



FAMILY FRIENDLY
GAMING

The VOICE of the FAMILY in GAMING

TM



Links:
Home Page



Section	Page(s)
Editor's Desk	4
Female Side	5
Comics	7
Sound Off	8 - 10
Look Back	12
Family Games	13
Devotional	14
In The News	16 - 23
We Would Play That!	24
Reviews	25 - 37
Sports	38 - 41
Developing Games	42 - 67
Now Playing	68 - 85
Last Minute Tidbits	86 - 110

STAFF:

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

Important Legal Disclaimer:

"Family Friendly Gaming" is trademarked. Contents of Family Friendly Gaming is the copyright of Paul Bury, and Yolanda Bury with the exception of trademarks and related indicia (example Digital Praise); which are property of their individual owners. Use of anything in Family Friendly Gaming that Paul and Yolanda Bury claims copyright to is a violation of federal copyright law. Contact the editor at the business address of:

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

Trademark Notice
Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pies were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their parents.

Editor's Desk

Coming Out of the Valley

One of the things I love about life is coming out of the valley and into the mountains. Another way of looking at it is to make it through the night and to welcome the day time. We go through a variety of bad times, periods, and seasons in life. So it is great to get into the good times, periods and seasons. We can have bad days, months, and even years. Eventually things turn around. Eventually things get better. I love those times when things get better. The trials and tribulations are over. Look at the life of Job. He had wonderful blessings, then horrible things happened to him. Finally Job had good things again. In fact the second season of blessings was better than the first.

If you are going through some bad times then know that at some point things will get better. Hold on, hang on, and keep on the path of truth, honesty, and justice. It will eventually pay off. Do not quit. Do not give up. Do not give in. Stay on the path. Keep the faith. Stay diligent. Stay aware. Keep on keeping on. I know it can be difficult. I know it can be hard. I know it can be challenging. I know it can be exhausting. There are always servants of Satan trying to get us to join them in rebellion against God and earn that reward of eternal punishment in the next life. Instead keep your eyes on the prize of obedience to God. Be faithful every single day. Repent and turn from any evil ways. God is the great healer and can heal anything that is wrong with us. Make the right choices and life will be less difficult.

I have faith and hope. No matter what horrible thing happens in my life I have my roots in that foundation. There are plenty of days I want to have nothing to do with nobody. I want to work on the tasks God set before me, and to not deal with anything else. Others rely on me. Others count on me. I am an inspiration to some. I keep telling them I am far from perfect. I have my own challenges and weaknesses. Do not look to me for guidance. Instead look to Jesus. God gave me a vision right after I got saved decades ago. I was running up a hill and all of these people were following me. I kept pointing them to God and not me. Then I was climbing this tree and all of these people were following me up the tree. The same thing happened. I pointed them to God and not me. Those visions stuck with me, and obviously became pretty prophetic. Look to God, not me.

I have been in the valleys. I have been on the top of mountains in my life. I have seen good, and I have seen bad. I keep walking the path one step at a time. Each step of this race we call life will get me one step closer to the finish line. At some point I look forward to getting to heaven and being told:

"Well done, good and faithful servant." Then I can rest and enjoy the fruits of my labors. Then I can see how many of ya'll will be there in heaven with me. I hope to see you there. I hope you will be with me in heaven. You make that decision. You can accept the gift Jesus gave or reject it. You can do good, or you can do evil. I see people doing evil every single day. They think they are good people while openly rebelling against God. My heart aches for those that reject God and his Love. That is the thing with free will though. People will make the wrong choices. People will make the wrong decisions. We must respect that no matter how horrible it is. As long as they have breath they can repent.

God bless,
Paul Bury



FEMALE SIDE

Passing Along

Something every generation does for the next generation is pass along our knowledge, our skills, and our wisdom. Not all young people are mentally ready for some of the knowledge we are ready to impart along. Which is why it is nice we now have technology that can help us pass along the knowledge. We can make videos and our children can watch them to learn how to do things. Maybe it is how to can, cook, clean, or grow. There are plenty of things we can pass along. For example we could show them how to check the oil and get a tune up for a vehicle. The longer you keep the vehicle the less money you need to spend on said vehicle. There is another thing to pass along - how to be smart with money. The concept of getting a loan and paying them way more money for something. What is the alternative? Well if you saved up the money and could buy it with money on hand then you spend less on the item. There are a couple of things that are more difficult. Do you know what those two items are? A house and a car. Now you can save up for a house, and put the money on it for the whole house if you are diligent for a very long time. The same goes for a car. Another option is to learn how to crimp, save, and sacrifice to spend less on items.

You may not realize it but a lot of parenting is passing along what you learned and know. I know it can be frustrating if your children do not listen or do not catch onto the concepts. As they grow into adults they may have to make some of the same mistakes. Previous generations tried to teach us. How much did we listen to? When did we listen to it? Can you even recall anymore on that? There are things I listened to and learned. There are things I wish I had listened to and learned. My hubby has taught me so many wonderful concepts from his upbringing. Speaking of upbringing there are also concepts like morals and ethics. Did you raise your children in the way of the Lord? Did you ensure your children received a Biblical education? I did not feel smart enough or strong enough to home school our children. Based on the brainwashing they faced in the public schools I really wish we had home schooled our children. You may run into regrets in your life on things you should have done. All we can do now is try to continue to educate our children. Even when they become adults they are still our kids. They are still behind us on the wisdom scale.

You never know how much time you will have left with anyone in your life. Make every single moment of it. Find time and energy to pass along your knowledge and wisdom. I know of instanc-

es where neighbor's kids learned from my parents. Paul told me about how so many kids learned from his parents. Their parents were off working during the day. So his parents helped an entire neighborhood. His mother was blessed to be a stay at home mom. I was blessed with that for a lot of our marriage as well. There is something so wonderful about getting to stay home with the kids and getting all of that time with them. Play is another concept I was able to pass along to our children. As well as work hard, be diligent, help others, and make the world a better place.

What will you be passing along to others? Have you taken the time to even think about it? Who do you want to be remembered as? Have you considered that?

God bless,
Yolanda Bury



SOUND OFF

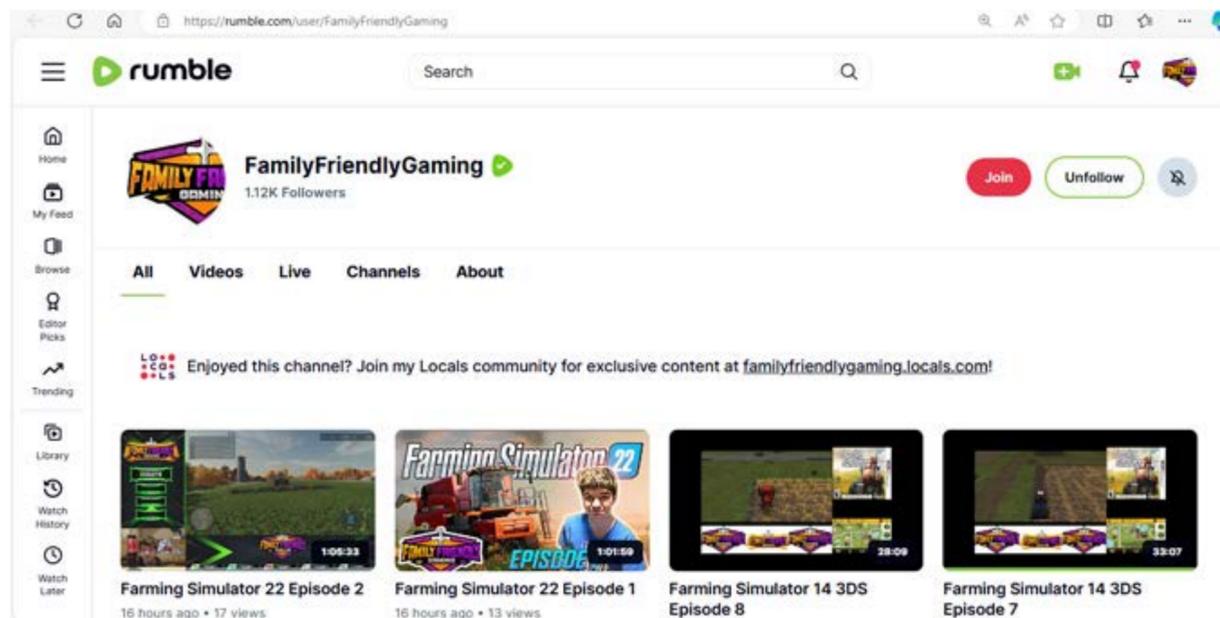


The Sound Off section is where you the reader/ emailer is heard. What you have to say is put in this section for all the readers to see. Of course certain content is edited for appropriateness issues. This is a family friendly magazine, and certain content is just not proper. We hope you enjoy this section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

Rumble

Thank you for all of your Rumble videos and live streams. I noticed ya'll are streaming more on Rumble now. I really appreciate that. I love the content your family produces. Please keep it up. Please keep it on Rumble. I will not use YouTube at all because of their politics, attacks on Christians, attacks on free speech, attacks on morals, attacks on ethics, and general hatred of anything good, just, and right.

Please, please, please keep it up on Rumble. Absolutely love what ya'll are doing. I watch the ads so your family can get paid on Rumble. Is there anything else I can do to help your Rumble channel grow, thrive, and mature?



Please let me know.

- Bob

{Paul}: Bob,

Thank you so much for your support and kind words. That means a lot to us. I have so much to say on this topic. I have already done some videos on it and some discussions on live streams. Let me try and address some of it here as well. When we were demonetized on YouTube for the lie of Reused Content yet again. That has happened like three to four times in a seven year span. We got sick to death of it. So we started pushing Rumble to try and make some money there. We still have not been paid for all of our hard work over on Rumble yet. Lord willing that will change in a few months. After seven days

we were finally able to convince YouTube that we work hard enough for that money. Which can be close to two thousand a month. We are still trying to get a fifty dollar payment from Rumble. So we definitely need more money coming into Rumble for us to do more there.

Part of this process was comparing how much money our live streams make on YouTube versus Rumble. For example Noah did fifty five hours of Marvel Midnight Suns live streams on YouTube and made six cents. Noah did one two hour live stream on Rumble and we made twenty cents that day (there were also some videos released that day). We looked at that and realized that many of our live streams on Rumble are actually paying more than YouTube. No all because

there have been live streams I have done of say Disney Dreamlight Valley and I made three to four dollars on YouTube. So we are doing some comparisons and putting more on

Rumble when and where it makes sense.

Our plan is to continue to put videos and shorts on Rumble. The Rumble studio is cool and we even tested a premiere video on Rumble. It did okay. It was one of the Fantasian videos. We also plan to continue to do live streams on Rumble. There will be an extra Rumble live stream whenever we get another Evercade cartridge. We are looking at what we do and where it works better.

Things you can do to help us are - tell people about our Rumble channel. We need more followers. Watch the videos and live streams. If you cannot make a

live stream then watch it later. Give each video or live stream a like, and a positive comment. All of those things help us grow on Rumble.

GTok

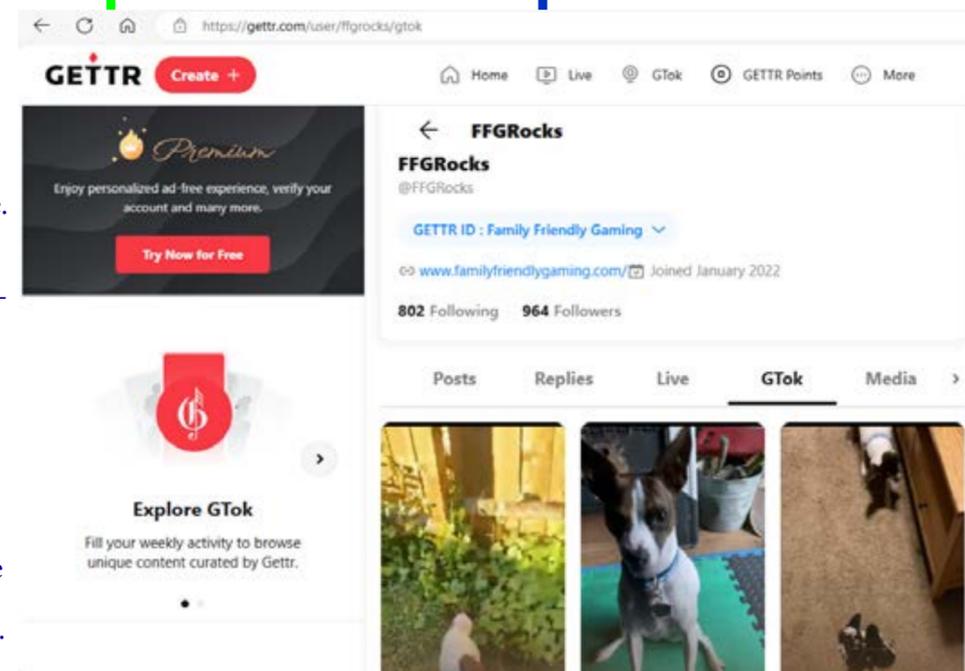
Family Friendly Gaming is doing GTok videos on GETTR. That is so awesome. I love them. Thank you for doing those. Are they current little videos? Are they older? What is the deal with them? What is the story there?

- Samantha

{Paul}: Samantha,

Thank you so much for your kind words of encouragement. Our Short videos have a bit of history to them. So YouTube was trying to catch

TikTok and started a fund where they promised creators hundreds of dollars to thousands of dollars for doing short videos. We decided to start making them to try and get some of that money. By the way we never got one cent from that money. At the same time we had a new puppy - Princess and wanted to do some videos of her. We also had some different ideas for short videos. So we recorded and released them. Then we started loading those short videos to TikTok, Rumble, Daily Motion, Bitchute and Odyssey. When GETTR started their GTok program is was upload from a phone only. We asked them about being able to upload from a computer since that is where our older short videos are backed up. They are



SOUND OFF Continued

no longer on the phones. Recently GETTR added that functionality and as we get time we upload some of them. Right now they are older. However we hope at some point in the future to get caught up. For example TikTok and YouTube are re-releasing the same videos every day. We may put a different effect or song on one or the other. It would be great to have GETTR caught up as well. There are quite a few videos to get through to get caught up though.

Free At Last

Amazing, astounding, fantastic, fabulous, and exciting. I just finished reading Future Glimpses Free at Last. What a great book. Thank you for writing it. You are such a talented and creative author. I love what you did in that book. I used to enjoy reading the Shadowrun books. Your Free at Last book pays perfect homage to those books. It had some great action, intrigue, and excitement in it. I loved every single minute of it.

I wish you massive blessing for bringing so much fun into my life.

- George

{Paul}: George,

Thank you for your amazing words of encouragement. Those words really warmed my heart. I am so glad that my Future Glimpses Free

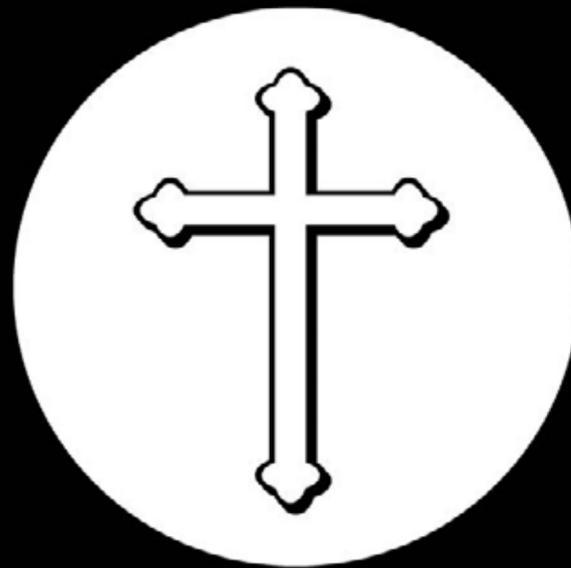
At Last book reached you in such a wonderful way. I had such a blast writing that book. I am actually working on another book in the Future Glimpses franchise. It will not be like the Shadowrun novels though. I do not

want to mislead anyone on that particular fact. I do not have a release date as I continue to work on that book as time allows. Anyone interested in a copy of that book can go here:

https://www.amazon.com/gp/product/151882918X/ref=as_li_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=151882918X-&linkCode=as2&tag=famfriegami-20&linkId=T4YET-CRFAI4BD4YZ

Your support means a lot to me.

Future Glimpses Free At Last



By
Paul Bury

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

Want to advertise in Family Friendly Gaming?

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

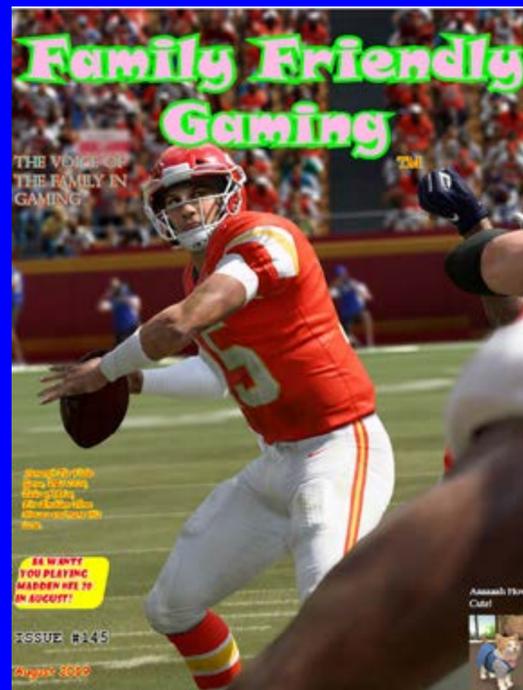
Current rates can be found on the Advertise page of the website

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



Look BACK Family Games

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



Dino Math Tracks: A Place Value Math Game

Prehistoric pals make learning math skills fun! Roll the dice and move your dinosaurs the appropriate ones-, tens-, hundreds-, and thousands-places to race toward safety--but watch out for other monsters on the path! Includes game board, 16 playing pieces, 72 game cards, 5 numbered dice, and instructions for three levels of play. Two to four players, ages 6 and up.



Title: Dino Math Tracks: A Place Value Math Game

Format: Gift

Vendor: Learning Resources Inc

Weight: 1 pound 10 ounces

UPC: 765023003758

Ages: 6-9

Stock No: WW7350712

DEVOTIONAL

Be On Your Guard

There are so many reasons the Apostle Paul was so well regarded. He went all over the known world and preached the Good News of Jesus Christ. He faced all kinds of hardships. He worked in the cities he preached in. In other words he had a day job and was not just an apostle. Near the end of his freedom he educated the believers even more. **Acts 20:25-29** "Now I know that none of you among whom I have gone about preaching the kingdom will ever see me again. 26 Therefore, I declare to you today that I am innocent of the blood of any of you. 27 For I have not hesitated to proclaim to you the whole will of God. 28 Keep watch over yourselves and all the flock of which the Holy Spirit has made you overseers. Be shepherds of the church of God, which he bought with his own blood. 29 I know that after I leave, savage wolves will come in among you and will not spare the flock. He warned them of dangers coming. There are always evil men and women that are trying to destroy those devoting their lives to God. Satan is always looking for a way in

to cause eternal death and destruction. Satan always wants us to rebel against God.

We are called to always be on our guard. We are expected to stay aware throughout the different circumstances we may face. There are constant evils trying to take out time, and energy. Do they draw us closer to God or have us slowly slip away? **Acts 20:30-31** *Even from your own number men will arise and distort the truth in order to draw away disciples after them. 31 So be on your guard! Remember that for three years I never stopped warning each of you night and day with tears.* The Apostle Paul felt deeply for fellow believers. In this day and age of selfishness and cold hearts, how many actually care about their fellow believers? I get it totally and completely. It can be difficult to deal with all of your problems and also all of the problems of others. In fact it can be exhausting because everyone has some issue or problem. We need to get the beam out of our own eyes before trying to help our brother with the speck in his eye.

What is your focus? Yourself or others? **Acts 20:32-**

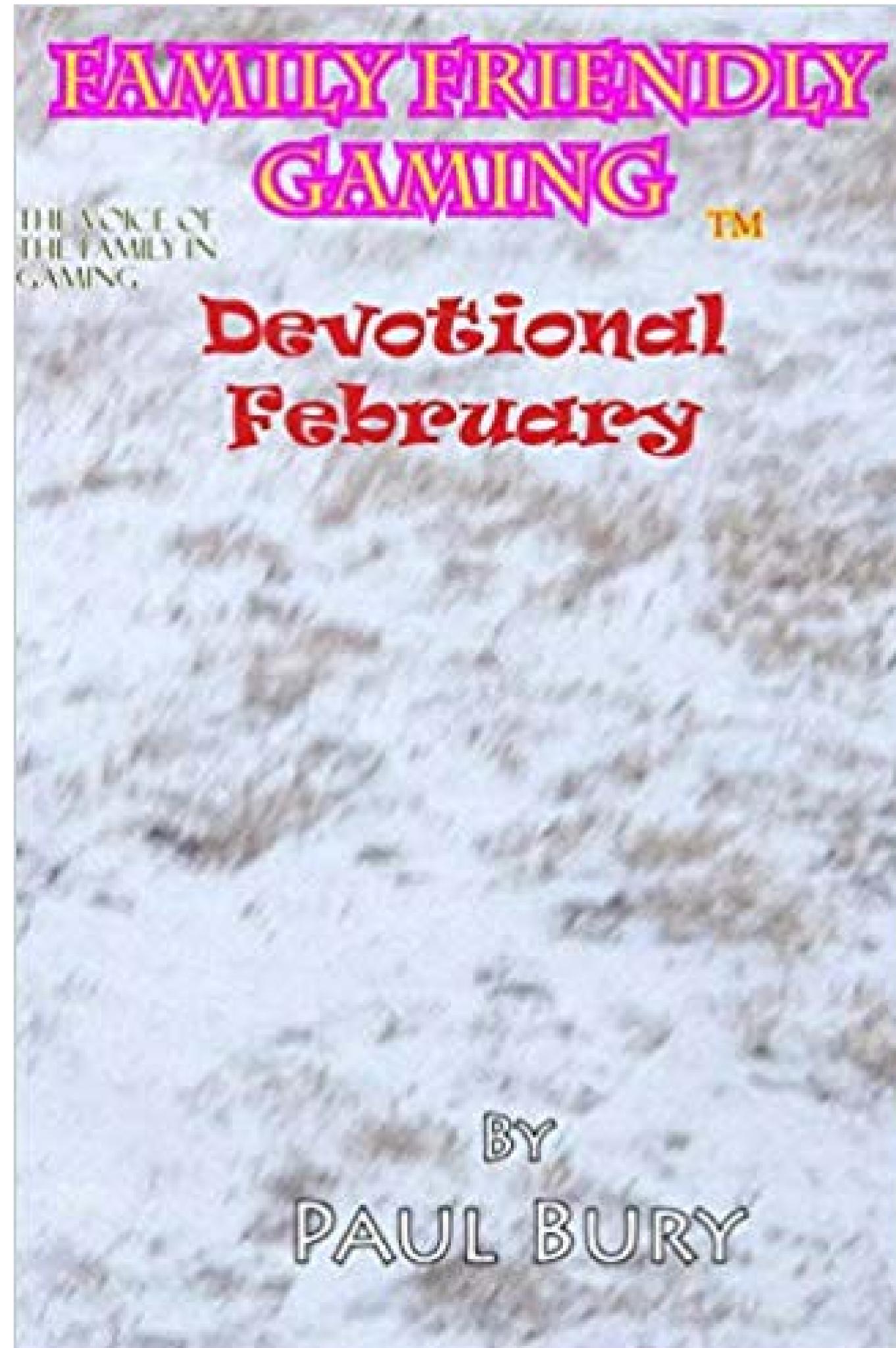
33 "Now I commit you to God and to the word of his grace, which can build you up and give you an inheritance among all those who are sanctified. 33 I have not coveted anyone's silver or gold or clothing. 34 You yourselves know that these hands of mine have supplied my own needs and the needs of my companions. 35 In everything I did, I showed you that by this kind of hard work we must help the weak, remembering the words the Lord Jesus himself said: 'It is more blessed to give than to receive.'" Amen

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

CONTENTS

Story

	Page(s)
Fashion Dreamer Update #5 Releases	16 - 17
Nanuka Secret Of The Shattering Moon Announced	18
Brookwood Pocket Tactics for Game Boy Color	19
Juan S. Guarnizo Entering eFootball 2024	20
Stellaris The Machine Age Launches	20 - 21
Two New DLC Packs Release for Obelisk	21
Kid Pilot Releases	22 - 23
Magical Drop VI heading to Consoles	22 - 23

Six new types of futuristic consumable patterns
 New hairstyle and eye color options
 Six new photo frames and two new poses to showcase tomorrow's trends
 Four new types of showroom decoration additions
 Other useful items like creative keys
 11 additional patterns and gacha items -- available immediately after downloading the update! Access to the online mode is required.

Fashion Dreamer is a creative-focused game where players can express their unique styles using their avatar, called a Muse. Create iconic looks from cozy casualwear to chic couture, choosing from hundreds of avail-



able options that can be customized to be a truly one-of-a-kind look. Once players find their signature style, they can show off

Fashion Dreamer Update #5 Releases

Marvelous Europe announced the release of the fifth free content update for their Nintendo Switch™-exclusive fashion and communication title, Fashion Dreamer. The 'Future Fair' is now available, showcasing a vibrant fashion future for influencers to create the looks of tomorrow, today! During the free event players can unlock new patterns, accessories, photo frames and much more to continue growing their iconic personal brands, using their Muse and showrooms to rack up Likes and push their fashions further.

Fashion Dreamer's free 'Future Fair' update includes:



their latest outfits across different areas, called Cocoons. There, they can also explore inspiring new fashions from other Muses whether playing on- or offline, or display them in their showroom to garner even more attention and Likes for their brand. Players can also increase their influence by completing design challenges to unlock even more customization options to elevate their brand. Featuring asynchronous multiplayer, the world of Eve is inhabited by Muses from around the globe, allowing players to find inspiration or earn Likes for their most iconic fit virtually anywhere!

Developed by syn Sophia, Inc. and published in Europe and Australia on the Nintendo Switch™ by Marvelous Europe. This title is published by XSEED Games in North America.



Nanuka Secret Of The Shattering Moon Announced

Building on the success of Full Void, OutOfTheBit is excited to announce its newest venture into the realms of cinematic puzzle platformers with Nanuka: Secret Of The Shattering Moon. This new game promises to bring a vibrant fusion of purely hand-crafted animations, engaging combat, and magical adventures set against a believable yet fantastical world.

Slated to release in April 2025, Nanuka is unlike its predecessor, introducing combat mechanics that allow players to navigate challenges with a mix of martial arts and environmental puzzles. The game's protagonist, a teenage girl with a purple belt in karate, perfectly embodies the spirit of an everyday hero as she courageously faces the mysteries and dangers of her world.

Nanuka will take players on an adventurous expedition through diverse regions, each with its own distinct environmental and architectural influences. Along the way, numerous enemies will endeavor to block your path and fellow allies will come to your aid as the mystery and secrets behind the planet's moon begin to unravel.

Inspired by the Sicilian landscape, the journey begins on an island that, while initially portrayed as peaceful and picturesque, soon reveals a tale of magical abilities and a looming disaster that players must strive

to avert. As the adventure and story progresses, the importance and acceptance of diverse races and beliefs will shine through preciously.

The game's sound design is once again expertly crafted by the talented Robyn Powell, which perfectly complements the visual feast with an auditory experience that enhances the other-worldly atmosphere of Nanuka.

Targeted at players of all ages, Nanuka: Secret Of The Shattering Moon aims to appeal not only to fans of Full Void, but also to a broader audience that enjoys immersive adventures and platformers.

With a development team consisting of only one developer and two artists, OutOfTheBit strives to release the game on Steam for PC, Mac, and Linux, followed by launches across all major consoles shortly after.

Players can rest assured that Nanuka: Shattering Of The Secret Moon will deliver an adventure that will not only entertain, but also inspire through its storytelling, art, and innovation.

Developer Quotes:

"At OutOfTheBit, we strive to push the boundaries of storytelling and gameplay. With Nanuka, we're taking players on an adventure that combines the charm of beautiful landscapes with original character design, all brought to life through thousands of meticulously hand animated frames." - Ali Motisi, Director of OutOfTheBit.

"At OutOfTheBit, we believe in the power of storytelling through games. While 'Full Void' explored the depths of isolation, with 'Nanuka: Secret of the Shattering Moon,' we have another story to tell. A story that revolves around the themes of multiculturalism, the strength found in diversity and the beauty of mixing cultures." - Ali Motisi, Director of OutOfTheBit.



Brookwood Pocket Tactics for Game Boy Color

Retro-indie games publisher Bitmap Soft and developer Werebear Games have announced that the pre-order for Brookwood Pocket Tactics for the Game Boy Color is already available on their store at £45.00.

Brookwood Pocket Tactics is a game, that draws heavy inspiration from Redwall, War-Craft, and the tactics genre. Developed with the Forgotten Engine by nowheresoft and GB Studio, it immerses players in managing troops amidst a medieval animal battle.

Players choose from four factions — the Khalifa of Rodents, the Sultanate of Cats, the Eashir of Birds, and the Hashd'n of Lizards — set in an Islamic-inspired world. The game offers both digital and physical copies, with the physical version including a professionally created box, cartridge, full-color manual, and sticker sheet.

The narrative unfolds in a world transformed by a cataclysmic volcanic eruption, resulting in the emergence of mystical crystals pulsating with raw magic. Amidst newfound abundance, tribal factions — the Khalifa, Sultanate, Eashir, and Hashd'n — vie for dominance, leading to conflict fueled by diverging ideologies.

An unlikely alliance between the Khalifa and Sultanate confronts the formidable Eashir, leading to years of uneasy peace. However, as tensions rise and old wounds resurface, the fragile treaty faces the threat of collapse.

The game's development credits include Jared Hansen for coding and graphics, with music and sound effects sourced from the GB Studio Community Assets.

Features

Game Concept: Brookwood Pocket Tactics is a game inspired by Redwall, War-Craft, and tactics, offering a medieval animal battle.

Development: Created with Forgotten Engine and GB Studio for engaging gameplay.

Factions and Setting: Players choose from four factions in an Islamic-inspired world.

Available Copies: Offers digital and physical versions with additional items in the physical edition which includes a professionally created box, cartridge, full-color manual, and sticker sheet.

Narrative: Set in a post-volcanic eruption world, factions vie for dominance, risking peace.



Juan S. Guarnizo Entering eFootball 2024

Konami Digital Entertainment, Inc. (KONAMI) announced the addition of popular online personality Juan S. Guarnizo to eFootball™ 2024. This marks a unique arrival for the eFootball™ franchise, bringing the polarizing gamer as a playable footballer to KONAMI's video game. Adorning a special kit representing his seven-a-side football club, Aniquiladores FC, the special edition kit will be available for fans of the club and Guarnizo to use for their Dream Team squad.

“Juan has been a friend of eFootball and KONAMI since we became an exclusive partner of Liga BBVA MX in 2022, helping us evangelize the partnership and our esports program, eLiga BBVA MX,” said Robbye Ron, Brand Manager, eFootball. “His blended reach of gamers, football supporters and general consumers of entertainment have been a valuable audience to eFootball which is why we decided to give back to those fans with a way to interact with Juan that’s fun and engaging.”

In addition, to Guarnizo and the Aniquiladores FC kit, another seven-a-side football club kit will be available in eFootball™ 2024 – Pio F.C. The club, presided by “Best International Streamer” nominated Rivers GG (Samy Rivers) will have its kit available in-game in another special partnership with KONAMI.

Juan S. Guarnizo and Rivers GG Campaign Details*

- Special login present: Highlight Card: Juan S. Guarnizo
- Challenge event: Juan S. Guarnizo - Kit (Aniquiladores FC)
- Challenge event: Rivers GG - Kit (Pio FC)
- Campaign objective - 50 coins, 10,000 exp trainers x2, 10,000 GP

*Campaign exclusive to select regions.

Stellaris The Machine Age Launches

Paradox Interactive launched The Machine Age, the new major expansion for its sci-fi strategy game Stellaris. The Machine Age is available on PC for €24.99/\$24.99/£16.45 or is part of Stellaris Season 08, which encompasses three upcoming additions for Stellaris and the exclusive “Rick the Cube” portrait. Additionally, it is part of the Expansion subscription offer that includes all additional content for Stellaris for a monthly fee. The Machine Age is coming alongside the free update 3.12 “Andromeda” featuring numerous bug fixes and updates for machine worlds and empires.

Ascend through technologies with The Machine Age new features:

NEW ENDGAME CRISIS AND CRISIS PATH

Players will face a new synthetic threat in a brand-new Endgame Crisis, or will themselves become the threat to the balance of the universe in a new Crisis Path.

INDIVIDUALISTIC MACHINES

Your machine empires are no longer limited to gestalt consciousness and can have individual personalities and more diverse stories and origins. Further customize your empire with 3 new Machine Ascension Paths.

NEW SITUATIONS AND ADVANCED AUTHORITY SWAP

As you delve ever closer to the mind of the machine, you will have to face new challenges for your society. Every decision matters and the only certainty is that your empire will not be the same after its Ascension.

3 NEW ORIGINS

Cybernetic Creed: Your empire pursues a divine calling: the holy fusion of the body and cybernetics. Aug-

mentation is worship.

Synthetic Fertility: Once a thriving society, a novel genetic disease leaves your empire unable to reproduce biologically. Digital salvation seems the only option to avoid extinction.

Arc Welders: Hailing from a world starved for space, a robotic society turns to the stars for resources.

On top of that, The Machine Age includes new reactive portraits, 6 new Civics, 2 new mid-game structures (the molten Arc Furnace and powerful Dyson Swarm), new Population Traits, and 7 brand-new music tracks for the best in synthetic beats!

The free update 3.12 “Andromeda” launches alongside The Machine Age expansion. In addition to standard updates and bug fixes, this patch also rebalances the Genetic, Cybernetic, and Synthetic tradition trees (for owners of Utopia and Synthetic Dawn), enhances various AI functions related to leader assignment and economic management, reworks Fallen Empire buildings and enables modders to introduce new Crisis paths, among other improvements.



Two New DLC Packs Release for Obelisk

Paradox Interactive, a publisher of games you'll never discard, announced two new DLC packs launched for Across the Obelisk on PC and Nintendo Switch™. Across the Obelisk, a roguelite deck-building role-playing game with a unique cooperative multiplayer experience, will receive a new Hero Pack: Nenukil, the Engineer, and a new Story Pack: The Obsidian Uprising, both of which will release on May 15, 2024 on both platforms. In addition, a large free content update will be available the same day, including localization in French and German.

Across the Obelisk is a dynamic rogue-lite deck-builder from Dreamsite Games with a unique multiplayer spin, bringing roleplaying elements and cooperative strategy to the table. The two new DLC packs allow players to expand both their wealth of gameplay options and narrative experiences, adding a new hero and a new in-game world to their collections. Nenukil, the Engineer is a new scout-class hero with a new game mechanic, including a dynamic skin that changes over the course of a game. The Obsidian Uprising adds a new story map that takes players back in time 30 years to the dwarven city of Black Forge, discovering a thrilling new chapter in the story of Senenthia and granting access to a customizable new pet. Both packs add more content to the game including new cardbacks, pets, and more. Each pack will be available individually for \$4.99/£4.29/€4.99.

In addition to the two new DLC packs, a free content update will be available for Across the Obelisk on May 15. This update adds full localization in French and German for the game and all its content, improvements to the game's sound design, more hero-specific options for narrative events, game balance improvements, and more.



Kid Pilot Releases

Take to the skies today with the launch of Kid Pilot, a VR flight adventure from indie developer Flamingo Simulation Systems. The title is available now on Steam for PC VR.

Welcome to the skies of Kid Pilot, where childhood imagination soars into the realm of virtual reality. Grab the controls with your hand—akin to a toy plane—and prepare for a challenging flight experience. While Kid Pilot evokes a playful, toy-like aesthetic, don't be fooled; this game is crafted for everyone from casual players to seasoned pilots seeking a thrilling test of their flying skills. Fasten your seatbelts and get ready to fly like a kid and feel like a true pilot in a game where the sky is just the beginning.

Back To (Flight) School

Combining childhood nostalgia with the power of immersive VR technology, Kid Pilot is a challenging physics flight adventure. Begin your journey by unveiling your first plane, and learn the mechanics by flying through hoops in the game's tutorial. An intuitive control system lets you pilot your

plane with the flick of a wrist so you can turn, tilt, accelerate, and navigate through Kid Pilot's aerial challenges. Whether you're honing your aim in target practice, performing nimble maneuvers in obstacle courses, or exploring the game's stunning scenery, Kid Pilot will take you soaring!



Journey Through Worlds

As you maneuver through the skies, build your skillset in preparation for Kid Pilot's boss encounters. Weave through oncoming blockades, traverse the depths of treacherous volcanos, and clear targets to progress through the game's colorful stages. Kid Pilot

boasts several unique environments, introducing players to lush rainforests, airborne racetracks, sunny skies, and more! Don't be fooled, however; within these cheery environments lie challenges to test your knowledge of the game's mechanics. As you overcome the game's levels, earn rewards that enhance your flight experience, including new maps, planes, and encounters that advance your status to Top Pilot. The sky is the limit!

Features:

- Master of the Skies:** Take control of your aircraft with simple hand gestures for multi-directional flight.
- Continental Explorer:** Earn achievement badges to unlock new maps and planes, expanding your world in Kid Pilot!
- Rise to the Challenge:** Adjust your flight pattern to pass through numerous obstacles, whether traversing a tiki maze or enjoying some target practice.
- Flight Fun:** Kid Pilot's maps offer a range of challenges, increasing in difficulty as you master the game's mechanics.
- Fully Immersive:** Taking advantage of VR's 360° dimensions, let yourself fly into distant lands you could only dream of!

Magical Drop VI heading to Consoles

Forever Entertainment happy to announce that Magical Drop VI is heading to Xbox One, Xbox Series S|X, PlayStation 4, and PlayStation 5! The game will go live on July 14th!

Price – \$29.99 / €29.99

Enter the mystical world where new challenges await at every corner! Play as the residents of the Magical Land, see the world through their eyes, and help them unite the divided world!

Meet an array of unique playable characters! Protagonists like Justice and World are quite friendly, but beware of those with a poor reputation like Death and Empress. However, not all champions will be available from the start – some characters are hidden and waiting for you to unlock!

The game offers six different single-player modes and the option to play in local and online multiplayer!

STORY MODE

Learn about the history of the Magical Land and its inhabitants while progressing through the classic story mode!

MATCH MODE

Skirmish mode: choose your character and opponent, and get ready for battle!

SURVIVAL MODE

Pop incoming waves of bubbles, and don't let them reach the bottom of the screen!

PUZZLE MODE

Pop the bubbles so that none are left on the screen! Get extra points for doing it in the most efficient way

PATH OF DESTINY

Progress through the map by winning minigames! Watch out for mistakes – they can be painful!

CARAVAN MODE

Defeat your enemies one by one to set the highest score possible!

MULTIPLAYER

Play with your friends locally or face players from around the world online!

The game includes the first FREE DLC featuring:

NEW CHARACTERS

- Magician: Don't fall for his tricks!
- Emperor: Will you resist his charm offensive?
- Star: Adorable as always!

Each new character has unique characteristics such as drop patterns, original voiceovers, and distinctive music themes.

NEW SOUNDTRACK

New soundtracks composed by Satoko "Holly" Young have been added to the game:

- Emperor's Theme
- Magician's Theme
- Star's Theme
- Caravan Mode Theme
- Survival Mode Theme
- Puzzle Mode Theme
- Story Mode (Board Screen) Theme
- Room of Fortune (Main Menu) Theme
- Room of Records Theme

QUICKMATCH & CUSTOM MATCH

The Quickmatch option is a convenient and fun mode with pre-set rules for easy online

matching.

The Custom Match option lets players send private invites and customize their sessions to their liking!

ROOM OF FORTUNE

Room of Fortune allows you to test your daily luck level in four distinctive categories:

- Health
- Work
- Love
- Money

Once you select a category, you'll jump right into a minigame! Depending on your performance, you'll get a final luck score. Reaching a total luck score of more than 17 unlocks the Good Fortune status, which affects the rewards in the picture lottery. Make sure you check your luck daily!

ROOM OF RECORDS

Room of Records lets you compare your scores and performances across all game modes. Each category shows your habits, strengths, and weaknesses. It serves as a reliable performance indicator available in-game.

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?

Have you ever thought about what caregivers go through? Has there been a loved one in your family that has gone through hospice? This whole thought got me wondering about a video game on this topic. We love to think of ideas for video games that educate, enlighten, and help people think. Caregivers go through quite a lot. Many of them are not paid very well. Especially if you are taking care of a family member or even partially taking care of a family member. There have been a rash of recent video games trying to illicit emotion out of gamers. The idea of taking care of a

loved one while they are dying could help with the emotional responses.

Normal human bodily functions continue while someone is slowly drifting away. My grandmother was in hospice care. She had to be spoon fed while the brain tumor slowly took her life. She talked about seeing angels near the end of her life. I know of others that had horrible pain and were on some powerful drugs near the end of their lives. Adult diapers, and messes were a major part of the problems that had to be dealt with. A nurse would come by every so often to administer tests, shots, and more. This is not the kind of a video game that would happy go lucky. This would be a tough and serious video game that would wrench on the heart strings.

Maybe the game could be shown and told from the eyes of a nurse that has multiple

patients at different houses. Traveling from house to house and doing their job. The emotional drain could be amazing. A smile from a dying patient that appreciates you to an angry patient that is mad about dying. There are so many options and possibilities here. Maybe have a bonus level where the loved ones are interacting with the one dying.

Another idea is a nurse at a hospital with a lot of patients that are on their last legs of life. Show the struggle in trying to treat them with dignity and care but being overworked. Not everyone can handle this kind of work. Imagine having all of these cases and every so often someone receives a miracle and is cured. Could you imagine the emotion in that moment? Questions could also come up about why this person and not that person. Would you be willing to play a video game like that?

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.

CONTENTS

Platform	Score	Page
Evercade		
Demons of Asteborg Astebros	59	36
The C64 Collection 3	70	37
Manga		
Edens Zero #10	65	33
My Hero Academia #6	67	32
Nintendo Switch		
Disney Illusion Island	80	26
Nascar Arcade Rush	80	30
Paramount+		
Star Trek Strange New Worlds Season Two	64	35
Peacock+		
La Brea Season Two	63	34
PC		
EA Sports PGA Tour	79	29
Nascar Arcade Rush	80	30
TopSpin 2K25	73	27
PS4		
Nascar Arcade Rush	80	30
TopSpin 2K25	73	27
PS5		
EA Sports PGA Tour	79	29
Nascar Arcade Rush	80	30
TopSpin 2K25	73	27

Platform	Score	Page
Xbox One		
Nascar Arcade Rush	80	30
TopSpin 2K25	73	27
Xbox Series X		
EA Sports PGA Tour	79	29
Nascar Arcade Rush	80	30
TopSpin 2K25	73	27



James 1:19-21

19 My dear brothers and sisters, take note of this: Everyone should be quick to listen, slow to speak and slow to become angry, 20 because human anger does not produce the righteousness that God desires. 21 Therefore, get rid of all moral filth and the evil that is so prevalent and humbly accept the word planted in you, which can save you.

Disney
Disney Illusion Island

SCORE: 80

I never know what I am going to get with any video game I decide to live stream. I am very happy I decided to live stream Disney Illusion Island from start to finish. Hopefully you were able to catch those live streams on YouTube and Rumble. Disney Illusion Island is a lot funnier than I expected. I believe Disney Illusion Island is based off of the newer Mickey Mouse cartoons. The artwork is distinctive in Disney Illusion Island. There will be spoilers in my review of the Disney Illusion Island video game.

There is some cartoon violence as different characters take damage from a plethora of sources. Up to four family members can enjoy Disney Illusion Island. We generally avoid the enemies in Disney Illusion Island. There are objects that will drop on the bosses heads if we hit all of the objects on the screen. Or swing from them. There are different ways to success in different portions of Disney Illusion Island. I enjoyed figuring out what to do in each of

the bosses in Disney Illusion Island.

The level design in Disney Illusion Island is extremely tight. We will revisit different areas once we have certain upgrades. For example we cannot reach a certain spot until we have the ability to float on the updrafts. Once we have that ability then we can go back to previous areas to access new locales. There are plenty of secrets hidden all around in Disney Illusion Island. I focused on getting through the game

personally. It took me around seven to eight hours to completely beat Disney Illusion Island. I found some secrets but not all of them.

Disney Illusion Island is a fun and fresh Metroidvania 2D side scrolling console video game that families can enjoy. There are some challenging parkour spots in Disney Illusion Island. The most hearts I could have were three. So that means I could not lose three hearts going from mailbox to mailbox in Disney Illusion Island. The mailboxes are the continuation points. I loved the teleport to a mailbox once that was unlocked. There are some neat sequences in Disney Illusion Island where we jump, dive, float, and then swing for example.

There is a great lesson in Disney Illusion Island about correcting your mistakes. Mickey and Friends helped the bad guy thinking they were helping good characters. They then fixed their mistake at the end of Disney Illusion Island.
- Paul

System: Nintendo Switch
Publisher: Disney Games
Developer: Dlada Studios
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Fantasy Violence}



Graphics: 80%
Sounds: 85%
Replay/Extras: 80%
Gameplay: 75%
Family Friendly Factor: 80%

TopSpin 2K25

COMING SOON

SCORE: 73

I hear from these companies all the time that they want to make games that make people feel good. They want to make games that educate, entertain, and relax the gamers. If any of that was the goal with TopSpin 2K25 then they failed miserably. I am being completely open, honest, and transparent here. I live streamed this game for just over an hour and it annoyed me more than it relaxed me. It irritated me more than it educated, or entertained me.

TopSpin 2K25 has one major annoying control quirk that just infuriated me. First and foremost I put TopSpin 2K25 on the easiest setting. I went into the Career mode and was always over matched by the other tennis players. I won more than I lost though thankfully. I could do one training a month if I had the stamina to do so. I had to miss a month to

recover from an injury at one point in the game.

I also had to turn off the copyrighted music which could have contained offensive lyrics. Why even include that kind of content? There can be some lack of attire issues. I only played the men since I am not someone suffering from the treatable mental illness of gender dysphoria. Back to that control quirk. Players must move the player in position and then hold the button and release at just the right time to hit the ball right.

Want to know what happens if you do not hit the ball right in TopSpin 2K25? Well most

of the time it went out. I took some of the trainings in TopSpin 2K25. A few were helpful, and others were not. I failed the targeting training again and again in TopSpin 2K25. This game did not do a good job of explaining how to make that work. I would expect training to teach me how to do something. Maybe I am just crazy though.

There are not a lot of modes in TopSpin 2K25. I had to get an account with 2K to even be able to play TopSpin 2K25. That is obnoxious. I already marked their advertisement emails as spam, and reported them to everywhere I could as a spammer. How do you like that 2K? You should let us skip it because some of us never want to play your game online ever. It also soured my initial reactions to TopSpin 2K25.
- Paul

System: PC/PS4/PS5/Xbox One/
Xbox Series X
Publisher: 2K
Developer: Hanger 13
Rating: 'E' - SIX and OLDER ONLY



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

Isla Sinaloa



islasinaloa.com

EA Sports PGA Tour

SCORE: 79



PGA TOUR



Recently I performed a live stream of EA Sports PGA Tour on the Playstation 5. I was actually able to make it to the Masters when I live streamed EA Sports PGA Tour. I did pretty good in this game until I hit the Masters. Then it was the normal golf experience. Go past the green on one side, and then past it on the other side. Put past the hole one direction, and then go past it the other direction. I have plenty to say concerning EA Sports PGA Tour.

I do not like the control scheme in EA Sports PGA Tour. We have the choice of using the right stick or the left stick. We can press a button mid swing or just use the joystick. Why can't we just use buttons and have some kind of a bar? Also when will modern day golf games catch up with golf games decades ago? We must guess in EA Sports PGA Tour. This sports video game will

show players the angle they need to take. We then guess as to how to change our golfer to achieve that angle. Why not show the right angle and have us line it up with another line? Even on the easiest setting putting is a complete guessing game in EA Sports PGA Tour.

EA Sports PGA Tour looks nice, and the announcers are amazing. I absolutely loved the announcers in EA Sports PGA Tour. They would provide important information on the holes, and the reaction to the shots. Whether I did good or bad. The announcers are a fantastic portion of EA Sports PGA Tour. I turned off the music and still got hit with copyright claims from audio on my live stream. What gives EA Sports? Trying to screw over live streamers? We barely scrape by as it is. Why is copyrighted music in video games still a thing in 2024?

EA Sports PGA Tour has some

neat courses to play. Women can play female characters and men can play male characters in EA Sports PGA Tour. There are numerous unlockables as we complete quests and level up our golfer in EA Sports PGA Tour. I really liked the character optimizations options in EA Sports PGA Tour. We can adjust quite a bit of our golfer if we so choose. There are different clothing options available in EA Sports PGA Tour as well.

All in all I liked EA Sports PGA Tour. The putting is the biggest issue and problem in this golfing video game. I feel like the PGA Tour 2K23 is slightly better than EA Sports PGA Tour. I hope EA Sports continues to improve their golfing video games. EA Sports PGA Tour has a lot of good building blocks to grow and develop from. Families can enjoy some golfing time with EA Sports PGA Tour. - Paul

System: PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Tiburon
Rating: 'E' - SIX and OLDER ONLY



Graphics: 90%
Sounds: 80%
Replay/Extras: 80%
Gameplay: 65%
Family Friendly Factor: 80%

Nascar Arcade Rush

SCORE: 80

Gamemill Entertainment has a really bad name in the industry. They are known for all kinds of garbage and slop video games. I am shocked they can get anything license from anyone based on their history. Maybe they make sales and that gives them the money for more licenses. They certainly do not put that money into making their games better. I have been critical of this company for years now.

Nascar Arcade Rush is hopefully a new direction for Gamemill Entertainment. I actually enjoyed playing Nascar Arcade Rush. This is like a kart racing game without the weapons. The big thing in Nascar Arcade Rush is to go from boost to boost. If you can just keep boosting and use nitro in between the boost areas then you should be able to finish in first place in this racing video game.

There are twelve tracks in Nascar Arcade Rush. There are nine cups where we race those twelve tracks. As families race in Nascar Arcade Rush they will level up and unlock new things. We can customize the cars and racers in Nascar Arcade Rush. There are cool outfits, helmets and more in Nascar Arcade Rush. The cars can get different numbers, styles, spoilers and more. The twelve tracks are known Nascar loca-

tions. The cool thing about Nascar Arcade Rush is the tracks. They are wild and crazy. In fact a lot of Nascar Arcade Rush reminds me of the Hot Wheels racing video games. I live streamed Nascar Arcade Rush on our YouTube channel. I showed off the first three cups. I had fun playing Nascar Arcade Rush. The graphics looks decent. The sounds are fun. We can earn new rivals in Nascar Arcade Rush.

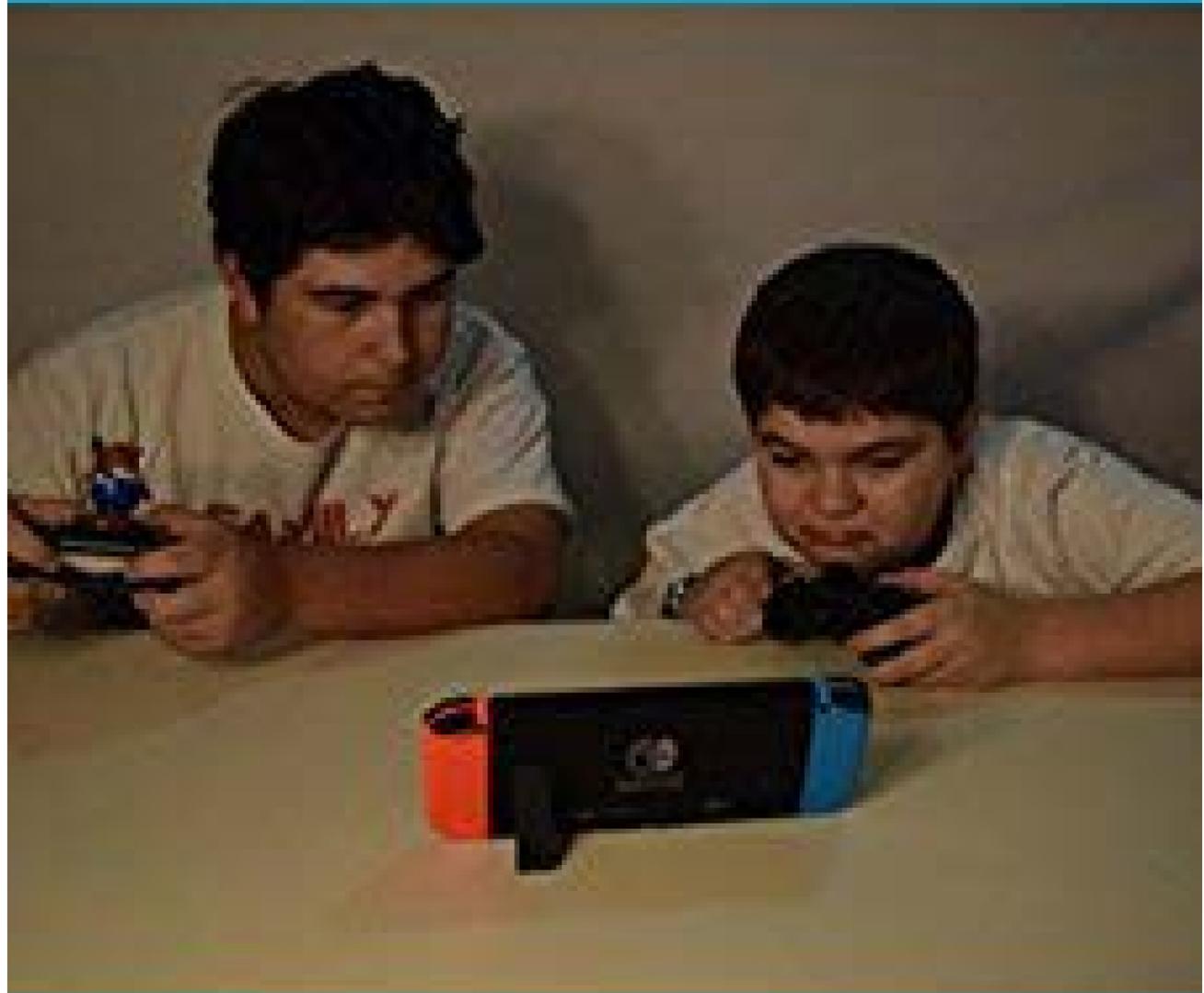
The controls can be a bit loose which can be a problem going so fast. I found myself turned around a few times from going too fast into a wall. Thankfully I could usually claw my way back into first place after one of those mistakes happened. I was playing Nascar Arcade Rush on the easier difficulty setting. I am sure it would more challenging on the harder setting. Other cars can also knock you into walls as well. - Paul



System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Gamemill Entertainment
Developer: Team6 Game Studios
Rating: 'E' - SIX and OLDER ONLY

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

VIDEO GAME LIES



by Paul Bury
Version 3

BUY IT NOW RIGHT HERE

My Hero Academia #4

SCORE: 67

The action and story telling go up a notch in My Hero Academia #6. At the same time there are some new issues and problems that appear in My Hero Academia #6.

Maybe one of them is accentuated more than expected. The My Hero Academia #6 manga book gives us chapters forty-five through fifty-three. There will be spoilers in my review of the My Hero Academia #6 manga book that cost me \$9.99.

The issues families can have with My Hero Academia #6 are violence, blood, false gods, lack of attire, enticement to lust, bad language, and more. The kids in Class-A must pick their hero names in My Hero Academia #6. There are some characters that are better at picking a name than others in

My Hero Academia #6. I found some of their name ideas to be really funny. Some made total sense.

From there the kids must pick a Hero Agency to intern with. Deku winds up going to see Gran Torino. This older gentleman hero can really bounce all over the room if you catch my drift. Deku is tasked with trying to hit him, and he nearly makes it. Along the way

Deku learns some important lessons about his own power. He learns how to move the power around in his body at just five percent. That way he will not get hurt.

My Hero Academia #6 really picks things

up with the Hero Killer Stain. Stain is able to control anyone with whom he ingests their blood. So the Hero Killer Stain will cut someone, lick the blood off the knife and paralyze them. From there he can kill them if he so chooses. Multiple heroes from UA wind up battling the Hero Killer Stain in My Hero Academia #6. The battle does not complete by the end of My Hero Academia #6 though.

There are some bonus pages near the end of My Hero Academia #6. The kids from UA are not technically supposed to be attacking the Hero Killer Stain in My Hero Academia #6. There are other villains attacking this same city at the same time. These villains do not get along with one another. I am still not clear as the system of morals and ethics the Hero Killer Stain subscribes to in My Hero Academia #6. - Paul

System: Manga
 Publisher: Viz Media
 Author: Kohei Horikoshi
 Rating: 'T' for THIRTEEN and OLDER ONLY {Fantasy Violence}



Graphics: 60%
 Writing: 74%
 Replay/Extras: 70%
 Story: 73%
 Family Friendly Factor: 60%



Edens Zero #10

SCORE: 65

Another month and another Edens Zero manga to read and review. Thankfully I had the \$10.99 to purchase a copy of the Edens Zero #10 manga. The chapters in Edens Zero #10 are seventy-eight through eighty-six. There are one hundred and eighty-six pages in Edens Zero #10 with some bonus content and advertisements in the back. The storyline in Edens Zero #10 takes a major shift and turn. There will be spoilers in my review of the Edens Zero #10 manga.

The crew of the Edens Zero goes after Drakken Joe in Edens Zero #10. We find out that Drakken Joe wants Rebecca because she has this Cat Leaper power. Drakken Joe plans on taking that power from her with a machine he has. The crew of the Edens Zero fight off the Element 4 and some mercenaries in Edens Zero #10. They wind up losing and Shiki gets killed

in Edens Zero #10. You know the science fiction rule on major characters dying right?

Rebecca is able to awaken her Cat Leaper power and learns what it does. Can you guess what that power does in Edens Zero #10? It allows her to go back in time. She warns the crew of the Edens Zero and they start to do things differently thanks to having future

knowledge. They know what powers they are up against. They know what different characters will do against them. They can then adjust their strategies accordingly.

Edens Zero #10 ends with this second attempt at Drakken Joe ongoing. I will need to continue reading this manga to find out what winds up happening in the entire second attempt at Drakken Joe. It sounds like it will be

better than the first attempt. At least they have started in a better way. I will continue to read this manga as time and financial resources allow.

The issues families can have with Edens Zero #10 are violence, lack of attire, enticement to lust, blood, magical powers and

more. Drakken Joe is a straight up selfish, self-absorbed scum bag. He could work in PR and Marketing and fit right in if you know what I mean. Labilia was captured and tortured in Edens Zero #10. Rebecca wants to save her even though Labilia mistreated her.

Drakken Joe calls Rebecca number 29 at one point in Edens Zero #10. At the end he references he only wants number 30 to be left alive. I wonder if Rebecca has time traveled that many times. Edens Zero #10 is not clear on that point but it makes some sense to me personally. - Paul

System: Manga
 Publisher: Viz Media
 Author: Hiro Mashima
 Rating: 'T' for THIRTEEN and OLDER ONLY {Fantasy Violence}



Graphics: 60%
 Writing: 67%
 Replay/Extras: 67%
 Story: 66%
 Family Friendly Factor: 63%



La Brea Season Two

SCORE: 63

If you watch our videos then you know we purchased Peacock+ for a month to watch Wrestlemania. It was a request from Noah and part of a deal we made with him. Unfortunately this was also along some of the same time we had a free month of Paramount+. Thankfully we had a week of Peacock+ that did not overlap and decided to watch La Brea Season Two. The first season was interesting and had a nice cliff hanger.

La Brea Season Two is fourteen episodes long so it is four episodes longer than the first season. There will be spoilers of my review of La Brea Season Two. Since we used a streaming service to watch La Brea Season Two we ran into glitches and other problems. One of them was commercials. We do not get that with DVDs or Blu-rays unless it is when the first disc comes up at first and I generally know how to bypass that.

Eve and Gavin Harris get back



together in La Brea Season Two. There are some dicey moments when Eve is deciding if she should keep cheating on her husband or not. Levi winds up staying in 1988 and living his life out in La Brea Season Two. Then he comes back to 10,000 BC from another sinkhole after his wife and daughter died. He is ten years older at that point. La Brea Season

Two does some interesting things with time travel.

Gavin's mother and father make appearances in La Brea Season Two. There are plenty of major characters that are killed off in La Brea Season Two. The core of La Brea Season Two is to stabilize the time portal machine so it can be used safely. The sinkholes are killing people across time. The motivation of characters makes little to no sense to me at times in La Brea Season Two.

The issues families can have with La Brea Season Two are violence, blood, death, slavery, sex outside of marriage and more. La Brea Season Two teaches us that we will run out of resources in close to one hundred years. So they go back in time to take the

resources, because that will give us more resources. Hollywood logic. Also typical far left belief that we are running out of resources. - Paul



System: Peacock+
Publisher: Universal Television
Developer: Keshet Studios
Rating: 'TV-14' - FOURTEEN and OLDER ONLY {violence, bad language}



Video: 60%
Audio: 65%
Replay/Extras: 75%
Functionality: 65%
Family Friendly Factor: 50%

Star Trek Strange New Worlds Season Two

SCORE: 64

Since we had another free month of Paramount+ thanks to Xbox Game Pass I decided to watch Star Trek Strange New Worlds Season Two. I do plan on getting a physical copy version of Star Trek Strange New Worlds Season Two at some point in the future. There are ten episodes that make up Star Trek Strange New Worlds Season Two. The episodes range from forty-eight to sixty-two minutes in terms of length.

There will be spoilers in this review. Since I watched Star Trek Strange New Worlds Season Two on Paramount+ I had to deal with a plethora of errors, issues, and lag. Sometimes I wonder if it is just always better to wait patiently for physical copy versions of television shows with the state of streaming. Spock is exploring his human side and a rela-

tionship with Nurse Chapel.

The issues families can have with Star Trek Strange New Worlds Season Two are violence, blood, lies, deceit, theft, disobedience, promotion of the religious belief of evolution, sexual deviancy, and more. Star Trek Strange New Worlds Season Two encourages people with gender dysphoria to mutilate their bodies instead of seek help and be content with who God made them. Sex outside of marriage is also encouraged in Star Trek Strange New Worlds Season Two.



out multiple different characters. Two characters from Star Trek Lower Decks appear in an episode on Star Trek Strange New Worlds Season Two. That episode is absolutely hilarious as the time travelers from the future and animated show absolutely mess things up.

Star Trek Strange New Worlds Season Two ends with a cliff-hanger related to the Gorn. I am still confused as to how in the first Star Trek show Captain Kirk met the Gorn for the first time and they are now in this show which takes place before Captain Kirk's Star Trek. The musical singing episode in Star Trek Strange New Worlds Season Two is absolutely odd and strange. It is cool to see Mr. Scott in the last episode of Star Trek Strange New Worlds Season Two. - Paul

James T Kirk is becoming more and more important in Star Trek Strange New Worlds Season Two. He is in multiple episodes helping



System: Paramount+
Publisher: Paramount
Developer: CBS Television Studios
Rating: 'TV-14' for {Violence}



Video: 60%
Audio: 60%
Replay: 70%
Functionality: 70%
Family Friendly Factor: 60%

Demons of Asteborg Astebros

SCORE: 59

When it comes to Evercade cartridges anymore I have little to no idea what I will be getting in most cases. Demons of Asteborg Astebros is a great example. About all I knew was there are two indie video games on it. These indie video games were recently made for the 16-bit era. The two games on this cartridge are Demons of Asteborg and Astebros. I played these two video games for a live stream on our Rumble channel.

I will openly admit that I am not into Demons of Asteborg Astebros. I did not like Demons of Asteborg Astebros. I did not have fun playing Demons of Asteborg Astebros. I do not mind the retro graphics. i do not mind the retro controls. i do not mind the retro music. There is one thing I really did not like about Demons of Asteborg Astebros. The one thing i did not like was the convoluted controls to be able to progress through the levels. I ran into a spot where I got completely and totally stuck. I died again and again

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

violence, witches, demons, and more. Each of these games has a rather deep storyline that the player is introduced to when they start playing these games. I suppose that makes sense in some regards. The graphics are old. The music is old. So the thing the creators of these games focused on was a storyline that they hoped would engage and interest gamers. As a Christian gamer it did not reach me very well. Which is sad they did not consider targeting the super majority of Americans based on our beliefs.

I have said it before and I will say it again. I wish there were more than two games on the Demons of Asteborg Astebros cartridge. I know Blaze Entertainment does this with quite a few indie cartridges. It is nice to get a physical copy of these games. I just wish there were more than two. I am sure there is more than enough memory on the cartridge to include mode than the two games included. I doubt I will ever come back to this cartridge.
 - Paul

Graphics: 60%
 Sound: 65%
 Replay/Extras: 50%
 Gameplay: 60%
 Family Friendly Factor: 60%

The C64 Collection 3

SCORE: 70

It is neat to see the C64 getting multiple compilations on the Evercade. The C64 Collection 3 is the latest to come across my desk here at Family Friendly Gaming. The thirteen games within The C64 Collection 3 are Summer Games II, Boulder Dash, Heavy Metal Paradroid, Super Cycle, Jumpman Junior, Cyberdyne Warrior, Cybernoid II The Revenge, Deliverance Stormlord II, Netherworld, Anarchy, Exolon, Street Sports Soccer, and Break Dance.

The issues families can have with The C64 Collection 3 are violence, lack of attire, enticement to lust, nudity, false gods, and more. It can take some work to learn some of the controls in The C64 Collection 3. A few of them like Summer Games II will take some trial and error. Others had controls

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

that made little to no sense to me. A few have issues with the controls in terms of how it is set up on the Evercade controller.

Street Sports Soccer is better with two players than playing against the computer. There are times I could not figure out why some times a shot would work and other times it would not. The computer can be merciless in terms of going down there and scoring too. So trying to keep up with the computer can be a problem when their goalie likes to block everything. Super Cycle is fun. Jumpman Junior is certain an attempt at a Donkey Kong like video game. Even the name sounds like a cheap knockoff.

Break Dance is a great idea on the The C64 Collection 3 cartridge. The problem for me was translating the on screen controls to the Evercade controller. I had to map it out, memorize it, and then quickly apply that knowledge. It did not work so great for me. Boulder Dash is a fantastic game to play. I did not know there was a C64 version of that game. It was neat to play it. Cybernoid II The Revenge is challenging. I never figured out the point of Netherworld. Anarchy is a game I could never completely figure out.

All in all The C64 Collection 3 has some good games for families. Just avoid Stormlord if you know what I mean. Great history on this cartridge.
 - Paul

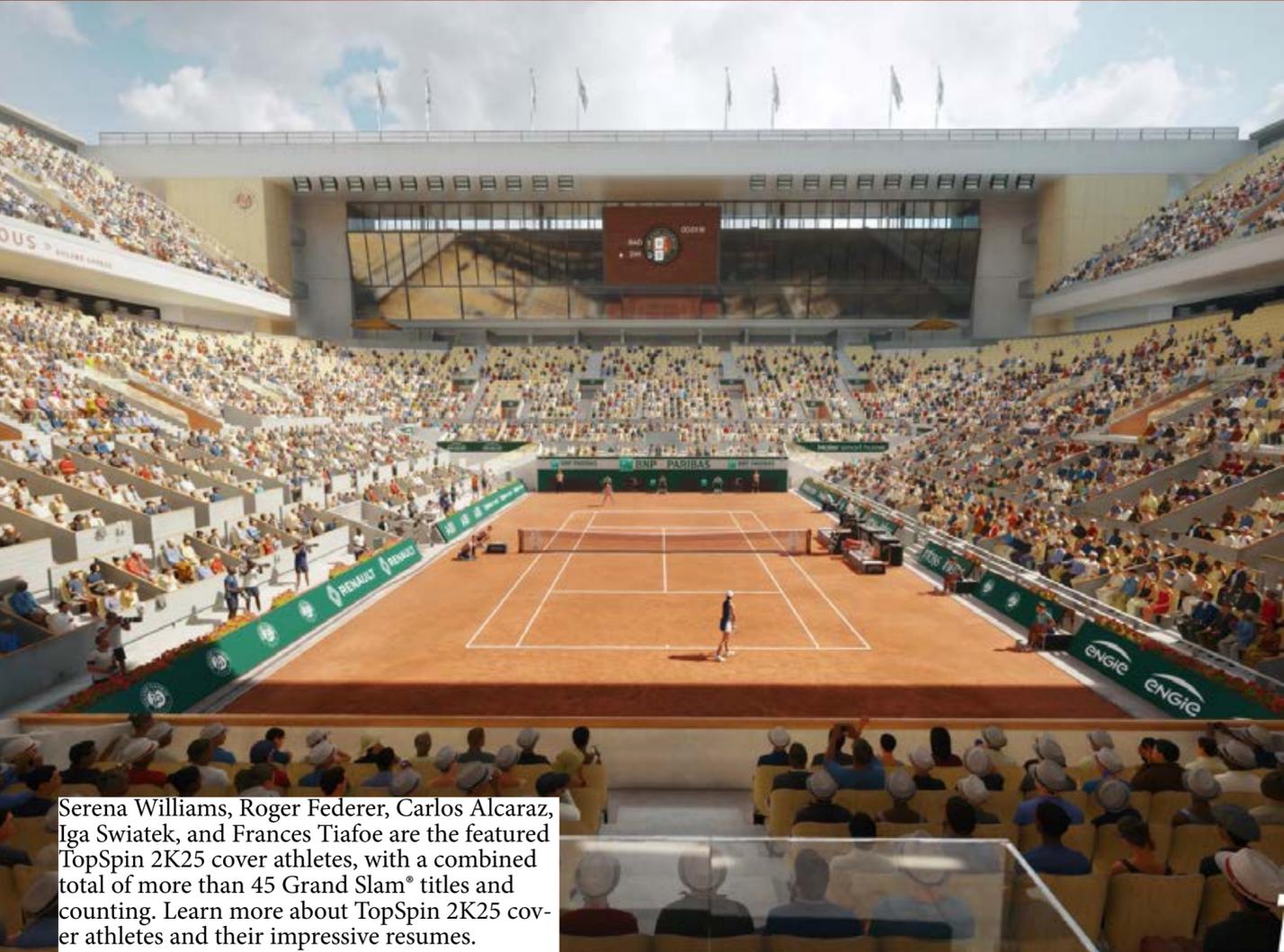
Graphics: 60%
 Sound: 70%
 Replay/Extras: 90%
 Gameplay: 70%
 Family Friendly Factor: 60%

SPORTS



System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: 2K Sports
Developer: Hanger 13
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

Visit iconic venues, climb the Tour ranks, and experience a bevy of competitive modes in TopSpin 2K25. Learn from tennis legend John McEnroe at the TopSpin Academy and use his wealth of knowledge to help you become a Grand Slam® champion in MyCAREER or defeat players online in the 2K Tour and World Tour.



System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: 2K Sports
 Developer: Hanger 13
 Rating: 'E' - SIX and OLDER ONLY
 Release Date: Out Now

Serena Williams, Roger Federer, Carlos Alcaraz, Iga Swiatek, and Frances Tiafoe are the featured TopSpin 2K25 cover athletes, with a combined total of more than 45 Grand Slam® titles and counting. Learn more about TopSpin 2K25 cover athletes and their impressive resumes.





System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Microdis
 Developer: Ocellus Services
 Rating: "RP" for Rating Pending
 Release Date: TBA

Ever wondered what goes on in the mind of a sleeping Smurf? Now's your chance to find out! Explore a universe where dreams and nightmares collide, all while helping our beloved Smurfs navigate through enchanting realms and face off against their arch-nemesis, Gargamel!



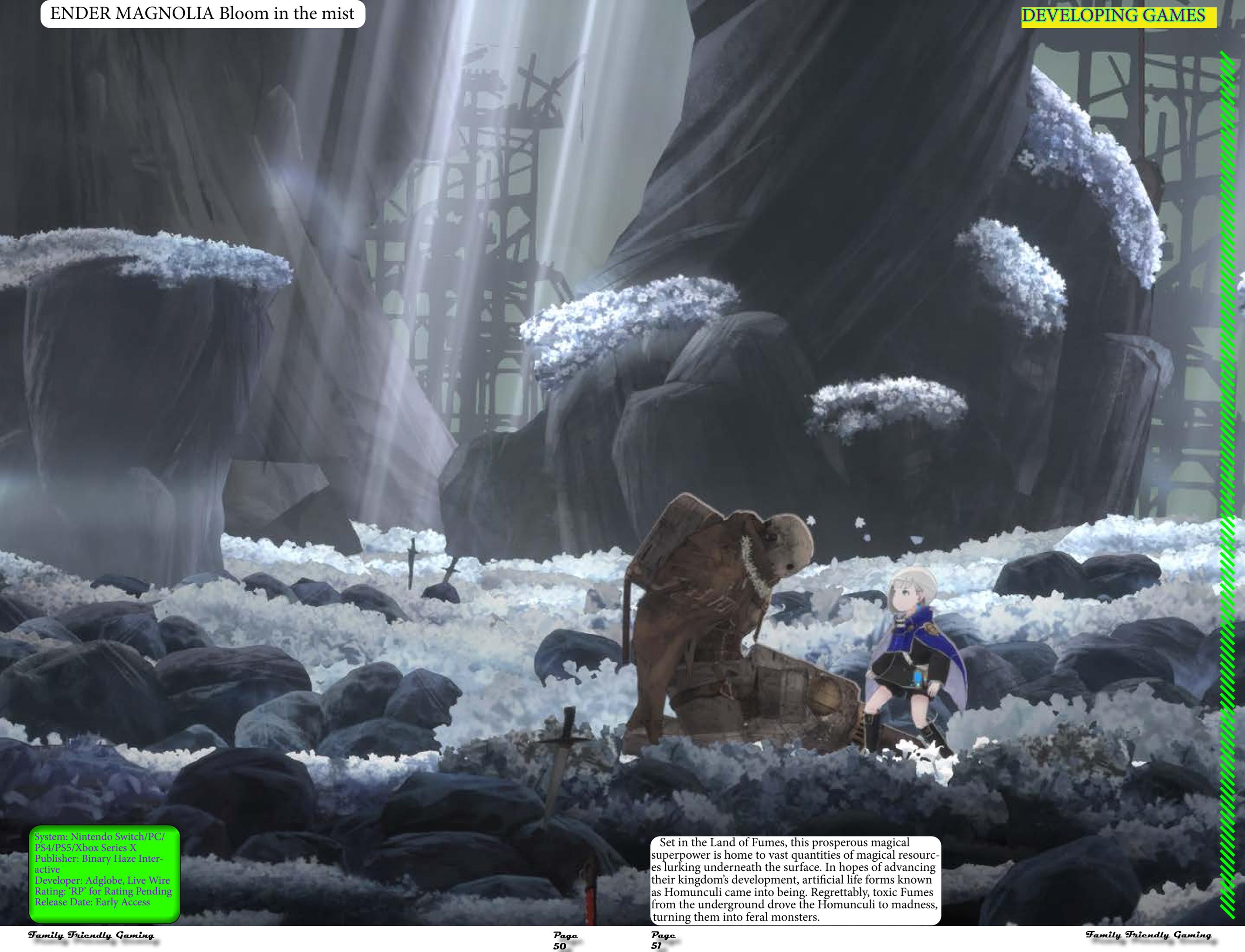
System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Microdis
 Developer: Ocellus Services
 Rating: "RP" for Rating Pending
 Release Date: TBA

Calling all gamers! Whether you're a die-hard Smurf fan or a seasoned gamer looking for your next adventure, "The Smurfs - Dreams" has something for everyone! With solo or co-op gameplay options, mind-bending puzzles, and heart-pounding challenges, get ready for endless hours of fun and excitement!



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Microdis
 Developer: Ocellus Services
 Rating: "RP" for Rating Pending
 Release Date: TBA

Gargamel has cast a wicked spell on the sarsaparilla bushes, sending the Smurfs into a deep slumber! It's up to you to awaken them all before Gargamel's evil plan succeeds! Can you save the day and restore peace to the Smurf Village?



System: Nintendo Switch/PC/
 PS4/PS5/Xbox Series X
 Publisher: Binary Haze Inter-
 active
 Developer: Adglobe, Live Wire
 Rating: 'RP' for Rating Pending
 Release Date: Early Access

Set in the Land of Fumes, this prosperous magical superpower is home to vast quantities of magical resources lurking underneath the surface. In hopes of advancing their kingdom's development, artificial life forms known as Homunculi came into being. Regrettably, toxic Fumes from the underground drove the Homunculi to madness, turning them into feral monsters.



System: Nintendo Switch/PC/
 PS4/PS5/Xbox Series X
 Publisher: Binary Haze Inter-
 active
 Developer: Adglobe, Live Wire
 Rating: 'RP' for Rating Pending
 Release Date: Early Access

You play as Lilac, an "Attuner" who possesses the power to save the Homunculi. Upon waking, you find yourself in a laboratory deep in the underground. There, you will become acquainted with the Homunculi closely involved in the kingdom's downfall. Together with the Homunculi, set out in search of your lost memories and precious friends in the Land of Fumes. Follow the journey of destruction and rebirth in a post-apocalyptic world, decades after the disastrous Rain of Death.

Ruins

✖ ruins

Fast travel

Skill

• Equipment

• Passive

Upgrade

• Recollection

Extra

Difficulty

Save

Leave



System: Nintendo Switch/PC/
PS4/PS5/Xbox Series X
Publisher: Binary Haze Inter-
active
Developer: Adglobe, Live Wire
Rating: "RP" for Rating Pending
Release Date: Early Access

ENDER MAGNOLIA is a dark fantasy 2D side-scrolling action RPG where you venture through the desolate Land of Fumes trying to save both humans and Homunculi. At the forefront of magical and mechanical development, the kingdom comprises of a hierarchical societal structure. Here, you'll come across abandoned cities, discover laboratories oozing with heinous mysteries, a grand Sorcerer's Academy, colossal factories, and much more. The hauntingly beautiful yet gruesome world of ENDER MAGNOLIA will unfold before you.

DAY 124

Early Morning



Open Shop

Arrange Potions

Brew

Deck Builder

Travel

Gardening

Custom Orders

Customization

Settings

End Day

Save

System: Nintendo Switch
PS5/Xbox Series X
Publisher: XSeed Games
Developer: Voracious Games
Rating: "RP" - Rating Pending
Release Date: Autumn 2024

nt

Wheel and Deal
Negotiations can be tense when every coin counts, but you'll manage Sylvia's stress with ease by playing your cards right. Develop friendships with adventurers and other shopkeepers on Rafta to learn even more advanced negotiation tactics.

You've never seen a better potion.

Huh. I don't hate that.



♥ +16



Quinn

Gloomy Merchant

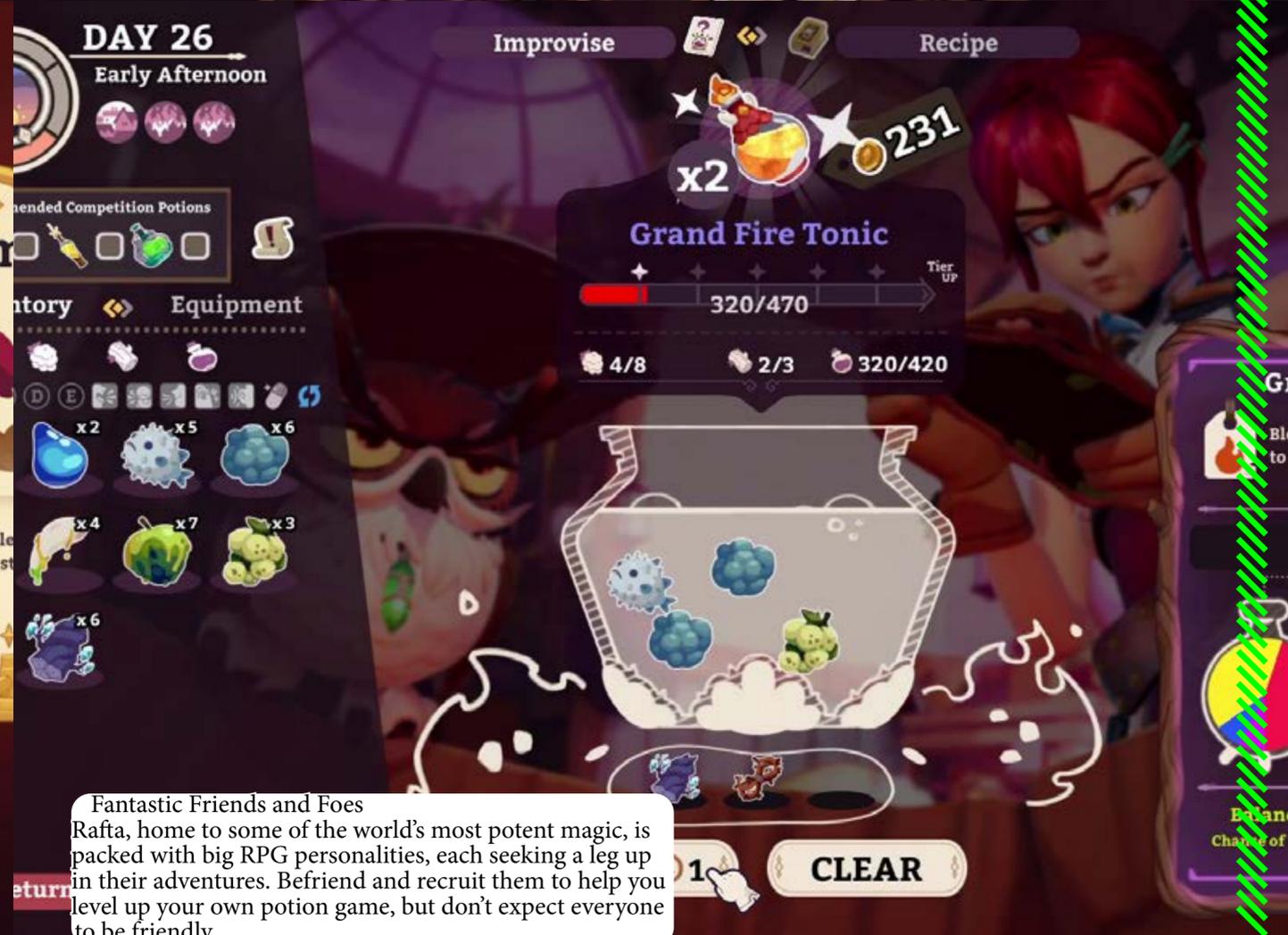
Interested

+25%

System: Nintendo Switch/
PS5/Xbox Series X
Publisher: XSeed Games
Developer: Voracious Games
Rating: "RP" - Rating Pending
Release Date: Autumn 2024



Recipe for Success
Choose the best ingredients to make even basic potions extraordinary, perfecting the taste and aroma to please your pickiest customers. But beware—if you aren't careful, you'll get some pretty gross results!



System: Nintendo Switch/
PS5/Xbox Series X
Publisher: XSeed Games
Developer: Voracious Games
Rating: "RP" - Rating Pending
Release Date: Autumn 2024

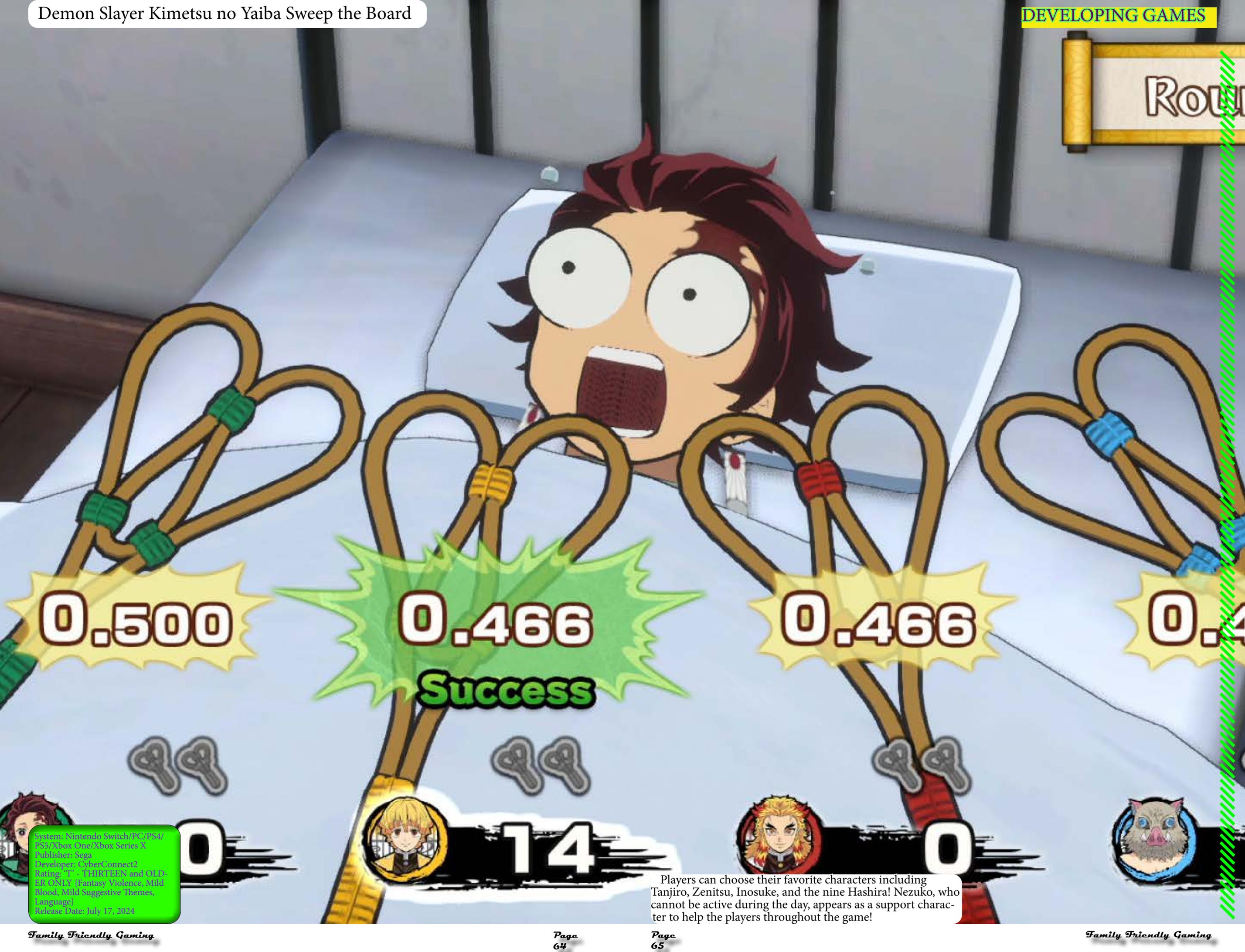
Fantastic Friends and Foes
Rafta, home to some of the world's most potent magic, is packed with big RPG personalities, each seeking a leg up in their adventures. Befriend and recruit them to help you level up your own potion game, but don't expect everyone to be friendly...



Mr. Rengoku, you made it!

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Sega
Developer: CyberConnect2
Rating: T - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Suggestive Themes, Language)
Release Date: July 17, 2024

The landmarks from the anime Demon Slayer: Kimetsu no Yaiba, such as Mount Fujikasane and Asakusa, will appear as boards! Roll the dice to advance through the squares! Each board has a daytime and nighttime period. During the day, you will play events and mini-games to prepare for the night, where you will be searching for demons to defeat - aim to become a great Demon-Slayer swordsman!



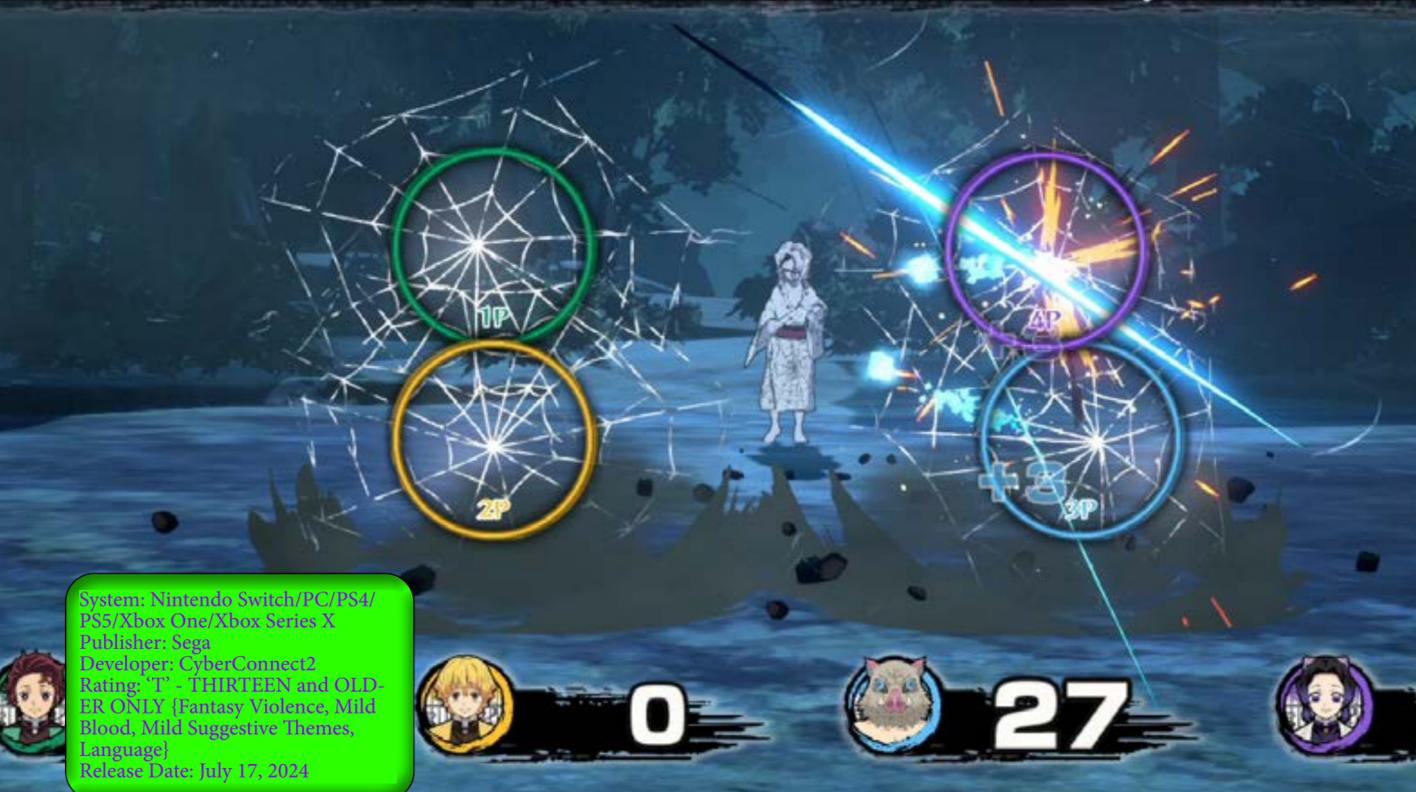
System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Sega
Developer: CyberConnect2
Rating: T - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Suggestive Themes, Language)
Release Date: July 17, 2024

Players can choose their favorite characters including Tanjiro, Zenitsu, Inosuke, and the nine Hashira! Nezuko, who cannot be active during the day, appears as a support character to help the players throughout the game!



Swing relentlessly with  ! 

Swing  in the direction of  faster than everyone else



System: Nintendo Switch/PC/PS4/
PS5/Xbox One/Xbox Series X
Publisher: Sega
Developer: CyberConnect2
Rating: T - THIRTEEN and OLD
ER ONLY (Fantasy Violence, Mild
Blood, Mild Suggestive Themes,
Language)
Release Date: July 17, 2024

FIGHT DEMONS BY WAVING THE JOY-CON™
In mini-games where you fight demons such as the Hand De-
mon, you will be able to swing the Joy-Con™ like the Nichi-
rin Sword to attack!

NOW



CONTENTS

So, that's the princess of
Marl Kingdom, is it?

Product Name

EA SPORTS PGA TOUR
Rhapsody Marl Kingdom Chronicles
Xena A Warrior Princess Pinball

Page(s)

69 - 75
76 - 81
82 - 85



Xena: Warrior Princess Pinball © 2024 Universal Television LLC. All Rights Reserved.
Pinball FX is a trademark of Zen Studios Ltd. Game Code © 2007-2024 Zen Studios Ltd. All Rights Reserved.

Pinball FX

PLAYING





System: PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Tiburon
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

Powered by official PGA TOUR Sho-tLink® and TrackMan data, Pure Strike provides unique golf swings with a fluid feel, and realistic outcomes on every golf shot. There are twenty different shot types in this video game.



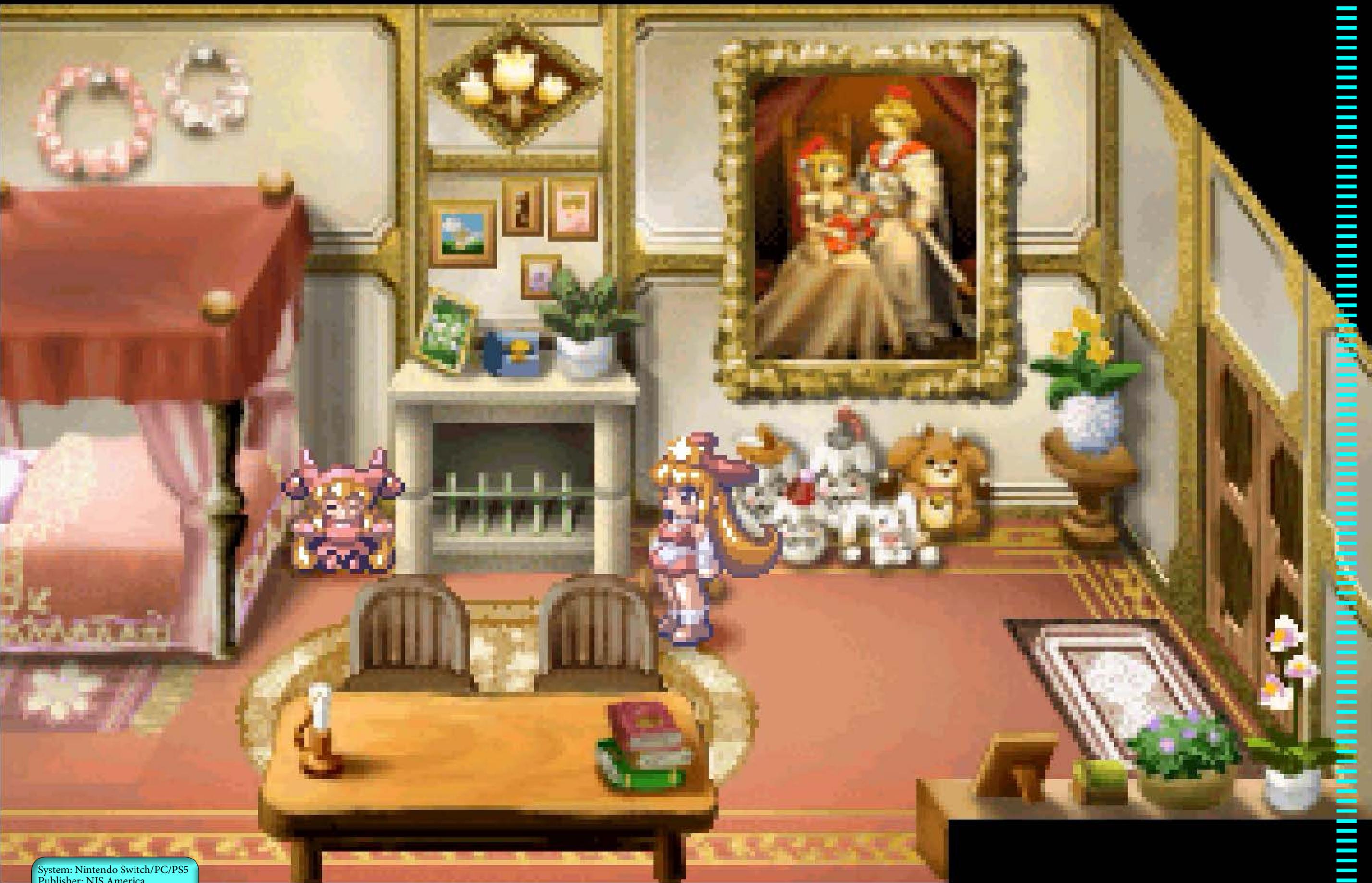
System: PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Tiburon
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

Lifelike Course Dynamics ensure no two golf courses play the same. Every fairway, green, and rough is meticulously scanned, handcrafted, and uniquely tuned to simulate the individual nuances of different courses and terrain variables like undulations, ground cover, and grass type.



System: PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Tiburon
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

Innovative Ball Behavior has been redesigned from the ground up. New technology allows every golf ball bounce and roll to behave more accurately across a greater variety of terrain and course conditions.



System: Nintendo Switch/PC/PS5
 Publisher: NIS America
 Developer: Nippon Ichi Software
 Rating: "T" - THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Blood, Suggestive Themes, Crude Humor}
 Release Date: Out Now

Experience the harmonious combination of story and song in Rhapsody: Marl Kingdom Chronicles, the continuation of Rhapsody: A Musical Adventure told through two captivating RPGs! As these titles make their way to the West for the first time, they bring with them improved storybook visuals, enchanting music, and lovable characters both old and new!



System: Nintendo Switch/PC/PS5
 Publisher: NIS America
 Developer: Nippon Ichi Software
 Rating: "T" - THIRTEEN and
 OLDER ONLY {Fantasy Violence,
 Mild Blood, Suggestive Themes,
 Crude Humor}
 Release Date: Out Now

Following in the footsteps of her mother Cornet, young Kururu sets out on a journey to find her own prince in Rhapsody II: Ballad of the Little Princess. Complete with more songs, a new turn-based battle system, and a story both new yet familiar, this title is ready to make your heart sing!



He'll be kind, smart, strong, cool...



Strawberry Shortcake

System: Nintendo Switch/PC/PS5
 Publisher: NIS America
 Developer: Nippon Ichi Software
 Rating: "T" - THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Blood, Suggestive Themes, Crude Humor}
 Release Date: Out Now



In Rhapsody III: Memories of Marl Kingdom, a series of charming chapters concludes the stories of Rhapsody and its characters. Experience events that occur before, during, and after the previous Rhapsody titles, including a heartfelt conclusion about Cornet's mother, Cherie. The revamped and refined battle system shines with combined character attacks and the addition of a 3D camera.

XENA

WARRIOR PRINCESS
PINBALL



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Zen Studios
Developer: Zen Studios
Rating: 'T' - THIRTEEN and
OLDER ONLY {Blood, Violence}
Release Date: Out Now

Xena: Warrior Princess Pinball © 2024 Universal Television LLC. All Rights Reserved.
'Pinball FX' is a trademark of Zen Studios. In a time of ancient false gods, war-
lords and kings a land in turmoil cried
out for a hero. All of this on a pinball
table from Zen Studios.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Zen Studios
Developer: Zen Studios
Rating: T - THIRTEEN and
OLDER ONLY {Blood, Violence}
Release Date: Out Now

Join Xena, the mighty princess as she fights epic villains Callisto, Ares, and Caesar with the help of her friends Gabrielle and Joxer.

Last Minute

CONTENTS

Product Name

Page(s)

Seed of Life	87 - 93
World of Goo 2	94 - 99
Pepper Grinder	100 - 103
SPYxANYA Operation Memories	104 - 107



Tiddbits





System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: GS2 Games
Developer: Madlight
Rating: 'E' - SIX and OLDER
ONLY [Mild Fantasy Violence]
Release Date: Out Now

Seed of Life is an action-adventure puzzle game that will take you to a beautiful yet toxic world where almost all life has disappeared. There's only one way to survive: help Cora find The Seed, an alien device capable of generating the essence of life and save your planet from annihilation. Find your way through a labyrinth like world full of mysteries, dangers, and beauty. Search for capsules and learn special abilities. Face off against alien creatures and solve challenging puzzles.



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: GS2 Games
 Developer: Madlight
 Rating: 'E' - SIX and OLDER
 ONLY [Mild Fantasy Violence]
 Release Date: Out Now

As the sun is dying, the world is fading into chaos. Invaders appeared out of nowhere and took us by surprise... There was nothing we could do! They took our most precious treasure: the planet's life force, leaving us to certain death. Alien creatures were left on the land to absorb what's left alive. To save your home you need to find the source of life and activate the ancient machine. Let the light guide you!



System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: GS2 Games
 Developer: Madlight
 Rating: 'E' - SIX and OLDER ONLY (Mild Fantasy Violence)
 Release Date: Out Now

A story-driven adventure packed with puzzles to solve and dangerous shadows. Learn unique abilities and try to survive in a hostile environment.
 Freely explore a beautiful and vast world where secrets are hidden in every corner and environmental challenges will test your skills



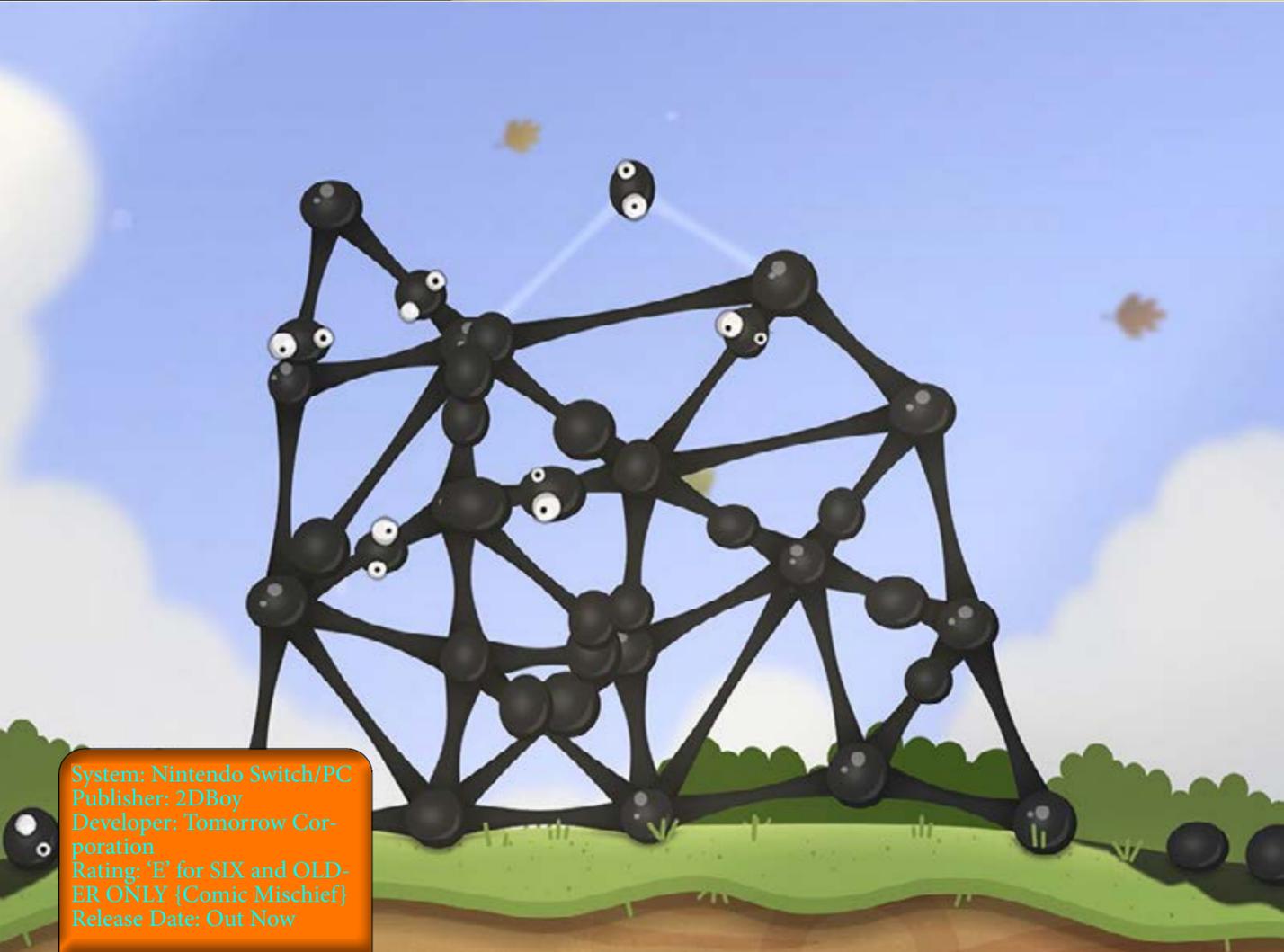
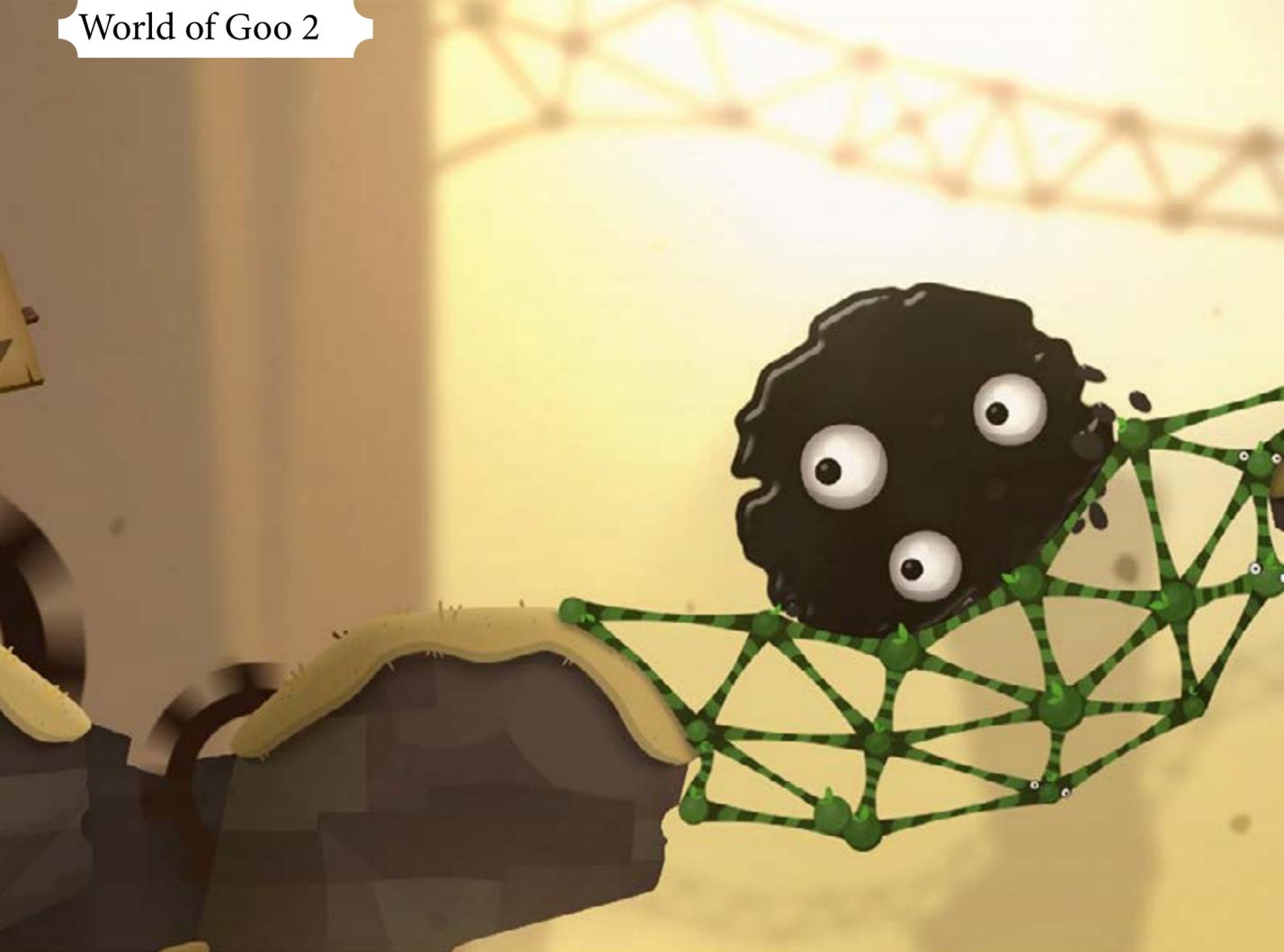
System: Nintendo Switch/PC
 Publisher: 2DBoy
 Developer: Tomorrow Corporation
 Rating: 'E' for SIX and OLDER ONLY (Comic Mischief)
 Release Date: Out Now

Use living liquid creatures to build bridges, grow towers, terraform terrain, and fuel flying machines. The world is beautiful, dangerous, and changing



System: Nintendo Switch/PC
 Publisher: 2DBoy
 Developer: Tomorrow Corporation
 Rating: 'E' for SIX and OLDER ONLY (Comic Mischief)
 Release Date: Out Now

Every level is a realistic physics and fluid simulation. Build, splash, explode, destroy, fly, and roll your way through your own unique solutions to each level.



System: Nintendo Switch/PC
 Publisher: 2DBoy
 Developer: Tomorrow Corporation
 Rating: 'E' for SIX and OLDER ONLY (Comic Mischief)
 Release Date: Out Now

Local co-operative play exclusively on Nintendo Switch. Build together! Explore a new story spanning hundreds of thousands of years and watch the world change.



System: Nintendo Switch/PC
Publisher: Devolver Digital
Developer: Ahr Ech, MP2 Games
Rating: 'E10+' - TEN and OLDER ONLY [Fantasy Violence]
Release Date: Out Now

Pepper Grinder is an action-packed pirate adventure starring the titular Pepper, a seafaring soul with a passion for prospecting, and Grinder, her super-powered drilling device.



System: Nintendo Switch/PC
 Publisher: Devolver Digital
 Developer: Ahr Ech, MP2 Games
 Rating: 'E10+' - TEN and OLDER ONLY [Fantasy Violence]
 Release Date: Out Now

Shipwrecked and robbed of her treasure, Pepper must spin up her trusty sidearm to reclaim what the mischievous Narlings stole. Armed with Grinder, Pepper burrows through terrain & water, controls machines, and pulverises all enemies blocking the way towards recovering her missing fortune - with interest!



System: Nintendo Switch/PC/
PS4/PS5
 Publisher: Bandai Namco
 Developer: GrooveBoxJapan
 Rating: 'RP' - Rating Pending
 Release Date: June 28, 2024

Anya Forger has received a new assignment from school: create a photo diary of memories. On weekdays, head to class in the morning, then enjoy family time in the evening.



System: Nintendo Switch/PC/
PS4/PS5
Publisher: Bandai Namco
Developer: GrooveBoxJapan
Rating: "RP" - Rating Pending
Release Date: June 28, 2024



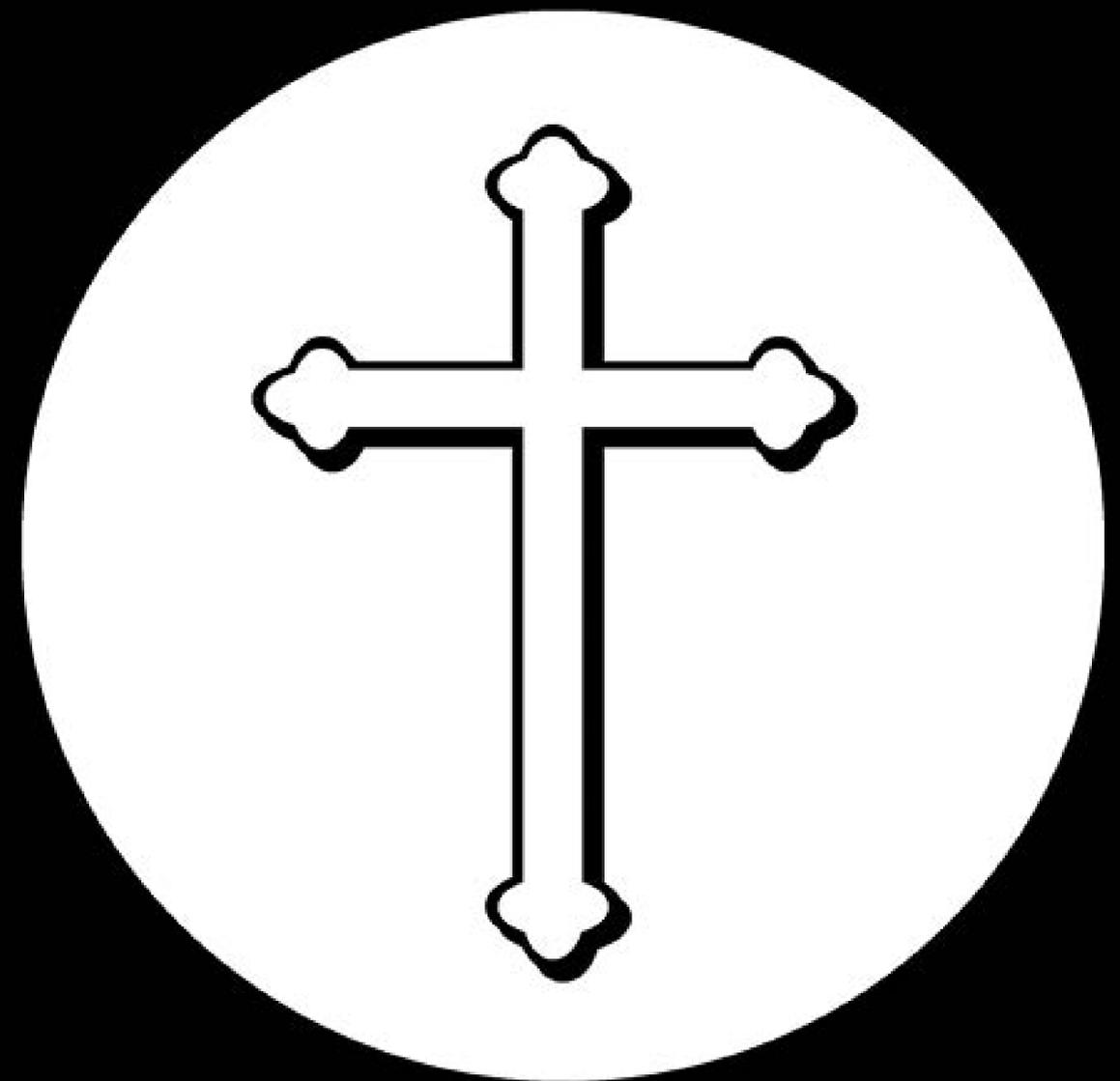
On weekends, visit all sorts of exciting places, like the beach or art museums, in search of subjects worthy of photographing! What kind of photo diary will you help Anya create?

Future Glimpses Moon Murderer



BUY IT RIGHT NOW HERE

Future Glimpses Free At Last



By
Paul Bury

BUY IT NOW RIGHT HERE

FAMILY FRIENDLY

THE VOICE OF THE
FAMILY IN GAMING

GAMING™

Devotional January

BY

PAUL BURY

BUY IT RIGHT HERE

FAMILY FRIENDLY GAMING

THE VOICE OF
THE FAMILY IN
GAMING

TM

Devotional March

BY

PAUL BURY

BUY IT RIGHT HERE