



The VOICE of the FAMILY in GAMING

TM

*Families  
will get to go fast  
thanks to Sonic  
Colors Ultimate!*

August 2021

ISSUE #169



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# August 2021

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## STAFF:

Editor in Chief:	Paul Bury
Art Director:	Yolanda Bury
Sports:	Frank
Music	Shirley
History	Patricia
Gaming Journalist:	Mark
Gaming Journalist:	John
Gaming Journalist:	Luke
Gaming Journalist:	Sam
Working Man Gamer:	Secret
Kid Gamer:	Secret
Teen Gamer:	Secret

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Family Friendly Gaming  
7910 Autumn Creek Drive  
Cordova, TN 38018  
Pbury@familyfriendlygaming.com

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# Editor's Desk

## Wealth Disparity

Every so often I use my Editor's Desk column for an important issue facing the video game industry. This time I want to discuss wealth disparity in the video game industry. I am sure many of ya'll will immediately jump to mega corporations like Nintendo, Sony and Microsoft having all this money and poor indie developers struggling to get by. There is certainly some of that going on in the video game industry. How do we correct that? Do we take from successful companies and give money to failed companies? After all plenty of video game companies went bankrupt from bad decisions over the years. Do we bring them all back and fluff them up over and over again so they can keep making the same mistakes? How will they learn from those mistakes? What about companies that take six to ten years to release a game? Is there some standard on how often they must produce something? I could work on the same video game for ten years and never produce something while being paid.

If we are going to talk about publishing and producing why don't we talk about Family Friendly Gaming. The What's New? Website Updates page on the Family Friendly Gaming website shows all of the work we have done for this ministry/business for a great many years. Our hard work has helped a plethora of video game companies make all kinds of money. None of those companies have ever given us any kind of profit sharing for the work we have done that has made them money. We are seen as slave labor. To add insult to injury we have heard plenty of people in PR and Marketing brag about six to seven digit bonuses they received for good sales of games. They also did not share with us any of that wealth. We actually lose money on every single website thing we publish. I have a day job, and Yolanda has a part time job to pay for the bills. We do most of the Family Friendly Gaming work pro bono. The super majority of the products that are sent to us for review have zero value to them. We do all this work that helps all of these companies and all of them can't find a few hundred dollars to help us out. Even the ones bragging about having billions in the bank.

Less than one percent of the video game companies advertise with us. We are extremely thankful for the ones that do. As we discuss the topic of wealth disparity I find it interesting that smaller to medium size gaming media outlets help us out more than the big ones. We do a lot of hard works that makes these companies money. They treat us like slaves. Do you know the reward for making them all kinds of money? They expect us to do even more work for them. Again without any pay. They even try to twist it and say things like: "we

wanted to give you the opportunity to cover this story." Really? An opportunity to work for you for free with no financial compensation ever? If thats how they want to play it, then how about this. I am giving them the opportunity to show they appreciate our hard work by providing financial compensation. I am giving them the opportunity to provide us paid advertisements and paid sponsorships for our hard work that makes them money. I find it funny all these "woke" politically correct liberal companies are guilty of what they claim they are trying to fix. They need to take the beam out of their own eyes before trying to help take a small speck out of the eyes of others. Practice what you preach liberals.

God bless,  
Paul Bury



# FEMALE SIDE

## Loyalty

I find it very sad that so many companies are not loyal to their people. Paul and I have both seen this in our lives working at a variety of different places. The most recent example happened to my sister. She had worked at this same place for twenty-seven years. It is the only place she had ever worked after finishing Nursing School. Do you know why they let her go? They let her go because she makes too much money. She has been there too long. Her work is good and she has saved the lives of countless patients that would have died if she had not intervened. She was loyal to that hospital for close to three decades. What is her reward? She gone. It is repulsive that companies act that way. They focus on only the bottom line while telling their employees they are the best in the world. Those kinds of managers do not care about the people one bit. They have no honor and they have no integrity.

I find it funny when these companies are running campaigns telling everyone to be gung-ho all supportive of their organization and make it more than a job. What is the reward for being their cheerleader? They will eventually cut you loose because you have earned a few perks along the way. No wonder so many employees see it as just a job. It is not their dream. It is not what they really want to do with their lives. It pays the bills and nothing more. I know this might be controversial to some people. The problem is these companies do not care about their people and will send them to the unemployment line faster than you can cheerlead because they don't care about people.

There are obviously options and solutions the companies could come up with. They could offer another position within the company under a competent manager. They could suggest a pay cut instead of the loss of a job. They could pay for some additional training for a different position. They could offer a promotion into management. There are numerous options that companies could come up with if they actually really and truly cared about people. As obnoxious as unions are they protect employees from toxic work environments like the ones I have been referencing. You have to actually mess up to be removed from an union job.

Companies cannot expect loyalty from employees when they show them no loyalty. It is one thing when a company is losing money and they can't keep people employed. It is a completely different story when they brag about record profits and only want to make cuts to get themselves a promotion. That kind of ugly behavior

is rewarded in too many companies too often. They are trampling on others to make themselves more money. Wouldn't it be ironic if they were let go because they made too much money? That would be poetic justice in my opinion. I don't know how many managers that has happened to though.

I know a lot of people that tell management at companies what they want to hear so they can stay employed. They don't believe all the politically correct "woke" garbage they have to endure. They don't want to rock the boat. Instead they want to keep that paycheck coming so they can work on their dreams in their off time. They will feign loyalty because they know that is exactly what the company is doing with them, and for them.

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**

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

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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



Nick's Fun Games and Toys • 2 days ago

Dang you're a good

REPLY

0 replies



Ariadna Sanchez • 17 hours ago

This is an awesome cardio exercise haha! Love it!

REPLY

1 reply



Ashley Dzib • 1 day ago

shoutout to the creator, he's still liking the newer comments even tho he posted this four years ago

REPLY

1 reply



FamilyFriendlyGaming • 18 hours ago

Thanks. :) We respond sometimes too. :)

REPLY

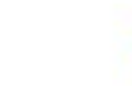


Josh Horn • 1 day ago

Great Job!

REPLY

1 reply



FamilyFriendlyGaming • 1 day ago

Thanks!

REPLY



Alka Mittal liked 2 of your Tweets

Video for Loopz Atari Lynx Gameplay on the Atari Lynx/Evercade  
familyfriendlygaming.com/Videos/2021/Lo...  
#FFG #videogames #YouTuber #Loopz #AtariLynx #Evercade #retro  
#retrohandheld

Show all



Andrei Pavlov liked 6 of your Tweets

Video for FFG Dance Christian Going Home Going Home  
familyfriendlygaming.com/Videos/2021/FF...  
#FFG #exercise #FFGDance #YouTuber #dance #Christian #Christiandance  
#Christianmusic

Show all

# 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!**

## Presidential Medal from Joe Biden

I loved your video about whether or not you would accept the Presidential Medal from Joe Biden. Your videos are so thoughtful, deep, and thought provoking. You explore an idea. So many videos out there give the liberal side or the conservative side. Your videos give the real side. I can feel that you are a real person exploring some really difficult and challenging issues. You are honest, genuine, and real. That is what makes your videos so very good. I really enjoy your FFG Politics video series. I could watch them all day long. Please keep making more FFG Politics videos. Your channel has the most interesting pol-



itics videos I have ever seen. The wig and the robe are really cool too.  
- Karl

{Paul}: Karl,

Thank you so much for your words of high praise. I try. I go into each video recording with an idea what I want to touch on. At times I might have to think about it. We have gotten some comments wanting us to cut out those few seconds here and there. To me doing those cuts really makes the videos fake. Too many channels currently have all these cuts and it shows. This is one the reasons we do so many live streams. Mistakes as well as triumphs are shown in real time. No need to cut out who I really am.

That particular topic was a really tough one for me to decide on. There are so many nuances to the topic. Ultimately I hope I came to the right decision. God is the one who judges us and I want to always do right by God not man. That's why I don't listen to the angry mob, haters, and those that embrace rebellion. I listen to and follow God.

I am so pleased to hear you are enjoying the FFG Politics series. I am also glad you enjoy the wig and the robe. We like to try things here at Family Friendly Gaming. I have an interest in politics and felt like expressing myself as the song used to say. We plan on many more FFG Politics videos to be coming in the future. I write down ideas as they come to me

and when I get time I work on recording them. Stay tuned.

## Help Me!!

I commend Family Friendly Gaming on not charging readers and viewers for your content. I also commend Family Friendly Gaming for having so many ways to be helped that do not involve money. I finally commend Family Friendly Gaming for not having money donation drives multiple times every year. I help out Family Friendly Gaming because I appreciate what you do as well as how you do it. I am so sick of all these people constantly trying to peddle some book, CD, or service. I am tired of always hearing about a new money drive for donations. There needs to be a better model.

-Brad

{Paul}: Brad,

Thank you so much for your kind words of encouragement. I am so pleased that you appreciate what we do and what we don't do. I have listened to radio hosts plugging their products or having a donation drive and trying to guilt trip people into giving them money so they can continue to exist. I understand their desperation and frustration. I have a whopper of a reality to share with

you Brad.

You know all about the How you Can Help Us Page - <http://www.familyfriendlygaming.com/How-you-can-help.html> right? We purposely found as many non financial ways for assistance as possible. Those things help us too. Every single unique IP address that accesses our site gives us numbers that interest advertisers. Every single view on our videos helps us get sponsors on our videos and live streams. All of the chat during a live stream helps us get closer to Partner on Twitch. Those things help us a lot. I would prefer a million hits a month on the website compared to a hundred dollar advertisement or donation. I would prefer a thousand views on a video and live stream as opposed to a ten dollar donation. Those things bring us more money in the long run.

Here comes the real whopper. Family Friendly Gaming does not bring in enough money to be a full time job for anyone. I have a day job that helps pay the bills and helps pay for Family Friendly Gaming. Yolanda has a part time job to help with our bills as well. I wish it were not so. My hope, dream, and prayer is that Family Friendly Gaming becomes a full time job for myself, and many others. The financial

reality right now is - it is not. I am being real, honest, and transparent here. I love doing this. I work hard at it. I keep learning, growing, and developing trying to find ways to make it work. I call out the wealthy liberal companies on the wealth disparity within the gaming industry while they complain about it in society. I find clever ways to market things. I reinvest every single dollar right back into Family Friendly Gaming. I reach out to a plethora of places, organizations, and companies. I treat them better than they treat me over and over again. I expose important issues like gaming media being treated like slave labor. I work hard to open the eyes of so many people. I have talked to management coaches (usually they just want money for their programs). I have worked on building coalitions of like minded organizations. I have even reached out to non-like minded organizations to give them an opportunity to prove they will no longer discriminate against Christians and conservatives. Not one of those ideas has worked in a way that allows us to continue to do Family Friendly Gaming as a full time position.

I am not giving up though. I continue to strive to be and do better every single day. I find new ideas and I try them.



# SOUND OFF Continued

Every so often someone new comes into our orbit because of one of those ideas. I see that as a win. It is not the end goal, but a step closer to the goal. Want to know a secret? The smaller companies are more generous than the billionaire ones.

## Free at Last

You are an extremely talented writer. I just finished reading *Future Glimpses Free At Last*. What an amazing book filled with excitement, intrigue, and action. I never knew you had that kind of talent in you. I enjoy reading Family Friendly Gaming which is usually pretty straight up and straight forward. *Future Glimpses Free At Last* is filled with all kinds of imagination. I love the Christian science fiction universe you created in that book. Kudos! Cheer! Smiles! Hugs! Keep up the amazing work.

BTW I enjoyed *Future Glimpses Moon Murderer* as well. That book was fantastic as well. I pray that God blesses your books so you will have the time to write more of them. I also think *Future Glimpses* could be made into some amazing movies and maybe even animation as well. I know a lot of people that would go and watch a *Future Glimpses* movie. The books have been great and a movie would be

really cool.

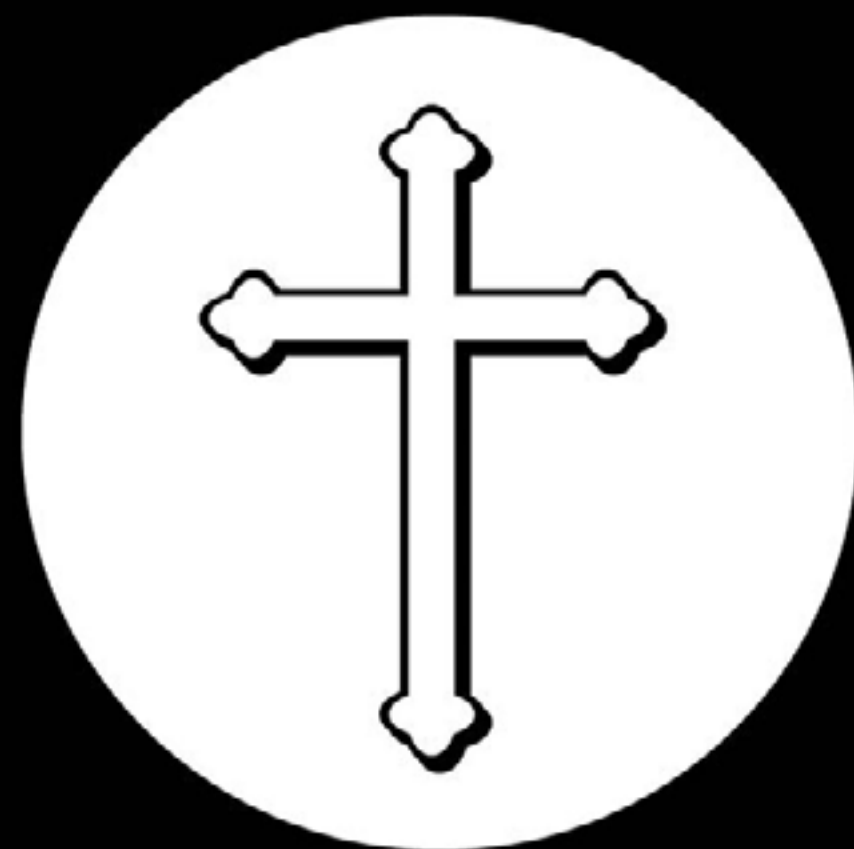
- Kim

{Paul};  
Kim,

Thank you so much for your amazing words of encouragement. I loved writing both of those books. I have some notes

for some scenes I want in the next book. Thank you so much for your prayer of blessings. That means a lot to me and everyone else here at Family Friendly Gaming. I am so glad you enjoyed the imagination and creativity in those books. The whole thing came from a few different ideas and looking at the way our world is headed. I loved getting to express myself in a meaningful way that impacts so many people. Movies would be great. I am certainly open to that.

## Future Glimpses Free At Last



By  
Paul Bury

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the Internet and go to our Comments page: <http://www.familyfriendlygaming.com/comments.html>, or send an email to: [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018

## Want to advertise in Family Friendly Gaming?

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

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

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





# Look BACK QUIZ

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



Family Friendly Gaming decided to do some fun little historic quizzes. Anyone who is not a business partner, advertiser, PR contact, or works for Family Friendly Gaming can answer these questions. Email answers to SoundOff@familyfriendlygaming.com. 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

## The Beatitudes Part 2

Let us continue on with the Beatitudes from Matthew Chapter 5. There is so much wonderful wisdom from Jesus Christ and his sermon on the mount. Things that we could learn about this very day and age. We humans are aggressive, angry, vicious, mean, and nasty in our normal worldly ways. **Matthew 5:9** *Blessed are the peacemakers,*

*for they will be called children of God.* Jesus knew our normal worldly nature and offered us a better path. Peacemakers are considered children of God. God wants us to be at peace with Him and with one another. We are the ones messing it up, following some strange blowing in the wind new concept from man. Obedience to God is something those new blowing in the wind concepts from man never seem to acknowledge.

Christians have faced and continue to face all kinds of persecution because we faithfully obey God. I have experienced all kinds of persecution for applying God's standards and obedience to what we do here at Family Friendly Gaming.

There are angry psycho haters constantly attacking us and trying to destroy us because we obey God and point people to Him. **Matthew 5:10** *Blessed are those who are persecuted because of righteousness,*

*for theirs is the kingdom of heaven.* It is wonderful to know the kingdom of heaven is ours for caring enough about the souls of others to point them to God. It can be difficult at times to continue to obey God when the world is trying to brainwash all of us through entertainment, politicians, schools, business and more to join them in open rebellion. Our eyes are on the true prize in eternal life. What about you?

These next two verses have given me comfort in times of great persecution from those blindly serving Satan and trying to make the world a worse place to live in. At the same time is have humbled me greatly because I do not see myself belonging in their company after their amazing feats of faith. **Matthew 5:11-12** *"Blessed are you when people insult you, persecute you and falsely say all kinds of evil against you because of me. 12 Rejoice and be glad, because great is your reward in heaven, for in the same*

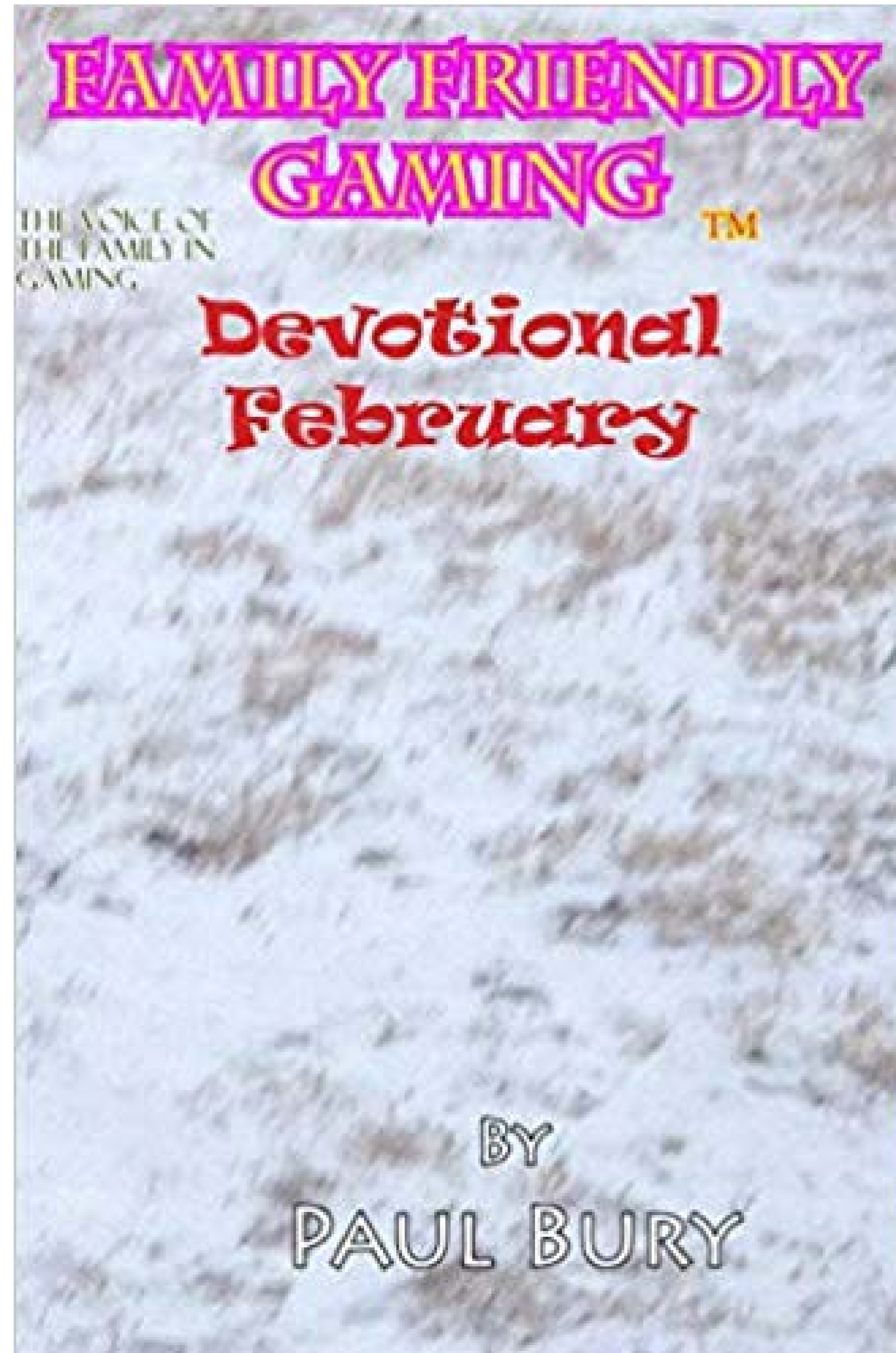
*way they persecuted the prophets who were before you.* Imaging being in the same class as the prophets of old. These two verses also remind us to rejoice and be glad when this happens. It can be difficult at times to do so. Ultimately I realize that the work we do at Family Friendly Gaming has gotten under the devil's skin. That is why he is agitating those under him to attack us. We have made an impact on souls and that means more for God and less for the devil. We are helping those in need.

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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#### Massive Miniteam – Welcome to the THQ Nordic family

“HandyGames promised to invest into the German game industry and Massive Miniteam is simply the perfect fit! The clear vision of the management combined with an experienced team sets the foundation for our growth plans in the Cologne region. A warm welcome to the HandyGames and THQ Nordic family!”, comments Markus Kassulke – CEO of HandyGames – this historical step.

Founded in the co-working space Cologne Game Haus in April 2018 the team around Tim Schroeder, Michael Koloch, and Robert Schneider moved in early 2020 into the WALZWERK in Pulheim, a small city near Cologne. In this stylish location, the company grew to around 20 team members from all across Europe.

“We have been working with HandyGames as partners on several projects successfully and know that they

# NEWS

share our vision and values. When we founded Massive Miniteam we made it our goal to offer a stable and healthy work environment in the games industry. We are very happy that this step allows us to focus on the production of high-quality indie games and to grow into a well-known game studio while staying true to our core values”, says Tim Schroeder, CEO of the Massive Miniteam.

Massive Miniteam is a motivated and highly creative development team working with HandyGames on several titles like their co-op multiplayer mayhem Spittlings, the console ports of Little Big Workshop from Mi-



rage Game Studios, and of Chicken Police from The Wild Gentlemen. The Pulheim based game studio is also keen on working with new technologies like Google Stadia or next-gen consoles and will focus on creating new game titles based on its own and external IPs.

The company will be fully integrated into the HandyGames organization while the founders will focus on managing and growing Massive Miniteam to an attractive, diverse, and multicultural place to work on awesome games in the attractive Cologne region and North Rhine-Westphalia. The purchase price will not be disclosed.



## Capcom Arcade Stadium Available Now

Relive the glory days of the arcade with Capcom Arcade Stadium, releasing today on the PlayStation®4 computer entertainment system, Xbox One Consoles and Steam. The title will also be playable on Xbox Series X|S via Backward Compatibility. Previously released on Nintendo Switch™, this nostalgia-packed collection contains some of Capcom's most beloved arcade games, from '80s classics like BIONIC COMMANDO and STRIDER to iconic '90s titles like SUPER STREET FIGHTER II TURBO. Players can choose to purchase one of three different 10 game packs for MSRP \$14.99 each, or acquire the bundle pack, which contains all 32 games together for MSRP \$39.99.

Capcom Arcade Stadium allows players to bring home the electrifying thrill of an arcade with 32 action-packed classics, which includes a free download of 1943 - The Battle of Midway -. Retro fans can then choose to purchase one of three different arcade packs that highlight a different era of Capcom arcade goodness. Players can also purchase all three packs of 10 games in addition to the Ghosts 'n Goblins stand-alone add-on. This must-have collection includes (up to four-player) local multiplayer for the games that support it.

Additionally, each title within Capcom Arcade Stadium comes with a variety of options that can be adjusted such as Game Speed, Difficulty Level, Display Settings, Display Filters and various frames including a variety of 3D-rendered arcade cabinets. Each game also comes with a Rewind feature, allowing players to jump back in time to save themselves (or a friend) from any unforeseen dangers.



## Konami Announces Partnership with Atalanta B.C.



Konami Digital Entertainment, Inc. has announced that the company has signed a long-term, exclusive partnership agreement with Atalanta Bergamasca Calcio ("Atalanta"), the top-tier Italian football club who recently finished the season in third place.

As "Official Video Game Partner", KONAMI has secured exclusive rights to the use of the Atalanta license, including team name, crest and kits, within real-time football simulation games, starting with the 2021/22 football season.

Naoki Morita, President at Konami Digital Entertainment B.V. commented: "As we prepare to unveil the future of the eFootball PES series, I am delighted to announce this exclusive partnership with Atalanta B.C., a truly formidable club with an exciting future at the highest levels of European football. Working side by side with our Partner Clubs is an important element of our strategy to deliver industry-leading video games to football fans all over the world."

"We are extremely delighted to announce the partnership with KONAMI", said Luca Percassi, Atalanta B.C. CEO. "KONAMI is an international brand that needs no introduction. It represents another important moment of growth for Atalanta".

Based in Bergamo, Italy, Atalanta has competed in the top-tier Italian football league for 60 years and commands a passionate fanbase across Europe. The team has also proudly reached the quarter finals and the last 16 in the most prestigious European club tournament for the past two seasons.

KONAMI's latest partnership announcement for the eFootball PES series follows previous Italian agreements including the Italian Football Federation, AS Roma, SS Lazio and SSC Napoli.

## SpongeBob Krusty Cook-Off Combats Malnutrition

To coincide with World Hunger Day and in partnership with The Eleanor Crook Foundation and LifePack™, the kitchens of SpongeBob: Krusty Cook-Off have introduced two new limited-time bundles that will serve up much needed real-world food and help combat malnutrition in Eastern Africa.

Malnutrition is the number one killer of children, killing a child every 11 seconds – and COVID has made the situation worse. Every 25 cents raised through LifePack will provide one life-saving Ready to Use Therapeutic Food (RUTF) packet to a child in need. Three packets a day for six to eight weeks can bring a child back from the brink of death.

In SpongeBob: Krusty Cook-Off, players cook delicious nautical meals as they interact with Mr. Krabs, Patrick, Squidward, Sandy and many other familiar faces. Players can visit famous SpongeBob landmarks like the Krusty Krab and Sandy's Treedome, collect and customize outfits for their favorite characters, design and upgrade their own versions of Bikini Bottom's seven restaurants. Players cook up grub across 400 story levels on their journey to be the best fry cook under the sea, and now with the Life-Pack bundles can help provide therapeutic food to actual children who need it most.

Prior to its mobile launch, SpongeBob: Krusty Cook-Off saw immediate success and fan excitement with more than 17 million pre-registered players, the strongest pre-registration performance of any Nickelodeon game ever. At launch, it was one of the top 10 most downloaded games on iOS in 97 countries, and 79 countries on Google Play -- reaching the top 100 grossing in 66 countries on iOS and eight countries on Google Play. In its first week alone, SpongeBob: Krusty Cook-Off reached over 2.2 million daily active users.

Players can support LifePack now by downloading SpongeBob: Krusty Cook-Off on iOS and Android. While the opportunity to purchase LifePack gems is only available on these mobile platforms, the game is also available on the Nintendo Switch and for PC on the Microsoft Store.



## Konami Signs Partnership With Kazuyoshi Miura

Konami Digital Entertainment, Inc. announced the signing of Kazuyoshi Miura (Kazu) to a partnership agreement. With a career spanning five decades, the 54-year old forward continues to build upon his playing legacy, recently setting the record for world's oldest professional goal scorer. Starting today, Kazu will be immortalized through the eFootball PES series.

"I am excited to announce this partnership with KONAMI and to be part of the eFootball PES franchise," said Miura. "I am humbled to have Konami recognize the many decades I have given to football by giving fans a way to relive and bask in those magical moments."

Kazuyoshi Miura began his professional career in 1986 with Brazilian powerhouse Santos F.C., spending two stops in a Peixe uniform while honing his craft amongst the country's elite. His return to Japan in 1990 featured hundreds more professional club appearances including 89 caps for the National team. In 1994, Kazu further gained international acclaim by becoming the first Japanese footballer to play for a first division Italian club. Today, at 54, Kazu is the oldest active professional footballer playing in Japan's top-flight league.

To celebrate the agreement and legendary career of "King Kazu", along with other Japanese players past and present, KONAMI will host multiple eFootball PES 2021 in-game campaigns for console and mobile, including revisiting Kazu's time with Santos as part of the Iconic Moment series. The Kazuyoshi Miura Partnership Log-in Campaign begins today where fans can earn his Legend, along with the #VamosJ Campaign on social media.

Keep it here for more news on this game and the partnerships as they emerge.



## Rune Factory 4 Special and STORY OF SEASONS Friends of Mineral Town coming to PS4 and Xbox One

Marvelous Europe Limited are excited to announce that Rune Factory 4 Special, the remastered High Definition game of the critically acclaimed RPG simulation title that was originally released onto the Nintendo 3DS™ system, and STORY OF SEASONS: Friends of Mineral Town, a High Definition remake of the 2003 GameBoy Advance game Harvest Moon: Friends of Mineral Town, will make their PlayStation 4 and Xbox One debuts within Europe and Australia later this year.

The release of both Rune Factory 4 Special and STORY OF SEASONS: Friends of Mineral Town marks the first time that both franchises have been released onto PlayStation 4 and Xbox One platforms, as well as acts as a debut for Marvelous Europe Limited as a publisher on the Xbox One platform.

The excitement does not end there either, as the release of Rune Factory 4 Special on the PlayStation 4 will also mark the first time in 10 years since a Rune Factory title was released onto a PlayStation platform. The news of STORY OF SEASONS: Friends of Mineral Town announced for new platforms also accompanies the celebration of STORY OF SEASONS 25th Anniversary, which started with the release of Bokujou Monogatari on the Super Nintendo Entertainment system in 1996.

Originally released onto the Nintendo Switch in February 2020, Rune Factory 4 Special saw the Nintendo 3DS title remastered with updated visuals and an enhanced user interface combined with new additions such as a more challenging ‘hell’ difficulty mode, a new newlywed mode, and dual-audio language support with updated text localisation support for French and German languages.

This PlayStation 4 and Xbox One release of Rune Factory 4 Special will feature all of the gameplay elements found in the original Nintendo Switch release, including both English and Japanese audio languages,

## Limited Run Games & Wired Productions Get Physical

Limited Run Games and video games publishing label Wired Productions today announced a new partnership that delivers exclusive distribution in North America and expanded cooperation across more product lines going forward. The new partnership will not only see The Falconeer: Warrior Edition launch on PlayStation 4, PlayStation 5 and Nintendo Switch August 5th 2021, but also the release of the new Black Label

Both companies initially worked together in 2020 through the distribution of various titles, and realised a shared passion for games, music and community gave opportunity to work even closer as friends in a more fluid and collaborative banner. Kicking this BFF relationship off is the creation of ‘The Black Label’ by Wired Productions, a new strictly limited collector’s item featuring numbered and authenticated premium products only available for a limited time that celebrates and fuses gameplay, art and music together.

Leo Zullo, Managing Director, Wired Productions commented, “Limited Run Games really are an awesome company. We share many principles, beliefs and work ethos.” He continued, “Having spent over a year dealing with Brexit, bureaucracy and really, a lot of {EDITED OUT}; working with a partner like Limited is like finally breathing fresh air again. Not only are our fundamentals similar, but our gamers are too. Our players understand video games. They appreciate the work that goes into crafting these stories and want to celebrate with us and embrace the curated range of collector’s both Limited and Wired have already released individually. Coming together really is the best of both worlds and I’m so excited to have players receive their first Wired and Limited Run Games orders in the coming weeks and months ahead.”

Douglas Bogart, co-founder, Limited Run Games said, “Working with Wired Productions is like working with our internal teams, where we aim to deliver the passion that these games have given us for so long. Without a doubt, Wired Productions publish some fantastic indie titles, and we’re delighted to be sharing them with our community and customers beginning with The Falconeer: Warrior Edition and The Black Label moving forward.”

## The FINAL FANTASY PIXEL REMASTER Series Announced

SQUARE ENIX® announced that the six original FINAL FANTASY® titles that inspired a generation of RPG Fans are coming to life once more in the FINAL FANTASY pixel remaster series. Fans and newcomers are invited to dive into six masterpieces that bridge the ages with unique tales of epic adventure. The company will release the beloved titles individually, from FINAL FANTASY I through FINAL FANTASY VI, for Steam® and mobile platforms.

FINAL FANTASY I, FINAL FANTASY II, FINAL FANTASY III, FINAL FANTASY IV, FINAL FANTASY V, and FINAL FANTASY VI are not yet rated.

### About FINAL FANTASY

For over 30 years, the FINAL FANTASY series has delighted generations of gamers and millions of players worldwide through beloved Role Playing adventures that are built upon the benchmarks of spectacular visuals, highly imaginative worlds rich stories, memorable characters and technical and gameplay innovation leading the industry and earning the highest accolades from around the world. Each mainline game in the series is a completely new experience, and an ideal entry point to the series. Titles of the series have sold over 161 million units worldwide.



## Firegirl announced

Thunderful Publishing & Dejima Games are thrilled to announce that Firegirl, its action rescue platformer with roguelite elements is coming this Fall to PC (Steam®), Nintendo Switch™, Xbox One, Xbox Series X|S, PlayStation®4 and PlayStation®5.

In Firegirl you take on the role of a young fire rescue officer breathing new life into her rundown local fire station. Armed with your trusty axe and high-pressure fire hose that doubles as a jetpack, you’ll respond to emergency calls across a procedurally generated city.

When Firegirl arrives on the scene, she has 3 minutes to save all civilians caught in the blaze! Feats of bravery and other gameplay features can be leveraged to extend your rescue time, ensuring you complete your mission. Uncover the truth of why these fires have engulfed the city, in a mystery that goes all the way to the top!

Douse roaring flames, chop through obstacles, extinguish dastardly pyro-monsters, and use your hose to boost your jumps and reach high places to find all sorts of extra goodies. Hang out at the Firehouse between missions to upgrade your equipment, hire new staff, pay any bills you’ve accrued, and hear from your ever-growing fanbase after your heroic exploits. Working at a top fire rescue station isn’t a cake walk, and you’ll need all the help you can get to prepare for the next fires about to break out!





## In The News Continued

Firegirl fuses retro and modern sensibilities, mixing pixel art with 3D visuals and next-gen rendering techniques like dynamic lighting to create a wholly unique look and feel.

"Firefighting is such a thrilling setup to create our vision of an action rescue platformer," said Dejima founder Julien Ribassin. "We wanted to capture the sense of imminent danger that comes facing this natural disaster and translate it into a whimsical arcade adventure. Although the players will come face to face roaring blazes and fire-monsters, the goal is rescuing and helping survivors. Firegirl was designed with both newcomers and veterans to the genre of action platformers in mind, and we can't wait for people to try it out for themselves when it launches this Fall."

"We're always on the lookout for new, exciting games at Thunderful and Firegirl is right up our alley," said Thunderful's Head of Publishing, Dieter Schoeller. "It takes the seemingly simple concept of fighting fires and makes it utterly captivating. It's the perfect pick up and play title, offering a zippy arcade twist on rescuing people from an environmental disaster."

## Starfield Announced

Starfield will arrive on Xbox Series X|S and PC on November 11, 2022 and will be available day one with Xbox Game Pass.

Starfield is the first new universe in 25 years from Bethesda Game Studios. In this next generation role-playing game set amongst the stars, create any character you want and explore with unparalleled freedom as you embark on an epic journey to answer humanity's greatest mystery. Fans can join Constellation now and be among the first to receive news and updates on Starfield, including developer interviews and behind-the-scenes looks at the game.



## Nakara Bladepoint to be Published by Netease Montreal

24 Entertainment is proud to announce that their first game will be published by NetEase Games Montréal. NetEase Games Montréal is a newly established studio in Quebec, Canada; where considered to be the hub of Canada's video game industry. It is composed of industry heavyweights who have worked on huge titles at top studios all around the world. They have already provided invaluable support during NARAKA: BLADEPOINT's development, helping the

game reach a worldwide audience for its global launch this summer. They will be the publisher of NARAKA for its global launch. With the collaboration of NetEase Games Montreal, 24 Entertainment aims to serve and support NARAKA players across the globe.

With 24 Entertainment located in the Eastern hemisphere and NetEase Games Montréal placed in the Western hemisphere — each studio are in a perfect position to support one another for the likely surge of global players set to follow the release of NARAKA: BLADEPOINT.

## Planet Zoo Africa + 1.6 Update Releases

Frontier Developments plc announced an exciting new expansion for the ultimate zoo simulation, Planet Zoo. Inspired by Africa's cultures and rich ecosystems, Planet Zoo: Africa Pack released on Steam on for a suggested retail price of \$9.99.

Packed full of new content for zookeepers to test their skills, Planet Zoo: Africa Pack introduces a selection of extraordinary animals to game. The sociable Meerkat - a sought after fan favourite sure to delight guests as they create their tunnel homes using an authentic new digging behaviour; the endearing Fennec Fox, whose small stature and enormous ears help it to stay cool on the African plains; the amazing African Penguin, whose fun side comes out to play with the new Disco Ball enrichment item; and the striking Southern White Rhinoceros.

Alongside the four new habitat animals available in Planet Zoo: Africa Pack, is the Sacred Scarab Beetle exhibit animal. Zoo guests will watch in amazement as these impressive insects roll their signature dung



balls.

In addition to this exciting range of creatures, players can unleash their creativity

with over 180 new pieces of scenery inspired by the colourful architecture of North Africa. Zookeepers can use everything from mudbrick, vivid mosaic tiles, brightly painted benches, and a wide range of new foliage, including tall green palm trees, to create immersive experiences for their guests as they take in the continent's rich culture.

Also included in the pack is a brand new timed scenario, which unfolds in a secluded oasis bazaar. Things could get heated, as players work to solve problems and transform a struggling attraction into the perfect environment for both animals and guests.

Planet Zoo: Africa Pack launched alongside a free base-game update that brings a range of extras and improvements. This includes behaviour updates, habitat webcams, vista points and a free Timed Scenario set in gorgeous Guatemala.

Please note the Planet Zoo: Africa Pack requires the Planet Zoo base game in order to download and play. Planet Zoo is available now on Steam with an RRP of \$44.99, Planet Zoo Deluxe Edition RRP for £42.99 / \$54.99 / €54.99 or the Planet Zoo Deluxe Upgrade Pack for \$11.99.



# We Would Play That!

# REVIEWS

There are all kinds of cool family friendly video game ideas out there. This column features ideas of video games we would play. We hope games like these are created in the near future. Can you make it happen?

The Evercade hand held and soon to be released home console systems prove that retro compilations sell. Family Friendly Gaming would love to see this concept explode in massive growth in the video game industry. Physical copies of retro and never before released video games is awesome. There are so many video games that should have been released in the past. The Bonk RPG is a great example. There was going to be a Bonk video game on the PS3 and Xbox 360 that never came out. Video game companies could show off some of their ideas that never made it to market

on the home consoles in the past. Maybe they scrapped a game and started over. It would be so cool to see what the scrapped game was. This would not cost the video game companies a lot of money to do either. They might have to finish a game off if it was never done. Or maybe give a disclaimer that this was an unfinished product. Family Friendly Gaming don't care if the game was never completed 100%. Family Friendly Gaming just wants to see what was being done. Maybe there were some cool ideas that never made it to the market. Maybe we see the game and understand why they scrapped the project and started all over again. Maybe we like the thrown away video game more and better than the one that eventually made it to the market. Plus the video game companies can financially profit from a video game release that curious gamers want to see. Family Friendly Gaming knows we

would pay twenty dollars to see and play games like that. Would you? This would help the video game industry feel more transparent, open, and honest if they would share with us previously unreleased video games. Family Friendly Gaming has provided some interesting ideas for cartridges on the Evercade in the future. There are plenty that could work really well. Especially for companies that are doing nothing with those old ROMS of their games. This is a way to add to their profit margin with content that is not being used anymore. Square Enix recently announced some apps based on the first Final Fantasy video games. Those six games would make a perfect Evercade cartridge if you know what Family Friendly Gaming means. There are plenty of other video game franchises that would work really well on the Evercade systems. What are some franchises you can think of? Send us an email.

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

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

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

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

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## Hebrews 6:9-12

9 Even though we speak like this, dear friends, we are convinced of better things in your case—the things that have to do with salvation. 10 God is not unjust; he will not forget your work and the love you have shown him as you have helped his people and continue to help them. 11 We want each of you to show this same diligence to the very end, so that what you hope for may be fully realized. 12 We do not want you to become lazy, but to imitate those who through faith and patience inherit what has been promised.





## New Pokemon Snap

SCORE: 90

I am very thankful we had enough money to purchase New Pokemon Snap on the Nintendo Switch. Did you watch the live streams I did playing New Pokemon Snap? I hope you were able to catch them. Those were some hopping fun times. I am so thankful for all of the viewers chatting away while I was playing and showing off New Pokemon Snap on the Nintendo Switch. Our audience continues to grow and develop as we keep live streaming some really cool and fun video games.

New Pokemon Snap is all about taking pictures of Pokemon. We are in a vehicle that is on a set course. In the video game world that is called being on rails. We look around and take pictures of the Pokemon as they move around in the levels. Different Pokemon will react to different things in different ways. We can play music, throw them some fluff fruit and even hit them with illumina orbs. What do illumina orbs do? It makes the Pokemon all shiny. Which



is so very cool.

I was able to beat New Pokemon Snap in under ten hours. I did not level up every single area though. I also did not do all of the quests. There were plenty of Pokemon that I did not find either. Each Pokemon in New Pokemon Snap has four different poses. These are ranked by stars. There are one, two, three, and four star pictures of the Pokemon. As we level up areas new Pokemon appear and



the existing Pokemon will do different things.

New Pokemon Snap is generally very safe for families. I saw no mention of the controversial and highly divisive evolution belief in New Pokemon Snap. Certain Pokemon will butt heads like rams in New Pokemon Snap. That is as violent as this game gets which is a really good thing. New Pokemon Snap teaches us to look around and explore. I love that lesson personally. I also enjoyed seeing the different Pokemon and seeing if I could get them to give me a different pose.

There are diverse environments to explore in New Pokemon Snap. I loved the volcano and snow areas personally. Certain actions must be performed by the player to unlock different routes in New Pokemon Snap. The more I played New Pokemon Snap the more I figured out what to do in each of these areas. Some are easier to figure out than others though. If you like Pokemon or photography then New Pokemon Snap might be something for you. - Paul

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



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



## Super Bomberman R Online

SCORE: 61

Hopefully you caught the live stream where I played Super Bomberman R Online for the very first time. That is now a video on our website and of course being dispersed to our video sites. I was not impressed with Super Bomberman R Online. I read about some of the issues with the game from those who played Super Bomberman R Online on the first day it was launched. Super Bomberman R Online still has some of those issues.

Super Bomberman R Online starts out with four players in a room. After so much time expires it now opens up for players to move across rooms. Certain rooms are instant death zones so you must not go into them. This is forcing players into less and less areas until there is only one player left alive. Each player starts with two hits and uses the character they picked. Certain characters

are better than others in certain attributes. Players can purchase better characters to ensure future victories. Or at least to be competitive.

The lag and glitches in Super Bomberman R Online are what really hurt the game. I took so many hits thanks to lag in the game. I also noticed other characters just standing there not doing anything which told me they were having lag issues. The constant room changing can lead to some strange scenarios. You

might be in a room all by yourself. You might be in a room with six other players. The match



making in Super Bomberman R Online is horrible. As a noob as I was routinely facing others that were obviously way better than me. They knew all of the commands, and tricks I had never seen or heard of before.

One of the ways to judge a free online battle royale video game is how long does it take to earn coins to purchase things in the store. After hours of playing Super Bomberman R Online I could not purchase anything in the store. I did unlock some small content by leveling up. For me this is what really kills Super Bomberman R Online. I am not going to buy victory in a game that is ultimately meaningless to me. I hope Super Bomberman R Online improves in the future. As of right now it is not much fun, and not worth our time unless we are provided a paid sponsorship. - Paul

System: Nintendo Switch/PC/PS4/PS5/Stadia/Xbone/Xbox Series X  
Publisher: Konami  
Developer: Konami  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Mild Blood, Mild Language}



Graphics: 70%  
Sound: 66%  
Replay/Extras: 60%  
Gameplay: 50%  
Family Friendly Factor: 60%



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## Dr. Stone 7

SCORE: 71

It may have taken me some time but I finally got through Dr. Stone 7 in Manga form. There are some exciting developments in Dr. Stone 7, and there are some disturbing ones. A cell phone is finally created. The village is so excited. Then they realize they need to make a second one. All of that hard work needs to be done again. This is a rather large cell phone as well. Not like the ones we currently have.

There are a couple of things that disturbed me in Dr. Stone 7. The first is the attacks on God. The second is the lack of

attire, enticement to lust. The third is two of the main characters conspire to lie to the other village. The lying is something that can easily backfire and ruin any chances of reconciliation in the future. I understand they are at war, but bold face lying will make them lose all credibility.

SPOILER ALERT! Dr. Stone 7 connects us to Senku's father in a way I was not expecting. His father created a record for them that contained

some important information. It was really neat to see how a record could be used to transmit voices across thousands of years. It was protected quite well in a location that Senku figured out pretty quickly. He should have thought of it sooner actually.

There is a bit of violence in Dr. Stone 7 but nothing too terrible. I continue to enjoy the art and writing in Dr. Stone 7. Music is something that is shocking and new to the stone world. Which is a bit strange in my opinion but what do I know. I would think the village would



have tried some kind of music at some point. Maybe they are too busy trying to survive.

Dr. Stone 7 is the last episode in this series that Peter currently owns. I do not know if we will try and purchase more in the future here at Family Friendly Gaming. I want to expand into some other series, and some different stuff in the future. I would like to continue Dr. Stone in the future though. I am very curious to see where these writers take this story.  
- Paul

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



Graphics: 66%  
Writing: 70%  
Replay/Extras: 75%  
Story: 79%  
Family Friendly Factor: 64%





# It Takes Two



SCORE: 80

I am very thankful Family Friendly Gaming had the money to purchase a copy of It Takes Two on the Playstation 4. This cooperative action adventure video game deals with a difficult issue facing our world today. The issue in question is divorce. Jesus Christ taught the only reason for a divorce is for marital unfaithfulness. The couple in It Takes Two are planning on getting a divorce because they have grown apart. Obviously they are being lazy with their relationship and not putting forth the effort to continue and save their marriage.

It Takes Two takes a turn from the dark stuff very quickly. Their daughter somehow traps their souls in the dolls she plays with. The parents then try to get back to their child. The Book of Love gets in their way and forces them to work together. Along the way they are reminded of the good times, and exposed for their laziness. SPOILER ALERT! At the end of It Takes Two the parents kiss and that is what fi-

System: PC/PS5/Xbox One/Xbox Series X/PS4(tested)  
Publisher: Electronic Arts  
Developer: Hazelight Studios  
Rating: 'T' - THIRTEEN and OLDER ONLY {Animated Blood, Comic Mis- chief, Fantasy Violence, Language}



nally frees them from being in the dolls. It makes sense since the entire point was to get the couple back together.

I am very pleased It Takes Two was created and released. Divorce is too easy in our culture and society. Couples should keep their vows and work together to make their marriages work. Too often selfishness destroys a family. If more couples had to go through what Cody and May had to, then I believe divorce rates would plummet. Men and women get married



for a reason. They should focus on the positives while working together to improve their relationship.


The issues families can have with It Takes Two are blood, violence, bad language, innu-endo, and some off the cuff comedy. The main core and the main theme of It Takes Two is to work together. This can be done locally or online. You really do need two players to get past the puzzles and bosses in It Takes Two. The cooperative concept within It Takes Two is used throughout. Each doll has certain abilities that the other one needs to progress. Working together is required to go through It Takes Two.

Hopefully you caught some of the live streams or videos we did of It Takes Two. Both myself and my dad had fun playing It Takes Two. Working together is such a great lesson that is needed all across the world. It Takes Two looks good graphically and it sounds good as well. I want more games like It Takes Two in the future.  
- Peter



Graphics: 68%  
Sound: 68%  
Replay/Extras: 85%  
Gameplay: 95%  
Family Friendly Factor: 84%

# VIDEO GAME LIES



by Paul Bury

Version 3

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# Harvest Moon One World

SCORE: 70



# Taxi Chaos

SCORE: 75



Did you enjoy the live streams I performed of Harvest Moon One World? If you missed them then you can see them on our web-site and on video sites we upload videos to.



Harvest Moon One World impresses me in some aspects and continues to disappoint in others. I am so happy Harvest Moon One World continues to support traditional Biblical marriage. That is awesome, amazing, and really cool. I am dismayed that the Gaia religious belief is still being proselytized in Harvest Moon One World.

Years ago I passed along the message from thousands of our readers to influential employees of Natsume. I told them exactly what ya'll told me. We want more Harvest Moon games like Harvest Moon Grand Bazaar. Harvest Moon One World brainwashes players with the harvest goddess and bringing her back to the world. At this point it is beyond being stubborn. Those associated with the Harvest Moon franchise refused to listen and are trying to spread the Gaia religious belief. They

know America self identifies as a super majority Christian nation. Why not regionalize their Harvest Moon games for that audience?

Graphically Harvest Moon One World does not impress me much. The graphics do not look that great. The music and audio are okay at best. Harvest Moon One World does contain some mild lack of attire and enticement to lust issues. I did find little reason to go back to past areas though unless there was some quest that needed something from the past



Getting to explore this fantasy world is pretty neat and cool in Harvest Moon One World. The harvest goddess continues to hold this franchise back.  
- Paul

area. We can earn seeds for free from the Harvest Sprites. Those Sprites respawn pretty quickly too.

There are a plethora of different animals to interact with in Harvest Moon One World. Harvest Moon One World will let you the player ride a reindeer if you want. There are also all kinds of different crops to grow in Harvest Moon One World. Male characters have female characters they can woo and marriage. Female characters have male characters they can entice into marriage. Harvest Moon One World feels very real in that regard. Different parts of the world in Harvest Moon One World contain different climates.

I tip my hat to Natsume for trying something new with the franchise in terms of being able to pick up the farm and move to different areas.

Publisher: Natsume  
Developer: Natsume  
System: PS4/Xbox One/Nintendo Switch(tested)  
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 65%  
Sound: 70%  
Replay/Extras: 90%  
Gameplay: 70%  
Family Friendly Factor: 55%

I am so thankful I had the money to purchase Taxi Chaos on the Playstation 4. I played Taxi Chaos on the Playstation 5. Did you enjoy the video we published of me playing Taxi Chaos? This home console video game can also be found on the Nintendo Switch and Xbox One. Taxi Chaos is similar to Crazy Taxi. We pick up people and deliver them somewhere else within the city. Taxi Chaos can be played in Arcade, Pro, or Free Roam modes. Arcade provides an arrow as to where we will go and a time limit. Pro takes away the arrow and expects you know where to deliver the customers. Free Roam lets you explore, pick up passengers and deliver them.

Musically Taxi Chaos is okay. I enjoyed hearing the conversations of the characters as we transported them. Crazy Taxi had some rocking music that was probably also copyrighted so there is a trade off there for video content creators.



Taxi Chaos is also fun racing around the city. The jumping in Taxi Chaos is absolutely crazy. I was shocked at how much air we can get in Taxi Chaos. It really helps getting past those traffic jams in certain areas of the city. Customers usually enjoy flying high in Taxi Chaos as well.

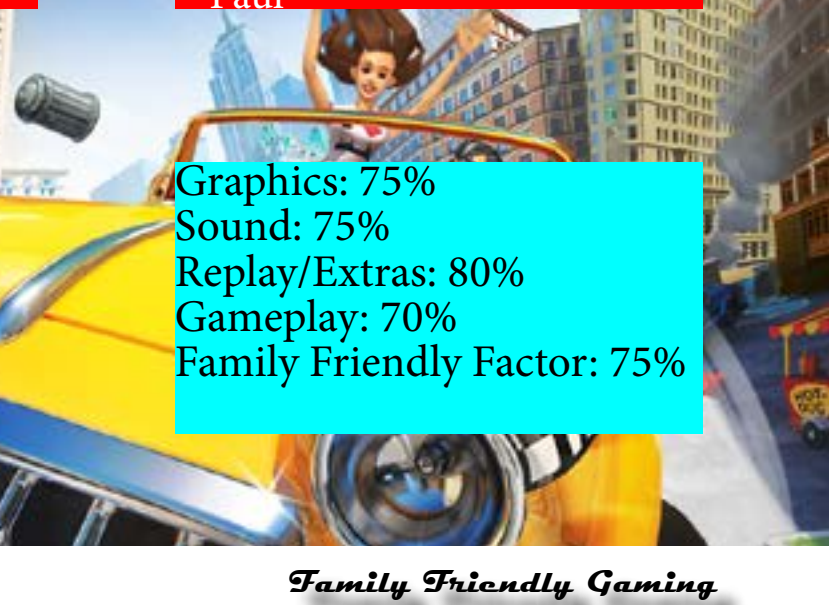
The city in Taxi Chaos feels a bit on the small side to me. The arrow is not always helpful. At times it would point me one way and I missed it only to find the destination on the next road. Why would it have me turn there when turns slow down the vehicle? The more I played Taxi Chaos the more I learned the city and could figure out where to go next. There is a light amount of

lack of attire, enticement to lust from some of the characters in Taxi Chaos. Players can break a plethora of objects in Taxi Chaos. The game encourages that

behavior as well to a degree. Racing through the streets, park, water, etc. is all needed to get to the destination fast. Which is the goal.

Certain goals need to be attained in Taxi Chaos to get faster and more powerful vehicles. Some are easy like play arcade mode five times. Others get more complex and require some skill. Taxi Chaos is some quick fun that one family member at a time can enjoy. I wish there had been a local multiplayer option in Taxi Chaos. Families could compete or cooperate for high scores. The faster you get a fare to their location the more stars and money you will receive. It is nice to see the Crazy Taxi concept return to the video game industry. Taxi Chaos is a bit of Crazy Taxi light, but its still fun for a few days to a week in my professional opinion. Get out there and help some people to their destinations.  
- Paul

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







# Fairy Tail Collection Five

SCORE: 60

I am very thankful I received Fairy Tail Collection Five as a gift. I noticed some interesting changes in Fairy Tail Collection Five. The clothing of the women gets more torn up in Fairy Tail Collection Five more often than previous seasons. The enticement to lust is increasing in Fairy Tail Collection Five. There are also comments and comparisons on breast sizes in Fairy Tail Collection Five. I am not clear why any of that was needed in Fairy Tail Collection Five.

Fairy Tail Collection Five includes episodes ninety-seven through one hundred and twenty. There are four blu-ray discs and four DVDs included in the package that I was given of Fairy Tail Collection Five. It takes six hundred minutes to get through the twenty-four episodes on Fairy Tail Collection Five. The bonus content on Fairy Tail Collection Five includes commentary, textless songs, and commentaries. I enjoyed the three people who talked about their work on the Fairy Tail franchise.



The issues families can have with Fairy Tail Collection Five are lack of attire, enticement to lust, violence, bad language, magic and more. The trials for the S-class wizard is where Fairy Tail Collection Five starts. We find out the Magic Council has sent a spy and a dark guild attacks. Not everything is resolved in Fairy Tail Collection Five. There are plenty of threads left open at the end of Fairy Tail Collection Five. Secrets from the past are intriguing in Fairy Tail Collec-



tion Five.

The magic battles are very interesting in Fairy Tail Collection Five. Certain skills are better against certain other skills. Heart and determination are shown in the battles many times in Fairy Tail Collection Five. There is also some interesting commentary on knowing when to accept defeat. Natsu actually learns that in Fairy Tail Collection Five. It was a bit of a shocking moment when it happened because he normally would never give up no matter what he was facing.

I am a bit confused as to why anime collections like Fairy Tail Collection Five are not released in season increments. On top of that Fairy Tail Collection Five is pretty expensive. I noticed most of anime nowadays is pretty pricey. I wish Funimation was a bit nicer to families in the pricing. SPOILER ALERT! At the end of Fairy Tail Collection Five we still don't have a new S-class wizard. - Paul

System: Blu-ray/DVD  
Publisher: Funimation  
Developer: Hiro Mashima  
Rating: 'TV-14' for FOUR-TEEN and OLDER ONLY



Graphics: 47%  
Sound: 75%  
Replay/Extras: 60%  
Gameplay: 63%  
Family Friendly Factor: 56%



# Who's Your Caddy?

SCORE: 54

I have seen some bad movies in my life. Who's Your Caddy? is the first comedy I have watched that did not make me laugh. It did not make Paul laugh either. We have seen some stupid comedies like Dumb & Dumber. They had a few laughs here and there. Who's Your Caddy? did not cause any laughter here at Family Friendly Gaming. That is how you know a comedy is a complete, total, and utter failure.

C-Note is a rapper with money to burn and decides he wants to join this exclusive golf club. He cheats, breaks the rules and gets away with it in Who's Your Caddy? over and over again. He constantly attacks the president of the club trying to prove his superiority and to stick it to the man. Who's Your Caddy? is so unbelievable that the messages are the only thing that sticks out from this failed comedy movie. Who's

Your Caddy? teaches white people are racist, black culture is the best, everyone wants to be black, and being obnoxious should be rewarded.

The content within Who's Your Caddy? that will offend families is nudity, enticement to lust, lack of attire, crude humor attempts, rudeness, bad language, racism, drugs and more. The characters in Who's Your Caddy? are barely one dimensional. The disrespect for the father and authority figure in Who's Your Caddy? is appalling. The wife is constantly toying with adultery and seeking disgusting partners. The lack of logic and reality in Who's Your Caddy? astounds me.

Who's Your Caddy? digs deep in terms of racism. It teaches that black people are always better and that they are constantly being cheated. Who's Your Caddy? claims black culture is more fun and everyone wants those loose morals, and sexism against women. Who's Your Caddy? shows that

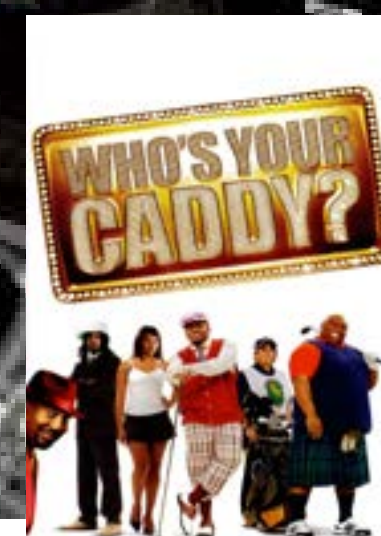


all these people want to be spanked repeatedly. No thank you is my response. If there was any reality in Who's Your Caddy? the fifteen year old kid would have been slapped across his face when he did it to that dancer.

Who's Your Caddy? is predictable with its wild conspiracy theories and boring plot. If there was some ninety-nine year lease I am sure it would not have fallen through the cracks. A member of a club who is banned for breaking the rules can't just decide their lame excuses allow them to skirt punishment. They would lose their membership and go through an appeals process. Who's Your Caddy? is gross, and repugnant time after time. I dismayed that cheating is allowed and encouraged in Who's Your Caddy? by the black characters. Who's Your Caddy? could be called hate speech against white people. - Yolanda



System: DVD/Amazon Prime  
Publisher: MGM  
Developer: Our Stories Films  
Rating: 'PG-13' for Parents Strongly Cautioned {Crude and Sexual Content, Some Nudity, Language and Drug Material}



Graphics: 50%  
Sound: 55%  
Replay/Extras: 60%  
Gameplay: 50%  
Family Friendly Factor: 55%



A collage of various Namco Museum Collection 1 game screenshots and the cartridge box art. The collage includes titles like Pac-Man, Battle Cars, Mappy, Galaxian, Xevious, Metal Marines, and Libble Rabble. A central yellow box displays 'SCORE: 83'. A red box on the right contains a review by Paul. A blue box at the bottom left lists system and publisher information. A cyan box at the bottom right lists various statistics.

## Namco Museum Collection 1

SCORE: 83

I am very thankful I had the money to purchase the Namco Museum Collection 1 on the Evercade system.

This cartridge contains eleven games on it. Those eleven games are Galaxian, Pac-Man, Xevious, Mappy, Dig Dug, Star Luster, Battle Cars, Metal Marines, Libble Rabble, Quad Challenge, and Mappy Kids. There are eight bit and sixteen bit games included on Namco Museum Collection 1. The games range in what we do as well.

The issues families can have with some of the games within Namco Museum Collection 1 are violence, lack of attire, enticement to lust, and addiction. Some of the games included on Namco Museum Collection 1 can be very addicting. Players can want to beat that high score, get a little farther, win that race and more. There are well known classics included on the Namco Museum Collection 1 cartridge. Galaxian, Pac-Man, Xevious, Mappy and Dig Dug are all well known franchises

that have appeared on multiple different systems over the years.

Mappy really stuck out for me. I love the jumping on the trampolines, collecting the items and avoiding the characters trying to stop us. Battle Cars is another one that reminded me of F-Zero on the Super NES. Quad Challenge gave me fits at first because I had trouble getting up to the speed of the computer character I was racing against. Libble

Rabble is a fun puzzle game that I really enjoyed playing. Drawing those lines and collecting those boxes was really fun. Metal Marines is very strategic and took time to learn. Retro gamers will really enjoy that one if you like strategy games.

I enjoyed Mappy Kids more than I expected to. I hope that franchise returns in the future. If you like retro space warfare first person simulators then Star Luster might be up your alley. Speaking of space shooters there is also Galaxian and Xevious. Namco Museum Collection 1 contains a lot of different kinds of games for a plethora of different kinds of gamers. All of the games look good on the Evercade system. They are retro so certain graphical and sound aspects are to be expected.

All in all I really enjoyed the Namco Museum Collection

1 on the Evercade. There are plenty of fun games to play. I am very pleased with what this system has been bringing us. - Paul

System: Evercade  
Publisher: Namco Bandai  
Developer: Namco Bandai  
Rating: '7' - Everyone SEVEN and OLDER ONLY

Graphics: 71%  
Sound: 85%  
Replay/Extras: 95%  
Gameplay: 90%  
Family Friendly Factor: 74%

Graphics: 71%  
Sound: 85%  
Replay/Extras: 95%  
Gameplay: 90%  
Family Friendly Factor: 74%

TIME LEFT: 59:30:44  
SCORE: 0  
LEVEL 1

## Atari Lynx Collection 2

SCORE: 79

# EVERCADE

I am so thankful I had the money to purchase the Atari Lynx Collection 2 on the Evercade system. There are eight Atari Lynx video games on the Atari Lynx Collection 2 cartridge. Those eight games are California Games, Chip's Challenge, Todd's Adventures in Slime World, Blue Lightning, Zarlor Mercenary, Checkered Flag, Electrocop, and Gates of Zendocon. There are less games in Atari Lynx Collection 2 than Atari Lynx Collection 1. The quality of most of the games in Atari Lynx Collection 2 are better than Atari Lynx Collection 1 in my opinion.

We get a nice array of different kinds of games in Atari Lynx Collection 2 too. There are sports, puzzle, shooter, flying, racing, and exploration in Atari Lynx Collection 2. Checkered Flag and Chip's Challenge are two of my personal favorites within Atari Lynx Collection 2.

I like the look and design of Electrocop. Blu Lightning is a pretty good flight shooting video game. California Games has some different kinds of sporting events that look good and sound real nice for a retro hand held video game system in my opinion.

The graphics in Atari Lynx Collection 2 are better than I expected. There is some violence in more than half of the games within Atari Lynx Collection 2. We shoot a plethora of things in those games within Atari Lynx Collection 2. The music is fun to listen to in Atari Lynx Collection 2. I hope there are more games like Atari Lynx Collection 2 in the near future.

There are other Atari Lynx video games that could be made into a Atari Lynx Collection 3. I hope that happens some day soon.

The Evercade hand held video game system continues to impress me, and all of us here at Family Friendly Gaming. We eagerly await the release of the home console system. The eight games on the Atari Lynx Collection 2 cartridge impressed me in a variety of ways. I plan on doing a live stream showing these games off in the near future. Then a video will be made per game for our video sites. The price of Atari Lynx Collection 2 is extremely reasonable especially when compared to purchasing the system and original games. Then you can't play the games on your TV like you can with the Atari Lynx Collection 2 cartridge on the Evercade.

- Paul

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

Graphics: 70%  
Sound: 80%  
Replay/Extras: 84%  
Gameplay: 85%  
Family Friendly Factor: 77%

Graphics: 70%  
Sound: 80%  
Replay/Extras: 84%  
Gameplay: 85%  
Family Friendly Factor: 77%



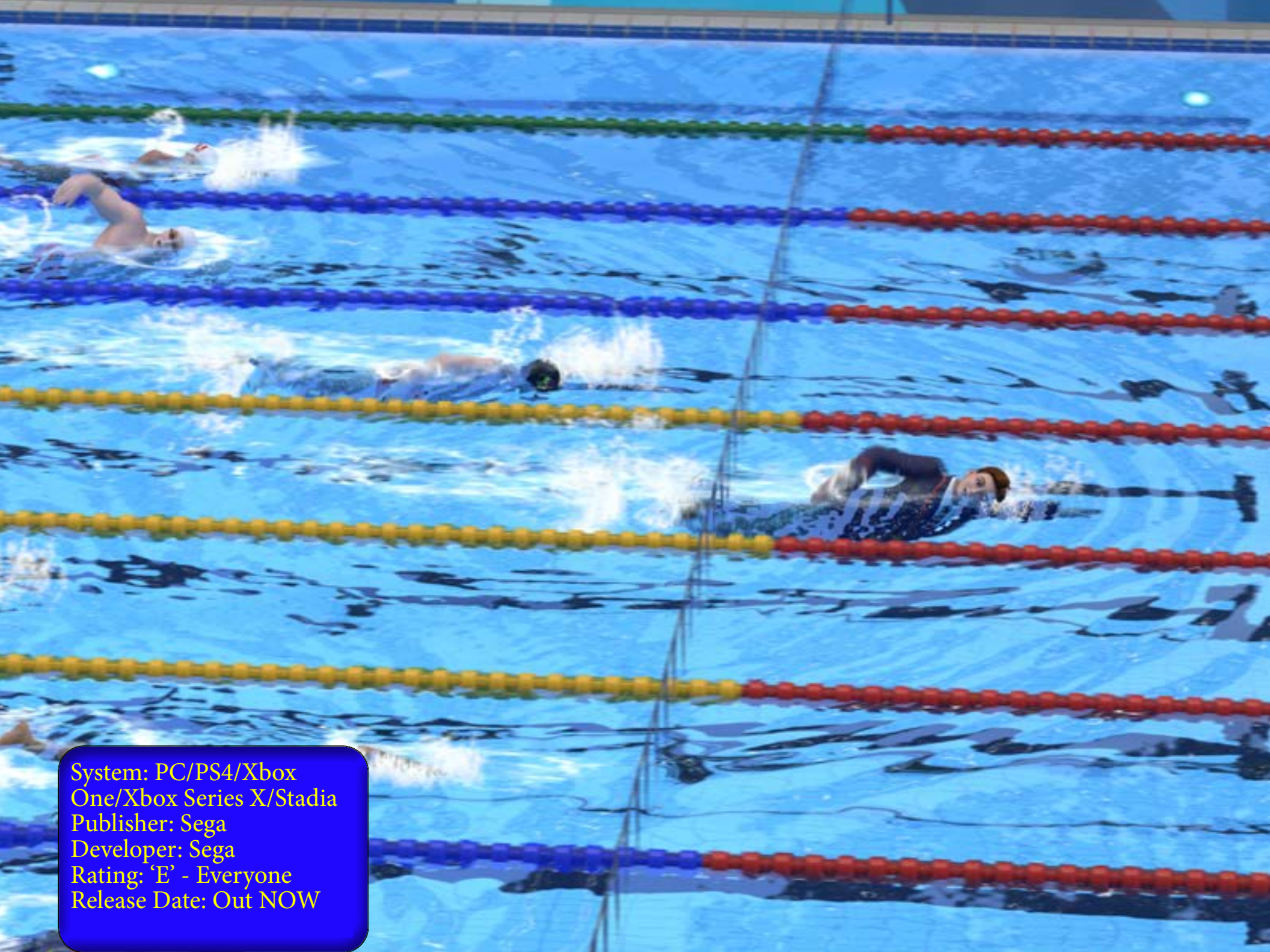
# SPORTS



System: PC/PS4/Xbox  
One/Xbox Series X/Stadia  
Publisher: Sega  
Developer: Sega  
Rating: 'E' - Everyone  
Release Date: Out NOW

Olympic Games Tokyo 2020 features 80 national teams and 18 events. Players can make their own players, have and play against fictional players in any mode, or licensed players by playing vs top athlete in training mode.





System: PC/PS4/Xbox  
One/Xbox Series X/Stadia  
Publisher: Sega  
Developer: Sega  
Rating: 'E' - Everyone  
Release Date: Out NOW

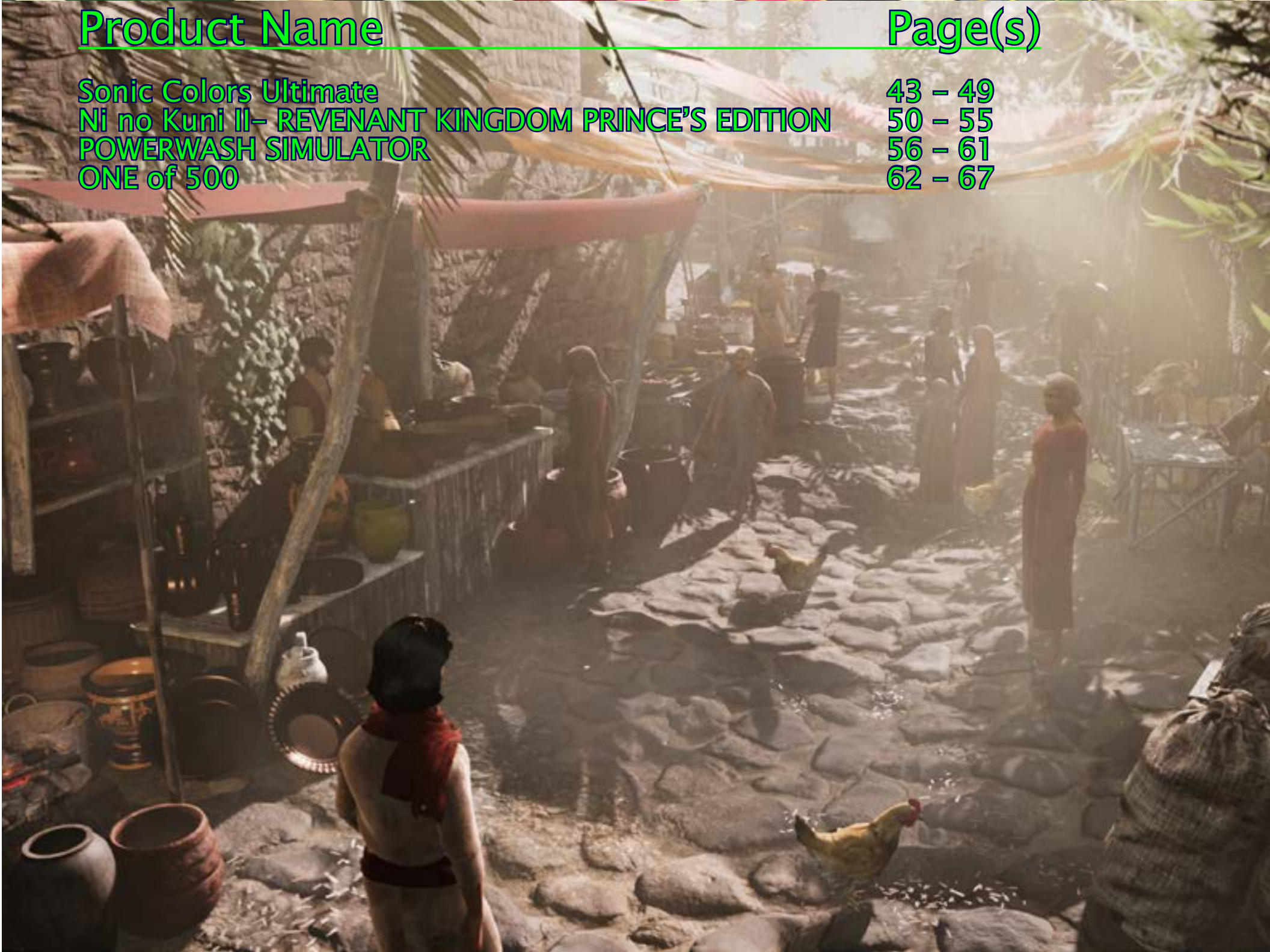
Olympic Games Tokyo 2020 looks to have all kinds of sporting activities for families to complete. There are also some very interesting outfits players can wear while playing this video game. What will you choose while you play?





# DEVELOPING

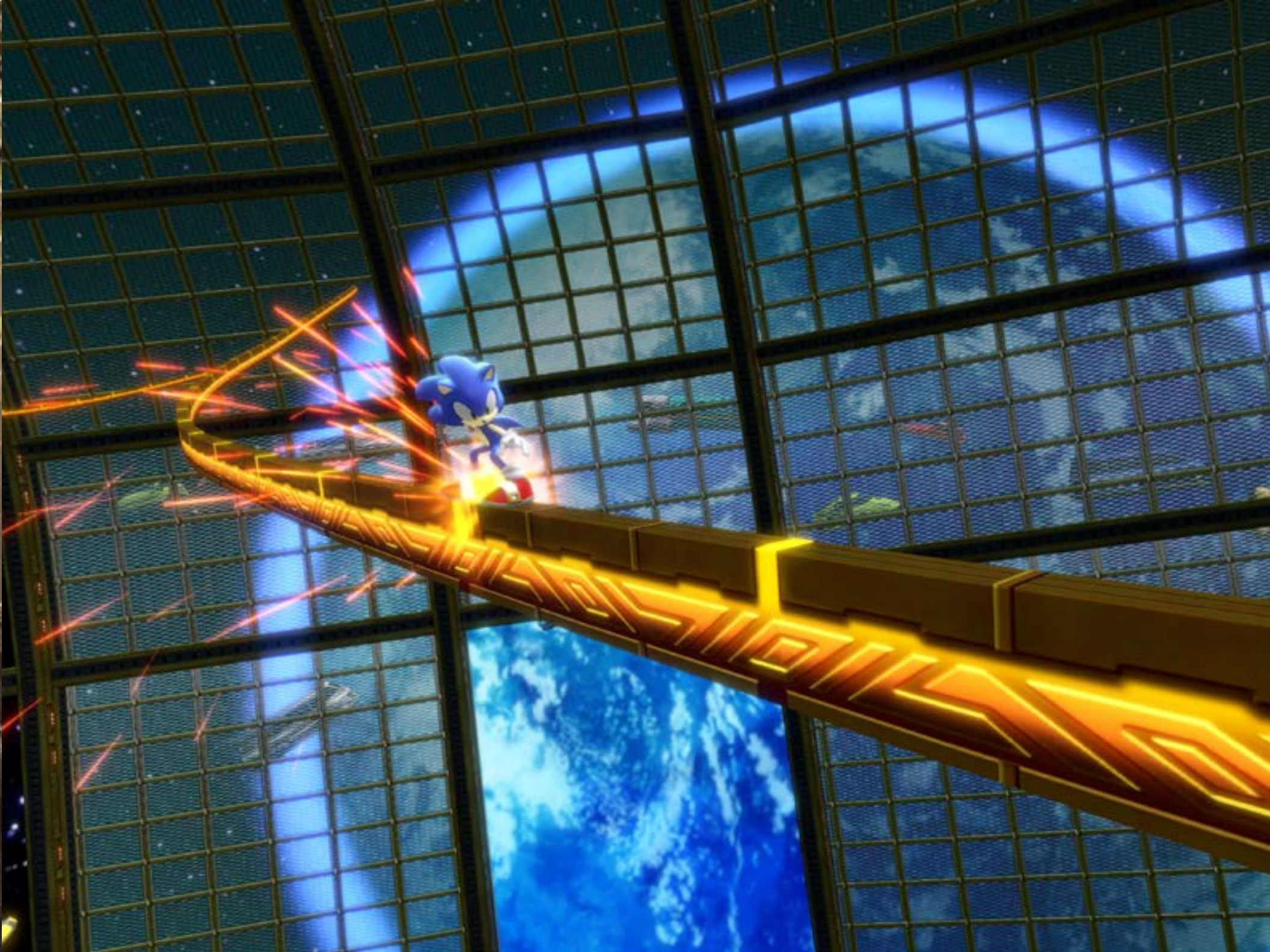
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# GAMES







System: PC/PS4/Xbox One/Nintendo Switch  
Publisher: Sega  
Developer: Blind Squirrel Entertainment  
Rating: 'RP' - Rating Pending  
Release Date: September 7, 2021

SEGA has unveiled Sonic Colors: Ultimate, an adrenaline-doped remaster of the excellent platformer of 2010. Sonic Colors: Ultimate will be released on September 7 in digital and physical versions on PlayStation<sup>®4</sup>, Microsoft Xbox<sup>®</sup> One and Nintendo Switch<sup>™</sup>, and for download on PC via the Epic Games Store only, on the same date.





System: PC/PS4/Xbox One/Nin-  
tendo Switch  
Publisher: Sega  
Developer: Blind Squirrel Enter-  
tainment  
Rating: 'RP' - Rating Pending  
Release Date: September 7, 2021

Fans can already pre-order Sonic Col-  
ors: Ultimate to receive the exclusive “Baby  
Sonic” key foe and many other celebrations.  
SEGA took the opportunity to broadcast a  
teaser for Sonic Colors: Rise of the Wisps,  
the two-part animated series for which  
Sonic’s legendary voice voicer, Roger Craig  
Smith, has once again lent his voice.





System: PC/PS4/Xbox One/Nintendo Switch  
Publisher: Sega  
Developer: Blind Squirrel Entertainment  
Rating: 'RP' - Rating Pending  
Release Date: September 7, 2021

Sonic the Hedgehog is one of the major icons of the video game industry. Not every single game of his has been great. The Wii games have been pretty good. Sonic Colors introduces us to a repentant Dr Eggman. He creates an amusement park to atone for his past transgressions. But not everything is as it seems. - Sonic Colors review FFG!





System: Nintendo Switch  
Publisher: Bandai Namco  
Developer: Level 5  
Rating: T - THIRTEEN and  
OLDER ONLY (Fantasy Violence, Mild Blood)  
Release Date: September 17, 2021

ALL-STAR PRODUCTION

LEVEL-5's mastery of the RPG genre is combined with music created by the renowned Joe Hisaishi and character designs by animation artist Yoshiyuki Momose.





System: Nintendo Switch  
Publisher: Bandai Namco  
Developer: Level 5  
Rating: T - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood)  
Release Date: September 17, 2021

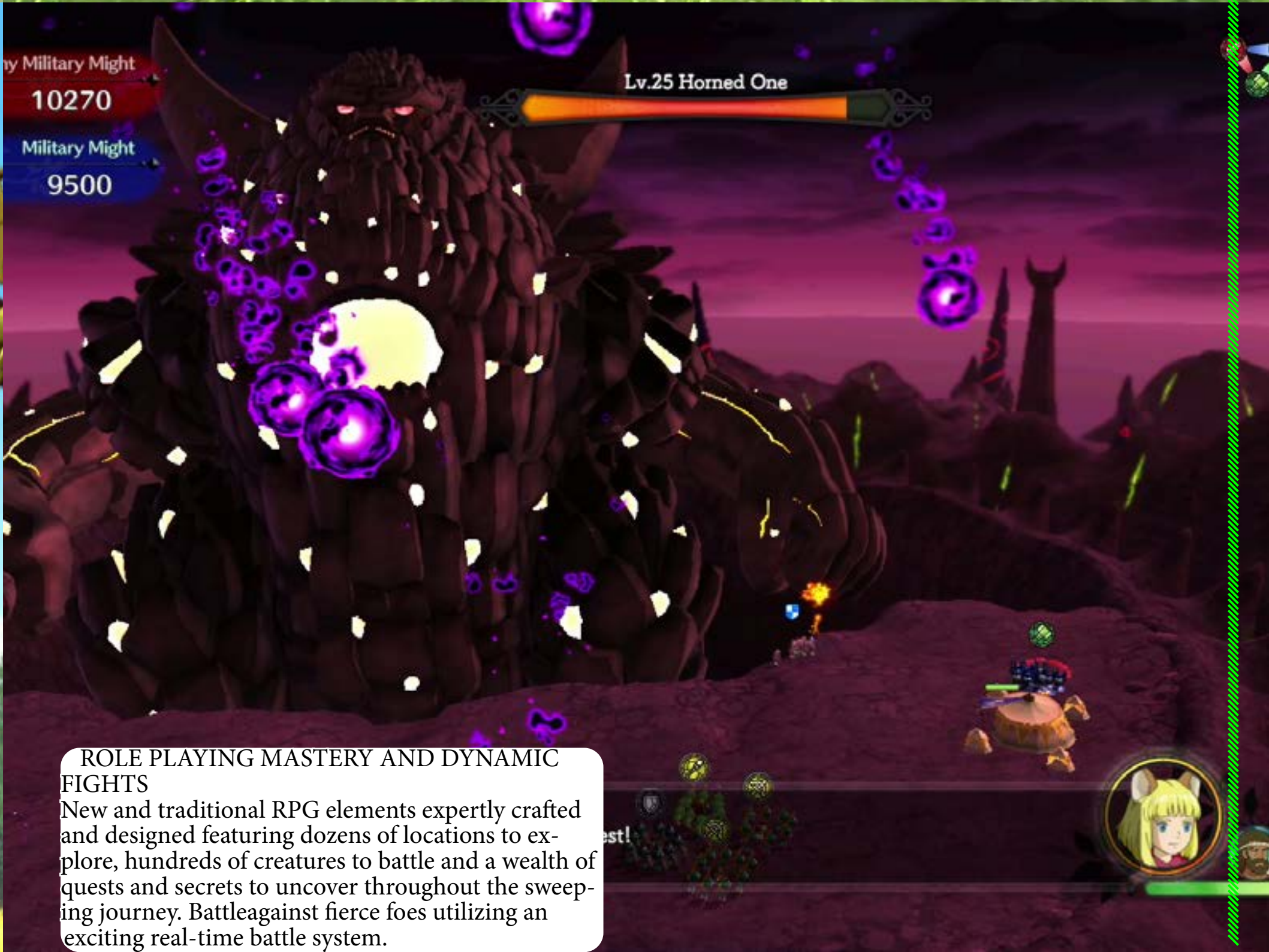


CAPTIVATING STORY IN ANOTHER WORLD  
A charming and tragic tale unfolds as Evan, a boy prince learns how to become a leader and build a kingdom. Stunning visuals recreate the world of Ni no Kuni and immerses players into an incredibly vibrant, animated land filled with a new cast of delightful characters to meet.





System: Nintendo Switch  
Publisher: Bandai Namco  
Developer: Level 5  
Rating: T - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood)  
Release Date: September 17, 2021



ROLE PLAYING MASTERY AND DYNAMIC FIGHTS  
New and traditional RPG elements expertly crafted and designed featuring dozens of locations to explore, hundreds of creatures to battle and a wealth of quests and secrets to uncover throughout the sweeping journey. Battle against fierce foes utilizing an exciting real-time battle system.



Body



METAL

12%  
CLEANED

System: PC(Steam)  
Publisher: Square Enix  
Developer: FuturLab  
Rating: 'RP' - Rating Pending  
Release Date: Early Access

POWERWASH SIMULATOR lets players wash away their worries with the soothing sounds of high-pressure water. Players can build their very own power washing business and blast away every speck of dirt and grime that they can find. With a unique take on the simulation genre, POWERWASH SIMULATOR focuses on player relaxation and escapism.



6%  
CLEANED

Body Mounted Sensor

METAL



System: PC(Steam)  
Publisher: Square Enix  
Developer: FuturLab  
Rating: 'RP' - Rating Pending  
Release Date: Early Access

In POWERWASH SIMULATOR's Steam Early Access, players can build their own power washing business as they complete a variety of dirty jobs across the dusty town of 'Muckingham'. There are currently 17 jobs in career mode as well as one 'Special Job' where players can rove around Mars!





System: PC(Steam)  
 Publisher: Square Enix  
 Developer: FuturLab  
 Rating: 'RP' - Rating Pending  
 Release Date: Early Access

"I knew as soon as I first played a pre-release build of the game, that POWERWASH SIMULATOR would become an incredibly satisfying and addictive – yet oddly soothing – experience!" added Phil Elliott, head of Square Enix Collective; "We can't wait to see what people think of the game and look forward to supporting an ever-expanding experience in the years ahead."



System: TBA  
Publisher: Lightword Pro-  
ductions  
Developer: Lightword Pro-  
ductions  
Rating: 'RP' - Rating Pending  
Release Date: TBA

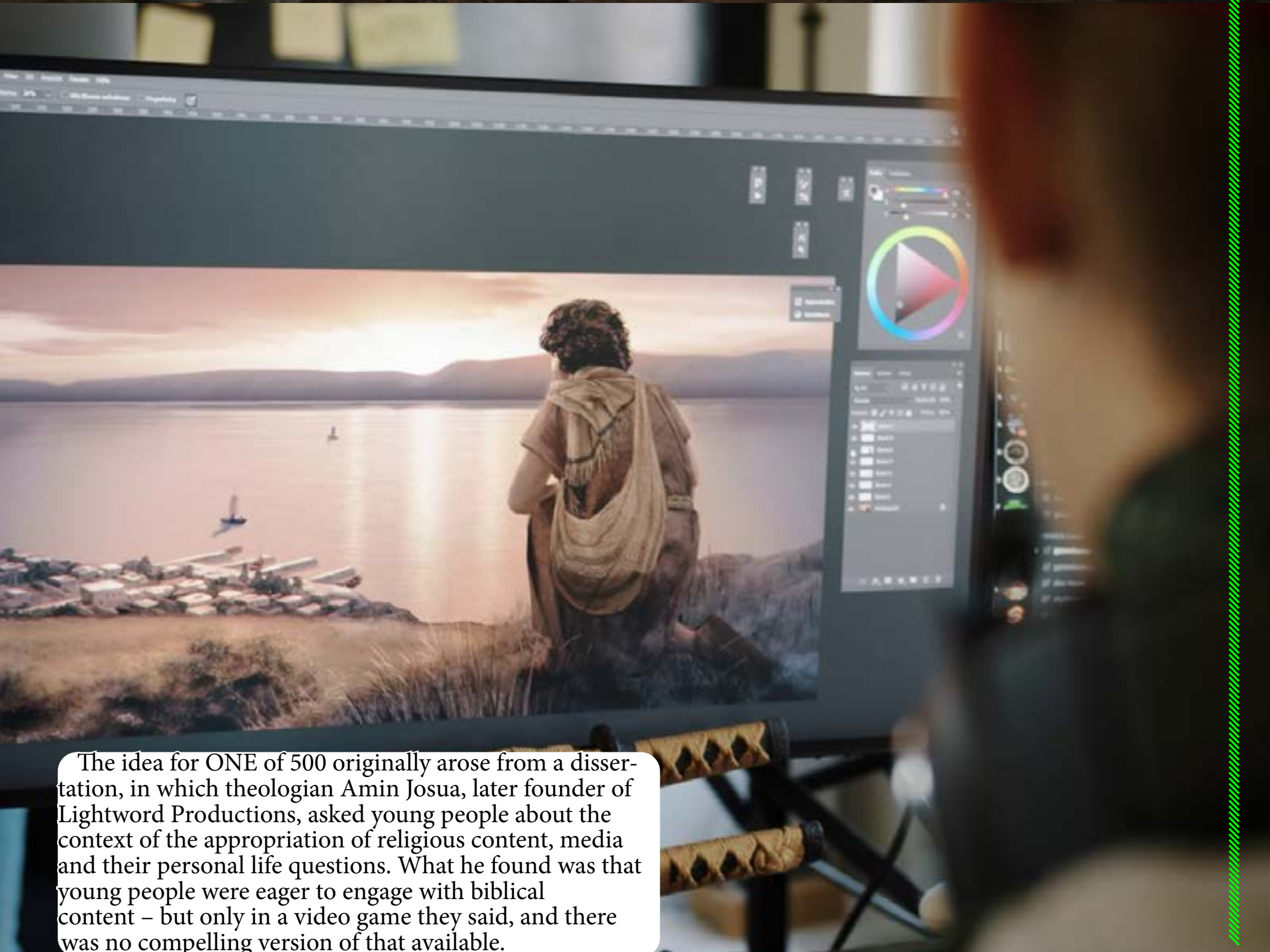
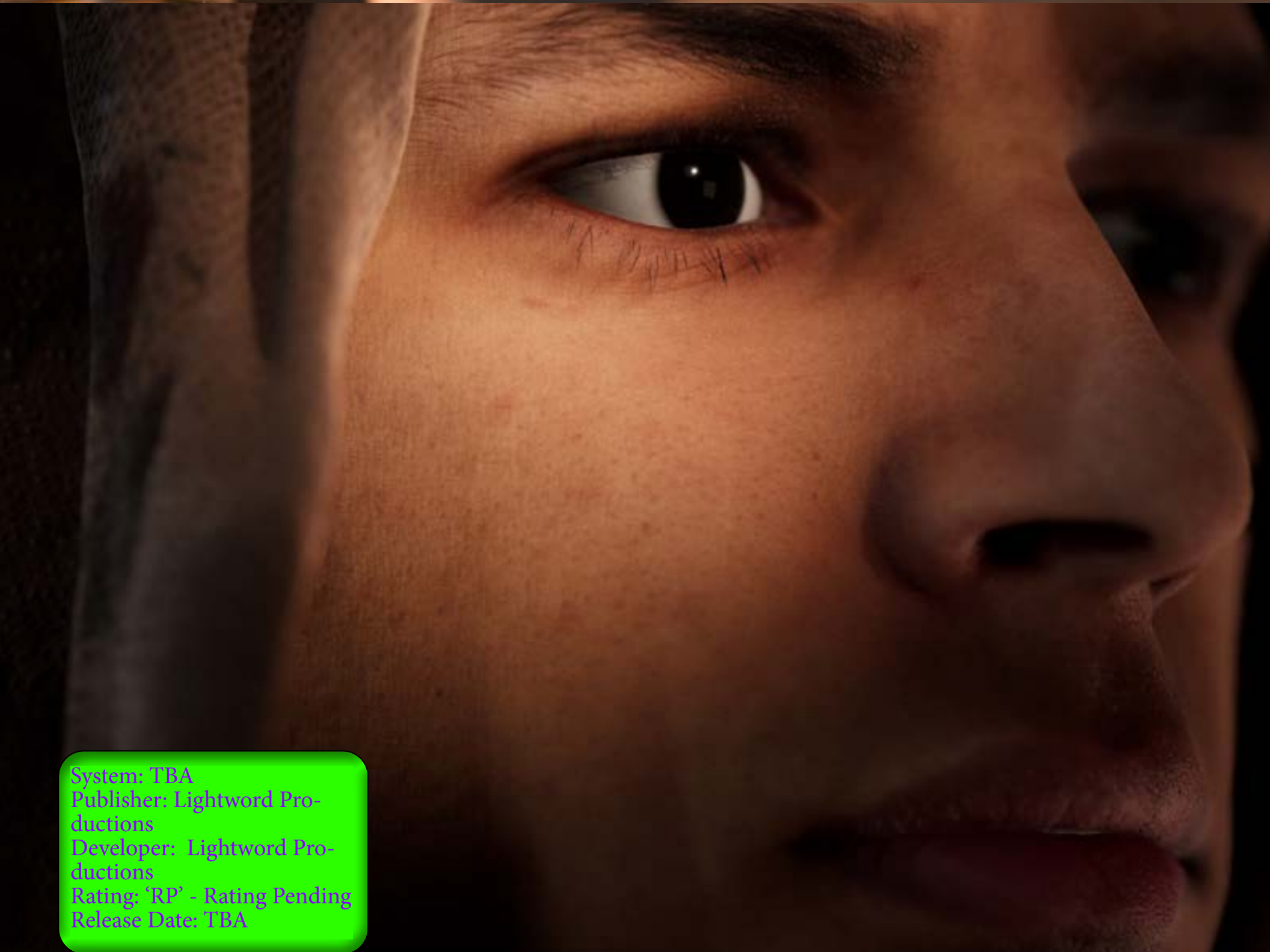
It is one of the most unusual projects currently in the gaming industry: A 3rd person adventure game that lets you experience the story of the gospels on a quality level never been done before. ONE of 500 is a game with an engaging storyline that takes players on a challenging moral and spiritual journey – all with realistic visuals and sophisticated scriptural, historical, and cultural accu-  
racy.



System: TBA  
Publisher: Lightword Pro-  
ductions  
Developer: Lightword Pro-  
ductions  
Rating: 'RP' - Rating Pending  
Release Date: TBA

“ONE of 500 aims at raising existential questions in the form of basic conflicts in human lives in a biblical context, while engaging players in an exciting story. This is something I think has been missing in the gaming world and I am excited this highly committed team is about to change that now.” says Hendrik Lesser, CEO & founder of remote control productions.ticated scriptural, historical, and cultural accuracy.





The idea for ONE of 500 originally arose from a dissertation, in which theologian Amin Josua, later founder of Lightword Productions, asked young people about the context of the appropriation of religious content, media and their personal life questions. What he found was that young people were eager to engage with biblical content – but only in a video game they said, and there was no compelling version of that available.

System: TBA  
Publisher: Lightword Productions  
Developer: Lightword Productions  
Rating: 'RP' - Rating Pending  
Release Date: TBA

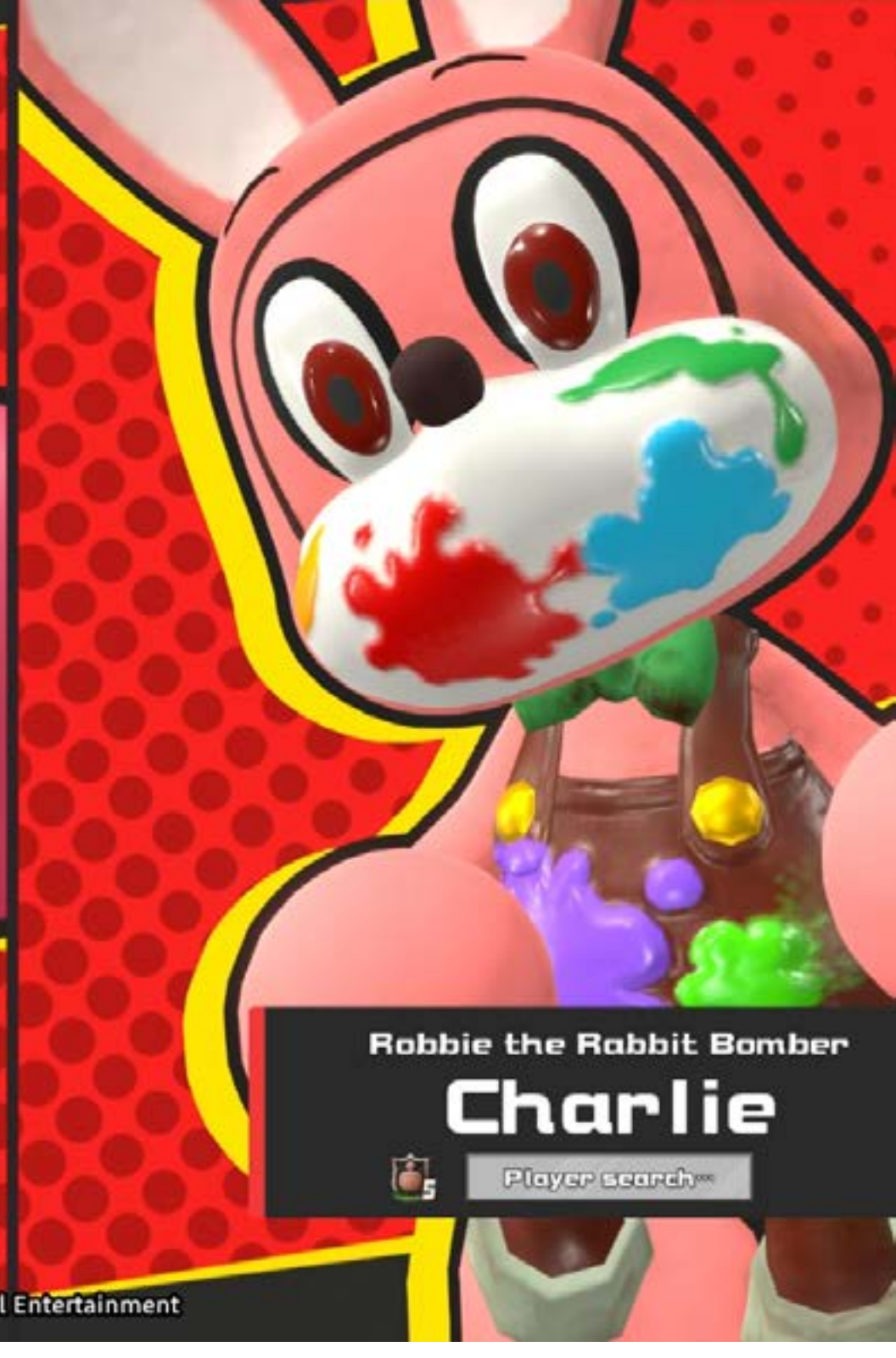




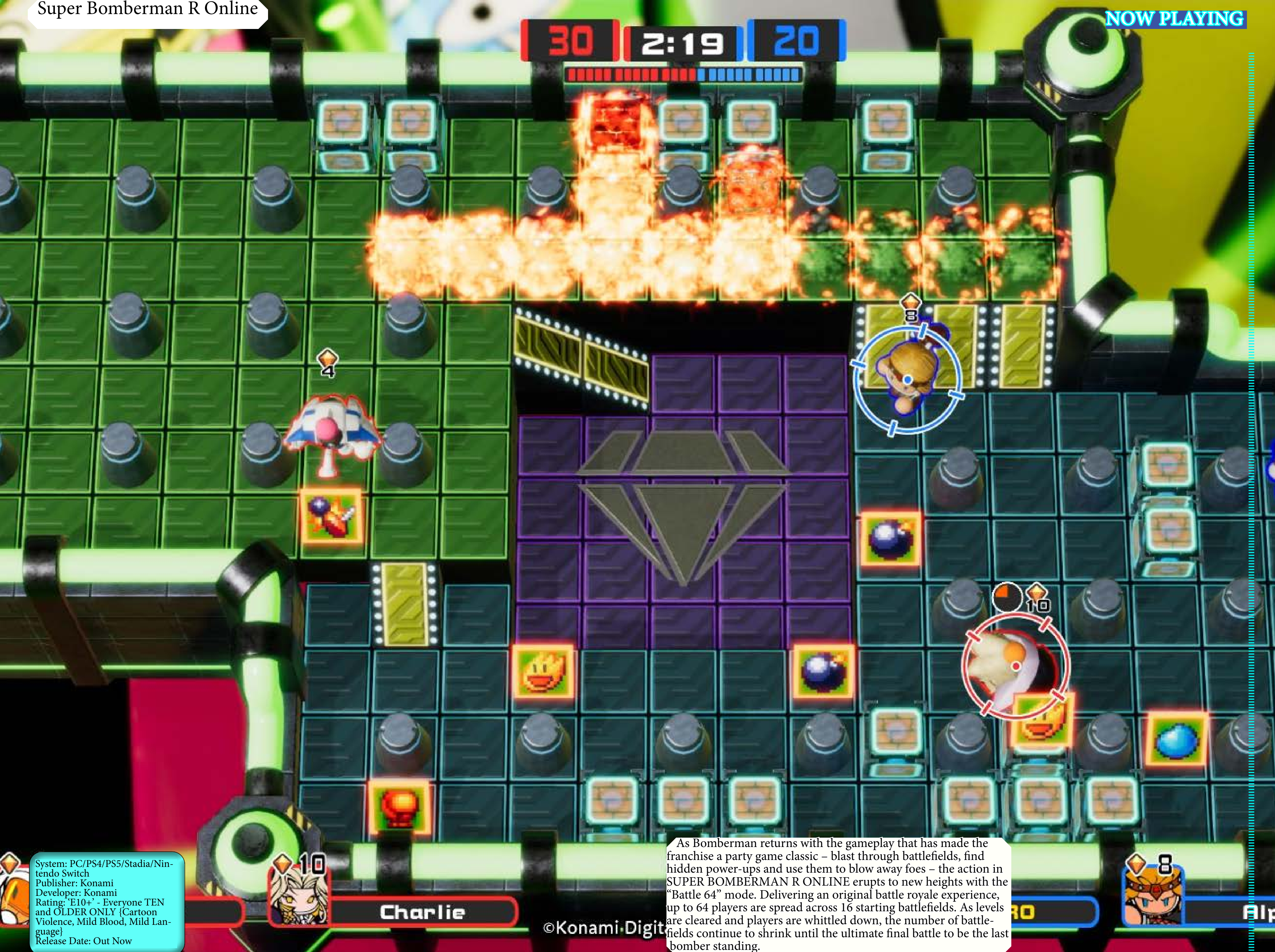
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System: PC/PS4/PS5/Stadia/Nin-  
tendo Switch  
Publisher: Konami  
Developer: Konami  
Rating: 'E10+' - Everyone TEN  
and OLDER ONLY {Cartoon  
Violence, Mild Blood, Mild Lan-  
guage}  
Release Date: Out Now



Charlie

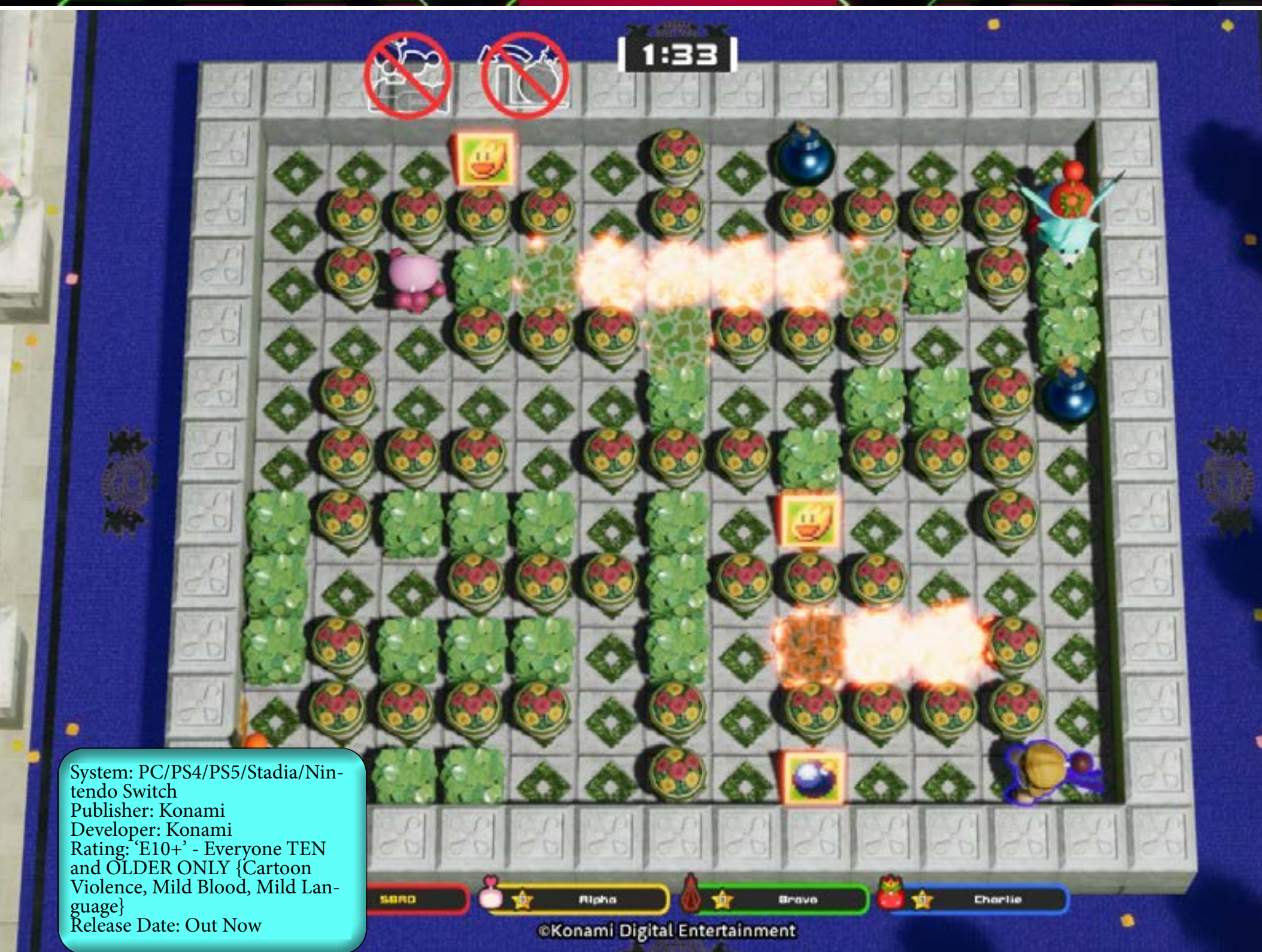
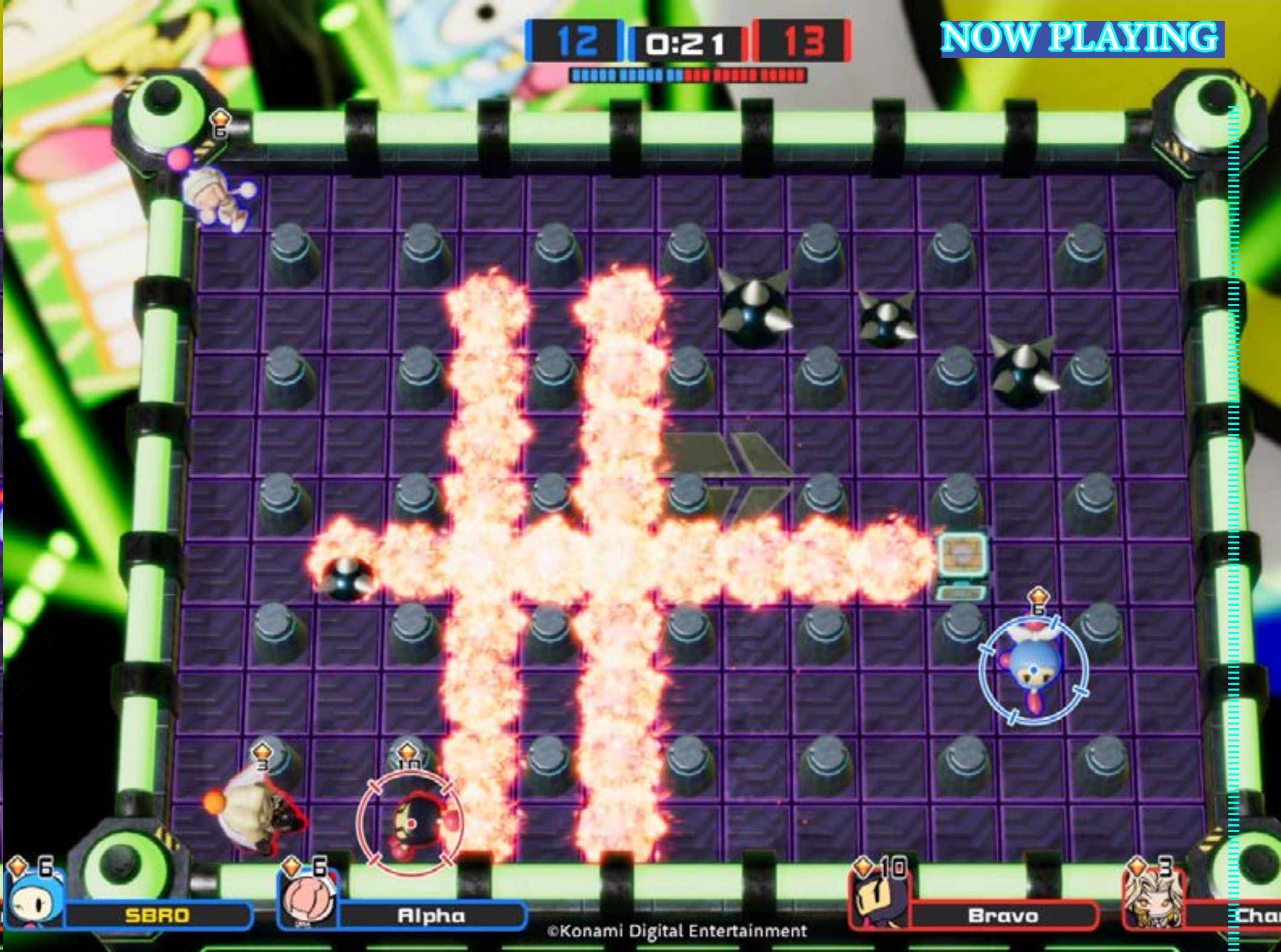
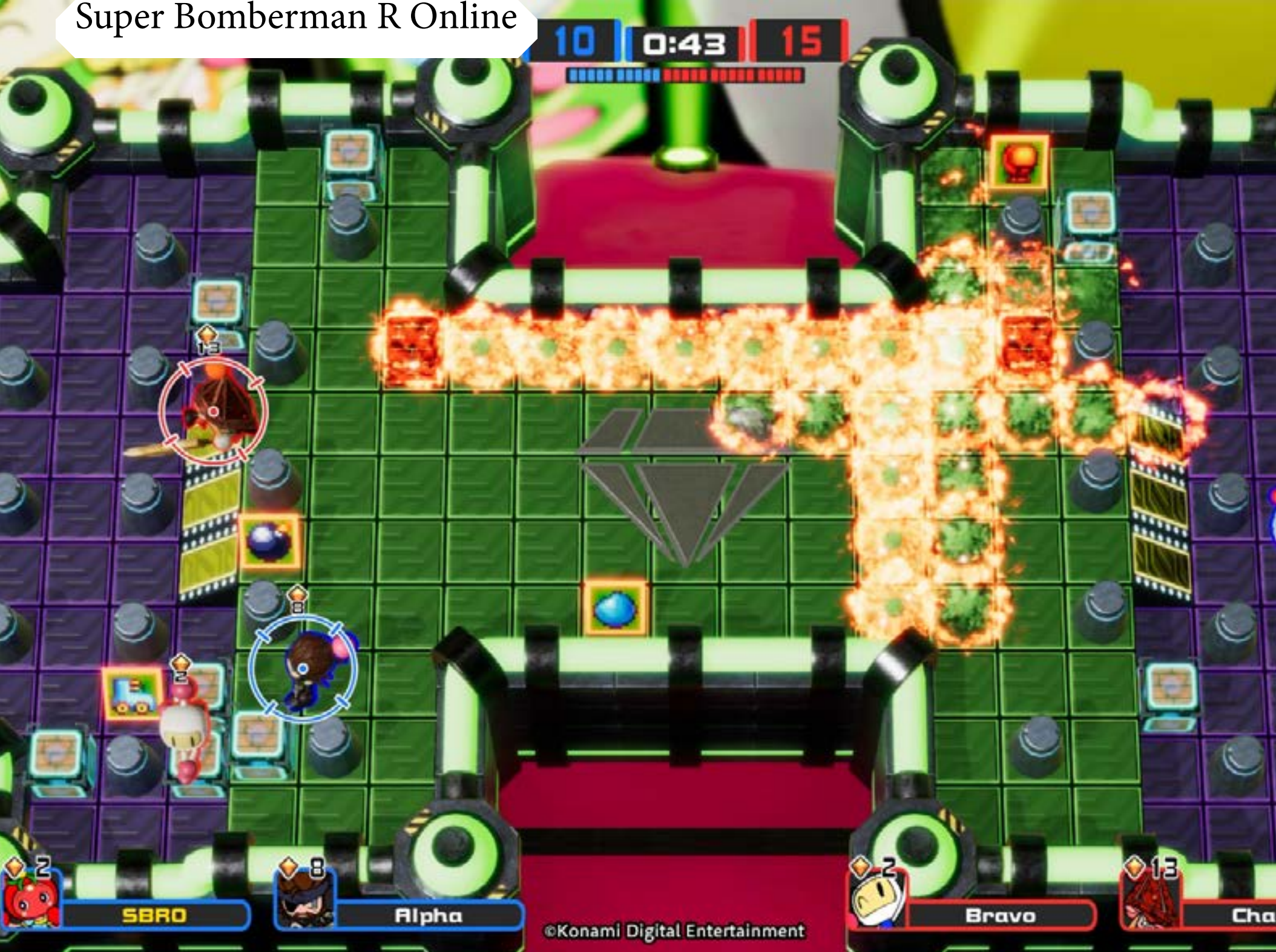
©Konami Digital

As Bomberman returns with the gameplay that has made the franchise a party game classic – blast through battlefields, find hidden power-ups and use them to blow away foes – the action in SUPER BOMBERMAN R ONLINE erupts to new heights with the “Battle 64” mode. Delivering an original battle royale experience, up to 64 players are spread across 16 starting battlefields. As levels are cleared and players are whittled down, the number of battlefields continue to shrink until the ultimate final battle to be the last bomber standing.



Alp





System: PC/PS4/PS5/Stadia/Nintendo Switch  
 Publisher: Konami  
 Developer: Konami  
 Rating: E10+ - Everyone TEN and OLDER ONLY {Cartoon Violence, Mild Blood, Mild Language}  
 Release Date: Out Now



SUPER BOMBERMAN R ONLINE brings more than 100 customizable feature combinations, including numerous costumes, accessories and for the first time, bomb skins – affecting both the bomb and the blast itself. Players can further discern themselves from the rest with the optional Premium Pack (RRP €9.99/£9.99/\$9.99), giving access to 14 additional bomber characters that pay homage to classic KONAMI IP's such as Gradius, Castlevania and more!



| 1:46 |



©Konami Digital Entertainment

| 1:29 |

NOW PLAYING



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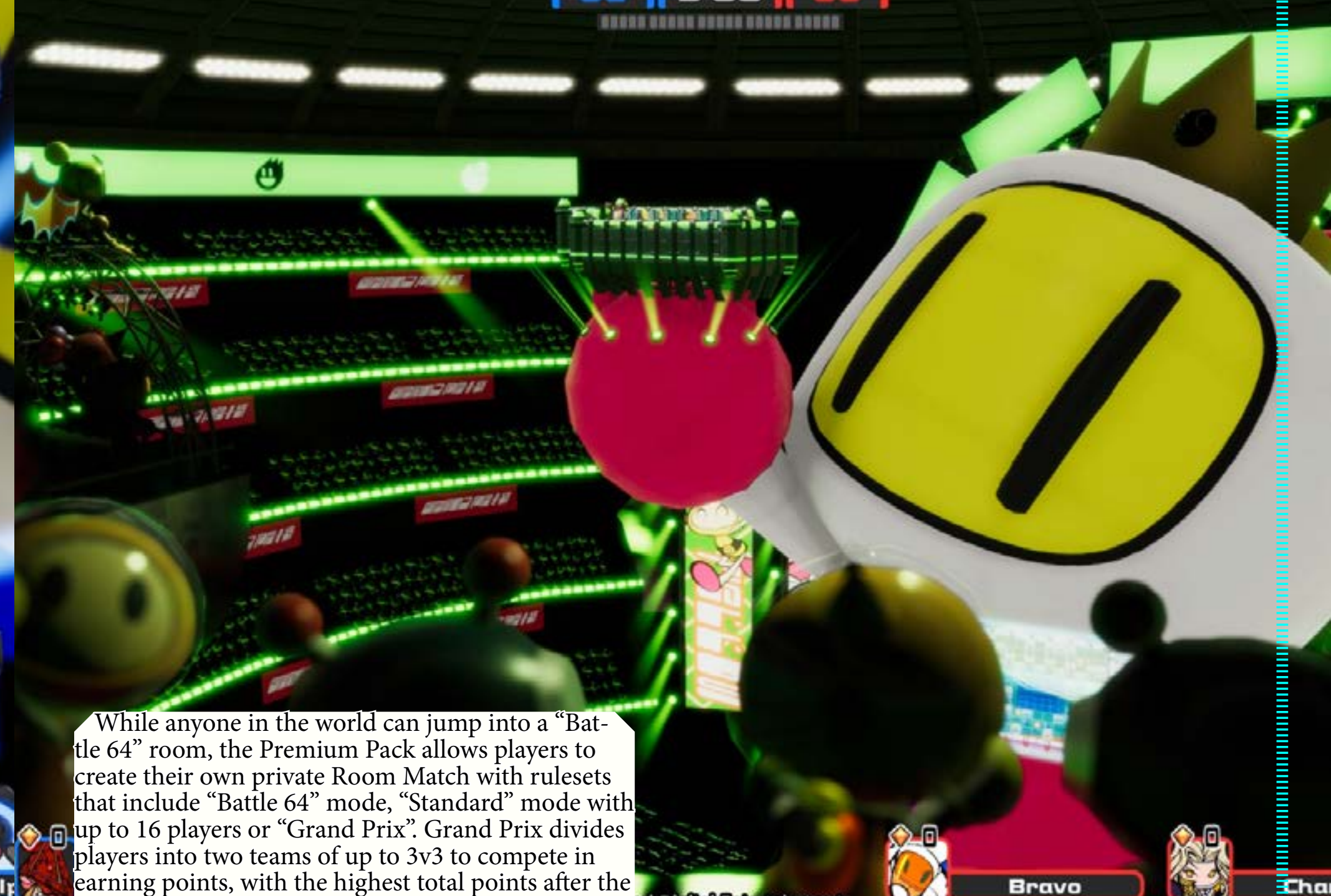
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System: PC/PS4/PS5/Stadia/Nintendo Switch  
Publisher: Konami  
Developer: Konami  
Rating: E10+ - Everyone TEN and OLDER ONLY {Cartoon Violence, Mild Blood, Mild Language}  
Release Date: Out Now

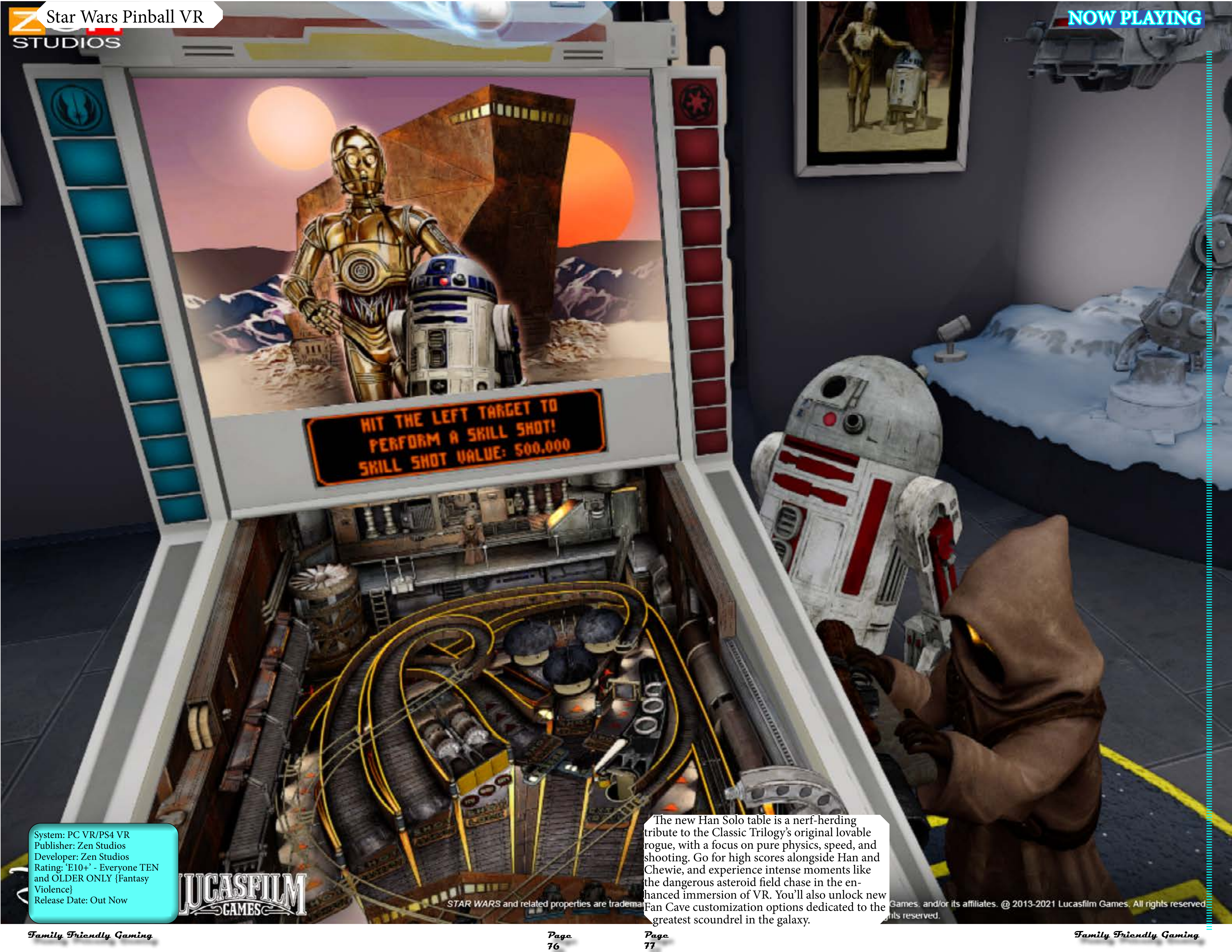
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©Konami Digital Entertainment

While anyone in the world can jump into a “Battle 64” room, the Premium Pack allows players to create their own private Room Match with rulesets that include “Battle 64” mode, “Standard” mode with up to 16 players or “Grand Prix”. Grand Prix divides players into two teams of up to 3v3 to compete in earning points, with the highest total points after the two battle rounds wins.





System: PC VR/PS4 VR  
Publisher: Zen Studios  
Developer: Zen Studios  
Rating: 'E10+' - Everyone TEN  
and OLDER ONLY {Fantasy  
Violence}  
Release Date: Out Now

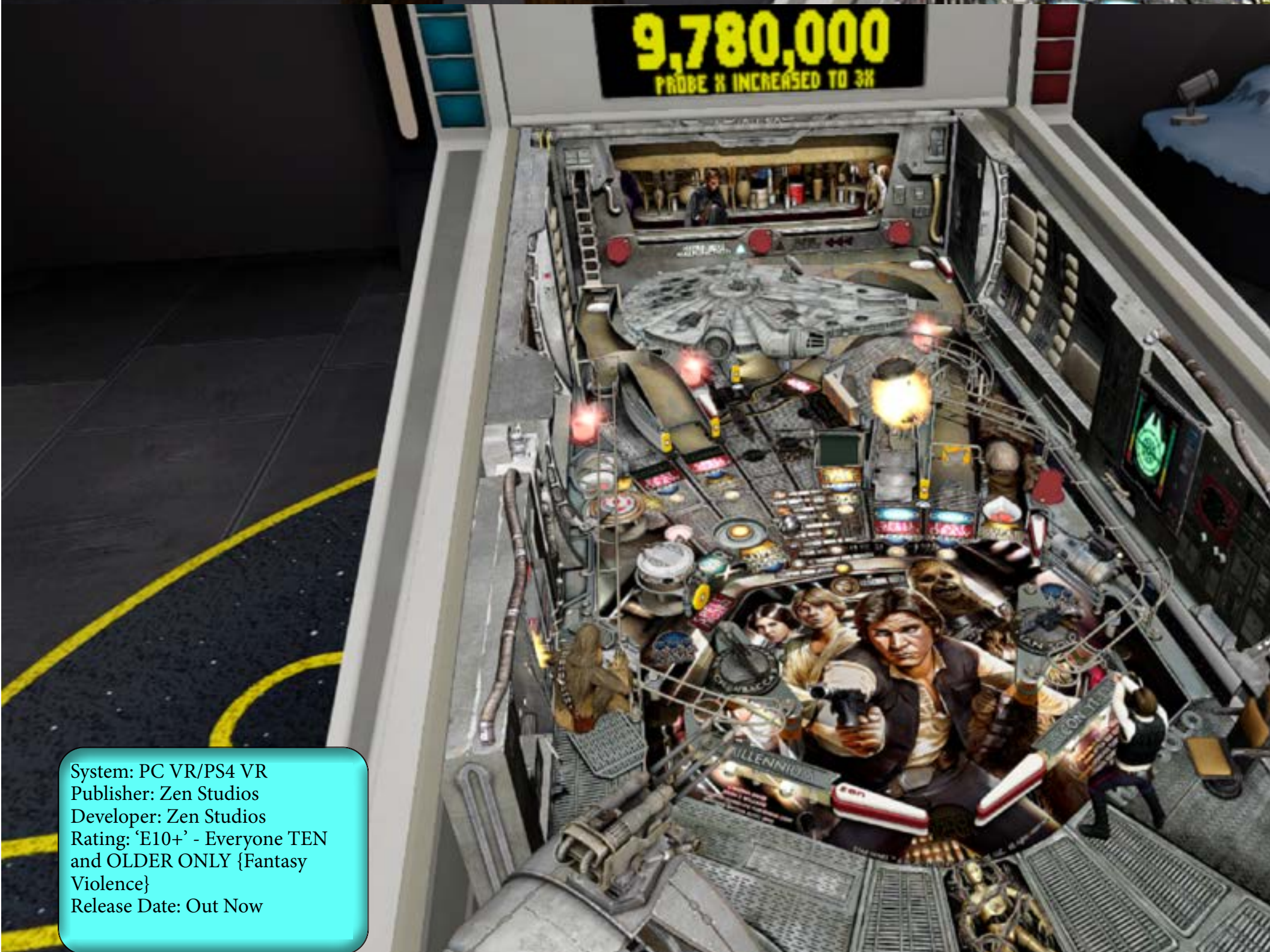
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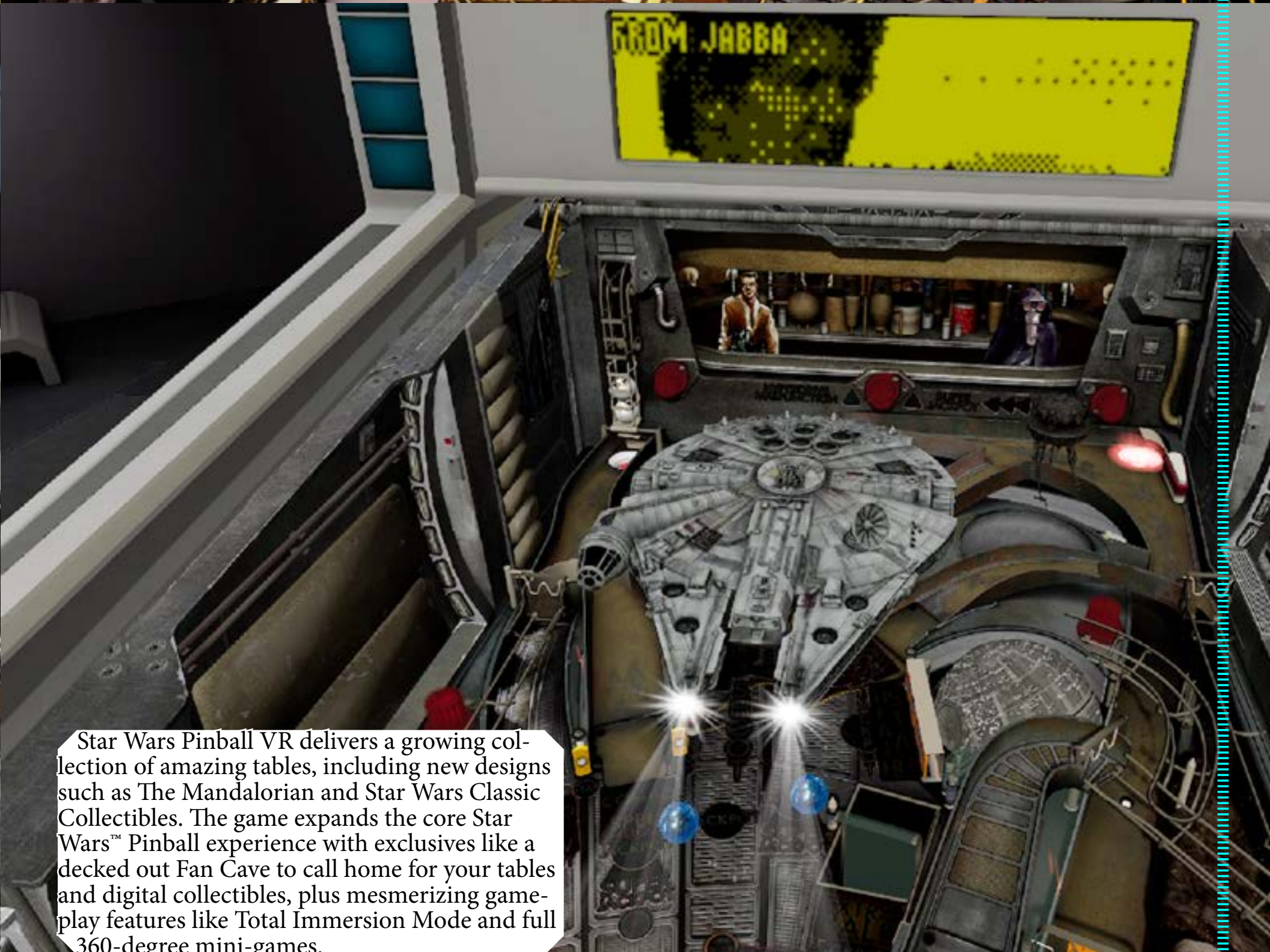
The new Han Solo table is a nerf-herding tribute to the Classic Trilogy's original lovable rogue, with a focus on pure physics, speed, and shooting. Go for high scores alongside Han and Chewie, and experience intense moments like the dangerous asteroid field chase in the enhanced immersion of VR. You'll also unlock new Fan Cave customization options dedicated to the greatest scoundrel in the galaxy.

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System: PC VR/PS4 VR  
 Publisher: Zen Studios  
 Developer: Zen Studios  
 Rating: 'E10+' - Everyone TEN  
 and OLDER ONLY {Fantasy  
 Violence}  
 Release Date: Out Now



Star Wars Pinball VR delivers a growing collection of amazing tables, including new designs such as The Mandalorian and Star Wars Classic Collectibles. The game expands the core Star Wars™ Pinball experience with exclusives like a decked out Fan Cave to call home for your tables and digital collectibles, plus mesmerizing gameplay features like Total Immersion Mode and full 360-degree mini-games.

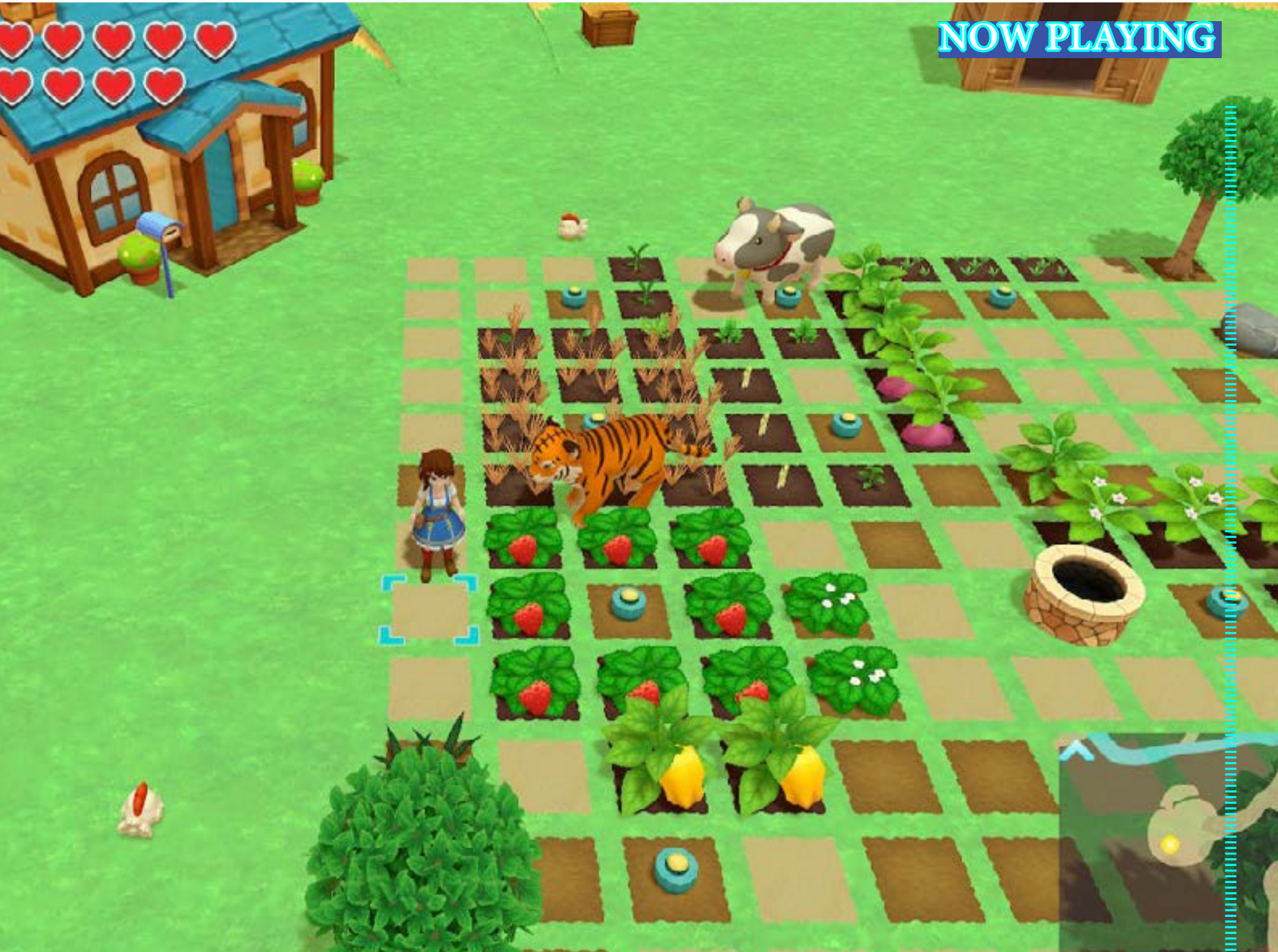




System: Nintendo Switch/  
PS4  
Publisher: Natsume  
Developer: Natsume  
Rating: 'E' - Everyone SIX  
and OLDER ONLY  
Release Date: Out Now

“Harvest Moon: One World is our largest Harvest Moon game yet,” said Hiro Maekawa, President and CEO of Natsume. “With five different lands inspired by real life places, mystical Harvest Wisps, innovative tools that helps you quickly travel and take your barn with you, and new rare and exotic animals, this is truly a new world for players to explore.”





Ahina

What wonderful weather! You can't  
k and relax.

System: Nintendo Switch/  
PS4  
Publisher: Natsume  
Developer: Natsume  
Rating: 'E' - Everyone SIX  
and OLDER ONLY  
Release Date: Out Now

(A) Skip (Y)



A New Harvest Moon with Global Appeal!  
Take a trip around the world in the latest entry  
in the long-running Harvest Moon series! Play-  
ers will ride camels across the deserts of Pastilla,  
venture deep into the snowy mountains of Salmi-  
miakki, and even visit a volcano near the cozy  
mountain town of Lebkuhen!



# Last Minute

## CONTENTS

### Product Name

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# Tidbits



SCORE 00003700  
TIME 5:39



System: PC/PS4/Xbox One  
Publisher: Capcom  
Developer: Capcom  
Rating: 'E10+' for TEN and  
OLDER ONLY [Fantasy Vio-  
lence, Mild Blood, Mild Lan-  
guage]  
Release Date: Out Now

Ghosts 'n Goblins Resurrection is a modern reboot of the legendary Ghosts 'n Goblins series, featuring beautiful story-book-like graphics and action platforming gameplay. Players guide the brave knight Arthur as he battles his way through whimsical horror theme park-like stages on his quest to rescue the princess from the treacherous Demon Lord.



SCORE 00001400  
TIME 6:40



SCORE 00000000  
TIME 5:22



SCORE 00001600  
TIME 6:27



SCORE 00002500  
TIME 6:28



System: PC/PS4/Xbox One  
Publisher: Capcom  
Developer: Capcom  
Rating: 'E10+' for TEN and OLDER ONLY [Fantasy Violence, Mild Blood, Mild Language]  
Release Date: Out Now

New knights, fear not; Ghosts 'n Goblins Resurrection offers several features and modes to aid players on their journey through this demonic fantasy world. Players start off by selecting from one of three difficulties: Squire, Knight and Legend. A special Page mode is also available, granting new players (or knights in need of a little help) the ability to continuously respawn with unlimited lives. Ghosts 'n Goblins Resurrection also features the mystical Umbral Tree, which allows Arthur to learn and upgrade a variety of magic spells and skills. With various weapons, magic and skills available, it's up to each player to determine their unique play style as they make their way through the Demon Realm.

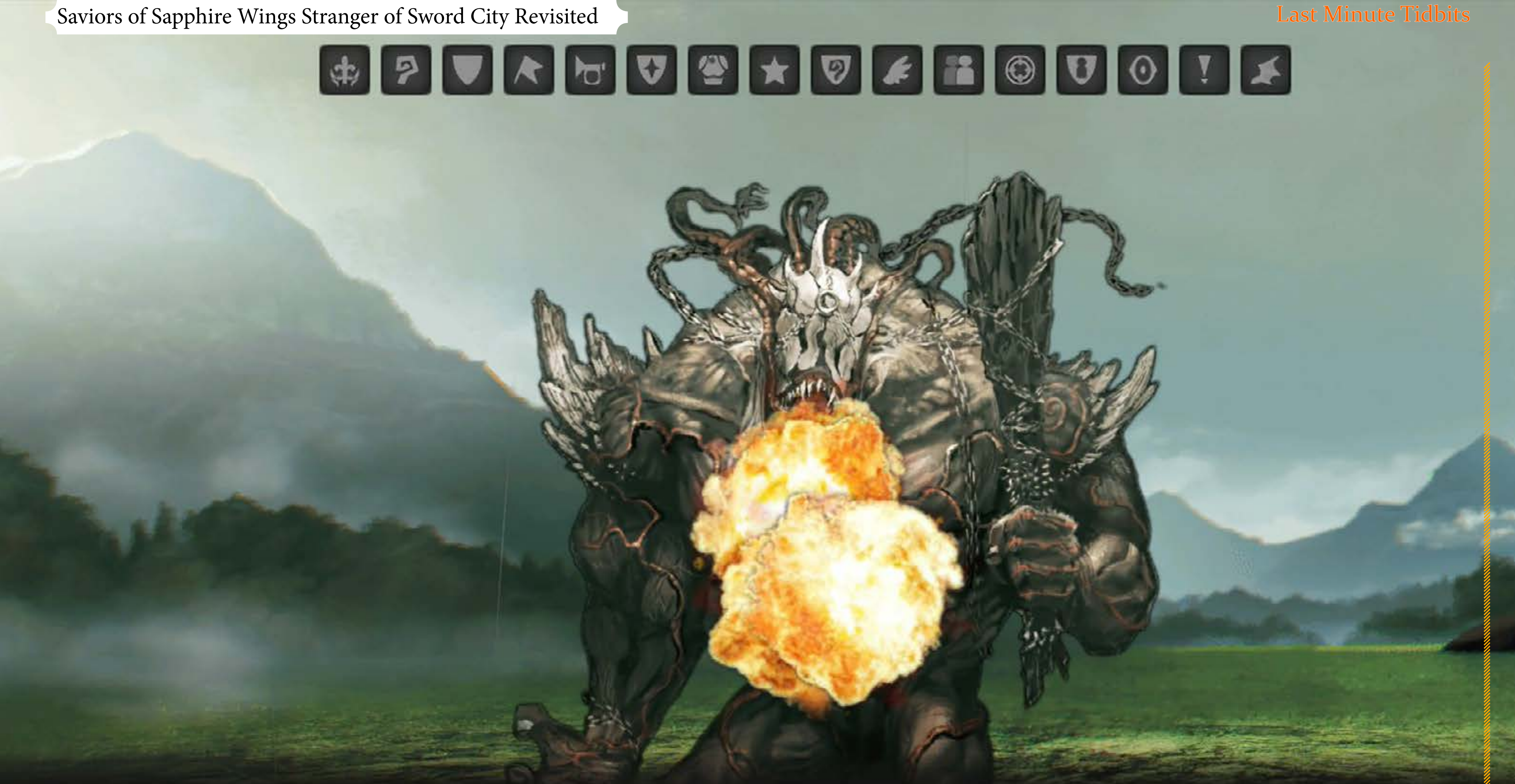




System: PC/PS4/Xbox One  
Publisher: Capcom  
Developer: Capcom  
Rating: 'E10+' for TEN and OLDER ONLY [Fantasy Violence, Mild Blood, Mild Language]  
Release Date: Out Now

Adventurous knights can also band together in the two-player local co-op mode. The second player assists Arthur as one of three supporting characters: Barry, who creates barriers for protection; Kerry, who carries Arthur through danger; and Archie, who creates bridges to cross. The supporting player can switch between these characters to help Arthur defeat ghoulish enemies and overcome any unexpected obstacles.





エルサ は ファイアボルト のスペルを唱えた！



System: Nintendo Switch/PC  
Publisher: NIS America  
Developer: Experience, Codeglue  
Rating: T for THIRTEEN and OLDER ONLY (Blood and Gore, Drug and Alcohol Reference, Mild Language, Mild Suggestive Themes, Partial Nudity, Violence)  
Release Date: Out Now

Knights, Assemble!: Muster all your might and cunning to confront the forces of the Overlord of Darkness! Assemble your party, develop your own playstyle with traps and tactics, and exploit your enemies' elemental weaknesses to overcome the most powerful servants of darkness.

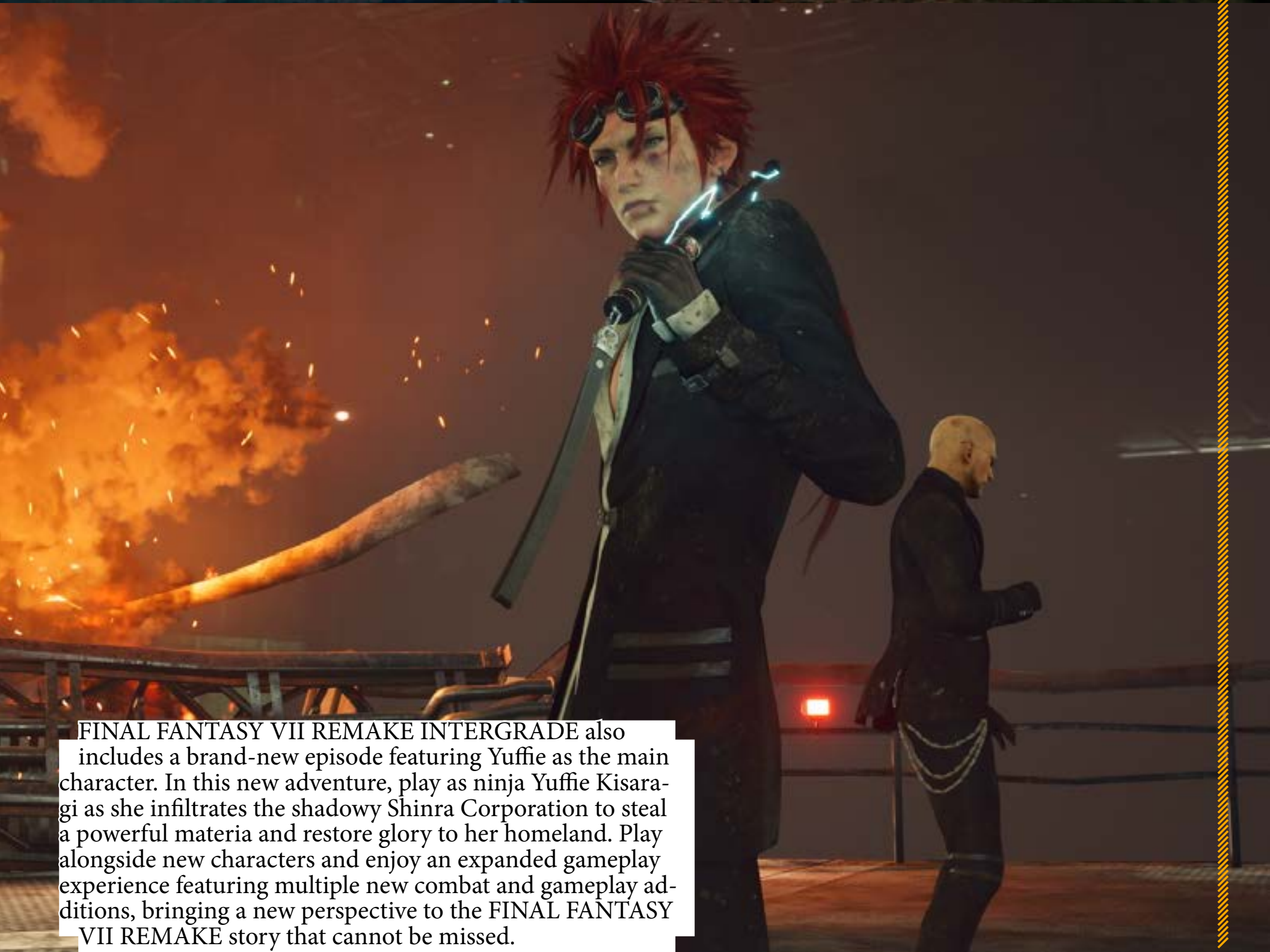




System: Nintendo Switch/PC  
Publisher: NIS America  
Developer: Experience, Codeglue  
Rating: T for THIRTEEN and  
OLDER ONLY (Blood and Gore,  
Drug and Alcohol Reference, Mild  
Language, Mild Suggestive Themes,  
Partial Nudity, Violence)  
Release Date: Out Now

If you enjoyed your adventures in Saviors of Sapphire Wings, you can also dive into the world of Stranger of Sword City Revisited! Brimming with additional content such as expanded character creation options, in-game events, and new items and equipment, this remastered version of the original dungeon-crawling hit is bundled with Saviors of Sapphire Wings as a bonus game!

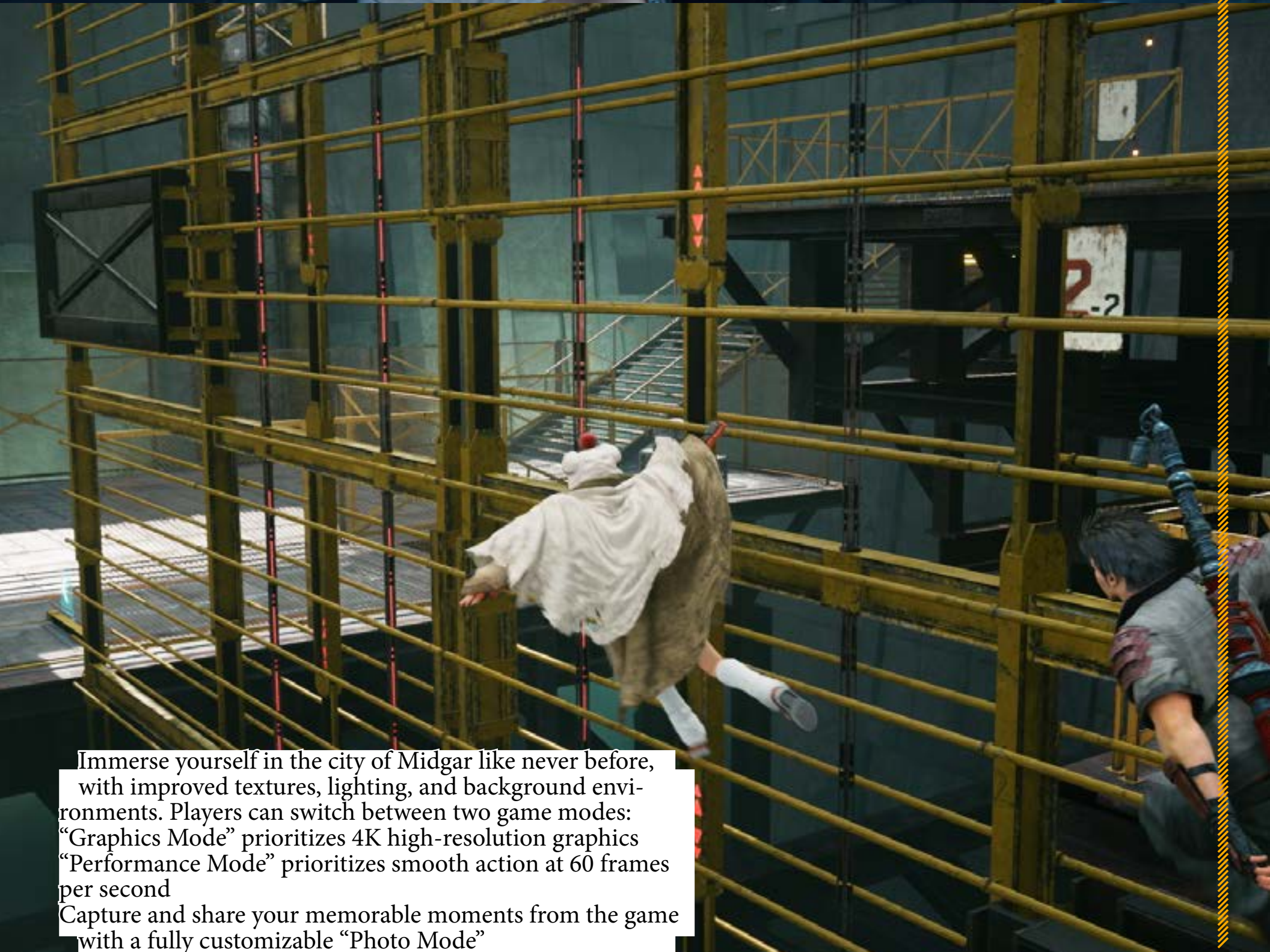




FINAL FANTASY VII REMAKE INTERGRADE also includes a brand-new episode featuring Yuffie as the main character. In this new adventure, play as ninja Yuffie Kisaragi as she infiltrates the shadowy Shinra Corporation to steal a powerful materia and restore glory to her homeland. Play alongside new characters and enjoy an expanded gameplay experience featuring multiple new combat and gameplay additions, bringing a new perspective to the FINAL FANTASY VII REMAKE story that cannot be missed.

System: PS5  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "T" for THIRTEEN and OLDER ONLY (Language, Suggestive Themes, Use of Alcohol and Tobacco, Violence)  
Release Date: Out Now





System: PS5  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "T" for THIRTEEN and OLDER ONLY (Language, Suggestive Themes, Use of Alcohol and Tobacco, Violence)  
Release Date: Out Now

Immerse yourself in the city of Midgar like never before, with improved textures, lighting, and background environments. Players can switch between two game modes: "Graphics Mode" prioritizes 4K high-resolution graphics "Performance Mode" prioritizes smooth action at 60 frames per second  
Capture and share your memorable moments from the game with a fully customizable "Photo Mode"



# ゴールドスタチュー



System: Nintendo Switch  
Publisher: NIS America  
Developer: Nippon Ichi Software  
Rating: "T" for THIRTEEN and  
OLDER ONLY (Suggestive Themes,  
Alcohol Reference, Fantasy Violence,  
Language, Mild Blood)  
Release Date: Out Now

SCREENSHOTS TAKEN FROM  
OF THE JAPANESE VERSION

Can a mere Netherworld zombie rise up and  
destroy a false god? Find out in the newest  
installment of the DISGAEA series! Features  
such as Super Reincarnation, 3D visuals (a first  
for this series), and adjustable gameplay settings  
make this the perfect game for both new and old  
DISGAEA fans!

PRELIMINARY BUILD  
DISGAEA 6



ミラクルチェンジ



SCREENSHOTS TAKEN FROM A DEVELOPMENT BUILD  
OF THE JAPANESE VERSION OF DISGAEA 6

サンダーラッシュ



SCREENSHOTS TAKEN FROM A DEVELOPMENT BUILD  
OF THE JAPANESE VERSION OF DISGAEA 6

プラズマドライブ



TAKEN FROM A DEVELOPMENT BUILD  
OF THE JAPANESE VERSION OF DISGAEA 6

プリニーおどり



TAKEN FROM A DEVELOPMENT BUILD  
OF THE JAPANESE VERSION OF DISGAEA 6

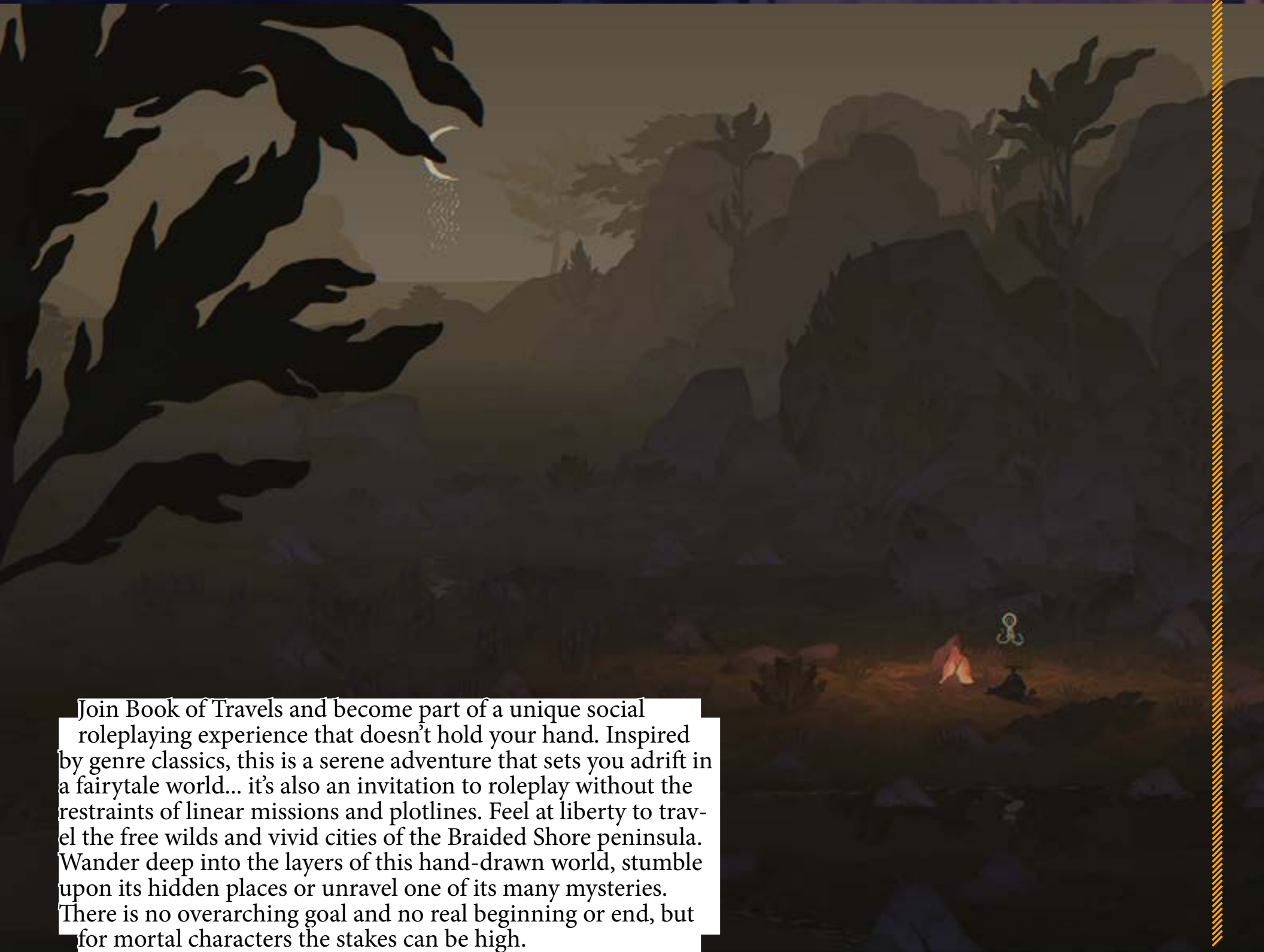
System: Nintendo Switch  
Publisher: NIS America  
Developer: Nippon Ichi Software  
Rating: "T" for THIRTEEN and  
OLDER ONLY (Suggestive Themes,  
Alcohol Reference, Fantasy Violence,  
Language, Mild Blood)  
Release Date: Out Now

“Yes, there’s definitely a wish to revisit that cast and maybe other casts. Disgaea is a series that we’re constantly thinking of what to do with it. And right now, while all eyes are probably on or looking forward to Disgaea 6, there’s still a lot of other things that we’re still planning and thinking about in the Disgaea series that maybe we’ll be announcing in the future. At least please know that it’s being thought about” - Sohei Niikawa.





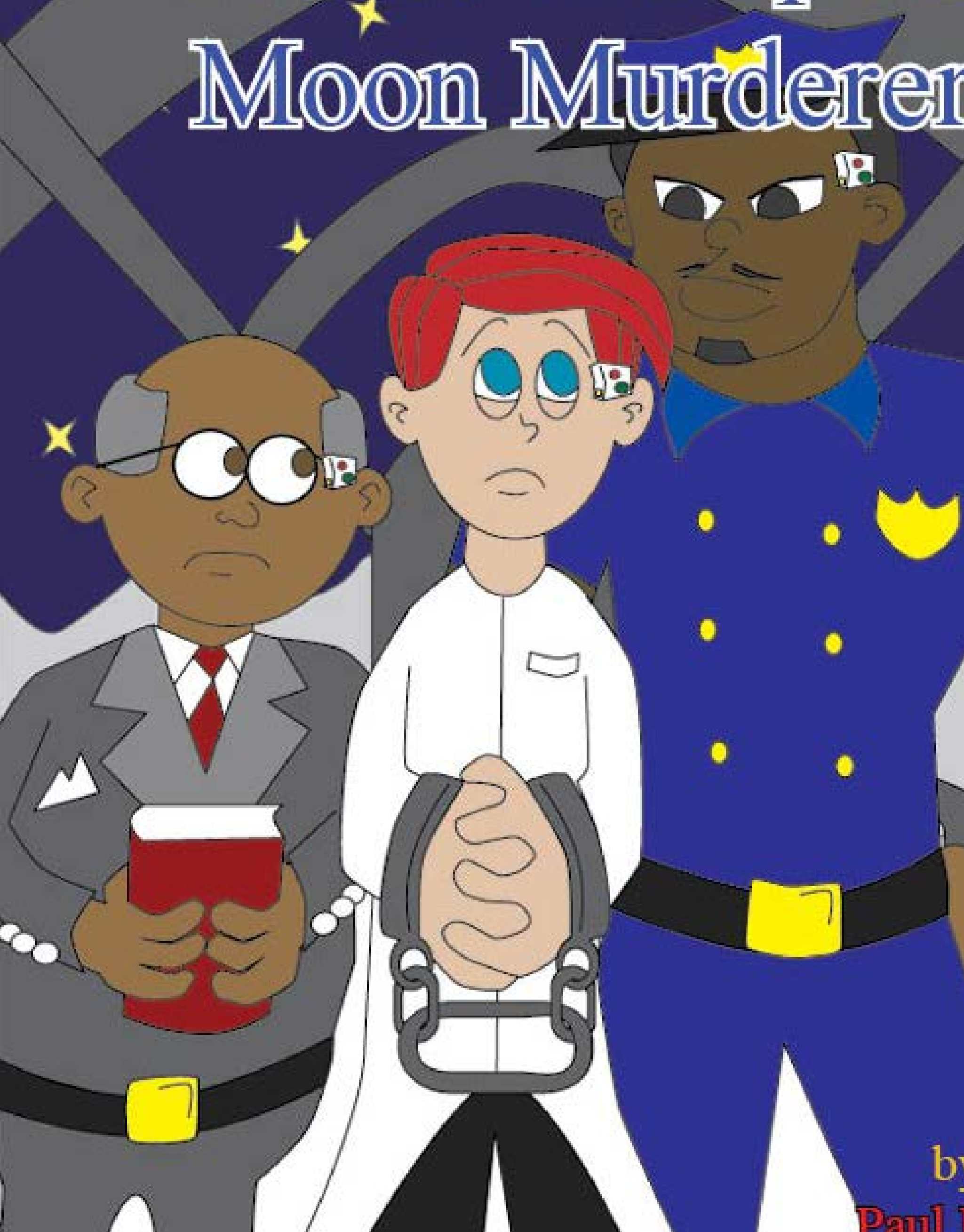
System: PC  
 Publisher: Might and Delight  
 Developer: Might and Delight  
 Rating: 'NR' for Not Rated  
 Release Date: Out Now



Join Book of Travels and become part of a unique social roleplaying experience that doesn't hold your hand. Inspired by genre classics, this is a serene adventure that sets you adrift in a fairytale world... it's also an invitation to roleplay without the restraints of linear missions and plotlines. Feel at liberty to travel the free wilds and vivid cities of the Braided Shore peninsula. Wander deep into the layers of this hand-drawn world, stumble upon its hidden places or unravel one of its many mysteries. There is no overarching goal and no real beginning or end, but for mortal characters the stakes can be high.

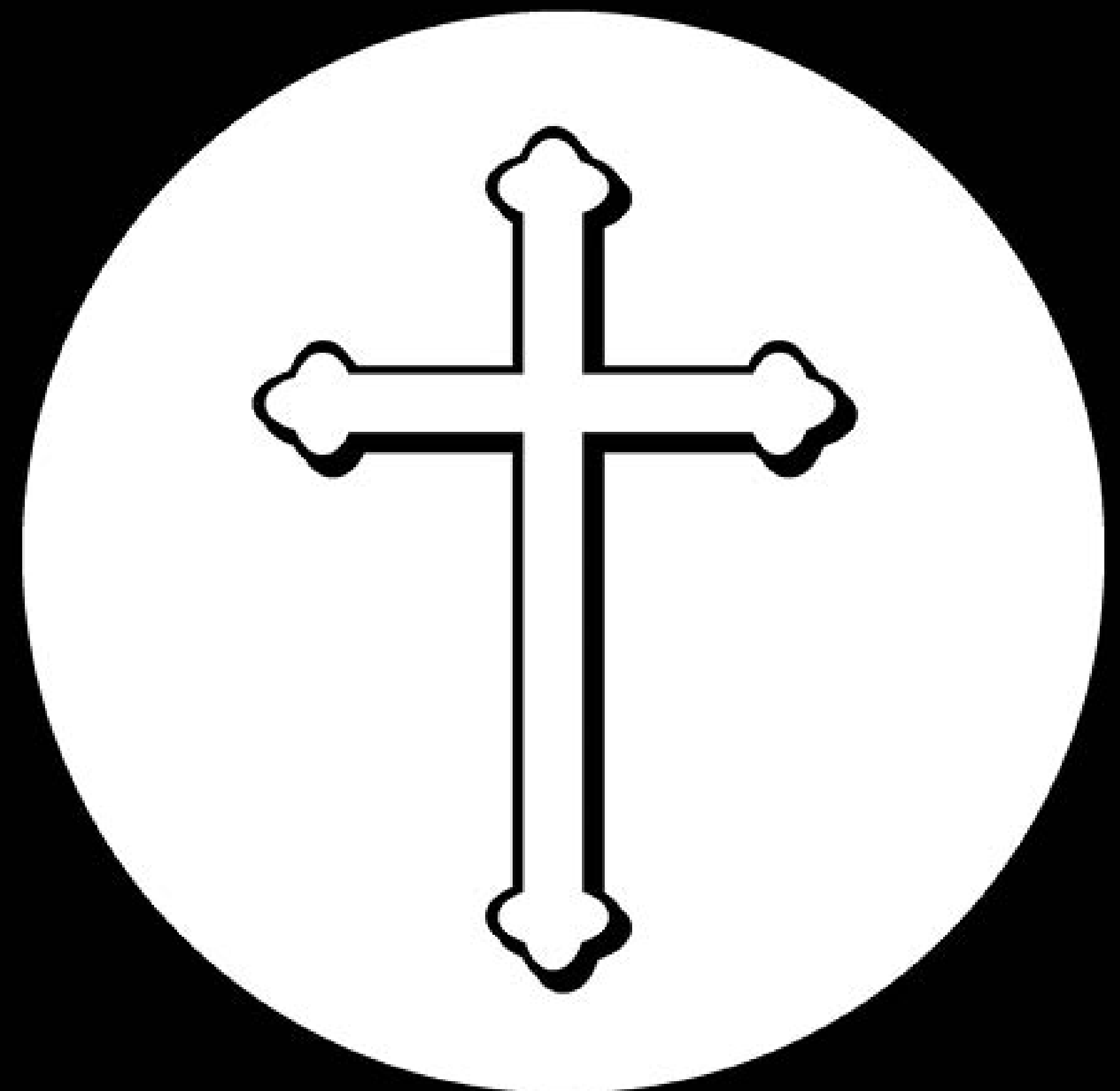


# Future Glimpses Moon Murderer



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# Future Glimpses Free At Last



By  
Paul Bury

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# Devotional January

BY

PAUL BURY

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