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# July 2022

## 180

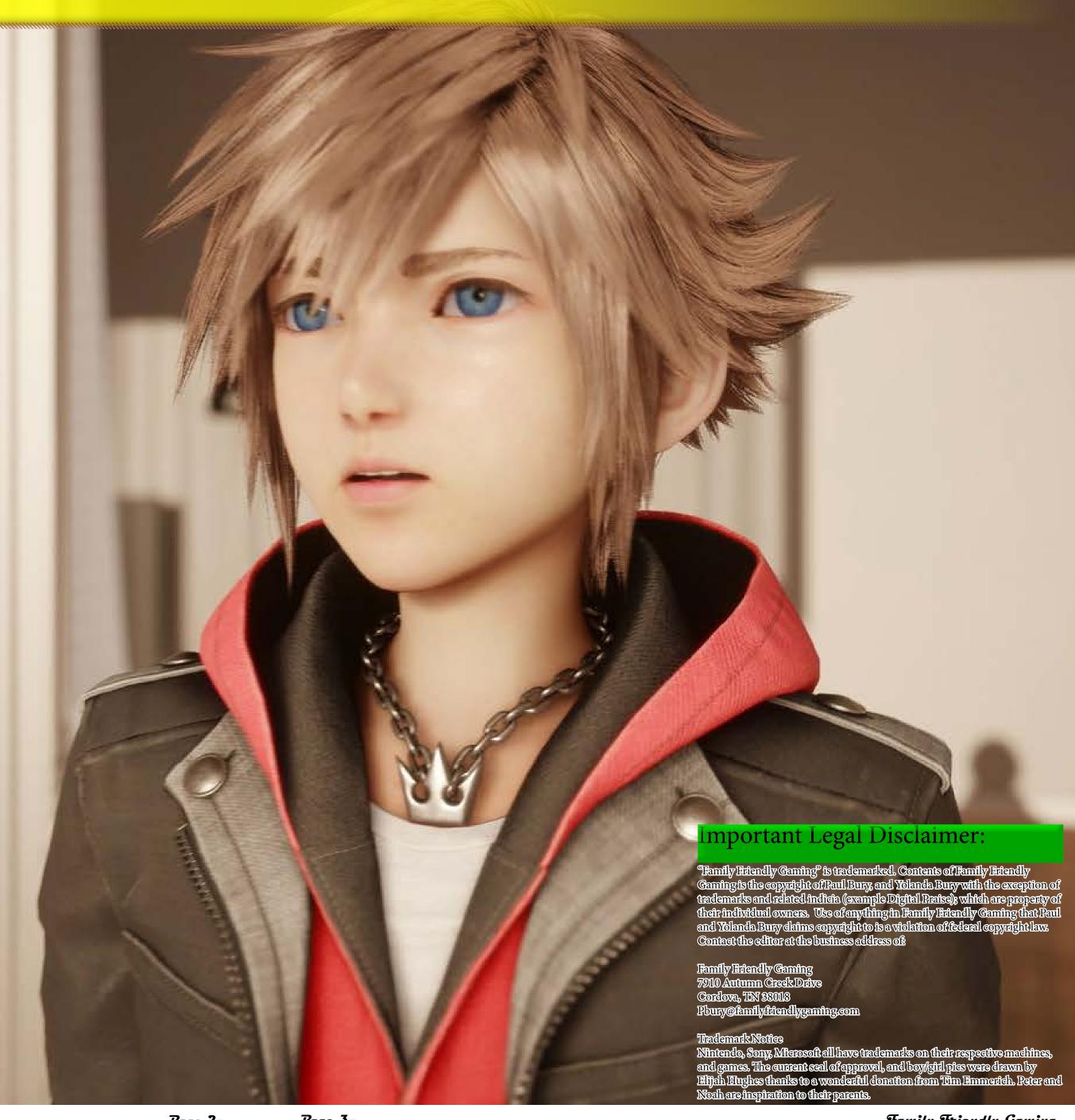
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#### STAFF:

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



## Editor's Desk

# FEMALE SIDE

#### Thankfulness

I have so much to be thankful for. I was talking with a younger brother in Christ who was upset. They were upset because they do not know what God wants them to do with their life. They were a bit jealous of those of us that are living out what God has laid before us. He wanted to know what path God wanted him to walk. I can totally and completely sympathize because I was in that boat before God told me to do Family Friendly Gaming. Bear in mind this is not something I would have thought to do. This is not something I would still be doing if it was by my own power, thoughts, and energy. God called me to it. As we break records with every single issue I am extremely thankful that God gave me a missions for my life. I know a lot of people that do not have a mission from God and they are miserable.

My advice to anyone wanting to know what they should be doing is to pray. Seek God's will for your life. I will warn you though - seek and you shall find. At times you will be given something you do not want. Jesus did not want to drink from the cup of crucifixion. There are challenges daily for us. Satan sends his forces to attack us quite frequently. We are lied about, falsely accused, and viciously attacked in a plethora of ways from those who happily serve Satan. Jesus said you know a tree by its fruit. Our fruit is pretty clear - obedience to God, follow God, do God's will for your life, and lovingly tell the truth. This next part may shock you. This may surprise you beyond belief. I am thankful that we are under attack by the forces of evil. Why? Jesus said we are in the same category, league, and division as the prophets of old. We are earning treasures in heaven by continuing to be obedient to God and refusing to join in worldly rebellion.

I am thankful for the millions upon millions of people we have reached here at Family Friendly Gaming. I am thankful that we are working on issue #180. Can you believe that? I find this so wild and amazing. Family Friendly Gaming has grown and changed over the years. We continue to upgrade things as we are given the resources to do so. We just recently moved to a https website from http. That was all thanks to Cheryl Gress over at Christ Centered Gamer. This is a major upgrade that helps us get better. We have doubled our website hits since that happened. That is astounding. We are looking at starting a TikTok account. We are not sitting on our laurels. We keep adding and reaching more people.

I am thankful for each and every one of ya'll. You guys and gals have been amazing over the years. We are far from perfect, and your grace and understanding has been so wonderful. I am thank-

ful for each of our viewers and chatters when we live stream, and on the videos we have on video sites. I am thankful for the emails we receive from so many wonderful people providing so much love and support.

I am thankful for each advertiser, sponsor, and donation. We consistently reinvest that money into what we are doing here at Family Friendly Gaming. Whether it is toys for Princess that are part of the Shorts we record, to the equipment we use to make these magazines/e-magazines. We have been able to create all kinds of videos and live streams thanks to the money that comes in. We keep expanding that as time allows.

God bless, Paul Bury



#### Serving Others

One of the ways to easily identify a Christian is if and how they are serving others. There are so many opportunities available to all of us to serve others. Maybe it is letting someone go in line in front of you. When you do that you are thinking of others before yourself. Yes it can be difficult to do that for rude, nasty, and hateful people who are so self centered that they think they do not need to wait. Or they think their time is more valuable than everyone else's. Have you run across people like that?

Family Friendly Gaming has given a long time example of serving others. We do not receive enough donations, sponsorships, and advertisements to make FFG full time work. Both Paul and myself work other jobs to pay for Family Friendly Gaming. We charge nothing for all of the work we do to you our wonderful readers. We are serving you by giving you a diverse viewpoint that the super majority of the rest of the gaming media does not give. In fact in many cases we give the exact opposite opinion. Do you know why that is? We are staying true and real to who we are. We are staying genuine and transparent in our obedience to God. We do not join the worldly in their open rebellion against God. We choose to take the path less traveled. Those that have only known darkness cringe at the light we provide as we shine as an example. Some of those in darkness lash out because they hate the light. From time to time we reference them as servants of Satan. Whether they realize it or not they are serving darkness. We have no ill will or hatred toward them. Instead we want them to turn from those evil ways, repent, and enter into a relationship with Jesus Christ. We want them to openly and happily obey God as we do.

In my part time job I have been able to meet some wonderful people. I have gone above and beyond for the elderly and disabled over and over again. I do not say this as a brag. I say this as an example that helping the elderly and disabled is another way we can serve. Do you have any elderly or disabled in your neighborhood that you can assist? Have you ever considered giving them some free service? I understand that we are all busy. Helping the elderly and the disabled will make you feel wonderful. That is what service does. It makes us feel great. Helping others is what we were really designed to do. This is why real and true Christians are making the world a better place. We embrace the teachings of Jesus Christ. We follow Him in service. Are we perfect? Far from it.

I help Paul with the website, magazine, videos

and more. I help our boys with a wide array of things. I help our neighbors with all kinds of different aspects of life. I have friends from all around that I assist. I go over and help my mother with things she cannot do for herself. All of these are examples of service. Have you taken the time to contemplate the different areas you are serving others? How are you doing with it? Are you knocking it out of the park? Is your life more about yourself? Are you one of those selfish people spreading all kinds of bad emotions and making the world a worse place? Are you the kind of person that is helping others and making this world a better place? Where do you line up on this real world, and real life issue? I am not judging you. I am asking you to judge yourself and then keep it up or change accordingly.

God bless, Yolanda Bury



### LESSON-BASED EDUCATION & FUN

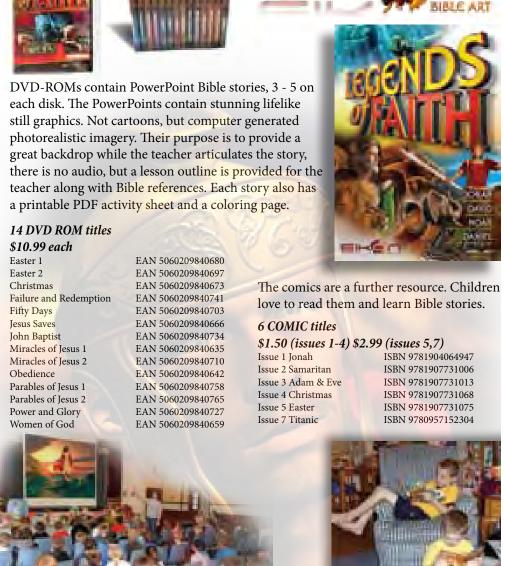


Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863 1 Timothy: 9780976054825 | 2 Timothy: 9780976054894 | Interactive Parables: 9780976054801 | Interactive Parables Spanish: 9780976054818



Interactive Bible Series for Windows by GraceWorks Interactive





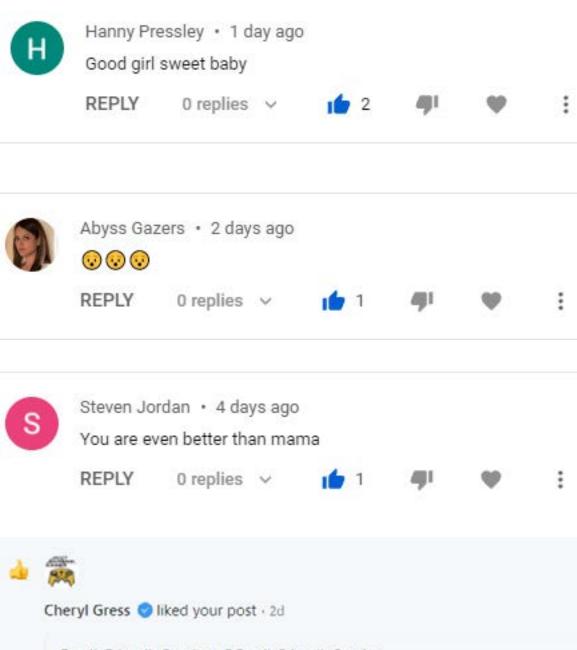


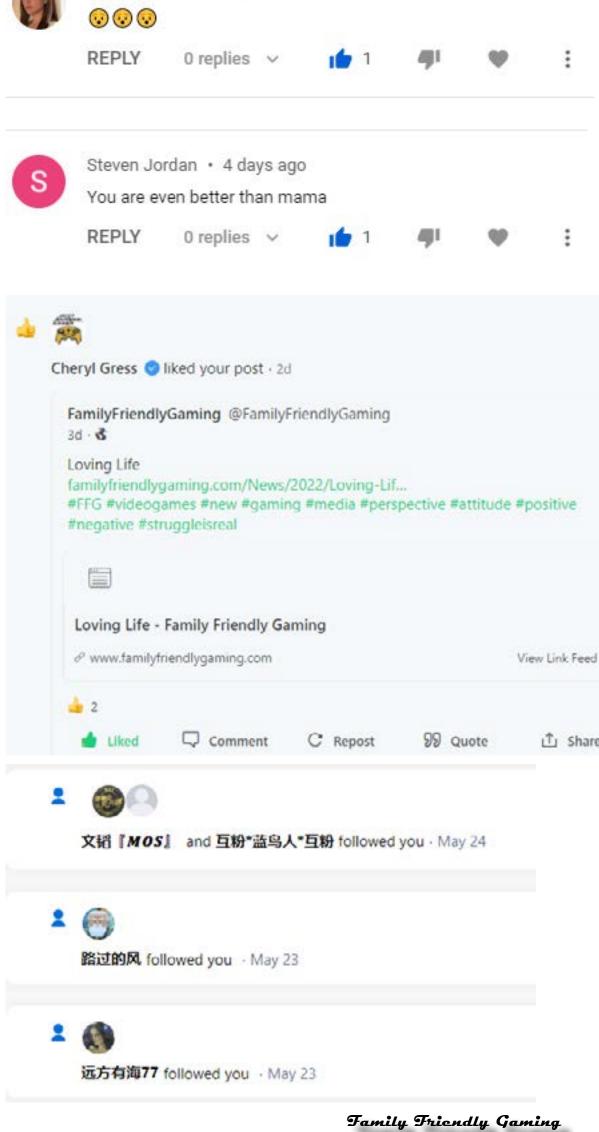
# Advertisement

### 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**





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# SOUND OFF



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

#### **FFG Originals**

Thank you so much for being a breath of fresh air in your FFG Originals. I read them every Monday morning and just love them. You are doing such a wonderful service to the video game industry. My experiences have been horrible in this dark industry. You state facts that others ignore or gloss over. The discrimination against Christians and conservatives is horrible in a lot of companies. I should know I have worked at a few of them. I tried pitching some ideas for including some Christian themes in some of the video games I worked on and was immediately shut down in some of the most hateful manner possible. I have seen discrimination against

white people, men, women, black people, and more. Too many video game companies are totally ugly in terms or morals and ethics. There is all kinds of lies and back stabbing to go up the ladder. There are plenty of people in positions of power in these companies that have no clue how to lead. You are actually a better leader than they ever will be.

I try to treat everyone equal and the same. I have real issues with those that are acting so nasty at work. From those telling racist jokes about all races to those calling everyone over to see some porn. How does any of that help us get that game done? HR is worthless and there is retaliation at these companies. I am working on a personal side project. When it is closer to completion I will let Family Friendly Gaming know about it in case you will be interested in publishing any content concerning the game.

I have to hide who I am at these companies because I have seen Christians and conservatives forced out for boldly standing for what is right, moral, ethical, and good. Please keep my information anonymous. I don't mind whistle blowing on the industry. I want to try and stay safe because I have seen all kinds of ugliness working at these video game



companies.

 Information Withheld for Protection

{Paul}: Information Withheld for Protection,

Stay strong brother. I too have had day jobs working at some pretty wicked places. I would sneak in Bibles and leave them in the break room. A couple of people got saved that way. Others ranted and raved in their hatred of the Holy Bible, Christians, and those that were diverse from them. BTW the same people that ranted and raved would go around bragging that they celebrated diversity.

I am very sorry you have had to go through those experienc-

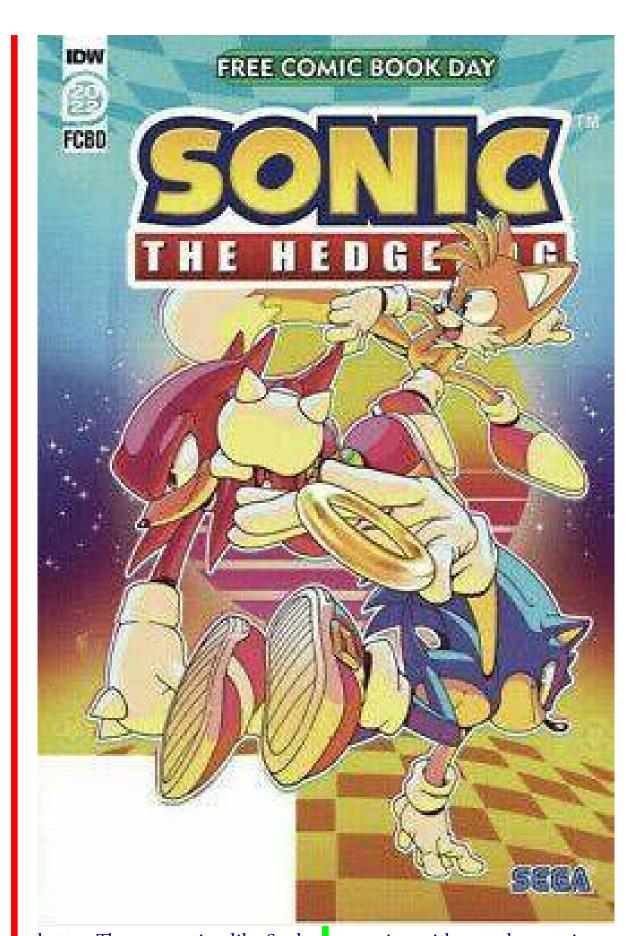
es. It just sucks. I have seen and heard some things at the seven E3 events I have attended. I guess they figured since it was behind closed doors with just media and developer that they could spew their hate speech with no one reporting on it. I have heard of sexual favors being given out for positive coverage. That was years before Gamersgate. I have heard different media outlets being bought off by the video game companies for good coverage. I have had offers to join the corruption myself. I was at an after hours event talking to a developer, and some other people from a different media outlet spit on me, and shoved me because they hated the idea of Family Friendly Gaming. I have had developers, publishers and other media outlets scream profanities in my face and tell me that there was no place for Family Friendly Gaming. Bear in mind these people all claim to celebrate diversity. Yet the hatred we have faced over and over again can be exhausting. Then there were the death threats that we had to report to the FBI.

I have floated all kinds of different theories out there in a plethora of FFG Original articles. I have given a diverse perspective from the wide array of gaming sites. What is my earthly reward? Hatred from those who claim to celebrate diversity. Hatred from those that openly embrace rebellion against God. Did you know there are sites with pages

devoted to spewing all kind of wicked, evil bile against Family Friendly Gaming. Since we do not accept their attempts to redefine morals, ethics, words, history, and institutions they decide we do deserve to exist. They are quite clear on this. Articles like Live and Let Live have not reached their minds. They feel they must spread their venom and hatred in the most wicked ways possible. I refuse to respond to them with hatred. Instead I lovingly point out what they are doing. I lovingly encourage them to turn from their wicked ways. I lovingly encourage them to repent and seek God.

We both know this is a wicked fallen world. Too many are still in darkness. Many lash out at the light as it enters their dark domains. All they know is darkness. All they know is a backwards worldly mentality that comes from Satan. When I was younger I accepted that backwards worldly mentality. I did not know any better. So I can totally understand where they are coming from. I wrote Video Game Lies because God opened my eyes. I wanted to reach my fellow gamers and have them open their eyes as well. I wanted them to wake up to truth and reality. My heart is still there to open their eyes. So the attacks and hatred are from those who really do not know

# SOUND OFF Continued



better. They are acting like Saul before he became Paul. I want them to see truth. The variety of attacks from them expose their messed up belief system. That can reach others. I have seen others get saved from the hateful attacks we have faced. We celebrate another soul coming with us to heaven instead of going down with them to hell in the afterlife.

#### **Comic Books**

Thank you! Thank you! Thank you! Thank you!
Thank you!
Thank you for starting to review comic books. I saw your Sonic the Hedgehog FCBD review and absolutely loved it. Are you going to do any more Sonic the Hedgehog comic book reviews? What about any other video game related comic books?

- Trisha

{Paul}:Trisha,

You are very welcome. We are looking at other comic books. Just got three months of Marvel Unlimited and plan some reviews of those comics as well. We plan at least a monthly trip to a local comic book store to check out what comics are available. We have been looking for more Sonic comics.

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:

page:
http://www.familyfriendlygaming.com/comments.
html, or send an email to:
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.

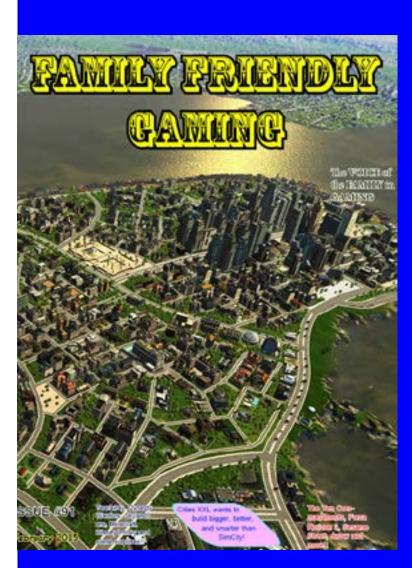
Current rates can be found on the Advertise page of the website

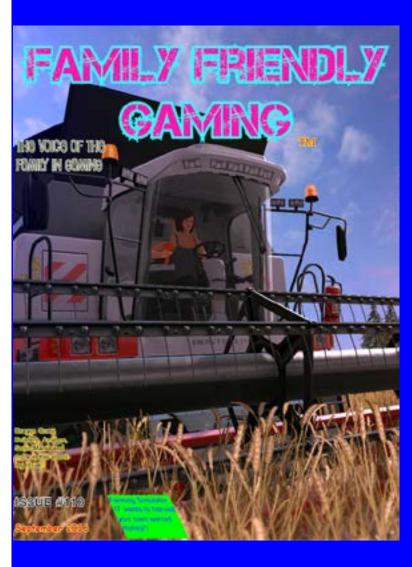
Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family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

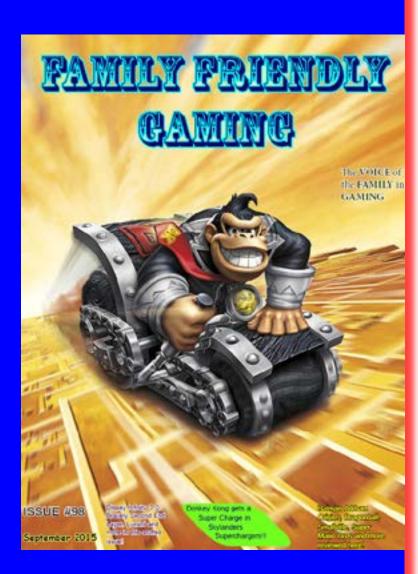


# Look BACK Family Games

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









# THE ACTS OF THE EVANGELISTS

In this competitive strategy game, travel back to the 1st century Roman Empire to compose the texts that history will know as the Christian Gospels. Journey to different cities and claim traditions about Jesus of Nazareth, and write them into the pages of your gospel, then interview the eyewitnesses to the stories to strengthen your





text. Combine eyewitness testimony, literary devices, and themes to score well and write the best gospel of all!

Each copy of The Acts of the Evangelists includes:

1 cloth board
6 player pawns and 24 player cubes
15 status cubes
9 eyewitness discs
72 tradition cards
36 witness interview

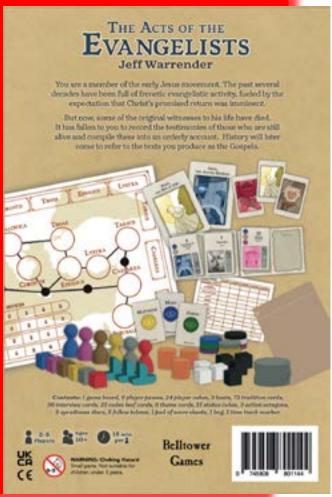
cards
6 theme cards
25 codex leaf cards
3 boats
3 action octagons
1 time track marker
5 follow tokens

1 rulebook 1 scorepad

bag

This game uses a cloth board. Some fraying of the edges is normal, and should not impact gameplay in any way. The image above shows the typical magnitude of this. Although this should not worsen during normal use, some possible solutions can be found here -

https://boardgamegeek.com/thread/2782666/cloth-board



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### DEVOTIONAL

### Working with the World

I have always said I am looking for a Bible obeying church. A lot of churches talk about being Bible believing but not Bible obeying. I have run into a lot of churches and fellow believes that go with whatever the world is doing. They want their church to be like the world. 2 Corinthians **6:14-18** Do not be yoked together with unbelievers. For what do righteousness and wickedness have in common? Or what fellowship can light have with darkness? 15 What harmony is there between Christ and Belial? Or what does a believer have in common with an unbeliever? 16 What agreement is there between the temple of God and idols? For we are the temple of the living God. As God has said:

"I will live with them
and walk among them,
and I will be their God,
and they will be my people." 18 And,

"I will be a Father to you, and you will be my sons and daughters, says the Lord Almighty." So as churches and fellow believers are acting like the world they are leaving their light behind and acting like darkness. They are partnering with the exact opposite of what God commands. Why disobey God? It makes little to no sense to me at all. Do they actually agree more with Satan than with God? If so how does that make them a church or a believer?

Every Christian and every church should realize the disgusting things we left when we got saved. Romans 6:5-7 For if we have been united with him in a death like his, we will certainly also be united with him in a resurrection like his. 6 For we know that our old self was crucified with him so that the body ruled by sin might be done away with, that we should no longer be slaves to sin— 7 because anyone who has died has been set free from sin. Why go back into the bondage of sin? Imagine if you were in an abusive relationship and you got out. You are free from that horrible situation. Why would you ever want to go back into it? It just makes no logical sense.

We are under grace now. Why go back into sin? **Ro-mans 6:11-14** In the same way, count yourselves dead to sin but alive to God in Christ Jesus. 12 Therefore do not let sin reign in your mor-

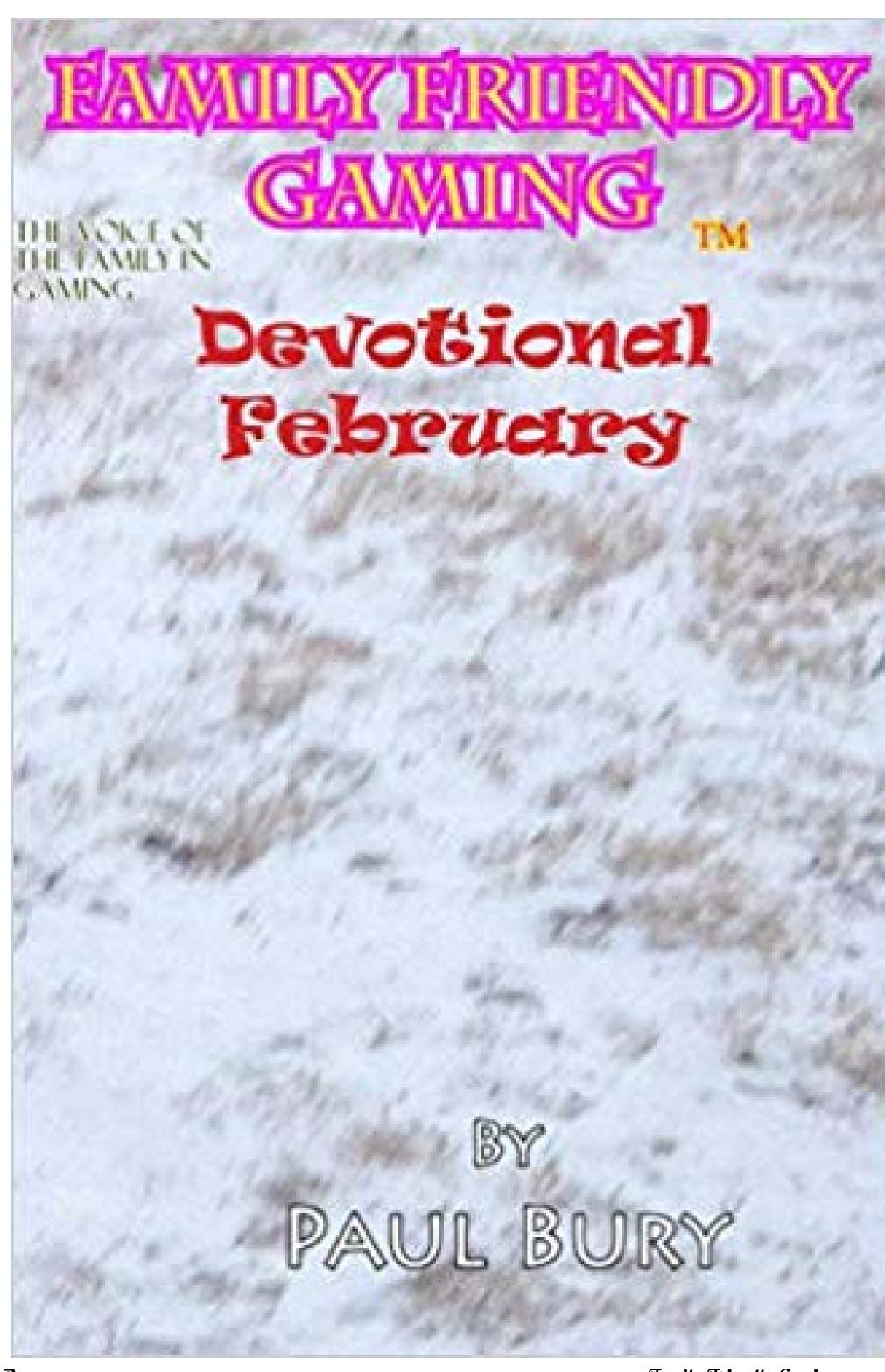
tal body so that you obey its evil desires. 13 Do not offer any part of yourself to sin as an instrument of wickedness, but rather offer yourselves to God as those who have been brought from death to life; and offer every part of yourself to him as an instrument of righteousness. 14 For sin shall no longer be your master, because you are not under the law, but under grace. We are in the world but no of the world. All churches and Christians should behave accordingly. As long as they are Bible obeying as we are.

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

# TEV/S

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EFootball 2022 UPDATE (version 1.0.0) AVAILABLE NOW
Train Life A Railway Simulator Releasing
THE KING OF FIGHTERS The Ultimate History
The Lord of the Rings Heroes of Middle-earth Announced
Squish Release Date
Konami Announces Exclusive Partnership with LIGA BBVA MX

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play Approach, Team Building, & Licenses." This will offer users to experience the exciting offensive and defensive element often seen in real-world football, perfectly replicated in eFootball™ 2022!

There will also be the addition of the game mode 'Dream Team' - previously introduced as 'Creative Team'. This will be the game mode in which users can enjoy building their very own team, play against other "Dream Teams" from around the world, and experience as many titanic clashes of differing footballing ideologies as there are users.

After an initial week-long "Start-up period", various in-game events matching with the theme of Season 1 will be held from April 21st.

Finally, there will be additions of new licenses from both Japan and North America, Meiji Yasuda J1 League, Meiji Yasuda J2 League, MLS Players Association and USL Championship.

#### New Gameplay Approach

#### Player and Ball Behavior

Player and ball behaviour, on which football is based upon, have been rebuilt from the ground up. With the help of research institutes in Japan, ball trajectories have been improved. The behaviour of the ball on the pitch was analyzed and the factors that affect the behaviour was identified. Based on the results of this research, more realistic ball trajectories in this work have been reproduced. From dipping shots and bending crosses, to top-spin through balls and ricochets from blocked shots — users can now experience realistic ball behaviour within many different scenarios. Natural player behaviours, and ball behaviours that take rotation, bounce, and friction into account. All of these elements help create the "moment of suspense" that are often experienced in modern football. When dribbling past opponents and breaking through the last line of de-

#### eFootball 2022 UPDATE (version 1.0.0) AVAILABLE NOW

Konami Digital Entertainment, Inc. has announced the launch of eFootball™ 2022 V1.0.0 released worldwide for PlayStation®5, PlayStation®4, Xbox Series X|S, Xbox One, Windows and Steam®

The firee-to-play eFootball™ 2022 has been designed to recreate the battle for the ball between players, and the unique team tactics that are often seen in the football world. New controls have been added to the game giving users more options for any situation on the pitch, with the opportunity to experience tactical battles based on real-world football ideologies.

Furthermore, a new element: "Season" has been added. Each Season's theme will reflect hot topics in the real footballing world and will have a wide variety of events to match. The theme of Season 1 will be "New Gamefense with passing plays, these are the factors that give the exhibaration football fans desire.

#### Tactical Team Battles

In addition to individual player behaviour, engaging in tactical battles by including teamplay elements that are prevalent in modern-day football has also become possible. Individual and team — the bases for these elements have been restructured so that "familiar" scenarios in real-world football will now be replicated throughout matches. Ultimately, these changes made it possible to create a football game in which "football-like" decisions at any given moment could be the deciding factor between winning and losing.

#### "Stunning Kick"

This is one of the most ground-breaking mechanisms that have been incorporated in the game. Low passes,

lofted passes, and crosses alike; now users can play all kinds of incisive passes using "Stunning Kicks". The feeling of making that decisive pass, and the sense of achievement when players break down the opposition, has never been any greater.

#### Types of Stunning Pass

- Stunning Low Pass: A powerful pass aimed towards the feet of the receiving teammate. The ball will tend to float for passes of longer distance.
- Stunning Lofted Pass: A lower and pacier pass compared to a normal lofted pass.
- Stunning Through Ball: A speedier version of the normal Through Ball, that will tend to end closer to the receiver's feet
- Stunning Chipped Through Ball: Pacier than the normal Chipped Through Ball, with a slightly lowered trajectory. Furthermore, the ball will tend to end closer to the receiver's feet than usual.
- Stunning Cross: A slightly lowered and speedier cross. It will also carry a stronger curl.
- Stunning Low Cross: Speedier and with more whip than the normal Low Cross, the ball will also tend to bounce just in front of the receiver when applied

#### Stunning Shots

- Pacier and more accurate than the normal shots, with a myriad of shot trajectories on offer
- With this update, players can now use Stunning Shots to attempt different types of shots depending on the players' Skills, such as Dipping Shot, Knuckle Shot, and Rising Shot
- As with all Stunning Kicks, it takes the player more time to wind up the shot, creating a risk/reward element, so needs a strategy to create space and free allies

#### Pass-and-run (Cross Over)

The new "Pass-and-run (Cross Over)" enables combinations through "diagonal movements" that are often seen in real-world football. New offensive patterns are created in the center of the pitch and on the flanks.

Defensive Tactics and Changes in Command Settings

On this update, the defensive command settings have been changed so that the ball can be taken away intuitively. Player behaviour has also been enhanced to make defensive plays more satisfying. Furthermore, team defending elements have also been added to the game to ensure that the best outcomes can be achieved by making the right decisions based on the football ideologies.

#### Pressure

- This is a command in which users can win the ball back proactively
- Players will move towards the ball and once they are within reach of the ball, they will then perform a standing tackle

#### Match-up

- Tricky dribblers can be managed by using "Match-up", a defensive option that allows the user to careful track and contain the opposition rather than proactively trying to win the ball back
- By driving the opponent to the side while keeping the body facing the defender, user can bide time and wait for an opportune moment to take back possession of the ball

#### Call for Pressure

- A new addition to the game as a part of this update, "Call for Pressure" is a command in which the entire team will work in tandem to recover possession
- Utilizing this feature triggers a teammate to pressure the ball carrier, allowing the user to choose to cover space or double up

New Team Building "Dream Team"

#### Introducing "Dream Team"

This is a brand-new game mode where users can build their own original team linked with "Season" by signing players and managers by making use of in-game items (e.g. GP that users can acquire by playing different in-game matches) and compete against other users from around the world.

In "Dream Team", users can handpick and sign players and managers that are con-

sistent with their football ideology

- Develop and strengthen players through training and leveling system, so that they match with users' own playstyle
- Organise team through signing and developing players, finding the Team Playstyle that suits best, build own "Dream Team", and bring users' football ideology to life
- Compete against other "Dream Teams" built by other users from around the world, with the option to also play against the CPU in special events\* to earn rewards

#### Themed enjoyment linked with "Season"

- A "Season", which will run for a limited period, will have a theme for the events users can play in using their Dream Team.
- Each Season's theme will be based around current topics in the real footballing world, bringing with it a wide variety of events to take part in.
- There are Challenge Events for users to play against other users, or Tour Events for users to go up against the AI.
- Signing players and assembling a team that matches the Season's theme can give users an advantage in these events

#### eFootball™ League

This is a division-based league where users play PvP matches to rise to the top. Users will develop their own Dream Team by signing favourite players and managers and enter the league to play against other users from around the world.

- Each "Phase" will last 28 days, during which users will be playing matches repeatedly with the aim of progressing to the highest Division possible
- If users reach the 'Promotion' threshold within 10 matches, they will be promoted; on the other hand, if users fail to reach the 'Remain' threshold, they will be relegated
- Once users reach the top Division (Division 1), they will be playing to rise through the rankings: The battles will change from a battle for promotion to a battle for position

At the end of a Phase, rewards will be given according to the highest Division reached. Rankings will be reset and a new Phase will begin

#### Gather Players and Card Types

One of the main features of Dream Team is that users can acquire the services of specific players and managers. Users can sign Standard players and managers of their choice using GP that are obtain throughout the course of the game. The different Player Types are described below.

- Legendary: Players are based on a specific season when they had a stellar performance (This also includes retired players who had a brilliant career)
- Trending: Players are based on a specific match or week in which they put an impressive performance during this season
- Featured: Hand-picked players that are depicted based on their performance during the current season
- Standard: Players are based on their performance during the current season
- Standard (Foil): For Standard players, there is a certain possibility for users to sign a player with a higher Team Playstyle Proficiency than normal

#### New Licenses

There will be additions of new licenses from both Japan and North America:

Meiji Yasuda J1 League

- · Meiji Yasuda J2 League
- MILS Players Association \*\*\*MILS-PA\*\* players will appear in the "American League" in-game.
- USL Championship



#### Train Life A Railway Simulator Releasing

The updates for the railway simulation Train Life: A Railway Simulator are chugging along nicely. 8 months after the early access launch, Simteract studio is adding more content and new features in anticipation of the game's definitive launch, now scheduled for July 2022 on PC and shortly afterwards on consoles.

The update will see a new official locomotive pulling into the station: the Newag Griffin. This series of vehicles, which carry both passengers and goods at speeds of up to 200 km/h, was first produced in Poland in 2012.

There are also new ways to customize the locomotives in Train Life, such as painting the outer bodywork in company colours and adding various decorative items in the driver's cab (figurines of European monuments, bobble heads, plants, etc).



With Train Life early access, the sights have raised. With that in mind, a new region has been added: the Alps. You can now roll on track alongside snow-covered mountains where nature has the upper hand.

Finally, in order to add more realism and make it more immersive, the game now includes climate conditions. You now have to take the weather into account when safely transporting freight and passengers!

Thain Life: A Railway Simulator is available for early access on Steam and the Epic Games Store. The complete game is scheduled for release in July 2022 on PC and shortly afterwards on consoles.

Train Life: A Railway Simulator puts you at the head of a railway company. For the first time in a game in this genre, you are tasked with developing your business and also becoming an experienced train driver. From the management interface, you can hire employees, buy new trains and sign contracts. In the driver cab, you need to control the trains speed, confirm that the rails are correctly switched and activate the emergency brake if necessary. NACON and Simteract have focused on creating realistic train models and on the management gameplay to offer both a fun and authentic experience. New content will be added regularly throughout the early access period.

#### THE KING OF FIGHTERS The Ultimate History

SNK Corporation and Bitmap Books are proud to present THE KING OF FIGHTERS: The Ultimate History. The KING OF FIGHTERS (KOF) is one of the most important fighting game series of all time, and today it is considered versus fighter royalty. But despite this legacy, the history of this long-running and much beloved gaming series has never been comprehensively told – until now. THE KING OF FIGHTERS: The Ultimate History will be released this summer.

In the first officially licensed and fully endorsed book of its type, the story of the KOF franchise is revealed in its entirety. THE KING OF FIGHTERS: The Ultimate History grants access to illustrations and artwork, as well as the key members of the original development team. This official history delivers a comprehensive visual and written history of KOF: It celebrates iconic characters such as Kyo Kusanagi and Iori Yagami, as well as the voice actors who brought them to life. It uncovers never-before-seen details about the mysterious origins of KOF and delves into the sumptuous pixel art and rich story narratives the series is known for. With its wealth of imagery and information, this is the ultimate KOF history.

The ALL-STAR EDITION of THE KING OF FIGHTERS: The Ultimate History includes not only the book, but also a heavy-board slipcase to house it, five art prints and a postcard featuring exclusive illustrations by Eisuke Ogura. The slipcase includes a series of touch-panels on its fascia, which when pressed, play in-game sound effects for each fighter. This makes the book a perfect collector's item.

THE KING OF FIGHTERS: The Ultimate History will be available this summer for \$45.50. The ALL-STAR EDITION will be available for \$71.50.



#### The Lord of the Rings Heroes of Middle-earth Announced

Electronic Arts has partnered with Middle-earth Enterprises, a division of The Saul Zaentz Company, on the development of a new free-to-play\* mobile game. The Lord of the Rings: Heroes of Middle-earth is a Collectible Role-Playing Game (RPG) that brings the fantasy and adventure of The Lord of the Rings to existing fans and new audiences alike in a strategic, social-competitive experience. The Lord of the Rings: Heroes of Middle-earth is the newest addition to EA's expanding mobile portfolio as the company continues delivering exceptional experiences and top live services, reaching more players on more platforms around the world.

"We are incredibly excited to partner with The Saul Zaentz Company and Middle-earth Enterprises on the next generation of mobile role-playing games," said Malachi Boyle, Vice President of Mobile RPG for Electronic Arts. "The team is filled with fans of The Lord of the Rings and The Hobbit and each day they bring their tremendous passion and talents together to deliver an authentic experience for players. The combination of high-fidelity graphics, cinematic animations, and stylized art immerses players in the fantasy of Middle-earth where they'll go head-to-head with their favorite characters."

"We are thrilled to be working with EA once again, this time to bring a mobile game solely inspired by Middle-earth as described in the literary works of J.R.R. Tolkien to its fans," said Fredrica Drotos, Chief Brand & Licensing Officer for SZC's Middle-earth Enterprises. "It's an honor to work with the talented Capital Games team whose knowledge and love of the lore is palpable throughout."

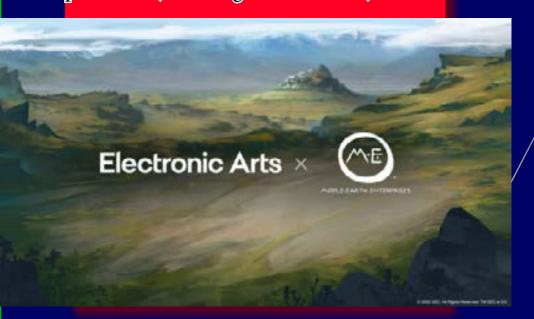
The Lord of the Rings: Heroes of Middle-earth will feature immersive storytelling, turn-based combat, deep collection systems, and a wide roster of characters from across the vast universe of The Lord of the Rings and The Hobbit. Players battle through iconic stories from the world of Tolkien and take up the fight against the great evils of Middle-earth.

Electronic Arts has a celebrated relationship with the Tolkien universe having delivered PC and console titles

based on The Lord of the Rings books and films. In active development by a veteran team of experts in the mobile RPG genre, Capital Games — The Lord of the Rings: Heroes of Middle-earth represents the first mobile game developed by EA inspired by storylines, locations, characters, and lore from The Lord of the Rings and The Hobbit litterary works.

The Lord of the Rings: Heroes of Mid-dle-earth is expected to enter limited regional beta testing this summer.

\*Persistent Internet connection required. Age restrictions apply. Includes in-game purchases (including random items).



#### Release Date

PM Studios and Grave Rave Games announce that both the physical and digital editions of Squish will be headed out the gate on June 28, 2022. Fans of spoopy, squishy, fast-paced multiplayer action will be able to slip into the digital edition on PC via Steam and Nintendo Switch via the Nintendo eShop for \$9.99.



Those preferring to literally get their hands on the game will be able to purchase the Nintendo Switch physical edition from Amazon, GameStop, Best Buy, and Video Games Plus (international version) for \$34.99. The physical edition of Squish contains stickers and a digital download voucher for the game's amazing soundtrack.

Wily observers will note that this is a slight

delay in the digital edition of Squish. While a difficult decision to make, the development team felt it needed a bit more time to, well, squish more bugs ahead of the game's release. It also provides a terrific opportunity to release both editions of the game simultaneously around the world. Developers promise that the wait will be worth it.

Don't let the adorable, brightly colored Don't let the adorable, brightly colored graphics in Squish fool you. This is a fierce, competitive, and lightning-fast local and online multiplayer platformer. Up to four players can join an underground rave of the gooey undead and party it up until it starts falling down. Literally. Even as debris rains down, players must run, jump, and push blocks around to get into a better position to squish opponents. As with all great "winner-takes-all" games, the last goo around takes it all!

#### Features include

Squish other players directly and try to survive until the end while partying on the sides, there are many ways to rave it up.

Party all you want, but surviving a collapsing underground rave is tough!
Squish is easy to learn, but hard to master!
Whether using a mouse and keyboard or a controller, there are only a few controls to pick up before anyone can push blocks and dodge threats that come along.

Mastering the controls and knowing ex-

actly how to manipulate the terrain to survive, however, is another story.

#### Konami Announces **Exclusive Partnership** with LIGA BBVA MX

Konami Digital Entertainment, Inc. announced its collaboration with Club América bringing Las Águilas and the developers of the eFootball™ video game series together in an exclusive video game partnership.

In addition to the Official Football Video Game Partner designation, KONAMI will also be the Official Football Video Game eSports Partner of Club América and add to the ecosystem of the sharply burgeoning scene in Mexico. Additionally, KONAMI will have rights to the uniform, names, physical likenesses of players and all other iconography associated with Club América for in-game and other promotional use. This allows KONAMI to use 3D



scanning technology to bring stunning representations of each player and the home of Club América, Estadio Azteca to life in eFootball. Other marketing benefits include eFootball branding in Club América's promotional spaces.

"We're delighted to partner with a great video game developer such as KONAMI.
Besides sharing the same vision and passion in this amazing sport, this solid eFootball franchise will help us expand our reach in the global football community" said Santiago Baños, president of Club América.

Following KONAMI's recent exclusive licensing agreement with LIGA BBVA MX, the partnership adds an extra layer of engagement to América supporters globally when it arrives in-game later this year.

"Club América's popularity in Mexico and the United States is unquestioned and we are proud to partner with one of the most successful clubs in the history of Mexico and Latin America," said Yuta Kose, President, Konami Digital Entertainment Inc. "Our continued effort to provide football supporters in North America a fun and engaging experience with their favorite players is exemplified with this new partnership."

# We Would Play That!

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

We have literally played thousands upon thousands of video games here at Family Friendly Gaming. Everyone here has their personal favor-ite style of video game. Many of us can play a wide array of different kinds of video games. We would love to see certain sequels. The Bible Game, Crystalis, VeggieTales, Shining Force, Split Second, and more need real and true sequels in the current era. Certain franchises have been treated better than others. For example Transformers has had better games than G.I. Joe. Dora the Explorer has had better games than PAW Patrol. Mario Super

Sluggers has been better than Backyard Baseball.

It would be great for the franchises that have not gotten treated well to be given another opportunity. We would play another Skylanders video game. Concepts like SpongeBob SquarePants featuring Nicktoons Globs of Doom could be brought back. SpongeBob SquarePants fea-turing Nicktoons Globs of Doom brought together all kinds of Nickelodeon characters in one long action adventure video game. Sure we have Nickelodeon All-Star Brawl but that is a fighting game. So the genre matters as well.

Disney may be in all kinds of hot water, and facing all kinds of backlash and protests due to their radical extremist attacks on families. Disney has plenty of franchises that could come back to the video game industry. THQ made the best Disney video games. It would

be neat to see THQ Nordic get the license back and to make some good Disney video games again.

Just Dance Kids needs its own video game again. Sure there are a couple of songs put into each mainline Just Dance video game. We miss the Just Dance Kids video games. The same goes for Zumba Kids. That is another franchise that needs to come back. Families really get into those games. Our videos of those continue to do amazingly well on our video channels.

We need an original Rabbids video game. We also need an original Rayman video game. We do not want the crossovers there anymore for those franchises. What are you doing Ubisoft? Where are the original Rabbids and Rayman video games? It has been too long for both of those franchises. We would happily play games like that. What about you?

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

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohe-

sion 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 instead the ESPR door. The ESPR rating is marely a start, and since they ignore many of the morel and enight - 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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Dreamworks Spirit Lucky's Big Adventure

Score Page

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#### 1 Corinthians 6:1-6

If any of you has a dispute with another, do you dare to take it before the ungodly for judgment instead of before the Lord's people? 2 Or do you not know that the Lord's people will judge the world? And if you are to judge the world, are you not competent to judge trivial cases? 3 Do you not know that we will judge angels? How much more the things of this life! 4 Therefore, if you have disputes about such matters, do you ask for a ruling from those whose way of life is scorned in the church? 5 I say this to shame you. Is it possible that there is nobody among you wise enough to judge a dispute between believers? 6 But instead, one brother takes another to court—and this in front of unbelievers!

#### Dreamworks Spirit Lucky's Big Adventure

# Adventure

#### Gran Turismo 7



SCORE: 74

SCORE: 71

I hope you were able to watch the live streams I did of Dream-works Spirit Lucky's Big Adventure. If not you can check them out on our website in

the videos section. We will also upload those live streams (converted into videos) on our video sites as time and resources allow. I was able to complete Dreamworks Spirit Lucky's Big Adventure in three hours. There are additional things to do after beating the game. Pru and Abigail have mini games Lucky can play.

The open world in Dreamworks Spirit Lucky's Big Adventure is actually pretty impressive. I noticed there are hidden items around which are mainly just clothing Lucky can change into. With such limited content I would value Dreamworks Spirit Lucky's Big Adventure at ten to fifteen dollars brand new. There are a very limited number of characters within Dreamworks Spirit Lucky's Big Adventure.

Fast Travel helps with the game play length in Dream-

System: Nintendo Switch/PC/ PS4/Stadia/Xbox One/Xbox Series X Publisher: Outright Games Developer: aheartfulofgames Rating: 'E' - Everyone SIX and OLDER ONLY works Spirit Lucky's Big Adventure as well. We can immediately travel back to certain

venture as well. We can immediately travel back to certain locales. Which is helpful since we go out, come back, and go out again. Having to run those same trails over and over again gets a bit boring honestly. Spirit can sprint based on the golden hooves he has. Use them up and you need to clean him up in the stable to restore them.

The treasure in Dreamworks
Spirit Lucky's Big Adventure
makes sense if you know the
franchise. I personally did not

**XBOX ONE** 

LUCKY'S BIG ADVENTURE

find it to be much of a treasure. I also question people riding horses stopping someone else from getting horses. Lucky goes on a bit of a crime spree to stop another character from running his horse business. She gets away with it in Dreamworks Spirit Lucky's Big Adventure too.

There are some mild glitches within Dreamworks Spirit Lucky's Big Adventure. For example the camera loves to swing around while we are sprinting on the horse. This caused me to weave back and forth trying to get it under control. I also got stuck in certain spots. Bears can block the way in a narrow passage and the horse will not go forward.

Dreamworks Spirit Lucky's Big Adventure is family friendly for the most part. We are helping others, running errands, and going on a treasure hunt. Players can also take pictures

in Dreamworks Spirit Lucky's Big Adventure of a plethora of different things. If you like exploring large open worlds then you might like this game. - Paul

Graphics: 80%
Sound: 80%
Replay/Extras: 60%
Gameplay: 65%
Family Friendly Factor: 70%

Have you been enjoying the ive streams I performed of Gran Turismo 7 on the Playstation 5? If not you can check the videos out on our website and coming to our video channels. Gran Turismo 7 is a tale of two racing games. First off we have annoying map screen, microtransactions (added after bought off gaming media did their reviews), and constant visits to the cafe. On the other hand we have some decent racing action. Most of the Forza Horizon games are better than Gran Turismo 7. Certainy the more recent games.

Gran Turismo 7 looks really nice and there are plenty of cars to race with. Gran Turismo 7 can be played online or offline. If you want to win online you will most likely need to give Sony even more money since Gran Turismo 7 is pay to win. Gran Turismo 7 has music that could offend you. It can be turned off and that is something streamers need to

do to avoid getting in trouble. We had to turn the music off multiple times because it kept turning itself back on. Another shady Sony practice

on top of adding microtransactions after the puppet string pulled gaming media outlets published their reviews.

Some cars in Gran Turismo 7 control better than other cars. We are forced to use certain cars in certain races. I had better luck with some cars than others while racing in Gran Turismo 7. Expect to grind a lot in Gran Turismo 7 if you want to be able to win certain races. At times I found this really boring because I wanted to see more of the game and not constantly work on earning credits. I see why some long

time franchise fans are not into Gran Turismo 7.

I found many of the tutorials in Gran Turismo 7 to be absolutely obnoxious. I did not always understand what I was supposed to be doing. Other times I thought I did it but the game is so picky it told me that I failed. Fail enough times and the game does let you finally progress to the next thing. The racing line can be helpful in Gran Turismo 7. At had issues staying on the racing line in Gran Turismo 7. I had to work at it to try and succeed.

All in all Gran Turismo 7 is around average. There can be some fun racing action in this home console video game. At the same time there are plenty of problems within this game. got so tired of the map, cafe, and menu screens. The dialogue did not interest me, and the music had to be turned off since I am a streamer. I do not feel Sony is properly providing for their fan base with Gran really hurt Gran Turismo 7. How they were implemented was very shady. Teen Gamer

System: PS4/PS5
Publisher: Sony Interactive Entertainment
Developer: Polyphony Digital
Rating: 'E' - SIX and OLDER
ONLY {Alcohol Reference
Use of Tobacco}



Graphics: 85% Sound: 75% Replay/Extras: 80% Gameplay: 60% Family Friendly Factor: 70%

Family Friendly Gaming

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# MATIONS DELUXES















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SCORE: 82

I am very thankful I had the money to purchase Grid Legends on the Playstation 5. I did not know much about this EA Sports published video game that was developed by Codemasters. I did know that Codemasters has a history of racing games, many times difficult ones. I was able to set Grid Legends at a lower difficulty setting and easily win the races. I went through the story mode from start to finish in live streams on YouTube. Those streams are being converted into videos for our other video sites and of course on our website.

Grid Legends immediately impressed me with its nice graphics. There are all kinds of different times of day we can race these tracks. Going into the sun at sunset is a real pain in Grid Legends. Expect the racing vehicles within Grid Legends to range. There are some really cool and fast cars in Grid Legends and there

are some real clunky ones. The trucks were annoying in my opinion. The Lotus was amazing and so smooth in Grid Legends. I could tell the difference between the vehicles in Grid Legends.

The storyline in Grid Legends revolves around a minority team trying to make it to the big leagues and win over the big bad white guys. Expect some sexism and racism in Grid Legends promoting the radical far left's beliefs about our world. The storyline also made little sense when they acted like this Asian lady was the one winning. Thing is I won all of those races and they acted like I was second fiddle to her. How is Seneca any different from Ravenwest in that regard?

I found it pretty easy to drift in Grid Legends. Staying on the racing line can be a problem when they put it right up against a

P. P. S.

GRIDLEGENDS

wall and I am going over one hundred miles per hour. One slight deviation and I was making flames with the car and the wall. Flipping those trucks in those jumps is another irritant. The good news is Grid Legends contains a rewind. I did not find it at first. Once I did I was all over that because I love fixing mistakes that way.

Grid Legends did not interest me much at first. When we did a poll on our YouTube community page our viewers wanted more of the game. It took me four to five hours to complete the story more. I actually got into Grid Legends during those hours. There are also plenty of other modes in Grid Legends that families can race in. There are online and offline modes in Grid Legends Players can race with different teams, and go into career mode. All in all I actually enoyed Grid Legends. Paul

Graphics: 90% Sounds: 75% Replay/Extras: 85% Gameplay: 84% Family Friendly Factor: 76%

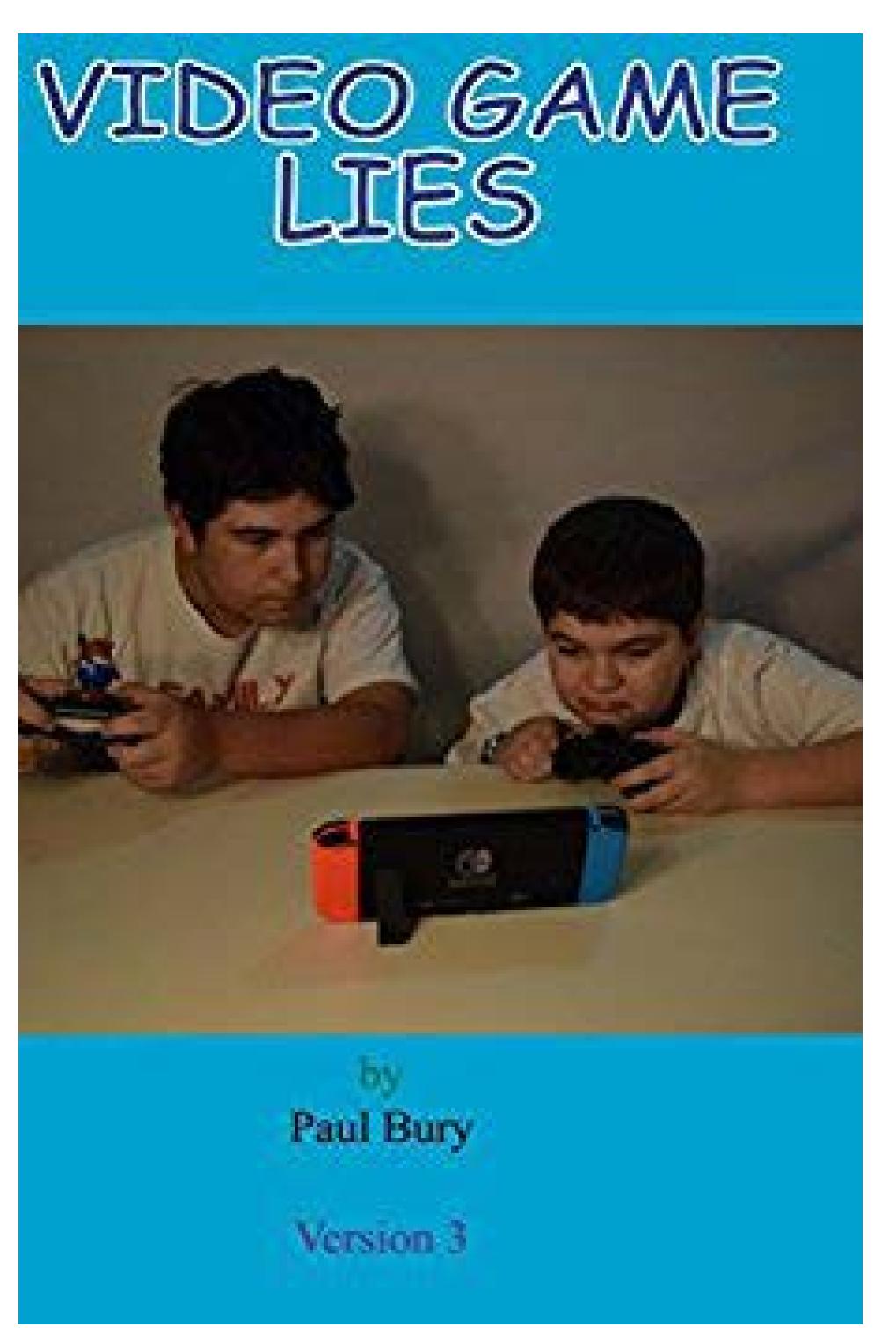
Developer: Codemasters
Rating: 'E10+' - TEN and OLDER
ONLY {Mild Violence, Mild Suggestive Themes, Mild Language}

Publisher: EA Sports

Kbox Series X

stem: PC/PS4/PS5/Xbox One/





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#### NINTENDO SWITCH"

am very thankful I had the money to ourchase a copy of Nintendo Switch Sports. purchased the version that

came are supposed to be additionwith the leg brace. I could al sports added to Nintendo not get the leg brace work-Switch Sports in the future. ing when I played Nintendo Switch Sports for a review. Did Right now Nintendo Switch you catch the live stream I did

Sports is worth twenty to of Nintendo Switch Sports? It twenty-five dollars brand new was certainly a hopping good in my opinion. Nintendo is time. At the time of the review known for milking their fan there are six sports within base with rehash and regurgi-Nintendo Switch Sports. tation. At the time of purchase Nintendo Switch Sports is The six sports families can play grossly overpriced in my proin Nintendo Switch Sports fessional opinion. Four famare Volleyball, Badminton, ily members can compete in

intendo Switch Sports at the same time. I played by myself and even played with computer controlled characters.

Nintendo Switch Sports looks okay. There are plenty of bright colors in this game. The controls are not always accurate though. Especially with the kicking in the Soccer game. We can choose different difficulties if we want a challenge in Nintendo Switch Sports. I really do not enjoy Cĥambara in Nintendo Switch Sports. Tennis and Badminton are okay. Volleyball is sort of middle of the road for me. Bowl ing and Soccer are the two stand outs for me.

> I see little reason to replay Nintendo Switch Sports after beating each of the sports. I can go and beat them again. Which for me is not much incentive to replay a video game. Nintendo Switch Sports does help us

> > so that is pretloes not feel finished. Paul

With Dr. Stone 10 I have finally caught up with the anime in the manga. Dr. Stone 10 also takes me past and beyond the anime. I know what will be coming up next in the anime. I sort of knew it at the end of the anime, but Dr. Stone 10 lets me read it. The war is over. Senku and Tsukasa must work together to save their lives against Hyoga. Sadly Tsukasa is injured badly. Senku does all he can to save him. When all attempts fail Senku hatches a plan. Freeze Tsukasa and find out how the petrification worked. He plans to petrify Tsukasa, and then restore him. They know that restoration neals any previous problems in the body.

Dr. Stone 10 introduces us to Ryusui. He is a skilled sailor which is what the Kingdom of Science will need to traverse the sea. Ryusui believes he

owns the oil field in Japan and will sell them oil. So currency is introduced in Dr. Stone 10. Which winds up making just about everything cost money in Dr. Stone 10. ✓I must admit I am not too keen on money being introduced into Dr. Stone 10. Senku still makes scienpeople without charging.

It would be interesting to see a society try a different way of doing things. Up to this point it had been doing something different.

COULD NEVER

SCORE: 69

The issues families will have with Dr. Stone 10 are lack of attire, enticement to lust, violence, blood, language, greed, and more. Ryusui is someone who obviously abuses power in Dr. Stone 10. He should be thankful they revived him. He does not even acknowledge that reality in Dr. Stone 10. He wants to return to a pampered

life without contributing which is annoying right out of the gate. There is hilarious mo ment where three different people try and come up with a plan for a boat in Dr. Stone 10. **SPOILER** ALERT! Senku's idea blows away the oth ers easily.

I am still curious to find ou how the world was petrified

and what people may be on the other side of the world. I will probably try to purchase more Dr Stone manga as time and resources allow. Dr. Stone 10 is a transitionary manga book that wraps up the Stone Wars and brings us into the next area of exploration. I loved seeing how they created a hot air balloon in Dr. Stone 10. I also found it interesting to see modern people react to primitives in terms of what humans are capable of doing. It does lead to some bickering and fighting though. Arrogance is the problem there. Paul

ystem: Nintendo Switch Publisher: Nintendo Developer: Nintendo EPD Rating: 'E10+' - TEN and OLDER ONLY {Mild Vioence}

Bowling, Soccer, Chambara,

and Tennis. For me the rank-

ings of these games from best

to worst is Soccer, Bowling,

Volleyball, Tennis, Badmin-

was some spirited discussion

ing about Chambara and its

nere at Family Friendly Gam-

name choice. Some believe it is

more like fencing and should

be classified as such. Many

of these sports have been on

previous Nintendo systems

and sports video games. There

ton, and Chambara. There



Graphics: 70% Sound: 80% Replay/Extras: 60% Gameplay: 65% Family Friendly Factor: 75%



Graphics: 67% Writing: 72% Replay/Extras: 70% **Story: 76%** Family Friendly Factor: 62%

Family Friendly Gaming

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Page 33





HILL

iko Interactive Collection 2

SCORE: 86

111111

HINGHHAME



Explorer

SCORE: 65



(-07945 🍝×0

I am so thankful I had the money to purchase the Piko Interactive Collection 2. There are thirteen games included on this cartridge.

The game

are 8-bit. 16-bit, and 32-bit. Which is a nice range of retro video games. It is also cool to see the 32-bit video games on the Evercade. The super majority of the games on this cartridge are family friendly.

The games on the Piko Interactive Collection 2 cartridge are Beast Ball, Eliminator Boat Duel, Football Madness, Full Throttle All-American Racing, Hoops Shut up and Jam, Hoops Shut up and Jam 2, Power Football, Racing Fever, Soccer Kid, Summer Čhallenge, Top Racer 2, Winter Challenge, and World Trophy Soccer. Öne platformer in Soccer Kid, four racing gam and the rest are sports video games.

> Violence, blood, gore, lack of attire, enticement to lust,

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

and more are the main issues families will have with Piko Interactive Collection 2. Beast Ball is the one game that really goes over the top there. Beast Ball has all kinds of blood and gore. Heads will literally roll in that football like video game that reminds me of Mutant

Football League. Soccer Kid has some mild violence. The

two Shut up and Jam games have no fouls or shot clock. So violence can happen in those games as well.

FDOTBALL MADNESS

Do not expect the sports games in Piko Interactive Colection 2 to take it easy on you. These are challenging sports video games. You will need to get good to survive, thrive, and compete in these sports video games. Even though Piko Interactive Collection 2 has less games than Piko Interactive Collection 1 I can definitely see a lot of replay in this cartridge. Two family members can play one another in these sports games on the Evercade

Overall I really like the game selection in Piko Interactive Collection 2. For me there is one main bad game and the rest are definitely for families.

> That can be the challenge with compilation cartridges. I am looking at the overal package of Piko Interactive Collection 2 in my scoring. Paul

Graphics: 80% Sounds: 85% Replay/Extras: 100% Gameplay: 85% Family Friendly Factor: 80%

am extremely thankful I had the money to purchase a copy of Monster Rancher Explorer on the Gameboy Color. Monster Rancher Explorer is a puzzle game where take Cox from Battle Cards and explore this holy tower near a town. There is some major monster in this tower that we must go and conquer. The goal in each of the sixty levels within Monster Rancher Explorer is to get the key and then get to the door. We cannot touch any of the monsters along the way.

The main game play mechanic frustrating. At within Monster Rancher Explorer is to remove and place boxes. This can take a few tries to figure out how to work Another frustrating aspect of exactly. The same can be said for the jumping. Our charac-

Minnendo

System: Gameboy Color

Rating: 'E' -SIX and OLDER

Publisher: Tecmo

Developer: Tecmo

ter will auto jump when we press up, or up and a certain direction. I ran into all kinds of headaches with my character jumping up when I needed him to jump up and to the right When there is timing requirec that control

Color

80

Monster Rancher Explorer is the lack of hints. I got stuck

tried a plethora died over and er I thought of Rancher Exolorer though. Add in button confusion and jumping

इर्डिन सम्ब

not always working right and that makes Monster Rancher Explorer an unpleasant experience. I did play Monster Rancher Explorer on the Gamecube through the Gameboy Player. Nintendo needs to release the same kind of a thing for the Nintendo DS and Nintendo 3DS video games.

**≤**-05967 **4**×0 ///

We only get so many lives when we go into the tower in Monster Kancher Explorer. That makes no sense to me. If we fail a level we should be able to keep trying. Instead we start over and repeat what we already beat. The town is an interesting concept within Monster Rancher Explorer. I did enjoy the music within Monster Rancher Explorer. - Paul

Graphics: 70% Family Friendly Factor: 65%



Family Friendly Gaming

Williamannonningsouder

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ONLY

Sound: 75% Replay/Extras: 70% Gameplay: 45%

















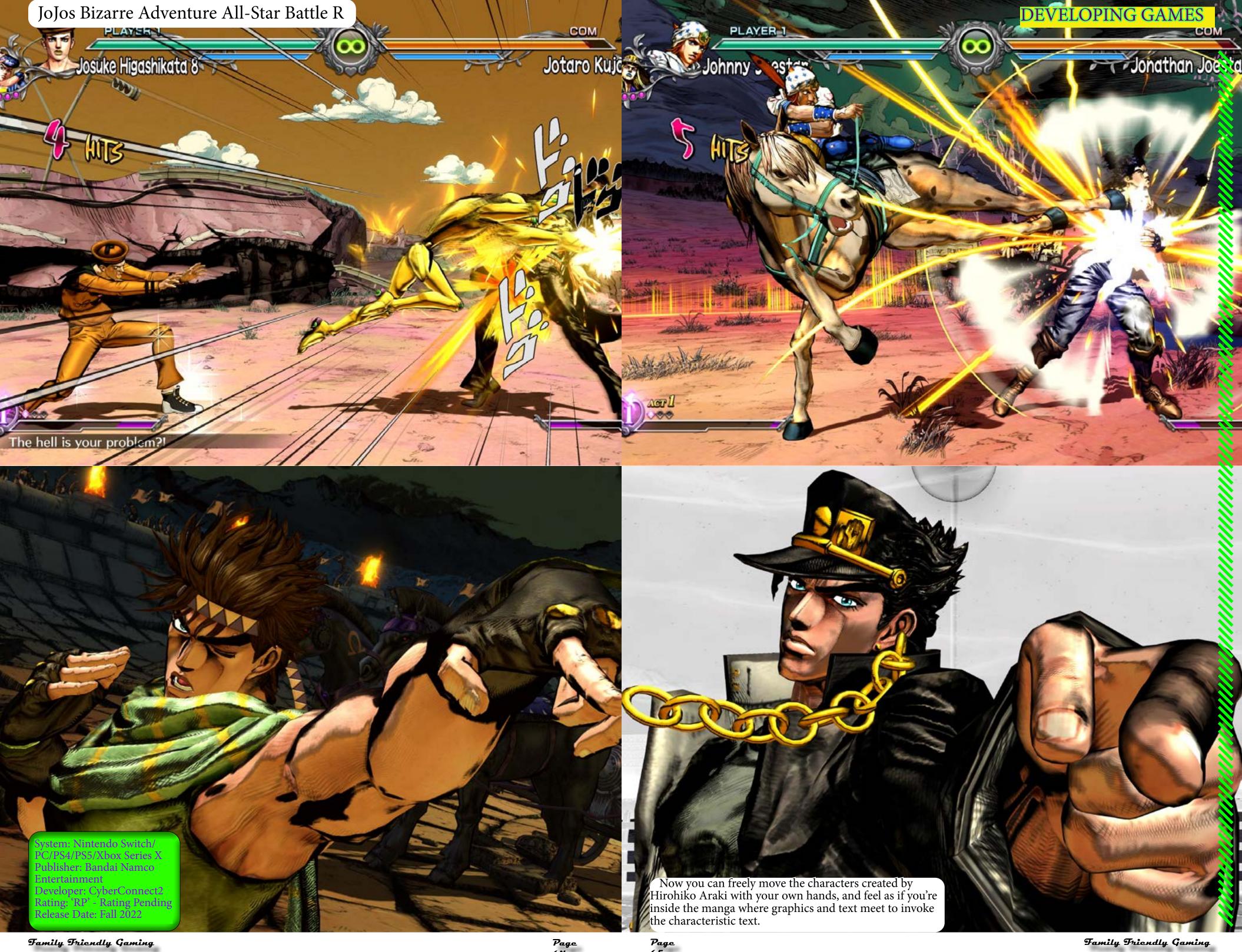










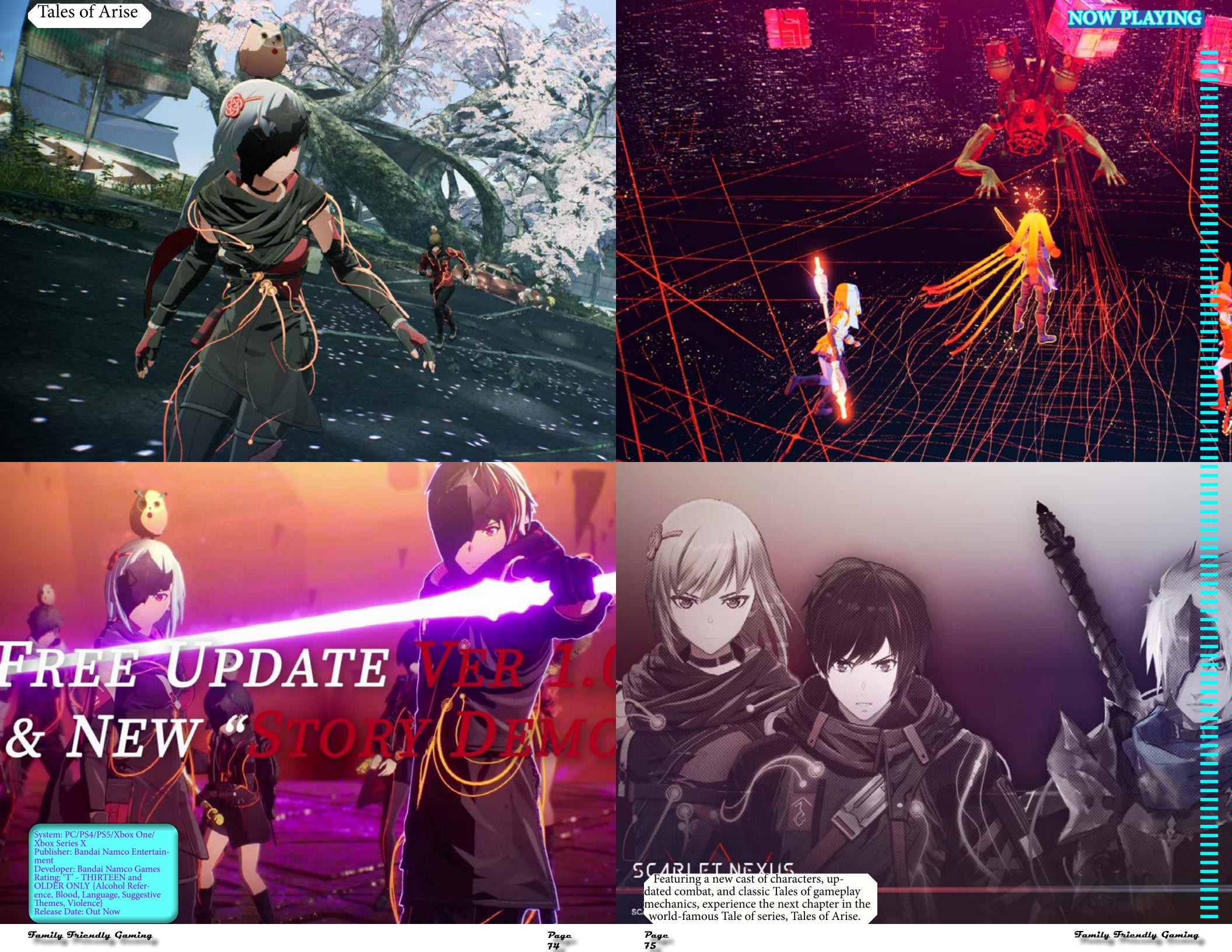
























**RESILIENCE** 



LOW BLOW



POISON MIST



POWER OF THE PUNCH



Too many characters in WWE 2K22 are behind pay gates. Half of the characters seem to be women now. I have zero interest in female wrestling. That is one of the reasons we stopped paying for the WWE Network. We do not want to financially support their irrational push of female wrestlers on us.

System: PC/PS4/PS5/Xbox One/ Xbox Series X Publisher: 2K Sports Developer: Visual Concepts Rating: 'T' - THIRTEEN and OLD-ER ONLY {Violence, Blood, Mild Suggestive Themes, Language} Release Date: Out Now



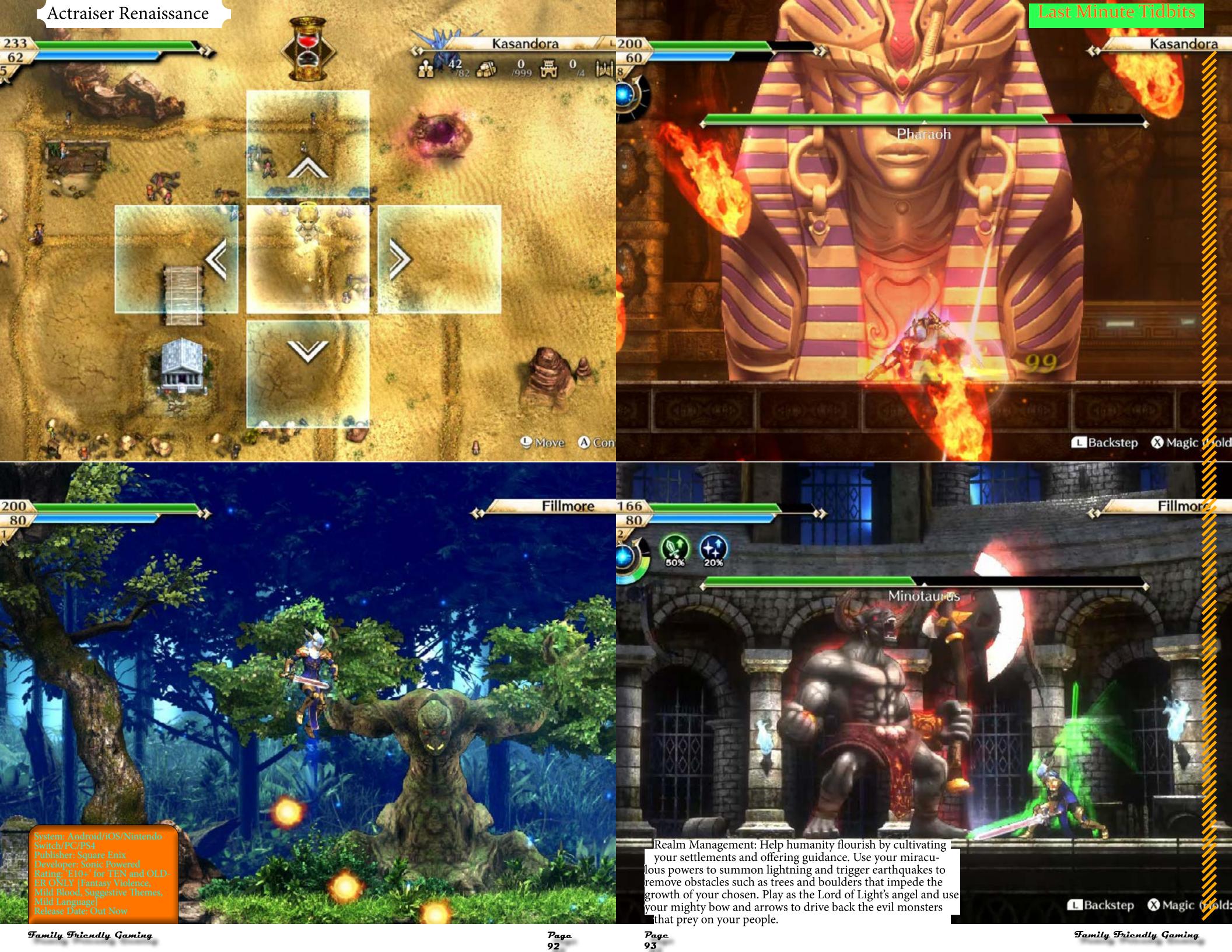
NOW PLAYING



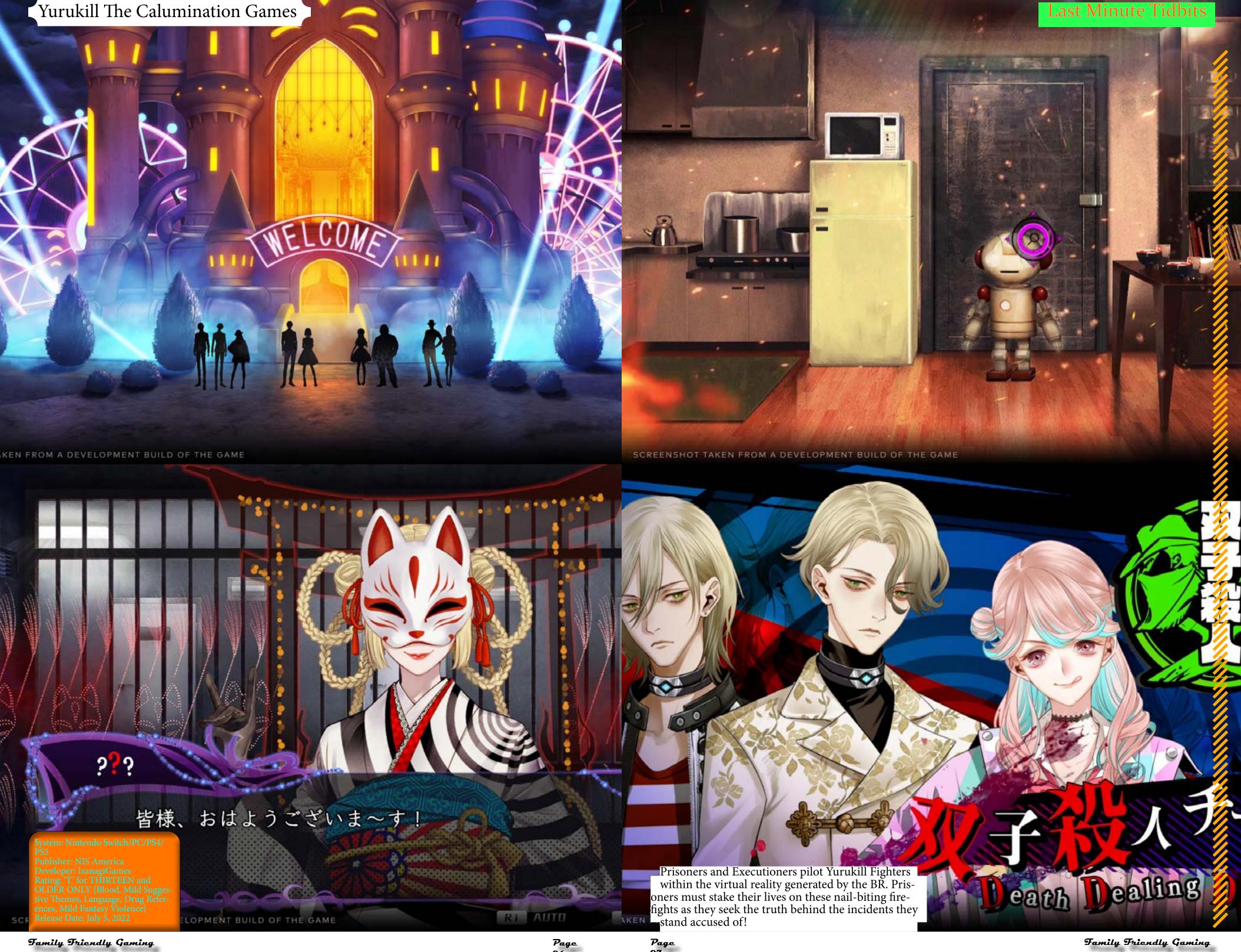
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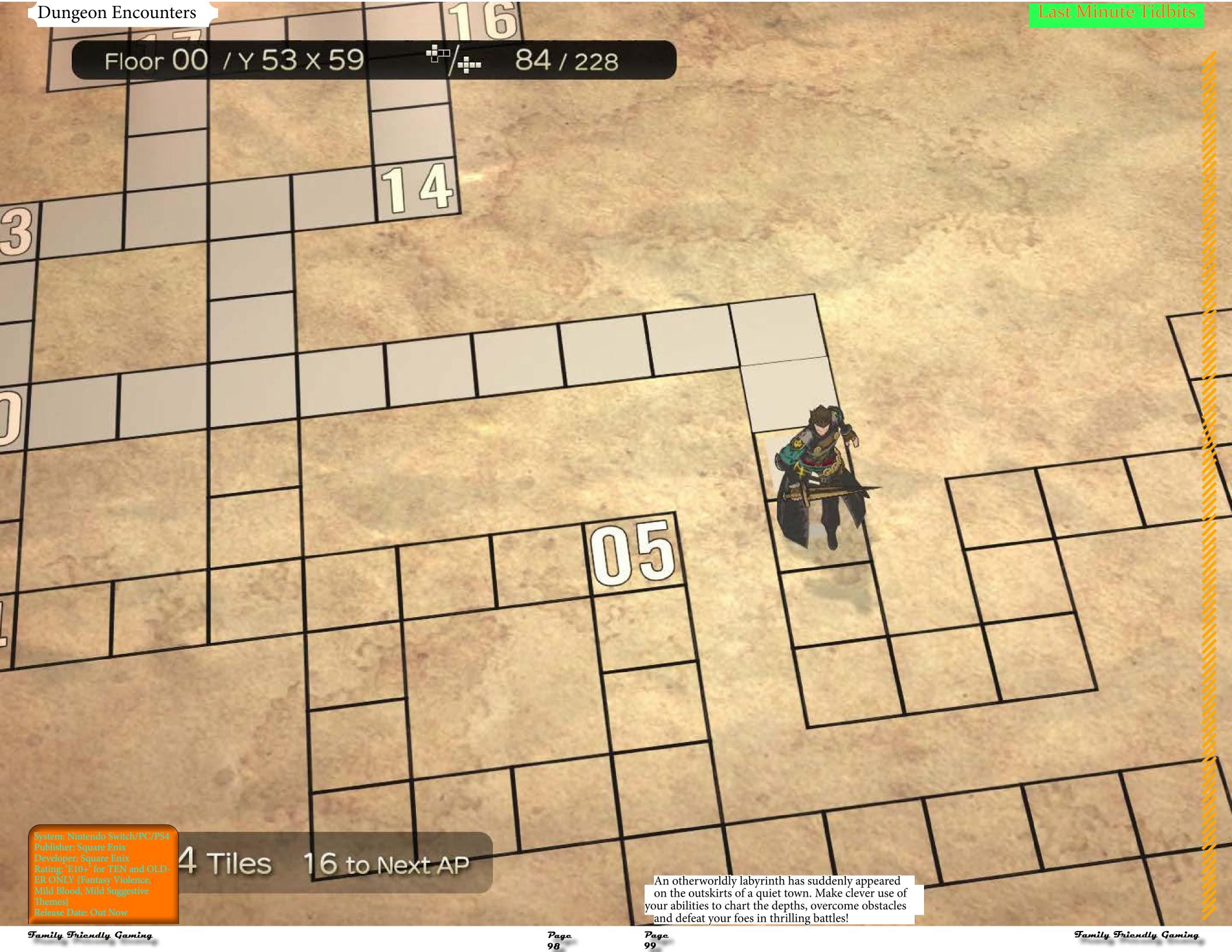


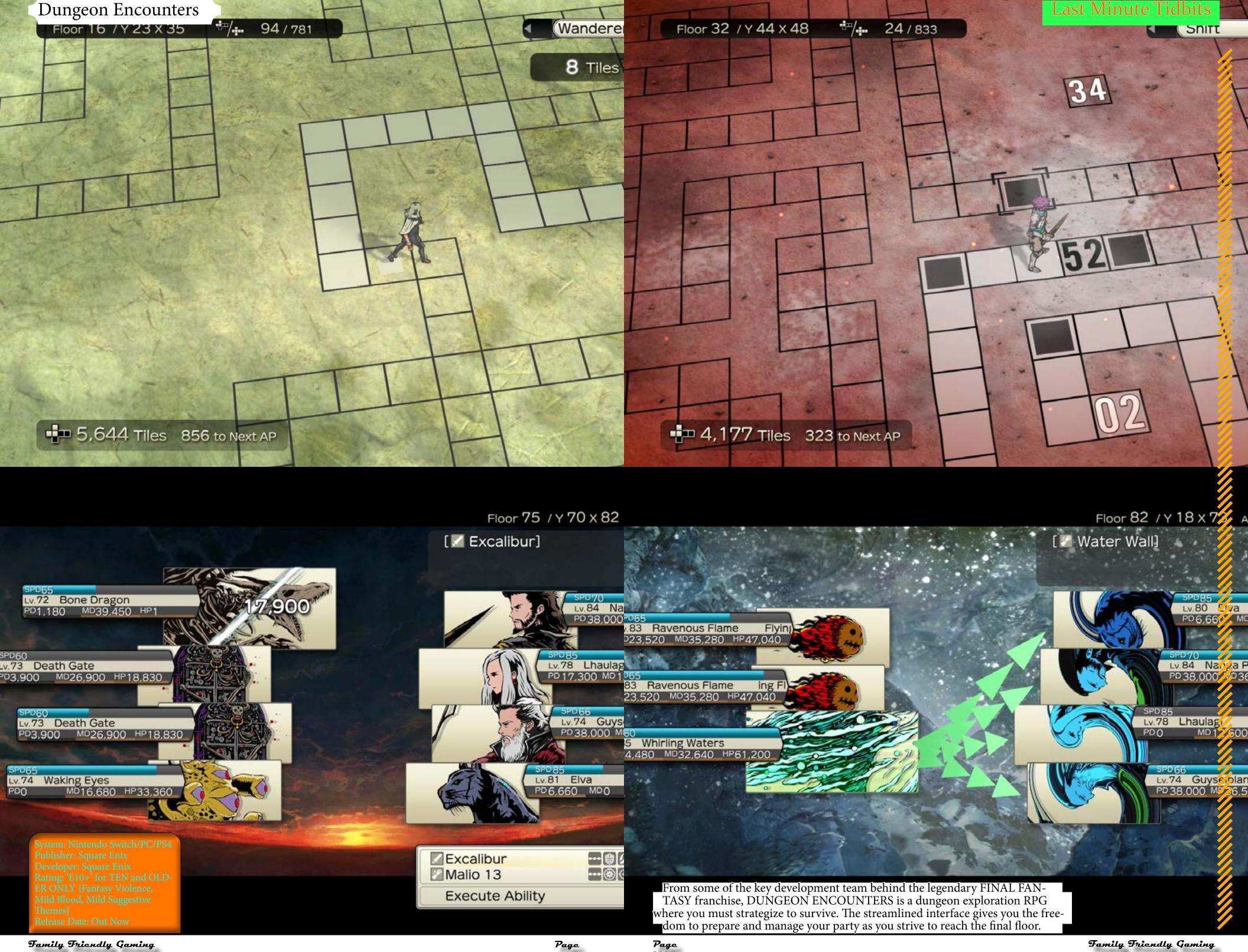


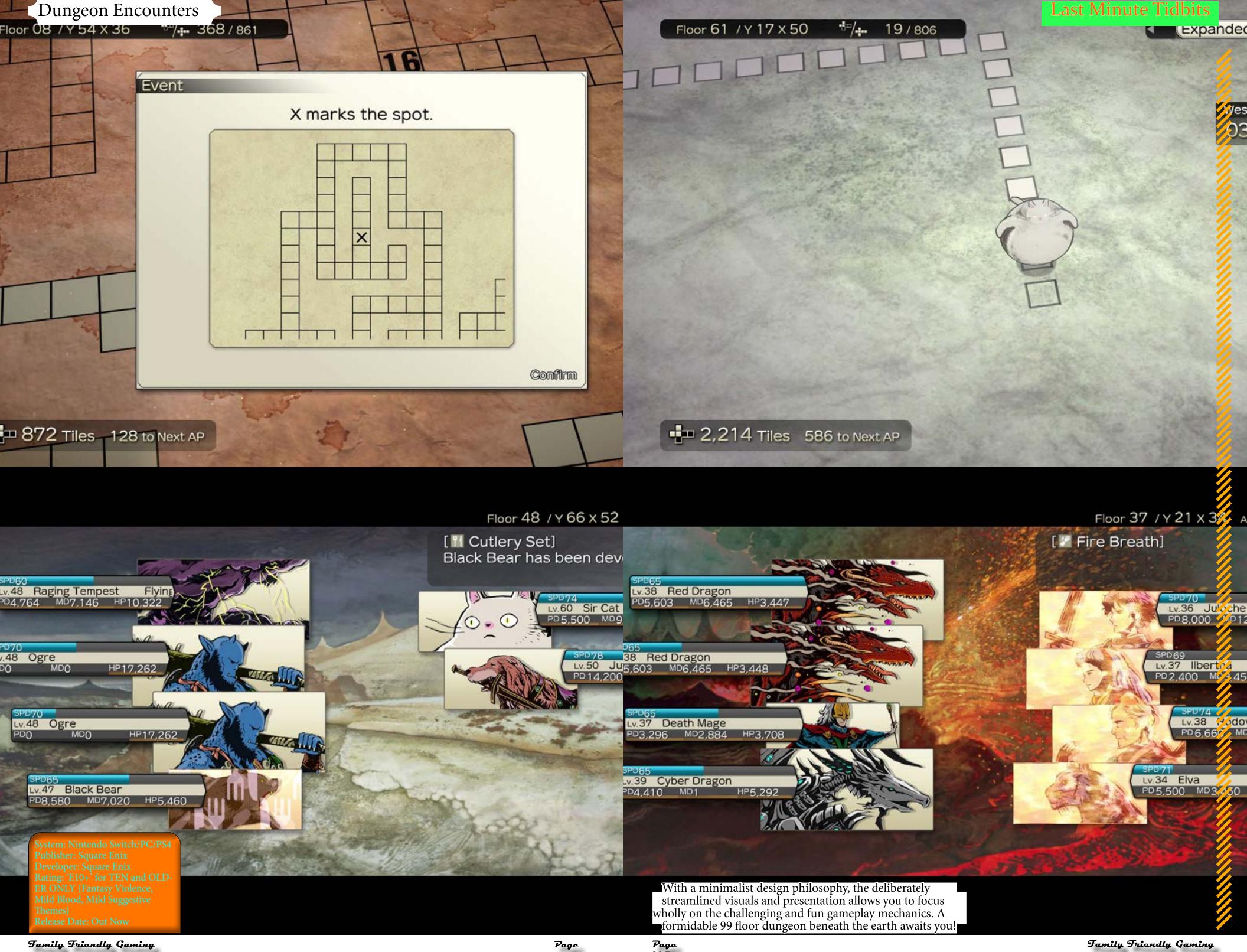




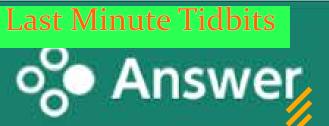












## Find the mistake faster than anyone else!

Time Limit





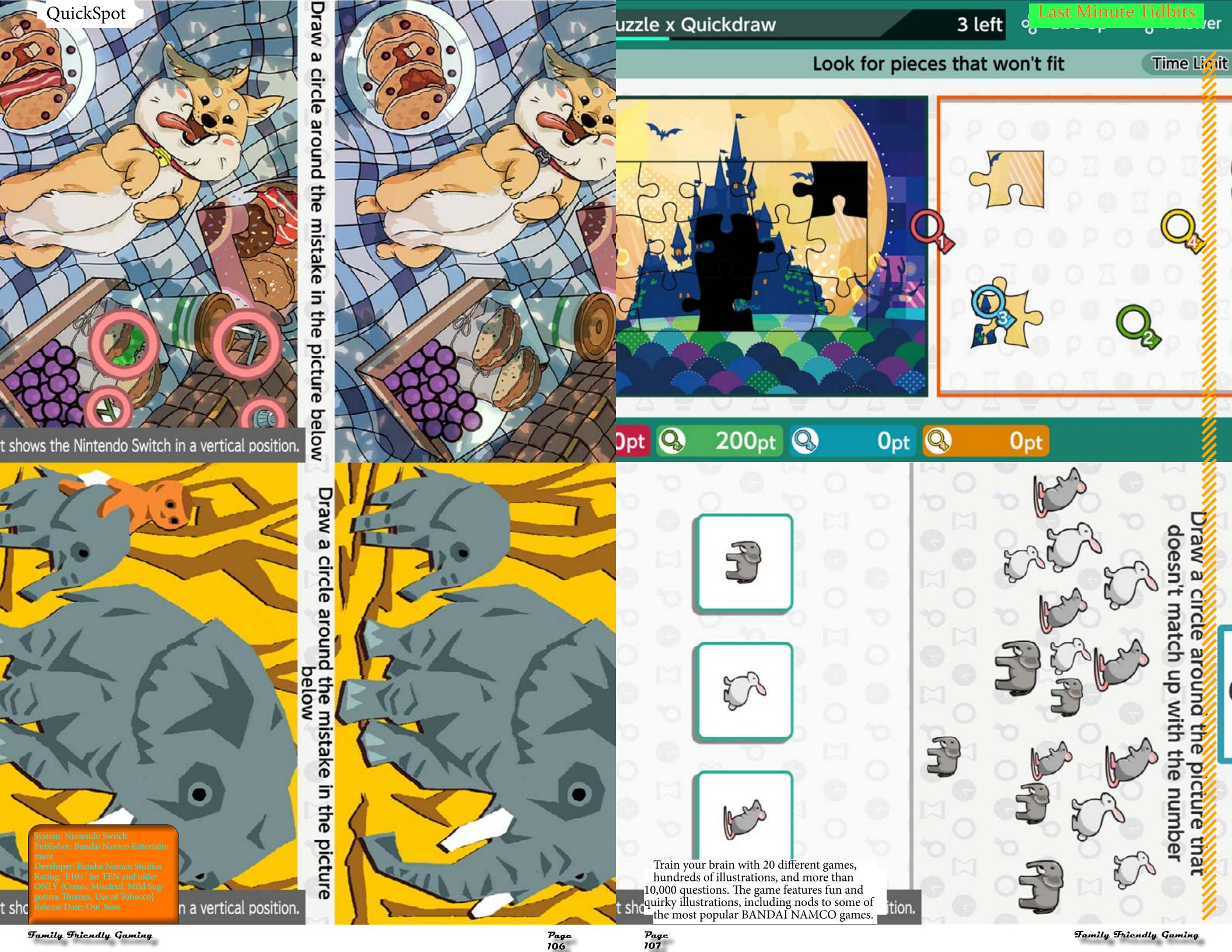
Publisher: Bandai Namco Entertainment
Developer: Bandai Namco Studios
Rating: 'E10+' for TEN and older

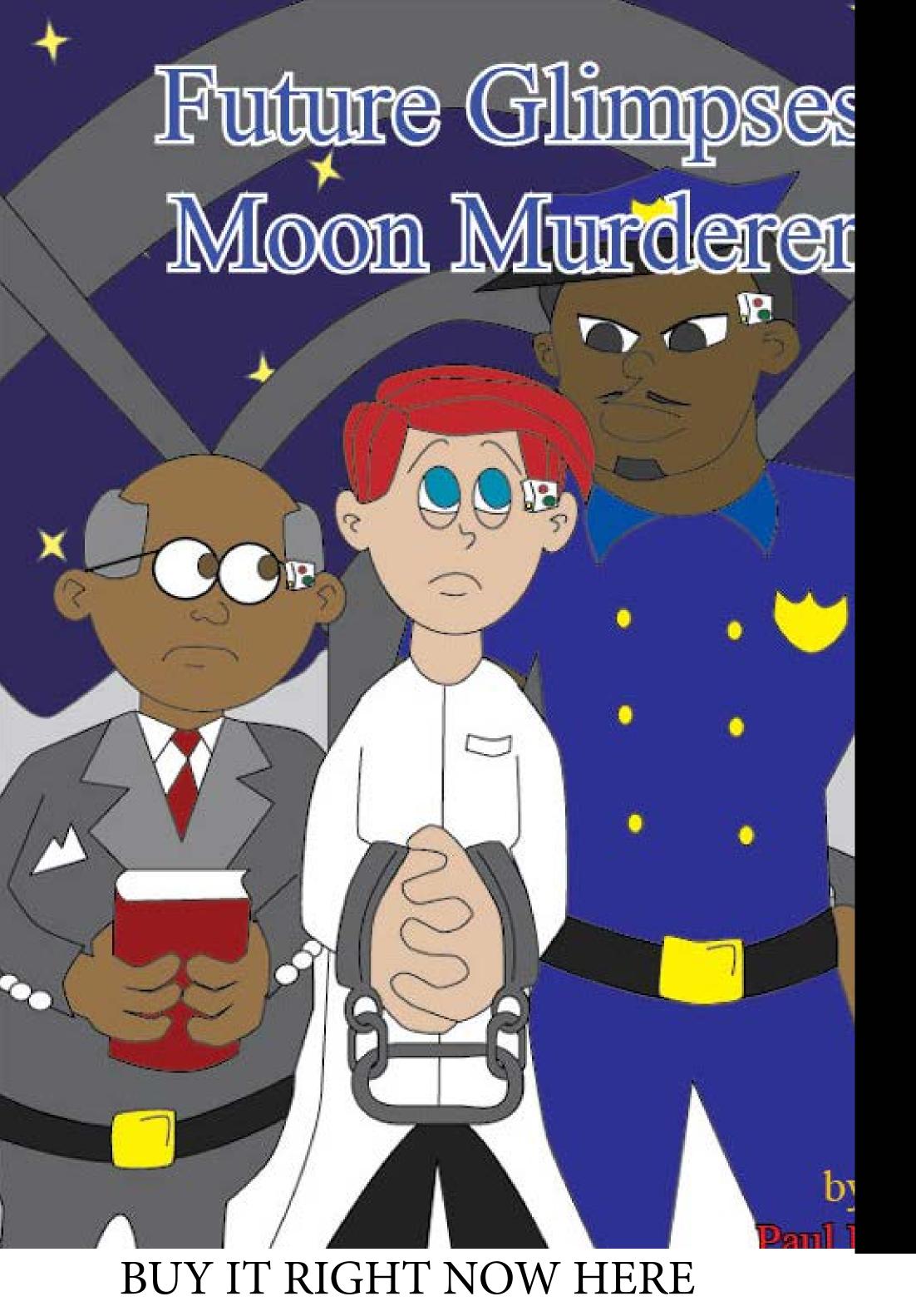
Developer: Bandai Namco Studios Rating: 'E10+' for TEN and older ONLY {Comic Mischief, Mild Suggestive Themes, Use of Tobacco} Release Date: Out Now



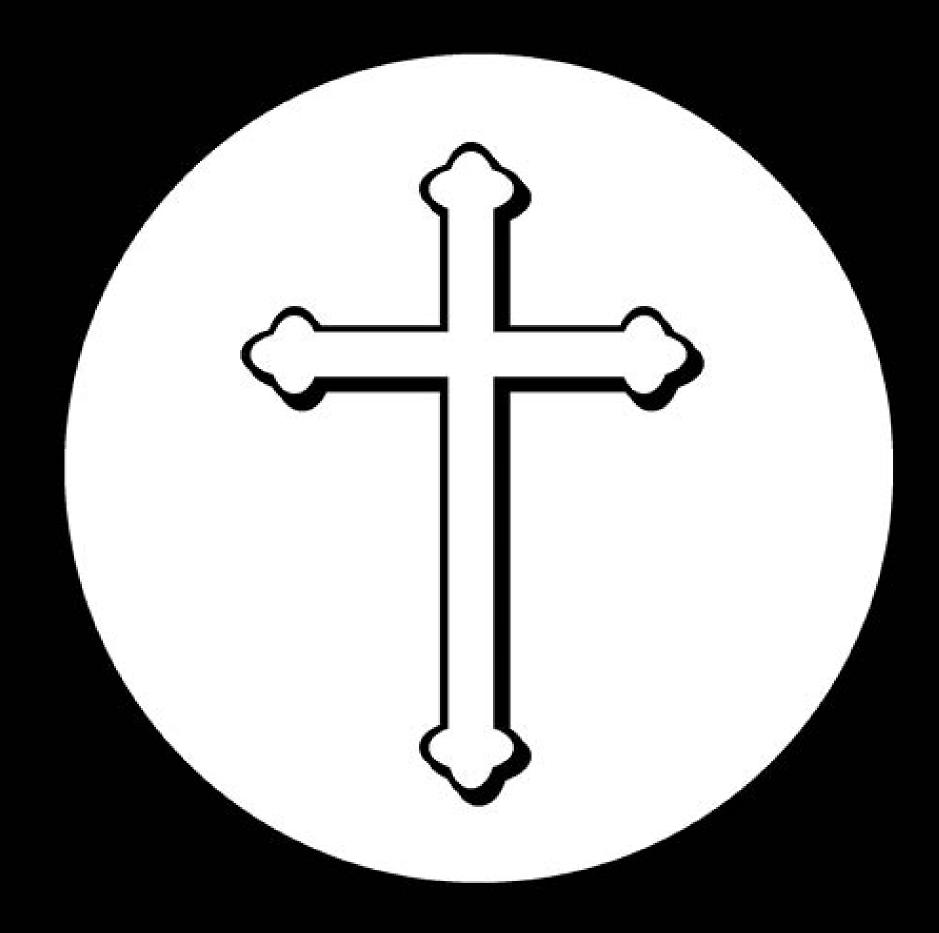
0pt

Stimulate your brain and train your eyes with a renewed version of QuickSpot™ for the Nintendo Switch! QuickSpot offers fun games where players try to find mistakes, fit puzzle pieces, and uncover hidden objects in a gallery of creative images.





## Future Glimpses Free At Last



Ву Paul Bury



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