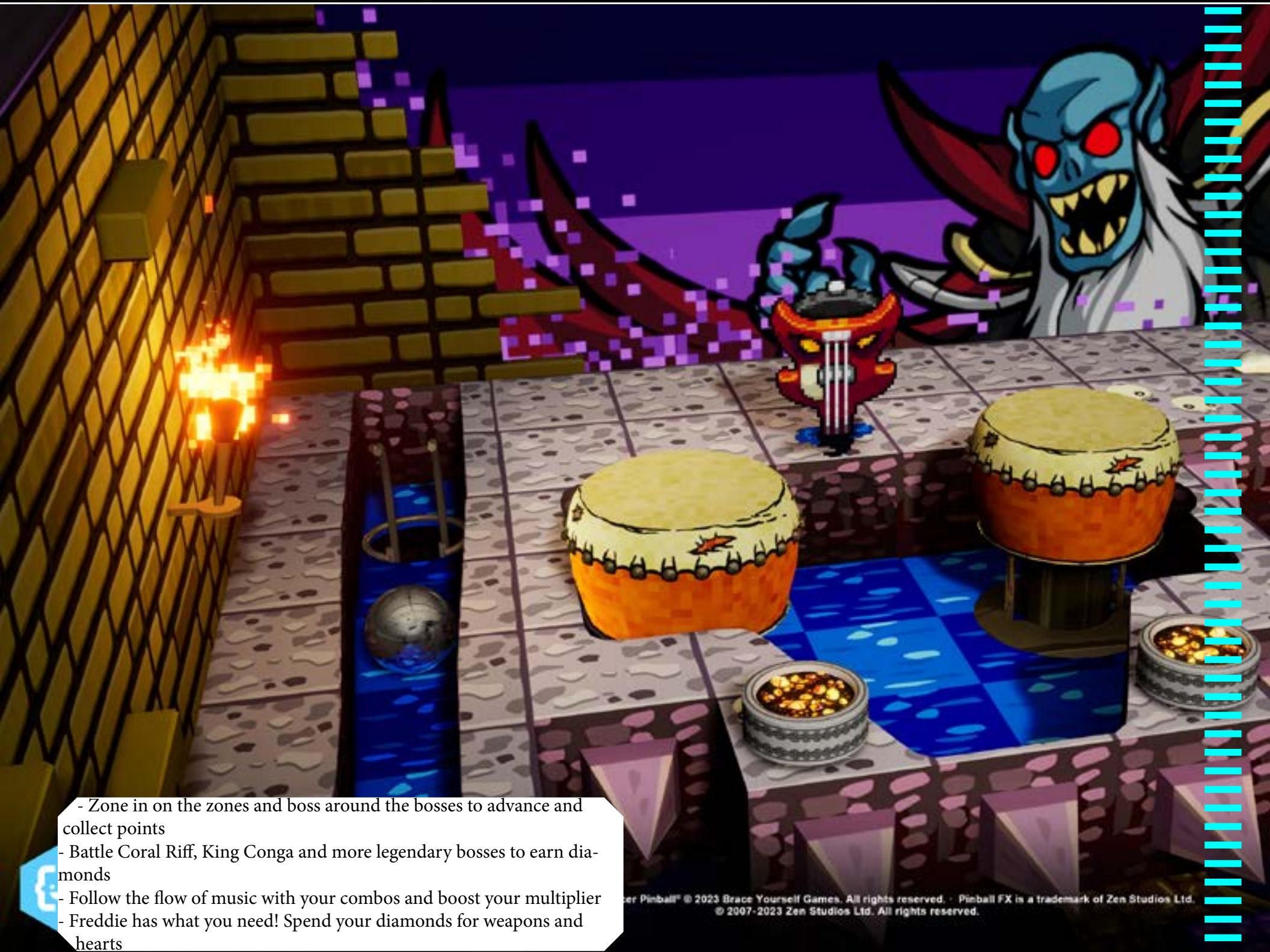


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System: Personal Computer
 Publisher: Zen Studios
 Developer: Zen Studios
 Rating: 'NR' - Not Rated
 Release Date: Out Now



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- Zone in on the zones and boss around the bosses to advance and collect points
- Battle Coral Riff, King Conga and more legendary bosses to earn diamonds
- Follow the flow of music with your combos and boost your multiplier
- Freddie has what you need! Spend your diamonds for weapons and hearts



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Drunken Fist (2X3)	Flurry (3X3)	Wave of Coins* (1, 19)	Golden Shield* (1, 18)
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System: PC/PS5/Xbox Series X
Publisher: Bandai Namco Entertainment
Developer: ILCA
Rating: 'NR' for Not Rated
Release Date: TBA

Dive into a desert world where both humans and demons suffer from an extreme water shortage. Play as and watch the Fiend Prince, Beelzebub, Sheriff Rao and demon Thief set off on an adventure in search of a Legendary Spring hidden in the desert.



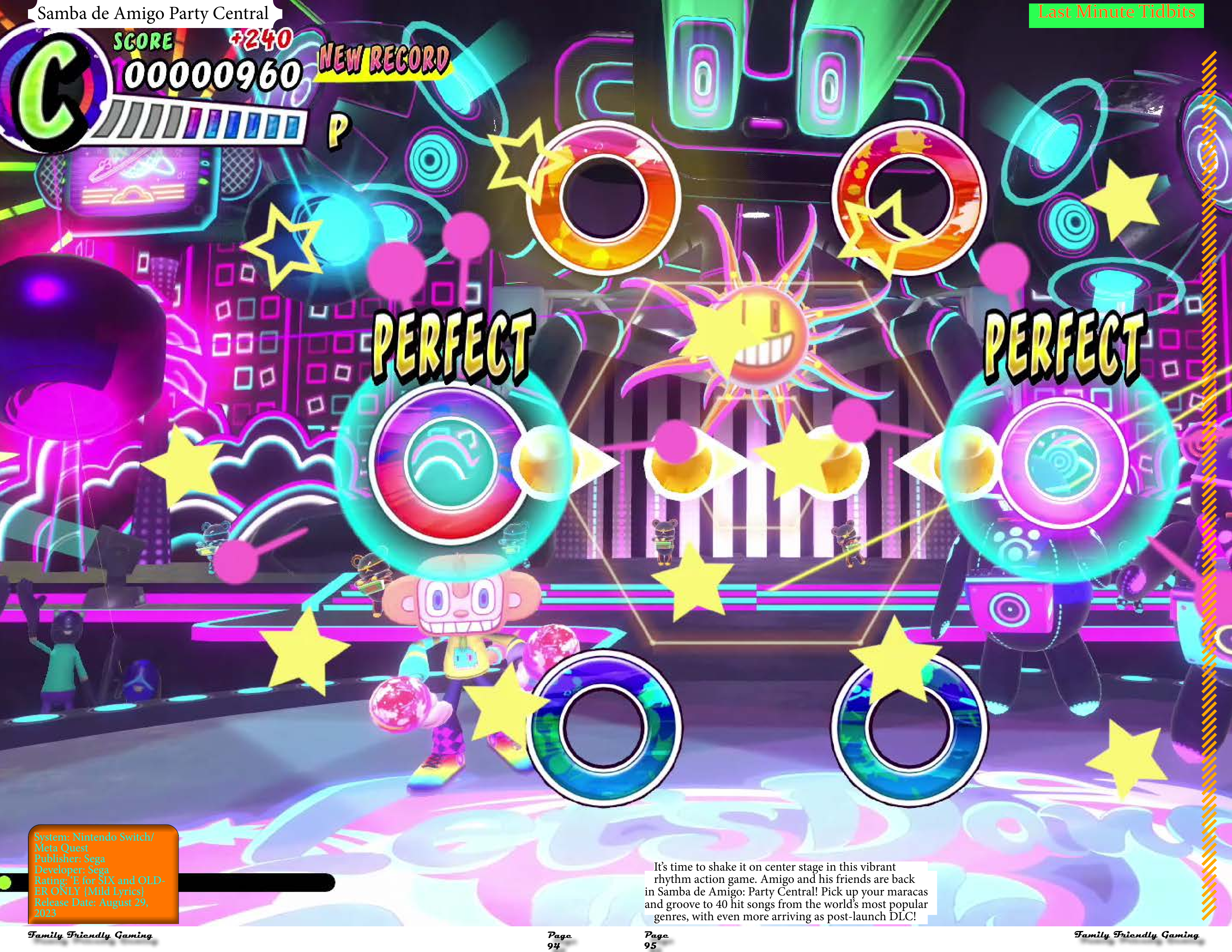
System: PC/PS5/Xbox Series X
Publisher: Bandai Namco Entertainment
Developer: ILCA
Rating: 'NR' for Not Rated
Release Date: TBA

In this action RPG, you become the main character as Beelzebub. Lead your company of heroic misfits and explore the legendary world of SAND LAND developed by the creator of Dragon Ball & Dr. Slump, Akira Toriyama.



System: PC/PS5/Xbox Series X
 Publisher: Bandai Namco Entertainment
 Developer: ILCA
 Rating: 'NR' for Not Rated
 Release Date: TBA

Use your tact and imagination to develop tanks and other vehicles for your adventures utilizing a wide array of part combinations. Build up your base of operations into a thriving city with the help of the people you meet along the way in the vast desert.



System: Nintendo Switch/
Meta Quest
Publisher: Sega
Developer: Sega
Rating: E for SIX and OLD-
ER ONLY (Mild Lyrics)
Release Date: August 29,
2023

It's time to shake it on center stage in this vibrant rhythm action game. Amigo and his friends are back in Samba de Amigo: Party Central! Pick up your maracas and groove to 40 hit songs from the world's most popular genres, with even more arriving as post-launch DLC!

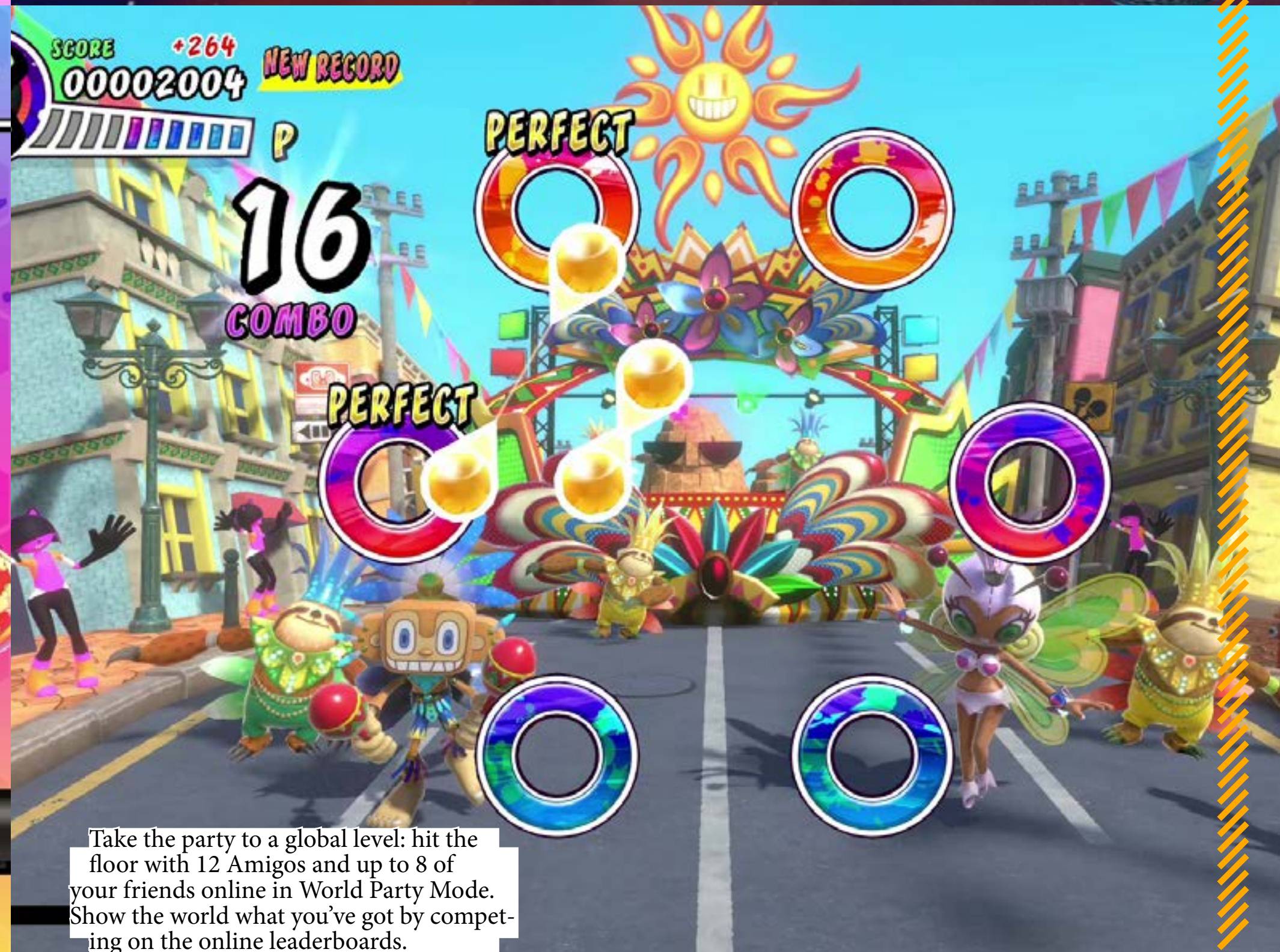


System: Nintendo Switch/
Meta Quest
Publisher: Sega
Developer: Sega
Rating: 'E' for SIX and OLD-
ER ONLY (Mild Lyrics)
Release Date: August 29,
2023

Groove with your friends and family with different party modes! Feeling confident in your skills? Complete the StreamiGo! challenges to help Amigo rise to fame. Strut that style by customizing your character with unique costumes and accessories.



System: Nintendo Switch/
Meta Quest
Publisher: Sega
Developer: Sega
Rating: "E" for SIX and OLD-
ER ONLY (Mild Lyrics)
Release Date: August 29,
2023



Take the party to a global level: hit the floor with 12 Amigos and up to 8 of your friends online in World Party Mode. Show the world what you've got by competing on the online leaderboards.



Remaining 3cm3mm

15cm

System: Nintendo Switch/PC/PS4/
 PS5/Xbox One/Xbox Series X
 Publisher: Bandai Namco Entertainment
 Developer: Monkeycraft
 Rating: E for SIX and OLDER
 ONLY [Alcohol Reference, Comic
 Mischief, Mild Fantasy Violence]
 Release Date: Out Now

Use your selfie stick to take photos and have fun
 decorating them! Selfie mode comes with a photo
 rally feature where you can take pictures and collect
 stickers of Namco characters placed on objects
 throughout all stages. Filling your photo rally sheet
 lets you unlock new frames and filters.



System: Nintendo Switch/PC/PS4/
PS5/Xbox One/Xbox Series X
Publisher: Bandai Namco Entertainment
Developer: Monkeycraft
Rating: E for SIX and OLDER
ONLY [Alcohol Reference, Comic
Mischief, Mild Fantasy Violence]
Release Date: Out Now

Players can now favorite their favorite musical tracks and select from a list of tracks for playback when they play levels, better locate target objects with navigational indicators that help find barricades and goal objects, easily find stages they want to play with the "Find a Fan" shortcut, and enjoy this HD remaster on a wider pool of gaming platforms..

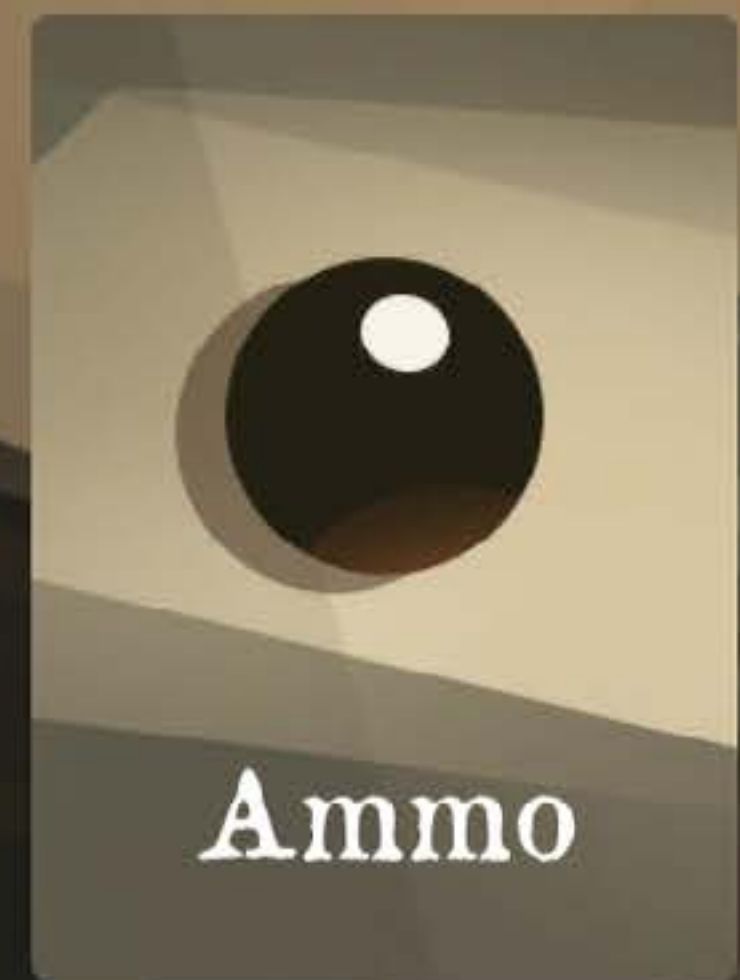
61/71

95/120

1 1X5



Ammo



Ammo



Agilit Dodge

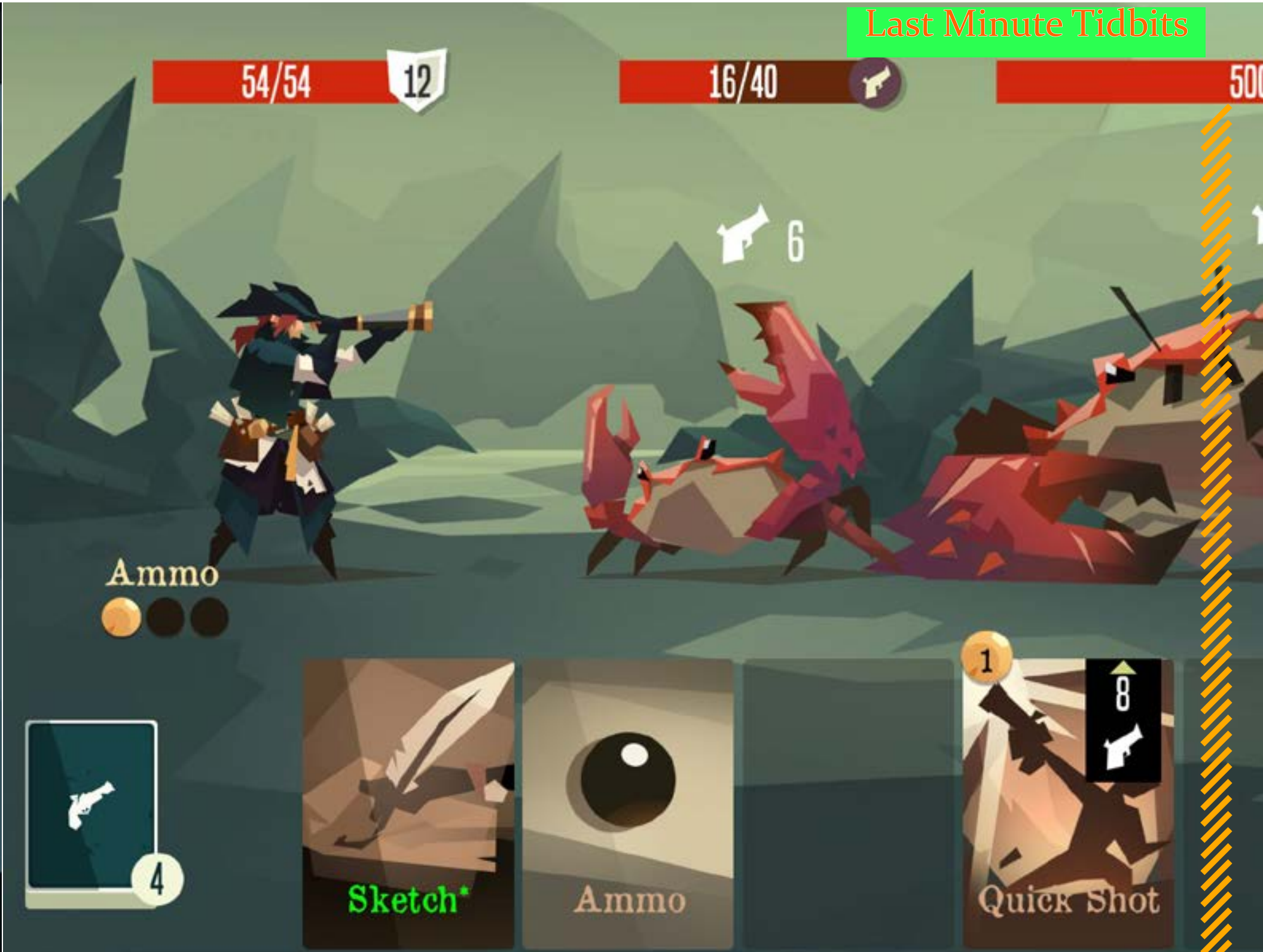


Berserker gang

Pirates Outlaws offers 3 game modes and 16 heroes with unique abilities and pre-made decks. There are more than 500 cards and 160 relics to collect! Play your cards and manage your ammo to deliver the best combo. Defeat 150 outlaws and more than 50 unique bosses in a turn-based combat system.



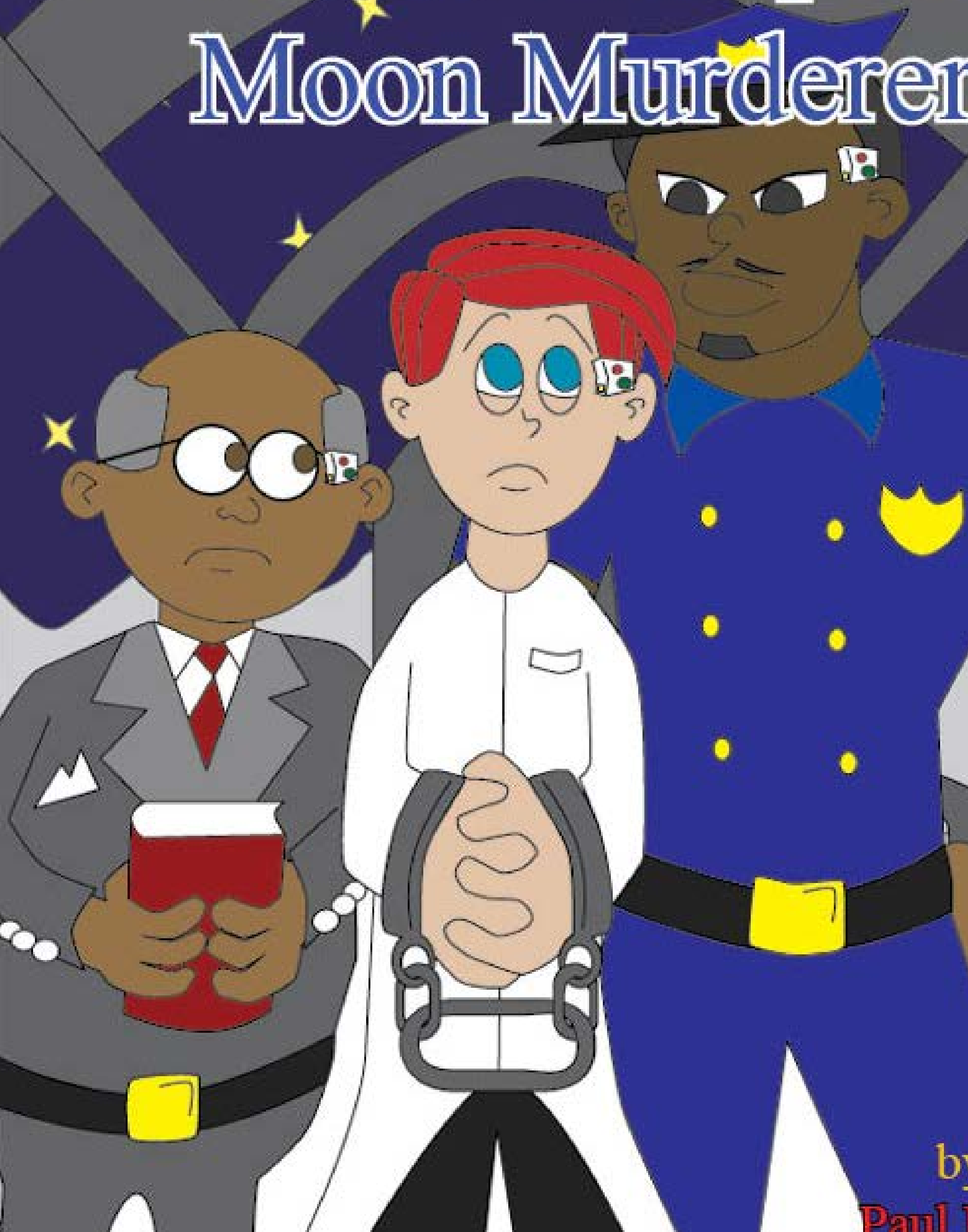
System: Nintendo Switch/PS4/
Xbox One
Publisher: BlitWorks Games
Developer: Fabled Studio
Rating: "T" for THIRTEEN and
OLDER ONLY (Use of Drugs and
Alcohol, Violence, Blood)
Release Date: Out Now



System: Nintendo Switch/PS4/
Xbox One
Publisher: BlitWorks Games
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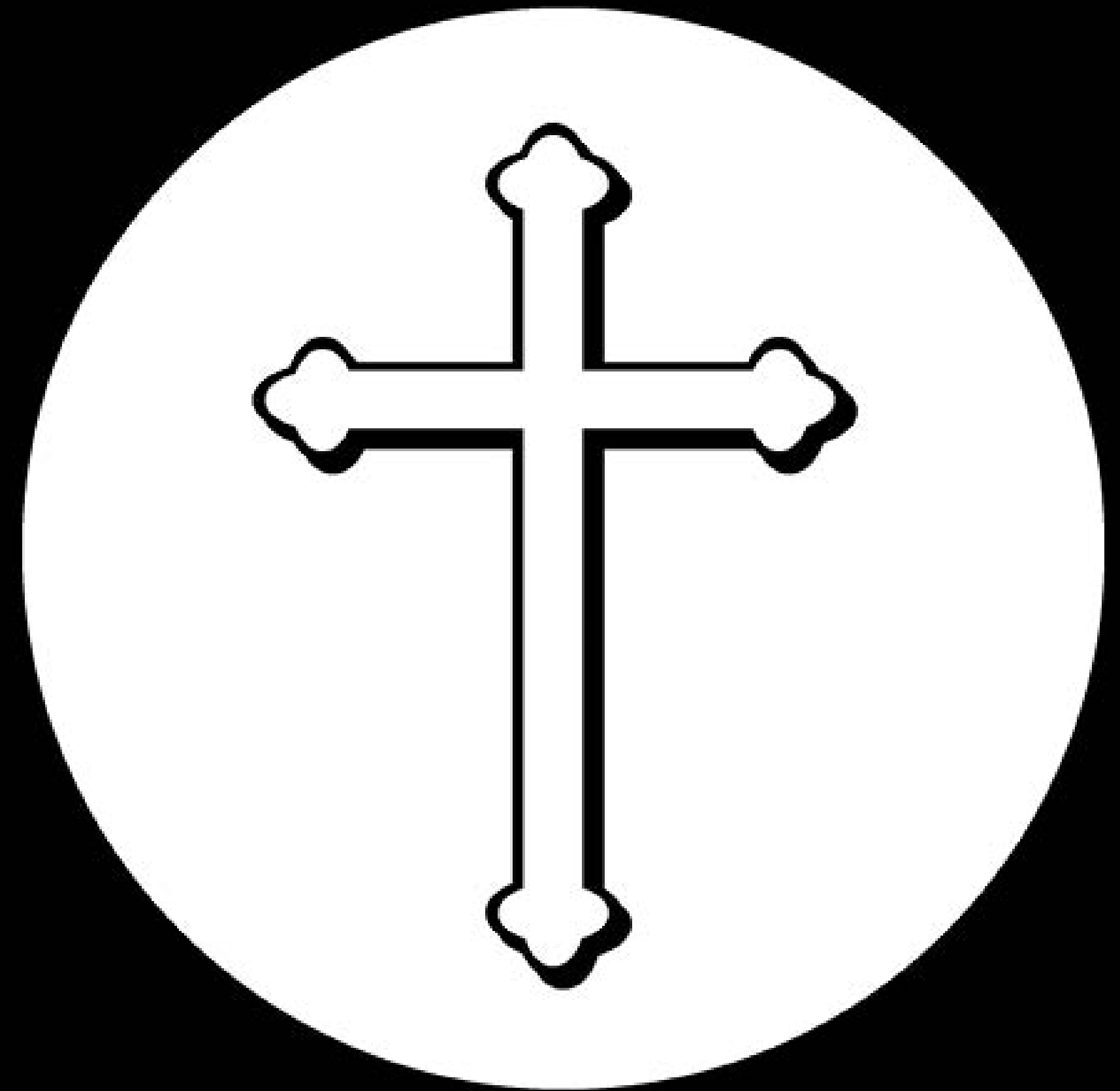
Each Pirate has unique abilities and mechanics! Read the future with the Fortune Teller, command a beast with the Bear Tamer or go full berserker with the Chicken. More than 700 Cards and 200 Relics

Future Glimpses Moon Murderer



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