

# FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

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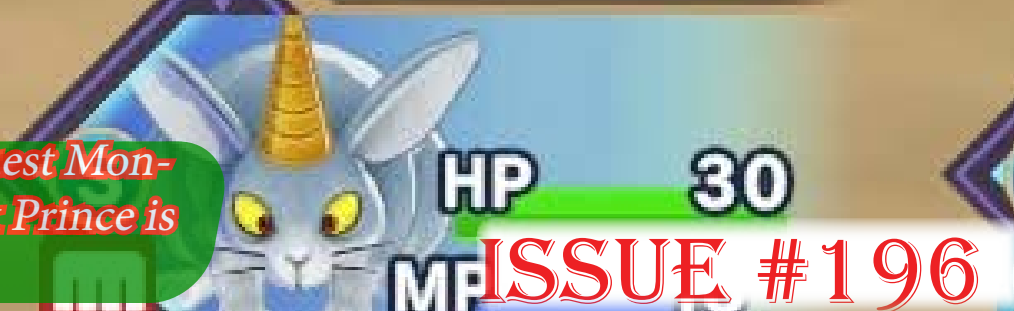
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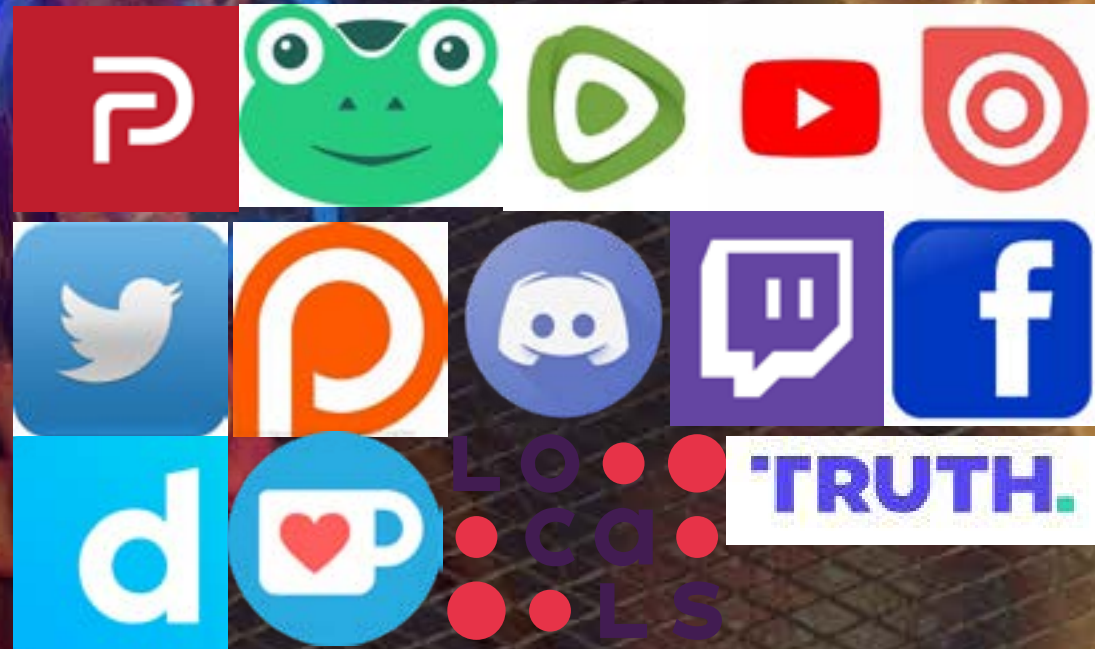


*Dragon Quest Mon-  
sters The Dark Prince is  
sliming soon!*



ISSUE #196

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

# Editor's Desk

## Salesman

One thing I am not is a salesman. I took all these different training on how to convince others of this or that. It never really fit me. I am not into selling things to others. I have written books and they have blessed some people. I am not guilt tripping or brow beating others into making a purchase. Sure it would help me. I found again and again that people have their excuses to not be helpful. I found again and again people are selfish and self-absorbed. Not just PR and Marketing. Not just in the video game industry. I have met plenty of others in different industries.

I am writing this column near the end of September. The night before Yolanda and I went to an early movie screener of Journey to Bethlehem. Because of the amazing work Family Friendly Gaming has done making so much money for these Christian movie makers they want us to see the movie early and to keep making them all this money. By the way they do not ever send us anything financially to help us continue to exist. The movie contained great music, and was really funny. We enjoyed it. We were given a swag bag and performed a short video of it. The gentleman was monologuing after the movie and talking about how we could buy out a movie theater showing for the movie, or purchase twenty-five tickets. He totally lost us. It was over and over again about how we could give him money. I was totally disengaged. First off we just saw the movie - why would I want to go and see it again? I can wait for the DVD release. Secondly we have done all of this work to make them all of this money for all of these years and they never did anything financially to help us. They go and advertise with worldly websites. They do not help a brother out. We have different perspectives and they are not making more money off of us. They do not convince me to help them make hundreds of millions more. Do I want more Christian movies? YES! Do I want to be their slave labor to make it happen? NO! That guy is a professional salesman and maybe he convinced some of the pastors there I do not know.

I have called for change to the video game industry again and again. I have even lived out this change in how we do things. Even though others in video game media have heard these calls to correction they ignore them. They do not change. They stick with the same old same old. I get emails from someone here and there that was really impacted by my ideas. I get feedback that my ideas would make things so much better. Too often the corruption continues in video game media. Too often no one follows our fine example of leadership. It can be annoying at times. Like I said before I am not a salesman. I cannot convince anyone of any-

thing. do what I do and let God work on the hearts of others. I work on trying to get better every single day. I struggle with different things. I am making progress in some areas. I take it one day at a time. I am certainly flawed. Admitting that reaches some people and others do not listen because of it. I know I am not all things to all people. I learn about others. I see what works with me. I comprehend what does not work. I would love your support. I am not going to run some campaign for months as the only thing we do. We keep doing what we do. Whether you agree or not is not really my concern. I am not trying to sell you on anything. I only hope you prayerfully consider what is the right thing to do.

God bless,  
Paul Bury



# FEMALE SIDE

## Fall 2023

Can you believe we are already in fall of 2023? I can barely believe that it is officially autumn. This year has been flying by. Pretty soon it will be Thanksgiving, and then Christmas, and snowmen and all the cool things of winter. Here in the Mid-South it has not cooled off yet. I know plenty of people that want it to cool off. I know there are other areas of the country that things are cooling off. Not here though. We can have warm weather into November. There will be some cool off periods here and there though. I wonder if we will get snow this winter? Noah really likes when it snows. It shuts everything down here and there is no school. Of course this is his last year at school so he can grin and bear it.

Days will start to get shorter and the nights will get colder. At some point we will transition from air conditioning to the heater. I am not sure when that will happen exactly. We take it one day at a time and see when the weather changes. Do you sleep better in the summer or the winter? Do you like staying warm in a bed when it is cold outside? I certainly like staying in a warm bed when it is cold outside. Princess can be a little heater for us now too. You probably heard of a three dog night right? We have one little dog but she is quite helpful at keeping us warm in the winter. Plus she likes being snuggled up to us when we sleep.

I heard recently that some people already put up their Christmas decorations. I am a little bit surprised by that personally. Do not get me wrong. I love Christmas. I love celebrating the birth of our Lord and Savior Jesus Christ. I like to setup those decorations after Thanksgiving. I guess I am a creature of habit in that regard. Nothing too different for me. Stick with the things that work for me and of course our family. What about you? When do you put up your Christmas decorations? Do you decorate for the fall? Do you decorate for autumn? I am curious to what your answers are. The best emails might even wind up in our Sound Off section in a future issue of Family Friendly Gaming.

We continue to do things to improve Family Friendly Gaming and ourselves. We are focusing more on eating right and proper exercise. We also know we are in a period of patience in our family. We are looking at things that will be happening in the near future. We are striving very diligently to prepare for them the best we can. We get some good news here, and some bad news there. We work on a daily basis to make it all better bit by bit. There are always areas of our lives we can improve upon. Some people

only look to clean things up during the spring. Not us. We look all year round. We focus and plan as the situation changes.

I find it so wonderful to have such an amazing hubby that does so much good for the world. There are plenty of nice men, decent men, and loving men. The thing about my man is he is making a major impact on the world for the Kingdom of God. I get attacks from Satan and his agents from time to time. It is wonderful to have a good strong, caring, loving man that I can get behind as those fiery arrows come flying. My hubby reminds me of Goku or Natsu when it comes to strength. There seems to be no limits for him. Obviously God is working through him.

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](http://www.homeschoolstore.com)

Products can be ordered from your local Homeschool Retailer.

# Mission Statement

Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, interviews, features, and other articles found within. The secular video game media reports mainly on the most morally bankrupt games and call those games good. The major secular media reports on the bad side of video games mainly. Most other Christian media outlets claim video games turn the player into a zombie, or they completely worship video games. Family Friendly Gaming reports the good, and bad side effects to video games. It is the belief of the owners that readers are smart enough to come to their conclusions without those in the media handing opinions to them. Those of us at Family Friendly Gaming believe by giving you the facts, you can decide for yourself. There are plenty of really good video games on the market that teach wonderful lessons. Both inside the Christian video game market, and from non-Christian video game developers. Family Friendly Gaming seeks out these video games to bring them to your attention. Since it is unknown before playing a game how family friendly it is; it is possible that this magazine will preview a game, and then the review will expose problems previously unknown. Family Friendly Gaming promises to always ask the question: "how God feels about certain video games." God's opinion on the matter is more important than any mere mortal. Which is why the rest of the industry does not influence FFG.

# SOCIAL MEDIA TIDBITS

@calistasworld945 • 32 minutes ago

REPLY 0 replies 1 like

Huespace 3 days ago

Right on 🙌👍!!

1 like

Show 1 reply

dubettoni228 2 days ago

A nice day to you friend! 🎮🔊🔧🏆🙌🙏👁️

1 like

Show 1 reply

@chiissu • 11 hours ago

I liked this one. Good animation, plays pretty well. You can high jump holding Up I think and its got a good story connected to Ernest Evans. The gangster in here was Al Capone in Japan but censored for here and Hastur is from H P Lovecraft stories. Its kinda tricky, esp the 1st boss but if you time it and look for the signs the attack is coming, like the shell loader in the tank, its not too rough. To advance pas...Read more

REPLY 0 replies 1 like

@chiissu • 12 hours ago

I got this on a Multicart and plan on trying to beat it but got a few games ahead of it to do. Looks cool, nice graphics and I think the one with the ball and chain is good cuz he can spin it around and nail anything in the area.

REPLY 0 replies 1 like

Isotopic followed you

ScottMc reposted your post

Video for Megaman Battle Network Episode 3 on Gameboy Advance/Nintendo Switch/PC/PS4  
[familyfriendlygaming.com/Videos/2023/Mc...](http://familyfriendlygaming.com/Videos/2023/Mc...)  
 #ffg #youtuber #videos #videogames #megaman #battle #network

# Advertisement

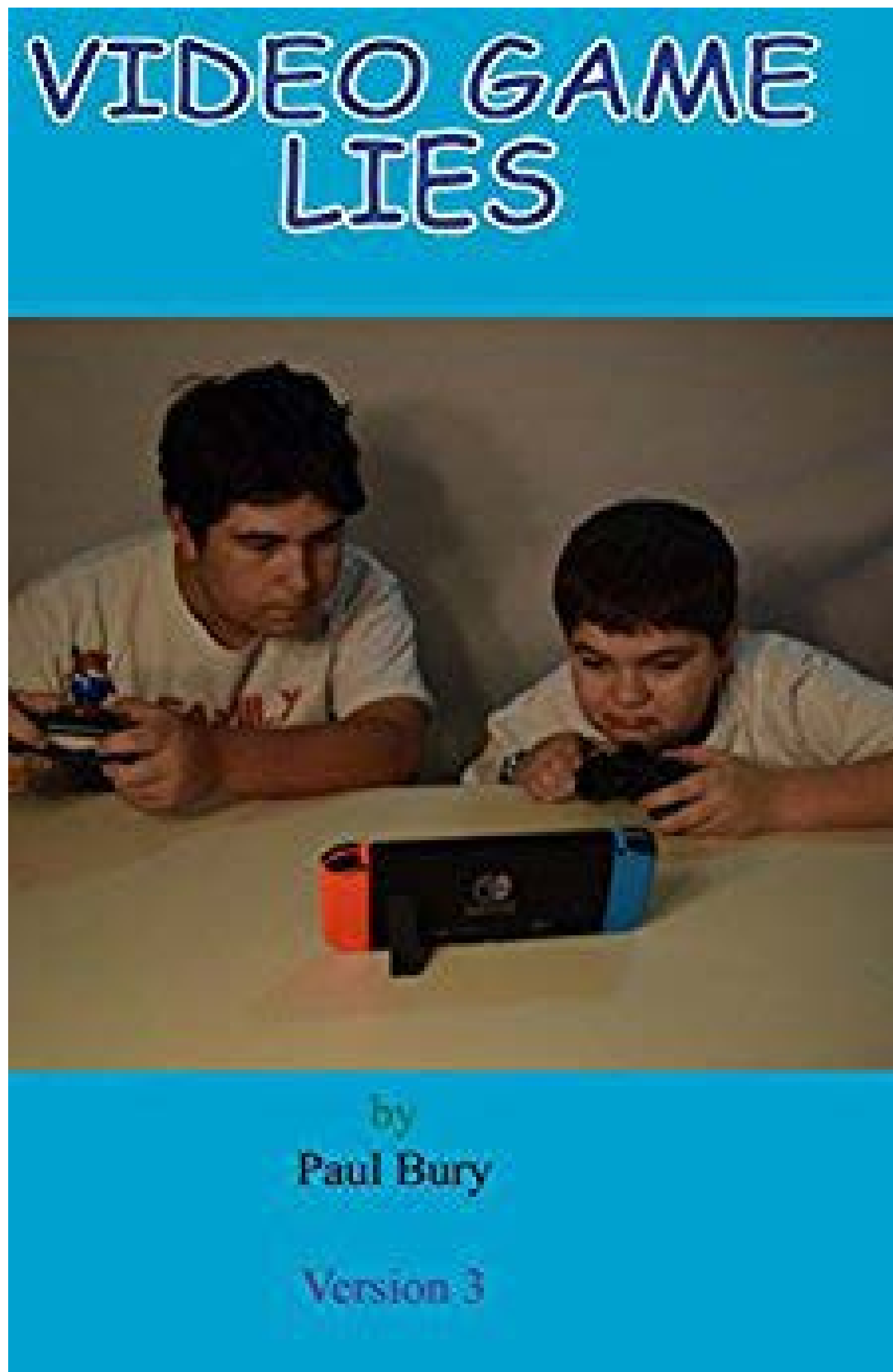
# SOUND OFF



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!**

## Greatest of All TIME!!!!!!!

I just read your Video Game Lies book. That is the GREATEST VIDEO GAME BOOK OF ALL TIME!! I loved it. No other video game book has reached me and spoke to me like your book. Where did your inspiration come from? I am checking out your other books because you are so talented as an author. I hope and pray your book makes millions of sales all over the world. Schools need to make your book required reading. I recommended Video Game Lies to my professors to use in their classes to go over the logic, intelligence of your book. I plan on purchasing a signed copy of your books really soon. That is on the Store page right?



- Brad

{Paul}: Brad,

Thank you so much for your amazing and kind words of encouragement. I am so glad that Video Game Lies reached you. It was such a labor of love. Yes there is a little story behind the book. So I had been running into the same lies in our industry of video games again and again. I noticed many of the hateful worldly gaming media outlets would repeat these same lies. I would dismantle these falsehoods on different message boards again and again. I got tired of educating one person at a time. I prayed about it and the Holy Spirit revealed to me that I needed to get these down in one place. Once I finished I looked for a publisher and they all wanted five thousand to ten thousand dollars from me. I did not exactly have that. I thought I would get paid royalties and they would do something other than print. They also asked me what connections I had to get on talk shows and radio shows. The answer was none. So I was praying about it and Cheryl Gress over at Christ Centered Gamer recommended I go to Amazon and self publish. Which is exactly what I did. I really

enjoy that process to. I can buy as few copies as I need to sell.

We tried to go to local churches and get our books in their bookstores but they rejected us and told us it would be like Jesus turning over the money changer tables. The interesting thing is they would recommend during service one of the books a friend of theirs wrote who also went to that church. I suspect they do not like the topic and treat us like a lower class of citizen. Plus these churches have bookstores and sell other Christian books there.

Yes the Store page on the Family Friendly Gaming website - <https://www.familyfriendlygaming.com/Store-front.html> is exactly how you can purchase signed copies. Those help us much more than anything sold on Amazon or Kindle. We appreciate each and every single person that purchases a copy of one of our signed books. We would love the finances and time to be able to write more books. Sadly I still need a day job to pay the majority of the bills. I trust God will work things out in his time.

It would be awesome if schools and libraries started buying copies of my books. That would be very helpful since they are so educational. I also need to find time to write some more books. I am so tired right now that I

cannot even consider taking on another project. I need some time to focus on and brainstorm some creative ideas. There are always new projects that come up. For example this morning I spent an hour and a half cleaning out the easement by the fence between the church neighbor we have. They are supposed to do it but they refuse. They are so greedy, selfish, and self-absorbed. They are the worst neighbor I have had in my entire life. Isn't that sad they act this way? Not only did I lose that time but I am also pretty exhausted after doing all that work by myself.

## You DID IT!!!

Thank you so much for your exercise videos. I have been using them and they are fantastic. I know you mentioned you were going to do them at some point. Will there be more than just stretches? Any plans for other exercises? Anything deeper? The ab ones have been great. I just love them. I learn so much from you. Please keep them going.

- Carla

{Paul}: Carla,

I am so glad that you are enjoying the exercise videos we have been releasing on our YouTube channel. As time and financial resources allow we plan on getting them over on our other video channels.

# SOUND OFF Continued



Thank you for your words of encouragement.

I do want to do some more videos. There are some challenges with doing them though. I move around a lot so I need someone with a camera right near by who can stay on top of where I go. I am also not allowed to bring in a cameraman to where I workout at a local gym. Which limits what I can show off to what we have in our dungeon gym in our shed. Most of the time I work out when others are not here or asleep. So we are trying to figure out how to get that going. I always want to show some exercises from the side instead of head on. As we have done these I have

been learning how we can make them better. This is a learning experience for us as we do them.

## So cute!!!

I love your Princess videos! She is so cute. She is so sassy. She is so fun. She is so careful. Those ears of hers are so cool and expressive. You are so lucky to have Princess in your family. She is lucky to be in your family too.

- Kim

{Paul}: Kim,

That is too kind of you. Princess is such a treat for us in our family. We never know

what she will do next. We enjoy making short videos of her too.

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

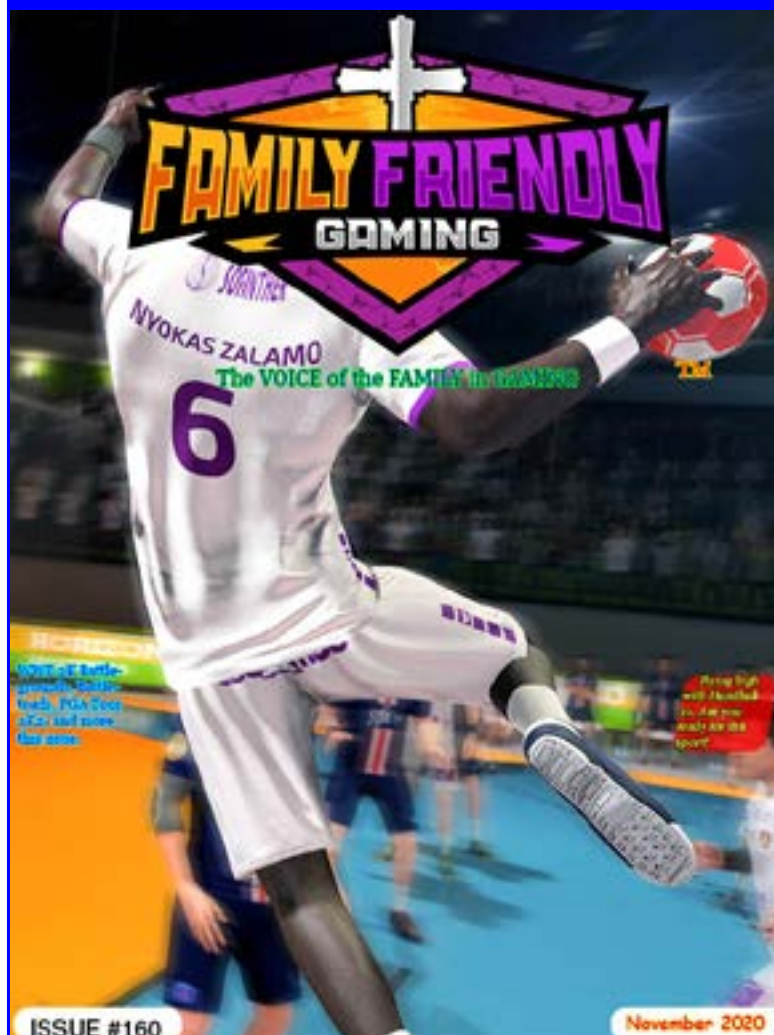
Current rates can be found on the Advertise page of the website

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



# Look BACK 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.



## Monopoly U. S. Stamps Edition

Monopoly U.S. Stamps Edition Game for USAOPOLY

Celebrate a trending hobby as players buy, sell and trade some of the most memorable postage stamps in U.S. History!

Includes 6 collectible game piece tokens: USPS Eagle, Mail Truck, Mail Box, Package, Roll of Stamps and



Postcards.

2 - 6 players, recommended for ages 8 years and older



### Product Information

Title: Monopoly U. S. Stamps Edition

Format: Gift

Vendor: USAopoly

Publication Date: 2022

Weight: 2 pounds 5 ounces

# DEVOTIONAL

## Citizenship

I am constantly focusing on what is ahead of me at the end of the race. I know that my citizenship is not of this world. That is why the worldly attack us. **Philippians 3:20-21** *But our citizenship is in heaven. And we eagerly await a Savior from there, the Lord Jesus Christ, 21 who, by the power that enables him to bring everything under his control, will transform our lowly bodies so that they will be like his glorious body.* Hateful humans can destroy this body but they cannot destroy our souls. We refuse to join them in their rebellion against God. They hate us for that. They want to destroy us for that. We will continue to point everyone to God. It is not about us. It is about having that relationship with God.

I have gotten so irritated at churches and pastors that want to focus on the world all of the time. Too many corporate churches emulate the world in all that they do. **Philippians 3:18-19** *For, as I have often told you before and now tell you again even with tears, many live as enemies of the cross of Christ. 19 Their destiny is*

*destruction, their god is their stomach, and their glory is in their shame. Their mind is set on earthly things.* I love focusing on heavenly things. I love praying for fellow believers. I love supporting fellow believers. Our resources are extremely limited, but we do what we can with what little we do have. I also love encouraging brothers and sisters in supporting one another.

Find good examples to emulate. Find good examples to learn from. I have done that in my life. At some point I may become one of those that younger believers look up to. **Philippians 3:15-17** *All of us, then, who are mature should take such a view of things. And if on some point you think differently, that too God will make clear to you. 16 Only let us live up to what we have already attained.*

*17 Join together in following my example, brothers and sisters, and just as you have us as a model, keep your eyes on those who live as we do.* Follow the good examples in other believers. We have all fallen. We have all sinned. We all fall short. We all struggle with something. We all face challenges on a daily basis. Some people struggle on an hourly or even minute basis. Find the

good in the fellow believers and emulate that. Help when and where you can.

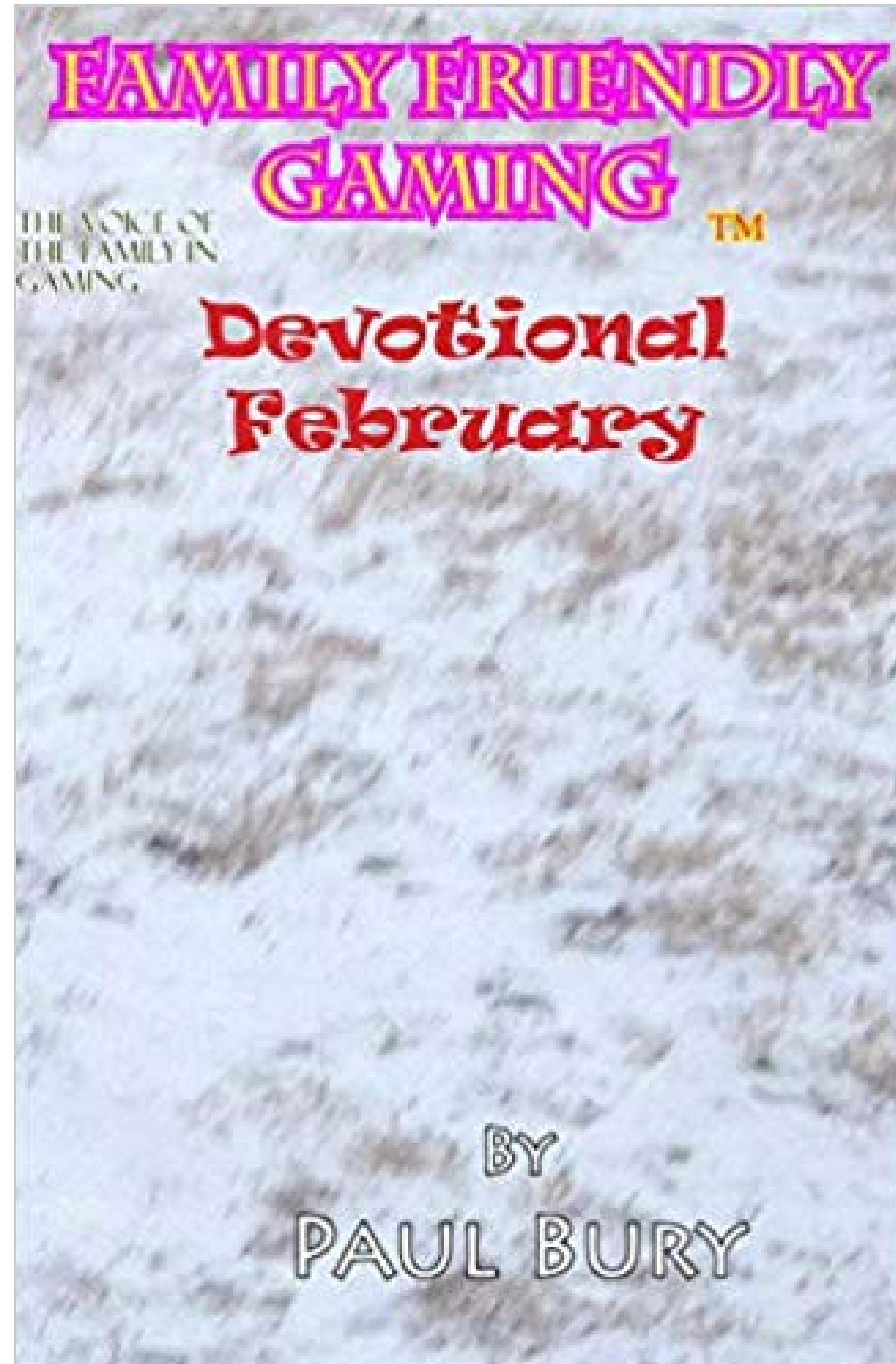
Does your behavior reflect where you are a true citizen? **Philippians 3:13-14** *Brothers and sisters, I do not consider myself yet to have taken hold of it. But one thing I do: Forgetting what is behind and straining toward what is ahead, 14 I press on toward the goal to win the prize for which God has called me heavenward in Christ Jesus.* Like Paul the Apostle I am also still working on it.

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

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# NEWS

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## Koira Announced

DON'T NOD, French independent video games developer and publisher, is pleased to announce Koira. This hand-drawn adventure game is developed by Belgian video games company, Studio TOLIMA, and is the second third-party game to be published by DON'T NOD.

Scheduled for release on Steam in 2025, Koira is an enchanting and wholesome game that centers around a forest spirit and her newfound puppy companion, embarking on musical and magical adventures together. As the story unfolds, the forest spirit and her puppy friend will rely on their unique abilities to protect each other from lurking danger and overcome challenges, immersing players in a truly emotional and memorable experience.

In this captivating tale, players will enjoy carefully crafted 2D hand-drawn art and animation, which brings the world of Koira to life. The game's heartwarming atmosphere is enhanced by a beautiful original score that complements the poetic narrative.

Oskar Guilbert, DON'T NOD's CEO, shares "We're so happy to support and work with Studio TOLIMA on Koira. It's a 2D, hand-drawn project that we think fits in well with DON'T NOD's portfolio and we can't wait to be able to share more in the future."

Ben Lega, Studio Head and Game Director at Studio TOLIMA, says "We are thrilled to officially announce Koira and our co-production with DON'T NOD. Koira is an evocative experience that explores the theme of friendship with a little puppy. Through a thoughtful and minimalistic approach, our story comes to life relying on the powerful combination of expressive hand-drawn graphics and a poignant original soundtrack. This game is our love letter to the medium and we can't wait to start sharing more details about it."

## Minicology Announced

Step into a realm of boundless possibilities as Isaac Denner presents Minicology, a captivating sandbox survival game that invites players to travel through a procedurally-generated universe of tiny planets and build bases, defend against invasions, terraform worlds, and engineer solutions to different challenges.

Minicology encourages creative solutions to everything - from farming to fighting enemies! Created with a passion for imaginative gameplay, Minicology unveils its new first full demo on Steam. The game, developed by Isaac Denner and published by Iceberg Interactive, is scheduled for a PC release in 2024.

Minicology offers a unique experience where players are empowered to build, explore, and embark on their own



epic journey. With a focus on player-driven creativity, the game provides a vast and dynamic world teeming with adventure and opportunities for self-expression. Control the weather and environment of miniature planets in this sandbox survival game - and while you're at it, construct & defend machines, upgrade your character, fight bosses, and build a mini-empire across the universe! Minicology's rich gameplay mechanics promise to captivate gamers seeking an immersive and diverse experience.

The Minicology team is thrilled to announce the launch of the game's first full demo during Gamescom on Steam. In Minicology's demo, you'll learn the ropes of crafting, combat, automation, and terraforming - then blast off and explore a small-scale version of Minicology's procedural universe, complete with unique objectives for each of your playthroughs of the demo! This is just a glimpse of the adventures awaiting players when Minicology releases in 2024.

### Somerville Launches On PlayStation

Thunderful and JUMPSHIP are excited to announce that their stunning sci-fi adventure, Somerville, launched on PlayStation. The release of the much-anticipated soundtrack by artist Dominique Charpentier will be available for €9.99 on PlayStation 4, PlayStation 5, Steam, GoG and PC in the next few months, so look out for more information shortly.

In this narrative sci-fi adventure, you step into a world hit by an otherworldly invasion. Discover the intimate repercussions of large scale conflict as you explore a rich and atmospheric world transformed by catastrophe on your way to making your family whole again. This will be JUMPSHIP's first release since being acquired by Thunderful in November 2022.

Described as "the most beautiful game I've ever played" by VG247 and "a disconcerting masterpiece" by The Gamer, Somerville challenges you with solving a series of puzzles

in an altered landscape affected by a strange alien sediment. With your protagonist discovering the ability to manipulate it in a variety of ways, Somerville keeps new ideas coming over the course of its atmospheric journey.

As you explore Jumpship Studio's Somerville, the devastation left behind by the invading alien force and those who resisted will tell its own story without a word being spoken. The alien lifeforms from which you must flee or hide on this adventure might just provide clues to delve even deeper into the true meaning of this conflict and unlock multiple endings that help reveal the true significance of the strange events to which you bear witness.

"We're excited for players to jump into the mysterious world of Somerville and experience the best version yet on PlayStation today," said JUMPSHIP Studio Director Claire Boissiere. "We know that you have been patiently waiting for the Somerville original soundtrack by the incredible Dominique Charpentier so keep your eyes peeled for more information about that soon!"



### Final Fantasy VII Ever Crisis Releases

SQUARE ENIX® released their highly anticipated mobile RPG, FINAL FANTASY VII™ EVER CRISIS for iOS via the App Store and Android via Google Play. In FINAL FANTASY VII EVER CRISIS, players explore key elements of the FINAL FANTASY VII timeline, including the events of the original game, new story elements penned by FINAL FANTASY VII REMAKE story and scenario writer Kazushige Nojima surrounding a young hero, Sephiroth and many more.

In celebration of the launch, players can take advantage of a number of opportunities to receive exclusive rewards, including the following:

**Pre-Registration Milestone Achievement** - To commemorate the pre-registration milestone achievement of over 1.7 million players pre-registered for the game, players will automatically receive a plethora of exciting in-game rewards upon logging in, including

a 5-Star Weapon Draw Ticket, the Zweihander weapon, up to 3,000 Blue Crystals, 30 Draw Tickets, 2 Jumpstart Item Sets, and a Gear Voucher which can be exchanged for a gear of their choice to customize their favorite FFVII series character. Furthermore, to celebrate the recently achieved 1.7 million milestone, 7.7 billion Blue Crystals will be split between players. (The total number of players eligible for the split will be based on the number of downloads during first 3 days after release, with a minimum guaranteed amount of Blue Crystal x1,500.)

**Release Celebration Login Bonus** - Until October 7 (12:59 PDT), players can claim a login bonus that grants a total of 3,000 Blue Crystal to help start up their adventure.

FINAL FANTASY VII EVER CRISIS lets players jump into the action thanks to mobile-optimized, deep RPG features, including FINAL FANTASY VII's iconic Active Time Battle System, a customizable party lineup featuring Cloud, Tifa, Aerith, Zack and many other iconic characters, engrossing battles with powerful bosses which can be taken on in up to three player co-op and much more.

### Alchemy Garden Releases

The release day is here, dear Alchemists! Alchemy Garden is now available on all consoles! Developed by MadSushi Games, Alchemy Garden is set to charm players with its enchanting blend of alchemy, exploration, and life simulation.

The game is now available on PlayStation 4, PlayStation 5, Xbox One, Xbox Series and Nintendo Switch.

#### Customize Your Alchemist and Run Your Own Potion Shop

Create a unique alchemist avatar with various eye styles, hairstyles, and outfits to express your personal style. Dive into the art of alchemy and experiment with a rich assortment of plants and minerals to create an array of captivating potions.

Take charge of your alchemy shop, setting prices based on the state of your establishment, customer satisfaction, and product variety.

#### Create Beautiful Gardens

Craft your very own magic potions and manage an alchemy shop as you explore the captivating world of Alchemy Garden. Unleash your creativity and discover a wide variety of potions through exciting experiments, combining various plants and minerals to create marvelous concoctions.

#### Features:

- Customize your Alchemist.
- Manage your own potion shop.



Run your own alchemy shop and sell plants, potions and minerals.  
Go outside in search of new plants and minerals for your experiments.

### Saga Emerald Announced

SQUARE ENIX® revealed SaGa Emerald Beyond, an all-new original adventure in the acclaimed RPG franchise. Featuring music from iconic series composer Kenji Ito and artwork from acclaimed illustrator Satoshi Kuramochi, SaGa Emerald Beyond brings together the core combat and free-form scenario elements of the beloved RPG franchise to deliver the ultimate SaGa experience to fans and newcomers alike. SaGa Emerald Beyond will arrive digitally in 2024 for Nintendo Switch™, PlayStation®5 (PS5™) consoles, PlayStation®4 (PS4™) consoles, PC (STEAM®) and iOS and Android devices.

Meet SaGa Emerald Beyond's eclectic cast of heroes from vastly different worlds, with five distinct and dramatic stories to experience. Players will select any of the six protagonists to begin their story with, and guided by mysterious emerald waves, will explore 17 strikingly beautiful worlds where you can meet a diverse cast of races, including monsters, mechs, and vampires, forging their own story. SaGa Emerald Beyond expands on the free-form scenario system the SaGa franchise is renowned for, offering the player the greatest amount of freedom to shape their own story to date, with each tale branching outwards based on their choices and actions. The trailer also showcases the game's strategic turn-based combat system in motion, offering the best iteration of the SaGa franchise's combat.

Alongside the trailer, SQUARE ENIX also unveiled a debut key art featuring all six protagonists.

Players can choose to begin their story as one of the following protagonists. Each possesses the rare ability to see emerald waves that present choices of their destinies:

**Tsunanori Mido** – A man who can manipulate kugutsu, or animated puppets, which protect the barrier around his home, Miyako City. When the city is plagued by all kinds of supernatural phenomena, Tsunanori embarks on a journey to other worlds to find four elemental spirits in order to restore order to the spiritual realm.



**Ameya** – A witch-in-training who visits Miyako City and lives in secret as a schoolgirl as a part of her graduation exam. After Ameya is attacked by an unknown man, she loses practically all of her magical power and must find a way to regain what was lost and pass her final exam.

**Siugnas** – An immortal vampire who rules over Yomi, a world shrouded in darkness, as the Dismal King. However, after being betrayed and driven from his throne, Siugnas finds himself in Brighthome—the gathering place of dead warriors—and must set out on a journey to recover his powers alongside the other warriors in his squadron.

**Diva No.5** – A songstress mech designed to sing and dance from the world of Avalon. After singing a forbidden song, however, Diva's memory and singing functionality are sealed away, causing her to lose her livelihood and music itself. In her despair, Diva discards her "human" body and, going with the flow, accepts an invitation from a secret society, leaving Avalon behind.

**Bonnie and Formina** – Two new recruits and partners on the Capitol City police force who are investigating an assassination attempt on the President. With a key person of interest's claim that the president is a traitor and a mysterious triangle piece as their only clues, they set off on a journey through other worlds to uncover the hidden truth behind the incident.

SaGa Emerald Beyond will be the latest release from the ongoing SaGa Project from SQUARE ENIX that has so far included Western releases of Romancing SaGa -Minstrel Song- Remastered, Romancing SaGa 3, SaGa SCARLET GRACE: AMBITIONS, hit mobile game Romancing SaGa™ Re;univerSe™, and SaGa Frontier Remastered. SaGa Emerald Beyond is not yet rated by the ESRB and will arrive digitally in 2024 for Nintendo Switch, PS5, PS4, PC (STEAM®), iOS and Android.

### The Best Multiplayer and Co-op 6-in-1 Bundle

Get ready to level up your gaming experience with the Best Multiplayer and Co-op 6-in-1 Bundle, brought to you by HandyGames. Packed with an electrifying assortment of games, this bundle launched, offering an unbeatable value for gamers and friends

alike.

Dive into the world of collaborative excitement as you and your friends embark on thrilling adventures with titles that will ignite your competitive spirit and teamwork prowess. The Best Multiplayer and Co-op 6-in-1 Bundle includes a diverse selection of games designed to deliver endless hours of enjoyment.

#### Included Games:

**Stunt Kite Party:** Guide your stunt kite through the skies and compete in hilarious fun levels in this high-flying multiplayer extravaganza.

**Pile Up! Box by Box:** Team up to conquer imaginative puzzles and challenges, stacking your way to victory in this cooperative mas-

terpiece.

**Skydrift Infinity:** Take to the skies in adrenaline-pumping aerial races, competing against friends in stunning environments.

**Giana Sisters Twisted Dreams Owltime Edition:** Unleash your inner platformer enthusiast in this enchanting co-op journey through dreamlike worlds.

**Spitlings:** Experience a chaotic blast of multiplayer fun as you and your friends navigate through increasingly challenging levels.

**Aces of the Luftwaffe – Squadron:** Form a squadron and engage in an epic Shoot 'em up, battling against formidable adversaries to secure aerial supremacy.

With six incredible games at your fingertips, the Best Multiplayer and Co-op 6-in-1 Bundle is a must-have addition to any Nintendo Switch library. This bundle promises a variety of gameplay styles that cater to different tastes, ensuring there's something for everyone to enjoy. The bundle will be available for 79,99 € / 79,99 USD, making it an affordable way to access a treasure trove of gaming experiences.



### Final Fantasy VII Rebirth Release Date

SQUARE ENIX® debuted a brand-new trailer for its upcoming action-RPG, FINAL FANTASY™ VII REBIRTH, and revealed that the highly anticipated new story in the FINAL FANTASY VII remake project will debut on February 29, 2024, for the PlayStation®5 (PS5™) console. The company also announced that the first entry in the FINAL FANTASY VII remake project, FINAL FANTASY VII REMAKE, has surpassed seven million shipments and digital sales worldwide.

Players will take these characters into battle and use powerful synergy abilities to strengthen their bonds further while tackling dangerous fiends. As players journey across a vast, vibrant world ripe for exploration and discover classic locales reimaged in dazzling detail, they will also encounter dozens of hours of rewarding side content and mini-games, in addition to the rich side stories about the planet's incredible people and cultures.

Alongside the release date, SQUARE ENIX

unveiled the key art for the game. Created by Creative Director, Tetsuya Nomura, the new artwork represents the three worlds that form the axis of the story in FINAL FANTASY VII REBIRTH. Sephiroth is in the center, as he represents the instigator of the events of the past. Cloud and Zack are on the side as they represent their destinies being torn apart by Sephiroth. The image of blood, fire, and red that evokes Sephiroth, stains the sky and spreads over the world. The subtle red shade in the logo of this work is also inspired by the same imagery.

“FINAL FANTASY VII REBIRTH has been set for release on February 29, 2024. This second installment of the FINAL FANTASY VII remake project will feature elements from the previous game, as well as greatly enhanced features such as the vast world map to explore and synergy abilities with party members. The story will unfold more dramatically than ever before, with a rapid pace of major twists and turns. We know fans are dying to see one scene in particular...”

“We are finally able to announce the release date to all of you! We have been working tirelessly on FINAL FANTASY VII REBIRTH since the release of FINAL FAN-

TASY VII REMAKE, and we can't wait for you to experience our labor of love. In this title, Cloud and his friends, who have fled Midgar, will be setting out on an adventure across an expansive world of untold adventure in pursuit of Sephiroth, the legendary SOLDIER. While the main storyline is bigger and more ambitious than the previous game's narrative, FINAL FANTASY VII REBIRTH also embraces the concept of “free exploration,” with compelling stories, fun mini-games, powerful monsters and so much more to find throughout the world map. We hope you will explore this world in great detail, as nearly 100 hours of adventure await. We hope you will take this new FINAL FANTASY game experience in your own hands to enjoy.” -Naoki Hamaguchi, Director

“This is the second title of a trilogy, and covers between the start of the journey outside Midgar to the midpoint of the original FINAL FANTASY VII. If FINAL FANTASY VII REMAKE was an introduction to the world and a preparation for this journey, FINAL FANTASY VII REBIRTH serves as an illustration of the incidents that started the journey, an exploration of the people tied to it, and the journey itself, heading toward its climax. Many elements were carefully select-

ed for this title and because this is a series, we have the unique opportunity to review and incorporate feedback from the previous title, such as by increasing the number of characters. I am sure that the bar for the next work will be raised even higher now that we have included so many spectacular elements in this work, but even so, the entire team continues to work diligently and without compromise on its development. There is also the looming question of what fate awaits. Whether you have experienced the original title or will embark on this adventure with fresh eyes, we hope you will face the ending of this work on your own terms.” -Tetsuya Nomura, Creative Director.



# 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?

I was taught some of the basic fundamental concepts about money when I was very young. I remember being a kid and bragging to my dad that I got a great deal on something. I got this fifty percent off. What a smart boy am I? My dad would tell me: "you know how you could save even more money?" I was intrigued. I was curious. I was interested. I was a sponge waiting to soak up some wisdom. Can you guess what my dad told me? He said: "If you had not bought that frivolous object you would have saved even more money." That concept did not resonate with me right away. Eventually

it made sense to me. I worked at an Egghead software when I was in college. They would change prices all the time. I remember a game would go up in price and it was a new sale, or a new low price. At times the store would jack something up and then discount it to make customers feel like they were getting a good deal. I was shocked at this practice. I was more shocked to see so many people eating it up. They thought they were getting a great deal. Just like I had. Maybe it was a good deal, maybe not. They convinced me to part with my money for something I did not really need.

When I was in high school I would bring a bag lunch and save money for tapes I wanted to buy. My friends would eat out every single day. They would get mad that I saved and was able to get the latest tape when it was released. They thought it was not fair

that I saved my money in this manner. I responded that it was not fair they got a hot lunch every day. I sacrificed to get those tapes. I hear some politicians demanding to take money from those of us that save and give it those eating out every day. Each side chooses what they want to do with their money.

I would love to see a video game that addresses finances and presents the different perspectives. This is something video games are not known for. In fact most entertainment, and news outlets are known for presenting one side only. It would be cool to see a video game that presents both sides and lets the player come to their own decision based on the ideas presented. Would you play a video game like that? Could you imagine the impact such a video game could receive? I could see such a game winning all kinds of awards.

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: [Gamereviews@familyfriendlygaming.com](mailto:Gamereviews@familyfriendlygaming.com).

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## 1 Peter 2:11-15

11 Dear friends, I urge you, as foreigners and exiles, to abstain from sinful desires, which wage war against your soul. 12 Live such good lives among the pagans that, though they accuse you of doing wrong, they may see your good deeds and glorify God on the day he visits us.

13 Submit yourselves for the Lord's sake to every human authority: whether to the emperor, as the supreme authority, 14 or to governors, who are sent by him to punish those who do wrong and to commend those who do right. 15 For it is God's will that by doing good you should silence the ignorant talk of foolish people.



# EA Sports Madden NFL 24

SCORE: 85



I wrapped up my time with EA Sports Madden NFL 24 recently. Noah and I had a fun little live stream of this game.



I have enjoyed additional time beyond that with EA Sports Madden NFL 24 as well. Presentation is better in EA Sports Madden NFL 24 from last year. We can play in Ultimate Team, Franchise, Online Play, Superstar, and Training Camp. There are mini games within EA Sports Madden NFL 24.

I noticed the passing is interesting in EA Sports Madden NFL 24. We see a circle around the receiver we are throwing to. So we can place the ball right where we want to. Timing in the passing game is very key and critical in EA Sports Madden NFL 24. Tackles can be broken when we are running by pressing the right button at the right time. It will slow you down though so you might want to sprint right afterward. I love being able to swap the view when on defense and rushing the quarterback. I had issues getting to

the quarterback a lot though.

I noticed a few glitches with EA Sports Madden NFL 24 here and there. For example the quarterback of the other team froze one time and waited to get sacked. Another time the game had zero sound in it even though the sound was turned on. A reboot fixed that second problem. A player walked right through the camera one time and that was a bit odd. A few players glitched through this or that from time to time in EA Sports Madden



the offensive and divisive music can be turned off. I like being able to pick a play by the player. - Paul

System: PC/PS4/PS5/Xbox One/Xbox Series X  
Publisher: EA Sports  
Developer: EA Tiburon  
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Lyrics}



Graphics: 90%  
Sound: 77%  
Replay/Extras: 93%  
Gameplay: 85%  
Family Friendly Factor: 79%



# Embr

SCORE: 75



Did you enjoy the live streams I performed of Embr? This is an interesting fire fighting video game that is about more than just fire fighting. In fact we do not need to put all of the fires out in the twenty-five levels. There are other goals to achieve while we play this video game. Maybe we need to go into the building and save so many people. Or maybe we need to get so many valuables out of the building.

You should know that the fire will spread in Embr. So it can be wise to put some of it out as you search through the building. Maybe a person is on the toilet and we need to use the axe to break the door down. Pick up the person and rush them outside to the safe zone. There is a real quirky humor in Embr that some gamers will get into. Families may find

some of the content within Embr to be odd. I certainly did.

As we progress through Embr we earn money. That money is used to upgrade our equipment, outfits and more. Embr also gets more dangerous as we progress through. For example there can be electrical current running around in certain levels. That can be dangerous if we are not paying attention. The same goes for barrels that can explode if they get too hot. We do what we can to keep the people and ourselves safe in Embr.



online to put out the fires and save the people/property. Failing is a possibility and then we must start the level over from the start. There are no continuations in Embr. The good news is you will know where to look for the people and/or property. You will also know right where the fire is going to start and where it will go.

I love how we can customize our gear in Embr. The graphics are indie looking to me. In fact at times I thought Embr was an original VR game that had been ported to other systems. The sounds are decent, and the challenge will keep most gamers engaged for a few weeks at the very least. I love how Embr lets us pick how we can play. I can break a window and come in that way instead of using a door for example. - Teen Gamer



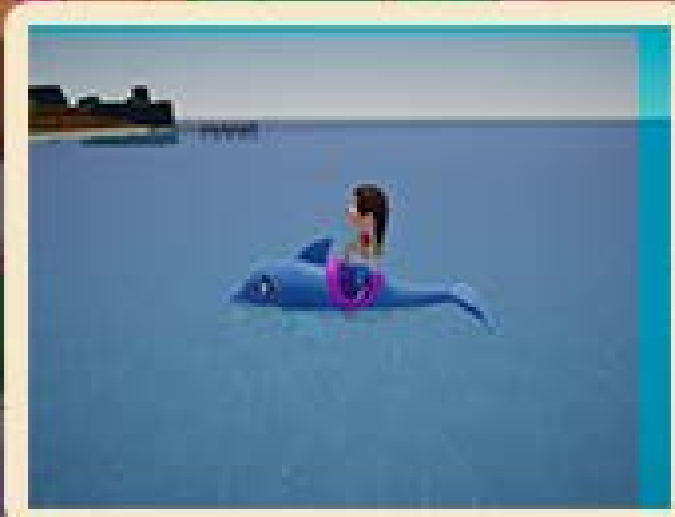
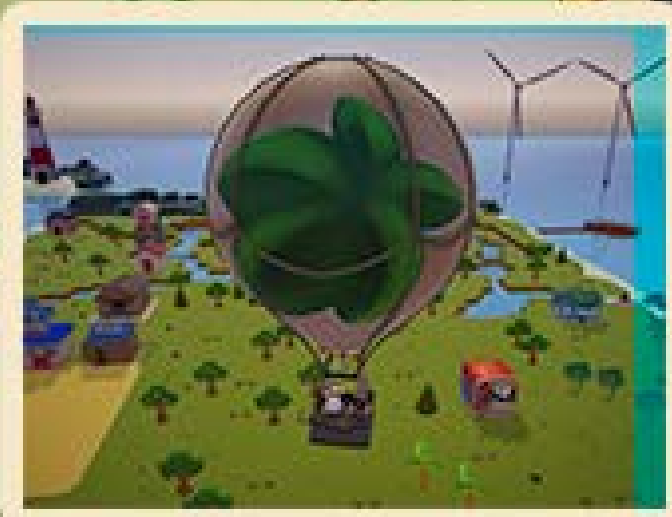
Embr includes an online mode where up to four players can work together

System: Nintendo Switch/PC/PS4/Xbox One  
Publisher: Curve Digital  
Developer: Muse Games  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Violence, Alcohol Reference, Comic Mischief}



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

# Isla Sinaloa



islasinaloa.com

## Super Mega Baseball 4

SCORE: 78

Hopefully you were able to enjoy the live stream Noah and I did of Super Mega Baseball 4. Apologies Noah was being so nasty. We keep working on him. His special needs make certain lessons more difficult than others. Noah is currently a sore loser, and a sore winner. At times I would rather just play the computer and get trashed than have a good game with him based on his behavior. Lord willing our prayers will be answered at some point.

Super Mega Baseball 4 is arcade style baseball. The biggest thing to learn is the timing of the swings. I noticed there is a bit of lag between when we press the button and when we swing. So I had to time for that delay before hitting the contact button. The power button is even worse since it must charge for a second before released. I wish Super Mega Baseball 4

was more like the old Little League World Series games in the charging of the power.

I could only find two pitches when I was throwing the ball. One of the buttons brings up the menu screen. Noah did this quite frequently when we played this sports video game. Some of the great players from the past are included in Super Mega Baseball 4. It was neat to see David Ortiz and Jason Giambi. The mascots in Super Mega Baseball 4 are pretty strange and wild. Spirit, and Empire are a few examples.

There are twenty teams and twenty stadiums for players to enjoy in

Super Mega Baseball 4. Scores can get pretty high in Super Mega Baseball 4 thanks to the arcade feel. At one point our game was 17-14 which felt more like a football score than a baseball score to me. It can be difficult to get batters out if you are pitching. I feel like the pitching in this franchise needs to improve drastically.

Tutorial windows pop up when you are first exposed to a certain situation. Fielding is intuitive. Players must time how long they hold the ball to get a faster throw. It is easy going for extra bases in Super Mega Baseball 4. The poor pitcher can get hit with the ball and he falls down. I remember that from past Super Mega Baseball video games too. I had some fun playing Super Mega Baseball 4. There are enough modes to keep families busy for months.  
- Paul

System: PC/PS4/PS5/Xbox One/  
Xbox Series X  
Publisher: EA Sports  
Developer: Metalhead Software  
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Violence, Alcohol Reference, Comic Mischief}



Graphics: 70%  
Sound: 80%  
Replay/Extras: 90%  
Gameplay: 75%  
Family Friendly Factor: 75%

# Jojo's Bizarre Adventure All-Star Battle R

SCORE: 61

Peter and I had a fun live stream playing Jojo's Bizarre Adventure All-Star Battle R on Twitch.

We are processing that video to be released on our video sites. There are over fifty characters within Jojo's Bizarre Adventure All-Star Battle R. The stages have a battle hazard that can hurt one or both of the fighter. Jojo's Bizarre Adventure All-Star Battle R can be played offline or online. Multiple family members can compete against one another in Jojo's Bizarre Adventure All-Star Battle R.

I really like how we can use another character to come in and assist us. On top of that we also have a stand for most of the characters. I noticed we got really slow when we brought out our stands. The hit box got larger for us too. Meaning if the other player hits the stand then we take damage. We can do some pretty powerful attacks with the stands as well though. Certain characters have specific abili-

ties that make them more fun or challenging to fight.

The issues families will have with Jojo's Bizarre Adventure All-Star Battle R are violence, blood, lack of attire, enticement to lust, bad language, tobacco, and more. This is a 2.5D fighting video game so expect there to be a lot of punching and kicking. The stands almost look like ghosts coming out of the characters. The stands stay close to their characters in Jojo's Bizarre Adventure All-Star

Battle R.

At first I thought Jojo's Bizarre Adventure All-Star Battle R was slow and annoying. Peter taught me some things and I got a bit better at this game. I was able to hold my own in a few rounds where I had a type advantage with certain characters. It also helped if Peter did not know how to play the character he selected. Peter had played this game before and I had not. I think Peter took it easy on me a few times too.

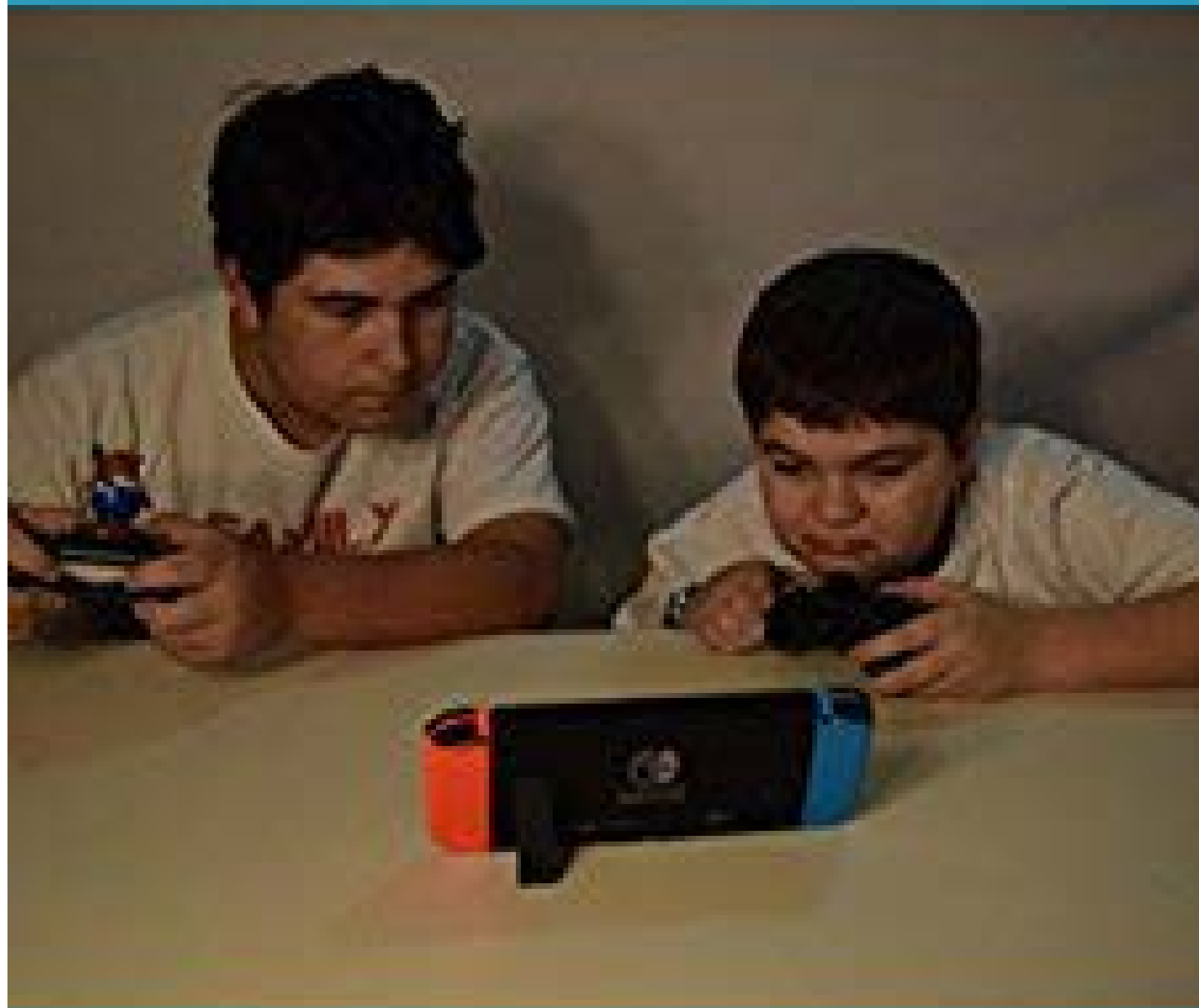
As I got better playing Jojo's Bizarre Adventure All-Star Battle R I realized the strategies needed to win. For example you need to bring in your ally at certain times, and your stand at others. I also learned how to run into the fray at the beginning. Timing that first hit can take some practice.

If you like Jojo and fighting games then Jojo's Bizarre Adventure All-Star Battle R might be up your alley. - Paul

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X  
Publisher: Bandai Namco Entertainment  
Developer: Cyberconnect2  
Rating: "T" - THIRTEEN and OLDER ONLY (Violence, Mild Blood, Suggestive Themes, Language, Use of Tobacco)

Graphics: 50%  
Sounds: 60%  
Replay/Extras: 90%  
Gameplay: 60%  
Family Friendly Factor: 45%

# VIDEO GAME LIES



by Paul Bury  
Version 3

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# Fairy Tail #3

## SCORE: 65

I just finished reading the Fairy Tail #3 manga. I know I have plenty of Fairy Tail manga books awaiting my time and attention. This is one of those I have been able to find locally. Although I am beginning to wonder if I should have purchased a massive set of books instead of one at a time. Too late for that now. Fairy Tail #3 continues me along a nice path of recollections from the manga. There will be spoilers in this review.

There are things in Fairy Tail #3 that I did not recall since it has been so many years since I watched this portion of the anime. Natsu, Gray, and Erza are on a mission. Lucy is tagging along in Fairy Tail #3. It is interesting to see Lucy so reserved and not participat-



ing a whole lot in Fairy Tail #3. Lucy comes out of her shell later and is very involved in the fighting. This dark guild has taken the train station. The Fairy Tail wizards fight them only to get trapped inside by a wind barrier. They must then chase down this evil wizard so he does not kill off

all of the guild masters. Natsu makes it there thanks to Happy. Fairy Tail #3 has one oddity to me. Natsu gets sick from vehicle transport but not from Happy flying him.



I would think Happy flight would make him ill as well. The issues families can have with Fairy Tail #3 are magic, violence, lack of attire, enticement to lust, alcohol, sexual commentary, blood, bad language, false gods and more. Fairy Tail #3 contains plenty of extreme looks from different characters. Plenty of over the top emotions are shown off in Fairy Tail #3. Fairy Tail #3 continues the black and white only tradition of manga.

Fairy Tail saves the day but causes all kinds of property damage. Erza is arrested for the damage that was called. The evil flute winds up to be more powerful than any of them expected. Destroying that flute is how the property damage happened. Fairy Tail #3 continues a trend of Fairy Tail wizards causing all kinds of damage while saving the day. They are not very subtle. - Paul

System: Manga  
Publisher: Kodansha Comic  
Author: Hiro Mashima  
Rating: "T" for THIRTEEN and OLDER ONLY



Graphics: 60%  
Writing: 68%  
Replay/Extras: 70%  
Story: 65%  
Family Friendly Factor: 60%



# Dr. Stone 25

## SCORE: 75

Things are flying fast in Dr. Stone 25 now. There will be spoilers in this review. The different cities around the world are working together quite well in Dr. Stone 25. There is a plan to figure out how to get up to the moon. The Internet is brought back in Dr. Stone 25. It required a ton of cable to be run across the ocean from location to location. A satellite is put up in space in Dr. Stone 25. Actually more than one.

There is something suspicious found on the moon in Dr. Stone 25. That is where they plan on launching the rocket to. Voting is performed in Dr. Stone 25. A smart phone is created in Dr. Stone 25. There are

numerous attempts to figure out how to get a rocket to work in Dr. Stone 25. In fact you might realize there are

plenty of ways tried in Dr. Stone 25 that did not work. Rockets blew up or crashed. Trial and error is part of the scientific method.

The three astronauts are picked in Dr. Stone 25. There is a bit of a swerve there that I do not feel like sharing. I think that one is more for the

readers of the manga to know. I honestly did not expect that swerve at all. The main issue families could have with Dr. Stone 25 is lack of attire, and enticement to lust. It feels toned down in Dr. Stone 25 to me. It is present but not as bad as previous books.

They have a very novel idea about how to deal with the need for oxygen in Dr. Stone 25. The astronauts will be petrified on the trip up into space. They are



wearing devices on their wrists that will count down and then douse them with some revival fluid. A very elegant design in my personal and professional opinion. The inventions in Dr. Stone 25 are really cool to see. There is also some

humor in Dr. Stone 25. The backpack needed for a smart phone is one of them.

There is only one more book left after Dr. Stone 25. I am excited to find out the answers. I am sad to find out this series is wrapping up. There is an advertisement at the end of Dr. Stone 25 that actually excited me. There is going to be a spin off series called Dr. Stone Reboot Byakuya. It looks like it might be about Senku's dad and their trials when they came back to an Earth where all the people had been petrified.

- Paul

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



Graphics: 65%  
Writing: 79%  
Replay/Extras: 77%  
Story: 79%  
Family Friendly Factor: 76%

Star Trek Deep Space Nine Season 4

SCORE: 53

Now I am trucking. Now I am cooking with gas. Now I am getting some progress. This is my second season of Star Trek Deep Space Nine in the last couple of months. I do not know if I will get to another season before the year ends or not. I am just happy to get through two of the seasons in a relatively short time frame. There will be spoilers in this review of Star Trek Deep Space Nine Season 4.

I vaguely remember when this season aired on television. It was controversial and highly divisive. I find it interesting there are some complete whack jobs that like to attack slippery slope and we can easily see that slippery slope is totally accurate. An older show like Star Trek Deep Space Nine Season 4 contained two women kissing which was extremely controversial and highly divisive at the time. Now-a-days all these newer television shows contain even more sexual deviancy. Yes slippery slope is accurate.

Worf joins DS9 in Star Trek Deep Space Nine Season 4. The Klingons invade the Cardassians and are threatening the Federation. Odo gets turned completely human after killing a fellow changeling. Quark loses everything because he breaks a contract that would require him to kill himself. Bald Captain Sisko loses the

status of Emissary and gains it back again in Star Trek Deep Space Nine Season 4.

The issues families can have with Star Trek Deep Space Nine Season 4 are violence, blood, gambling, lack of attire, enticement to lust, sexual deviancy, lies, deceit and more. The view of marriage in Star Trek Deep Space Nine Season 4 is really low. The O'Brien baby gets transferred to Kira Nerys thanks to an accident. Kira will need to give birth to the baby for the O'Brien's. A very weird moment in Star Trek Deep Space Nine Season 4.

There is some humor within Star Trek Deep Space Nine Season 4. Quark, and Worf have some moments. Garak has plenty of moments within Star Trek Deep Space Nine Season 4. The doctor comes into his own finally in Star Trek Deep Space Nine Season 4. I am dismayed that certain themes are being used over and over again. Worf starts out hated by his people in Star Trek Deep Space Nine Season 4 - just like from TNG.  
- Paul

System: DVD  
Publisher: Paramount  
Developer: Paramount  
Rating: 'NR' - Not Rated



Video: 50%  
Audio: 55%  
Replay: 60%  
Functionality: 55%  
Family Friendly Factor: 45%

Naruto Season Two Box Set Vol 2

SCORE: 62

I have been working my way through the six DVDs of Naruto Season Two Box Set Vol 2. This show has been one of those shows I picked when it was my turn with dinner. The twenty-eight episodes on Naruto Season Two Box Set Vol 2 are seventy-eight to one hundred and six. It takes seven hundred minutes to watch Naruto Season Two Box Set Vol 2 from start to finish. There will be spoilers in this review.

The issues families can have with Naruto Season Two Box Set Vol 2 are violence, blood, lack of attire, enticement to lust, gambling, perverts, false gods, and more. The different ninjas have different powers. The Hidden Leaf Village is able to survive the attack and even damage the main guy attacking them. They lose their Hokage in the process. Part of the jour-

ney in Naruto Season Two Box Set Vol 2 is the beginning of the Fifth Hokage Tsunade.

Elders are not properly respected in Naruto Season Two Box Set Vol 2. Certain characters in Naruto Season Two Box Set Vol 2 are perverts. This is a typical anime thing that gets used again and again. Naruto learns a new very powerful skill in Naruto Season Two Box Set Vol 2. He winds up relying on it quite often once he learns it. The way he uses it is not always proper though.

One of the biggest lessons with Naruto Season Two Box Set Vol 2 is to never give up. Naruto may not be the strongest, most skilled, or the brightest. What Naruto does again and

again is keep trying. Others get knocked down and that is that. Naruto gets up again and again. He refuses to stay down. This does earn him a lot of respect in Naruto Season Two Box Set Vol 2. After all his dream is to become Hokage at one point.

There are plenty of bonus features contained within Naruto Season Two Box Set Vol 2. There are even original and uncut episodes on the discs that make up Naruto Season Two Box Set Vol 2. I really got into one of the theme songs and wound up purchasing a copy so I could listen to it while working out. Sasuke's brother is a very despicable character in Naruto Season Two Box Set Vol 2.  
- Paul

System: DVD  
Publisher: Viz Media  
Developer: Shonen Jump  
Rating: 'T' for Older Teen



Video: 55%  
Audio: 60%  
Replay/Extras: 83%  
Functionality: 60%  
Family Friendly Factor: 50%

# Dorke and Ymp

SCORE: 61

Piko Interactive has been releasing some different kinds of retro video games on the Evercade. Dorke and Ymp was also on the Super NES. This 2D side scroller did not impress me. Not one bit. There are two goblins in Dorke and Ymp. The younger one hates rabbits. The older one is a wizard. These two characters do not like one another. The younger one Dorke wants to learn magic, but he has a history of being incompetent. So the older one sends him on a quest with Ymp.



are very angry and ugly which is a downer.

The issues families can have with Dorke and Ymp are violence, magic, bad attitudes and more. I did not enjoy my time with Dorke and Ymp. In fact this is one of those video games that could be lost to history and I would not mind. I am not clear on the logic be-

In the first level we can throw rocks at the enemies in Dorke and Ymp. That means we must be so far away and get the arc just right to throw a rock at an enemy in Dorke and Ymp. We can jump on enemies and take damage. We can miss enemies and take damage. The one thing in Dorke and Ymp that I was good at was taking damage. I like being able to hang off of ledges and pull my character up in Dorke and Ymp. That is a neat little feature in this retro video game. The



hind Dorke and Ymp. Why did they make this game? What was their intent? What was their purpose?

The gameplay mechanics in Dorke and Ymp are difficult to learn. I wish there were some better controls in Dorke and Ymp. The way the enemies come after the player makes this game even more challenging. I throw rocks right over the heads of enemies coming after me way too often. I would need to retreat or avoid them. By avoiding them I mean jumping over them if I was capable of such a feat. I took a lot of damage trying to figure out a good strategy in this video game.

Ymp in Dorke and Ymp is a little flying devil like creature that can help out in certain instances. I am not very comfortable with a devil being on my side and fighting with me personally. We get fifty lives in Dorke and Ymp. Those are needed seeings how easy it is to die in this game. Again and again if you catch my drift. There are some very small platforms to jump onto in Dorke and Ymp. At times I questioned the collision detection in Dorke and Ymp. Hardcore gamers might like this game. - Paul

System: Evercade/Super NES  
Publisher: Piko Interactive  
Developer: Norse  
Rating: 'NR' - Not Rated



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

# Iron Commando

SCORE: 66

Iron Commando is another one of those video games I played thanks to the Evercade brand of systems. This game can be found on the Piko Collection 1 cartridge if you are looking for it. Iron Commando can also be found on Steam, and on the Super NES. The history behind Iron Commando is fascinating. Iron Commando did not release until 2016 on Steam, and the 2017 on the Super NES. This older video game was done back in the 16-bit era but lacked a publisher.

It is nice to see some video game history saved by having Iron Commando released. We did our part and did a live stream that was converted into

a video. Iron Commando is a Final Fight kind of a video game. We pummel many of the same looking characters in levels. There are some neat things like bashing vehicles in Iron Commando. I noticed the computer controlled characters are not very aggressive unless we pick up a weapon. Then they want to trash us. There are some good sized character models in Iron Commando. The music is fun to listen to as well.



The issues families will have with Iron Commando are violence, lack of attire, enticement to lust, and more. The character I chose to play

with had a few grenade attacks that could be done to pretty much clear the screen of enemies. I learned to use those sparingly and wait until tougher end of the level enemies. After playing Iron Commando I found myself more aggressive and impatient.

I tip my hat to Piko Interactive for releasing this video game. Too many video game publishers are damaging our industry in a great many ways. It is neat to see a company releasing video games that preserve some of our history. I would love to see more lost video games make it to the Evercade, and retro consoles. From what I can tell this company is doing just that. - Paul



System: Evercade/PC/Super NES  
Publisher: Piko Interactive  
Developer: Arcade Zone  
Rating: 'NR' - Not Rated



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

# SPORTS



System: PC/PS5/Xbox Series X  
Publisher: EA Sports  
Developer: Codemasters  
Rating: 'E' - SIX and OLDER ONLY {Mild Language}  
Date: Out Now

'Braking Point 2' continues to focus on the lives of young upstart Aidan Jackson and his nemesis Devon Butler. In the latest chapter, the pair become teammates for the newly formed Konnersport Butler Racing Team, but an upcoming driver, Callie Mayer, the first woman to win the F2™ World Championship, is waiting in the wings for a shot at the glamorous world of Formula 1°. With so much at stake, on and off-track decisions and actions will determine Performance and Reputation levels, unlocking bonus objectives and rewards throughout the two gruelling seasons.

SELECT A DRIVER  
PIERRE GASLY | AlphaTauri



← → CHANGE DRIVER A ADVANCE



System: PC/PS5/Xbox Series X  
Publisher: EA Sports  
Developer: Codemasters  
Rating: 'E' - SIX and OLDER ONLY {Mild Language}  
Date: Out Now



'F1° World' is a central part of the solo and multiplayer F1°23 experience, connecting drivers with more ways to engage with the sport they love through daily, weekly, and seasonal content tied to the real-world calendar. The new-look hub helps newcomers navigate the world of Formula 1°, creating challenges to improve their skills before fighting for podiums. F1° World is home to beloved modes, including Grand Prix and Time Trial and features a new progression system, which unlocks car upgrades, liveries, race suits, and helmets.

# DEVELOPING

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# GAMES

### Product Name

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Dragon Quest Monsters The Dark Prince  
Little Nightmares III  
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Corsairs – Battle of the Caribbean

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**Sugarstar Slime**

**Tufty Tot**

**Drooling Ghoul**

**Shadow Slime**



**HP 534**  
**MP 142**

**HP 709**  
**MP 402**

**HP 769**  
**MP 186**

System: Nintendo Switch  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: E10+ for TEN and OLDER ONLY (Fantasy Violence, Mild Language)  
 Release Date: December 1, 2023

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Journey into a fantastical world on a quest for revenge in DRAGON QUEST MONSTERS: The Dark Prince.

Psaro is cursed and is unable to harm anything with monster blood. Now, he must become a Monster Wrangler to create an army for battle.

Battle Speed ZR Auto-Battle



Coach Joe

Give 'em the old one-two, kiddo!

System: Nintendo Switch  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: E10+ for TEN and OLDER ONLY (Fantasy Violence, Mild Language)  
 Release Date: December 1, 2023

The hunt for high-ranked monsters takes Psaro through the ever-changing seasons of Nadiria and its unique environments, with rivers of bubbling lava, mysterious ancient ruins, and soaring towers of cake. Along the way, Psaro meets the kind-hearted elf, Rose, who joins his adventure to seek out ever-stronger monsters.

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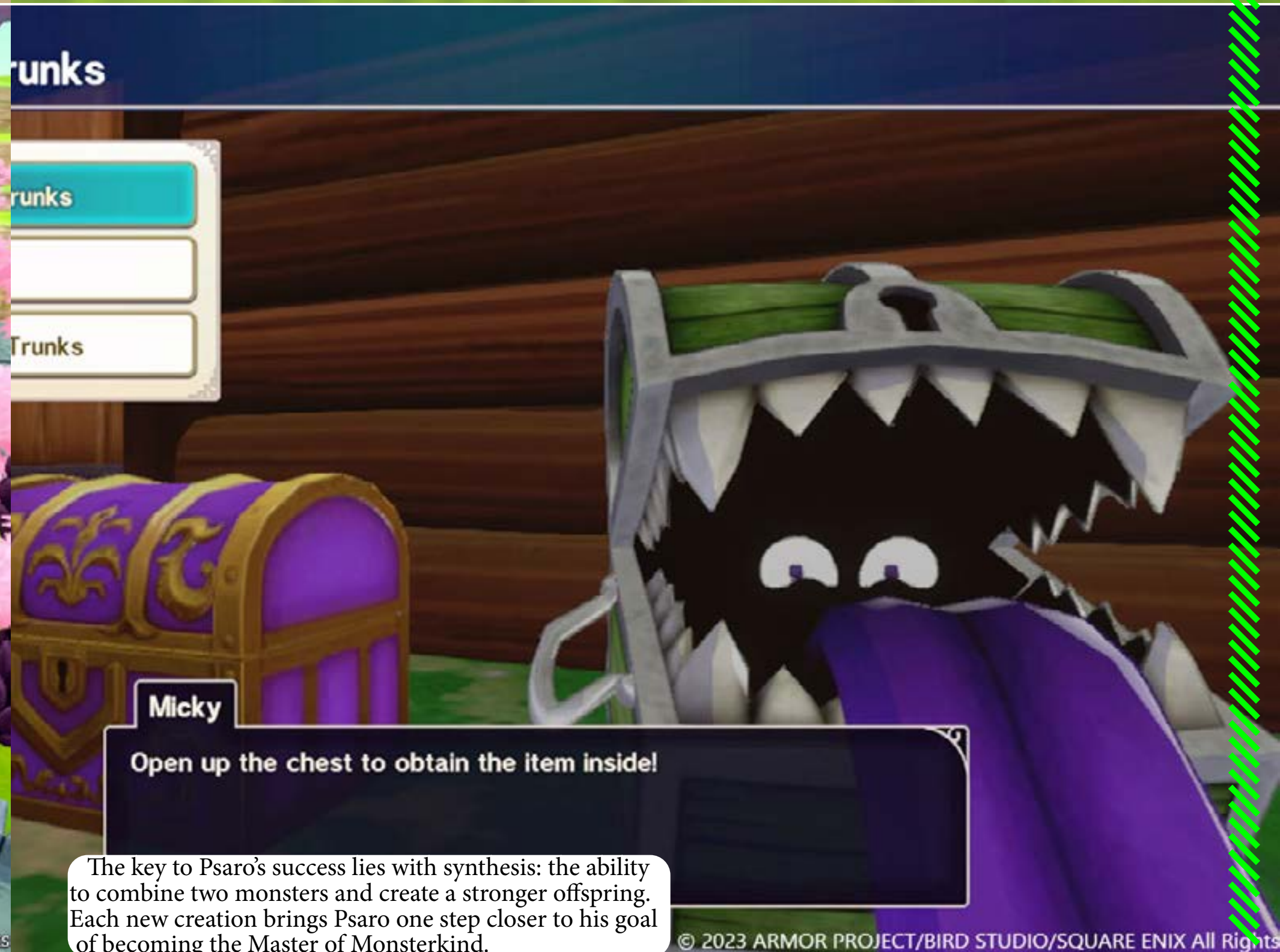


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System: Nintendo Switch  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: E10+ for TEN and OLDER ONLY (Fantasy Violence, Mild Language)  
 Release Date: December 1, 2023

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Trunks

Trunks

Trunks

Micky

Open up the chest to obtain the item inside!

The key to Psaro's success lies with synthesis: the ability to combine two monsters and create a stronger offspring. Each new creation brings Psaro one step closer to his goal of becoming the Master of Monsterkind.

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System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X  
Publisher: Bandai Namco  
Developer: Supermassive Games  
Rating: 'RP' for Rating Pending  
Release Date: 2024

Embark on a new adventure in the unique world of Little Nightmares. In Little Nightmares III, you follow the journey of Low & Alone, as they search for a path that could lead them out of the Nowhere. Face your childhood fears together with a friend in online co-op, or in solo with an AI companion.



System: Nintendo Switch/PC/  
 PS4/PS5/Xbox One/Xbox Series X  
 Publisher: Bandai Namco  
 Developer: Supermassive  
 Games  
 Rating: 'RP' for Rating Pending  
 Release Date: 2024

Trapped within the Spiral, a cluster of disturbing places, the two friends will have to work together to survive in a dangerous world full of delusions and escape the grasp of an even greater threat lurking in the shadows.



System: Nintendo Switch/PC/  
PS4/PS5/Xbox One/Xbox Series X  
Publisher: Bandai Namco  
Developer: Supermassive  
Games  
Rating: 'RP' for Rating Pending  
Release Date: 2024

Discover places as diverse as the mysterious desert of Necropolis, an unsettling fun fair, a gloomy factory, and who knows what else. Run away from a new cast of foes ranging from ominous beetles to a giant baby, and so many more.



System: PC/PS5/Xbox Series X  
Publisher: Ubisoft  
Developer: Massive Entertainment  
Rating: 'RP' - Rating Pending  
Release Date: 2024



Experience the first-ever open world Star Wars™ game, set between the events of The Empire Strikes Back and Return of the Jedi. Explore distinct planets across the galaxy, both iconic and new. Risk it all as Kay Vess, a scoundrel seeking freedom and the means to start a new life, along with her companion Nix. Fight, steal, and outwit your way through the galaxy's crime syndicates as you join the galaxy's most wanted.

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System: PC/PS5/Xbox Series X  
Publisher: Ubisoft  
Developer: Massive Entertainment  
Rating: 'RP' - Rating Pending  
Release Date: 2024

Explore distinct planets with bustling cities and cantinas before racing across sprawling outdoor landscapes on your speeder. Each planet brings new adventures, unique challenges, and enticing rewards if you're willing to take the risk crime syndicates as you join the galaxy's most wanted.

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MASSIVE UBISOFT



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STAR WARS LAWS



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System: PC/PS5/Xbox Series X  
 Publisher: Ubisoft  
 Developer: Massive Entertainment  
 Rating: 'RP' - Rating Pending  
 Release Date: 2024



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Take on high-risk, high-reward missions from the galaxy's crime syndicates. Steal valuable goods, infiltrate secret locations, and outwit enemies as one of the galaxy's most wanted. Every choice you make influences your ever-changing reputation.



System: Nintendo Switch/PC/  
 PS4/PS5/Xbox One/Xbox Series X  
 Publisher: Microids  
 Developer: Fishing Cactus  
 Rating: 'RP' - Rating Pending  
 Release Date: 2024

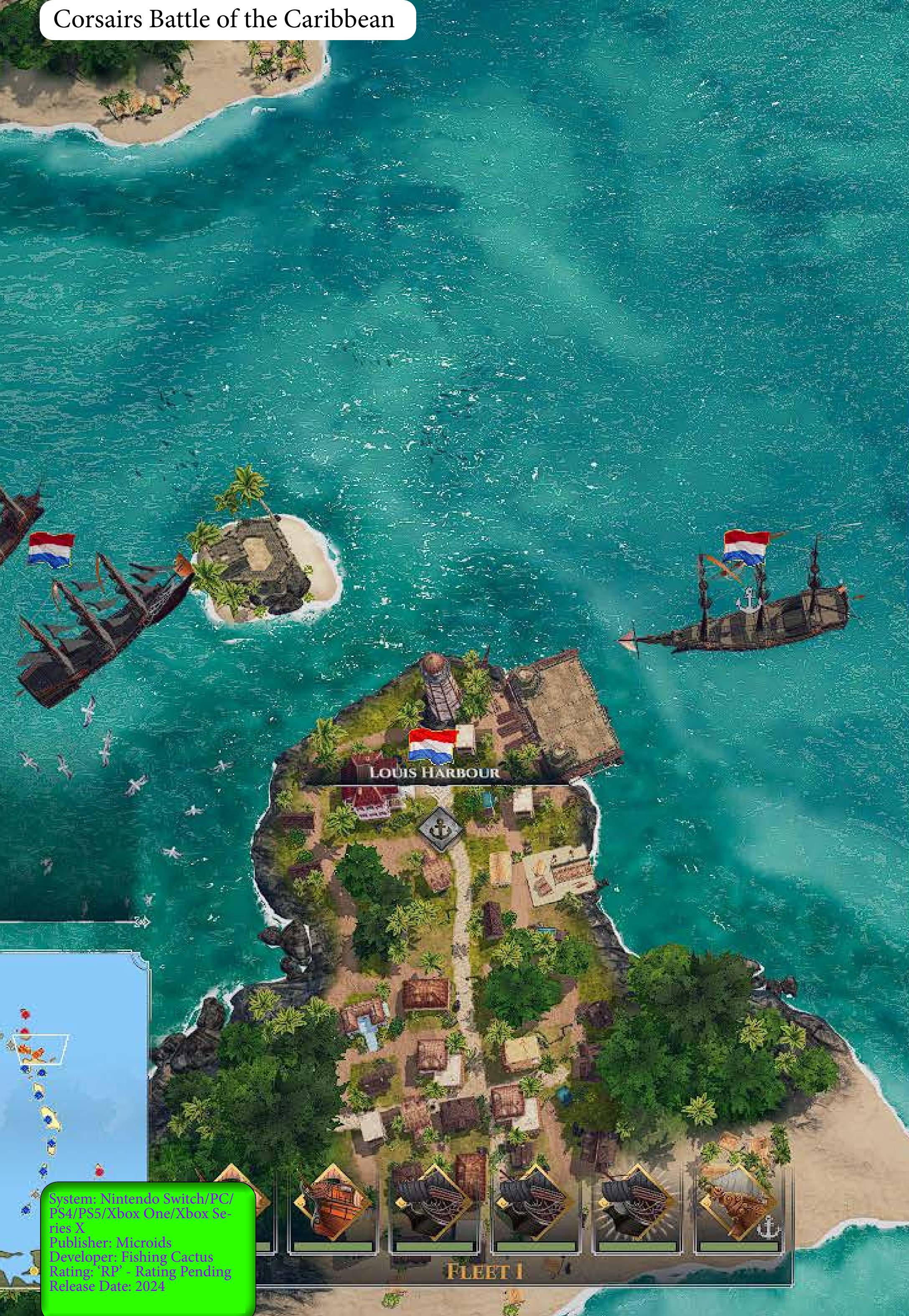
CORSAIRS - BATTLE OF THE CARIBBEAN offers you a chance to live the true life of a pirate, with vast seas of possibilities awaiting you. It combines tactical combat with management-oriented gameplay, encouraging you to smartly manage your fleet and defend your trading positions. The game features an enhanced progression system, new types of soldiers, and an expanded campaign mode for a more immersive experience.





System: Nintendo Switch/PC/  
 PS4/PS5/Xbox One/Xbox Series X  
 Publisher: Microids  
 Developer: Fishing Cactus  
 Rating: 'RP' - Rating Pending  
 Release Date: 2024

You'll take on the role of a privateer, serving your chosen nation to earn fame and wealth. You'll navigate treacherous seas, build a powerful fleet, and wage epic battles against enemy vessels. Your journey will take you to the exotic islands of the Antilles, where you can discover hidden treasures, recruit new crew members, and fight for your nation's supremacy in the Caribbean. Choose to represent one of the great maritime powers: French, Danish, Spanish, British, or Dutch.

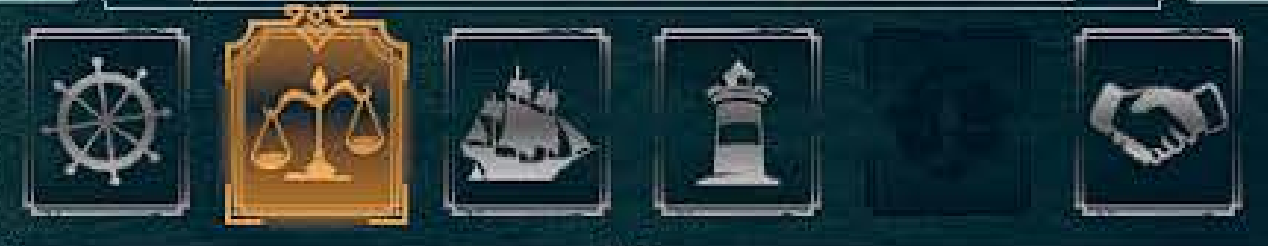


CAPTAIN VON LUBECK

42,872



LOUIS HARBOUR



CALEB

	Sell	72 / 800	Buy	Stock
	44	0	50	1049 / 1500
	69	0	76	649 / 1000
	84	72	98	750 / 1000
	131	0	146	750 / 1000
	203	0	229	750 / 1000
	348	0	384	750 / 1000

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X  
 Publisher: Microïds  
 Developer: Fishing Cactus  
 Rating: "RP" - Rating Pending  
 Release Date: 2024



Master the enhanced trading mechanics, manage your fleet and cities wisely, and defend your trading positions to establish your dominance.  
 Upgrade your ships and strengthen your crew by earning resources from quests, defeating enemies, and exploring new territories.  
 Dive into the expanded Campaign Mode with an all-new campaign added to four original and engaging storylines.

# NOW

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THE CREW  
MOTORFEST

## Product Name

EA Sports Madden NFL 24  
The Crew Motorfest  
Farming Simulator 22

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Farming  
Simulator 22

# PLAYING





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

“We set a new foundation for football gameplay with the introduction of FieldSENSE last year, which was one of the best-selling years in Madden NFL franchise history, and we’re going even deeper in the areas our fans want most in Madden NFL 24,” said Mike Mahar, Senior Producer, Madden NFL. “We’ve added more ways to play with mini-games and Superstar, more realism through FieldSENSE, deeper immersion with dozens of foundational football improvements and the introduction of SAPIEN Technology – all of which bring the game closer to what fans see from the NFL.”



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

Buffalo Bills fans have something special to celebrate as their quarterback, Josh Allen, becomes the first Bills player ever to land the cover of Madden NFL. One of the most dynamic playmakers in the league, Allen owns the NFL record for total touchdowns (177) through five career seasons, which propelled him to become the most used player in Madden NFL 23.



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

Superstar returns with modernized versions of beloved experiences like your journey through the NFL Combine and Road To The Draft. New additions like 3v3 Superstar Showdown give fans the ability to live their NFL fantasy with friends.

Mini-Games: Test your skills with dozens of new mini-games, including moving obstacles and destructible targets in Franchise training camp or weekly strategy; every week in Superstar Mode; and playable from the main menu.





System: PC/PS4/PS5/Xbox One/  
 Xbox Series X  
 Publisher: Ubisoft  
 Developer: Ubisoft Ivory Tower  
 Rating: 'T' - THIRTEEN and  
 OLDER ONLY (Mild Violence,  
 Lyrics)  
 Release Date: Out Now

A beautiful new playground to explore. Iconic cars from the past, present and the future. Discover the incredible diversity of vehicles and experiences featured in The Crew™ Motorfest.



System: PC/PS4/PS5/Xbox One/  
 Xbox Series X  
 Publisher: Ubisoft  
 Developer: Ubisoft Ivory Tower  
 Rating: "T" - THIRTEEN and  
 OLDER ONLY (Mild Violence,  
 Lyrics)  
 Release Date: Out Now

In addition to all the Playlists and activities available from the release of the game, Season 1 is bringing plenty of additional challenges, weekly events, and iconic cars from all around the world. There's always a good reason to come back to Motorfest, and it's only the beginning!



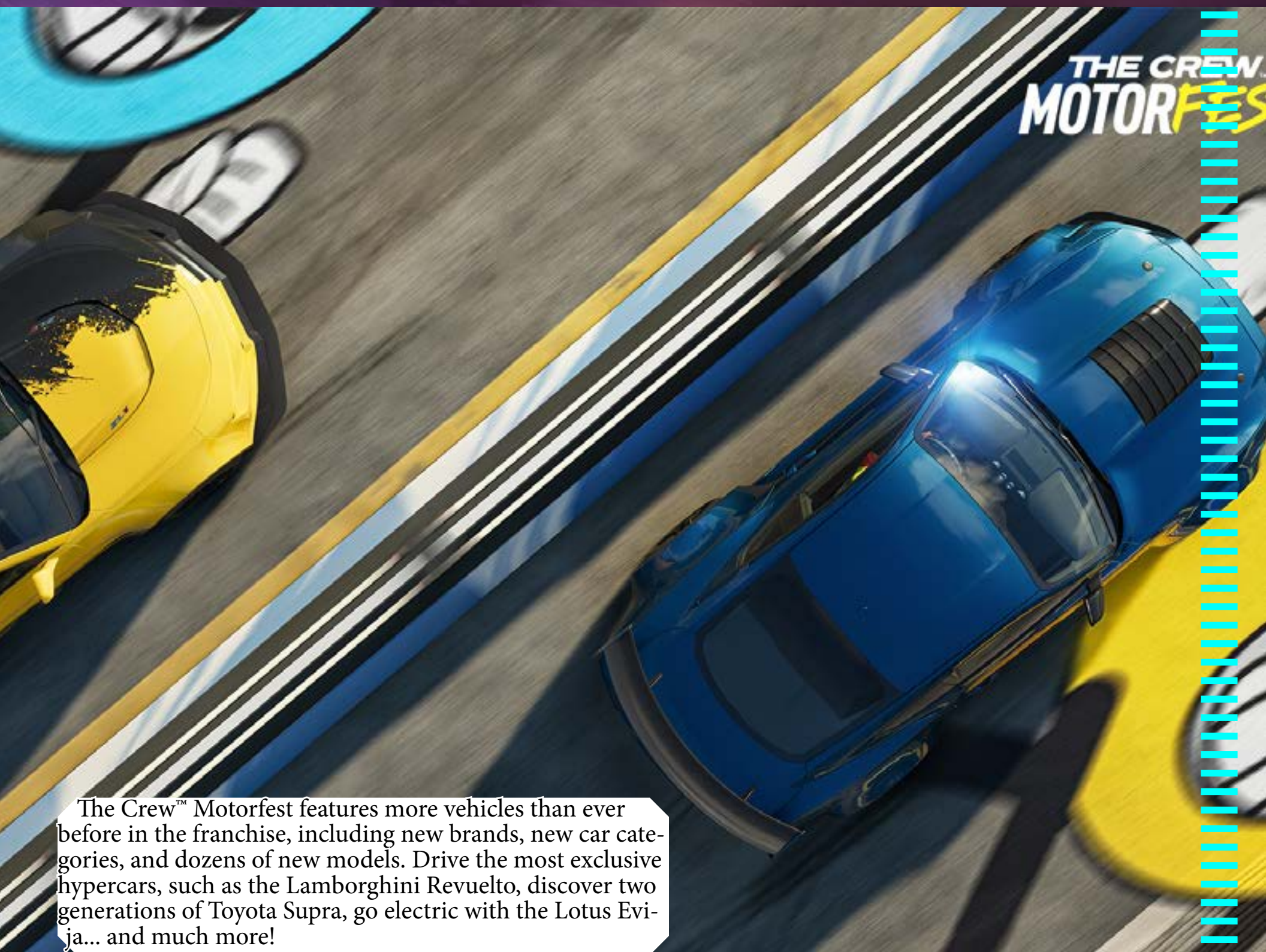


THE CREW MOTORFEST



System: PC/PS4/PS5/Xbox One/  
Xbox Series X  
Publisher: Ubisoft  
Developer: Ubisoft Ivory Tower  
Rating: "T" - THIRTEEN and  
OLDER ONLY (Mild Violence,  
Lyrics)  
Release Date: Out Now

THE MOTO



THE CREW MOTORFEST

The Crew™ Motorfest features more vehicles than ever before in the franchise, including new brands, new car categories, and dozens of new models. Drive the most exclusive hypercars, such as the Lamborghini Revuelto, discover two generations of Toyota Supra, go electric with the Lotus Evija... and much more!



System: PC/PS4/PS5/Stadia/  
Xbox One/Xbox Series X  
Publisher: GIANTS Software  
Developer: GIANTS Software  
Rating: 'E' for Everyone SIX  
and OLDER ONLY  
Release Date: Out Now

Publisher and developer GIANTS Software gives farmers new machines and tools to boost a core activity that was introduced with Farming Simulator 22: grape harvesting. With the Oxbo 6030 multi-function grape harvester, a versatile machine with configurable harvester and sprayer attachments becomes available at the dealership.



System: PC/PS4/PS5/Stadia/  
Xbox One/Xbox Series X  
Publisher: GIANTS Software  
Developer: GIANTS Software  
Rating: 'E' for Everyone SIX  
and OLDER ONLY  
Release Date: Out Now

Farming Simulator 22

ANCEMENT

In addition, the three-wheeled and sharp-turning Oxbo AT4103 and AT5105 applicators for manure and slurry application offer highly maneuverable steering with powerful front wheels and steerable rear axles. As Oxbo is a pioneer when it comes to the triple merger concept, grassland enthusiasts also look forward to the Oxbo 2340 forage merger – with a 12-meter working width for increased productivity of forage production.

# Last Minute

# Tidbits

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95 108.0

02



System: Nintendo Switch  
Publisher: Nintendo  
Developer: Nintendo  
Rating: 'E' for SIX AND OLDER ONLY (Mild Fantasy Violence)  
Release Date: Out Now

Up to 4 players\* can tackle courses together, share power-ups, and revive each other. Yoshis can also carry other players on their back to help each other overcome challenging courses!  
\*Additional accessories maybe required for multi-player mode. Sold separately.



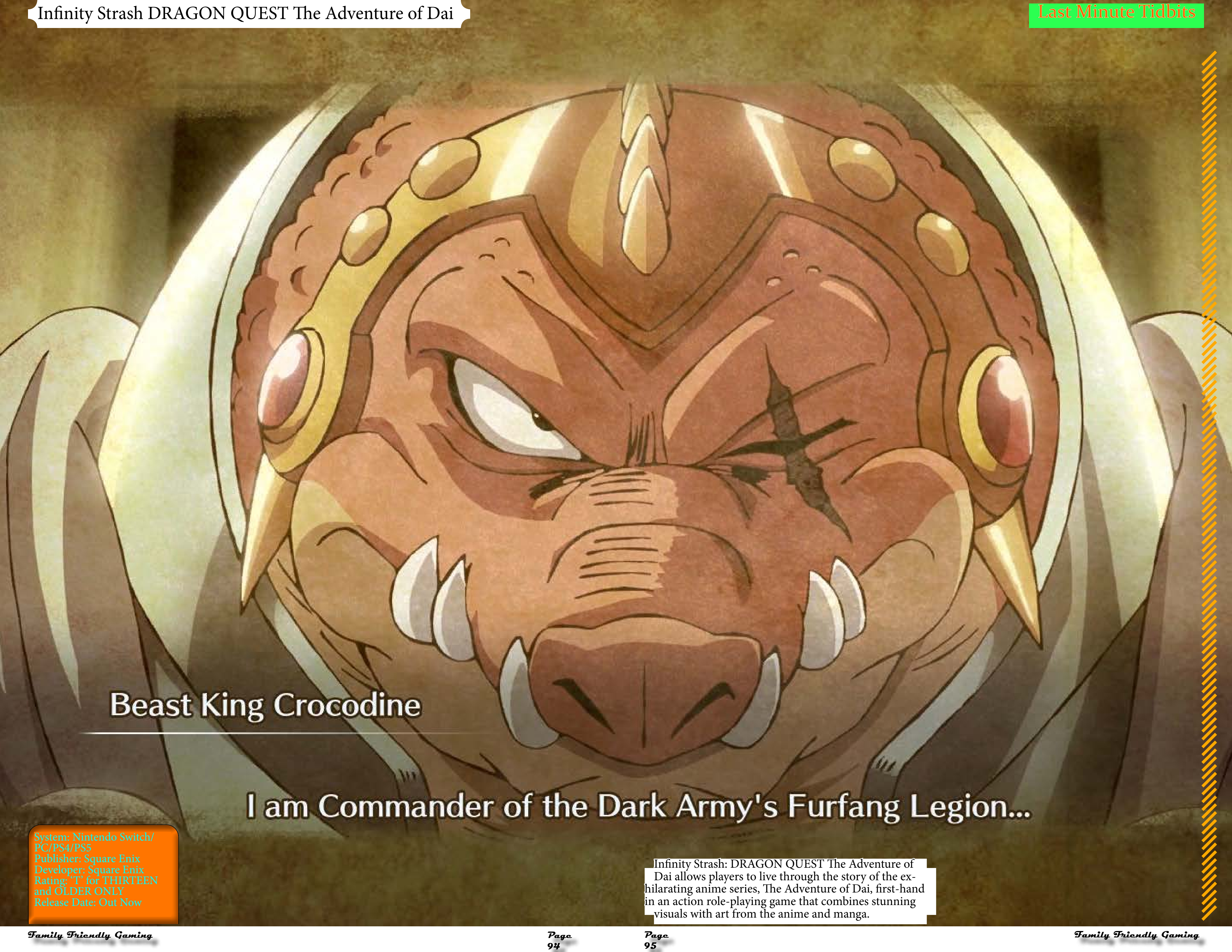
System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Nintendo  
 Rating: 'E' for SIX AND OLDER ONLY (Mild Fantasy Violence)  
 Release Date: Out Now

Whichever color Yoshi you choose, they can all eat enemies, spit out stuff (enemies, shells, and other items), flutter jump, and help carry other players—even ones in Elephant form!



System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Nintendo  
 Rating: 'E' for SIX AND OLDER ONLY (Mild Fantasy Violence)  
 Release Date: Out Now

Mario and friends have been invited to visit the colorful Flower Kingdom, just a short hop away from the Mushroom Kingdom. Unfortunately, King Bowser has transformed into a flying castle and is causing chaos across their peaceful land. Now our heroes must save the day—and the Flower Kingdom—in this wondrous new adventure!



# Beast King Crocodile

I am Commander of the Dark Army's Furfang Legion...

System: Nintendo Switch/  
PC/PS4/PS5  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "T" for THIRTEEN  
and OLDER ONLY  
Release Date: Out Now

Infinity Strash: DRAGON QUEST The Adventure of Dai allows players to live through the story of the exhilarating anime series, The Adventure of Dai, first-hand in an action role-playing game that combines stunning visuals with art from the anime and manga.





System: Nintendo Switch/  
PC/PS4/PS5  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "T" for THIRTEEN  
and OLDER ONLY  
Release Date: Out Now

Infinity Strash: DRAGON QUEST The Adventure of Dai will launch with a variety of unique and enticing features for fans to look forward to. The game will have two distinct ways to enjoy gameplay – Adventure Mode and Temple of Recollection. While Adventure Mode will feature a more classic story progression following the plot of the anime through the Sovereign Rock Castle arc, Temple of Recollection allows players to experience a growing dungeon that changes with each play through, adding difficulty and rewards along the way.



Hydra Hazard

Members: [Character Icons]

garna

Grâce

n Strash

lls

Lv. 1 ↑ Lv. 1

Stories: [Story Icons]

Dai Lv. 30

HP	538
ATK	242
DEF	128
MAG	216

Completion Rewards: [Item Icons]

Leona's Supplies: [Item Icons]

Begin Quest

Confirm | Begin Quest | Traits | Attributes | Rotate/Scale



System: Nintendo Switch/  
PC/PS4/PS5  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "T" for THIRTEEN  
and OLDER ONLY  
Release Date: Out Now

Hyunckel

My name is Hyunckel. One of the Six Commanders of the Dark Army;

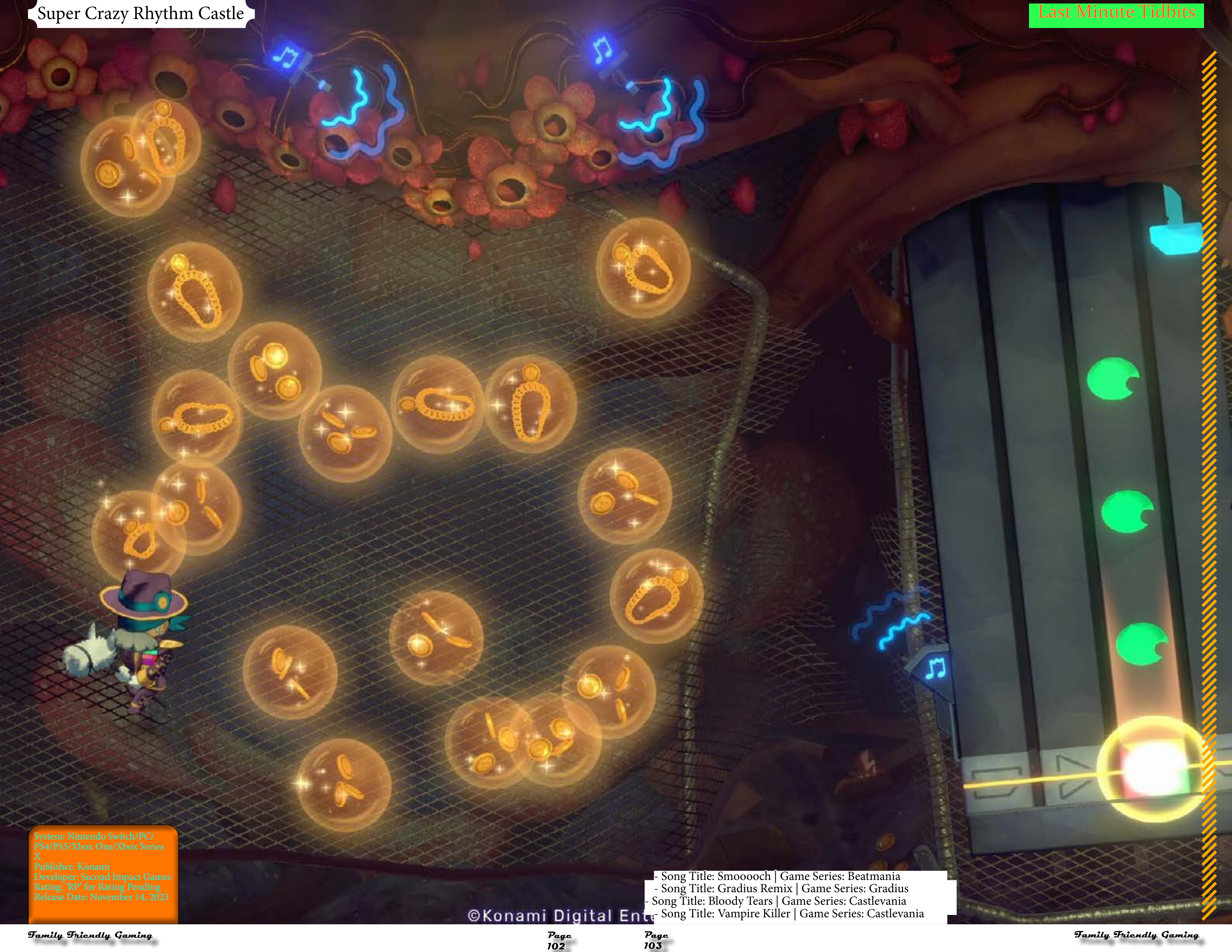
Players will also have an opportunity to collect and equip rare accessories known as Memento Bonds, which further augment abilities and stats. Additionally, each time a Memento Bond is unlocked, scenes from the original manga will be revealed. Memento Bonds can also be further powered up by exploring the Temple of Recollection.



System: Nintendo Switch/PC/  
 PS4/PS5/Xbox One/Xbox Series  
 X  
 Publisher: Konami  
 Developer: Second Impact Games  
 Rating: "RP" for Rating Pending  
 Release Date: November 14, 2023

As part of the release date reveal, KONAMI also announced that 4 of the 30+ thrilling music tracks featured in Super Crazy Rhythm Castle are from the beloved Beatmania, Gradius and Castlevania series!

©Konami Digital Ent



System: Nintendo Switch/PC/  
 PS4/PS5/Xbox One/Xbox Series  
 X  
 Publisher: Konami  
 Developer: Second Impact Games  
 Rating: "RP" for Rating Pending  
 Release Date: November 14, 2023

- Song Title: Smooooch | Game Series: Beatmania
- Song Title: Gradius Remix | Game Series: Gradius
- Song Title: Bloody Tears | Game Series: Castlevania
- Song Title: Vampire Killer | Game Series: Castlevania

©Konami Digital Ent



System: PS4/PS5  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'NR' for Not Rated  
 Release Date: TBA - To Be Announced

Square Enix Inc., announced FOAMSTARS, a new four-on-four online shooter for PlayStation®5 (PS5™) and PlayStation®4 (PS4™).



FOAMSTAR1

STAR PLAYER

TIME 04:02

FOAMSTAR4

STAR PLAYER

The rival team's star player FOAMSTAR4 is about to be foamed up!



LIQUID

FOAMSTARS



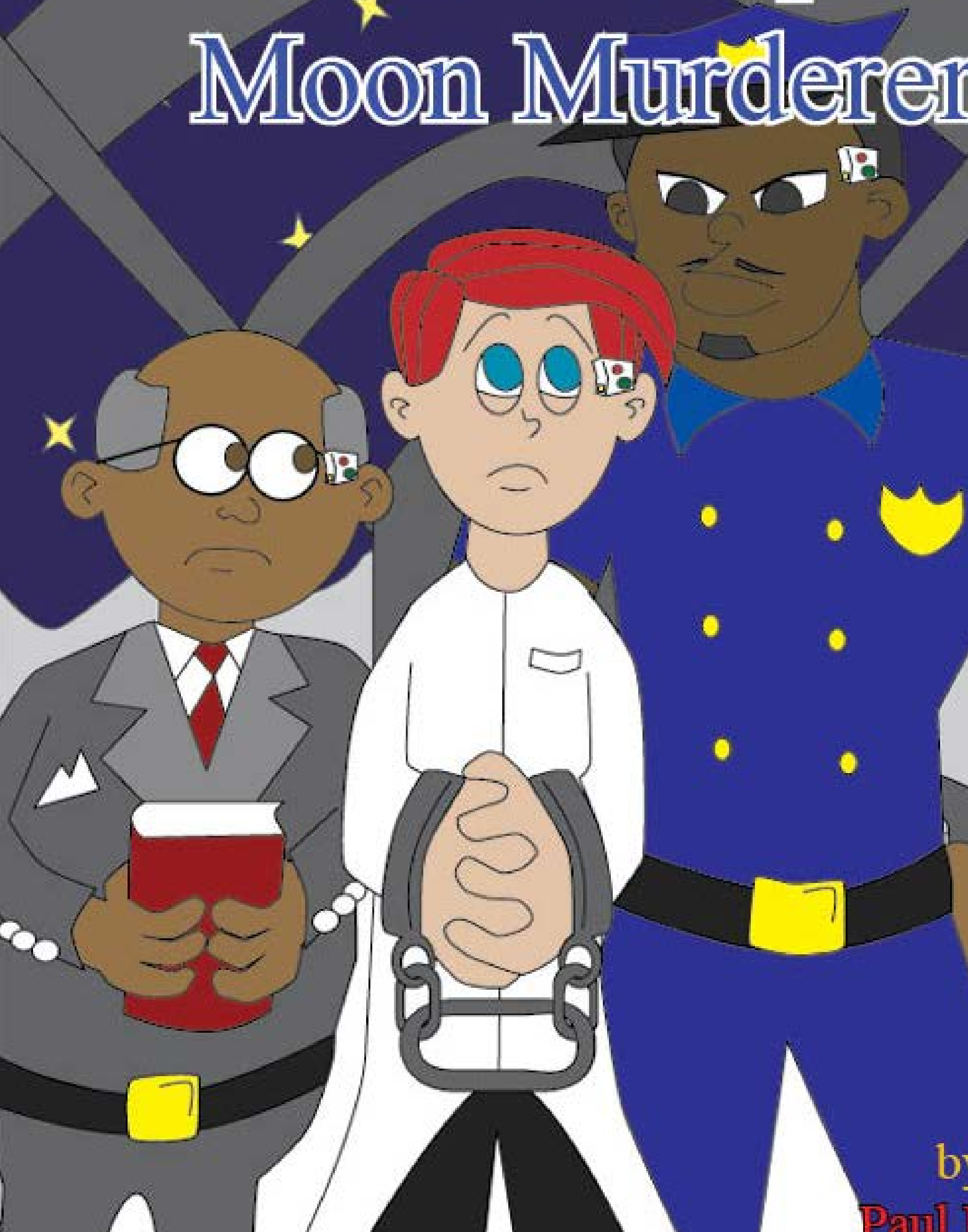
L1

R1

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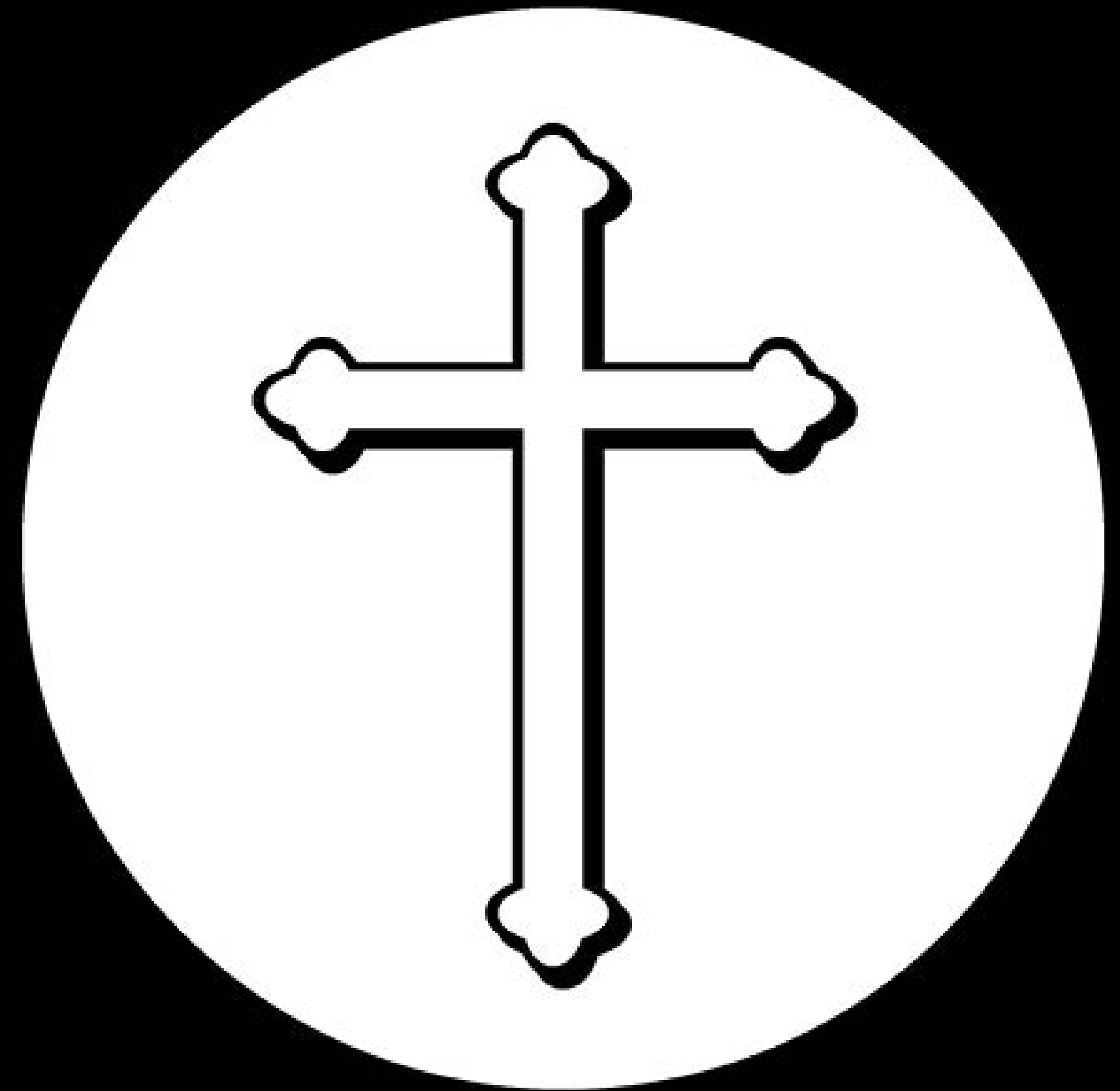
In this game, foam is the ultimate resource. It can be used in multiple ways: To create slippery surfaces that players can use to surf around the arena at high speed; to build terrain, helping players defend from enemy attacks or creating high vantage points to take out opponents; and finally, to foam up the opposition and win the match.

# Future Glimpses Moon Murderer



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# Future Glimpses Free At Last



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