



TM

THE VOICE OF THE FAMILY IN GAMING

Final Fantasy VII  
Remake, Gray  
Zone, Trials of  
Mana, and more  
this issue.

ARE YOU  
READY TO GO  
ON A FISHING  
ADVENTURE?

ISSUE #153

April 2020



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## All for the Good

Ya'll know it has been a rough 2020. Actually things started to be a problem for us in December of 2019. We have struggled with a great many issues, and problems. From false accusations, to illness, and more. I have the sense that 2020 is the year of blessings. I can't shake that feeling in the face of problem after problem. I am writing this column as so many people are being crazy about the corona virus. Stores have empty shelves, and people are buying up whatever they can afraid they will be quarantined for fourteen days. Schools have shut down, XFL stopped their season, NBA, and NHL have suspended their seasons. As more people get it and many of them survive it reminds me to put my trust in God. We never know when something will happen that will change our lives forever. It could be an accident, health problem, or something else. We never know.

Numerous people have asked me - why does God let bad things happen to good people? First off the premise of the question is wrong. We are not good. We are all sinners. We all deserve divine punishment. Once we get past there let us look at something interesting. We had all kinds of problems this year. I even recorded a FFG Chronicles on this topic under E3 Canceled. Normally in the December to January window is when I would register for E3. Normally I would purchase plane tickets, and hotel reservations. I would pay for that in the January time frame. I am writing this in the middle of March when E3 has been canceled. Thanks to all of those issues and problems we dealt with I decided to not attend E3 2020. Good thing too. The event has been canceled. We would have been out close to two thousand dollars if we had registered and purchased plane tickets and hotel reservations. We would not have been able to use them, and would not get the money back most likely. All of those bad things that happened allowed us to avoid an even worse problem.

I planned on taking Peter with me this year to E3 2020 because he was going to be eighteen years old when the event started. We get to cover it here from Memphis, and he is fine with that. He actually noticed all of the positives of covering it from here in Memphis and was talking to

me about it just today. It is turning out for the good. Maybe E3 will be canceled forever. There may never be another E3 ever again. I am fine with that. Peter is fine with that. Noah is fine with that. Yolanda is fine with that. We can see all of those bad things that happened thus far this year saved us from an even worse problem. How often do you look at your problems and realize they are helping you grow? How often do you look back and realize you missed an even worse problem thanks to something minor at the time? I hope this perspective opens your eyes.

God bless,  
Paul Bury



## Being a good neighbor

We always do what we can to live at peace with those around us. There are some people that make that extremely difficult. I am writing this article after stressing out from a text from a difficult neighbor. A few years back both fences on our property fell down. Not the entire fence line - just a section on each side. On one side we have a church as a neighbor. They refused to do anything, pay anything, or get involved. They did have kids yell at us, insult us, and mock us while we were out in 100+ degree temperature repairing it. We paid for all the supplies, and did all of the labor. This church neighbor did nothing to assist us. They did not provide any kind of relief, or financial assistance. The neighbor on the other side also did nothing to assist with the repair and replacement of the fence. Did not help haul away the rotten wood, nails, or debris. We repaired that fence as well. Again we paid for everything, and we supplied all of the labor in 100+ degree weather. This kindly neighbor came out and laughed that they were happy they did not have to participate. Better us than them may have been the exact words. Talk about insulting. We turned the other cheek, and we did everything we could to be a good neighbor. This same neighbor has a tree that has roots that are slowly leaning the fence. This recent text from this person is telling us to fix the lean in the fence. They actually called it our fence, and acted like they have no responsibility for it whatsoever. My hubby kindly explained the history of the fence to this neighbor. The previous neighbor did all of the repairs and we gave them access to the back yard when they needed to work on it. It had never been our fence, and never been our responsibility.

This same kindly neighbor has made multiple requests about how we cut the grass, and what level we cut the grass. Why? When we cut our grass nice and low so we don't have to mow as often, it makes her really high grass look bad. We tried to explain our reasons but she just ignored us and pretended like we did not exist whenever we saw her. We would say hello and she would not acknowledge us. I guess she thought the cold shoulder would intimidate us to let her have her way. It did not. At this point I am tired of this neighbor treating us like a doormat. Especially after I found - Tennessee Code Title 44. §

44-8-202 - "Partition fences may be erected and repaired at the expense, jointly, of the occupants or owners; or if a person makes a fence a partition fence, by joining to it or using it as such, that person shall pay to the person erecting it that person's proportion of the expense." I will point both of these neighbors to the law. Hopefully they will obey it. I doubt it will change the behavior of these two neighbors who have shown themselves to be petty, small minded, and self-absorbed. Doing the right thing is almost always harder when others constantly abuse the system, and common decency.

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



**LEGENDS OF FAITH**  
BIBLE ART

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

Team Puh likes your link.

Thu

Vivy Kornavee commented on your post.

Feb 14

Vivy Kornavee reacted to your post.

Feb 14

Kristen (Twitch.TV) liked your Tweet

Live broadcast #twitch stream #Destiny2 here twitch.tv/family\_friendl...

Please view, follow, subscribe and cheer! #TwitchAffiliate #SupportSmallStreamers #PathtoPartner

Help us reach our goal of 210 followers!

12 hours ago

great video keep up the amazing work

REPLY 0 replies 1

Melissa Bravo • 1 day ago

Cool wow



# 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!

## Love it

Thank you for Family Friendly Gaming. Your website and magazine are fantastic. I absolutely love it. Your site brings so much good news, and reviews. I love how Family Friendly Gaming is not bought off like too many other gaming sites. I also appreciate how real Family Friendly Gaming is.

- Trevor



Family Friendly Gaming has an amazing Youtube channel. Your videos are fantastic. I love the polls on the community page too. They are so much fun. I am usually in the minority in my votes which is fine.

- Jennifer



The Family Friendly Gaming Twitch streams are awesome. You guys are so fun and funny. I love the variety of games you guys play too. The mix of new games and retro games are sweet.

- Stan

{Paul}: Trevor,  
Jennifer,  
Stan,

Thank you for your kind words

of encouragement. We work really hard to bring all ya'll the content we publish. We love streaming, making videos, publishing the magazine and more.

## The Return of the XFL

Family Friendly Gaming covers some wild things. The Return of the XFL article is a great example. I never knew about the XFL so it was cool that you wrote about it. I watched some XFL games and will watch some more. I would love to see a XFL video game. I would purchase and play a XFL video game. Would Family Friendly Gaming stream a XFL video game? Would Family Friendly Gaming make a Youtube video of a XFL video game?

- Samantha



{Paul}: Samantha,

Thank you for your kind words of encouragement. I remember the first time the XFL was around. This second version of it is much better. We would love for a video game of the XFL to be released and soon. It would be awesome in my opinion. Yes we would stream it, and we would make a video out of it. Would you watch those streams and videos?

## Violent Video Games are Boring

Family Friendly Gaming has an amazing and awesome perspective that I cannot get anywhere else. All of the other gaming sites obsess over the violent video games and call them the best

thing since sliced bread. They do not celebrate the diversity of gamers like yourself.

I completely agree with you about the boring nature of violent video games. I do not get why so many people love them. Do you have any thoughts on that? I think people that get into the violent video games are embracing rebellion against God.

I am thankful for Family Friendly Gaming because you give a different perspective. One that the entire entertainment industry needs. I tell all of my family and friends about your website. We spread the word about Family



Friendly Gaming.

- Joan

{Paul}: Joan,

Thank you for your kind words of encouragement. We have



# SOUND OFF Continued

written and talked about the problems within the video game industry for over a decade and a half. We have seen all kinds of venom and hatred from those who call themselves tolerant of diversity. We continue to work on making the video game industry better.

I would love to make some video games that would make the video game industry better. There are so many cool and interesting ideas that would make great video games.

I think you hit the nail on the head when it comes to why there are those that worship violent video games. Our flesh wants the things of the world. Which is a battle since we are always trying to do what God asks of us.

We appreciate you getting the word out about Family Friendly Gaming. It is such a blessing that Family Friendly Gaming continues to grow and thrive. God has blessed us in so many wonderful ways.

## Makes Me Hungry

The front cover of Family Friendly Gaming #152 makes



me hungry. Those blueberry pancakes look wonderful. How do you come up with such great front covers?  
- Sterling

{Paul}: Sterling,

So glad you enjoyed that front cover. Sorry that it made you hungry. We are constantly trying to improve and make things better. That front cover spoke to me in so many different ways.

Every single issue we look at the

games we are covering and decide which game gets the front cover honors. We are consistently looking at the family friendly video games and seeing what works best. At times we bypass certain games because we do not have good images of them. We move on to another game.

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

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

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

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





# LOOK BACK

# QUIZ

There has been a lot of history made here at Family Friendly Gaming. Let us take a look at some of the historic front covers to a few of the issues in our long and storied history.



Family Friendly Gaming decided to do some fun little historic quizzes. Anyone who is not a business partner, advertiser, PR contact, or works for Family Friendly Gaming can answer these questions. Email answers to [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). After three months the person with the most right answers will be logged in a future issue.

Question: Can companies sponsor Family Friendly Gaming?

Answer:

Question: Do you enjoy watching R-rated movies? Why or why not?

Answer:

Question: Do you enjoy playing M-rated games? Why or why not?

Answer:

Question: Where can the Video Game Lies book be purchased?

Answer:

Question: Is there a page on how you can help Family Friendly Gaming?

Answer:

Question: Does Family Friendly Gaming have a Twitch channel?

Answer:

Question: Does Family Friendly Gaming have a Daily Motion channel?

Answer:

Question: Have you been to the advertise page on the Family Friendly Gaming website?

Answer:

Question: Where can you buy shirts that show off your FFG Universe pride?

Answer:

Question: When can you catch FFG Twitch streams?

Answer:

Question: What was the first video game system everyone at FFG played?

Answer:

Question: How long have you read/watched Family Friendly Gaming?

Answer:

Question: Are you one of the 8.88 million readers of FFG?

Answer:



# DEVOTIONAL

## Friendship with the World

There are days I ponder and meditate on certain scriptures. I analyze from every single angle to try and find all of the amazing truths that are held within. My soul has long been bothered by pastors that preach all about entertainment they watched. How friendly are they being with the world? **James 4:4-6** *You adulterous people, don't you know that friendship with the world means enmity against God? Therefore, anyone who chooses to be a friend of the world becomes an enemy of God. 5 Or do you think Scripture says without reason that he jealously longs for the spirit he has caused to dwell in us? 6 But he gives us more grace. That is why Scripture says:*

*"God opposes the proud but shows favor to the humble."* We are not to be friends of the world. The people doing so are called adulterous. Not a way I want to be described. Do you want to be described in such a fashion?

I also noticed in that amazing passage that we are to be humble. There is certain music I do not like because the

musicians are singing about how great they are. I am also not big on athletes talking about how they are the greatest of all time. Maybe they cheated to get there and were only caught a couple of times. Arrogant people rarely admit mistakes, or accept rebuke for their misdeeds. **James 4:7-10** *Submit yourselves, then, to God. Resist the devil, and he will flee from you. 8 Come near to God and he will come near to you. Wash your hands, you sinners, and purify your hearts, you double-minded. 9 Grieve, mourn and wail. Change your laughter to mourning and your joy to gloom. 10 Humble yourselves before the Lord, and he will lift you up.* This chapter continues on about being humble. It also acknowledges we need to submit ourselves to God. That can be difficult some days. Especially when we face persecution, trials, and tribulations. I am not always good facing discrimination because I am a Christian. I want five minutes in an UFC cage with those evil, vile, and wicked haters. I want to teach them a lesson they will never ever forget. I want to knock some sense into those evil servants of Satan.

Then it hits me I am acting like they act. I am behaving as they behave. I am being

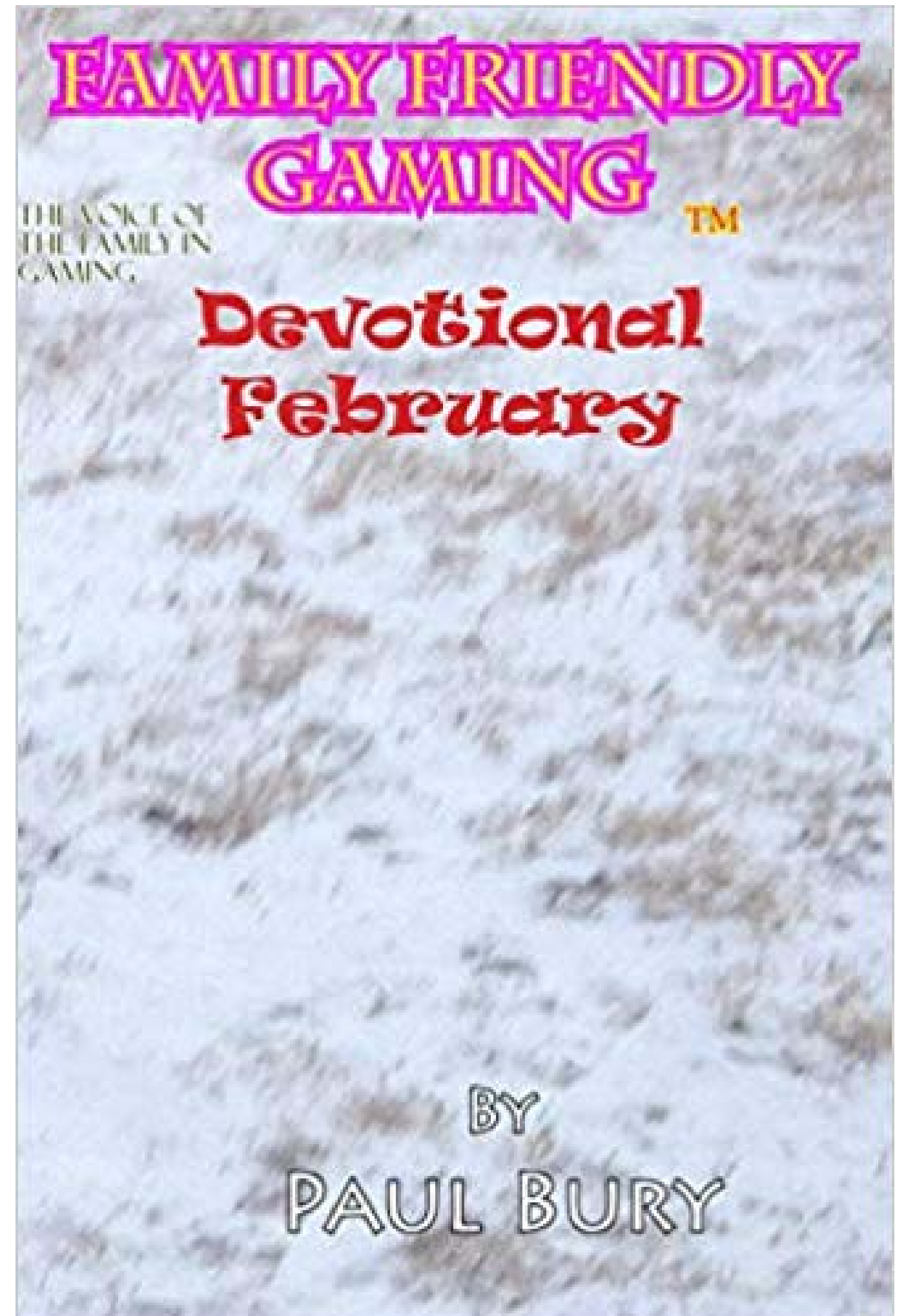
too friendly with those worldly haters. I then let go and forgive them. It can be difficult when dealing with those who keep up their hateful behavior year after year. It can be frustrating watching evil people get away with lying over and over again. It can be disheartening when we see them lie, steal, and cheat their way to the top. God will judge them. It is not my job. It is not my department. I do offer them hope, and a life line away from their evil deeds. They can accept it or reject 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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### Liftoff Drone Racing Announced

LuGus Studios and astragon Entertainment have announced that Liftoff: Drone Racing, a brand new, fast-paced, action-packed drone racing simulation game, will launch on Playstation®4 and Xbox One later this year.

“Liftoff: Drone Racing will give drone enthusiasts on consoles the chance to experience everything the thrilling quadcopter racing universe has to offer from cooperations with established licence partners to exhilarating races,” says Julia Pfiffer, CEO of astragon Entertainment.

# NEWS

Since its original release on Steam in September 2018, Liftoff: FPV Drone Racing has become a staple among drone racing enthusiasts. Its lasting popularity prompted astragon Entertainment to cooperate with Belgian studio LuGus Studios to develop a new title for Playstation®4 and Xbox One.

In Liftoff: Drone Racing, console players will be able to experience all of the hallmarks of the exciting, high-speed sport. For starters, drones can be customized with countless licensed frames and parts, which allows pilots to squeeze every bit of efficiency from their humble creations.

Of course, veterans will be able to participate in pulse-pounding races with other FPV competitors. Newcom-

ers, on the other hand, can sink their teeth into a variety of game modes designed to hone their flying skills. A dedicated “assisted flight” feature will ensure the game is accessible to everyone, including players who’ve never flown a drone before.







## Nacon Acquires Plantronics Inc.

NACON, a major player in the design and distribution of video games and gaming accessories, announces the conclusion of an agreement with Plantronics Inc. ("Poly") for the purchase of its headsets and of the premium brand RIG™. The completion of this asset acquisition transaction should take place before the end of March, 2020 after the lifting of usual prerequisites.

NACON intends to perpetuate and develop the activity around RIG™ headsets, especially in the American market where the brand and sales of these specific products are particularly well established. This operation should allow NACON to establish itself on the largest market in the world for this type of activity and to efficiently operate the marketing of all of its products dedicated to Gaming.

Beyond an international extension on the American market, this operation should allow NACON to significantly strengthen and expand its Accessories offer, thanks to very complementary RIG™ products whose quality has been recognized by gamers, but also to establish and strengthen the premium positioning of its Nacon.

Bigben Interactive is a European player in video game development and publishing, in design and distribution of smartphone and gaming accessories as well as in audio products. The Group, which is recognized for its capacities in terms of innovation and creativity, intends to become one of Europe's leaders in each of its business segments.

## Ghost Giant Releases on Oculus Quest

Originally released exclusively on PSVR, the touching tale from the developers behind Fe, Stick It to The Man and Flipping Death now makes its debut on Oculus Quest.

As the Ghost Giant, you will get to explore the world of Sancourt, helping its citizens with all manner of day to day problems by using your size and strength. Ghost Giant offers a unique, crafty-looking dollhouse world which can be manipulated in multiple ways and is full of hidden secrets.

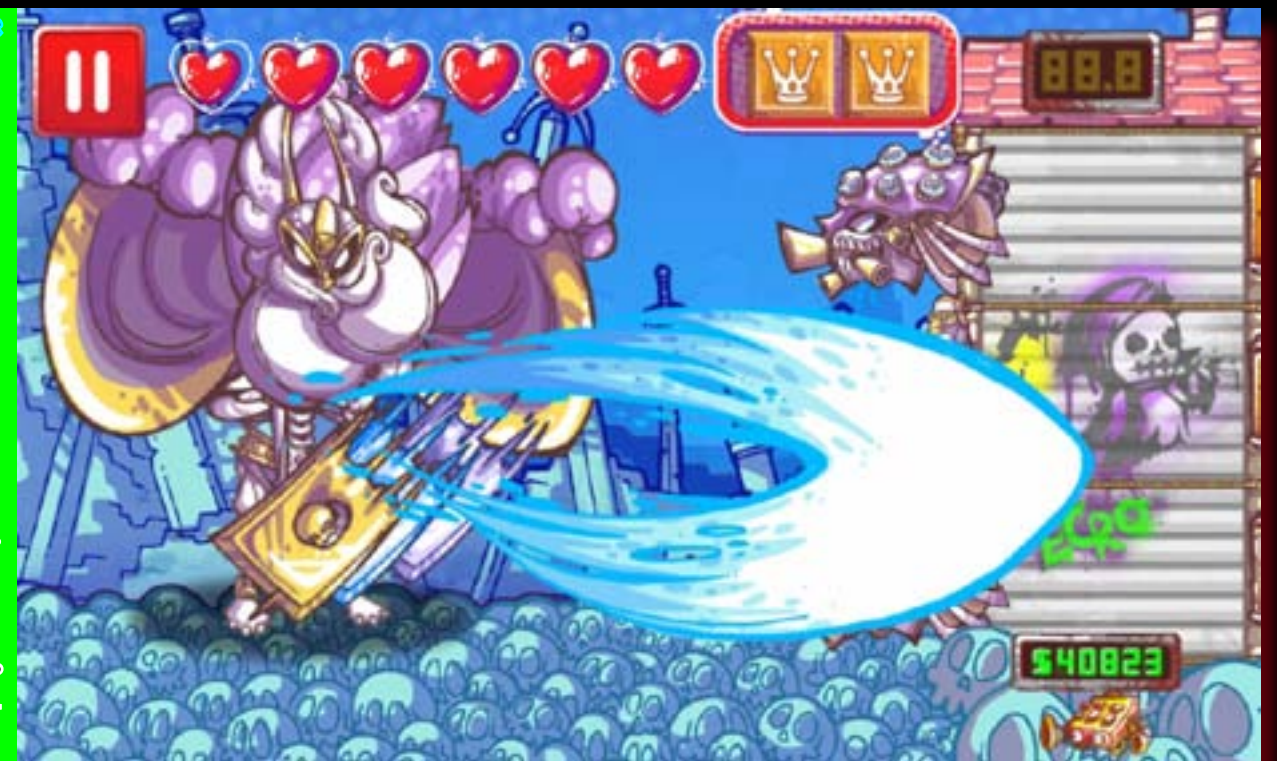
Zoink's aim with Ghost Giant is to recreate the feel of exploring a doll's house in VR by lifting furniture off the roof and playing around with trinkets and furniture inside, while also giving players a purpose and sense of scale to deliver something truly special and memorable. You're not just a manipulator from outside the screen, you're really in there, participating in Louis' world and being recognized by him as his friend.

The exciting puzzle adventure filled with warmth and charm sees a lonely boy named Louis befriend a giant ghost visible only to him. As the Ghost Giant, you'll have to carefully build trust with Louis and help him through small, big and sometimes overwhelmingly huge obstacles, discovering the true meaning of friendship along the way.



## Gunhouse comes to PC

Necrosoft Games' console hybrid genre hit Gunhouse finally hits Steam and itch.io, after successful runs on Switch, PS4, Mobile, and Vita!



Gunhouse is part puzzle, part active tower defense, as you make big combos to launch a hail of bullets and special attacks at the alien invaders who would like nothing better than to consume your delicious orphan friends. The game contains infinite levels, upgradeable weapons, a newly-tuned survival mode, a weird story by Brandon Sheffield (Street Fighter 30th, Indivisible), a unique hand-drawn art style, music by Hyper Light Drifter composer Disasterpeace, and code by Frog Fractions creator Jim Crawford.

"After our physical release of the game, complete with cassette soundtrack, we wondered what's next? Are we forgetting anything? Oh right, PC," says Brandon Sheffield, Creative Director at Necrosoft. "In seriousness, PC has been one of our most requested platforms, but we wanted to make sure we got it right, and could release the game at a competitive price. We hope PC players will find it worth the wait! With its never-ending gameplay, some fans have sunk over 100

hours into Gunhouse. Why? We're not sure, but it's probably because they like it!?"

The original version of Gunhouse was first released on PlayStation Mobile in 2014 and since then has seen releases and upgrades for Switch, PlayStation Vita, PS4, Jump, Hatch, iOS, Android, and even Windows mobile. This specially-tuned PC version hits at the nice price of \$6.99, features all updates and input styles from prior versions, so you can play with controller, mouse and keyboard, or touchscreens. The whole thing runs at a steady 60 fps on Windows and MacOS.

### Features

- Puzzles!
- Tower Defense!
- Weird story!
- Weapon upgrades!
- Infinite levels!
- Heckled-up bosses!
- Touch/Controller/Keyboard support!
- Mac version!



## In The News Continued

### The Rocket is coming to PC and Consoles

Indie newcomers UpperRoom Games today announce that their flagship, brand new IP Wavey The Rocket is coming to Steam on May 7th, 2020. Console releases are planned for later this year.”

A 2D side-scrolling adventure with a unique gameplay twist; where controlling the waves that Wavey rides will change his trajectory path to determine success from failure! Guide Wavey through the most dangerous and bizarre reaches of the universe to save his best friend from the clutches of Evil.

Paying homage to the Mascot-driven adventures of the ‘90’s, Wavey The Rocket’s colourful aesthetic and groovy soundtrack are sure to keep you hooked as you make your way through the plethora of handcrafted and increasingly difficult levels. Journey through a multitude of biomes all with their unique and different settings, ranging from Aztec desserts to neon fuelled futurescapes. Ensure to collect all the collectables in each level in dreams of becoming the Grandmaster!

“All of us at UpperRoom Games are thrilled to have created something we feel is truly unique and unlike anything we’ve played in recent times.” said Rob Fenemore, Founder of UpperRoom Games. “After three exciting years, sharing Wavey The Rocket with everyone is a dream come true and we’re really looking forward to showing more in the coming months.”

### Hover Receiving a Physical Release

PM Studios and acttil are excited to announce that futuristic open-world parkour game Hover will receive a physical release for Nintendo Switch™ on March 9. The title will be available for \$29.99 exclusively at the PM Studios Store! This awesome physical release from PM Studios will be limited to 5,000 units, so PREORDER today to secure your copy! And to celebrate this release of Hover, all preorder customers will receive a \$5 discount at the time of preorder, making this exclusive Nintendo Switch version only \$24.99!

#### About Hover

Hover lets you experience the thrills of a fast-paced parkour game, either alone or with friends. Join the Rebellion to take on the security forces of an anti-leisure tyranny, and rise up to the many challenges of a futuristic open world. Assemble your team, strap on your gear, and tear through the world using incredible tricks and combos. The game takes place in ECPI7 (also known as Hover City by its residents), a high-tech metropolis located on a distant planet.

The Great Admin has cut all communication with the Galactic Union and established an overwhelming dictatorship. Having fun has become illegal and all forms of entertainment have been banished. You’re the leader of a group of young rebels known as the Gamers, fighting against the new anti-leisure laws oppressing the city. Equipped with high-tech gear allowing for incredible speed and heights, they roam the city sabotaging tools

## In The News Continued



of propaganda, helping citizens, and ultimately searching for a way to reach the Orbital Station in order to get word to the Galactic Union and put an end to the oppression

#### Key Features

- An Amazing City: Hover City is a massive, colorful city of the future whose buildings and structures offer breathtaking vertical playgrounds.
- Astonishing Moves: Slide, bounce, dash and wall-jump through the city thanks to your high-tech suit.
- Leveling Up: Gain experience and unlock chips that improve your character's abilities. You can also trade in your spare chips for better ones by using the E-Swap trading system.
- A Customized Experience: Instantly switch from single to multiplayer, whenever you want. Play first or third-person, or activate the auto camera that mixes both and offers you a dynamic experience!
- Dynamic J-Pop Inspired Soundtrack: The music was composed by Cedric Menendez, with the participation of Hideki Naganuma.



## In The News Continued

### Hearts of Iron IV La Résistance Re-leases

Conquest is never easy, but the 20th Century brings new challenges. More infrastructure means more opportunities for disruption. Radio links saboteurs and freedom fighters across occupied territory. It is never hard to find willing collaborators, but it takes a lot of work to put them in place. Direct resisters, special agents, and quislings can all be found in Hearts of Iron IV: La Résistance.

La Résistance is the newest expansion to Paradox's best-selling grand strategy wargame about the Second World War. In La Résistance, your nation has new resources at its disposal. At the center of the game is the Intelligence Agency that lets you train and deploy spies to undertake special missions cracking codes, stealing secrets and assisting

resistance activities in the occupied lands of your conquered allies.

Features of Hearts of Iron IV: La Résistance include:

- New Focus Trees for France: New National Focuses for Free France and the Vichy Regime, as well as an option for conservatives to restore the old French Monarchy.
- More in-Depth Spanish Campaign: New National Focuses for Republican and Nationalist Spain, including an expanded Spanish Civil War that can spiral into a wider conflict.
- Portuguese National Focuses: New unique focus tree for Portugal. Restore Portuguese naval power, strengthen the overseas empire or intervene in the Civil War next door.
- Espionage: Use your Intelligence Agency to train spies to specialize in certain types of information warfare and send them



on special operations, or develop passive resistance to enemy espionage.

- Support Resistance: Use your agents to assist allied resistance movements, giving them what they need to damage the enemy.
- Collaboration Governments: Use your agents to prepare the ground for col-

laborators to fill the void once you've conquered your target.

- Code Cracking: Decrypt enemy communications to gain short term battlefield advantages.
- Recon units: Scout planes can provide useful information on nearby areas while armored cars help in detecting and suppressing resistance activities.

As usual, the expansion is accompanied by the release of a significant free update available to all Hearts of Iron IV players.

Hearts of Iron IV: La Résistance is now available on Steam and the Paradox and Microsoft Stores for a suggested retail price of \$19.99 / £19.99 / €19.99.

### Portal Dogs Releases

Independent development studio Brain Connected release their puzzle platformer Portal Dogs on Nintendo Switch (EU), Steam and Android and on Nintendo Switch (NA).

As king of the dogs, your mission is to find all your loyal subjects, discover the golden bone in each stage, and guide them to the portal. Be aware that every time you wake up another dog, it will simultaneously follow all your movements!

"Portal Dogs features hand-drawn animations and a map editor so you can build your own levels", says Kolja Lubitz, CEO at Brain Connected. "In addition, it contains many challenges that will keep you stuck to it until your paws are all green or you have all golden bones".

Features

- Side-scrolling puzzle platformer.
- Find all the dogs and guide them to the portal as you control them simultaneously.
- Discover the golden bone in each stage.
- Featuring hand-drawn animations.
- Including a map editor so you can build your own levels.



### Zordix acquires Invictus Games

Zordix has entered into an agreement whereby Zordix acquires 100 percent of the shares in the Hungarian game developer Invictus Games. Through the acquisition, the Zordix group becomes multinational and has reached the mark of over 50 employees. Invictus Games was founded in 2000 by Tamas Kozak and Alkos Divianszky. The company has worked on over 50 different published titles over the past 20 years and currently consists of a team of 25 people. Invictus has collaborated with well-known partners such as Codemasters, Activision and Bandai Namco. The company is best known for titles such as the Give It Up! series which has over 71 million downloads, Froggy Jump with over 14 million downloads, and the off-road racer Insane. In addition, Invictus has developed Level / R, the Dustoff

series and Daytona Rush. The Mobile Game Give It Up! has been number one in China for over two years on the paid apps sales list on Apple's App Store. Invictus currently has four new versions of Give It Up! under development that are planned to be launched in 2020 and 2021.

In addition to expertise in mobile gaming, Invictus has a very solid experience of developing racing games for consoles and PC. The company has developed or been involved in the development of successful and well-known racing titles such as Insane, Street Legal Racing Redline, Cross Racing Championship, Level / R, Project Torque, Ridge Racer Slipstream, Race Of Champions, Highway Getaway, Daytona Rush and NASCAR Rush to name a few.

At present, Invictus has about 10 titles, updates and sequels under development. A number of which are planned to be launched during the first half of 2020.



# WE WOULD PLAY THAT!

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?

One of the things we have dealt with over the years in the video game industry is petty and small minds. Especially when it comes to certain people in specific video game companies. It would awesome for a video game to address this problem. Don't expect Nintendo, Atlus USA, or other video game companies to address the issue when they themselves are guilty of doing it. Wouldn't it be great to send a message to the entire industry that they do not need to be petty and small minded.

This is the kind of a video

game I could get behind. Imagine learning the lesson of having grace, and forgiving. Imagine accepting diverse viewpoints from their own. It would definitely need to come from a video game company outside of the control freak nature of too many of the video game companies in our day and age. It would require some intestinal fortitude.

I can see it now. A video game company executive or someone in PR and Marketing makes a hateful decision to black list a video game media outlet because they did not like one story. That person then faces level after level where they are faced with others refusing them professionalism on petty and small minded things. Near the end of the game it could be all drawn together to show them the error of their ways. There is no reason to be subtle with this kind of a lesson. We want to be sure those guilty of

this behavior for years openly embrace paying restitution for their evil deeds.

Would you play this kind of a video game? What kind of a game would you expect this to be? A visual novel, or role playing video game? What about some kind of a puzzle video game? Do you think and action adventure video game could teach such a lesson? I do not think it would work in the third or first person shooter genre personally. There are quite a few paths to victory for this concept. Which paths can you see?

Lord willing resources will be provided some day to Family Friendly Gaming and we could improve the video game industry with such a video game. It would be hilarious to have such a game on a system of a company guilty of such heinous deeds. The irony would be too rich.

## James 4:4-5

4 You adulterous people, don't you know that friendship with the world means enmity against God? Therefore, anyone who chooses to be a friend of the world becomes an enemy of God.

5 Or do you think Scripture says without reason that he jealously longs for the spirit he has caused to dwell in us?

# REVIEWS

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.

**CONTENTS** Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: Gamereviews@familyfriendlygaming.com.

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## Cloudy with a Chance of Meatballs 2

SCORE: 68

I am extremely disappointed in Cloudy with a Chance of Meatballs 2 on the Nintendo 3DS. Back in 2013 I played the Nintendo DS version of this game. I expected more from the Nintendo 3DS version. Cloudy with a Chance of Meatballs 2 is pretty much just the Nintendo DS version. GameMill Entertainment really dropped the ball on this game. How so? I will get into that later in this review.

Cloudy with a Chance of Meatballs 2 is a Fruit Ninja clone. We swipe at the silhouettes on the bottom screen. The top screen shows the notes, fruit, coins, and other objects with clarity. We can only miss so many objects per level. We

must swipe a certain number of objects or reach so many points in every level. Swiping red objects that are on fire will end our level.

There is no animation in the characters from the game in Cloudy with a Chance of Meatballs 2. They have some sound bites from the movie here and there. The music is nice to listen to in Cloudy with a Chance of Meatballs 2. I enjoyed the music of this hand held video game. Players must read the text in Cloudy with a Chance of Meatballs 2.

The controls in Cloudy with a Chance of Meatballs 2 bored me really quickly. Why are we cutting his notes in half? How does that help us get the ideas better?



There are so many wonderful things and styles of game play that could have been used with Cloudy with a Chance of Meatballs 2. All we got was an object cutter that does not feel like it fits.

Cloudy with a Chance of Meatballs 2 is light in terms of content in my opinion. There are six worlds with six levels in them. There is no reason to replay any level in Cloudy with a Chance of Meatballs 2. I am not even sure why anyone would need to play Cloudy with a Chance of Meatballs 2 in the first place. Save your money for something much better.

- Paul

System: Nintendo 3DS  
Publisher: GameMill Entertainment  
Developer: 1st Playable Productions  
Rating: 'E' - Everyone



Graphics: 60%  
Sound: 75%  
Replay/Extras: 66%  
Gameplay: 68%  
Family Friendly Factor: 70%



## Langrisser Re:Incarnation ~Tensei~

SCORE: 61

I am so thankful Family Friendly Gaming had enough money to purchase Langrisser Re:Incarnation ~Tensei~ on the Nintendo 3DS. This game is from 2015. I can see why Langrisser Re:Incarnation ~Tensei~ flew under the radar. This hand held video game is not that great. In fact SRPG fans will probably be disappointed with Langrisser Re:Incarnation ~Tensei~. I certainly was very disappointed with this strategy role playing video game.

Graphically Langrisser Re:Incarnation ~Tensei~ does not look very good. It looks like a Nintendo DS video game. We are asked all kinds of personality questions at the beginning of this game. We are also given choices in Langrisser



Re:Incarnation ~Tensei~ during the game that change the outcome. Which would be okay if the battles were not so insanely long.

The issues families will have with Langrisser Re:Incarnation ~Tensei~ are lack of attire, enticement to lust, violence, bad language, magic, promotes a false goddess, and more. The Japanese voices made this game feel half done at best. The music in Langrisser Re:Incarnation ~Tensei~ is nice. We experience an interesting branching story in Langrisser Re:Incarnation ~Tensei~ on the 3DS.

As we progress in Langrisser

Re:Incarnation ~Tensei~ we can purchase new gear, mercenaries and more. Mercenaries will vanish if the troop they are assigned to also vanishes. Troops can heal themselves, and there are healer magicians in Langrisser Re:Incarnation ~Tensei~ as well.

Balancing out who attacks to keep troops near the same level can be important.

The long battles do not fit a hand held very well. There are a few different kinds of tasks to do in the battles in Langrisser Re:Incarnation ~Tensei~. I felt at times the battles were mainly kill em all. I got tired of that, but strategically figured it out. Certain troops can go right over walls which makes defending a little bit strange. This franchise has plenty of room for improvement. - Paul

System: Nintendo 3DS  
Publisher: Aksys Games  
Developer: Masaya Games  
Rating: "T" - THIRTEEN and OLDER ONLY  
(Fantasy Violence, Mild Language, Suggestive Themes, Use of Alcohol)



Graphics: 40%  
Sounds: 55%  
Replay/Extras: 85%  
Gameplay: 70%  
Family Friendly Factor: 55%



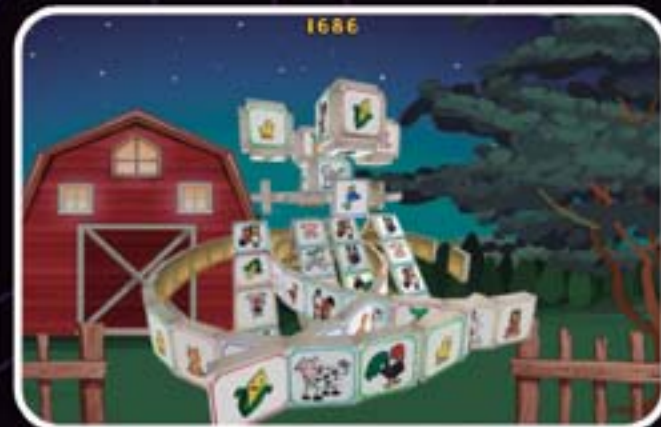


# ENSENASOFT



## Mahjong Deluxe 3

Mahjong Deluxe 3 includes 640 thought provoking puzzle layouts to enjoy in classic 2D and glorious 3D.



## Barnyard Mahjong 3

Barnyard Mahjong 3 includes 640 joyful puzzles filled with animal sounds and farming fun.



## Fabulous Food Truck

A fast paced time-management arcade game testing your skills as the cook of a busy food truck.



## Mystery of Rivenhallows

An exciting point-and-click adventure game full of mystery and suspense.

[www.ensenasoft.com](http://www.ensenasoft.com)



Mario & Sonic at the Olympic Games Tokyo 2020

SCORE: 87



After the failures from the PR & Marketing over at Sega I am thankful Family Friendly Gaming was able to scrounge up enough money to purchase Mario & Sonic at the Olympic Games Tokyo 2020 on the Nintendo Switch. This game has a lot of charm to it. There are over thirty events in Mario & Sonic at the Olympic Games Tokyo 2020. The retro ones are really cool.

Did you enjoy the Youtube stream Noah and I did of Mario & Sonic at the Olympic Games Tokyo 2020? If you missed it then please click here. We had quite a bit of fun with this Sonic Universe x Mario Universe x Olympic Games. Multiple family mem-

bers can enjoy Mario & Sonic at the Olympic Games Tokyo 2020 at the same time.

The controls are usually good in Mario & Sonic at the Olympic Games Tokyo 2020. There were a few games here and there we struggled with. The controls are shown to the player the first time they play the game. They can be checked again later if you forget what to do in which games. Some of the controls are similar in Mario & Sonic at the Olympic Games Tokyo 2020 which is very helpful.

The Story Mode in Mario & Sonic at the Olympic Games Tokyo 2020 is great for those wanting a single player experience. Sega really improved



things from previous games in that regard. Expect a lot of conversation in Story Mode. The more I played Story Mode the more I got into Mario & Sonic at the Olympic Games Tokyo 2020. That alone can be worth the price of admission.

There is violent content within Mario & Sonic at the Olympic Games Tokyo 2020. We have Karate, and Fencing which could bother some families. It did not bother me because the violence is not over the top. It is more about being competitive and earning points toward a medal. You are welcome to disagree with me on that. I like Mario & Sonic at the Olympic Games Tokyo 2020. - Paul



System: Nintendo Switch  
Publisher: Sega  
Developer: Sega  
Rating: 'E10+' for Everyone  
{Cartoon Violence}

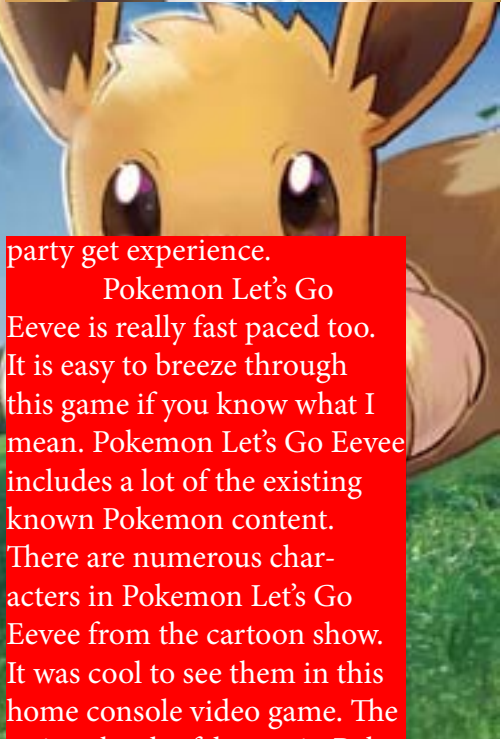


Graphics: 80%  
Sound: 90%  
Replay/Extras: 95%  
Gameplay: 80%  
Family Friendly Factor: 90%





# Pokemon Let's Go Eevee



SCORE: 70

I am so thankful Family Friendly Gaming had enough money to purchase Pokemon Let's Go Eevee on the Nintendo Switch. I did not know what to expect from this

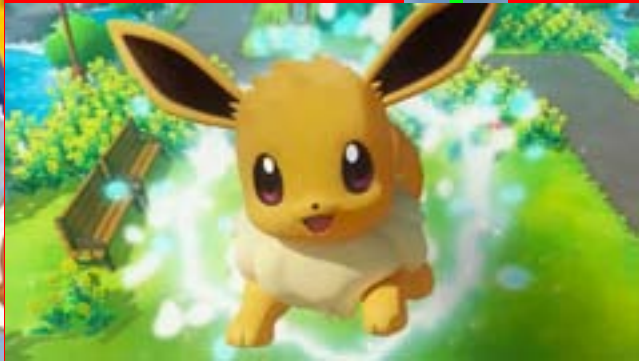


Pokemon video game. Pokemon Let's Go Eevee is really a Pokemon lite game on the Nintendo Switch. We catch Pokemon and get experience for that act. We do not battle Pokemon in the field. We do battle trainers and gym leaders in Pokemon Let's Go Eevee.

At times when I played Pokemon Let's Go Eevee the Pokeball would go at a weird angle. I have no idea what was going on. This happened enough to be obnoxious in my personal opinion. There are shiny Pokemon in Pokemon Let's Go Eevee that give more experience. We can easily collect more than one of the same Pokemon in Pokemon Let's Go Eevee. Only Pokemon in your

party get experience. Pokemon Let's Go Eevee is really fast paced too. It is easy to breeze through this game if you know what I mean. Pokemon Let's Go Eevee includes a lot of the existing known Pokemon content. There are numerous characters in Pokemon Let's Go Eevee from the cartoon show. It was cool to see them in this home console video game. The trainer battles felt easy in Pokemon Let's Go Eevee.

The issues families can have with Pokemon Let's Go Eevee is the violence, evolution, lack of attire, and more. I wondered how Pokemon Let's Go Eevee would stack up against Pokemon Sword and Pokemon Shield. Pokemon Let's Go Eevee is not nearly as in depth or involved. Pokemon Let's Go Eevee is definitely geared more toward the casual fan in my opinion. - Paul



System: Nintendo Switch  
Publisher: Nintendo  
Developer: GameFreaks  
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



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

# VIDEO GAME LIES



By Paul Bury  
Version 3

BUY IT NOW RIGHT HERE





## Need for Speed Heat

SCORE: 60

I am so thankful for your donations, all of the companies that advertise with us, all of our sponsors, and more here at Family Friendly Gaming. Thanks to ya'll we had the money to purchase Need for Speed Heat on the Xbox One. This franchise continues to lose its way in terms of being family friendly. The ESRB misses the mark yet again, and I come away thinking it could have been so much better.

Need for Speed looks amazing. I love the graphics. The right side or the left side of the road light up showing us the edges when we are racing. We can pick day or night time racing. Day time racing is legal, and night time racing is illegal. There is a standard criminal versus police storyline where we play the criminal in Need for Speed. Most objects in Need for Speed are breakable allowing us to race longer.



The bad content within Need for Speed is lack of attire, enticement to lust, bad language, offensive lyrics, annoying music, violence, and more. Need for Speed requires the player to break the law. Need for Speed promotes being evil, and tries to celebrate rebellion against the authorities God allowed into place. Police are shown as bad and the criminals are shown as good. No

wonder so many gamers hate the police. Games like Need for Speed brainwash us into that radical, extremist far leftist belief set.

I hate having to agree to all of their terms before using the product I have already paid for and cannot take back. Need for Speed lets us play online or solo. This game is hard even on easy at first. Once I got used to the controls and installed nitro it got easier. I don't get all of the bad language. It really ruins what could have been a much better game.

There is quite a bit of smack talk in Need for Speed. A big part of Need for Speed is making a name for yourself. It is obnoxious trying to escape the police in Need for Speed. The map shows where to go but it can be hard to see where to turn especially at high speeds. Need for Speed had potential but squandered it.

- Paul



System: PC/PS4/Xbox One(tested)  
Publisher: Electronic Arts  
Developer: Ghost Games  
Rating: 'T' - THIRTEEN and OLDER ONLY {Language, Mild Violence}



Graphics: 59%  
Sound: 55%  
Replay/Extras: 70%  
Gameplay: 62%  
Family Friendly Factor: 56%

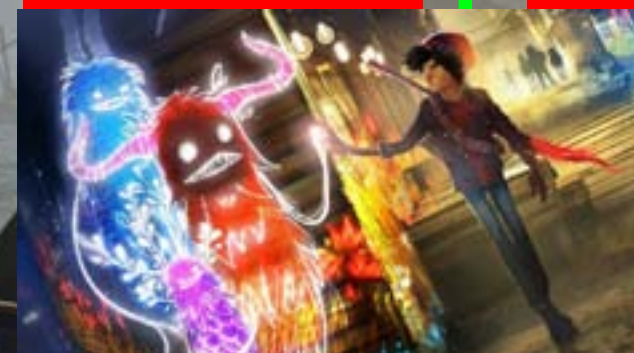


## Concrete Genie

SCORE: 65

Every single time I play a VR video game I want to like it. I want to justify the massive cost of the PS4 VR helmet. There have been a few VR games here and there I have enjoyed. Sadly there have been way more misses in virtual reality than hits. Concrete Genie shows video game developers and video game publishers are trying to expand what a virtual reality video game is. That is great news.

Concrete Genie is all about art and painting. There is a story in Concrete Genie, but most of it revolves around bringing art to the walls of a town and fighting off the darkness. We get help from these genies that look like demons.



System: PS4 VR  
Publisher: Sony Interactive Entertainment  
Developer: Pixelopus  
Rating: 'E10+' for Everyone TEN and OLDER ONLY {Fantasy Violence}

The spiritual aspect of Concrete Genie is stronger than I expected. There is also some violence in this virtual reality video game.

The music and voice acting in Concrete Genie is nice. The music works hard to relay the emotion of the event. Concrete Genie is on the short side. The world is drab and boring in Concrete Genie until we tag the walls with graffiti. Why are there so many video games encouraging vandalism of this fashion? It does not surprise me that the worldly gaming review sites love a game all about breaking the law and being an artist.

What we can draw on the walls in Concrete Genie is limited. It does seem to get a life of its own as if we are drawing the spiritual world on the material world. We



can turn lights on in Concrete Genie by drawing on the walls below them. I was dismayed to find out the main character is disobeying his parents by being in that town. It is sad to see rebellion being promoted in a video game.

There were a few points when I played Concrete Genie that I got a little sick. We move the character around the screens and can look around to see more aspects of the screen. I am not even sure why Concrete Genie is a VR video game. It could easily be a normal game. Maybe that short length is why. We get typical bullies in Concrete Genie that are mainly an obstacle to vandalizing the town with art.

- Paul



Graphics: 60%  
Sound: 75%  
Replay/Extras: 60%  
Gameplay: 80%  
Family Friendly Factor: 50%





## Arrow Season Seven

SCORE: 44



## Aladdin

SCORE: 68



I am thankful I had enough money to purchase Arrow Season Seven on DVD. This season is a tale of two things. The first tale in Arrow Season Seven is the incarceration of Oliver Queen. SPOILER ALERT! The second tale is when Oliver finds out he has a half sister. The ending of Arrow Season Seven was extremely shocking. We now have two major characters in this DC Comics universe that won't be coming back from the crisis.



Shows like Arrow Season Seven train them to hate us. It takes 929 minutes to watch the twenty-two

episodes within Arrow Season Seven. The flashbacks this season are actually to the future. Which means we know certain characters are free, and do not die when they are shown in the future. It hurts the suspense of any current situations that happen in Arrow Season Seven. At



least that is how I feel about it.

Oliver does all he can to save Amiko. I loved seeing him embrace forgiveness and redemption. This show has redeemed a great many bad characters over the years. We can turn it around before we die. I love that message in Arrow Season Seven. I do find it funny some hidden organization becomes so visible in Arrow Season Seven. Did not fit their image in my opinion.

Certain characters leave in Arrow Season Seven. I did not really miss any of them. Criminals from the past come back in prison. That was pretty neat. One of them is actually redeemed in Arrow Season Seven.

That was really cool. I am glad this show is coming to an end next season. It has renewed my interest in finishing it off forever. Plus I can review it and give a diverse opinion from the radical far leftists.

- Paul

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



Graphics: 35%  
Sound: 45%  
Replay: 60%  
Gameplay: 45%  
Family Friendly Factor: 35%

I am never one to shy away from controversial topics, or products. The live action Aladdin is certainly one that fits into that mold. The extreme radicals on the far left trying to redefine history, facts, words, deeds, and institutions claim Aladdin is racist, and shows stereotypes. Others are offended Will Smith was given the role of the Genie. Complaints about the horrible versions of the songs also made rounds in some circles. I found some other issues with Aladdin.

Make no mistake Aladdin has some cringe worthy moments. From singing that makes me want to listen to finger nails on a chalk board instead to the criminal element. Parts of Aladdin could



be described as the war on men. The Sultan is constantly attacked and belittled in Aladdin. He is too traditional, and women are being oppressed. Like I said cringe worthy moments. Stealing is gloried in Aladdin.

Some other issues with Aladdin are lack of attire, enticement to lust, magic, and violence. I am not a fan of entertainment that attacks traditional values. There are a couple of humorous moments in Aladdin. It takes time to accept Will Smith as the Genie in Aladdin. He feels wrong at first too much to me. It must be difficult to follow Robin Williams in this role though. I was shocked to recognize so many songs in Aladdin.

It takes 128 minutes to watch Aladdin on DVD. I am thankful I had the money to purchase Aladdin on DVD. If you have not seen this movie then you are probably not missing much. The

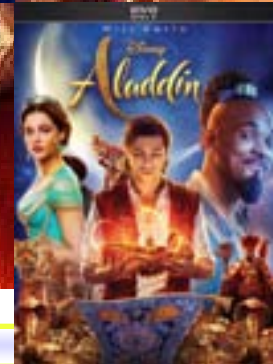


animated version is much better than this live action version in my opinion. The live action version of Aladdin could have been much worse though. The magic carpet is pretty cool. Aladdin's monkey gets him in trouble a lot in this movie.

Aladdin has so much open rebellion to the system God put in store for us humans. It really bothers me on so many different levels. I doubt I will go back and watch this movie again. I understand the different controversies and I have added to the list that Aladdin is now known for. Don't spend any more than five dollars on Aladdin if you ever decide to purchase it.

- Paul

System: DVD  
Publisher: Disney  
Developer: Disney  
Rating: 'PG' for Parental Guidance  
{For Some Action/Peril}



Graphics: 70%  
Sound: 68%  
Replay/Extras: 70%  
Gameplay: 73%  
Family Friendly Factor: 60%





# ESPN NFL Football

SCORE: 89



score quickly in ESPN NFL Football.

The First Person Football mode in ESPN NFL Football is pretty tight. I am so happy that was included in this video game. It is something I have asked for in sports games for a very long time. It is neat to see it in a game like ESPN NFL Football. The transitions from passer to receiver can be a bit funky at first. Overall it is a really good mode that needs to come back, and would be perfect in VR.

I hope the Madden monopoly on NFL football games ends soon. I would love to play a XFL Football video game. Hopefully that happens soon. I purchased ESPN NFL Football for \$1.95. I feel like I got my moneys worth out of this football video game. I believe families into PS2 or Xbox football video games will find a lot to like in ESPN NFL Football. It was a pleasure for me to play and review ESPN NFL Football.  
- Paul



ing mechanic.

The modes in ESPN NFL Football are Quick Game, First Person Football, The Crib, Practice, Options, Load/Save, About the Game, and Xbox Live. There are plenty of reason to replay ESPN NFL Football. There are multiple difficulty settings and plenty of trophies/achievements to earn while playing this video game. I noticed the defense was pretty stout at first and loosened up as the games progressed. If you find some good plays you can



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



# ESPN NHL 2K5

SCORE: 76



I am so thankful I had the money to purchase ESPN NHL 2K5 on the Xbox. This hockey video game is also on the Playstation 2. ESPN NHL 2K5 is a really fast hockey video game too. I was shocked at how quickly we could move up and down the ice in this home console sports video game. Did you catch the Twitch stream Peter and I did of ESPN NHL 2K5? That video will appear on Youtube at some future point Lord willing.

We had a blast playing ESPN NHL 2K5. There is fighting in ESPN NHL 2K5. If you get in a fight in ESPN NHL 2K5 you will want to know the controls unless you just want to lose. I am not sure if there is

a benefit for winning or losing fights in ESPN NHL 2K5. This is the majority of the violent content within ESPN NHL 2K5.

The graphics in ESPN NHL 2K5 are decent for its era. It can be confusing when there are multiple players around the net shooting. The player with the puck has a full filled in circle around him, and the other player has a circle around them not filled in. Trying to determine if your player or your opponent is the one with the puck can be confusing based on the size of the players. When there are shots being fired it changes quickly as well.

The modes in ESPN NHL 2K5 are Quick Game, Party Mode, Rosters, Options, The Skybox, Xbox Live, and About Game. There are all kinds



of modes and options in ESPN NHL 2K5. We can turn penalties off, increase chances of fighting, and more in ESPN NHL 2K5. We found options that fit us for the game we were trying to have in that video. We both had fun playing ESPN NHL 2K5 on the Xbox.

I would love for this franchise to make a return in the near future. There are plenty of cool things to do in ESPN NHL 2K5. The quick pace of ESPN NHL 2K5 made it a fun game where the tide could turn at any moment. It would have been better if we could zoom in when we were close to scoring. Or if we had the option to zoom in at that point in time.  
- Paul



System: PS2/Xbox(tested)  
Publisher: Sega  
Developer: Kush Games  
Rating: 'E' for Everyone SIX and OLDER ONLY  
{Violence}



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

System: PS2/Xbox(tested)  
Publisher: Sega  
Developer: Visual Concepts  
Rating: 'E' – Everyone SIX and OLDER ONLY



# SPORTS

Snooker 19



System: PC/PS4/Xbox One/  
Switch  
Publisher: Ripstone Games  
Developer: Lab42  
Rating: 'E' - Everyone SIX and  
OLDER ONLY  
Release Date: Out Now





# Snooker 19

36/125 ★

SPORTS CONTINUED

## SNOOKER 19 ► ADVANCED SKILLS

- PLANTS
- DOUBLES
- CANNONS
- SWERVE
- PUZZLERS
- R

FIRST CONTACT

CHALLENGE COMPLETED

★★★★★

CHALLENGE REQUIREMENTS

Use swerve to escape the snookers, making contact with as many reds in sequence as possible

★

✓

Make contact with 1 red

★★

✓

Make contact with 2 reds

★★★

✓

Make contact with all 3 reds

★★★★

✗

Complete all objectives on Pro-

★★★★★

✗

Complete all objectives on Master+

AROUND THE BEND

CHALLENGE COMPLETED

★★★★★

CHALLENGE REQUIREMENTS

Use swerve to pot the plants in sequence

★

✓

Pot 1 red

★★

✓

Pot 2 reds

★★★

✓

Pot 3 reds

★★★★

✗

Complete all objectives on Pro-

★★★★★

✗

Complete all objectives on Master+

BANANA PLANT

CHALLENGE COMPLETED

★★★★★

CHALLENGE REQUIREMENTS

Swerve past the coloured balls and pot the reds in sequence

★

✓

Pot 1 red

★★

✓

Pot 2 reds

★★★

✓

Pot 3 reds

★★★★

✗

Complete all objectives on Pro-

★★★★★

✗

Complete all objectives on Master+

A ADVANCE B BACK



System: PC/PS4/Xbox One/  
Switch  
Publisher: Ripstone Games  
Developer: Lab42  
Rating: 'E' - Everyone SIX and  
OLDER ONLY  
Release Date: Out Now





# DEVELOPING

## CONTENTS

### Product Name

### Page(s)

Construction Simulator 3  
Gray Zone  
Final Fantasy VII Remake  
MY HERO ONE'S JUSTICE 2

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# GAMES





## Construction Simulator 3



System: Xbox One/PS4/Switch  
Publisher: astragon Entertainment  
Developer: weltenbauer  
Rating: 'RP' - Rating Pending  
Release Date: TBA



## Construction Simulator 3



System: Xbox One/PS4/Switch  
Publisher: astragon Entertainment  
Developer: weltenbauer  
Rating: 'RP' - Rating Pending  
Release Date: TBA



# Construction Simulator 3



System: Xbox One/PS4/Switch  
 Publisher: astragon Entertainment  
 Developer: weltenbauer  
 Rating: 'RP' - Rating Pending  
 Release Date: TBA



Gray Zone



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



Gray Zone



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



Gray Zone



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

DEVELOPING GAMES





# Final Fantasy VII Remake



System: Playstation 4  
Publisher: Square Enix  
Developer: Square Enix  
Rating: 'RP' - Rating Pending  
Release Date: April 10, 2020



# Final Fantasy VII Remake



System: Playstation 4  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'RP' - Rating Pending  
 Release Date: April 10, 2020



# Final Fantasy VII Remake



System: Playstation 4  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "RP" - Rating Pending  
Release Date: April 10, 2020





# MY HERO ONE'S JUSTICE 2



System: Switch/PC/PS4/Xbox One  
 Publisher: Bandai Namco Entertainment  
 Developer: BYKING Studios  
 Rating: "RP" - Rating Pending  
 Release Date: March 13, 2020



ACID



System: Switch/PC/PS4/Xbox One  
Publisher: Bandai Namco Entertainment  
Developer: BYKING Studios  
Rating: "RP" - Rating Pending  
Release Date: March 13, 2020







System: Switch/PC/PS4/Xbox One  
Publisher: Bandai Namco Entertainment  
Developer: BYKING Studios  
Rating: 'RP' - Rating Pending  
Release Date: March 13, 2020







Product Name	Page(s)
PUBG	69 - 75
Two Point Hospital	76 - 79
Fishing Adventure	80 - 83







System: PC/PS4/Xbox One  
 Publisher: PUBG Corporation  
 Developer: PUBG Corporation  
 Rating: "T" - THIRTEEN and OLDER ONLY {Blood, Violence}  
 Release Date: Out Now

# PLAYERUNKNOWN'S BATTLEGROUNDS





System: PC/PS4/Xbox One  
Publisher: PUBG Corporation  
Developer: PUBG Corporation  
Rating: "T" - THIRTEEN and OLD-ER ONLY {Blood, Violence}  
Release Date: Out Now





System: PC/PS4/Xbox One  
 Publisher: PUBG Corporation  
 Developer: PUBG Corporation  
 Rating: "T" - THIRTEEN and OLDER ONLY {Blood, Violence}  
 Release Date: Out Now







Two Point Hospital



NOW PLAYING



System: PC/PS4/Xbox One/Nintendo Switch  
Publisher: Sega  
Developer: Two Point Studios  
Rating: 'E10+' for Everyone TEN and OLDER ONLY {Animated Blood, Crude Humor}  
Release Date: Out Now



## Fishing Adventure



System: Nintendo Switch  
Publisher: Ultimate Games  
Developer: Ultimate Games  
Rating: 'E' - Everyone SIX and  
OLDER ONLY  
Release Date: Out Now













System: Personal Computer  
Publisher: Eversim  
Developer: Eversim  
Rating: 'RP' - Rating Pending  
Release Date: Out Now





System: Personal Computer  
Publisher: Eversim  
Developer: Eversim  
Rating: 'RP' - Rating Pending  
Release Date: Out Now





System: Nintendo Switch  
Publisher: Nintendo  
Developer: Nintendo  
Rating: 'E' - Everyone SIX and OLDER ONLY (Comic Mis-chievous)  
Release Date: Out Now







# Animal Crossing New Horizons



System: Nintendo Switch  
 Publisher: Nintendo  
 Developer: Nintendo  
 Rating: 'E' - Everyone SIX and OLDER ONLY (Comic Mis-  
 chief)  
 Release Date: Out Now





System: Nintendo Switch  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "T" - THIRTEEN and  
OLDER ONLY (Fantasy Violence,  
Suggestive Themes)  
Release Date: Out Now





Lots of people. Lots of new things! Wow! Lots of food, too! Can I eat this?



Desert Capital Sirhtan  
Search for the elementals

Items  
Curious Cookie

EXP increases by 10% temporarily

99

MP

HP

30/100

311/311

200%

MP

HP

28/28

324/324

200%

System: Nintendo Switch  
Publisher: Square Enix  
Developer: Square Enix  
Rating: T - THIRTEEN and OLDER ONLY (Fantasy Violence, Suggestive Themes)  
Release Date: Out Now



This sun is so strong I can barely see the sand... I am definitely getting a sunburn.

Reset Class

Confirm

Back



Confirm Class

Level 38

Charlotte

Cleric

Display U



Dread Nautical



System: iPhone/iPad  
Publisher: Zen Studios  
Developer: Zen Studios  
Rating: 12+ - TWELVE and OLDER ONLY (Infrequent/Mild Alcohol, Tobacco, or Drug Use or References Frequent/intense Cartoon or Fantasy Violence)  
Release Date: Out Now





## Dread Nautical

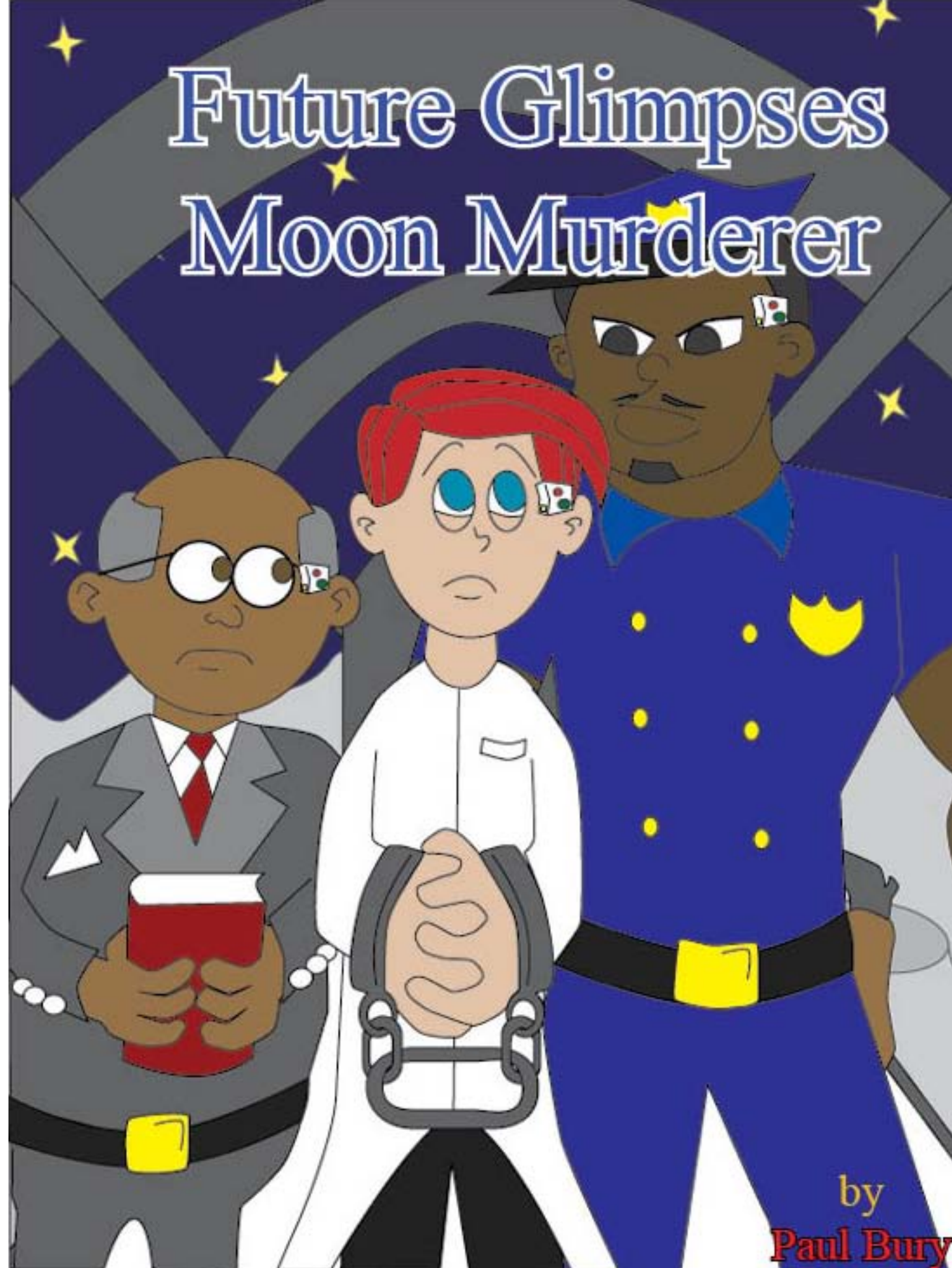
System: iPhone/iPad  
 Publisher: Zen Studios  
 Developer: Zen Studios  
 Rating: 12+ - TWELVE and OLDER ONLY (Infrequent/Mild Alcohol, Tobacco, or Drug Use or References Frequent/Intense Cartoon or Fantasy Violence)  
 Release Date: Out Now



## Last Minute Tidbits

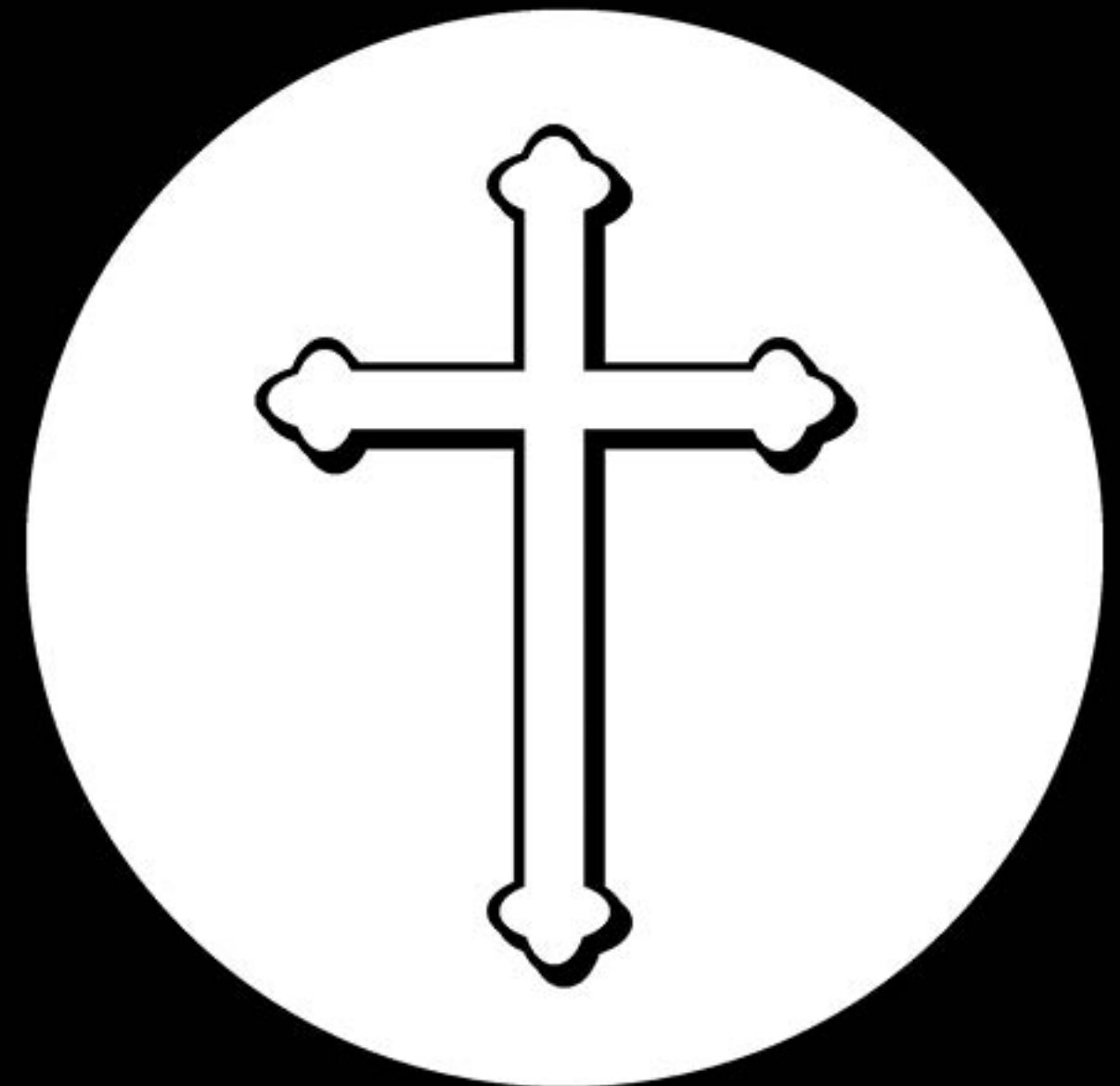






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PAUL BURY

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## Devotional January

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