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May 2024

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Noah are inspiration to their parents.



Editor's Desk

FEMALE SIDE

Considering a Change

I am prayerfully considering some change in our lives. One of my biggest irritations is having to setup and take down before every single stream. This makes us less agile than I would like to be. It also impacts others in the family. For example Yolanda is not able to work on projects in the kitchen if I or Noah are live streaming in the living room. Would you want to hear a blender or mixer going in the background while we are playing a game you are interested in seeing and hearing? Plus you might not even be able to hear our commentary. So there are limitations we currently have that we are working on. This topic has been on my mind for some years now. This has been something we have been working toward and discussing.

I had all these wonderful plans of moving out of the Memphis area in a few months and looking elsewhere in Tennessee, Texas or Florida. Both Peter and Noah will be finishing schooling in the next month. So there would be nothing keeping us in the Memphis area. Then we had an unexpected change. Noah was accepted into a program for young adults with special needs. That would require our family to stay in this area for another year. Which caused me to pivot all of my plans. I could put them on hold for another year. Or I could come up with a new plan. As I write this it is still in the brainstorming phase. I am considering looking in this area for a different house. One where we could have a dedicated room for recording videos and doing the live streams. It would be wonderful to have a room with everything setup and we would not need to set everything up every single time. There have been times I decided to not do a live stream because of the setup and take down time. We will see if this is something God has for us coming up in the next few months. I literally do not know what will happen. I will start looking online at houses and see if anything is in our price range.

There is another change coming that may excite some of ya'll. Eight to ten years ago (I think) we purchased a Nintendo 3DS from a small company in Japan. It was a modified device that allowed us to record Nintendo DS and Nintendo 3DS video games. Nintendo never bothered to do any kind of a plugin on their current home consoles to allow us to play them on the big screens. Even though we asked for it for years. The Super Gameboy Player on the Gamecube is awesome. Anyways! I just finished a project that allows me to copy the video games from my Nintendo 3DS onto a micro SD card and then save them, and play them on a computer. That means we will at some point be able to record them or even live stream in our normal setup like we do so many other video games. I

am really excited about the possibilities nere. I do not have a timeline for when that will happen. I still need to see how this will work on the gaming laptop we record and live stream on. I may need to make adjustments to the layout to make it work. I have not gotten to that point. I also need to setup a micro SD card that has more memory. It was a lot of work to get all of this working. Ultimately I am very excited about the possibilities of being able to port my cartridges onto my computer and be able to record these games for posterity. The older Nintendo 3DS and computer it only works on will not last forever. Once we finish what we are currently recording we will work on transitioning over.

God bless, Paul Bury



Dealing with Stress

We all deal with stress in different ways. Many of us are constantly trying to find healthy and productive ways to deal with stress. There are plenty of unhealthy things to do in terms of stress. We can stress eat, drink, and even worse things for our bodies. Don't many of us know better? Why do some of us use our free will to make bad decisions in our lives? Have you ever taken the time to ask that question? Have you ever stopped and wondered why you make some of the wrong choices in life? When you make the mistake of doing the wrong thing did you ever consider your own motivations?

I believe it comes down to the path of least resistance. We find the easiest thing to do many times and that is what we go with. We do not consider the long term consequences for the choices we make. Especially when we are younger. We do not consider what kind of damage we will have to deal with decades later. I had an uncle that lived for himself. He died in his forties because of all the drinking and drugs. His body was damaged in multiple areas. His earlier choices in life caused him problems that shortened his life. Would he have made the same choices knowing what it would cost him in the long run? I do not know the answer to that question. Maybe you can learn from it and avoid the same mistake.

Exercise is one of those things that can really help with stress. My hubby is huge on this. He has to deal with all kinds of massive problems, and amazing levels of stress. He uses exercise to relieve himself of a lot of that stress. I did not get it at first. I come from a family that is all about sweat is gross. Once I got past that upbringing I was able to see the benefits of exercise. I can see how it makes me feel better. Even a short walk, or some stretches. Anything is better than nothng. Exercise is also healthy and helps your body I will caution you to avoid going overboard with the exercise. You do not need to hurt your body in the process of exercising. If you use weights make sure you are in control of the weights at all times. Do not let the weights control you.

At one time I would say video games are a great way to deal with stress. There are some video games that are great at helping to deal with stress. There are some video games now that can just add to your stress. My hubby and I have discussed this at length. Some video games can help him with stress, and others add to it. I discovered the same thing with a lot of the match three apps I like to play. If I am doing well I feel good. If I get stuck then I am only adding to my stress. At times it is more to do with what happens versus

what I am playing. I noticed the chill mode in Fall Guys helps Paul de-stress more than the competitive modes.

My final piece of advice is to start thinking about it. Start planning. Be purposeful in terms of dealing with this problem. Find avenues and arenas in your life that stress you, and then find other areas that will help you decrease that stress. Just being aware can be a big help. Find time to breath slowly and deeply when you are dealing with a stressful situation. If it is possible see you can excuse yourself right after a stressful conversation. I like to be alone to contemplate all of my different options after something stressful comes my way. Resist the urges to do something bad for your body in reaction to some stress.

God bless, Yolanda Bury

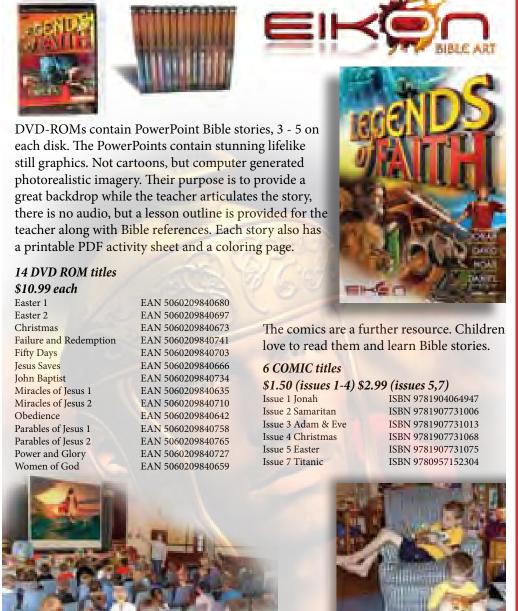






Interactive Bible Series for Windows by GraceWorks Interactive





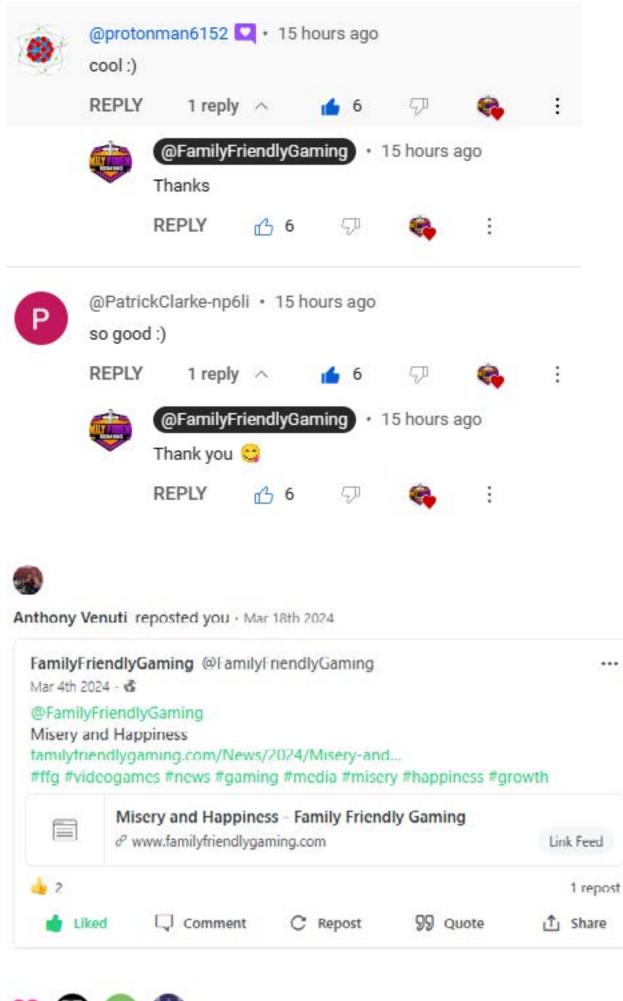


Advertisement

Mission Statement

SOCIAL MEDIA **TIDBITS**

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.









OtterSoft Games and 2 others liked your post

@BitmapSoft

Brookwood Pocket Tactics Pre-Orders

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SOUND



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!**

Digital Down-loads SUCK

Thank you for your article Digital Downloads SUCK. It is so great for a major media outlet to address this topic and to be on the right side of this issue. You have earned a reader and supporter for life. I wanted to give you another reason why digital downloads are not as good as physical copies - the rate it can play. For example most digital downloads are at 5mbps, and in comparison a Blu-ray is at 20mbps. How many times have you had to wait for something to stop buffering while watching some show or movie on streaming? I know it happens to me all the time. Families also must pay for faster Internet services to be able to watch the shows. Then we also have to deal with the



servers of the companies. You even commented on that issue with the last couple of Just Dance video games. If their servers are having issues then the game does not work as well.

Keep up the awesome work!!!

- Sean

{Paul}: Sean,

Thank you so much for your kind words of encouragement and agreement. It is nice to hear we are reaching others and that ya'll agree with us. You make some wonderful points and thank you for pointing those out. I guess after years of streaming services we have grown accustom to those buffering and streaming issues. When-

ever I can I love to get physical copies of television shows and movies. The same goes for video games, manga, and comic books. I do not like reading comic books digitally. Marvel tries to push it but it is never as good.

The problem with having to have high speed Internet is real for a lot of families. There is also a cost to it. In fact we put a little notice on every single press release we publish that contains a digital download without the option of the physical copy. In this day and age it is possible to have a physical copy for every single video game that is only in the digital download format. The companies can only make the physical copies on demand and sell them from their own websites, or

use some other distributor. If they had the will there is definitely a way.

Love your Books

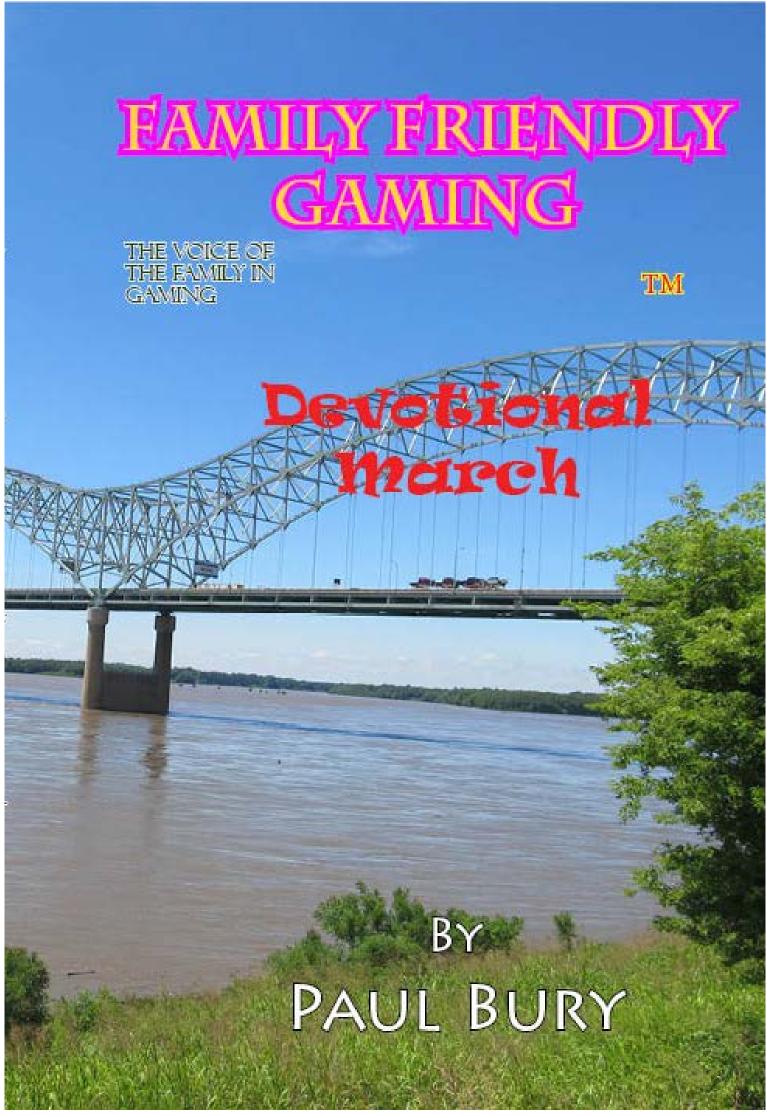
I just finished reading the March Devotional Book you wrote. You are so gifted. Your book helped me through some really tough times. God has blessed you with amazing gifts. When will you be releasing the April Devotional?

- Tabitha

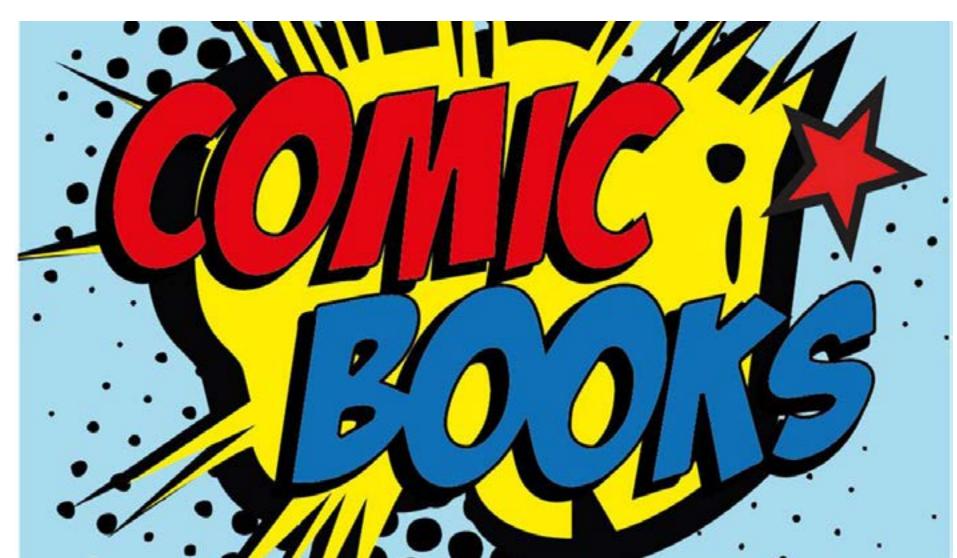
{Paul}: Tabitha,

Thank you so much for your exceptional words of encouragement. It warms my heart to hear one of my books helped you through some tough times. I love to hear from those that have been helped by my books. So thank you very much.

On the topic of the next Devotional book which will of course be Devotional April. Right now I am work-



SOUND OFF Continued



ing on the third book in the Future Glimpses universe. I hope to have that book done by the end of the year. I actually hope to be done with it way before then if possible. Once I get done with the third Future Glimpses book I will then begin work on the next Devotional Book. Apologies that I do not have a better timeline for you on this particular topic.

Comic Books

I love that Family Friendly Gaming is reviewing comic books. I planned on asking you about reading and reviewing some older comic books. You have already been doing that. I see you reviewed some older Sonic the Hedgehog, Garfield, Mega Man and more. Plus you continue to read a lot of the newer comic books. Any plans to review some of the Archie comics? You know with that red headed guy that has a blonde and a brunette that likes him?

By the WAY - Family Friendly Gaming ROCKS! Proud member of Family Friendly Gaming Universe.

- Bart

{Paul}: Bart,

Thank you so much for your fantastic words of encouragement. I am so glad that you are enjoying the comic book reviews we are doing. I am also happy to hear that we beat you to the punch concerning reading and reviewing older comic books.

We will certainly look for some Archie comic books to read and review as we get the time and financial resources to do so. I can't promise when though.

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.familyfriend-lygaming.com/comments.html, or send an email to: SoundOff@.familyfriend-lygaming.com. Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018

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

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

Send us an email at SoundOff@familyfriendlygaming.com. 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

here 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.









Game of the States

Learn fun facts about the USA with the Game of the States from Winning Moves Games. Designed for ages 8 years and older, to play: you race your trucks across the country, buying and selling goods along the way and learning interesting facts as you go. This newly updated version features educational S.T.E.M. facts about each state (Science Technology, Engineering, and Math). For 2 to 4 players. Includes:

Bi-fold gameboard Deck of 50 state cards 4 plastic truck movers Pad of play money 16 wood packages Spinner

Instructions Title: Game of the States

Format: Gift

Vendor: Winning Moves Games

Publication Date: 2017

Dimensions: 15.88 X 10.63 X 2.125 (inches)

Weight: 1 pound 9 ounces

UPC: 714043012066

Ages: 8-12

Stock No: WW012064



DEVOTIONAL

Suffering

In our current modern day society we avoid pain and suffering as much as we can. Are you missing out? Is there something to pain and suffering we do not see, comprehend or understand? Philippians **1:12-14** *Now I want you to* know. brothers and sisters. that what has happened to me has actually served to advance the gospel. 13 As a result, it has become clear throughout the whole palace guard and to everyone else that I am in chains for Christ. 14 And because of my chains, most of the brothers and sisters have become confident in the Lord and dare all the more to proclaim the gospel without fear. The Apostle Paul saw opportunity when he was in jail. He saw options while he was in chains. He witnessed to anyone who would listen to him.

There is such a focus on the motives that many times the message gets lost. The Apostle Paul did not care about motives. Philippians 1:15-18 It is true that some preach Christ out of envy and rivalry, but others out of goodwill. 16 The latter do so out of love, knowing that I am put here for the defense

of the gospel. 17 The former preach Christ out of selfish ambition, not sincerely, supposing that they can stir up trouble for me while I am in chains. 18 But what does it matter? The important thing is that in every way, whether from false motives or true, Christ is preached. And because of this I rejoice. Yes, and I will continue to rejoice, The fact that people were being pointed to Jesus Christ was enough for the Apostle Paul. Who cares why they do it. Sure some may profit off of it. Sure some may care about the attention or power. As long as the people were hearing about Jesus that is all that mattered. This kind of focus is a great lesson to us in our age. I see certain people trying to discredit others based on motive alone. That does not matter. What matters is Jesus is being preached.

What do you feel the better thing is to do? Which is ultimately better for the Kingdom of God? Philippians 1:21-24 For to me, to live is Christ and to die is gain. 22 If I am to go on living in the body, this will mean fruitful labor for me. Yet what shall I choose? I do not know! 23 I am torn between the two: I desire to depart and be with Christ,

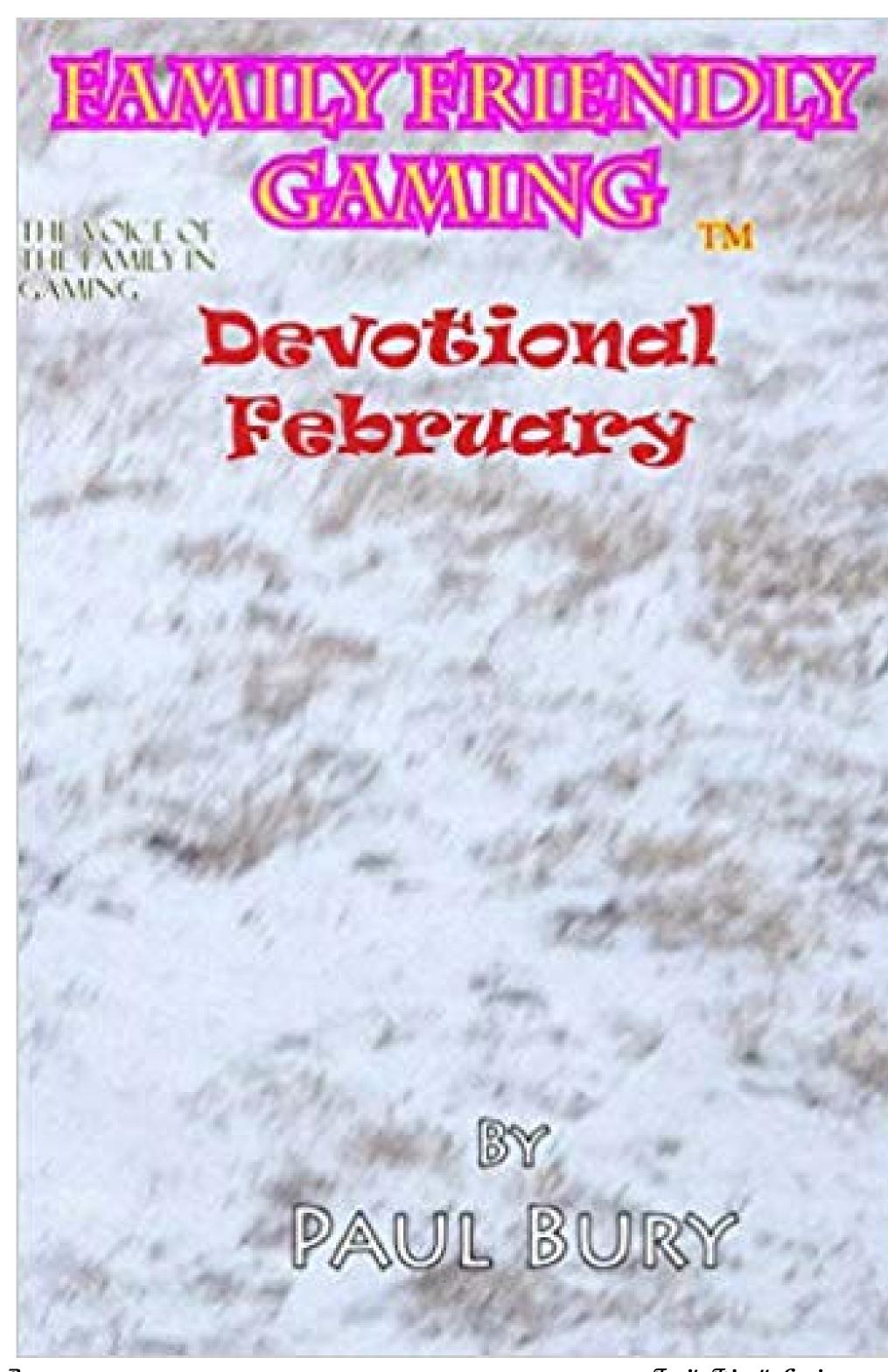
which is better by far; 24 but it is more necessary for you that I remain in the body. The Apostle Paul wanted to go to heaven. He also acknowledged the people at that time needed him. They needed his wisdom, leadership and guidance. That can be the more difficult thing by far. At times we may want to move on to glory in paradise. We realize that others need us that much more. We need to prepare them for a time without us. This is also a form of suffering. We are ready for eternal life.

God Bless, Paul Bury

PRAYER

Jesus,

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



In The

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Just what every Girl Genius or action adventure gamer needs, available at retail on May 7th, 2024. Pre-orders will be open soon.

Next up on the slate is Captain Toonhead:vs the Punks from Outer Space. This

Physical Release Girl Genius: Adventures in Castle Heterodyne and Captain Toonhead vs the Punks from Outer Space

PM Studios is backing up the armored truck with this amazing slate of games set to release in the coming months.

First up is Girl Genius: Adventures in Castle Heterodyne. This fabulous Action Adventure game is based on the wonderful graphic novel series, Girl Genius, by award-winning authors Phil & Kaja Foglio; and developed by Rain Games. Successfully Kickstarted back in 2022, Girl Genius will receive its digital release for Nintendo Switch on April 3, 2024. But for those of you who just love physical editions PM Studios will bring you the GENIUS EDITION! This amazing collector's edition includes a physical copy of the game for Nintendo Switch, an artbook, pin, stickers, poster, standee, and a digital download for the original soundtrack.

gem is everything you could want in a tower defense VR games:

Want to beat a T-Rex up with a chancla? While building powerful towers that shoot piñatas?

Hot sauce and heat-seeking fireworks?

This beloved, and visual stunner, from Teravision Games is the recipient of an Epic Mega Grant and is looking to make a (hot sauce) splash onto the PSVR 2 later this summer.



Square Enix Announces New Manga and Art Book Releases for Fall 2024

SQUARE ENIX® announced three new titles for publication from the Square Enix Manga & Books imprints in Fall 2024. Dragon and Chameleon, Always A Catch! How I Punched My Way into Marrying a Prince! and My Happy Marriage Art Book.

Dragon and Chameleon, Vol. 1 (English Edition)
When a veteran manga creator inexplicably switches bodies with his jealous assistant, their clashing artistic ideals will rock the entire industry! Garyo Hanagami is a best-selling artist praised as a genius of the craft. Shinobu Miyama is a bitter rookie with a knack for copying other people's art styles. When an accident causes the two to switch bodies, Miyama is more than happy to take Hanagami's place, forcing the veteran to rebuild his career from the ground up. Now, the dragon must reclaim his throne from the chameleon who replaced him!

Dragon and Chameleon Vol. 1 (9781646093113 | \$12.99 USD) will be on sale November 2024.

Always a Catch! How I Punched My Way into Marrying a Prince, Vol. 1 (English Edition)

A zany romantic comedy starring
Maria, the daughter of a duke, who grew
up believing she would one day inherit her
father's dukedom. Accordingly, she focused
her attentions on honing her martial arts
prowess, while thoughts of marriage fell by
the wayside. Now that she's decided it's time
to marry after all, she's arrived a little late to
the game! Are there even any eligible bachelors left?! Enter Renato, the crown prince
of a neighboring country, who may have a
thing for ass-kicking young ladies...

Always a Catch! How I Punched My Way into Marrying a Prince Vol. 1 (9781646093083 | \$12.99 USD) will be onsale November 2024.



My Happy Marriage Art Book (English Edition)

This deluxe hardcover edition offers over a hundred pages of gorgeous artwork by the My Happy Marriage manga artist, Rito Kohsaka, along with behind-the-scenes commentary on some of the most iconic illustrations. Exclusive story expansions written by the series author, Akumi Agitogi, appear throughout the volume. With a foil-stamped dust jacket, vellum chapter title pages, and exclusive content, this beautiful collection is an absolute must-have for fans of the My Happy Marriage!

My Happy Marriage Art Book (9781646093151 | \$27.99 USD) will be onsale Winter 2024.

Cook, Serve, Delicious! Xbox Edition Releases

Vertigo Gaming Inc. announces the original Cook, Serve, Delicious! is out now for Xbox One and Xbox Series S/X!

One of the few hardcore restaurant sims in existence, Cook, Serve, Delicious! is a deceptively easy game to learn but incredibly challenging to master. Progress through your career from owning a terrible zero-star café into a five-star world famous restaurant.

"Cook, Serve, Delicious on [consoles] is an easy recommendation whether you're new to the series, or curious about its origins." - Touch Arcade

In addition to the Xbox One edition, Cook, Serve, Deliciousl is currently available for purchase on PC and Switch. PlayStation 4 and PlayStation 5 editions are in the works and expected to release within the coming months.

Clarinox Brings Haptic Vest to Virtual Reality

Clarinox, an embedded wireless software provider, announced Actronika, a leading supplier of high-definition haptics, has integrated their high-performance wireless connectivity solution into their Skinetic haptic vest to create immersive sensory experiences for the wearer. Actronika uses haptic technology to create tactile sensations, allowing users to feel digital interactions. The collaboration shows how small, power-efficient wireless technologies enable new types of immersive gaming experiences.

Clarinox created a custom high-performance wireless connectivity solution that combines Bluetooth and Wi-Fi technologies seamlessly to achieve smooth and reliable connectivity. ClarinoxBlue and ClarinoxWi-Fi protocol stacks served as the backbone of the solution. The Actronika Skinetic vest runs on an NXP i.MX RT1050 chipset featuring 512 KB of SRAM in conjunction with



In The News Continued

an NXP 88W8977 Wi-Fi/Bluetooth system-on-chip (SoC). Clarinox engineers skilfully delivered all requested functionalities and overcame memory limitations, notably achieving the integration of WPA3 security in a final package size of 168 KB.

"Our ClarinoxBlue and ClarinoxWiFi protocol stacks provide embedded developers with a comprehensive solution for wireless connectivity that supports both Bluetooth and Wi-Fi," said Trish Messiter, CEO, Clarinox. "Built by engineers for engineers, this wireless middleware enables developers to easily connect and communicate with other devices, sensors, and networks, providing opportunities for innovative embedded systems."

The wireless Skinetic haptic vest from Actronika creates an immersive sensory experience by producing vibrations that people use to understand a virtual environment. The vibrations create tactile illusions that people interpret as touch—from the pitter-patter of raindrops to the reverberation of an explosion. Wireless connectivity to the vest increases ease of use and enhances the visceral, tactile experiences created by game developers, training professionals, and artists.

"Working with Clarinox shortened development timelines dramatically, alleviated the previously time-consuming task of merging separate wireless stacks, and enabled the engineers on my team to focus on our haptic technology," said Hugo Bouchard, the software team lead at Actronika. "The modular design of the Clarinox solutions

streamlined an otherwise complex integration process and technical support from Clarinox, including customized solutions and debugging tools, enabled us to swiftly resolve issues and optimize our Skinetic vest."



Hearts of Iron IV's South American Expansion Releases

The horrors of war seem an ocean away, but no major threat can be contained in a shrinking world. The influences of foreign ideologies and international pressure may force distant nations to take an active part in the global struggle against tyranny. Decide the fate of South America in Hearts of Iron IV: Trial of Allegiance, available now.

This content pack for Paradox Interactive's best-selling grand strategy wargame, players can write new histories of the major nations of South America in years around World War III. You can try to resist the pressure to join a costly conflict overseas, or take your chances with a major power bloc for help in pursuing your own goals.

Features of Hearts of Iron IV: Trial of Allegiance include:

National Focus Tree for Brazil: Challenged by a decade of internal strife and constitutional crises, Brazil can follow the historical path as a late but valuable member of the Allied cause. Alternately, seek continental hegemony under a new government with new priorities.

National Focus Tree for Argentina: Rife with corruption, revolts and worker unrest, Argentina presents a difficult political challenge. Once you've settled the problems at home, you can contribute more on the world stage and help this nation reach its full potential.

National Focus Tree for Chile Chile is a vigorous republic with a radical tradition that must face domestic fascist parties, the embers of ethnic unrest and the imposing influence of the United States. Chart a course of equality and renewal, pick up the banner of uniting the continent under one flag.

Paraguay and Uruguay: Minor content as well as several new releasable nations.

New Art: New 31D unit sprites for the Brazilian army, as well as new unique 21D art for National Focus trees and units

New Music: Six new songs, with two each for the major nations in the pack.

New Voiceovers: Voiceovers in Brazilian Portuguese, Argentinian Spanish and Chilean Spanish.

Nintendo Celebrates MAR10 Day

As part of MAR10 Day celebration, Nintendo released a surprise video announcing release dates for two anticipated titles featuring Mario and friends, three classic Game Boy games that will soon be available to Nintendo Switch Online members on the Nintendo Switch family of systems, plus an announcement regarding a new animated film based on the world of Super Mario Bros. No need to avoid Piranha Plants or dodge fireballs to find out what's in store.

Now get ready to relive some classic Game Boy memories, embark on an adventure with Mario through a paper world and give Luigi a little bit of the spotlight, too (he deserves it). MAR10 Day continues with:

Paper Mario: The Thousand-Year Door is Unfolding ... Soonl: On May 23, travel alongside Mario and his irrepressible companions through a paper world as you unlock the mystery of the Thousand-Year Door. The witty and whimsical RPG arrives on the Nintendo Switch system twenty years after its original debut on Nintendo GameCube. This revamped version features enhanced graphics as well as new gameplay features. Pre-orders are now available on the Nintendo eShop and on Nintendo.com.

Luigi's Mansion 2 HID Opens its Doors: Help Luigi retrieve the missing shards of the Dark Moon scattered across several distinct haunted mansions — each with their own puzzles to solve and ghosts to capture. On June 27, use your superpowered ghost-hunting tool, the Poltergust 5000, to suck up ghosts (and window curtains) and blow air to search every nook and cranny of the chilling-yet-charming mansions. The spooky fun adventure Luigi's Mansion 2 HID, originally released for the Nintendo 3DS system as "Luigi's Mansion: Dark Moon," arrives in visually enhanced HID on the Nintendo Switch system. Pre-orders are now available on the Nintendo eShop and on Nintendo.com.

Three Classic Game Boy Games Featuring Mario Coming to Nintendo Switch Online: On March 12, three classic games featuring Mario make the leap onto Nintendo Switch, available to play as part of the Game Boy – Nintendo Switch Online library:

First, there's Dr. Mario, the dassic puzzle challenge where you'll throw multi-shaded vitamin capsules

into a bottle filled with nasty viruses. Move, shift or spin the capsules as they fall to make the viruses disappear.

The stakes are high in Mario Golf as you race to become the Grand Champion of golf. Four Club Champs stand in your way, and you'll have to defeat them all to get a shot at playing the most famous golfer in the land!

In Mario Tennis, develop from a rookie to a seasoned pro by honing your skills in four fun-packed game modes. Practice at the Royal Tennis Academy, take on the Mario Tour and keep your skills sharp through a series of challenging minigames.

Exciting News for LEGO Super Mario - LEGO just unveiled a thrilling teaser of what's next in the pipeline within the LEGO Super Mario universe. The teaser revealed a silhouette of a kart made of LEGO bricks alongside a LEGO® Mario™ figure. You heard it right: Mario Kart will be coming to LEGO Super Mario in the future.

Plus, Even MORE Mario Fun: Don't forget there are still other ways to keep making the most of MAR10 Day all month long so don't miss out!

Double the Fun for Nintendo Switch Online. Challenge friends and family to classic NES™, Super NES™, and Game Boy™ games with Nintendo Switch Online.* In honor of MAR10 Day, Nintendo is offering twice the fun with the Nintendo Switch Online 14-Day Free Trial Membership (typically 7 days), available now through March 17 on My Nintendo. This trial is also available for Nintendo Switch owners who have previously claimed a Nintendo Switch Online free trial, so everyone can join in the fun!

Deals on Even More Mario Games: Head to the MAR10 sales page on Nintendo.com and in Nintendo eShop from now through March 17 at 11:59 p.m. PT for special offers on Mario Kart 8 Deluxe, Mario Party Superstars, Luigi's Mansion 3, Mario Golf: Super Rush, Mario Tennis Aces, MARIO + RABBIDS SPARKS OF HOPE and Yoshi's Crafted World – each of these games are \$39.99 (normally \$59.99) for a limited time! In addition, a "Mario & Friends Sale" will be available at select retailers from now through March 16, featuring \$20 off select games** such as Mario Kart 8 Deluxe, Super Mario Maker 2, Super Mario Party, Luigi's Mansion 3 and more. And if you purchase a Nintendo Switch, Nintendo Switch—OLED Model, or Nintendo Switch Lite system from select retailers – including Target, GameStop, Amazon and Best Buy – you can also receive a \$25 retailer gift card (Offer valid March 10-16; available while supplies last. See participating retail-

ers for details).

Watch the Super Mario Bros. Movie and Check Out the Companion Digital Guidebook - What better way to celebrate MAR10 Day than to watch The Super Mario Bros. Movie? If you want to impress your family and friends with your Mushroom Kingdom knowledge, follow along with the free digital guidebook that reveals hidden game references in the movie. (Sign in with your Nintendo Account—or create one for free—to view the guide.)

New Animated Film Based on the World of Super Mario Bros.: Shigeru Miyamoto made a surprise appearance in the video to announce that Nintendo is working together with Illumination on a new animated film based on the world of Super Mario Bros. The film will arrive on April 3, 2026, in the US and many other markets globally, with a few selected territories releas-

** Nintendo Switch Online membership (sold separately) and Nintendo Account required for online features. Free trial automatically converts to 1-month auto-renewing membership at the then-current price unless automatic renewal is turned off by the end of the free trial. Credit card/

ing throughout the month of April.

PayPal account required for 18+. Free trial cannot be redeemed for a Nintendo Switch Online – Expansion Pack membership nor by a Nintendo Account with an active Individual Membership or Family Membership. Persistent Internet, compatible smartphone and Nintendo Account age 13+ required to access some online features on the app, including voice chat. Data charges may apply. Online features, Save Data Cloud and Nintendo Switch Online smartphone app features available in compatible games. Not available in all countries.

**Savings based on suggested retail price. Actual savings may vary. Offer valid 3/10/2024 to 3/16/2024; available while supplies last. See participating retailers for details.



Foundry is launching in Early Access

Paradox Interactive and Channel 3 Entertainment are thrilled to announce that Foundry will be launching in Early Access on Steam on May 2nd. Foundry, the procedurally-generated voxel factory-building and automation sandbox, already garnered

100,000 players during its alpha phase on Itch. io and its demo on Steam Next Fest in October 2023.

Foundry is a first-person, factory-building and automation sandbox set in a beautiful, procedurally-generated voxel world. Starting from humble beginnings of manually mining and processing resources, crafting machinery, and developing technologies, players can advance to automating the entire

production line to their precise plans. They will face different logistic challenges such as planning pipe and belt networks and managing complex power systems, working to expand their constantly growing production lines as they create their own gigantic, automated, and self-sustaining factory. Played solo or with friends, Foundry is the perfect mix between grid-based construction games and factory building simulations.



Beyond Announces Runaways for Apple Vision Pro

Beyond Studio unveiled Runaways, the world's first skill-based endless runner designed especially for the Apple Vision Pro™. The game features fast-paced, frenetic game-play that adapts to and alters your space as you play. Guide our hero Hank through the treacherous terrain by disarming traps, making split-second decisions, and boosting over gaps as he races through your very own space over dynamically generated tracks.

Get ready to run for your life and break free from the clutches of the Evil Overlord in Runaways! Join Hank, the rebellious hombre with a heart of gold, as he ditches the gloop mines of ExHume 8 and finds himself smack dab in the middle of a tentacle-infest ed planet. His mission? Find the exit portal before he's turned into a puddle of gloop or worse! Help Hank hurtle between two portals, dodging deadly traps and making lightning-fast choices to stay ahead of the Overlord's grasp. But beware - the further you go, the more your room transforms into a gloopy, tentacle-filled mess. What a sticky situation!

which set up the story, theme and antago-

Select your challenges via comic books

Features of Runaways include:

Watch your room come alive as you delve deeper into the perilous planet
Easy-to-master controls keep the chal-

lenge on track

Dynamic track generation ensures a fresh experience every time you play
Avoid the Overlord's tentacles as they

reach out from the portal
Incredible graphics and animations that will make you grin

Failures leave behind sticky reminders in

the form of gloop-covered room décor Stay tuned for exciting updates, including new tracks, stories, social events, and themes!



FRONT MUSSION 2 Remake Demo

Dive straight into the action with the FRONT MISSION 2: Remake free demo, available starting today on Nintendo Switch! The Demo is the perfect introduction for those looking to get started with FRONT MISSION 2: Remake. It includes the first two levels (Rimian Base and Batari Forest), a garage where you can customize your Wanzer, and a limited access to the Network system during the intermission!

IMPORTANT: savegame from the demo version carries over to the full game!

STORY

The impoverished People's Republic of Alordesh has been suffering a severe eco-nomic decline due to 2nd Huffman Conflict, which created widespread discontent among citizens.

Twelve years after the events of Front Mission 1st, on 12 June 2102, coup détat led by Ven Mackarge began. On this exact day, three main military bases and the parlia-ment in the country's capital city were attacked and taken over. The O.C.U. responded to the attacks by sending their army to free Alordesh from rebel hands.

Follow the O.C.U. military squads, 'Muddy Otters', 'Dull Stags', and 'O.C.U. Ground Defense Force Intelligence Agency' and monitor the situation in this country torn apart by a ruthless civil war.

GAME FEATURES

Engaging storyline

Strategic turn-based combat

Wanzer customization

Modernized battle scenes

Free camera options

Improved loading speed

Modern in-game effects

Renewed soundtrack

9 languages localization

We Would Play That!

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

Do you know what the video game industry needs? It needs some more comic book video games. I am not talking about the video games based off of comic book heroes. We have Spider-Man, Batman, Superman and more video games. I am talking about video games that are in the vein of Comix Zone. Do you remember Comix Zone on the Sega Genesis? It was a video game where we went from pane to pane of a comic book and generally we fought different enemies. The whole concept was the entire video game was inside a comic book. This interesting and innovative idea needs to

be brought back to the industry. If it could be done in the 16-bit era what kinds of video games could we see now?

Sure there have been plenty of other Final Fight like video games. In fact if you do an Internet search on video games like Comix Zone you will be presented with stories that focus more on the battle system than the comic book concept and premise. There are also websites that point to any video game based on a comic book hero as being a comic book video game. Again I want the experience to feel like reading a comic book.

Artistically there are games like Viewtiful Joe that have that comic book feel. To me Viewtiful Joe is more about the video experience like when we fast forward the character. There are certainly geek or nerd elements within Viewtiful Joe. Ultimately it does not feel like a comic book to me.

Plus honestly I never really liked Viewtiful Joe. That may just be me though and that might be a controversial opin-

There are so many other kinds of video games that could have been done in the Comix Zone style. Imagine a turn based role playing video game done in the Ćomix Zone style. Or there could be a strategy based role playing game done in the Comix Zone style. I bet there is someone out there that is capable of taking my wonderful ideas and making all kinds of money. Hopefully they are honorable and provide me some royalties since it was my idea first. What about you? What say you? Would you be interested in playing a video game done in the comic book style? Did you know about Comix Zone before you happened to read this article? Did you need to look up Comix Zone while reading this arti-

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

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

sion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - 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 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.

WRC Generations

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Romans 6:19-23

19 I am using an example from everyday life because of your human limitations. Just as you used to offer yourselves as slaves to impurity and to ever-increasing wickedness, so now offer yourselves as slaves to righteousness leading to holiness. 20 When you were slaves to sin, you were free from the control of righteousness. 21 What benefit did you reap at that time from the things you are now ashamed of? Those things result in death! 22 But now that you have been set free from sin and have become slaves of God, the benefit you reap leads to holiness, and the result is eternal life. 23 For the wages of sin is death, but the gift of God is eternal life in Christ Jesus our Lord.

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SCORE: 68

we are also racing on narrow

paths where it can be hard to

see the road. Sweden is horri-

ble in WRC Generations. We

are racing on snow with snow

shoulders, and sometimes it

is also snowing. Go up on the

car or you get turned around

backwards. It is nearly impos-

these very narrow roads.

9

E

Xbox Series X

@nocon

sible to turn around quickly on

My experi ence with rally racing video games and the WRC franchis<u>e</u> in particular is some are hits and some are misses. WRC Gen erations

is a bit fat

miss. I found myself extremely disappointed in WRC Generations when I live streamed it on our YouTube channel. That live stream is being converted into a video for our video sites. One of the ways I gauge a video game is how approachable is it to all skillsets.

WRC Generations is not approachable by a great many gamers. We can only bump the computer down to fifty percent. Even though I have played rally racing video games for many years I was unable to get a win. The best I ever did was fifth place out of six. Most of the races I placed in sixth place. There are penalties for respawns, and crashes in WRC Generations. With a the assists on too.

As if the penalties for having to use a respawn was not bad enough in WRC Generations,

stem: Nintendo Switch/PC/F S5/Xbox One/Xbox Series X

Publisher: Nacon Developer: KT Racing Rating: 'E' - Everyone SIX and OLDER ONLY

Family Friendly Gaming

I turned the vehicle damages to visible only and still had to pay for repairs to the car. It s like WRC Generations did not apply my settings. WRC Generations looks okay and the navigator sounds good. got so confused so often hanks to the navigator. When hear: "right thirty, left thirty, iump, water, hard brake, right corner," I lose track of what is happening. There are also visuals on the screen about what is coming up. That helped a bit

The more I played WRC Generations the less I liked it. There are some cool tracks in different countries. I got stuck shoulder a bit and you flip the A M in a plethora of places since sometimes the walls just hold onto the players vehicle. There are some interesting cars in WRC Generations. There are

> twenty-two rallies, one hundred and fifty stages, and seventy teams within WRC Gen erations. screen for local multiplayer. Paul





There are three Grand Prix's in L.O.L. Surprise! Roller Dreams Racing. Each Grand Prix in L.O.L. Surprise! Roller Dreams Racing contains three race tracks. We can also race each one of the nine race tracks one at a time. There are only nine tracks in all of L.O.L. Surprise Roller Dreams Racing. There are characters we can unlock **b**ut none of the characters

anne

System: Nintendo Switch

Company: Nighthawk Interac-

Developer: Nighthawk Interac-

Rating: 'E' – Everyone SIX and

controlled any differently in L.O.L. Sur prise! Roller Dreams Racing.

If you win L.O.L. Surprise! Roller Dreams Racing then

you earn ninety glitter points. There are three surprise balls hat can be purchased in L.O.I Surprise! Roller Dreams Racing. One of the surprise balls cost 600 points. The next one costs 900 points. The final one costs 1200 points. After racing all nine tracks I could only purchase the 600 points ball. I got some donuts for it.

.O.L. Surprise! Roll

er Dreams Racing

My biggest problem with L.O.L. Surprise! Roller Dreams Racing is the lack of tracks and

> the gross imbalance lockable content. After eating the entire I could only get a small ball Players tha

want to unlock more content are going to need to race these tracks again and again. I liked the race tracks the first time, and was able to easily win every single race on normal difficulty the first time I raced them. I did not like these tracks enough to race them that many times to unlock

> .O.L. Surprise! Roller Dreams Racing looks okay. L.O.L. Surprise! Roller Dreams Racing plays decently. Hitting anything will bring you to a complete stop though. The music is nice to listen to in L.O.L. Surprise! Roller Dreams Rac ing. There are track hazards, bounce pads, speed pads, and items to collect. We can spin out or slow down other racers in L.O.L. Surprise! Rolle Dreams Racing. Four family members can play this game at the same time. Paul



Graphics: 70% Sounds: 75% Replay/Extras: 50% Gameplay: 70%







Surprise! Roller Dreams Racing really slid on by. I hope you were able to catch it. If not we are bringing it to our video sites as the time and money allows. I was hesitant to play L.O.L. Surprise! Roller Dreams Racing. Let me explain why. There have been multiple other L.O.L. Surprise! 🌉 video games that were glitchy.

We are talking game breaking bugs. So I was concerned about L.O.L. Surprise! Roller Dreams Racing.

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Sinaloa













islasinaloa.com



Noah and I have such a jamming time live streaming Wild Card Football on the Xbox Series X. Noah was not into Wild Card Football at first but got into it later. This is an arcade style sports video game where cards can be played at times to give your team an advantage.
Cards can do things like make your team invisible, really speedy, or even slow down the other team. I loved being able to push the offense back so many yards with one of those

Controversial and highly divisive washed up ex-football player Colin Kaepernick is on the cover. Players will need to jump through some hoops to be able to unlock him. I did not make any effort to make him playable in our game. In fact I like how he is more hidden than easily playable since I do not want to support him

and his hateful rhetoric There are some language and vi olence issues in Wild Card Football. other players in tackles in this video game.

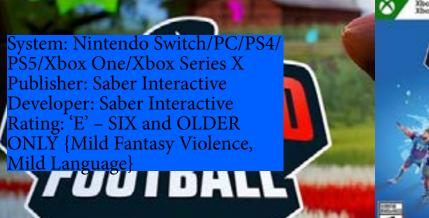
> Wild Card Football is actually some fun football that is generally a bit more pass heavy than run in my opinion. Í could make some runs work like outside pitches in Wild Card Football from time to time. I gave up on running up the middle in Wild Card Football. There are numerous things offensive and defensive players can do in Wild Card Football. We got quite a few

interceptions when we played Wild Card Football

Football are based on the

quarterbacks from the NFL. Burrow, Wilson, Jackson and more stuck out to me. I did not see Geno Smith as a starter in Wild Card Football though. Each team has their own rating and some are better than others. The quarters are really fast in Wild Card Football. The music is fun to listen to. I turned it off for our live stream in case there were any copyright issues.

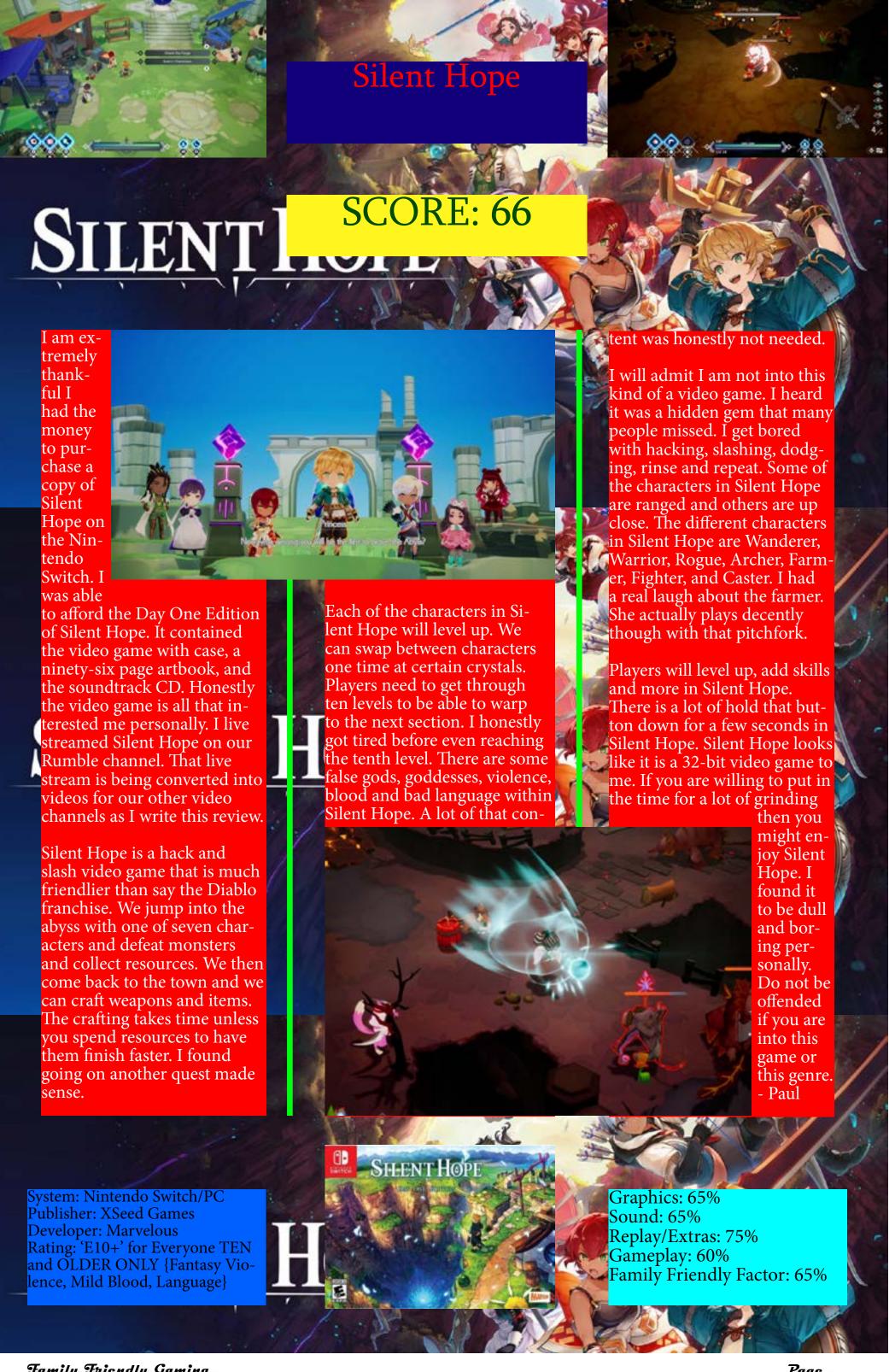
There are announcers at the beginning, halftime, and end of the games in Wild Card Football. I did not expect much from Wild Card Football. I actually found this game to be some enjoyable arcade football. It would have been really cool if Wild Card Foot-ball had teamed up with the XFL for example. I am still hoping for some spring football video games. Anyone out there listening?



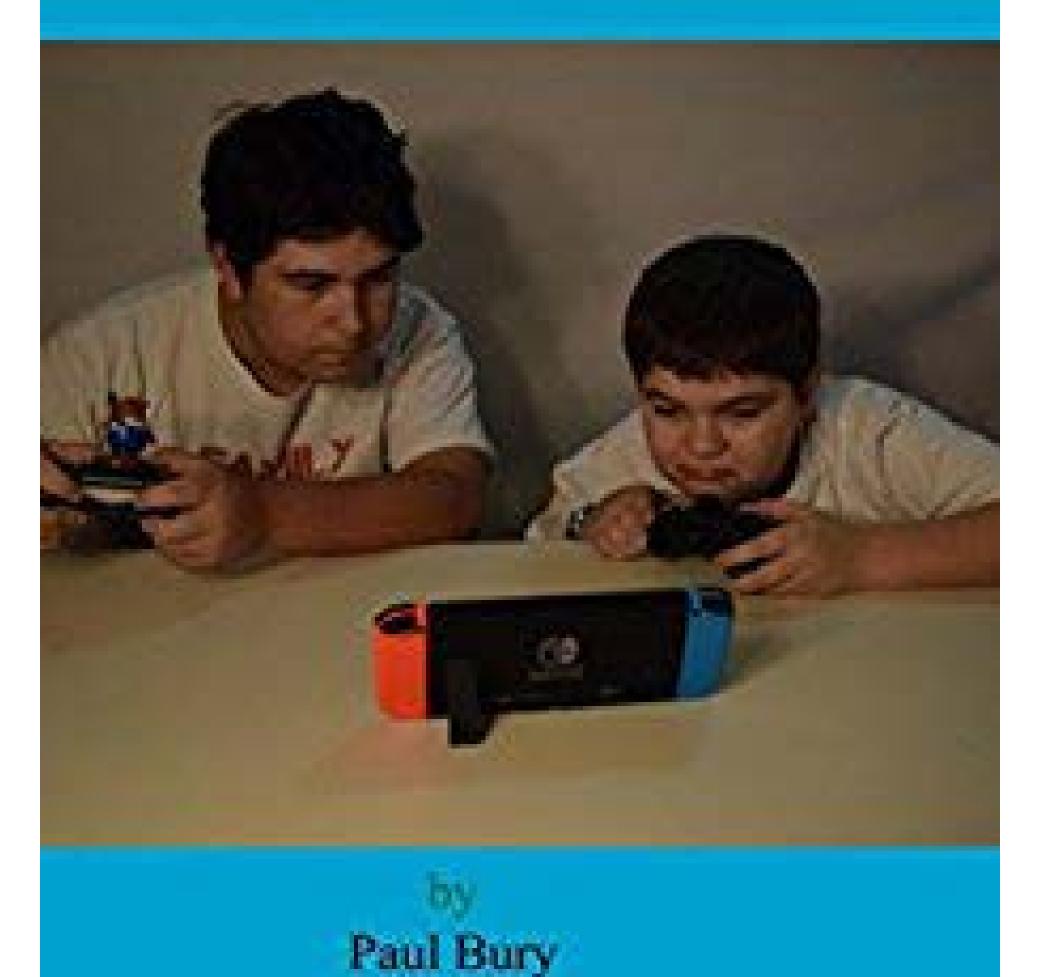


Graphics: 70% Sounds: 70% Replay/Extras: 85% Gameplay: 85% Family Friendly Factor: 75%

Family Friendly Gaming



VIDEO GAME LIES



Version 3

BUY IT NOW RIGHT HERE



ing my walk

through of

Tail manga

one book at

a time. Fairy

Tail #7 is the

recently com-

pleted read-

the \$10.99 to

purchase this

manga vol-

ume. Chap-

covered in Fairy Tail #7

ters 49-56 are

There are also

ers in this review.

some bonus content at the end of this manga volume as well.

Some of it is interesting and

other parts did not interest me

that much. There will be spoil-

The issues families can have

magic, lack of attire, entice-

ment to lust, blood, bad lan-

guage, and more. The Guild

with Fairy Tail #7 are violence, 🔊

ing. Thank-

fully I had

last one I

the Fairy

SCORE: 63



Tail!!!

su to try and stop the cannon from firing. Natsu winds up taking out the one of the four elements of Phantom Lord that powers the horrible spell being written in the sky. Fairy Tail knows what to do to finish this in the next manga volume.

There is a lot of fighting and battling within Fairy Tail #7. Elfman makes a major breakthrough in terms of turning into a beastman in Fairy Tail #7. I for-

got that he could initially only do one arm at a

time. In Fairy Tail #7 he has a breakthrough and is now able to do a full body transforma: tion. I am so much farther in the anime that I forgot he had that limitation. This is one of the reasons I am enjoy ing going through the manga now. I am also holding off on some anime for other series until I finish reading the manga. I am not a fan of making the waters all muddy it

you know what I mean

Lucy is still the center of Fairy Tail #7. Her father hired Phantom Lord to kidnap her. She is wants to do her own thing and she wants to be a part of Fairy Tail. At the same time Lucy feels guilty that her guildmates are getting hurt for her. The emotion in Fairy Tail #7 is deep and strong. I can certainly identify with that. I can also identify with the lady in the woods. The older I get the less want to interact with other human beings. I would love to be in the mountains with a home inside the side of the mountain. We will see what the Lord has for me.

> **Juvia** and Gray have an interesting battle ir Fairy Tail #7. That battle is not completed though. Juvia with her water power and Gray with his ce power are an interesting power combination to see in a fight. That should wrap up in the next volume of this manga if mem

Edens Zero #9 continues the storyline in relation to Drakken Joe. There will be spoilers in this review. The crew of the Edens Zero were able to escape Drakken Joe. So what would their next course of action be? They decide in Edens Zero #9 to take the fight to Drakken Joe. Their next course of action was to find the Belial Goer. They find out that this ship is a lot like a floating city. They are of course spotted and then hunted.

Drakken Joe sends some characters to attack the ship. They are easily dispatched with in Edens Zero #9. The next thing Drakken Joe does is send out the Element 4. One is defeated. One of them is a fire sniper and he shoots Weisz. The team is

unable to get back to the ship. Rebecca is fighting the wind element in Edens Zero #9. The water element is the one that was defeated in Edens Zero #9. The water element's power was strange. If you cried he could turn you into water. Why not also with spitting, or

The issues fam-

sneezing?

lies can have with Edens Zero #9 are violence, magic, lack of attire, enticement to lust, bad language, and more. Thankfully there was not as much bad language in Edens Zero #9 as some of the previous manga books. It was not really needed in Edens Zero #9 though. l noticed that even though some of the women have a

Caucasian look to them their body type is more of the Asian one. Probably because this comes from Japan.

The story arc in dens Zero #9 feels like it is more on the beginning side than the end ing side. I expect this storyline will go on for at least another two manga books. I could be wrong about that. I will need to keep reading to find out for certain. I do plan on continuing to read this franchise as the time and financial re-



themselves. There are aspects of Edens Zero #9 I find interesting. There are other parts that make me want to find something else to read. I am constantly discerning the future choices based on the current content. Edens Zero #9 caught my interest especially running into that older man that Weisz knew. This

man also helps the team at one point in Edens Zero #9.

Ether Gear Powers are discussed and used in Edens Zero #9. The art work in Edens Zero #9 is good. The dialogue is generally very helpful in finding out what is going on. Rebecca is in a strange situation at the end of Edens Zero #9. She was captured and brought to Drakken Joe. He happens to be in a bath tub wanting to have a conversation with her. Thankfully she is still fully clothed when she is released from her confinement. I had a thought on the wind element keeping missiles around her ship. Detonate those missiles to take her out. Paul

battle continues in Fairy Tail #7. Master Makarov gets injured in Fairy Tail #7. He is taken to a lady in the woods that does not like people. She is helping him heal. Erza also winds up wounded after she stops this giant magical cannon from destroying the Fairy Tail Guild. It is now up to Nat-

System: Manga
Publisher: Kodansha Comic
Author: Hiro Mashima

Rating: 'T' for THIRTEEN and



Graphics: 55% Writing: 65% Replay/Extras: 73% Story: 65% Family Friendly Factor: 55% System: Manga
Publisher: Viz Media
Author: Hiro Mashima
Rating: 'T' for THIRTEEN and
OLDER ONLY {Fantasy Violence}

Total Sources 4

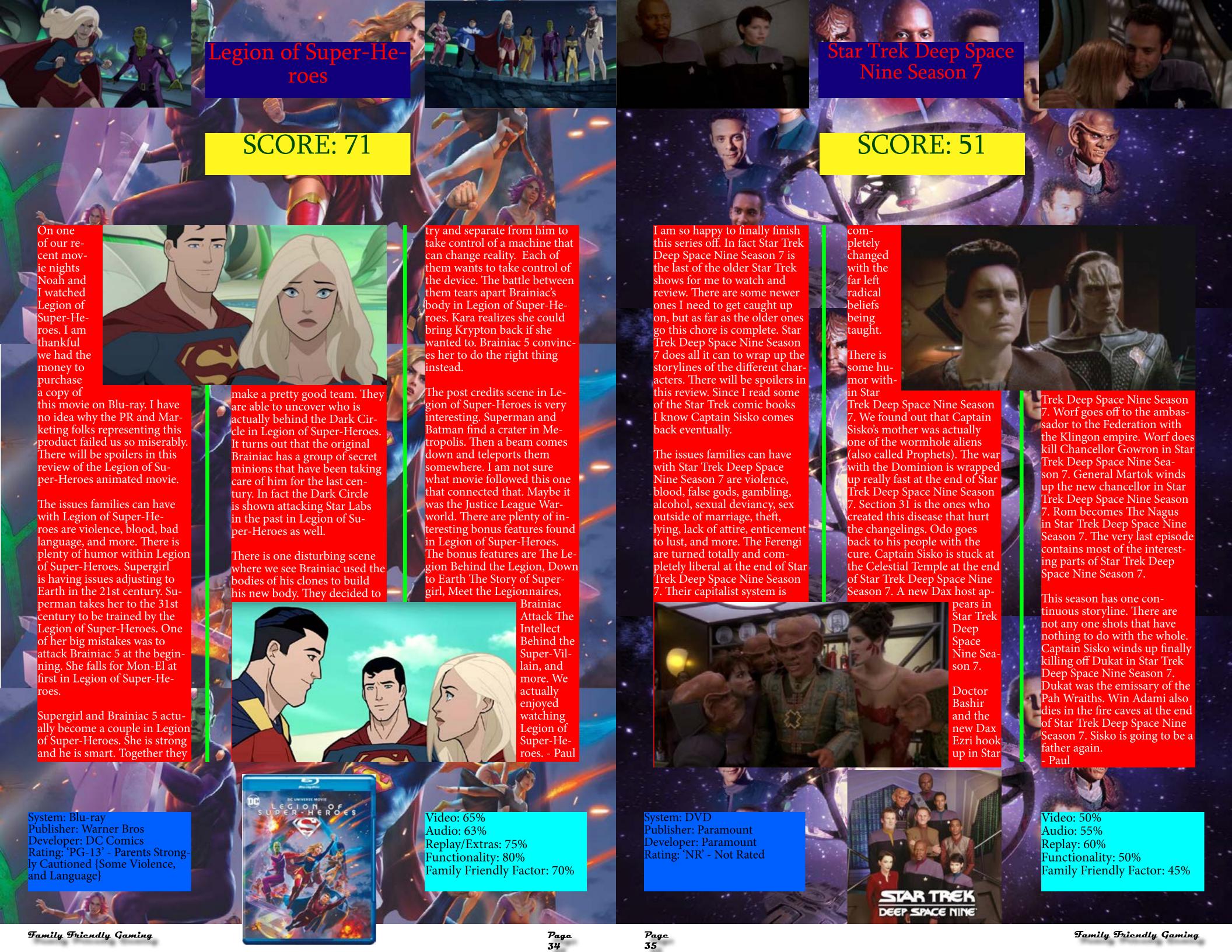


Graphics: 59% Writing: 66% Replay/Extras: 65% Story: 64% Family Friendly Factor: 63%

Family Friendly Gaming

OLDER ONLY

Page 32 Page 33





SCORE: 61



am very thankful I had the money to purchase a copy of the Delphine Software Collection 1 on the Evercade. I am also thankful for the time to be able to live stream the four games on

this cartridge. The four games on Delphine Software Collection 1 are Future Wars, Another World, Operation Stealth, and Flashback. Long time gamers should recognize two of those video games. Another World and Flashback have been on multiple systems. The versions on this cartridge are from the Amiga computer.

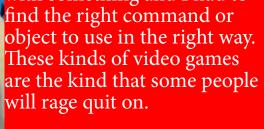
am not a fan of Future Wars and Operation Stealth. We have characters that interact with different objects. We must find the right objects to interact with in order to progress the story. If we follow the proper path with the right interactions we can get to other screens. These two games in Delphine Software Collection are aggravating, annoying, irritating and quite often confusing. At times I had a good idea of what to do but I could not get the games to work right. I would want to interact

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

with something and I had to find the right command or object to use in the right way. These kinds of video games

Another World is another frustrating and aggravating video game. We are in a 2D side scrolling video game

COLLECTION



though. All in all I did

522

fire and undetectable radar.

where specific interactions

must be done at just the right

time or a little cut scene comes

up showing our character dy-

ing. In one scene these worms

would cut my characters leg

bleed. In fact I could barely

make it through that game

very far before giving up. I

also learned to not hit buttons

during the initial cut scene or

that cut scene would start all

over again. Felt like the defini-

Flashback is another 2D side

scroller. We must again make

certain interactions at certain

points to progress. The con-

cult to use on the Evercade. I

found a way to run around in

circles in Flashback. Enemies

are great at taking you out in

trols in Flashback are diffi-

tion of insanity to me.

with some spike and he would

not have a good experience with any of the four games on the Delphine Software Collection 1 cartridge. The manual is interesting to learn about the history of these games. - Paul

Flashback too.

do like how

Flashback looks

Graphics: 60% Sound: 70% Replay/Extras: 55% Gameplay: 60% Family Friendly Factor: 60%

When I first heard about Full Void from Blaze Entertainment I was pretty negative about it. One of the cool things about Evercade is you get multiple games on one cartridge. Even the indie video games would have more than one video game. So Full Void bothered me on that aspect of it alone. Then I took the time to live stream Full Void for an hour and found that I actualy enjoyed playing this game. It also got me thinking about something. What if there were more one shot Evercade cartridges that only cost twenty dollars a pop. That might work.

Graphically Full Void is dark. Our poor character can die a plethora of different ways. Full Void feels like it was done in the Alone in the Dark kind of a way. Graphically Full Void is a bit better than Alone in the Dark. The music is moody and actually nice to listen to

in parts. Full oid comes with a nice little comic book and manual to help players understand the storyline within this universe. A rogue AI has taken over

the world where only children remain.

Full Void

SCORE: 68

Most of Full Void is solving puzzles. We must figure out how to get through different rooms and areas. Sometimes we need to run from these nasty robots that will kill us. Other times we need to set off rtraps at just the right time to take out the roaming guards in Full Void. There are some puzzles that did not make a lot of sense to me at first. I eventually was able to figure my way through the puzzles as I

EVERCADE"

FULL WOOD

live streamed Full Void. I did not completely finish this video game either. Research I performed said the normal game play length of Full Void is three hours.

A bit short but also it only costs twenty dollars.

Full Void grew on me. I actually found myself enjoying this dark dystopian world where danger could be lurking around almost every single corner. I enjoyed the puzzle areas way more than the chase areas personally. The storyline reveals itself in cut scenes when we reach certain areas. The main character in Full Void has some connection to the birth of the AI.

At the end of the day I see promise for what Full Void brings to the Evercade. There could be more indie games like this one done as a one shot. There was even a special edition version of Full Void that cost more money. I was happy with just the standard edition. I do not need stickers and art of this game. I would like to see a sequel to this game. Paul

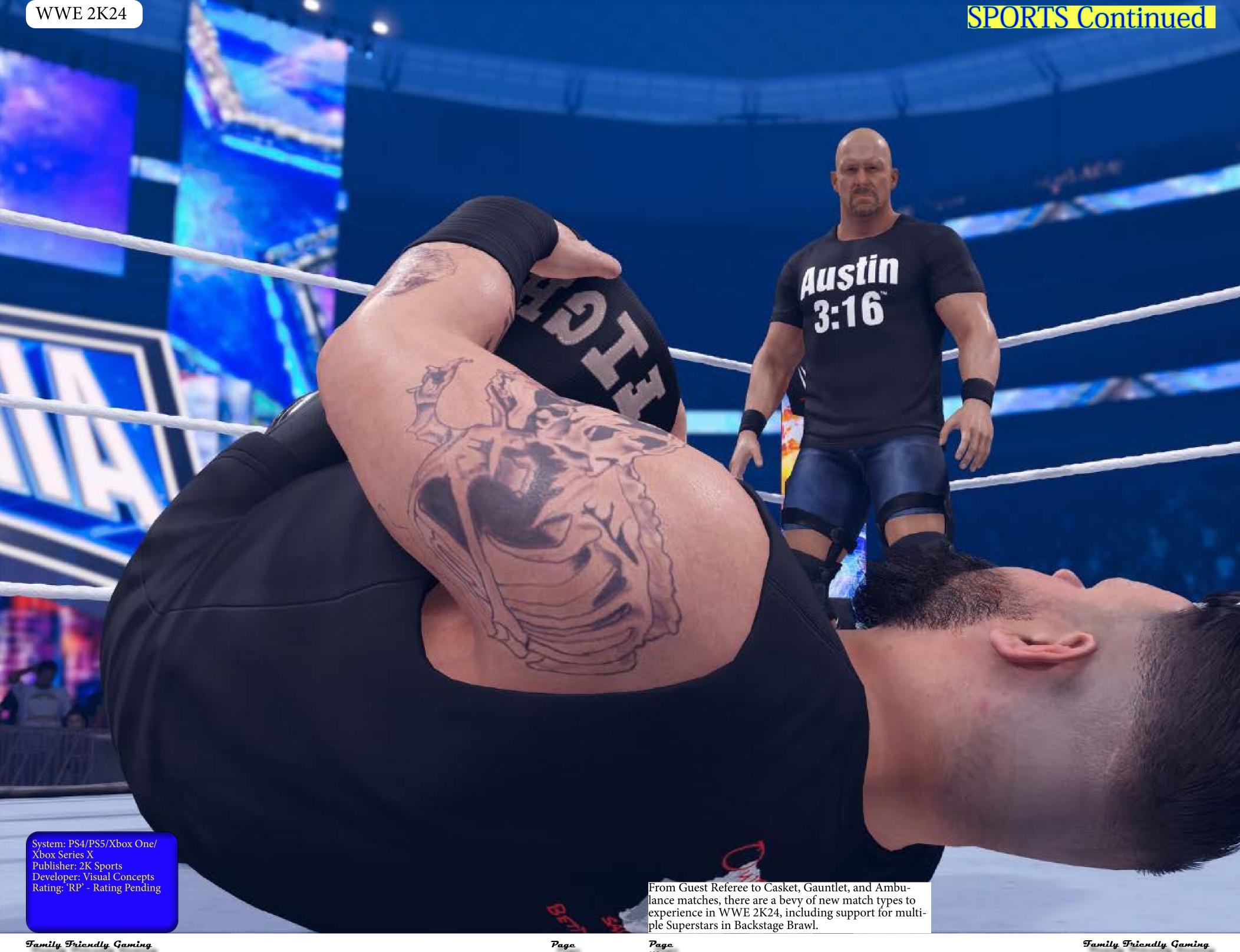


Graphics: 60% Sound: 75% Replay/Extras: 70% Gameplay: 66% Family Friendly Factor: 70%

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

w.pegi.info



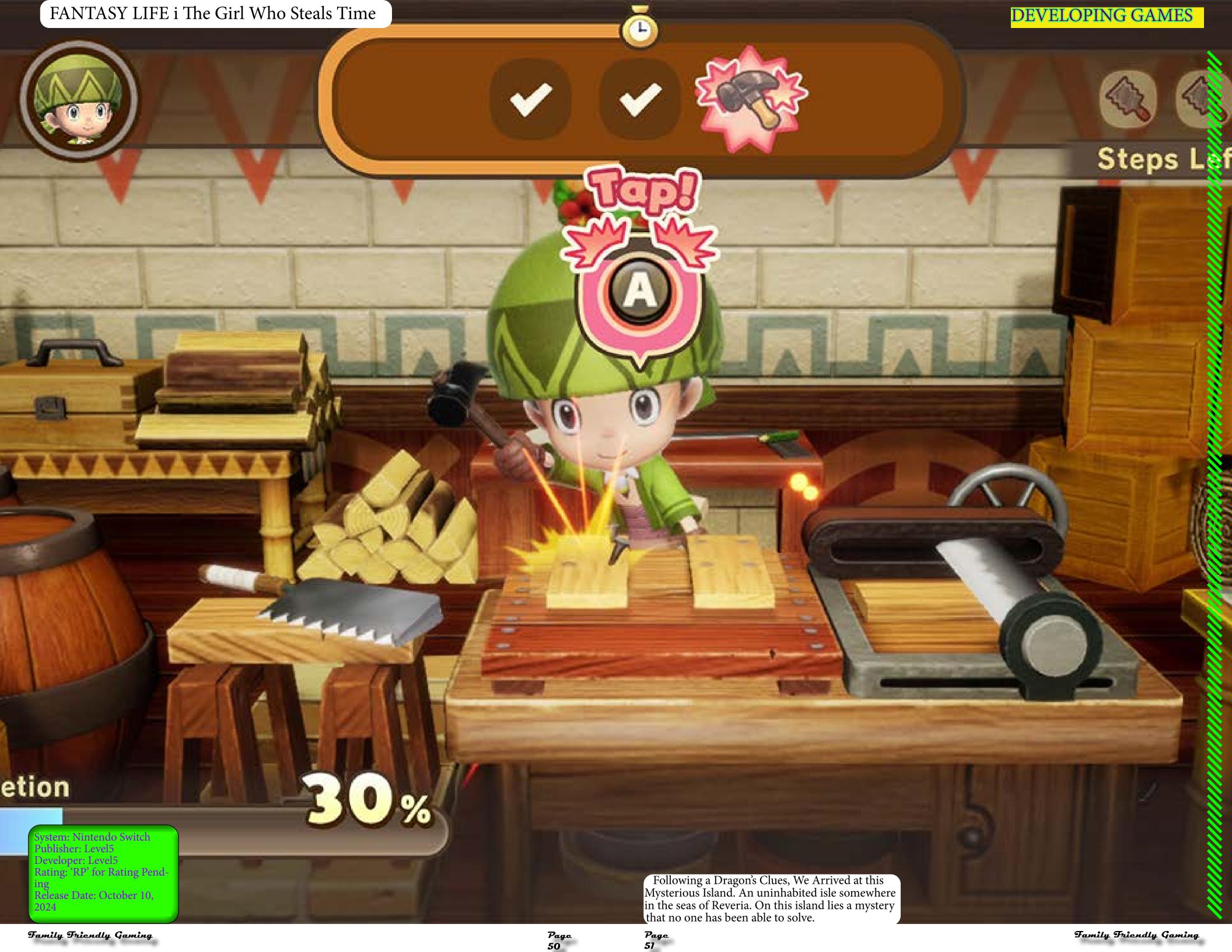




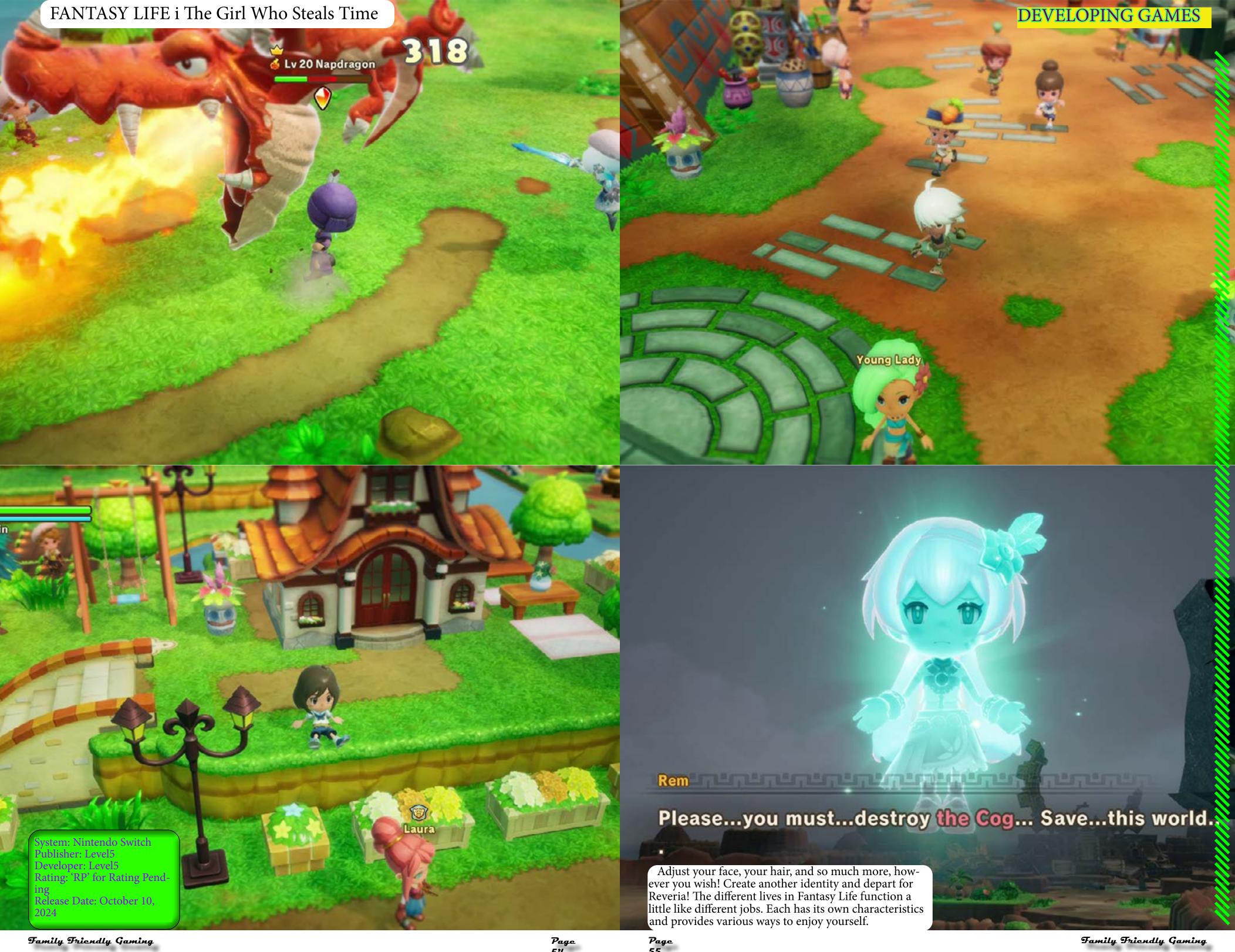


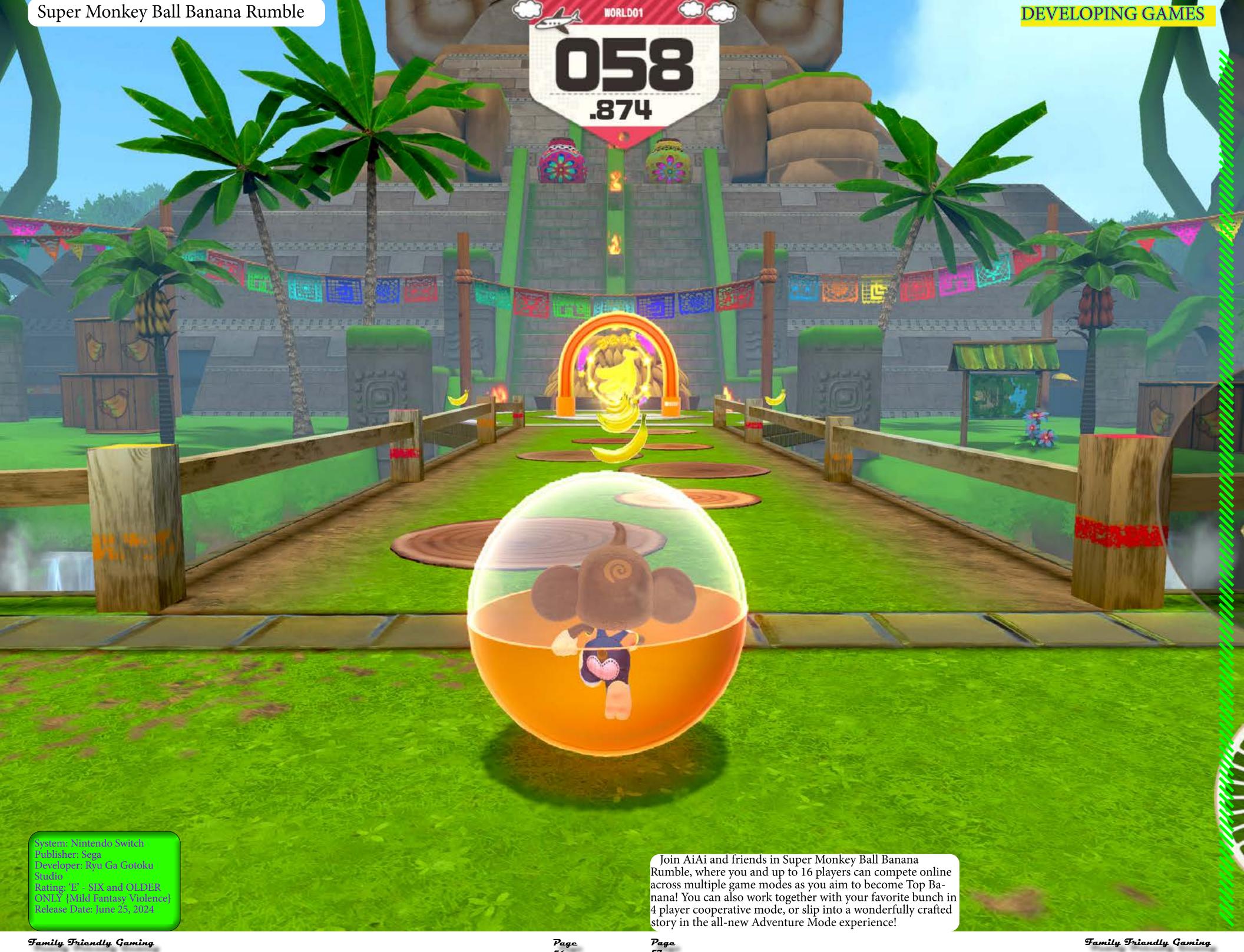




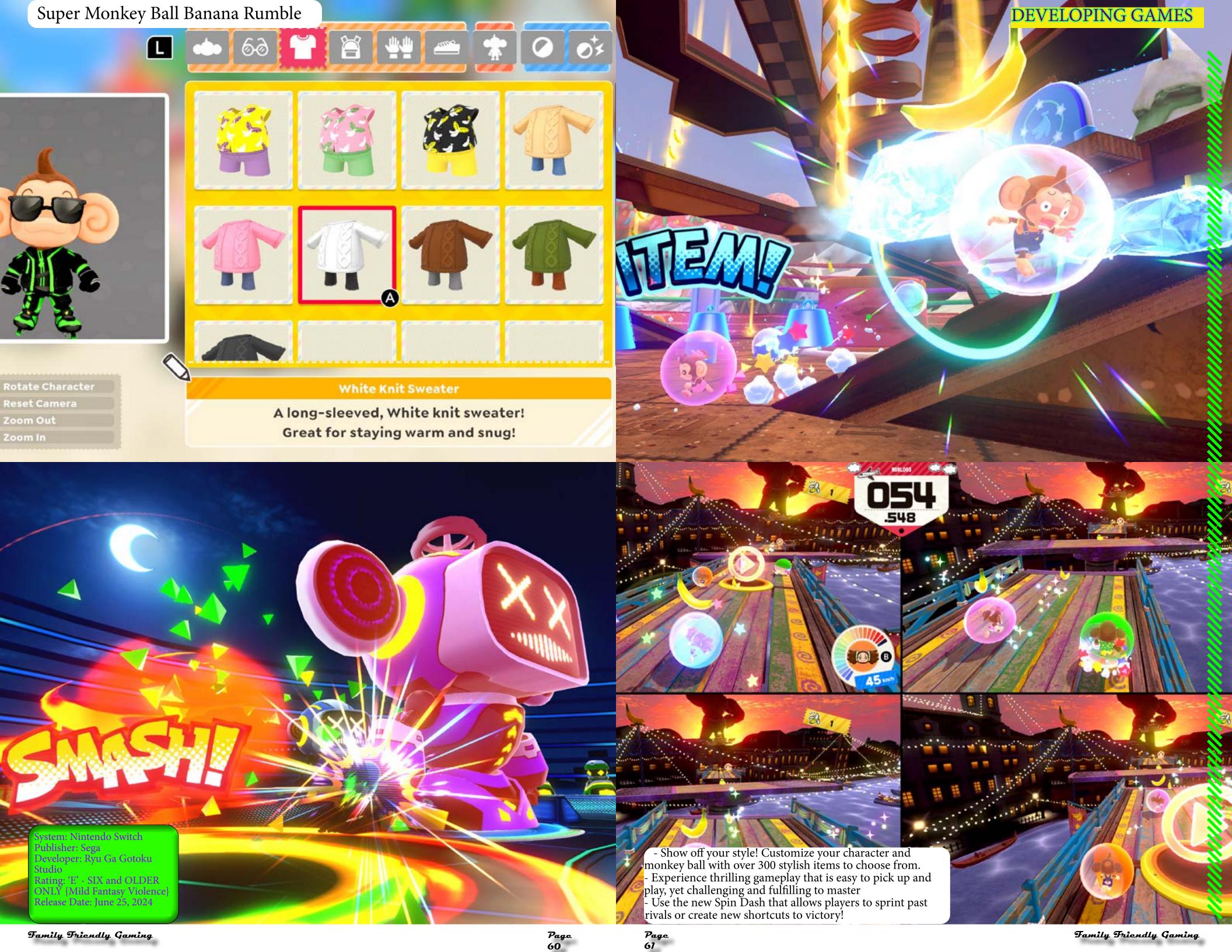






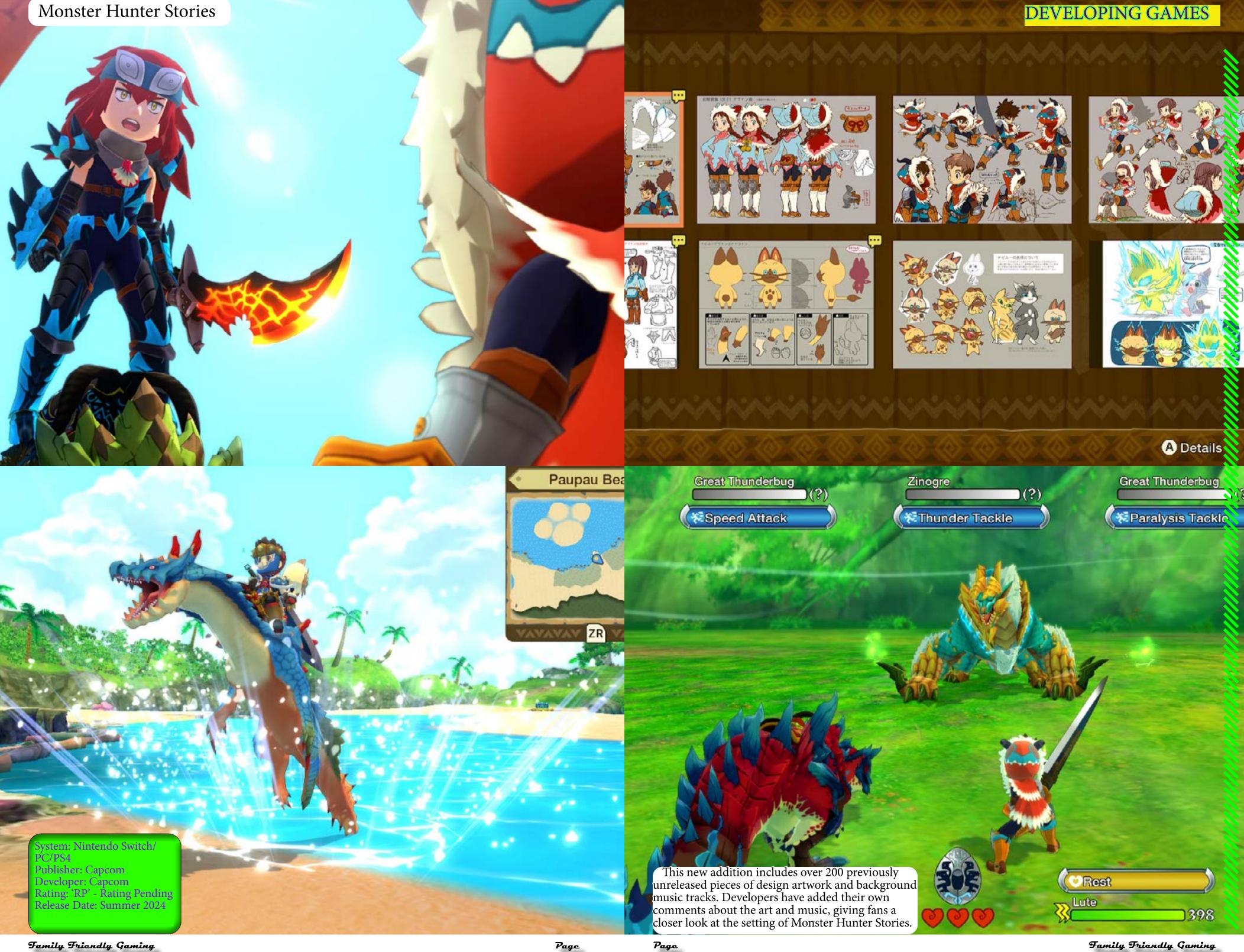


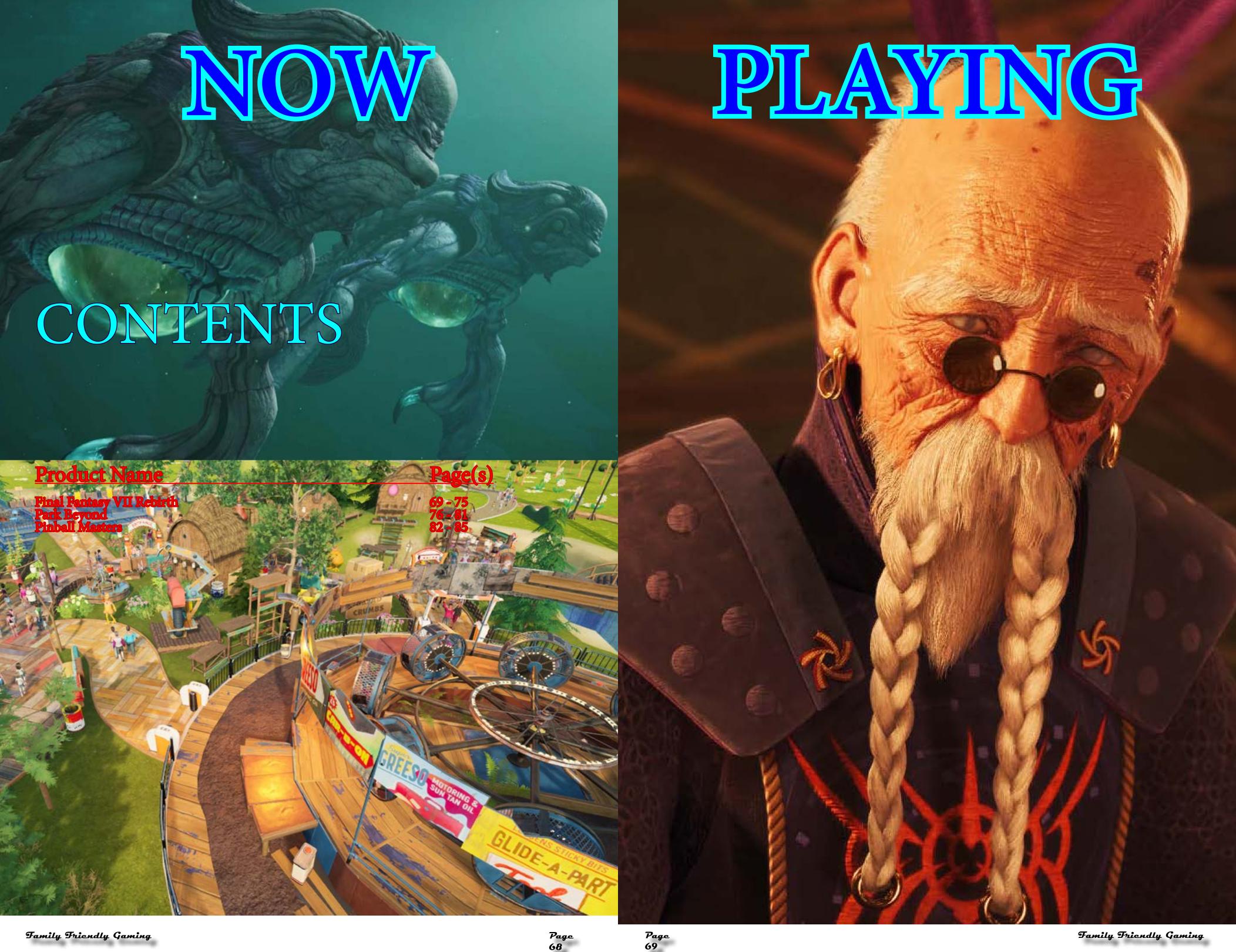


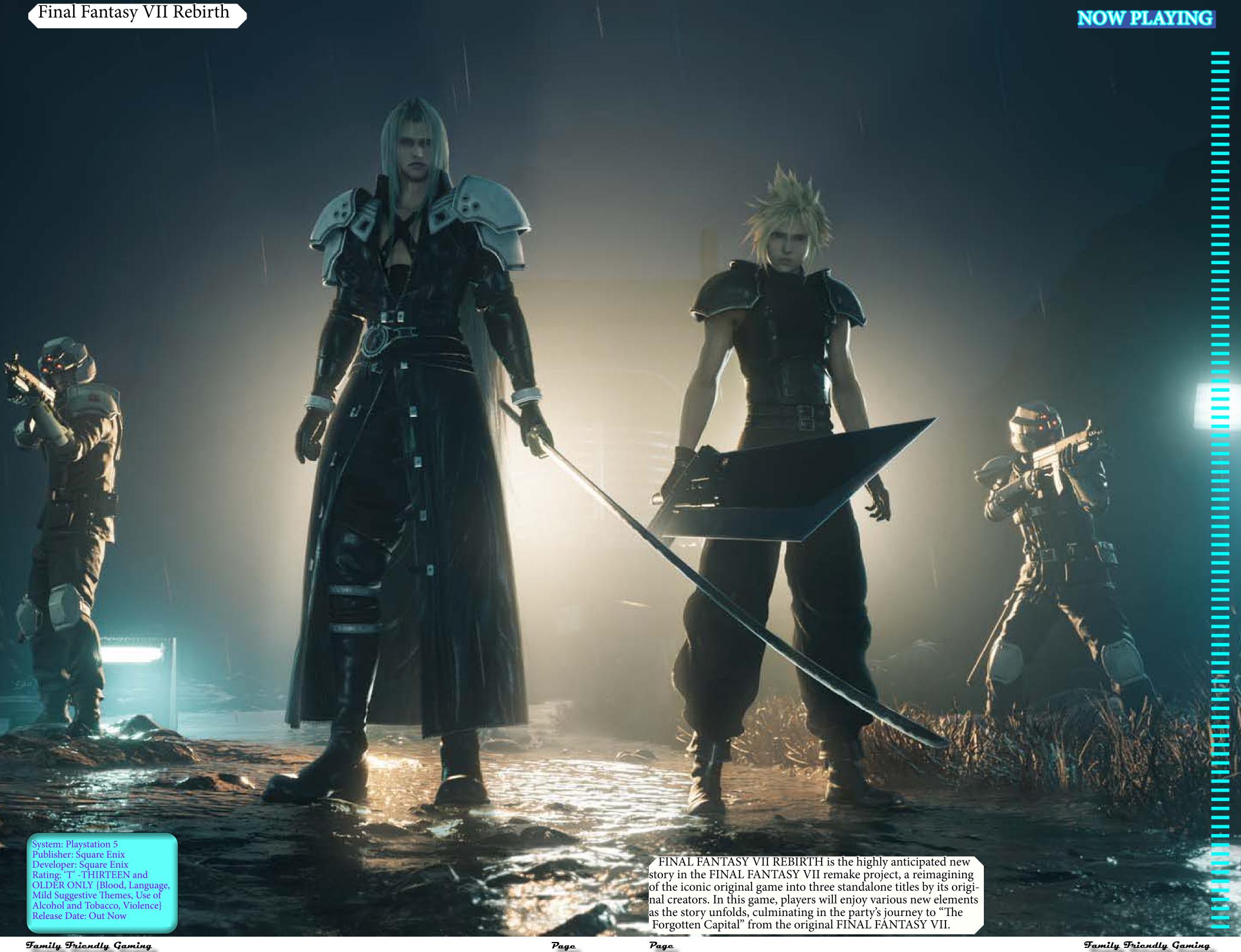


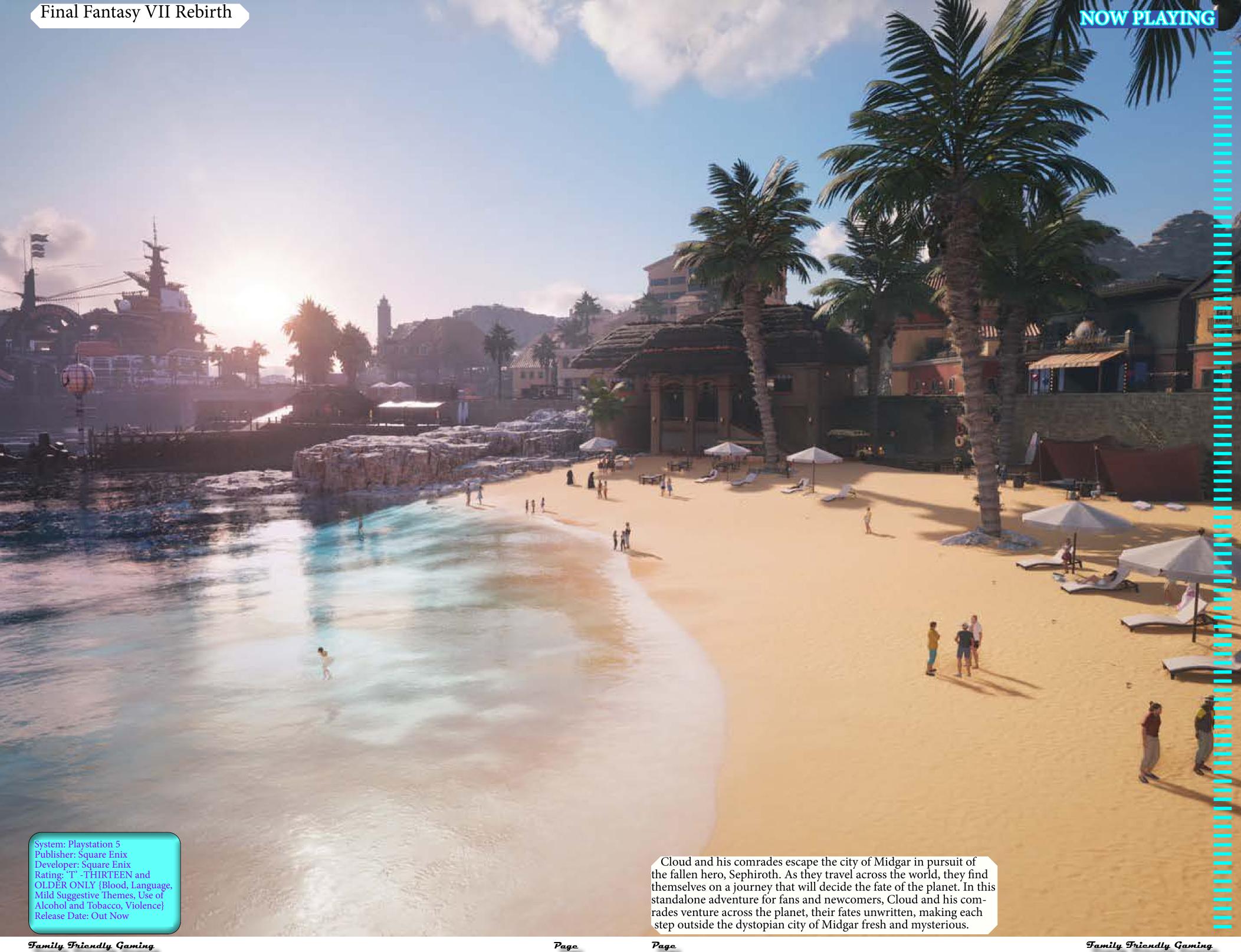


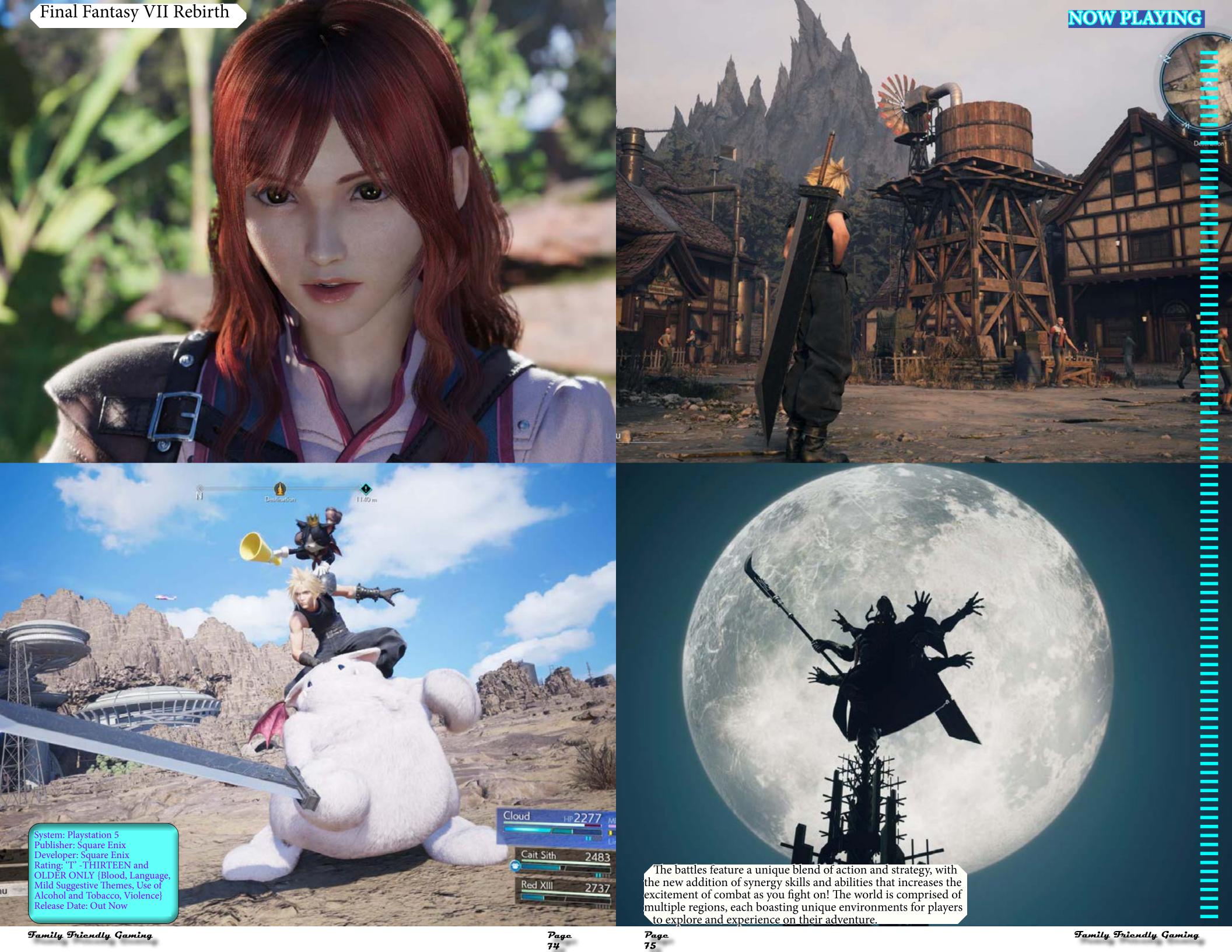










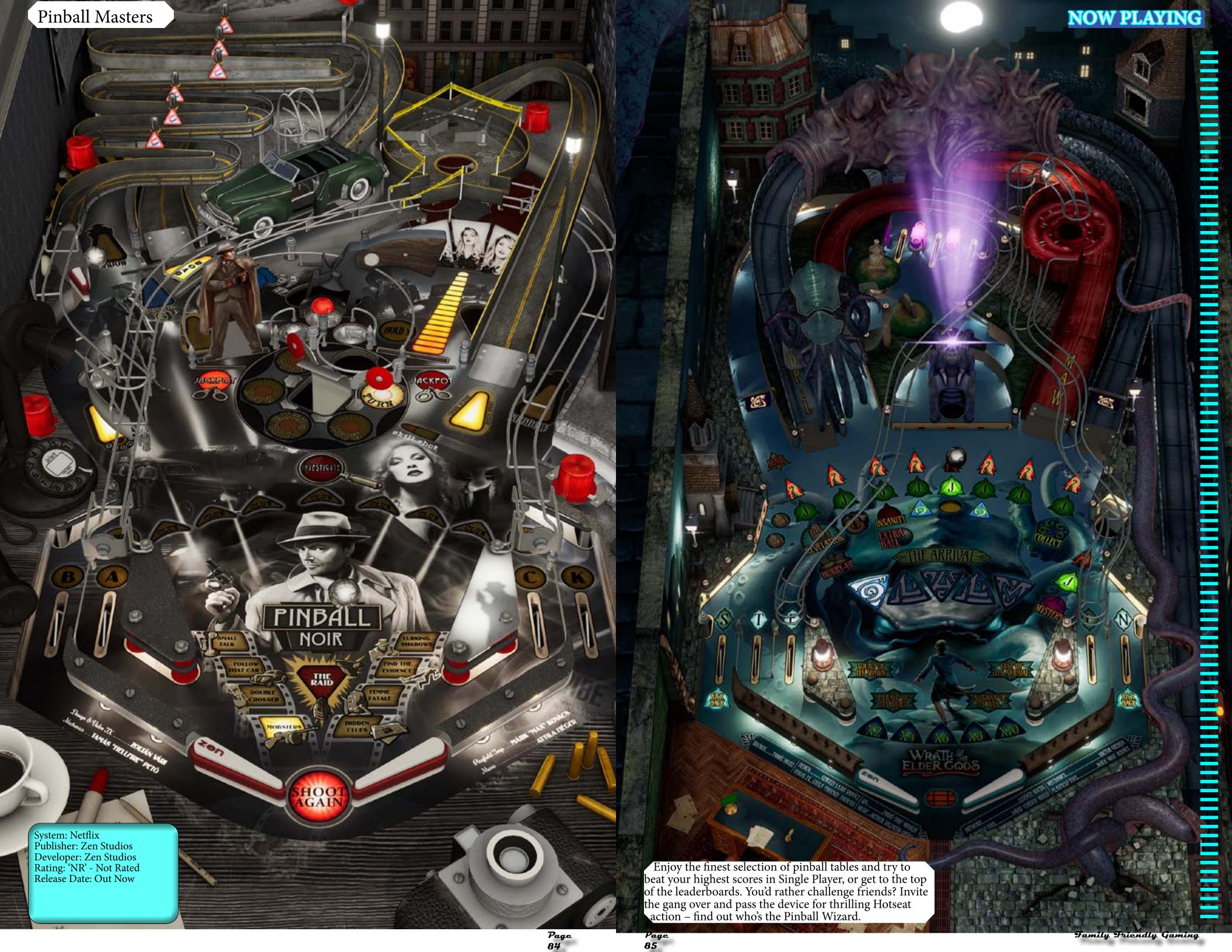












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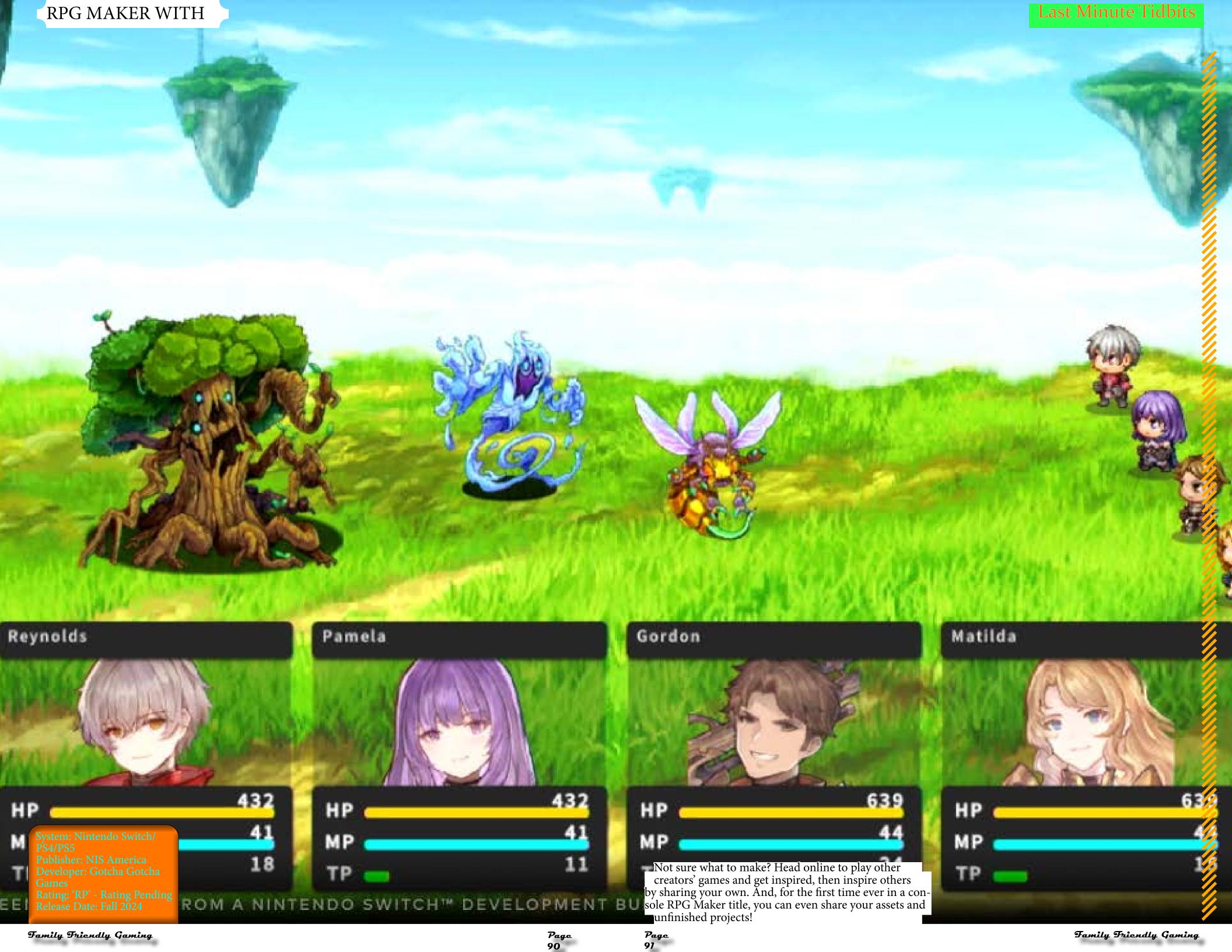


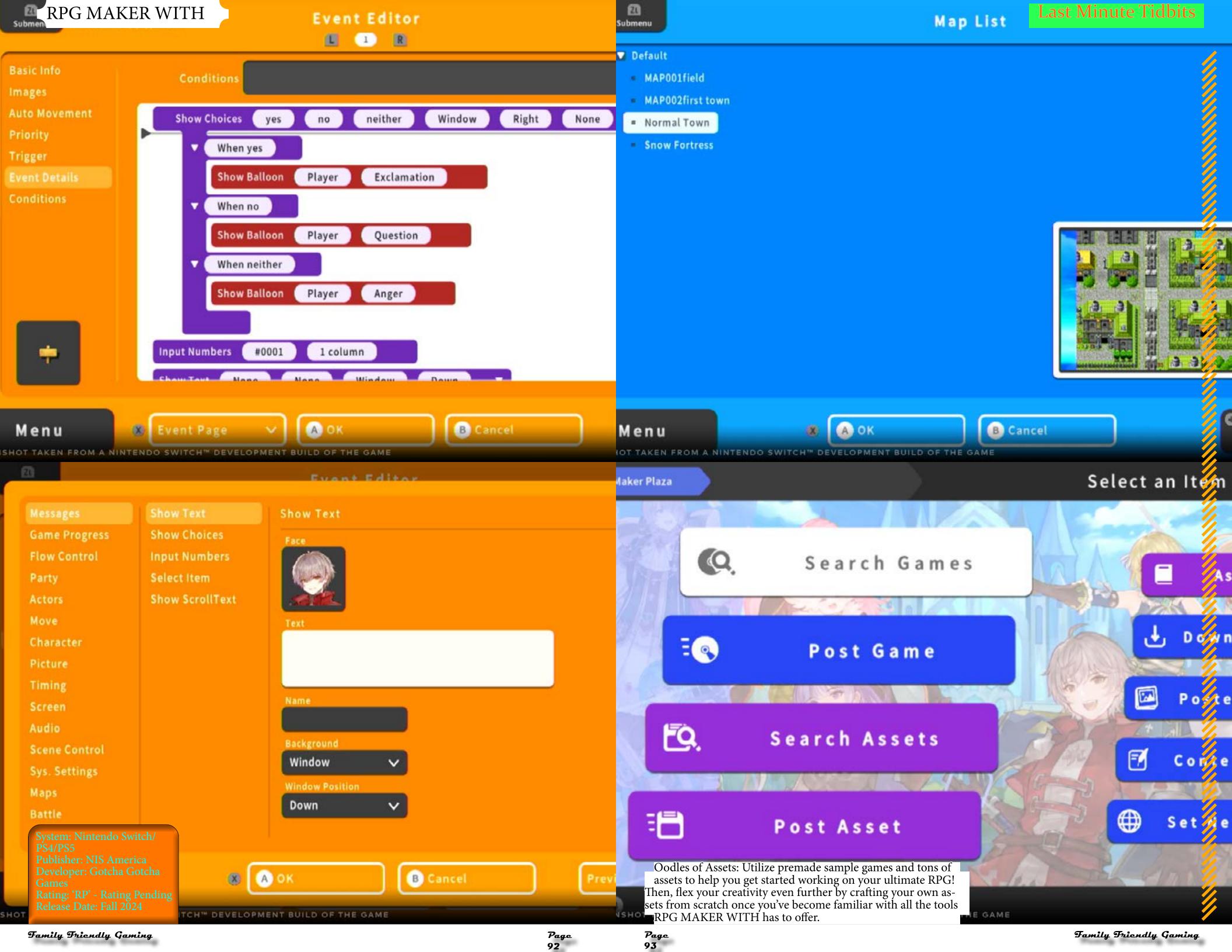
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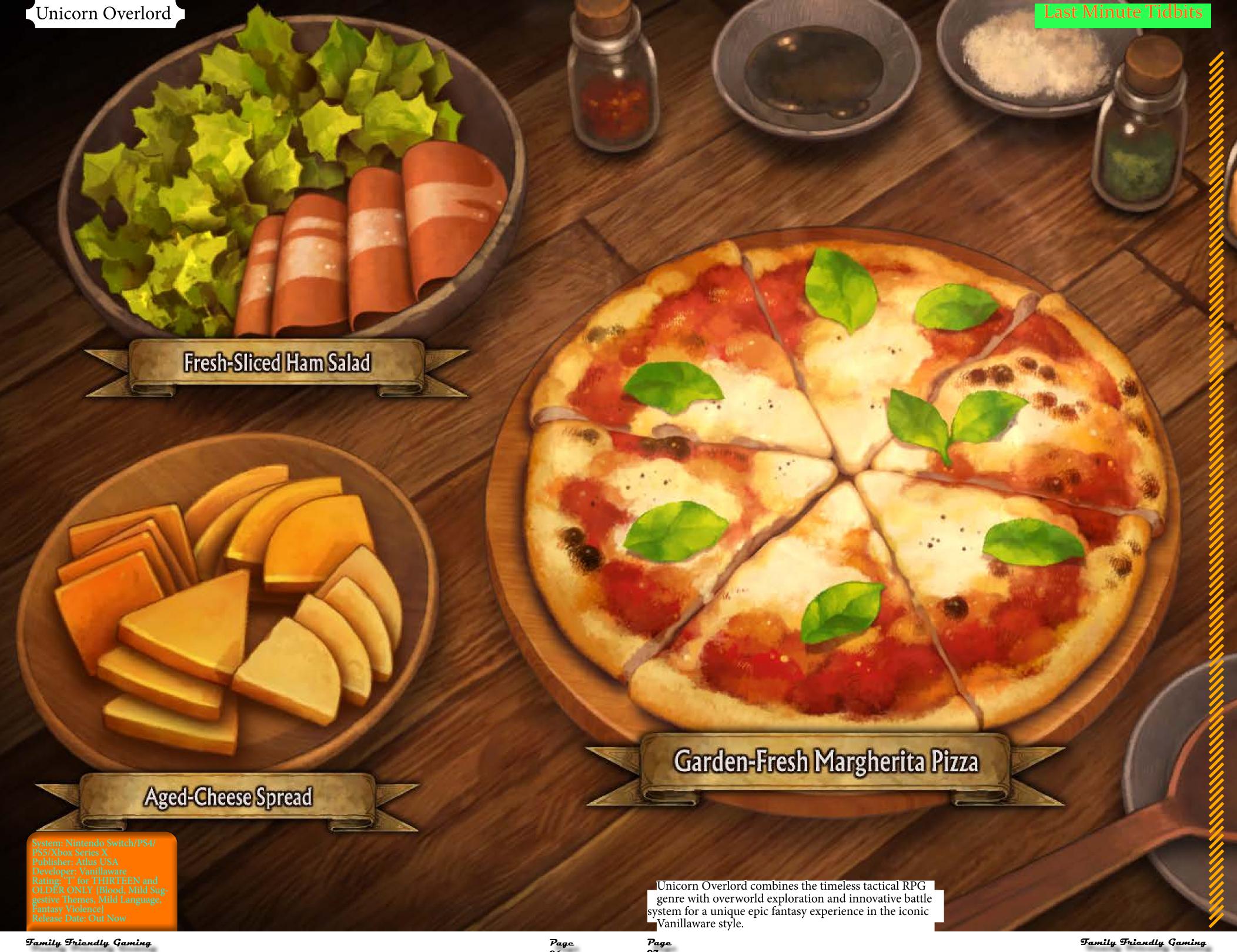


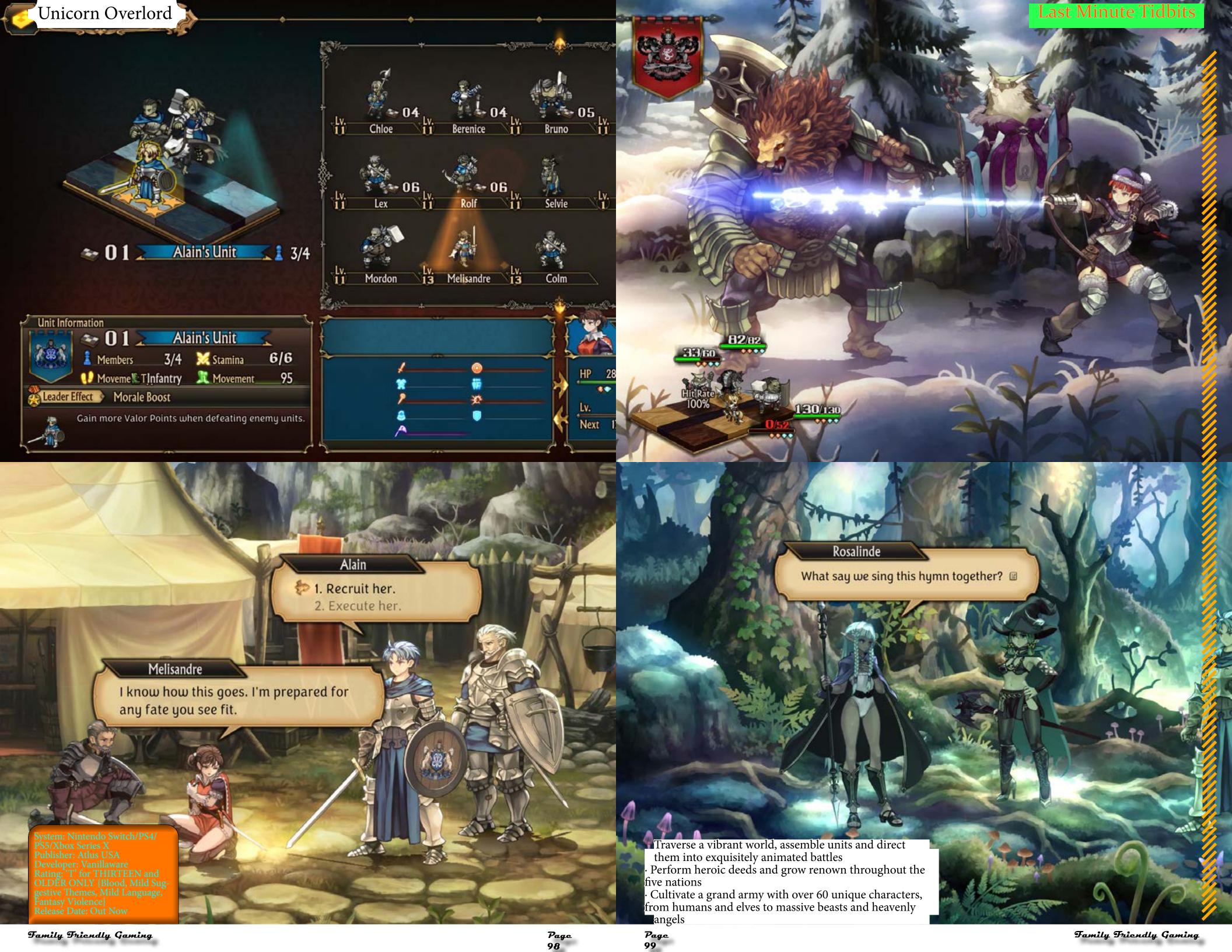










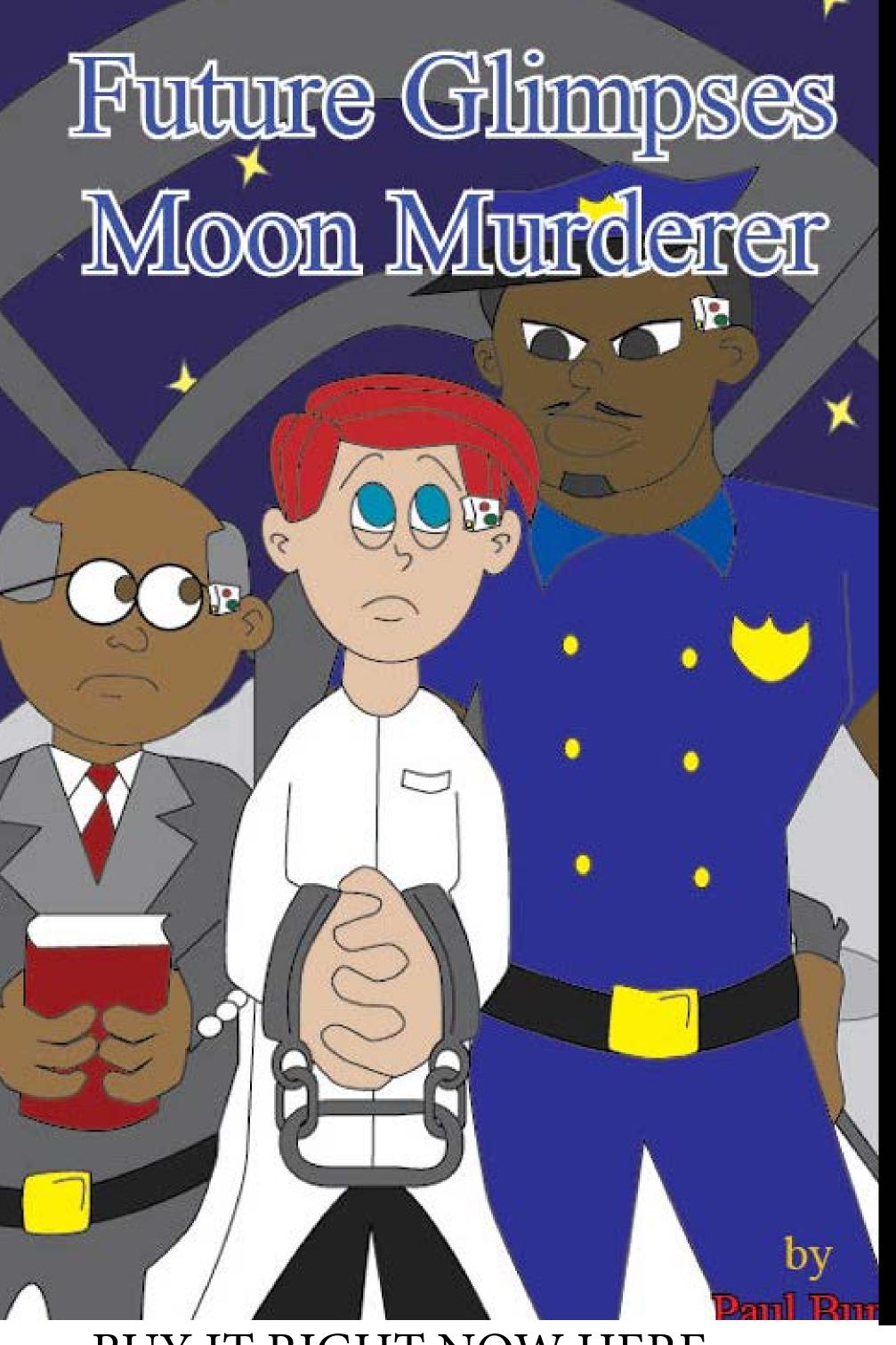




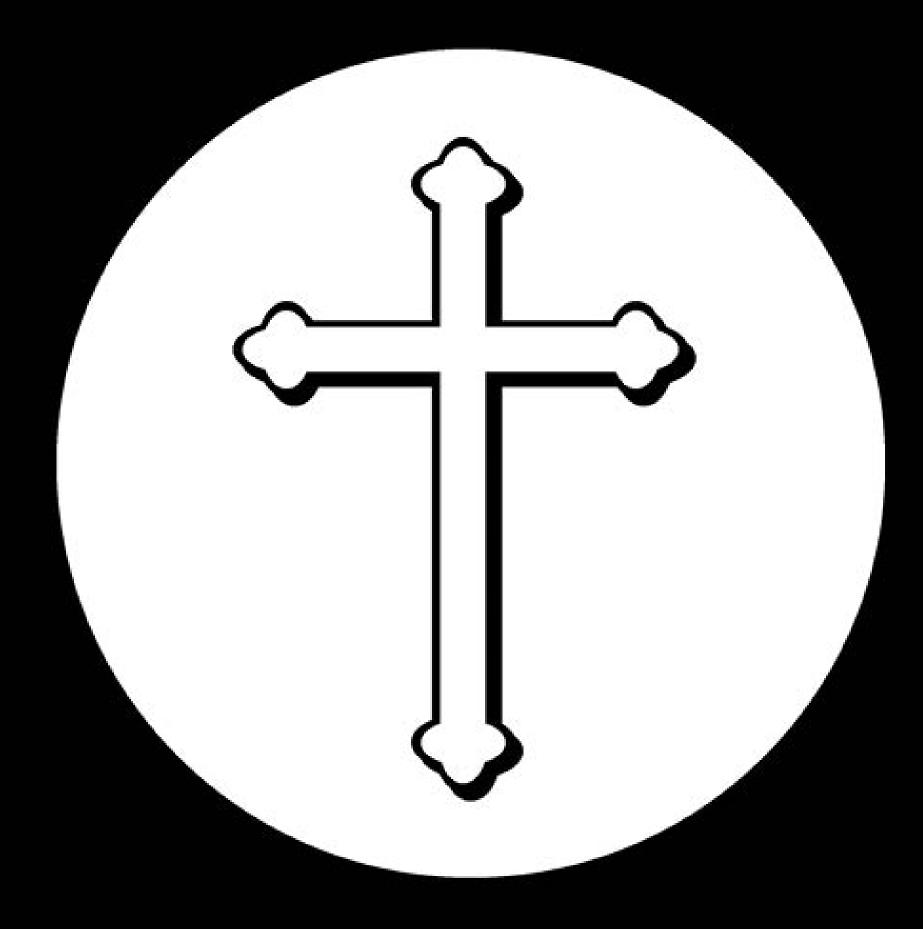








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