



FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

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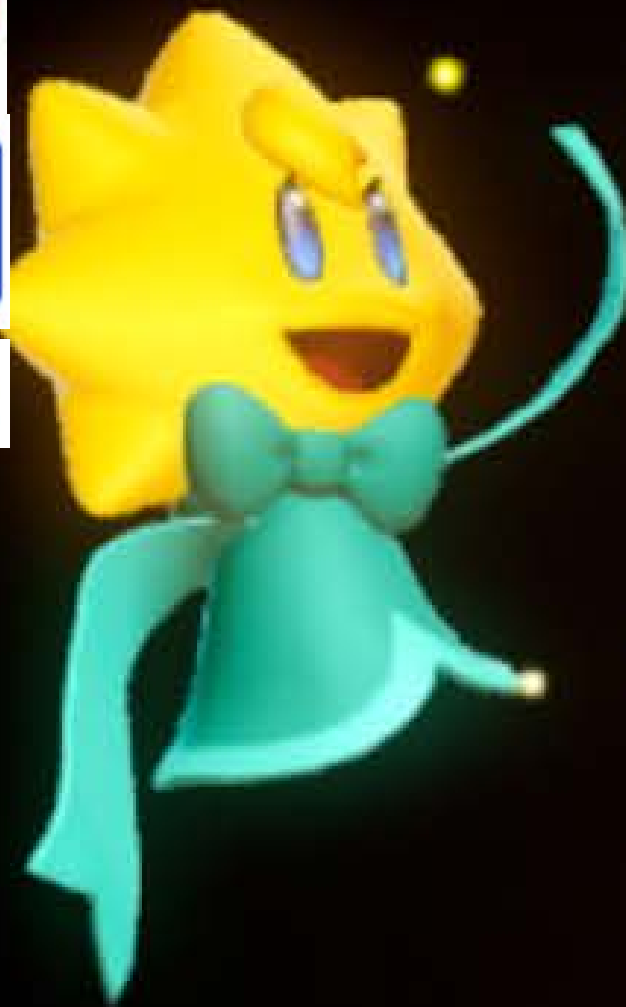
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*Mario vs Donkey
Kong is winding up on
Nintendo Switch!*

ISSUE #197

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Editor's Desk

Keep on Coming

I am writing this column before the end of October. There are all kinds of harvest festivals to enjoy the time of the year when it starts to cool down. One area that does not cool down this time of year is video game releases. I am looking at the games coming out and the pace is picking up. The interesting games we want to play just keep on coming. It is games like The Grinch Christmas Adventures, Super Mario Bros. Wonder, Sonic Superstars, Hot Wheels Unleashed 2 Supercharged, and more. Noah is excited to start playing the Marvel Spider-Man 2 game on the PS5. There have not been as many PS5 video games that interested us. Most of them are on Xbox Series X or Nintendo Switch. Sony has also been flopping on the Playstation VR 2. Maybe I should keep quiet about that. The last thing I need is more interesting video games for us to play and live stream. There is only so much time in the day if you know what I mean.

I am also going to be working on Just Dance 2024 Edition. I am not looking forward to this Just Dance video game. The last one dropped the all important and very popular Kinect support. The controls with a phone are horrible for Just Dance. You will be lucky to get two stars on an easy dance. That means the Xbox Series X and the PS5 versions of Just Dance are a waste of money if you want to get good scores. The Nintendo Switch is the best of the worst in this scenario. I still miss the Kinect controls because they made Just Dance video games fun and they scored accurately. Now we have bad scoring Just Dance games that are not as much fun as the previous ones. I will record these Just Dance songs since so many of our YouTube viewers want it. We lose money on Just Dance video games every single year because the ultra greedy music companies steal all of the monetization money from us. They do not share one penny even though we are clearly seen working hard and have numerous copyrights in the video. YouTube says the ultra greedy music companies must get paid for their copyrights. We do not get paid for ours though. Why?

My thoughts are already turning to Thanksgiving and then Christmas. Day after day we speed toward another Thanksgiving. Before we know it we will be in the Christmas season. I love the Christmas season personally. I love being able to spend some time and focus on the birth of our Lord and Savior Jesus Christ. I love spending extra time with family. I love on being able to focus on the amazing ministry work of Family Friendly Gaming. I love finding other ways to help as the time allows. I heard as you get older that time seems to go much faster. I think that has more to do with how busy we find ourselves. I work on finding

time to relax whenever I can. I am honest that I have trouble relaxing when the harvest is plentiful and the workers are few.

What kind of things just keep on rolling for you? School, work, hobbies, sports, and more could keep on keeping on. I am very happy that Noah is in his last year of high school. Peter is going to wrap up his degree at the end of this school year too. Both of them keep on moving forward in life. I look at the horizon and pray about what and where God wants us. Time will tell if and when doors open for us. Princess needs another belly rub so I got chores to get to if you catch my drift.

God bless,
Paul Bury



FEMALE SIDE

What do you think?

Talking about different ideas and trying them is something we do here at Family Friendly Gaming. That is how we did FFG Food Makin' videos. My hubby is constantly coming up with ideas of things to try. The FFG Arts n Crafts are another one of those ideas. It dawned on me that we could do some sort of Arts n Crafts or Food page in the Family Friendly Gaming magazine and e-magazine. What do you think about that? I know this is a video game magazine. We are a video game website and we review comic books, graphic novels, TV Shows, movies and more. There are some good books you can purchase on our Store page here:

<https://www.familyfriendlygaming.com/Store-front.html>

It is not like we have not done some different things from video games in all kinds of different expansions in the past. I know I got my column here. I know I can talk about all kinds of different things. The thought hit me that a page devote to food. Maybe a recipe. I could share an interesting recipe of things we like to eat. That might be an interesting idea. Whatcha think about that? Got an opinion on it? Send an email to SoundOff@familyfriendlygaming.com.

The same goes for arts and crafts. I could show off something that I have made. Maybe even give all ya'll a shot at purchasing one of the arts and crafts I create. That way you could show your support to Family Friendly Gaming. On top of that it would be something a little different from what we currently do and show. Whatcha think about that? Got an opinion on it? Send an email to SoundOff@familyfriendlygaming.com.

We are also working with others on ways to bring in more interest to things we can offer. For example Paul recently filled out an application with GAB for the business directory. Family Friendly Gaming is something that has blessed plenty of wonderful families all over the world. With that said there are plenty of other families that never heard of us. Not every family is into video games either. So we need to give them an opportunity to interact with other things they may be interested in. Are there other things that you are interested in? Are there other things we could cover? We have been given plenty of other wonderful ideas from viewers and readers before. Members of Family Friendly Gaming Universe have thrown at a lot of different ideas at us. One of them was to do exercise videos. Paul did some recently and we released them online. Others asked us to do more Just Dance videos.

Well we are currently recording videos for Just Dance 2024 Edition. It is taking more time since the controls are not as good and Paul really wants good quality videos. Some things take us more time than other things. There are other instances where we need to invest so much time and money into making things happen. As you know money is a very limited resource for us here at Family Friendly Gaming. That is why we constantly look at ideas to increase revenue in areas we have not done before.

There is even an ultra secret idea that my hubby is exploring. It is something that would be an amazing, and massive game changer. Or at least it could be. Time will tell. Want to know what it is? Stay tuned and keep reading.

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



DVD-ROMs contain PowerPoint Bible stories, 3 - 5 on each disk. The PowerPoints contain stunning lifelike still graphics. Not cartoons, but computer generated photorealistic imagery. Their purpose is to provide a great backdrop while the teacher articulates the story, there is no audio, but a lesson outline is provided for the teacher along with Bible references. Each story also has a printable PDF activity sheet and a coloring page.

14 DVD ROM titles \$10.99 each

| | |
|------------------------|-------------------|
| Easter 1 | EAN 5060209840680 |
| Easter 2 | EAN 5060209840697 |
| Christmas | EAN 5060209840673 |
| Failure and Redemption | EAN 5060209840741 |
| Fifty Days | EAN 5060209840703 |
| Jesus Saves | EAN 5060209840666 |
| John Baptist | EAN 5060209840734 |
| Miracles of Jesus 1 | EAN 5060209840635 |
| Miracles of Jesus 2 | EAN 5060209840710 |
| Obedience | EAN 5060209840642 |
| Parables of Jesus 1 | EAN 5060209840758 |
| Parables of Jesus 2 | EAN 5060209840765 |
| Power and Glory | EAN 5060209840727 |
| Women of God | EAN 5060209840659 |

The comics are a further resource. Children love to read them and learn Bible stories.

6 COMIC titles \$1.50 (issues 1-4) \$2.99 (issues 5,7)

| | |
|--------------------|--------------------|
| Issue 1 Jonah | ISBN 9781904064947 |
| Issue 2 Samaritan | ISBN 9781907731006 |
| Issue 3 Adam & Eve | ISBN 9781907731013 |
| Issue 4 Christmas | ISBN 9781907731068 |
| Issue 5 Easter | ISBN 9781907731075 |
| Issue 7 Titanic | ISBN 9780957152304 |

This catalog features **1500+** of **9000** available Homeschool titles.

For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

Mission Statement

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

SOCIAL MEDIA TIDBITS

@protonman6152 • 16 hours ago
 WOW!!!!
 REPLY 1 reply 5

@FamilyFriendlyGaming • 16 hours ago
 thanks :)
 REPLY 5

@scrapieyolanda • 16 hours ago
 Good job 😊😊😊😊😊😊😊😊😊😊
 REPLY 1 reply 6

@FamilyFriendlyGaming • 16 hours ago
 thank you :)
 REPLY 3

@philiptaylor7835 • 18 hours ago
 Love it ❤️❤️❤️
 REPLY 0 replies 2

naturefourseasons 3 days ago
 I like it. It's so delicious that I can't stop. Eat a lot. Then I get fat. That's why I try not to eat such delicious food :)
 1 like
 Show 1 reply

Huespace 17 hours ago
 I need that ... well I want it, I don't really need it. Anyways, looks & sounds great - THX 🍌🍌🍌
 1 like
 Show 1 reply

Sir_top_&_hat and Rogerio Penchel liked your post

Going Live #Rumble #livestream #evercade #c64 #collection 2 here
[rumble.com/v3rms5a-the-c64...](https://rumble.com/v3rms5a-the-c64)

Please view, follow, subscribe and chat! #streamer #live
 Help us reach our goal of 1100 Subscribers! #videogames

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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!

FREE AT LAST!!!!!!!!!!!!

I finished reading your Future Glimpses Free At Last book. Your book is exactly what I was looking for. It is clean, science fiction from a Christian perspective. I loved every single minute of your book. Keep up the amazing work. I hope there are many more books in the Future Glimpses series. I told everyone in my church about your books. Hopefully that will get you some more sales.

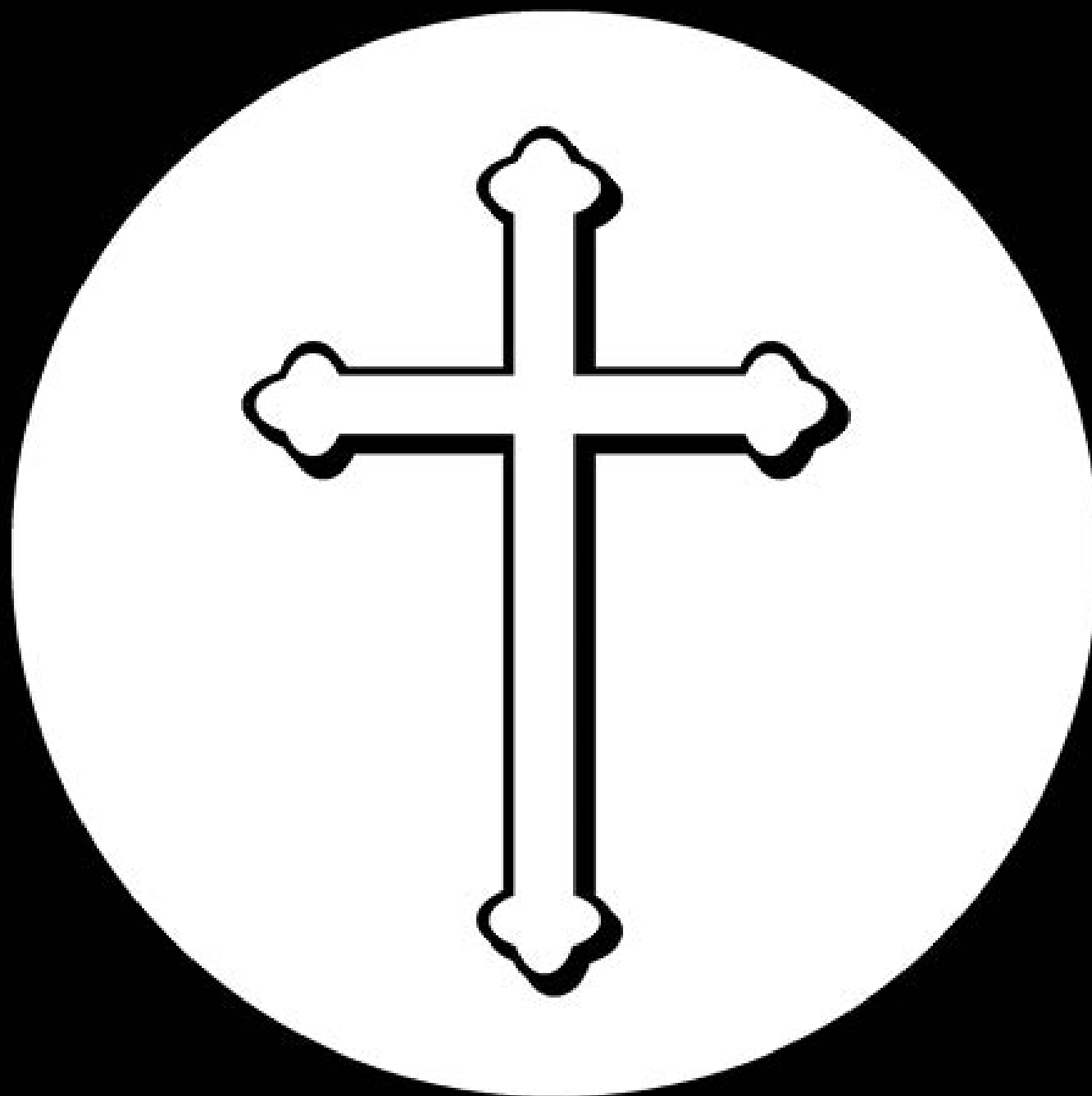
Keep on keeping on brother!!!!

- Tom

{Paul}: Tom,

Thank you so much for your wonderful words of encour-

Future Glimpses Free At Last



By
Paul Bury

agement. It is so nice to reach others. It is so nice to see an idea from years ago continues to pay dividends. Hopefully everyone in your church supports the books I have written. I have a few notes for the third book. It comes down to finding the time to start to flesh out some ideas I have concerning the book and its theme. Then of course the time to write, proof read, edit and get some art work for the front cover. It is something on my mind and I am trying to find the time to get going. I have some time off from the day job coming around Christmas and that would be a good time to get that book started again. Additional book sales

would really help speed up the process of being able to get to this project much faster.

Video Game Company Simps

Excellent article on video game company simps. I never thought of those people in such a way. I thought they were bought and paid for by the video game companies. I understand they are cheerleaders for these companies. Gaming media should not be that. Gaming media should be objective. We are all human so there are people that will act that way no matter what. Great job bringing attention to this issue. I wish more gaming media was like Family Friendly Gaming. FFG is leading the way into the future. The problem I think is these video game companies are run by small minded people that do not want to advertise with anyone that is not kissing their behinds. So then you run into the revenue stream problem. Right?

Also I think some people want new games all the time. I agree that someone will make something. We might lose AAA titles if these companies started losing too much money. As of right now these video game companies have no motivation to make their games better or release them bug free because they have all these people telling

them how great they are. Then they try to silence our fellow gamers that expose the problems. Do you think anything can be done about that?

- Joe

{Paul}: Joe,

Thank you so much for your kind words of encouragement. I heard people talking about simps in these videos in relation to these guys fawning over certain women. I looked up the definition and realized a lot of the gaming media is that way with the video game companies. Their failed logic is we have to be that way or there are no more games. If there are no more games there is nothing to cover. I expose that lie really easily. You are correct we are all human and there are going to be likes and dislikes.

You are also correct about the small minds in many of the video game companies. They are also vindictive and hateful. We have been black listed for being obedient to God. The people in those companies discriminating against us are violating the First Amendment and the Civil Rights Act of 1964. Do they care they are breaking the law? Of course not. They are justified in their hate in their minds. You are correct about the revenue stream. I refuse to sell my soul to companies that are producing hateful content, and that are attacking Christians. I would not

SOUND OFF Continued

take their money anyways.

There are places that allow for alternative thoughts to be expressed. There is Rumble, Gab, Truth, Gettr, Odyssey, Bitchute and more. In my experience Gab and Rumble are two of the best new technology sites. I hope they continue to grow and develop. We are going above and beyond on both of those sites to help out with our extremely limited financial resources. I also think talking about it like we are brings attention to this issue. I bring this topic up with a plethora of people in the video game industry. There are plenty of angry and hateful responses to this topic. We are trying to make things better, and my hope is they will eventually open their eyes and recognize that. Grassroots is another thing that could help. If more people step up and help out it would greatly improve things. We are not out there constantly begging for money. We are appreciative of everyone that helps out. My encouragement is to pray about it. Seek God's will. If you feel the Holy Spirit moving you to help out then do something. There are all kinds of ways help can be provided.

The Legend of Zelda Tears of the Kingdom

Thank you, thank you, thank you. Finally someone in video game media and review-

ing that is open and honest about things. Finally someone who represents reality. Finally someone that reflects the comments so many others make. I totally agree with you concerning The Legend of Zelda Tears of the Kingdom. The game is clunky and hard to use. It is frustrating, annoying, and aggravating to play The Legend of Zelda Tears of the Kingdom. I am so sick and tired of all these 10/10; 100/100 corrupt gaming sites and magazines that fawn all over this hot mess. I am guessing that Nintendo did not give you a reviewable copy of The Legend of Zelda Tears of the Kingdom.

- Bart

{Paul}: Bart,

I have reached one person so my work here is done. Just kidding. Thank you so much for acknowledging how real, honest, and transparent we are here at Family Friendly Gaming. I played The Legend of Zelda Tears of the Kingdom for quite a few hours and hated it. I kept asking myself who likes this and why? Then I remembered how Nintendo wanted a fluff piece written for them when we got a new PR contact all those years ago. This is the point in time when Nintendo black listed Family Friendly Gaming:

<https://www.familyfriendlygaming.com/News/2014/Nintendo%20Attacks%20Marriage.html>

So I wrote that article and exposed them and their flawed logic. Did Nintendo celebrate our diversity from them? Nope. Did Nintendo admit their discrimination against Christians for all those decades? Nope. All they did was try and hurt us. Thing is we have no problem buying games and giving our honest opinion of them. That means good and bad. Numerous Nintendo game franchises have made it into our Hall of Fame. We treat them better than they treat us. We shame them on a daily basis by being better to them than they are to us. We are not going to change our obedience to God. We refuse to join them in active rebellion against God. Plenty of readers only buy their games used to make sure they do not give them any money based on how they treated us. They are losing money.

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



Yes Chef Game

Product Description
Yes, Check! Game from University Games
Recommended for ages 5 years and older
For 2 to 4 players
Approximate play time: 15 minutes
In this skill & action game, kids check the order card, use their spatulas to flip their plates to match, then race to be the first to ring the bell
A fun way to encourage children to become interested in cooking

Product Information
Title: Yes Chef Game
Format: Gift
Vendor: University Games

Publication Date: 2020
Dimensions: 13.50 X 12.50 X 3.00 (inches)



DEVOTIONAL

Reap What You Sow

Have you ever thought about you will reap what you sow? Sure you might get the concept in farming. If you plant corn you will reap corn. If you plant carrots you will harvest carrots. **Galatians 6:7** *Do not be deceived: God cannot be mocked. A man reaps what he sows.* Have you ever thought about this concept in how we obey or disobey God? Are you living for yourself or the Kingdom of God? What are you planting with your life?

What do you want in the afterlife? Do you want to spend it with God? Or do you want to spend it alone in suffering? **Galatians 6:8** *Whoever sows to please their flesh, from the flesh will reap destruction; whoever sows to please the Spirit, from the Spirit will reap eternal life.* I see people almost every single day living for themselves. They are doing whatever pleases them at this point in time. They are getting all the pleasure they want in this life. They are not living by the Spirit. They are living by the flesh. The sad thing is their bad choices will cost them in the near

future. They are driving off a cliff and others tell them what a good job they are doing driving off the cliff.

Some days I am so exhausted. Some days I do the right thing again and again. Some days I see others doing the wrong thing over and over without any kind of punishment for their misdeeds. At times it can get exhausting. At times I want to just lay down because they do not listen to warnings of their impending doom. **Galatians 6:9** *Let us not become weary in doing good, for at the proper time we will reap a harvest if we do not give up.* The goal is here to keep your eyes on the prize. I openly admit that some days I am so sick and tired of seeing evil people prosper. I am sick and tired of seeing rebellious people bully others into rebellion against God. There are days I am tired of attack after attack for doing the right thing. Then I think about the prize. Then I think about the harvest in heaven. I know it will be worth it. I can only imagine how wonderful it will be.

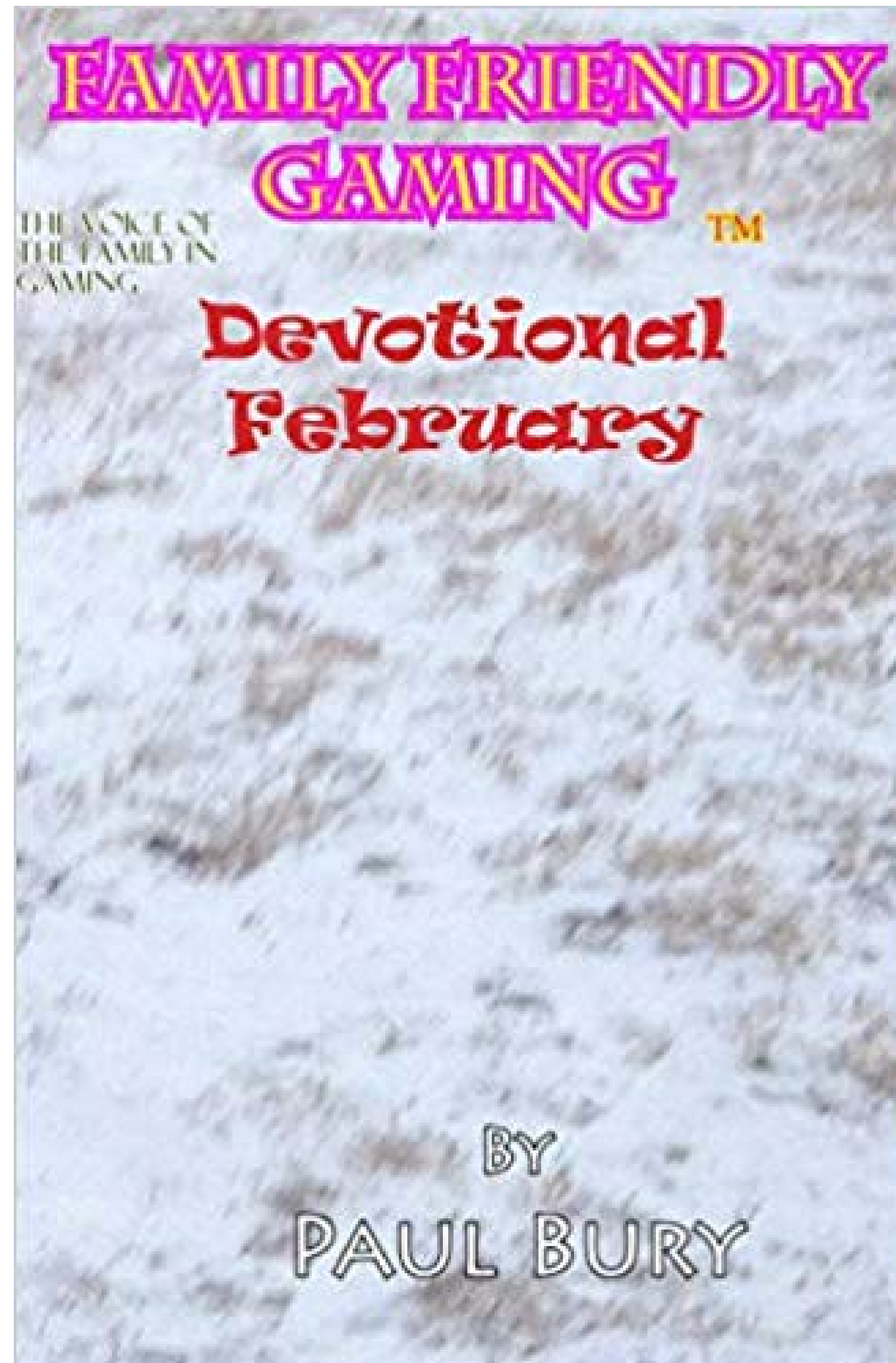
One of my biggest complaints is fellow believers not treating one another right. I try to lead by example again and again. **Galatians 6:10** *Therefore, as we have opportunity, let us do good to all people, especially to those who belong to the family of believers.* I constantly help others no matter how exhausted I am. I go out of my way to help fellow believers with my very limited financial resources. I come up with creative ways to help brothers and sisters in Christ. There are some that do not follow my fine example. I take a minute to breathe and keep going. My actions shame them on a daily basis.

God Bless,
Paul Bury

PRAYER

Jesus,

I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.



In The

NEWS

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Darek Skrzypkowski, the captain of the Golden Hind, said to me: "Sometimes ye just have to set sail, follow the wind and

see to what horizon it takes ye. While we started as a

pirate adventure that wanted t' stay true t' the Dynasty franchise, we followed gameplay trails that led us in a different direction, where we figured that raisin' Davy Jones' locker in the Caribbean doesn't mix well wit' family life. Lookin' fer booty ye don't 'ave time t' take care fer yer beauty 'n sprogs."

Robin Gibbels, first mate on the deck of the Toplitz Productions, got his two coins in as well: "The name might've changed, but the goal for our pirate adventure stays the same: To deliver a motivatin' genre-mix in an open world that ye can enjoy either alone or with ye mates. And even though ye will not have a dynasty that spans generations, ye will be able to leave a huge mark on history, when ye enter our version of New

Welcome t' Pirates Republic

Arrr, me hearties! The pirates over at the helm of the development frigate Golden Hind Games and the publisher galleon Toplitz Productions be announcin' a name change for their high seas action-adventure Pirate's Dynasty and welcomin' all aspirin' sea dogs, buccaneers or swashbucklers to Pirates Republic, when the ships set sail to explore the Bahamas in an open-world adventure like no other sometime next year.

Lemme tell ya, wit' the name change, Pirates Republic nah only pays homage t' the key location o' New Providence, which became famous as the "Republic o' Pirates" at the beginnin' o' the 18th century. 'tis the settin' fer the procedurally generated island world the players can freely explore 'n try to colonize while becomin' the most notorious pirate ever. A different name was also needed to better reflect the altered gameplay focus that the development took since its original announcement in 2022.

Providence. Ye can look forward to scenic locations, high-octane action with exhilaratin' ship battles, a huge map to explore as well as an extensive buildin' system."

Pirates Republic will lift anchors and be released into Early Access in 2024. So come and raise your glass with us in Pirates Republic.

Features:

FIGHT - SURVIVE - BUILD: Become a legend in Pirates Republic

CO-OP MULTIPLAYER: Roam the open seas either alone or with your friends and become the most notorious crew the Caribbean has ever seen. Explore the beautiful world filled with memorable vistas, go on exciting treasure hunts and engage in both intense melee as well as ranged combat. Take the fight to the ene-

my captains in visceral naval battles before entering and plundering their vessels.

PROCEDURALLY GENERATED WORLD: Each new game is a unique experience. Immerse yourself in a continuously evolving pirate world and discover new treasures, challenges or dangers on each procedurally generated island.

EXPLORE: Sail the high seas or ready for shore and search the islands for valuable resources. Hunt exotic creatures to feed your crew and fuel your endeavors - either alone or with your merry band of trusted pirate friends.

CRAFT: Forge weapons, tools and essential pirate gear, utilizing salvaged materials as well as the spoils of your adventures.

BUILD: Ensure your survival by building a shelter to protect yourself from nature's wrath. Then build and expand your settlements into a pirate's nest with the help of your crew mates! Create and modify unique ships via different presets, and customize them to meet your naval demands.

FIGHT: Engage in visceral hand-to-hand combat, executing precise strikes and defending yourself with a wide variety of weapons like cutlasses and sabers or even improvised armament like a paddle. Enjoy the fluid animations that capture the raw intensity of pirate duels. Parry and dodge to gain the upper hand in close-quarter encounters. Did we mention your trusted pistols yet?

CONQUER: As the captain of your customized vessel, you explore the idyllic Caribbean with its varied islands or engage in intense naval combat. Command your ship and crew, utilize cannons, mortars, swivel guns, explosive barrels and various other ammunition with devastating effects. Engage in boarding actions and take the fight to the enemy as you navigate realistic weather conditions. Outmaneuver your opponents with tactical sailing skills and immerse yourself in the thrill of exhilarating naval warfare.

TAKE CONTROL: Explore and conquer a huge procedurally generated Caribbean island world. Write your own story against the backdrop of infamy, betrayal and treasure hunts. Start small, pit your wits and bravery against other aspiring pirates and eventually become the first leader of the renowned Pirates Republic!

Just A Chest Details

What would unfold in an adventure story if the protagonist was a treasure chest? Publisher Gamera Games has announced that they will be releasing the story-driven, non-linear JRPG Just a Chest, developed by 42Teaparty. The game supports Chinese, Japanese, and English.

Just a Chest is not your typical JRPG. The protagonist is not a traditional fantasy hero or demon lord -- actually, it's not even human. We're talking about a treasure chest called Isaac. Isaac embarks on a journey to explore the world with other equally unconventional allies like a cat, a slime, and an amnesiac prince. Along the way, players have the choice to align with humans or monsters or keep their neutrality.

Players can experience three entirely different storylines, following the adventures of the protagonist and their party. Even the same characters and the same reality can have drastically different outcomes when viewed from different perspectives. As the story progresses, in-game NPC's dialogues and investigations are updated to align with the main storyline, offering players a dynamically changing fantasy world.

And since the protagonist is a treasure chest, it can generate the items needed for the adventure itself, including money! The game features a simple yet fun generation system, where Isaac will produce useful items at regular intervals. As players gain experience, Isaac's ability to produce more practical and diverse items improves. The developer, 42Teaparty, has previously worked on highly acclaimed titles like JiongHun, An NPC's Odessey, and Things as They Are. Just a Chest promises to offer players an unconventional adventure.

The game is scheduled to be exhibited at the Tokyo Game Show 2023. At the event, players will be able to preview the early stages of Isaac's adventure and get a first taste of how the story varies significantly between the human and monster routes.

KEY FEATURES

Fight like a chest, travel like a chest, BE a chest!

Different storylines depending on the player's choices.

An item crafting system based on mini-games and exploration. After all, chests have aall they need just inside them.



Warriors of the Nile 2 Releases

Developed by Stove Studio and published by Gamera Games, the fast-paced roguelike tactical board game Warriors of the Nile 2 just released on the Nintendo Switch eShop in Simplified Chinese, Traditional Chinese, English, and Japanese for 1520 yen / 76 HKD / 14.99 USD / 12.49 EUR -- with a 20% release discount for the next two weeks. The game was featured today in the Gamera Games Now special program at the Tokyo Game Show 2023, and will have a playable demo at the Japanese fair.

ABOUT THE GAME

Warriors of the Nile 2 is a fast-paced roguelike tactical board game combining roguelike and strategy elements. On a small chessboard, players must carefully select three warriors to challenge various enemies and defeat the invading Roman army. Eventually, you will face the ancient Roman false god 'Saturn'. Whether you can achieve ultimate victory against this massive deity depends entirely on your character development and tactics.

During gameplay, players can acquire various tablets and equipment to enhance their warriors. Different warriors have their unique equipment that maximises their attributes. With diverse builds and strategies, players can either grow a single powerful character to break through enemies or advance steadily, gradually eroding the enemy's territory through mutual cooperation. Moreover, by defeating enemies and accumulating an energy bar, you can activate 'miracles' to instantly reverse the situation.

In the Switch version of Warriors of the Nile 2, not only is there strategic depth, but players are also offered a wide range of game content. It is fully synchronised with the latest game version "The Final Battle," and a total of 21 warriors, including illusionary characters, are unlockable. Additionally, over 400 tablets are available for constructing various builds, along with four major chapters, a variety of bosses, over 100 pieces of equipment, and various skills. More content will be directly experienced in the game.

Abyss Fantasia coming in 2024

Indie publisher Gamera Games is excited to announce the 2024 release of Abyss Fantasia, a hand-drawn fantasy adventure role-playing game developed by Dlu Studio. The game will be available on Steam and is also slated for exhibition at Tokyo Game Show 2023, where attendees can experience its first demo. Players will have the chance to step into the shoes of Yugari, an "incomplete" young girl, on her first adventurous journey.

ABOUT THE GAME

Inspired by works like "Made in Abyss" and "Ruina: The Ruined City," players will explore a massive hole in the central continent known as the "Abyss." The Abyss is a mysterious and dark place that impacts all who enter. Those with weaker wills may lose their sanity and transform into monsters. Despite its risks, the precious treasures of the Abyss continue to attract many adventurers who venture into its depths.

Yugari will encounter various strange characters and events within the Abyss. Players will use a wide array of items to solve puzzles, make choices that impact other characters' fates, and influence the unfolding story.

In confronting the dangerous and bizarre creatures of the Abyss, players will engage in battles using a variety of cards and odd items. The same cards can have different effects in various situations, making flexible use of cards and rich imagination key to victory.

To avoid losing their sanity, players must return to the border town of "Cynthia" for supplies. Here, Yugari can prepare for her next Abyss exploration while interacting with the town's culture and people. Gather provisions, forge new equipment, and select your very own unique "relics" to assist in your exploration.

The game features carefully hand-drawn scenes. As you delve into the Abyss, you will face strange and formidable monsters. Engage them with cards and relics, discovering unexpected effects from different combinations. The same card can take on various forms under different circumstances; wield them wisely and unleash your creativity to triumph in battle.

Look for it in 2024.

The Godfeather A Mafia Pigeon Saga Flies the Coop

Hojo Studio announced today that The Godfeather: A Mafia Pigeon Saga has left the nest and taken flight on Steam. The fourth game from Hojo Studio combines frantic action, stealth and exploration with a swooping story of the pigeon underworld's quest to take back the old neighborhood from their enemies.

The Godfeather's fast-paced "swoop & poop" gameplay takes place across dynamically generated levels, each filled with unique targets and hazards that need to be "taken out" the only way pigeons know how. Your character, a rising associate in the pigeon underworld must fulfill missions from HQ and face brutal boss encounters to progress through the story.

From The Suburbs to The Boid-walk to The Town, players must avoid enemy "Anti-Pigeon Drones", cats, lifeguards, lawn-Karens, owls and much more using stealth tactics (and poop) to their advantage. Along the way, players can loot dumpsters to reload your poop ammo, upgrade their pigeon abilities to get the edge in combat or customise their pigeon's whole look for maximum glow-up.



EA SPORTS FC Tactical Announced

Electronic Arts Inc. (NASDAQ: EA) revealed a first-look at EA SPORTS FC™ Tactical – a new way to play the World's Game on mobile devices. EA SPORTS FC™ Tactical features interactive simulation with strategic, turn-based gameplay and access to more than 5,000 authentic players across more than 10 top leagues, including the Premier League, LALIGA EA SPORTS, Bundesliga, Ligue 1, and Serie A.



The latest addition to the growing EA SPORTS FC™ ecosystem, EA SPORTS FC™ Tactical emphasises in-game strategies, such as stamina and power-play management. Matches are simulated, with turn-based opportunities to defend, attack, perform skill moves, and make attempts on target, resulting in authentic football action like never before.

"EA SPORTS FC Tactical embraces strategic gameplay to create an all-new football experience that immerses players in the World's Game like never before," said Nick Wlodyka, SVP, GM of EA SPORTS FC. "We're excited to welcome fans of turn-based strategy games to join the club as part of the EA SPORTS FC player community, and look forward to sharing more on EA SPORTS FC Tactical soon."

EA SPORTS FC™ Tactical will include a wide range of playable modes, from online friendly matches to intense online competitions, including Rank matches, Leagues, and Guilds. Train players to master high-skill moves, unlock perfect traits for deeper progression, and customise your team with various items like stadium designs, kits, and balls.

EA SPORTS FC™ Tactical will be available early 2024 for fans to experience and embark on an all-new football adventure. Pre-register now for mobile devices across Google Play and the App Store.

Pumpkin Spice up Your Wardrobe in STORY OF SEASONS A Wonderful Life

Marvelous Europe and XSEED Games, announced that the 'Pumpkin Patch Pants' cosmetic DLC is now available in their remade RPG/Life Sim, STORY OF SEASONS: A Wonderful Life. Now that the fall pumpkin season has begun, fans can celebrate their love of the winter squash by redeeming and downloading this free DLC on PC via Steam, Nintendo Switch™ system, PlayStation®5, and Xbox Series X|S.



STORY OF SEASONS: A Wonderful Life brings players to Forgotten Valley, a tranquil community where they put down roots, begin their new carefree life growing crops and raising animals and weave a generation-spanning tale. Players will bring life to the land, find love among the town's friendly folk, and make lasting memories with a family of their own.

This remake of an unforgettable tale of friendship, family, and farming blooms introduces a plethora of new events, enhanced festivals, a cornucopia of never-before-seen crops, and even more recipes to cook. Returning fans will find plenty of exciting updates to Forgotten Valley, while newcomers to the series will discover the joys of cozy farm life and the extraordinary characters that make the series shine.

STORY OF SEASONS: A Wonderful Life released on Windows PC via Steam, PlayStation®5, Xbox Series X|S, and the Nintendo Switch™ system on June 27, 2023. It is currently available for physical purchase for consoles through the Marvelous Europe website for a RRP of €39.99/£34.99 for the standard edition, and a premium bundle including a 140-page, A5 notebook, charming chibi stickers and A3 poster within a custom outer box for a RRP of €49.99/£44.99. Published in Europe and Australia by Marvelous Europe and in North America by XSEED Games, this title has been rated PEGI 3.

In The News Continued

Cook, Serve, Delicious! Out Now on Nintendo Switch

Vertigo Gaming Inc. is thrilled to announce the OG Cook, Serve, Delicious! is out now on Nintendo Switch on the NA and EU shops!

One of the few hard-core restaurant sims in existence, Cook, Serve, Delicious! is a deceptively easy game to learn but incred-



ibly challenging to master. Progress through your career from owning a terrible zero-star café into a five-star world famous restaurant.

Cook, Serve, Delicious! is available on PC and Switch, and is set to release on major console platforms later this year.

Medieval Dynasty New Co-Op Mode

Developer Render Cube and publisher Toplitz Productions are thrilled to announce the eagerly awaited co-op game mode for Medieval Dynasty including a brand new co-op map which will launch just in time for the holiday season on STEAM on December 7th, and current gen console players and other PC platforms will get to join the action in Q1/Q2 2024.

Medieval Dynasty's new co-operative map, The Oxbow, introduces a new exciting location that will also feature enigmatic characters, captivating landmarks and charming villages. Leading the way is Piastovia, the heart and soul of the Oxbow where your epic journey begins.

Villages within The Oxbow come alive with a newfound vibrancy, courtesy of the addition of workstations. Residents of this enchanting realm will now have the opportunity to immerse themselves in the daily grind. Imagine the rhythmic sound of axes at the lumberjack station, the soothing churn of butter, and even the sight of laun-

dry billowing in the breeze – it's a true spectacle of medieval life in full swing!

But that's not all, also arriving in the co-op map update is Medieval Dynasty's new character creator feature that will provide you, the player, the opportunity to craft your very own unique male and female avatars within the game's rich medieval world. Features such as hair styles, facial hair, eye color and bone structure, are all customizable, turning your in-game experience into a truly personal endeavor.

Both co-op and solo players of Medieval Dynasty can participate in fresh quests and meet the residents of the new land. The co-op map (also available as single player experience) is the latest major content as part of Medieval Dynasty's current roadmap which aims to bring more community requested features and dynamic, immersive experiences for players.

"Medieval Dynasty has become a living, breathing world for our passionate community of players. The Oxbow co-op map and character creator offer fresh avenues for storytelling and personalization, empowering players to shape their own medieval adventures", said Matthias Wunsche, CEO Toplitz

In The News Continued

Harebrained Schemes and Paradox Interactive to Part Ways

Paradox Interactive (Paradox) and Harebrained Schemes (HBS) – developers of the Shadowrun trilogy, BATTLETECH and The Lamplighters League – have decided to part ways on 1 January 2024. The separation is the result of a mutual agreement, stemming from each party's strategic and creative priorities. Paradox will retain ownership of The Lamplighters League and other games developed by the studio.

HBS will seek new publishing, partnership, and investment opportunities.

"Paradox has refocused its strategy towards its core niches within strategy and management games with endless qualities," said Charlotta Nilsson, COO of Paradox. "We

and HBS' leadership have been discussing what would happen after the release of The Lamplighters League, but a new project or sequel in the same genre was not in line with our portfolio plans. Hence, we believe that a separation would be the best way forward. We're very happy that this talented, gifted studio has the chance to continue and can't wait to see what they will make next."

"Harebrained Schemes will support The



Lamplighters League through the end of the year while we seek funding and partnerships for an independent future in 2024," said Brian Poel, Studio Operations Manager of HBS. "Our studio mission remains the same: to make games that challenge your mind and touch your heart."

Productions GmbH.

"I'm very happy that we can finally share the release date of the co-op mode with Medieval Dynasty fans. It was quite a challenge, but we couldn't disappoint the players who

dreamed of a multiplayer experience in our game. Additionally, we carefully listened to their expectations regarding co-op. The entire team makes every effort to meet their expectations. – says Damian Szymański, CEO of Render Cube S.A."



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?

There are plenty of different kinds of simulation video games. What about a video game that shows what it is like to be a pastor or priest? Technically those could be two different kinds of video games since priests and pastors do many different things. There are different traditions within the different denominations in the Christian churches. For a priest we could learn about meeting with the nuns, preparing for mass, and the different duties they perform. It could be extremely educational to a great many gamers who have no idea what that service actually entails. Maybe

their duties involve going to a school and giving speech for instance.

On the pastor side it could be about preparing a sermon, meeting with someone about their salvation and their Baptism. The pastor could go to the hospital and pray for a sick or dying member of their flock. There could be meetings about different missionary trips and events that could be done. Maybe someone wants to teach a class on something and they pray for God's guidance on the idea. Maybe giving is low and the pastor needs to find a day job to be able to supplement the income.

The sizes of the churches could also be different chapters or levels. This kind of a video game could start a pastor or priest at a small church. They get offered a job at a medium size church and then eventually a larger church. Or they grow the church to a larg-

er one. There could even be a level for those ministers that run home churches. Different theologies and beliefs could be taught in such a video game. Gamers could learn about the opportunities at large churches, but how they could really get to know someone at a home church. There are plenty of areas this kind of a video game could reach a great many people and give them things to think about. For example someone could complain about the mega churches being only about themselves and money.

Would you play a video game simulation where you could play a pastor or a priest? Would you enjoy learning about their challenges? Would like to get educated to that profession? This kind of a simulation could really improve the image of the entire video game industry. This could stop the complaints of discrimination against Christians.

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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1 Peter 1:13-17

13 Therefore, with minds that are alert and fully sober, set your hope on the grace to be brought to you when Jesus Christ is revealed at his coming. 14 As obedient children, do not conform to the evil desires you had when you lived in ignorance. 15 But just as he who called you is holy, so be holy in all you do; 16 for it is written: "Be holy, because I am holy." 17 Since you call on a Father who judges each person's work impartially, live out your time as foreigners here in reverent fear.

EA Sports FC 24

SCORE: 82

I hope you were part of the hopping and happening live stream that I performed of EA Sports FC 24. You never know what cool

game is going to be played next here at Family Friendly Gaming. We just love showing ya'll all kinds of neat, fun, fresh, wild, and crazy video games that are safe and fun for families. Our commentary has plenty of viewers laughing hysterically.

This is the year that EA Sports lost the FIFA license. I have no idea what happened there. I do not know what is going on with Fifa. I do know that the Konami product did not change its name this year. So the new name is EA Sports FC 24. I had no idea what FC stood for at first. I was totally baffled. I eventually ran across Football Club and realized that is what it stood for. Why does EA Sports need to be part of the game's name? Seems a bit on the arrogant side to me.

EA Sports FC 24 looks good

and it plays good. There are plenty of options and adjustments to make the game play easier or harder. I love being able to pick what kind of a game I will have. EA Sports FC 24 will even ask you if you want to increase the difficulty if you happen to absolutely stomp the computer. I told EA Sports FC 24 that I was happy with the difficulty and challenge level. I love crushing the computer. I have enough

challenges in life, when I play a game I want to slay it.

The offensive music can be turned off in EA Sports FC 24. Why is it even included anymore? I feel there is no point to the music in EA Sports FC 24. I also feel like whomever picks this music is totally out of touch with families that enjoy playing sports video games. I never once found a song in one of these games I actually liked hearing. Maybe I am not the target audience though.

I had fun playing EA Sports FC 24. Thankfully we got a ten hour demo of the game thanks to Xbox Game Pass. I do plan on purchasing a physical copy of EA Sports FC 24 at some point. There is just no hurry since I was able to play it for free with that very short demo. There are enough of-

line and online modes to keep families engaged for quite a while with all these different teams. - Paul



Graphics: 86%
Sound: 73%
Replay/Extras: 89%
Gameplay: 85%
Family Friendly Factor: 79%

System: Nintendo Switch/PS4/PS5/Xbox One/Xbox Series X
Publisher: EA Sports
Developer: EA Vancouver/EA Romania
Rating: 'E' - Everyone SIX and OLDER ONLY

eFootball 2024

SCORE: 80

Konami made things a bit tighter this year with eFootball 2024. This franchise is recovering from the repeat pay to play concept it was changed into. Which is sad since the eFootball franchise was beating the Fifa one quite handily until the free to play concept was applied. There is so much less content within Football 2024 unless you are willing to play forever and constantly pay. I picked my favorite team as the Seattle Sounders. Then when it came to playing a normal one player game by myself I could not play my favorite team.

eFootball 2024 looks nice, and it plays nice. I did notice the zoomed out view could be improved upon. The announcers are good and interesting in eFootball 2024. That is a definite improvement. There are some language issues within eFootball 2024. I did not run into any offensive music though. Maybe because

I streamed eFootball 2024.

The controls work really well in eFootball 2024. Even on the lowest difficulty setting can start with a challenge. I learned how to avoid defenders otherwise they would take the ball from me. Goalies will knock away a lot of balls in eFootball 2024. I also was able to score quite a few goals in eFootball 2024 when I was living streaming this game. If you missed that action packed time then you need to check it out on our website in the videos section as soon as possible. I played multiple games and got better each time.

There are some neat presentation elements within eFootball 2024. I found not many ways to play eFootball 2024. This game is obnoxiously heavy on the online options and features. eFootball 2024 is also missing a physical copy for the

millions upon millions within the physical copy movement. I found a lot less teams within eFootball 2024 than EA Sports FC 24. There are plenty of cards that can be purchased with real money or in game tickets. There are plenty of goals to earn those tickets.

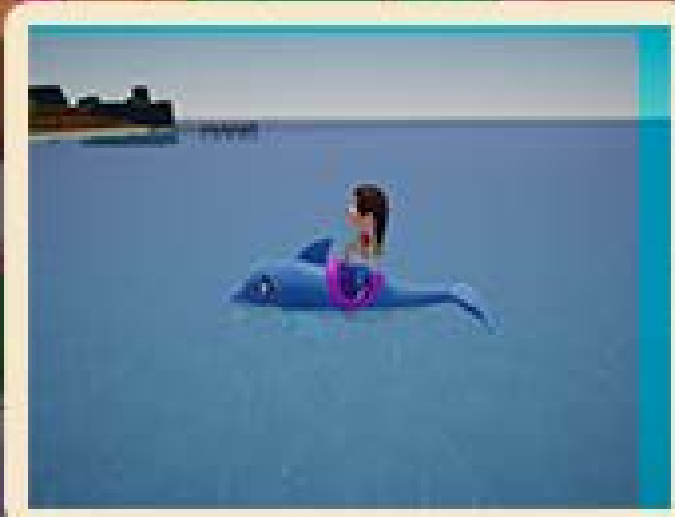
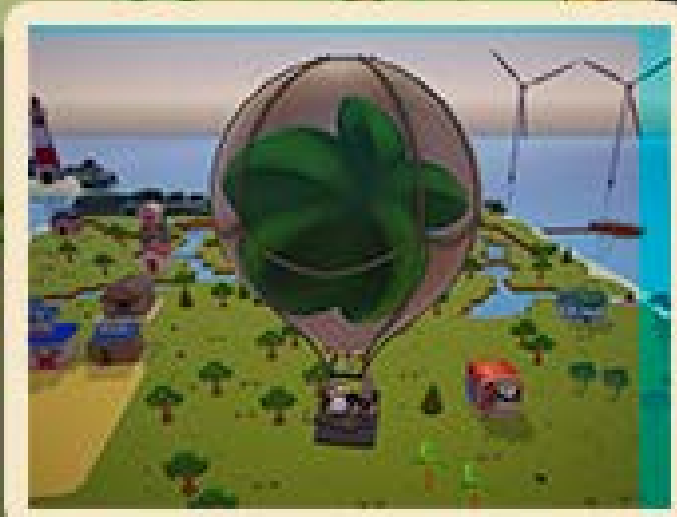
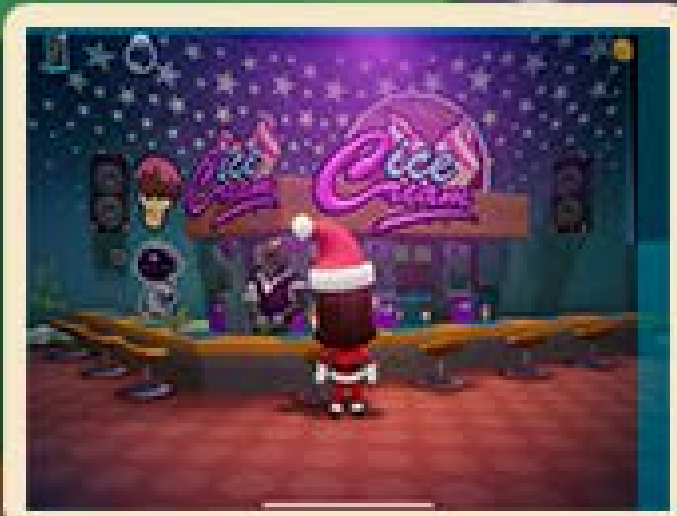
Overall I feel like eFootball 2024 included numerous improvements from the previous year. There is still room for growth and improvements for the next year. I know numerous updates were rolled out throughout the year for last year's game. I expect the same thing will happen with eFootball 2024. At fifty-five gigs with no physical copy available I have little interest in hanging around for them. I suppose if Konami sends over a sponsorship I would reconsider that opinion. Otherwise I have plenty of other video games to play and review. - Paul

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

Graphics: 83%
Sound: 70%
Replay/Extras: 80%
Gameplay: 85%
Family Friendly Factor: 80%

Graphics: 83%
Sound: 70%
Replay/Extras: 80%
Gameplay: 85%
Family Friendly Factor: 80%

Isla Sinaloa



islasinaloa.com



Pikmin 4



SCORE: 83

Man those live streams I performed of Pikmin 4 were jamming. It is so much fun for me to share my game play sessions and teach younger gamers so many important lessons about life, and of course video games. There were some real neat trivia questions in those live streams as well. Pikmin 4 took me much longer than I expected it to take as well. There will be spoilers in this review.

need to rescue the doggie Oatchi. The rescue of Oatchi is optional and after the end credits roll.



We start out in Pikmin 4 on a mission to save Captain Olimar. I thought Captain Olimar saved himself in the previous games thanks to the Pikmin. Oh well. Whatever. So there is a rescue squad sent to the planet. The rescue squad crashes and needs to be rescued. So we start out as the final savior to the rescue squad. Once we have the entire rescue squad then we need to rescue Captain Olimar. When that is done we

The issues families can have with Pikmin 4 are violence, mischief, and more. There are some strange things that happen in Pikmin 4. We go down into caves that have multiple levels. We fight leafling characters in a battle to see who can get more into their module in a set amount of time. We can also go on night missions to collect sap that will be used to turn leaflings back into their more human looking form.

credits areas are remixes of levels in past games. It takes multiple days to get through any area in Pikmin 4. We must be careful with the Pikmin because it is easy to get the killed. Bosses in Pikmin 4 are in the final level of these caves. We need to juggle resources for building with upgrades for our character. Oatchi also needs upgrades after we rescue characters.



It took me longer to stream Pikmin 4 than it did Pikmin 3 Deluxe. I noticed the after

I had fun playing Pikmin 4. It is very important to pay attention to atmosphere and enemies. For example one enemy may breath fire. That means the Red Pikmin are the right choice. Another one is electrical so the Yellow Pikmin work. An area is under water so we need the Ice or Water Pikmin. A wall needs to be broken by the Rock Pikmin. I was swapping out the Pikmin quite often in Pikmin 4.
- Paul

System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Comic Mischief}



Graphics: 83%
 Sound: 80%
 Replay/Extras: 90%
 Gameplay: 80%
 Family Friendly Factor: 80%



Megaman Battle Network Legacy Collection



SCORE: 82

Did you enjoy the live streams I performed of Megaman Battle Network? I hope you did, they were quite the historical times. Megaman Battle Network Legacy Collection contains all six Megaman Battle Network video games. Technically there are twelve games, but they are the same game. What do I mean by that? The Megaman Battle Network video games are done like the Pokemon games. There are two versions of the same games. Different chips can be found in these games. There will be spoilers in this review.

In essence Megaman Battle Network Legacy Collection contains Megaman Battle Network one through six. Each of the games had two versions. Families can choose which of the versions they want to play. These games were on the Gameboy Advance and Nintendo DS. I played through all six of them back in the day. We even have a review of Megaman Battle Network 6 on

the Family Friendly Gaming website. Scores can be found on the Gameboy Advance review page as well.

There was a very controversial and highly divisive piece of content within Megaman Battle Network 4 that I still remember to this day. Players are required to donate to a Buddhist temple in order to progress. Megaman Battle Network Legacy Collection also contains violent content as we

shoot all these different viruses with Megaman's blaster and the chips we use in the battles.

Megaman Battle Network Legacy Collection has a few more issues families should be made aware of. There is lack of attire, enticement to lust, bad language, alcohol, tobacco and more. The cool thing about Megaman Battle Network Legacy Collection is players learn about the origins of Megaman. The whole Hub concept comes to mind. Since there are six games in Megaman Battle Network Legacy Collection families will get a lot of gaming for their money.

One of the things I liked about the Megaman Battle Network video games is they were role playing games with no magic. The whole concept of using chips was pretty cool. There are neat things that happen with the chips too. Use three of the same time and maybe an ultra power chip appears instead. We can move around on the grid to avoid enemies attacks. If I can work it into my schedule I will live stream more games from this collection.
- Paul



Graphics: 70%
Sound: 75%
Replay/Extras: 100%
Gameplay: 95%
Family Friendly Factor: 70%

System: Gameboy Advance/Nintendo Switch/PC/PS4
Company: Capcom
Developer: Capcom
Rating: 'E10+' TEN and OLDER ONLY
(Crude Humor, Fantasy Violence, Mild Language, Suggestive Themes, Use of Alcohol, Use of Tobacco)

VIDEO GAME LIES



by Paul Bury
Version 3

BUY IT NOW RIGHT HERE

Fairy Tail #4

SCORE: 64

I continue my nostalgia by reading through Fairy Tail #4. I am much farther watching the anime so reading this manga reminds me of what happened in the past for this franchise. There are also some neat little things in the manga that are not in the anime. There will be spoilers in this review. Fairy Tail #4 gives us chapters twenty-three through thirty. There are also some bonus pages, Little Happy's Job 3, and a preview of the next manga book.

The issues families can have with Fairy Tail #4 are magic, violence, lack of attire, enticement to lust, blood, bad language, demons, cursed island and more. Natsu decides he and Lucy will go on a S-class wizard job. Gray is sent to stop them and winds up joining them. Erza is on her way to stop them near the end of Fairy Tail #4. The trio are not S-class wizards so the quest should be beyond their capabilities. I noticed some concepts in Fairy Tail #4 that are



used much later in the anime. Or maybe these themes keep coming back.

We learn about Gray's past in Fairy Tail #4. We also find the demon Deloria. We learn about Ur who was Gray's master. She sacrificed her life to trap Deloria in ice. We meet Lyon in Fairy Tail #4. Lyon was also a disciple of Ur in

the past. Lyon blames Gray for Ur sacrificing her life to save others. Lyon wanted to surpass Ur. So his plan is to free Deloria and beat it since Ur was never able to. That will prove he is better. I must admit it is a pretty selfish goal.

Natsu gets trapped in a lot of ice in Fairy Tail #4. Since it is magic ice Natsu is unable to melt it. I would think Natsu should be able to melt it away with magic

fire. But what do I know. Lucy is very timid in Fairy Tail #4. Lucy is trying to save the villagers from other wizards that were sent to kill them. The villagers are partially turned into demons which is why it is considered a cursed island. It all has to do with the demon Deloria. Fairy Tail #4 ends with a to be continued. The storyline will continue in the next manga book.

Expect the typical Fairy Tail humor in Fairy Tail #4. Happy is on this S-class wizard quest as well. Happy is pretty worthless in Fairy Tail #4 though. Lucy is still not very confident in Fairy Tail #4. There is some action in Fairy Tail #4 as Lyon

and Gray fight it out with different kinds of ice magic. Lyon considers himself superior since he can do ice magic with one hand and Gray must use two hands. Fairy Tail #4 also explains certain Japanese concepts which is nice for those of us educated in that.

- Paul



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

Graphics: 58%
Writing: 67%
Replay/Extras: 75%
Story: 65%
Family Friendly Factor: 56%

Dr. Stone 26

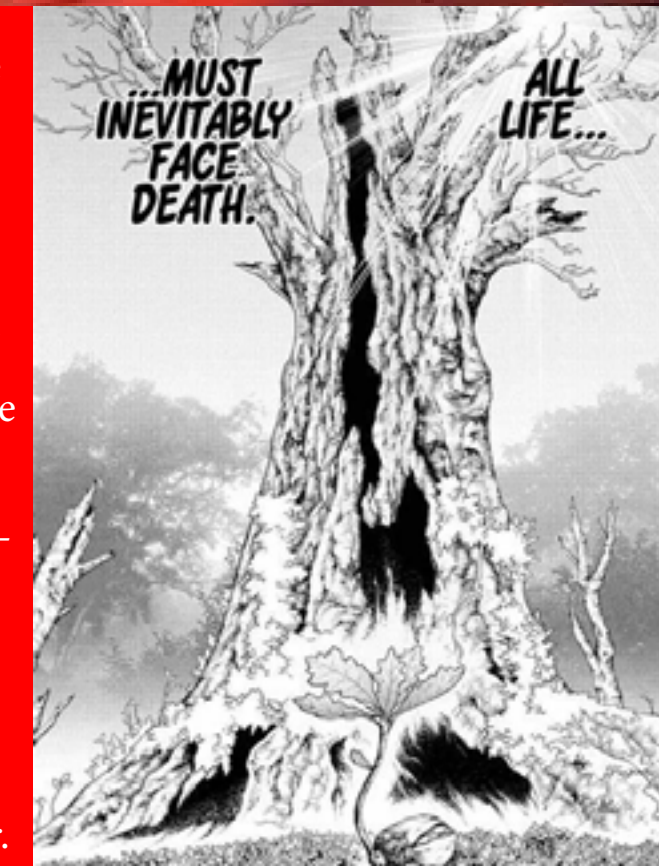
SCORE: 74

I have done it. I have completed the Dr. Stone manga books. The back of this manga book explains that Dr. Stone 26 is the final volume. This series is done. I have mixed feelings about the ending of Dr. Stone. I finally found a manga that I am interested in and it ends. I finally found something I wanted to explore in this genre and there will be no more. Plus the ending is a bit odd. There will be spoilers in this review.

The main issue families can have with Dr. Stone 26 is lack of attire and enticement to lust. The team is up in space and they land on the moon. They finally find Why Man in Dr. Stone 26. Technically they been in contact with Why Man but did not realize it. All of these Medusa devices are on the moon in Dr. Stone 26. They look for certain waves from planets and fly there for two purposes.

The first purpose of these AI like devices is

to find races that embrace the eternal life of petrification they offer. The second purpose is to get these beings to make more of them. In essence they are like a parasite. All but one of these petrification devices leave to find other life on other planets in Dr. Stone 26. The one that stays



behind is helping the science team create a time travel device. They are going to change history so the devices never come to their world. It may take them a massive amount of time to do so.

Ryusui goes up into space with a board the space team needs in Dr. Stone 26. I am a bit perplexed

how it broke. Or how he knew it would break. Since characters can be easily petrified air is not a problem on their space craft. Taiju and Yuzuriha get married in Dr. Stone 26. I feel like so much more could have been done and shown in Dr. Stone 26. Could they get society back to where it cur-

rently is? One disappointment is characters in Dr. Stone 26 having no idea of our origins.

There are few inventions with in Dr. Stone 26. The time machine reveal is interesting but not complete. The revelation of Why Man is a bit confusing to me. Since our atmosphere is toxic to them they cannot speak to us? But they can speak on the moon. I am not sure why they could not speak on Earth. Or why not speak to us when in the vacuum? The petrification attempt was supposedly communication. There are a few aspects of Dr. Stone 26 that do not make sense to me.

- Paul



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

Graphics: 65%
Writing: 77%
Replay/Extras: 78%
Story: 77%
Family Friendly Factor: 71%

STAR TREK LOWER DECKS III

Star Trek Lower Decks Season 3

SCORE: 39

I am so thankful I am done watching Star Trek Lower Decks Season 3 on DVD. This television show continues to be one of the worst Star Trek shows of all time. I received Star Trek Lower Decks Season 3 as a gift and it is one of those shows I want to review and then immediately forget about. Star Trek Lower Decks Season 3 is just that bad. I noticed some attacks on different places in Star Trek Lower Decks Season 3 that I did not notice before. There will be spoilers in this review.

Brad Boimler is getting more confident and assertive in Star Trek Lower Decks Season 3. In fact in the last episode of Star Trek Lower Decks Season 3 he tells everyone to shut up because the security officer Lieutenant Shaxs had a good idea to get them out of that predicament. Star Trek Lower Decks Season 3 even gets a bit more Star Fleet in terms of cleaning up the crew and doing things right. I really liked that part.

The issues families can have with Star Trek Lower Decks Season 3 are violence, bad language, blood, gore, sexu-

al deviancy, lies, bad attitude, sexual commentary, sex outside of marriage, war on men, and more. This is definitely an adults only television show. As an adult I am not sure there are many adults that would like this show. I certainly do not. There are a few moments of humor here and there within Star Trek Lower Decks Season 3.

Star Trek Lower Decks Season 3 feels more cohesive in terms of story telling. There are actually some themes that go across multiple episodes. That

is one of the few areas Star Trek Lower Decks Season 3 improves. The California class of ships are going to be retired by the Texas class of ships. The California ships defeat the Texas class of ships in Star Trek Lower Decks Season 3. Notice the attack there on Texas by those in California? After all millions have recently left California for Texas, Tennessee, Florida and more. I think some egos cannot handle that and attacked Texas in Star Trek Lower Decks Season 3 for it.

The only shocking moment within Star Trek Lower Decks Season 3 is when we find out that Ensign Mariner only said good things about her mother in an interview with the press. I do not recall a lot of press in previous Star Trek shows. I thought that profession was dissolved or something. The state of our current media also lead me to that conclusion. Star Trek Lower Decks Season 3 might be trying to save that profession.

There are ten episodes in Star Trek Lower Decks Season 3. It takes four hours and seventeen minutes to watch Star Trek Lower Decks Season 3. - Paul



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

Video: 40%
Audio: 37%
Replay: 39%
Functionality: 45%
Family Friendly Factor: 36%

Fairy Tail Collection Ten

SCORE: 58

At this point I know the routine with a Fairy Tail Collection. We finish off one story arc, we have some filler episodes and then we get into the next story arc. Fairy Tail Collection Ten is no different. The episodes on the Fairy Tail Collection Ten are 213-239. It takes six hundred and seventy-five minutes to get through this four disc set. The discs are thirty-seven through forty. There will be spoilers in this review.

The package I purchased comes with the Blu-ray and DVDs of Fairy Tail Collection Ten. We finish off the Celestial Spirits arc in Fairy Tail Collection Ten. We then get into the Tartaros arc after some filler episodes. It can be difficult at first to figure out when the new arc starts. It actually began in that frozen town. An old original tree member of Fairy Tail

requests their assistance.

The issues families will have with Fairy Tail Collection Ten are magic, violence, lack of attire, enticement to lust, spirits, bad language, false gods, demons, and more. There are some very sadistic characters in Fairy Tail Collection Ten. Torture happens multiple times within Fairy Tail Collection Ten. There are some sick whips and chains kind of characters in Fairy Tail Collection Ten.

The Celestial Spirit arc ends with Fairy Tail winning. The Tartaros arc is more shocking thus far. Multiple characters in Fairy Tail

are captured by Tartaros. To make matters worse Elfman is about to destroy the guild and everyone in it. I am not sure how that will turn out. I guess I need to keep watching after Fairy Tail Collection Ten to find out. I do plan on continuing to this franchise until I finally finish it off. It may take me some more years though.

At times Natsu seems really dumb in Fairy Tail Collection Ten. Other times he is brilliant. Like when he figures out how to beat the explosion demon characters in Fairy Tail Collection Ten. It is always funny to see how freaked out some characters are when they underestimate Natsu. That reminds me there is some humor within Fairy Tail Collection Ten. That is one of the saving graces of this show. What is the deal with Gray's dad?
- Paul



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

Graphics: 50%
Sound: 66%
Replay/Extras: 60%
Gameplay: 66%
Family Friendly Factor: 48%



Indie Heroes Collection 2

SCORE: 72

That live stream where I played all of the games on the Indie Heroes Collection 2 was such a hopping time. I am thankful I had the money to purchase a copy of this cartridge on the Evercade systems. The games that are on the Indie Heroes Collection 2 cartridge are Tapeworm Disco Puzzle, Nessy The Robot, Reknun Souls Adventure, The Cowlitz Gamers' Adventure Trilogy, Anguna: Scourge of the Goblin King, Eyra: The Crow Maiden, Lunar Journey, Yeah Yeah Beebiss II, Gelatanous: Humanity Lost, The Gruniozerca Trilogy, Nix: The Paradox Relic, and Beer Slinger. That is twelve games in all.

I noticed something interesting from Indie Heroes Collection 1 to Indie Heroes Collection 2. Anguna has another game on this cartridge. Beer Slinger is one that could be considered offensive by some families. Tapeworm Disco Puzzle is one of the real stand out titles on this cartridge.

Nessy the Robot completely over performed from what I expected. There are two games on the Indie Heroes Collection 2 cartridge that actually contain three games within them. Technically there are sixteen games on the Indie Heroes Collection 2 cartridge. At least one of the games let me change the visual style to

even a Virtual Boy. It was actually really ugly.

All of these games on the Indie Heroes Collection 2 cartridge are done in some retro style. We have 8-bit NES, Gameboy, and more. I could sink my teeth into some of these games, and others did not resonate at all. I am not big on Eyra The Crow Maiden. Gelatanous Humanity Lost made little sense to me. I had issues figuring out what to do and how to do it. I even got stuck in an area and could not progress. I must have done something out of order. Do not expect a lot of help in what to do in these games.

Lunar Journey was a breath of fresh air done in the old Gameboy style. There is cartoon violence, lack of attire, enticement to lust, and more that could bother families. Overall I have a positive viewpoint of Indie Heroes Collection 2. I hope there are more Anguna games in the future.
- Paul

System: Evercade
Publisher: Blaze Entertainment
Developer: Lowtek Games, Daniel T. Gaming, Nape Games, Łukasz Kur and M-Tee, Bite The Chili Productions, Second Dimension, Greenboy Games, Riggd Games, The Retro Room, Dustin Huddleston
Rating: 'NR' - Not Rated

Graphics: 60%
Sounds: 70%
Replay/Extras: 85%
Gameplay: 85%
Family Friendly Factor: 60%

Toaplan Arcade 1

SCORE: 63

Hopefully you were able to join us for the slamming Rumble live stream of Toaplan Arcade 1. As we get the money and time a video of each game will appear on our different video sites. Toaplan Arcade 1 is the eighth arcade cartridge on the Evercade systems. There are eight games on this cartridge as well. A poster of Toaplan is also included with the manual.

The games on Toaplan Arcade 1 are Tiger Heli, Truxton, Guardian, Zero Wing, Alcon, Snow Bros, Flying Shark, and Teki Paki. There are five shooters, two puzzle games, and one side scrolling platformer. Snow Bros is one of the few games I heard of from the past. Teki Paki is one of my favorite games on this Evercade cartridge. Violence is the main issue families will have with

Toaplan Arcade 1.

Out of the shooters I like Zero Wing the best. There are a couple of reasons for that. First off we can continue after we die and not have to start the entire level over again. I should be able to drop in quarters and keep playing the game. Zero Wing gives us protection above and below us. Those two objects also shoot so we get a triple shot all of the time. There are different power ups that can be found in a lot of these video games.

Snow Bros has players go through level after level until we get to a boss. I love turning enemies into snowballs and rolling them toward the other enemies. We can also join the snowball rolling and get away from other enemies. Be careful if you take too long in a level. A tougher enemy will appear and come after you.

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

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

SPORTS



System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Konami
Developer: Konami
Rating: 'E' - SIX and OLDER ONLY (Mild Language)
Date: Out Now

Apart from FC Barcelona, Manchester United FC, FC Bayern München, AC Milan, Internazionale Milano and other European footballing powerhouses, you can also brand your team with the latest Strips and Emblems of National Teams as well as Club Teams from South America, J.League and around the world!



eFootball™ 2024

Leo Messi Edition



- eFootball™ 2024 core game
- Epic: L. Messi (2022 Argentina) x1 (In-game player)
*With Booster "Technique +2"
- Highlight Player Cards x10 (In-game players)

- Exp. 4,000 Training Program x11 (Player development items)
- Purchase Bonus 300 eFootball™ Coins (In-game virtual currency)

PS5 PS4 XBOX SERIES X|S XBOX ONE Windows 10

*For players that can be developed, the displayed Overall Rating is an example of the Overall Rating. Overall Rating may also vary depending on Live Update and other factors. *This can change without prior notice. *Player Lists and individual players included in Play



©Konami Digital Ente



System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: Konami
 Developer: Konami
 Rating: 'E' - SIX and OLDER ONLY (Mild Language)
 Date: Out Now

©Kor



There are a variety of Events which coincide with the real-world football calendar, including a "Starter" Event for those just starting out, as well as Events where you can play against teams from high-profile leagues. Build a Dream Team that fits the Events' themes and take part!

©Konami

DEVELOPING

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SCREENSHOT TAKEN FROM A DEVELOPMENT BUILD OF THE GAME

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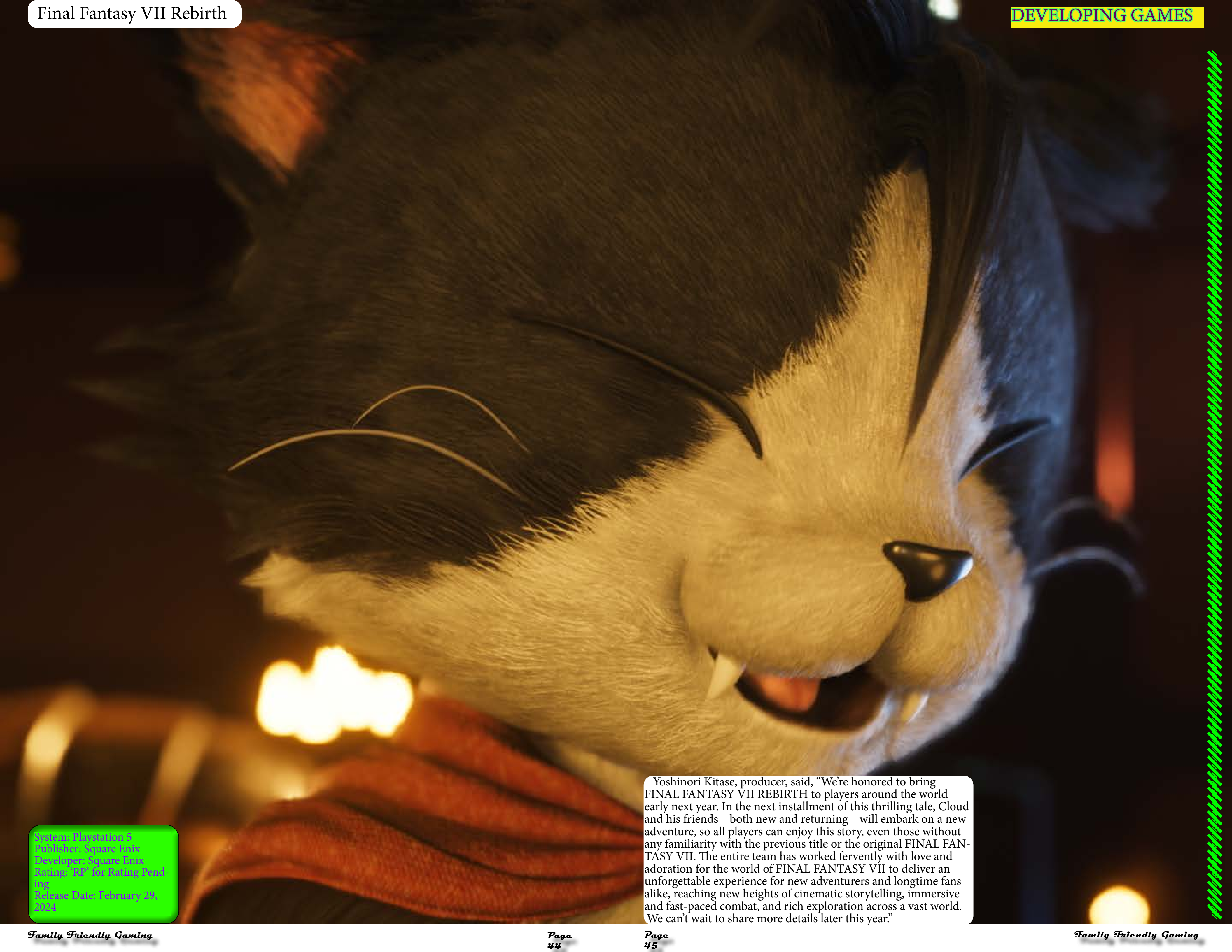
- Final Fantasy VII Rebirth
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- The Legend of Heroes Trails through Daybreak
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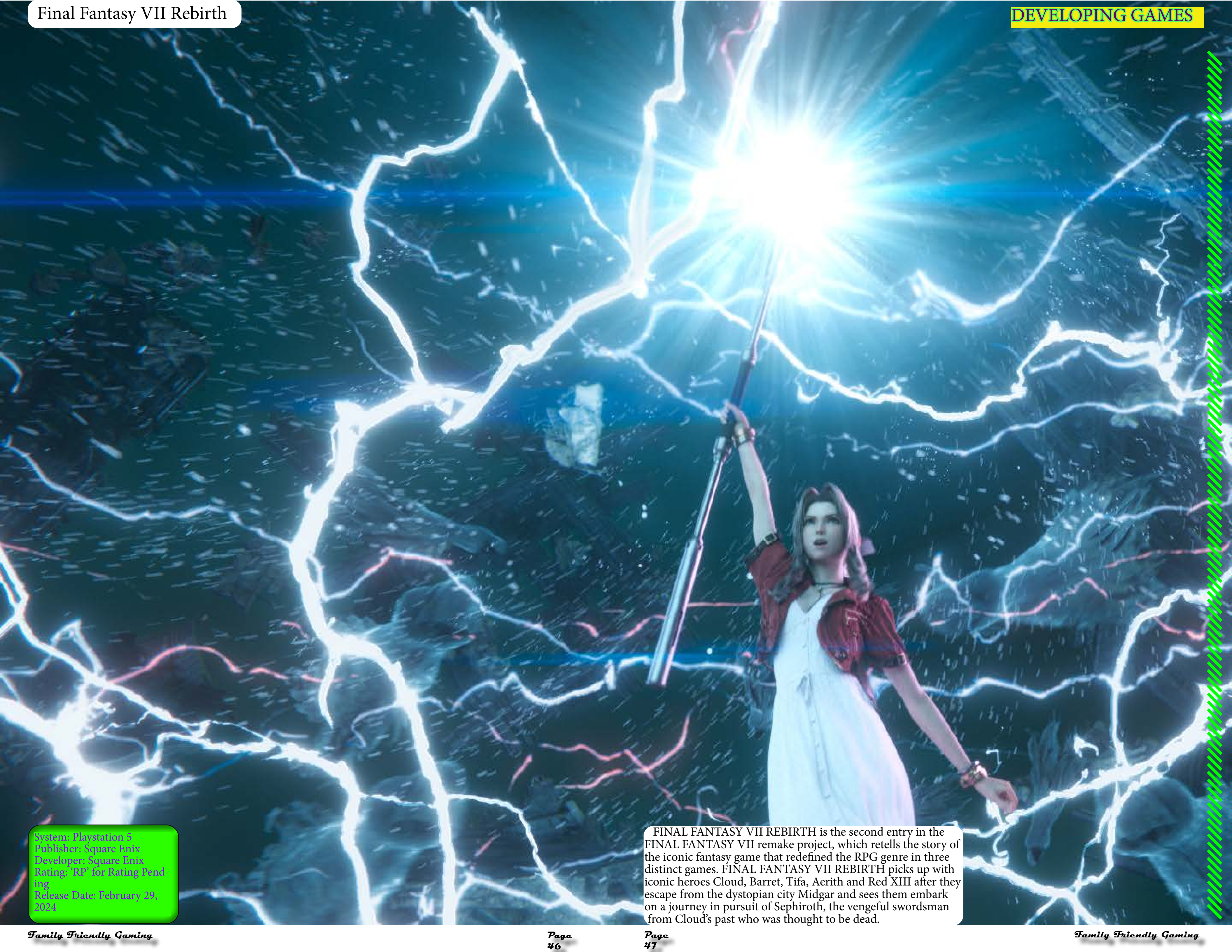
GAMES





System: Playstation 5
Publisher: Square Enix
Developer: Square Enix
Rating: "RP" for Rating Pending
Release Date: February 29, 2024

Yoshinori Kitase, producer, said, "We're honored to bring FINAL FANTASY VII REBIRTH to players around the world early next year. In the next installment of this thrilling tale, Cloud and his friends—both new and returning—will embark on a new adventure, so all players can enjoy this story, even those without any familiarity with the previous title or the original FINAL FANTASY VII. The entire team has worked fervently with love and adoration for the world of FINAL FANTASY VII to deliver an unforgettable experience for new adventurers and longtime fans alike, reaching new heights of cinematic storytelling, immersive and fast-paced combat, and rich exploration across a vast world. We can't wait to share more details later this year."

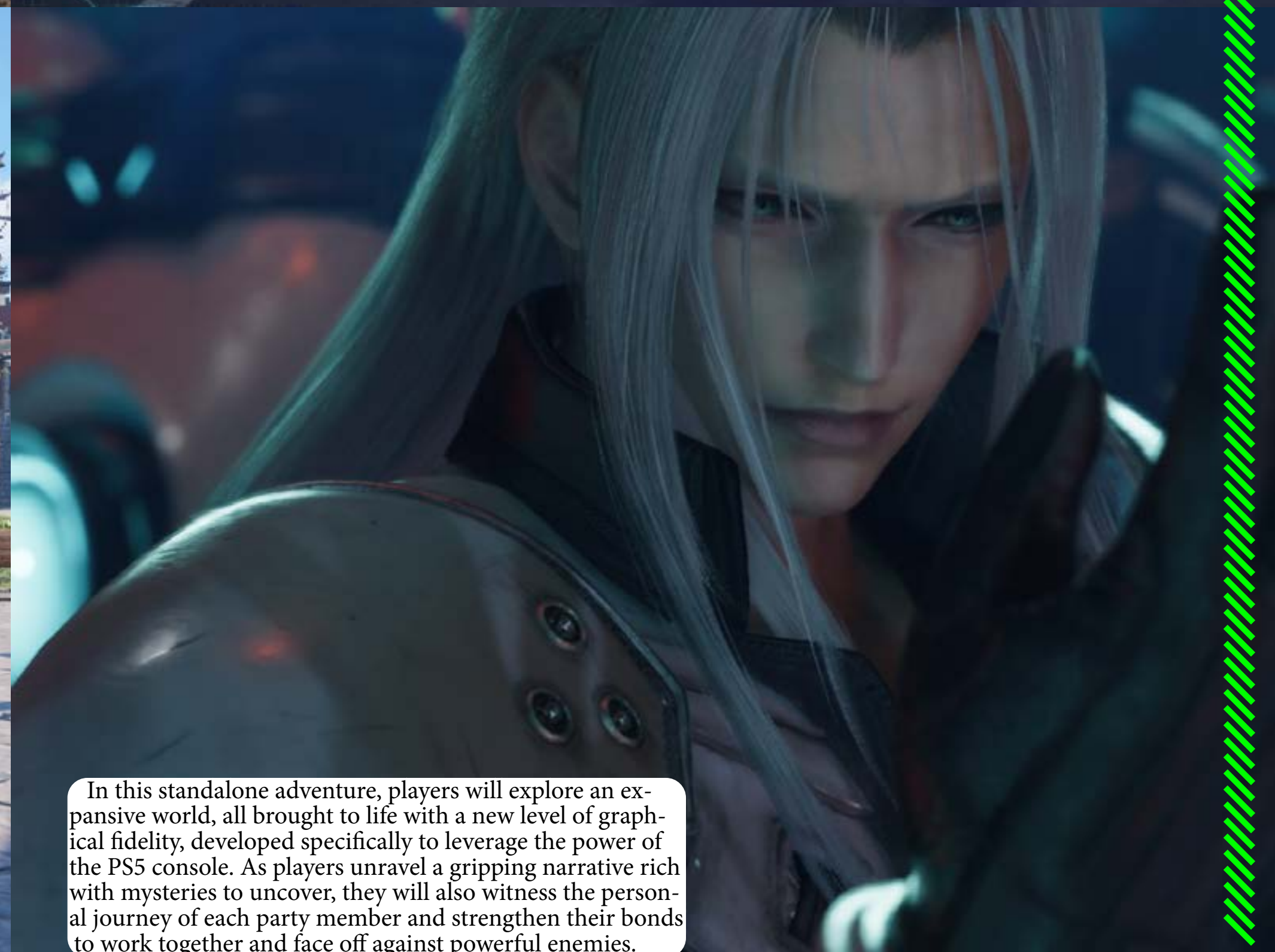


System: Playstation 5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: "RP" for Rating Pending
 Release Date: February 29, 2024

FINAL FANTASY VII REBIRTH is the second entry in the FINAL FANTASY VII remake project, which retells the story of the iconic fantasy game that redefined the RPG genre in three distinct games. FINAL FANTASY VII REBIRTH picks up with iconic heroes Cloud, Barret, Tifa, Aerith and Red XIII after they escape from the dystopian city Midgar and sees them embark on a journey in pursuit of Sephiroth, the vengeful swordsman from Cloud's past who was thought to be dead.



System: Playstation 5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: "RP" for Rating Pending
 Release Date: February 29, 2024



In this standalone adventure, players will explore an expansive world, all brought to life with a new level of graphical fidelity, developed specifically to leverage the power of the PS5 console. As players unravel a gripping narrative rich with mysteries to uncover, they will also witness the personal journey of each party member and strengthen their bonds to work together and face off against powerful enemies.



System: Nintendo Switch
 Publisher: Nintendo
 Developer: Next Level Games
 Rating: 'RP' for Rating Pending
 Release Date: Summer 2024

Explore multiple spooky mansions and clean house as the easily scared Luigi in this visually enhanced version of Luigi's Mansion: Dark Moon. Evershade Valley is filled with chilling locales to visit and clever ghosts to capture.



System: Nintendo Switch
 Publisher: Nintendo
 Developer: Next Level Games
 Rating: 'RP' for Rating Pending
 Release Date: Summer 2024

Luckily, Luigi has the tools for the job – like the Strobulb to stun enemies and his trusty Poltergust to vacuum up ghosts or interact with the environment.



6 +10



Good thing, because his paranormal escapades will take him to a variety of places, including a former plant research lab, a broken-down clock factory and an icy, snow-covered mine, just to name a few.

System: Nintendo Switch
 Publisher: Nintendo
 Developer: Next Level Games
 Rating: 'RP' for Rating Pending
 Release Date: Summer 2024



System: Nintendo Switch/
 PC/PS4/PS5
 Publisher: NIS America
 Developer: Nihon Falcom
 Rating: "RP" - Rating Pending
 Release Date: Summer 2024

In the aftermath of a brief war, Calvard is enjoying unprecedented economic prosperity. However, the public grows uncertain as the number of immigrants increases and questionable political reform runs rampant. Follow the spriggan Van Arkride on a unique request that will prove more than he bargained for. Will the nation fall into chaos?

NS FROM A DEVELOPMENT BUILD OF THE GAME



メア
 はいはい、なんなの？
 用件を言いなさいよね。

The spriggan's life is but one of many professions that has emerged from the Calvard Republic. Be it playing detective, negotiator, or bounty hunter, Van Arkride takes on the kind of work that legitimate sources can't accept. Whether it's best left out of the public eye or rooted in the dark corners of the underworld, almost any job is open for consideration.

System: Nintendo Switch/
 PC/PS4/PS5
 Publisher: NIS America
 Developer: Nihon Falcom
 Rating: "RP" - Rating Pending
 Release Date: Summer 2024

NS FROM A DEVELOPMENT BUILD OF THE GAME



NSHOT TAKEN FROM A DEVELOPMENT BUILD OF THE GAME

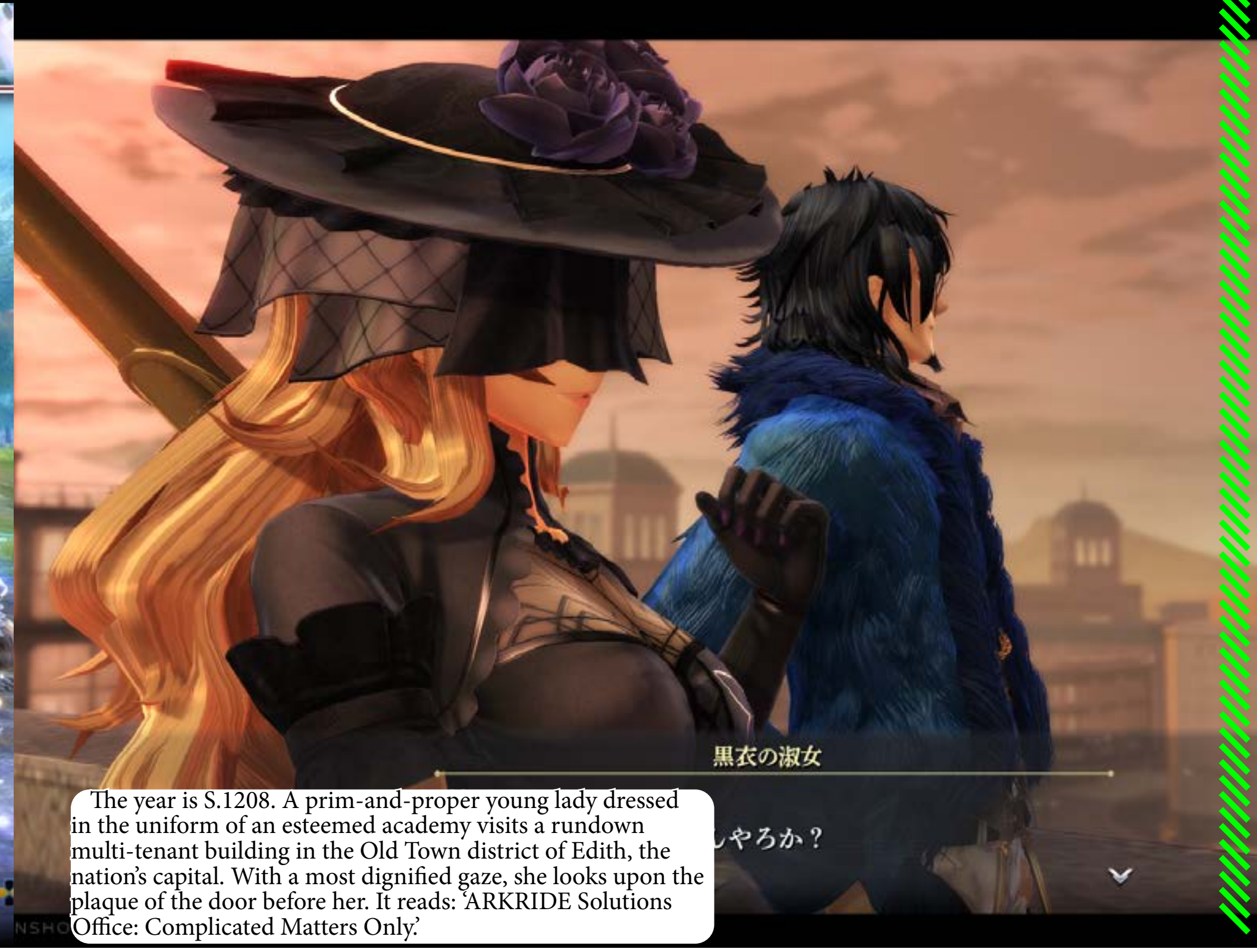


NSHOT TAKEN FROM A DEVELOPMENT BUILD OF THE GAME



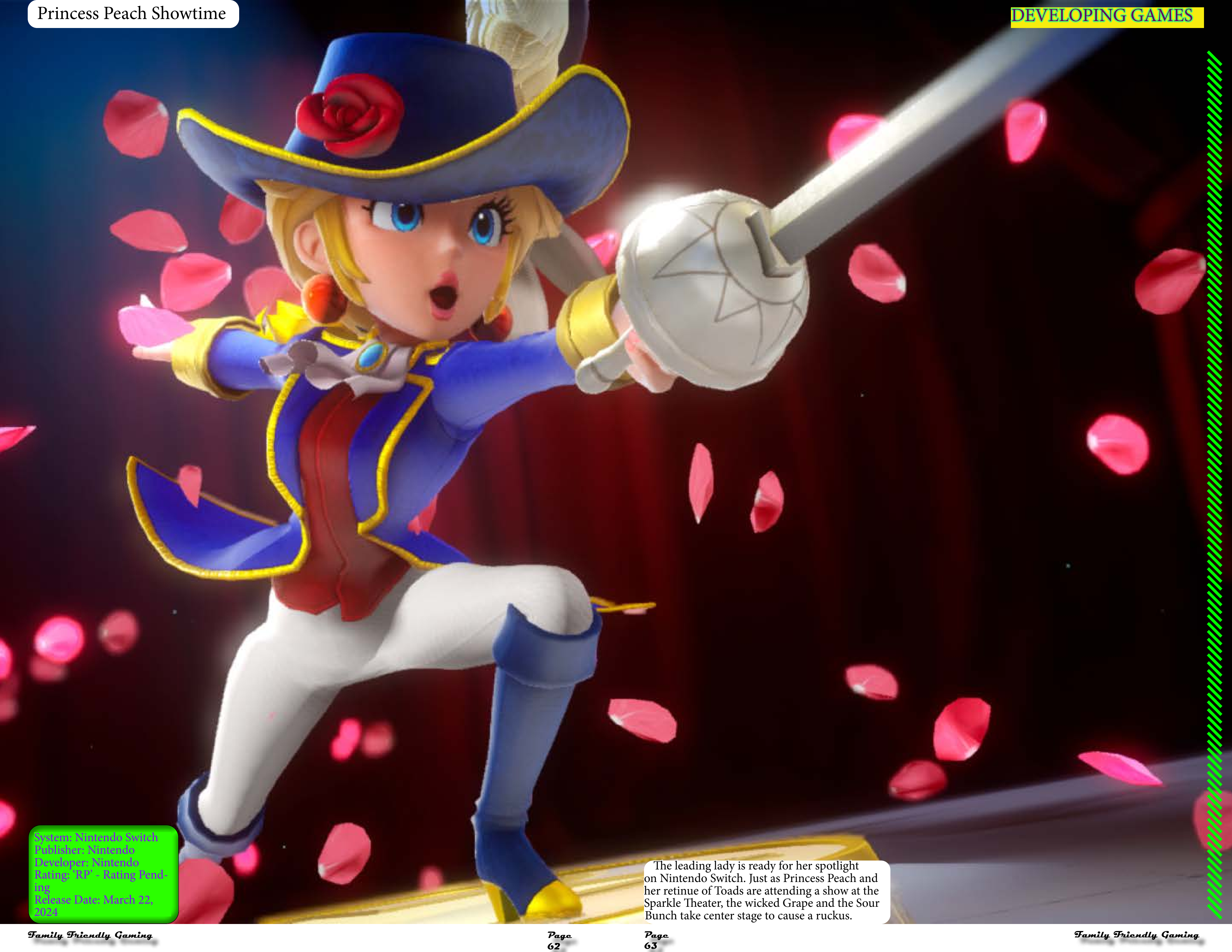
NSHOT TAKEN FROM A DEVELOPMENT BUILD OF THE GAME

System: Nintendo Switch/
 PC/PS4/PS5
 Publisher: NIS America
 Developer: Nihon Falcom
 Rating: "RP" - Rating Pending
 Release Date: Summer 2024



NSHOT TAKEN FROM A DEVELOPMENT BUILD OF THE GAME

The year is S.1208. A prim-and-proper young lady dressed in the uniform of an esteemed academy visits a rundown multi-tenant building in the Old Town district of Edith, the nation's capital. With a most dignified gaze, she looks upon the plaque of the door before her. It reads: 'ARKRIDE Solutions Office: Complicated Matters Only.'



System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo
 Rating: 'RP' - Rating Pending
 Release Date: March 22, 2024

The leading lady is ready for her spotlight on Nintendo Switch. Just as Princess Peach and her retinue of Toads are attending a show at the Sparkle Theater, the wicked Grape and the Sour Bunch take center stage to cause a ruckus.



System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo
 Rating: 'RP' - Rating Pending
 Release Date: March 22, 2024

Now it's up to Peach and Stella, the theater's guardian, to save the play – and the day. Luckily, Peach has gained some showstopping abilities: She can now use the power of Stella's ribbon – and she can transform!



System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo
 Rating: 'RP' - Rating Pending
 Release Date: March 22, 2024

For example, Peach can become a Swordfighter to fend off foes with sensational swordplay, mix it up with martial arts moves as Kung Fu Peach or show off her sweet skills as a pastry chef. And one more thing – she can even crack the case as Detective Peach!

NOW

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Super Bomberman R 2
The Legend of Nayuta Boundless Trails
Pikmin 1+2

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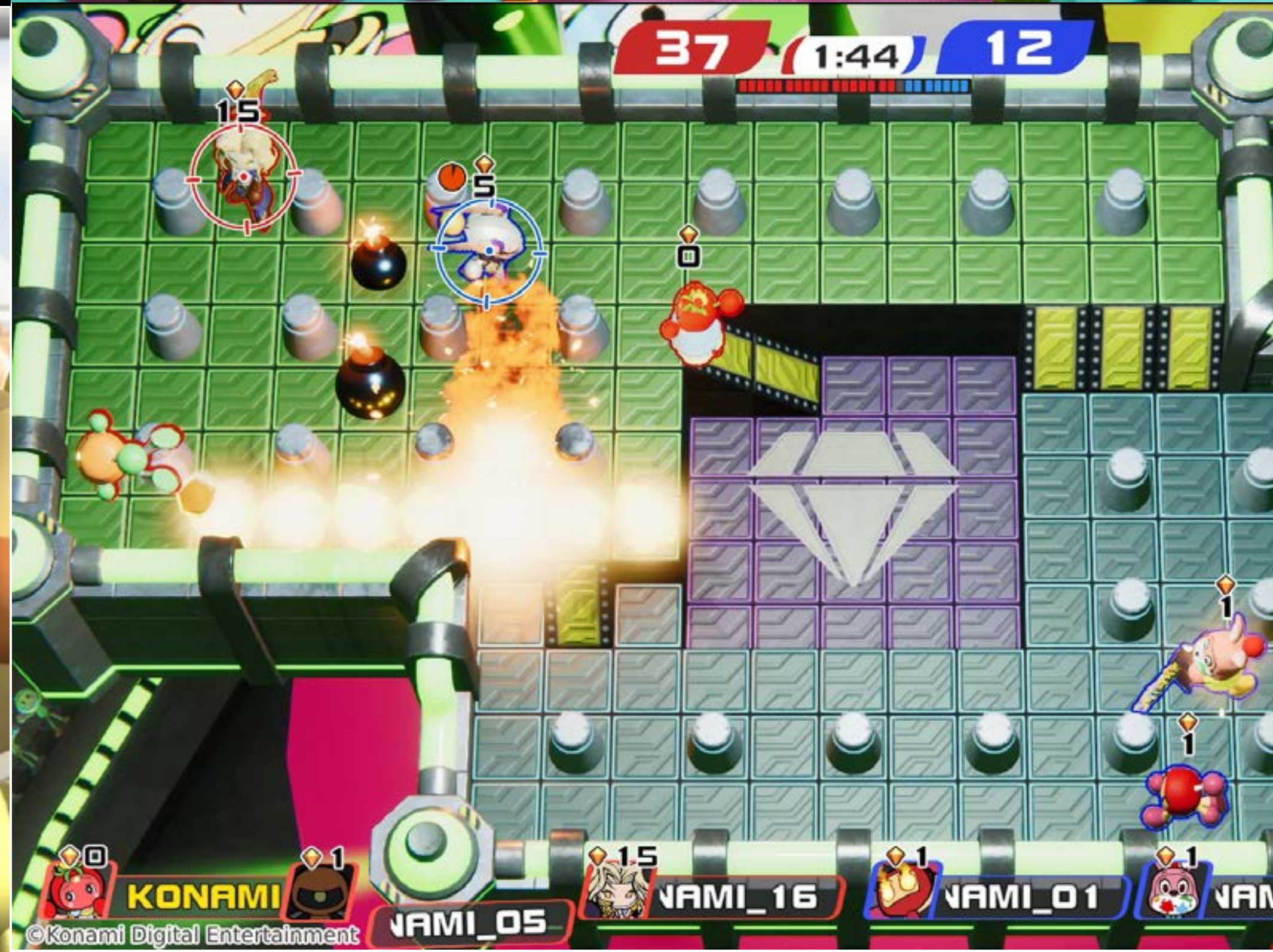
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Our company is going under.
Yes. We're finished...

PLAYING



©Konami Digital Entertainment



©Konami Digital Entertainment

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48/64

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System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Konami
Developer: Konami
Rating: 'E10+' -TEN and OLDER
ONLY [Cartoon Violence, Mild
Blood, Mild Language]
Release Date: Out Now

Entertainment



The latest title of the party battle games series SUPER BOMBERMAN R!
With new adventures and game modes, it has the largest content volume in the series' history!
The game features not only offline battles that can be played with family and friends, but also online battles that connect players from all over the world, as well as a single player mode.



6



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Konami
Developer: Konami
Rating: 'E10+' -TEN and OLDER
ONLY (Cartoon Violence, Mild
Blood, Mild Language)
Release Date: Out Now

ment



EXP 1600

In addition to the well-known "Standard", "Grand Prix" and "Battle 64" a new battle mode called "Castle" in which players are divided into Attack side and Castle side to battle for the treasure!
A "Stage Editor" function has also been added, allowing players to create their own stages for "Castle" and share them online with players around the globe.

1:36



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Konami
Developer: Konami
Rating: 'E10+' -TEN and OLDER
ONLY [Cartoon Violence, Mild
Blood, Mild Language]
Release Date: Out Now

_01

0_16

Enjoy 4 battle modes, including the new "Castle"!
"Castle": Asymmetrical battle between the Castle side, which protects the treasure chest,
and the Attack side, which aims to win the treasure chest!
"Standard": The classic battle mode loved by fans!
"Grand Prix": Battle of two teams! Work with your allies to defeat the opposing team!

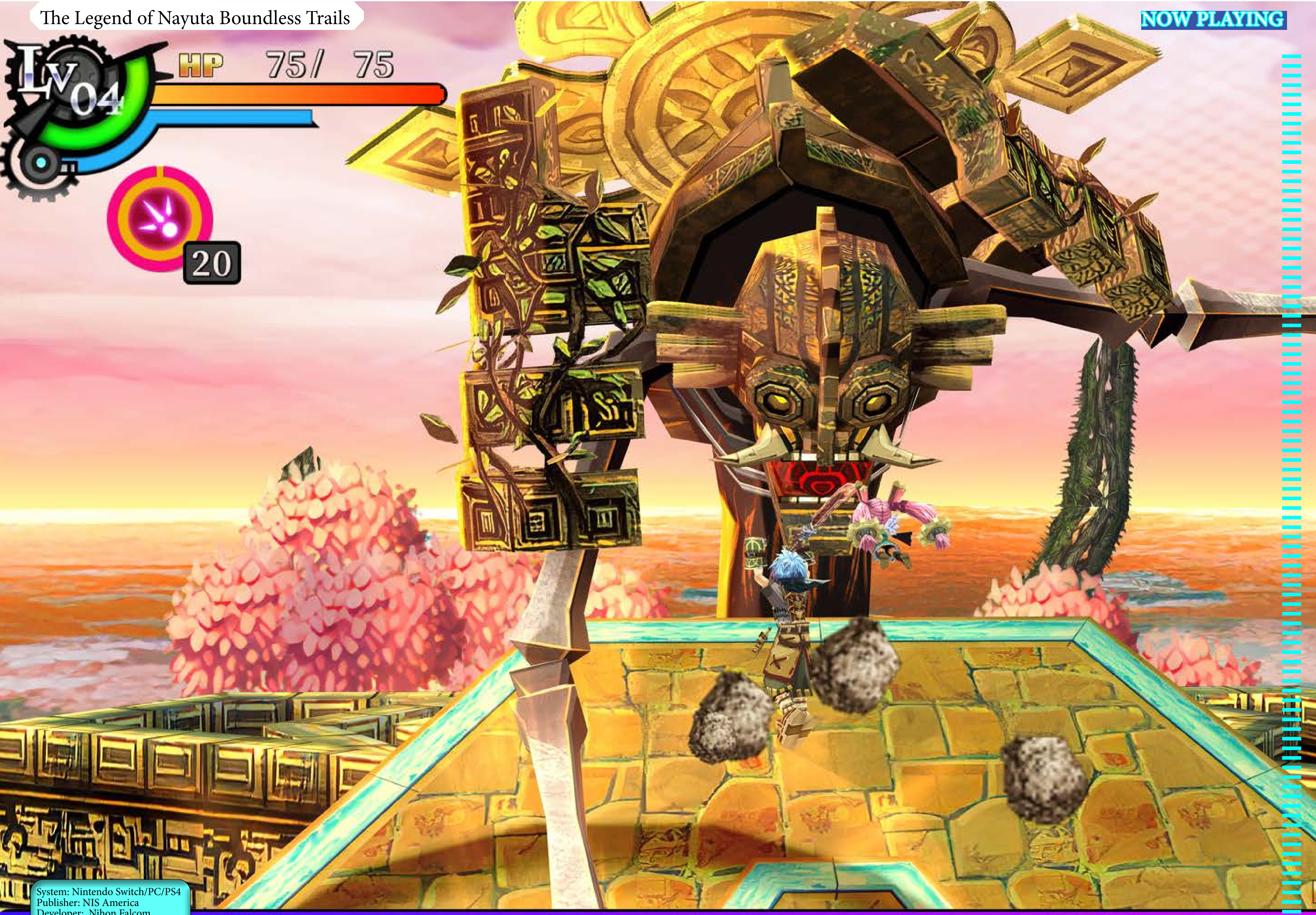


System: Nintendo Switch/PC/PS4
 Publisher: NIS America
 Developer: Nihon Falcom
 Rating: 'E10+' - Ten and OLDER ONLY {Fantasy Violence, Suggestive Themes, Language, Alcohol Reference, Use of Tobacco}
 Release Date: Out Now

The Sea of Ciencia features an archipelago of countless islands. In the middle of them is the peaceful Remnant Isle. For some reason, shooting stars and ruins have been falling from the sky and landing around the island.


HP 75 / 75

20



System: Nintendo Switch/PC/PS4
 Publisher: NIS America
 Developer: Nihon Falcom
 Rating: 'E10+' - Ten and OLDER ONLY {Fantasy Violence, Suggestive Themes, Language, Alcohol Reference, Use of Tobacco}
 Release Date: Out Now

It is believed that Remnant Isle itself was created by an accumulation of this debris over the years. After a shooting star falls, mysterious ores known as Star Fragments can be found near the point of impact.



System: Nintendo Switch/PC/PS4
Publisher: NIS America
Developer: Nihon Falcom
Rating: 'E10+' - Ten and OLDER ONLY {Fantasy Violence, Suggestive Themes, Language, Alcohol Reference, Use of Tobacco}
Release Date: Out Now



They can also be found along the coast, carried by waves and ocean currents, but nowhere else in the Sea of Ciencia can they be found in such abundance as on Remnant Isle.



System: Nintendo Switch
Publisher: Nintendo
Developer: Nintendo EAD
Rating: 'E10+' for Everyone
TEN and OLDER ONLY
{Comic Mischief, Fantasy Violence, Mild Blood}
Release Date: Out Now

Meet Captain Olimar and a capable cast of red, blue, and yellow Pikmin on a dire mission across a larger-than-life planet. Olimar must guide his loveably leafy companions through obstacles, in battle, and when collecting his missing ship parts.



System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo EAD
 Rating: 'E10+' for Everyone
 TEN and OLDER ONLY
 {Comic Mischief, Fantasy Violence, Mild Blood}
 Release Date: Out Now

Swap between Olimar and Louie to divide and conquer! Tasked with helping pay off their employer's debt, the pint-sized pair teams up with Pikmin (including purple and white Pikmin) to collect treasure on a strange planet. Time ticks away on the surface, but cave systems let you take your time to let your strategy blossom.

Last Minute

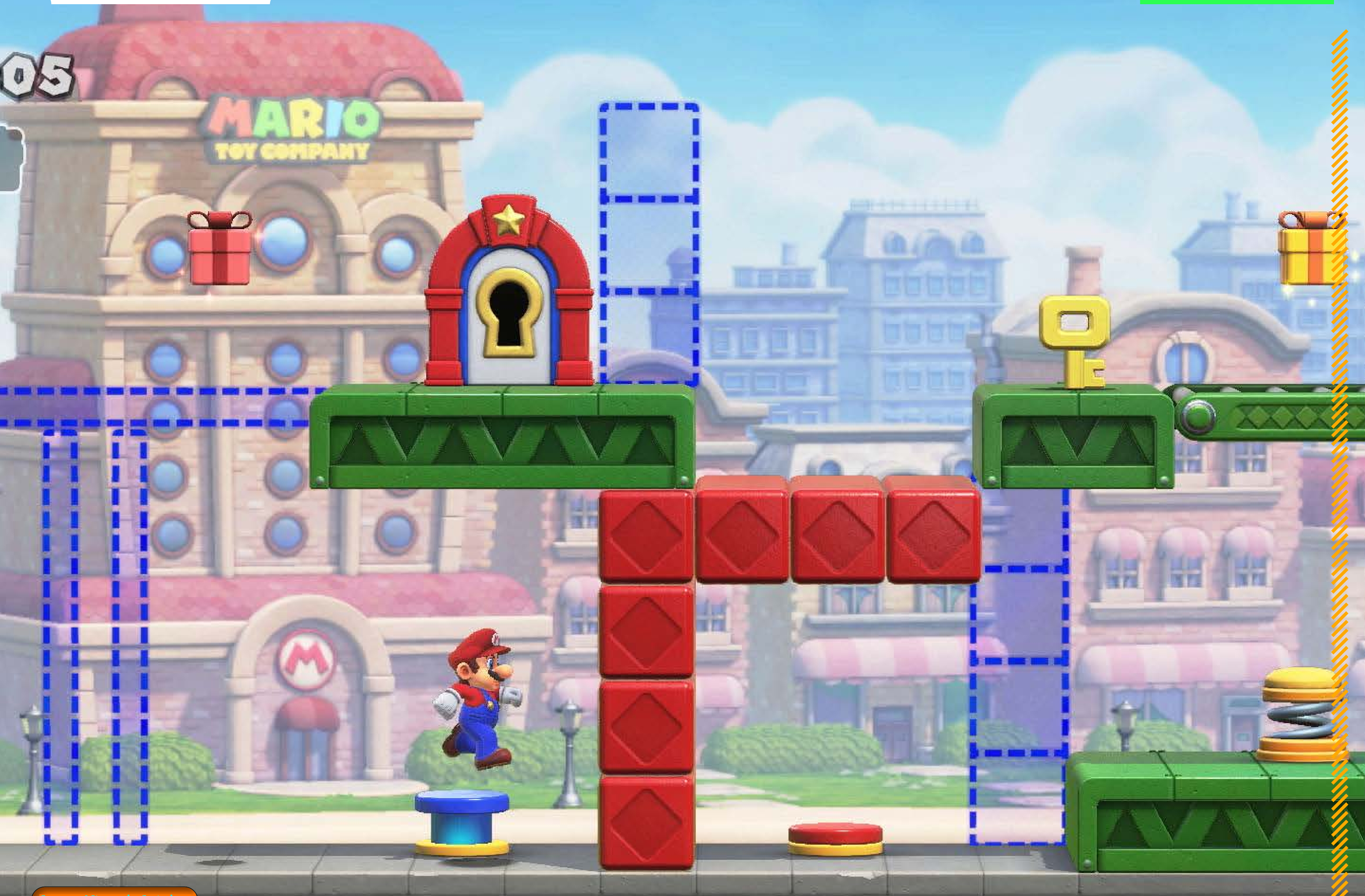
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Tiddbits





System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo
 Rating: 'RP' for Rating Pending
 Release Date: February 16, 2024

Run, jump, and backflip your way to rescuing the stolen Mini-Mario toys in this puzzling twist on Mario action.



System: Nintendo Switch
Publisher: Nintendo
Developer: Nintendo
Rating: 'RP' for Rating Pending
Release Date: February 16, 2024

Obstacles like spikes, moving platforms, and falling bricks stand in your way—put your brain to work and figure out the best way to reach the Mini-Marios.



System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo
 Rating: 'RP' for Rating Pending
 Release Date: February 16, 2024



The rivalry that originally heated up on the Game Boy™ Advance system reignites on the Nintendo Switch™ system with newly-added co-op play and updated visuals.



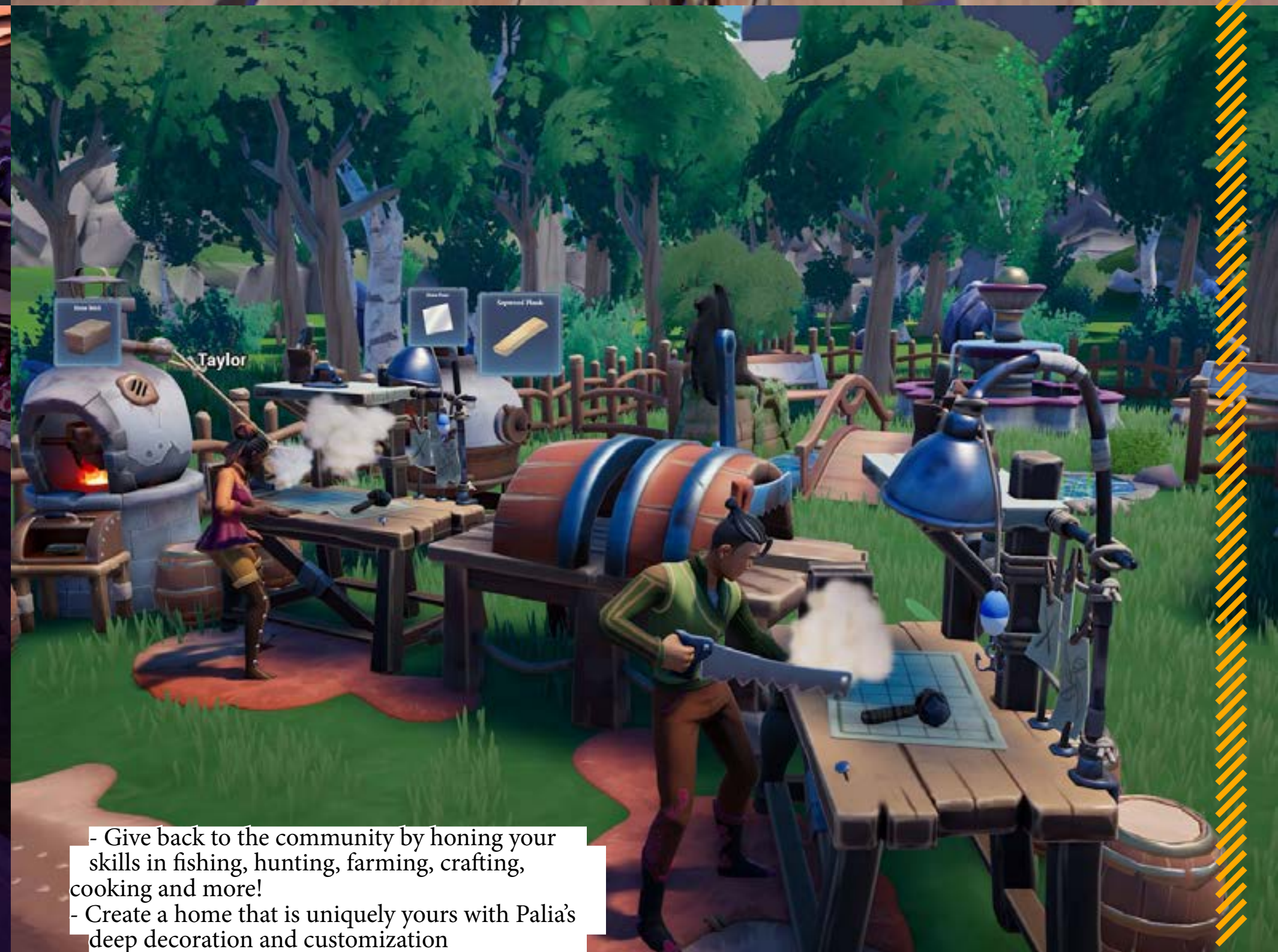
System: Nintendo Switch/PC
Publisher: Singularity 6
Developer: Singularity 6
Rating: E10+ for TEN and OLDER ONLY [Fantasy Violence, Mild Suggestive Themes, Mild Language, Alcohol Reference, Use of Tobacco]
Release Date: Christmas 2023

If you're looking to escape the hustle and bustle of life, it's time for you to come home to Palia. Start your journey in this free-to-play multiplayer cozy sim, set in a breathtaking new world that you can truly make your own. As you start your adventure in the idyllic Kilima Village, you will discover there's more to Palia than just this simple farm life...



System: Nintendo Switch/PC
 Publisher: Singularity 6
 Developer: Singularity 6
 Rating: E10+ for TEN and OLDER ONLY [Fantasy Violence, Mild Suggestive Themes, Mild Language, Alcohol Reference, Use of Tobacco]
 Release Date: Christmas 2023

- Unravel a deep mystery about what happened to ancient humans, as you reappear in the world alongside other players
- Befriend the local Majiri, learn their backstories, build friendships or maybe even romance!



System: Nintendo Switch/PC
 Publisher: Singularity 6
 Developer: Singularity 6
 Rating: E10+ for TEN and OLDER ONLY [Fantasy Violence, Mild Suggestive Themes, Mild Language, Alcohol Reference, Use of Tobacco]
 Release Date: Christmas 2023

- Give back to the community by honing your skills in fishing, hunting, farming, crafting, cooking and more!
 - Create a home that is uniquely yours with Palia's deep decoration and customization

100/100

100/100

Inventory

| | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 |
| | | | | |
| 6 | 7 | 8 | 9 | 0 |
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24

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51

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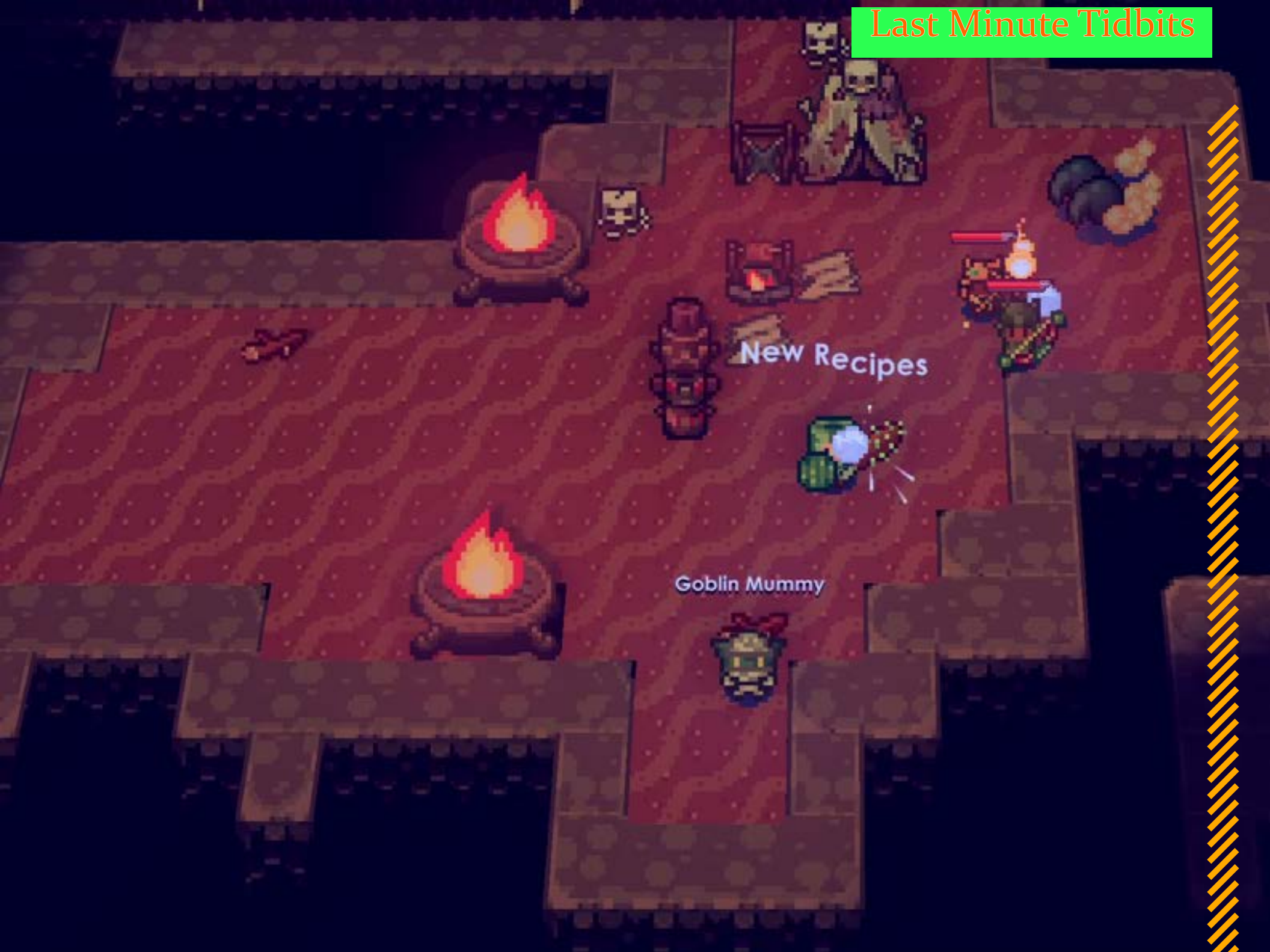
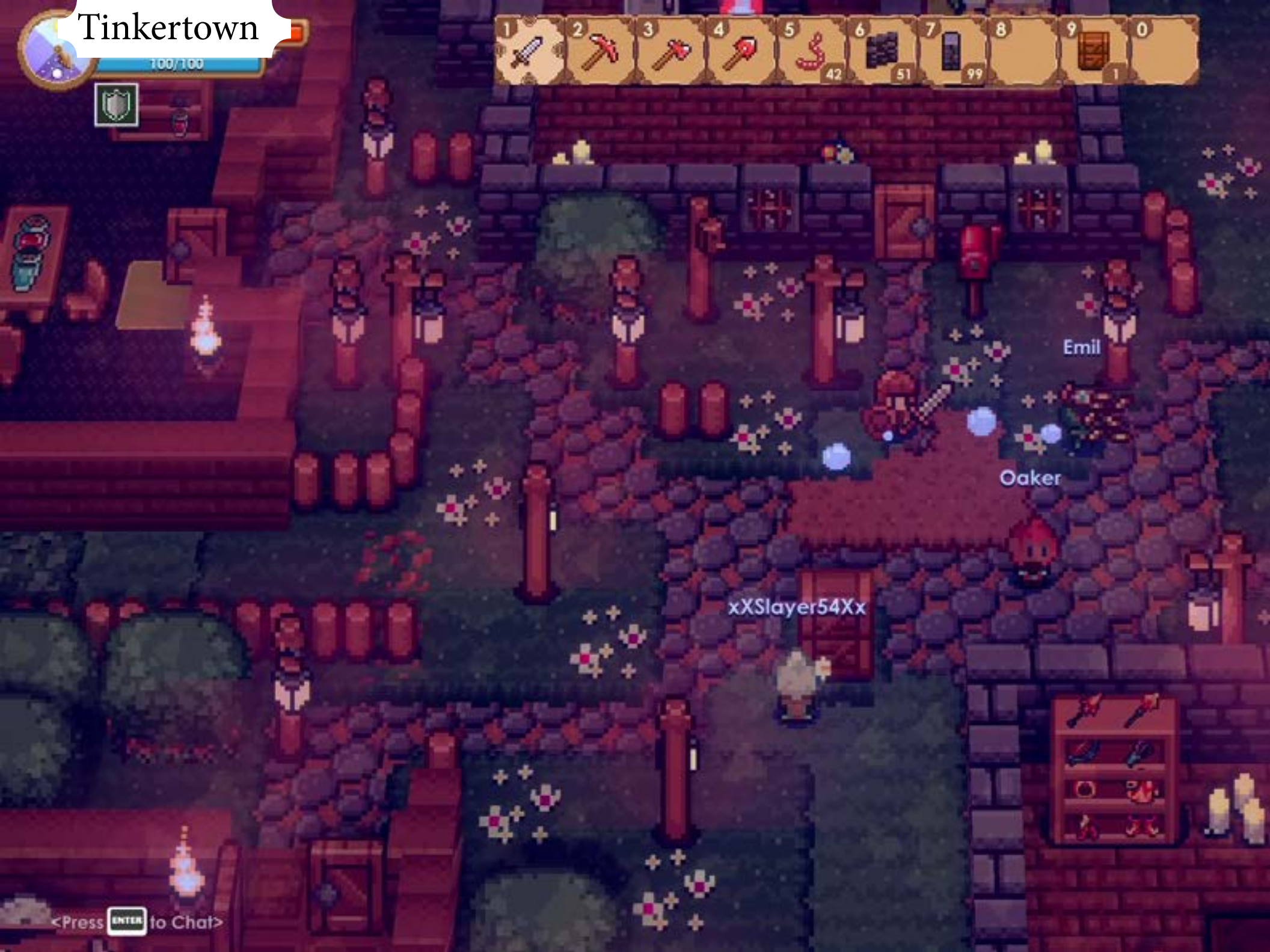
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Equipment

| | | |
|--|-----------|---|
| | Health | 0 |
| | Mana | 0 |
| | Armor | 8 |
| | Speed | 2 |
| | Agility | 0 |
| | Strength | 2 |
| | Dexterity | 2 |
| | Magic | 0 |

System: Personal Computer
 Publisher: Headup Publishing
 Developer: Headup Development
 Rating: 'NR' for Not Rated
 Release Date: Out Now

Come to Tinkertown - a relaxed and refreshing new multiplayer sandbox gaming experience! Grab a shovel, pickaxe, or sword and enter a realm full of treasures, magic, and dangers. A magical place awaits you, where you can let your imagination run wild. Create your little fantasy kingdom - from a cosy adventurer's hut with a garden to small towns with their own parks.



System: Personal Computer
 Publisher: Headup Publishing
 Developer: Headup Development
 Rating: 'NR' for Not Rated
 Release Date: Out Now

Turn every stone as you explore the procedurally generated world alone or with your friends. But be vigilant! Big and small monsters and creatures roam the landscape, ready to defend their territory against intruders. Only the bravest adventurers dare venture into the depths of dark dungeons, whose entrances can be found in various locations worldwide. Challenge the rulers of these lost realms if you dare! Fabulous rewards await those who manage to defeat the monsters!



BILL RIZER

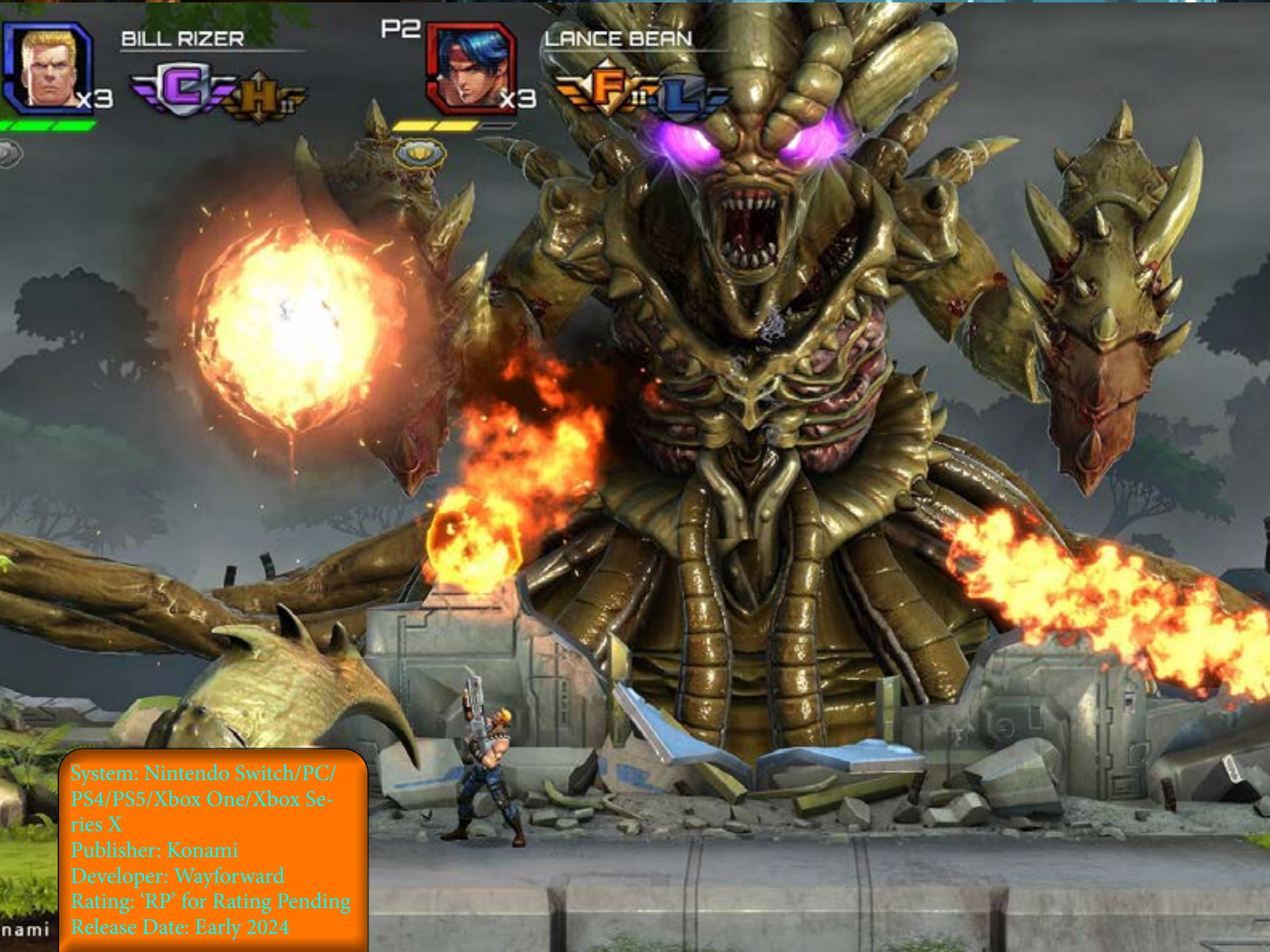
P2

LANCE BEAN

PRESS START

System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Konami
Developer: WayForward
Rating: 'RP' for Rating Pending
Release Date: Early 2024

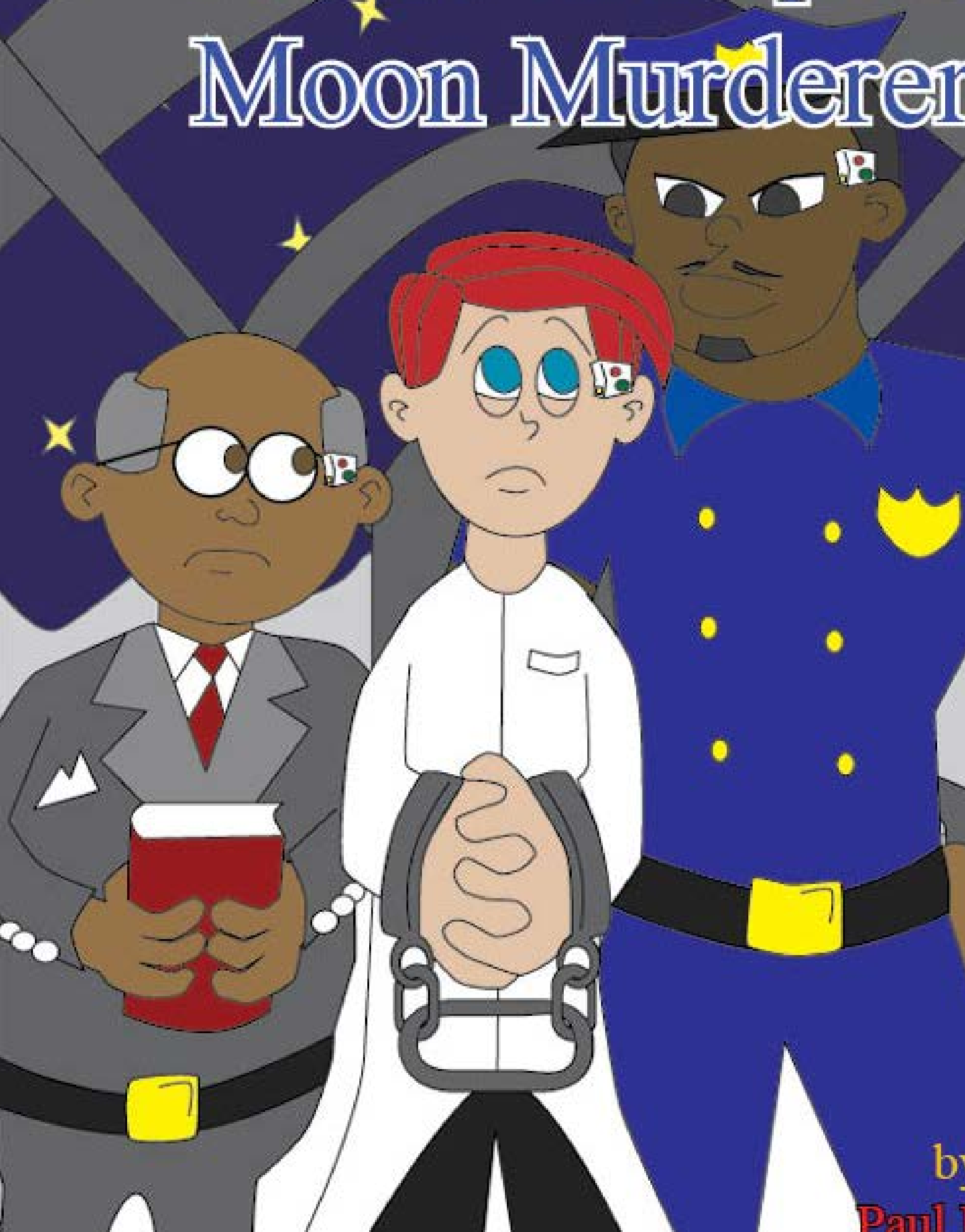
KONAMI and WayForward announced that Contra: Operation Galuga - a new entry in the legendary Contra run-'n'-gun video game series - is on its way to Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X|S, and PC via Steam. Developed by WayForward (the studio behind the acclaimed Contra 4), Contra: Operation Galuga is scheduled to launch digitally in early 2024, with a physical version for consoles also on the way.



System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: Konami
 Developer: Wayforward
 Rating: 'RP' for Rating Pending
 Release Date: Early 2024

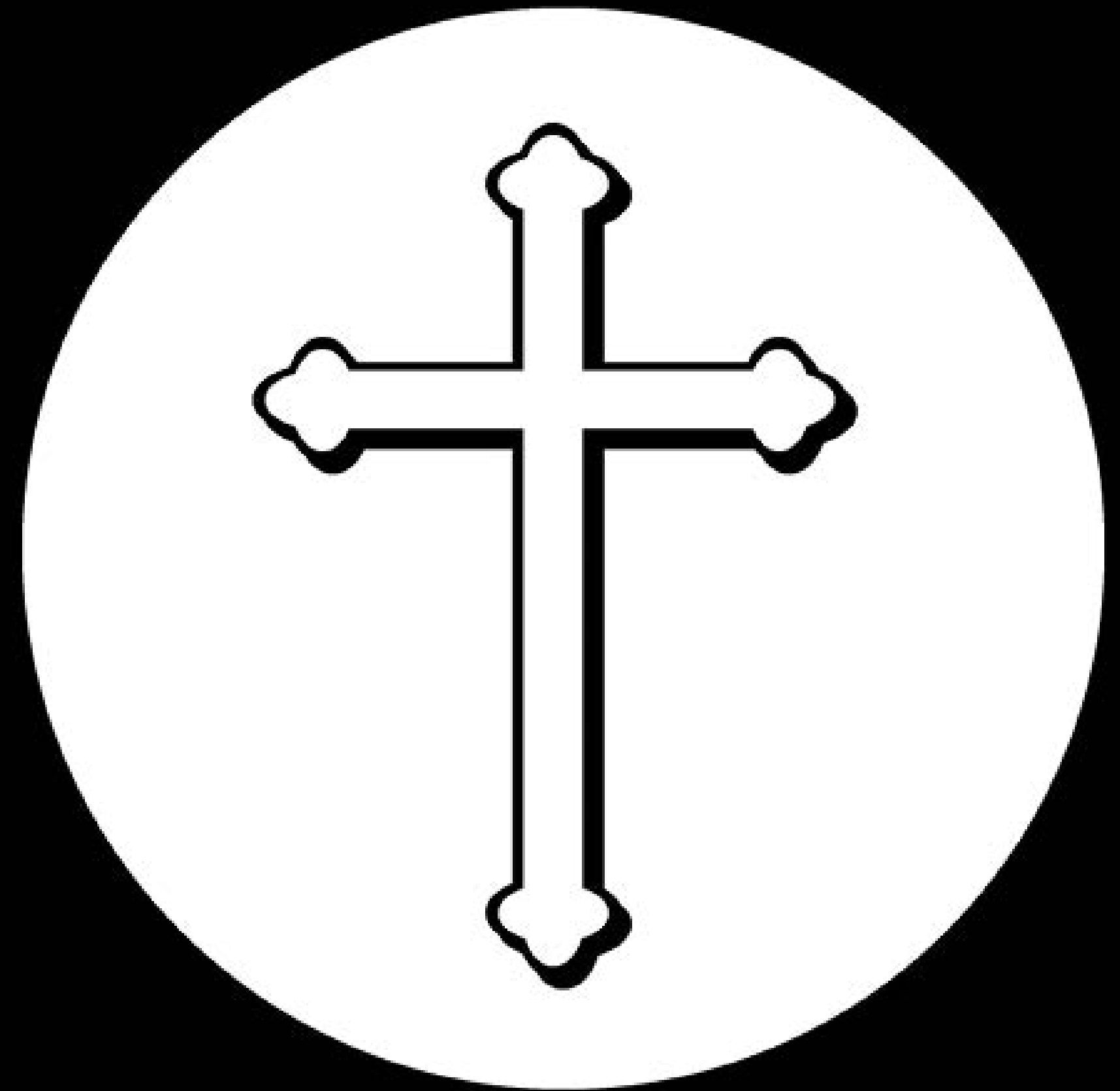
Up to two players can team up for co-op combat in Story Mode, and up to four players can join forces in Arcade Mode, as they run, jump, and shoot their way through various stages, including the jungle, the waterfall, and a hovercycle ride through an enemy base. Iconic weapons such as the spread shot, laser, and homing missiles return — now with the ability to stack two weapons of the same type for increased firepower — plus surplus weapons can be sacrificed to unleash awesome Overload abilities. The intense action will be enjoyed by Contra veterans and newcomers alike, thanks to three difficulty settings plus a variety of additional challenge options.

Future Glimpses Moon Murderer



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