



The VOICE of the FAMILY in GAMING

TM



Complete



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Back

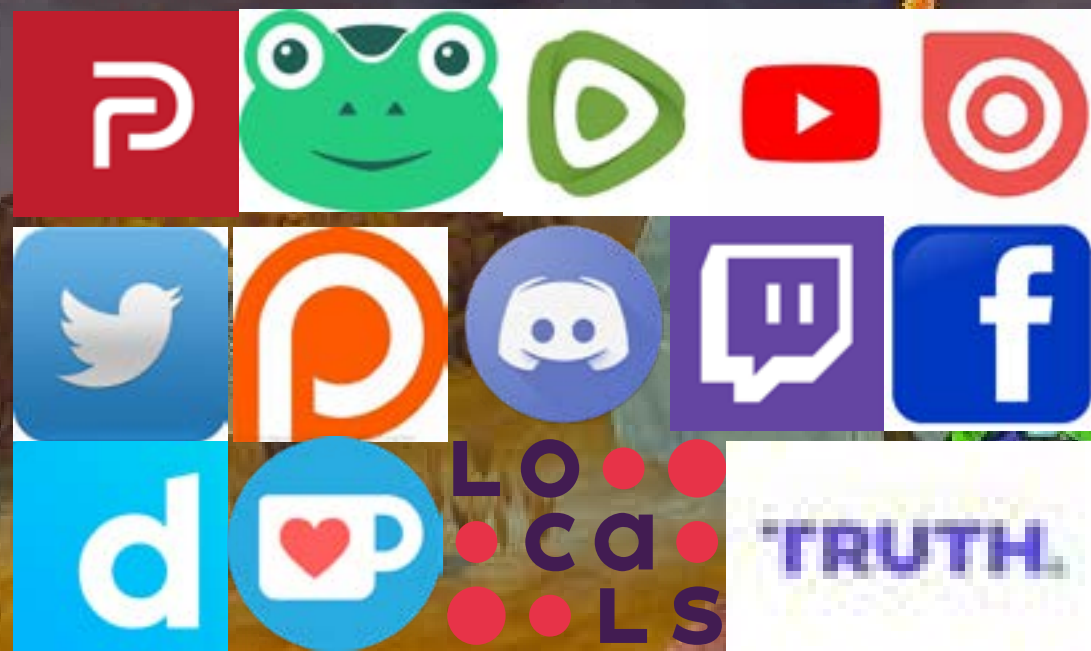
*Fantasy Life i The Girl
Who Steals Time is OUT!!!!*

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JUNE
2025

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

Editor's Desk

Pre orders still need work

Retailers have had years to improve their processes in terms of the pre-orders for new video game systems. It was a pain and a problem purchasing a Playstation 5, and Xbox Series X. Microsoft made sure to meet the demand way faster, and way better than Sony did. Now we hit the pre-orders for the Nintendo Switch 2. The first issue is having to stay up until close to midnight to try and get a pre-order. The next problem is these retailers were glitching out badly. We tried Best Buy, Target, Walmart, and Gamestop. We also checked Amazon but they did not have pre-orders so they were a no go. We checked other places like New Egg. Again that was a no go. Why are these things so glitchy, messed up and difficult to work with?

Walmart had multiple points where it wanted us to hold a button to prove we were not a bot. Then on one of those their site glitched out and dumped us. Best Buy did not start their pre-orders for twenty minutes. Then we sat in line for over an hour. Then they finally let us know they were sold out. We lost sleep over this literally. There needs to be a much better system to pre-orders. I have been thinking about this on very little sleep since the horrible experience with this - yet again makes me realize improvements are needed.

Here is how I believe things need to work in pre-orders. Stop this it turns on at a certain time. Instead each retailer needs to list the item, and when someone wants to buy it they need to put them on a wait list. An email or phone number is required. You know probably a phone number would be better. Then email/text the person what number they are on the wait list. From there let them know when the retailer has so many units. Take for example you are number five hundred and fifty-eight on the queue. When the retailer has five hundred units to sale, let them know that they are over the limit and when more units arrive a sale can be made. Then go through the list one at a time. Number one is given an opportunity to make a purchase with a certain amount of time. Say you give them twenty-four hours to go back to the site, log into their account and make the purchase. If they do not make the purchase in the twenty-four hours then they are dropped from the list, and the next available person in line is given an opportunity to make the purchase. So in the case of the five hundred - contact the five hundred. Say twenty do not make a purchase. Then the next twenty on the wait list are contacted and notified they can make the purchase. This would work so much better, and so much nicer for the customers. Plus we would not lose sleep over it. The retailers would also know how many more to purchase. They would know how many more sales

they could expect of that said product. This would inform Nintendo how fast to ramp up productions of the systems. High demand would equal to more units being sold.

Why does it take me to look at these systems and come up with a better way? We will get a Nintendo Switch 2 at some point. We keep trying different things and different ways of getting one. Ultimately I am not stressing because I know it will happen. We will be able to order one online at some point, or we will be able to find one at a local store. We have the money set aside and are just waiting for the opportunity to make the purchase.

God bless,
Paul Bury



FEMALE SIDE

Thank you

Normally Paul takes time in one of his columns to thank all ya'll. I decided to do it for a change myself. I am so thankful for Family Friendly Gaming Universe. Your support means the world to all of us. I wanted to take some time to express that myself in this column. So Thank you. Okay what else to talk about in this column?!? I am just joking. It reminds me of that old joke about taking a moment of silence for someone that passed away. They take a second or two, and then are like okay, let's go. If that offends you I am very sorry.

I am thankful for everyone that reads these magazines. Although technically they are just e-magazines now. We do not have the money coming in to make the physical copies anymore. We used to have a really nice printer, and then we would pay for the binding. Sadly there were not enough sales to keep that going. I wish it were not true, but it was. I wonder if the few existing physical copies of our magazines would be worth money to some collectors. What do you think? We have some we could sell to some collectors.

I am thankful for each sponsored live stream, and video we have gotten. Those can really help us. Plus it helps your company get exposure to your game. We also throw in a review of the completed projects when we have been given a sponsorship. I am thankful for each person that donates. We get those super stickers from time to time on YouTube. A big thank you to everyone that does that. I am thankful for each member we have that pays a monthly fee to see the member only videos. Thank you for the support.

I am extremely thankful for each person that comes to the website, watches the videos, watches the live streams and more. Thank you to everyone that gives our videos a like. Thank you to everyone that leaves a positive comment. Thank you to everyone that clicks on an advertiser link on one of our web pages. Also everyone that clicks on the advertiser links within this e-magazine. Thank you, thank you, thank you.

A huge thank you to each and every person that talks about Family Friendly Gaming. We get messages about wonderful people telling their family, friends, and churches about us. You are wonderful ambassadors that are continuing to get the word out. A big thank you to every single person in PR and Marketing that sends us physical copies of products for review. I also want to thank everyone in PR and Marketing that sends over advertisements. The costs of what we do with Family Friendly Gaming is not cheap. It is

nice to see those that appreciate what we do and want to reinvest in what ultimately is making them money.

Thank you to everyone that has purchased a copy of Paul's books. Thank you to everyone that has supported the Rumble, and Twitch livestreams. Thank you to everyone that supports the YouTube live streams. That interaction means the world to us. Thank you for your questions, comments and ideas. Thank you for your prayers. Thank you for the love you send our way. Thank you for the positive encouragement.

I appreciate you. I want you to know that. Paul appreciates you. Noah appreciates you. Princess appreciates you. We all appreciate you. God bless.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



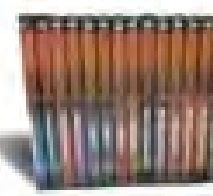
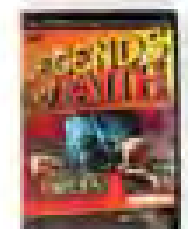


Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863
1 Timothy: 9780976054825 | 2 Timothy: 9780976054894 | Interactive Parables: 9780976054801 | Interactive Parables Spanish: 9780976054818



Interactive Bible Series for Windows by GraceWorks Interactive





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

14 DVD ROM titles \$10.99 each

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

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

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

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

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



For a complete listing,
visit our reference only website

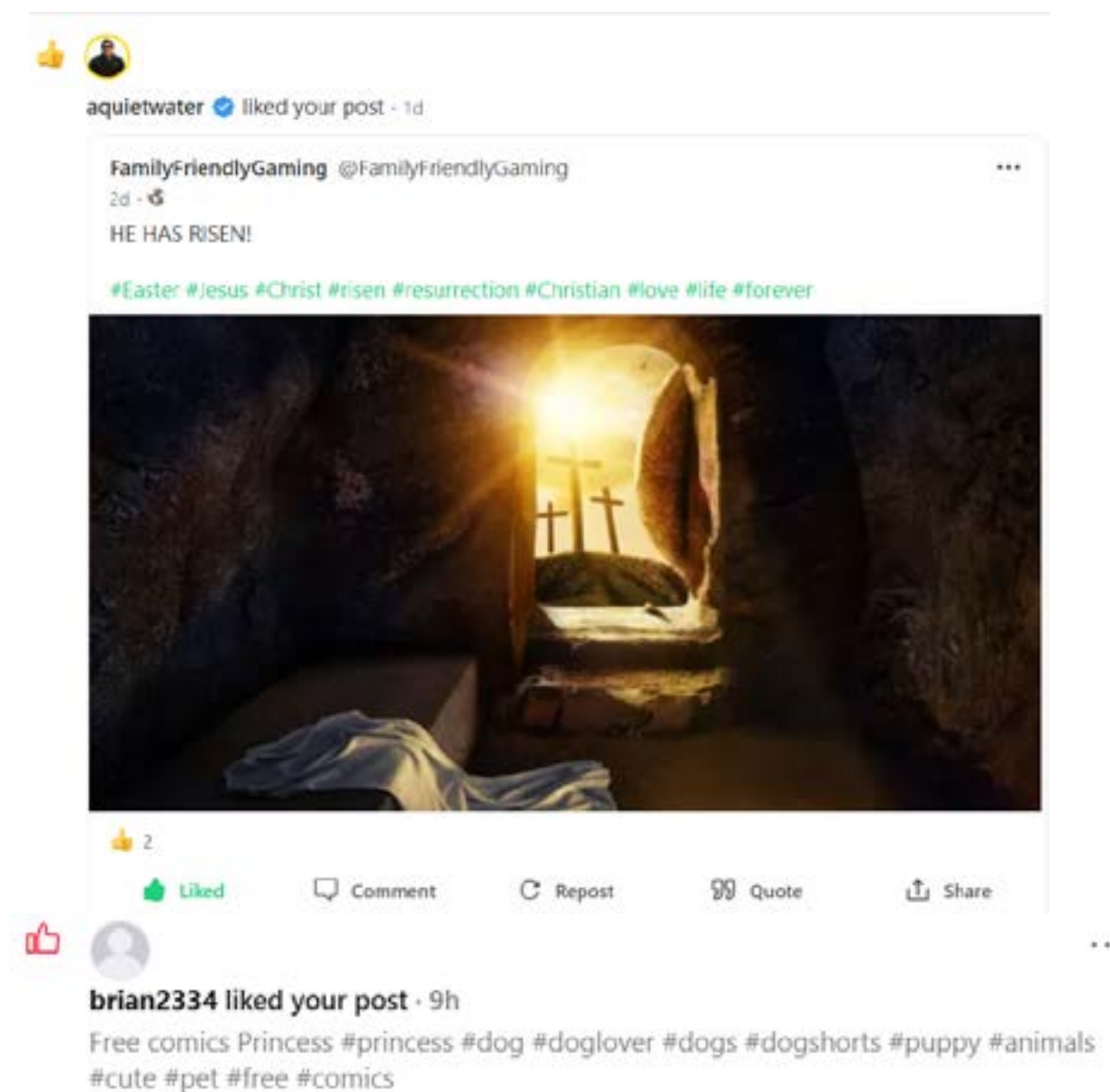
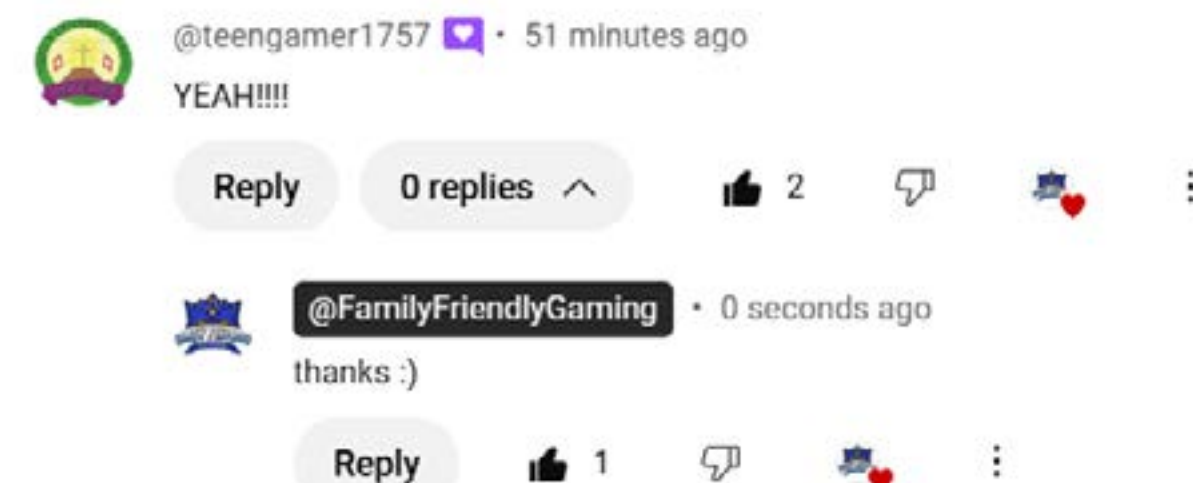
www.homeschoolstore.com

Products can be ordered from your
local Homeschool Retailer.

Mission Statement

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

SOCIAL MEDIA TIDBITS



Advertisement

SOUND OFF



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

April Devotional is AWESOME!!!!

Thank you for writing the April Devotional Book. The devotional books Family Friendly Gaming released have been wonderful. I get so many wonderful thoughts for my prayers thanks to them. I use all four of your devotional books throughout the year.

If I read correctly you plan on trying to get the May book out in 2025. Is that accurate? Is that true? I really hope that happens. Do you think you could make it happen by the end of May? I am sure the beginning of May would be a bit of a stretch.

Thank you again for writing these books. They are such a blessing to me and my entire family. We use them in a

Bible study.

- Mary

{Paul}: Mary,

Thank you for your kind words of encouragement. They mean a lot to me and everyone else here at Family Friendly Gaming. Yes the plan is to get the Family Friendly Gaming Devotional May book out before the end of 2025. I released the last Future Glimpses book near the end of 2024, and got the April Devotional book out pretty early in 2025. So there have been multiple books released in a short period of time.

There have been a few delays in getting the May Devotional book started. I hope to be able to get caught up on some other chores and get it started. Once I get it started a lot of times I keep going. We did get the Hall of Fame for 2025



taken care of and that was one of the things slowing it down. I always have so much to get done. I look around and am always behind on some chore or another. I keep praying about being able to do this wonderful work full time. Thus far it does not bring in enough money for that. I trust God in His Holy plan for my life.

Temptations of Time

I absolutely love the Temptations of Time series. This is such an engaging, interesting, cool, and great idea for a video series. Plus you are taking us to really neat, fascinating and fun time periods. Where all are you planning on going with this series in the future?

- Sam

{Paul}: Sam,

So happy to hear that you are enjoying the Temptations of Time series. I really wanted to do a long episodic series that includes multiple different storylines in the same theme. We have gone to see King Solomon, dinosaurs, Cleopatra, and more. I have some ideas to see Black beard, Beethoven (or maybe Bach), and more. One of the ideas that I am still fleshing out is going to the future. Do I want to allow that? Yes or no. I have not decided. I also have an idea about messing up the timeline and that kind of a shock. Then having to go back in time and stopping myself from making that mistake. There are all kinds of different ideas and theories on that I need to investigate first. If you have ideas on other historical figures you would like to see in the



Carbon dating is highly unreliable.

SOUND OFF Continued

series please let me know. That goes for everyone in Family Friendly Gaming Universe.

You might have noticed there have been some themes in the different time periods. Plus I wanted to go a different direction with a great many concepts that are normally in entertainment. Old Earth theory versus Young Earth theory for example. I script out the different storylines, voice act them, and then build it into the videos. I am having a blast with this cool process too.

What a GREAT Day

Your article entitled: "What a GREAT Day" was a fantastic read. I appreciated how honest, open, and real you are about the issues you face. I also appreciate how you let us know about the good things you see in life. It is wonderful to see that. So many other gaming sites are constant downers and haters on something. I did some digging and saw you congratulated President Trump. That was really cool to see



too. So many other gaming sites are gloom and doom about President Trump. I have hope for the future again thanks to President Trump. Will he be perfect? No. It is neat to see someone else that resonates with my opinions and beliefs. Thank you for that. I am reading more of your articles to find more opinions you have and see where we agree and where we may disagree. I can tell that your opinions are thought out. I am honestly sick and tired of these other gaming sites that do not put much mental effort into their articles. Thank you for that as well.

God bless,
Keith

{Paul}: Keith,

Welcome aboard. Great to have you here. It is always nice to hear when we reach

fellow gamers that align with the morals, ethics, and beliefs of the Holy Bible. I am far from perfect. I get negative at times too. I have been reading Psalms and realizing that David was not always positive. I try and find those silver linings whenever I can. I am still a work in progress.

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.



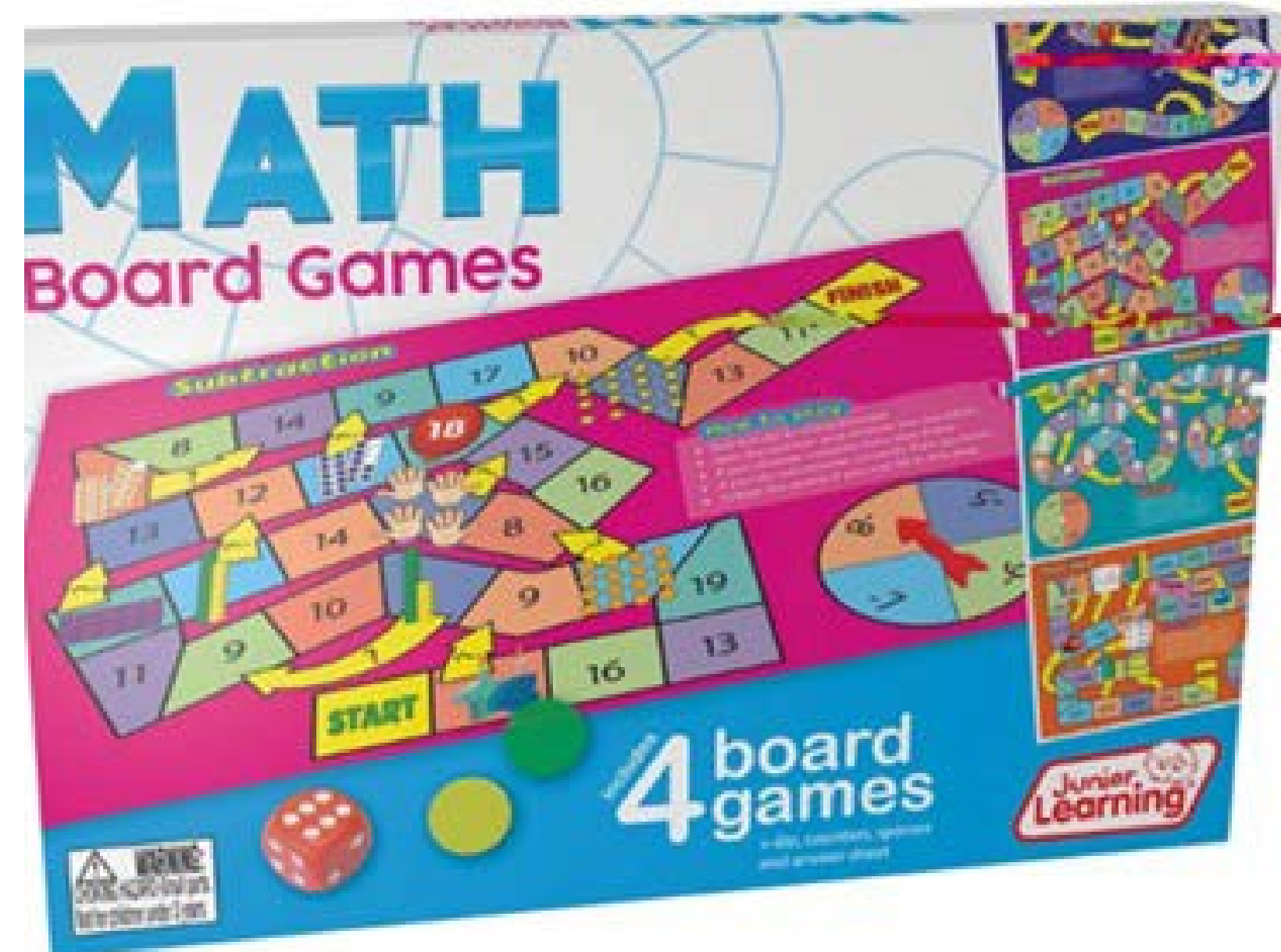
Math Board Games

Learn useful math skills while playing these fun board games with your friends. Topics include addition, subtraction, double or half and place value.

Product Description

Learn useful math skills while playing these fun board games with your friends. Topics include addition, subtraction, double or half and place value.

Product Information



Title: Math Board Games
Format: Other, N/A
Vendor: Junior Learning
Publication Date: 2018

Dimensions: 1.25 X 8.5 (inches)
Weight: 2 pounds
ISBN: 8426007635
Ages: 5-6
Stock No: WW007635

DEVOTIONAL

The Birth Part 5

One of the really cool things about the birth and early life of Jesus Christ is how so many prophecies were fulfilled. **Matthew 2:14-15** *So he got up, took the child and his mother during the night and left for Egypt, 15 where he stayed until the death of Herod. And so was fulfilled what the Lord had said through the prophet: "Out of Egypt I called my son."* Here is a great example of one of the fulfilled prophecies by Jesus Christ. There were so many facets to his life that fit perfectly when we look back at via history.

King Herod did not take this sitting down. When he heard of what happened he was extremely unhappy. I can only imagine how he felt at the time. **Matthew 2:16** *When Herod realized that he had been outwitted by the Magi, he was furious, and he gave orders to kill all the boys in Bethlehem and its vicinity who were two years old and under, in accordance with the time he had learned from the Magi.* We think when someone says this they are so horrible. Imagine killing toddlers and babies just because you were insecure in your own throne. That is exactly what King Herod did. Imagine the

soldiers that had to carry that out.

Can you guess what we find out next from the Holy Bible? If you guessed another prophecy was fulfilled then you would be completely right and accurate. **Matthew 2:17-18** *Then what was said through the prophet Jeremiah was fulfilled:*

18 "A voice is heard in Ramah,
weeping and great mourning,
Rachel weeping for her children
and refusing to be comforted,
because they are no more."

I feel so horrible for all of those parents. Just because there are so many evil rulers in the world that are all about their own power. We see the same kinds of people get to power in our world as well.

Jesus Christ was kept safe for his destiny. **Matthew 2:19-20** *After Herod died, an angel of the Lord appeared in a dream to Joseph in Egypt 20 and said, "Get up, take the child and his mother and go to the land of Israel, for those who were trying to take the child's life are dead."* Angels again transmit the news to Joseph.

We get even more fulfillment

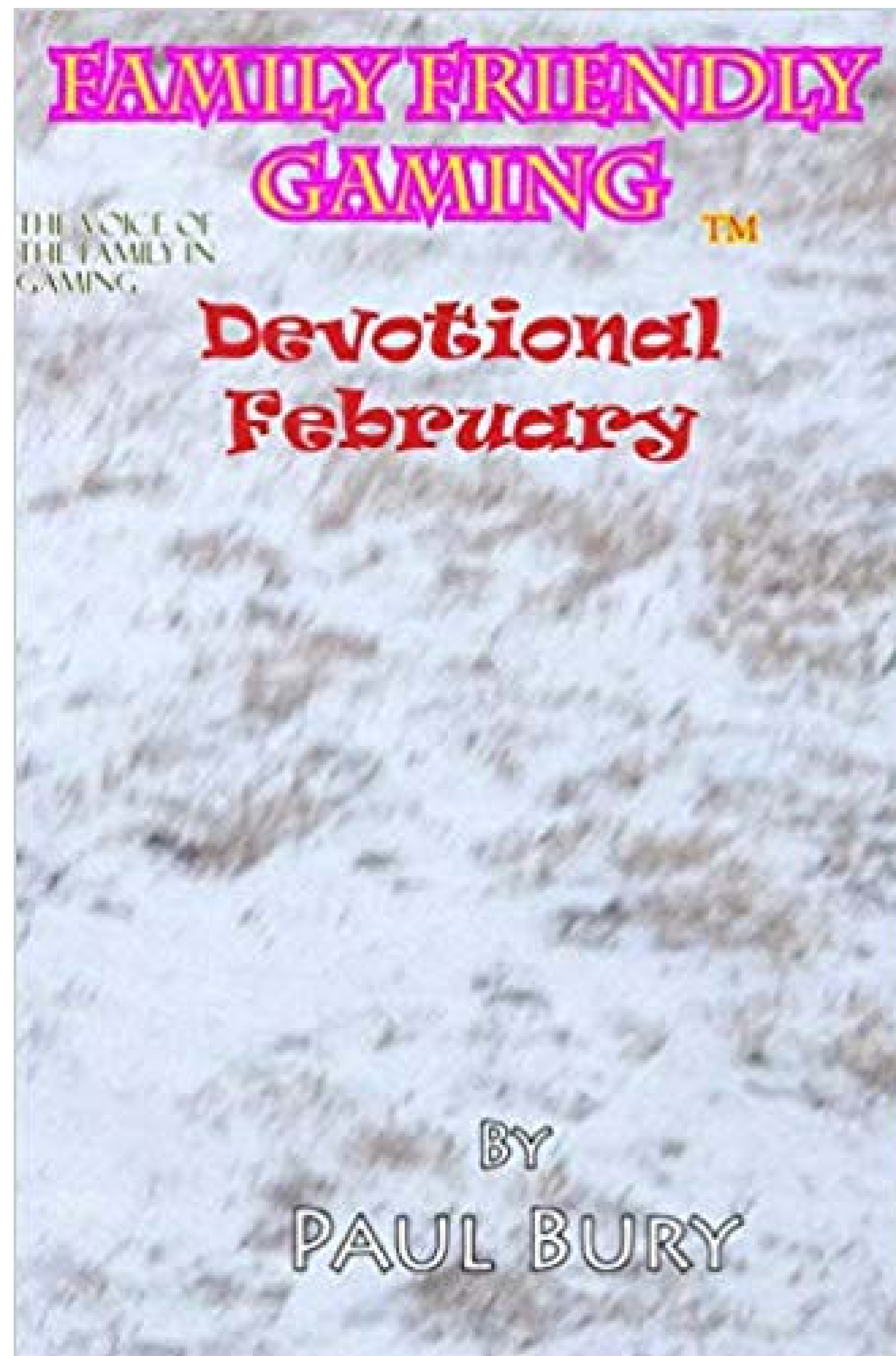
of prophecy. **Matthew 2:21-23** *So he got up, took the child and his mother and went to the land of Israel. 22 But when he heard that Archelaus was reigning in Judea in place of his father Herod, he was afraid to go there. Having been warned in a dream, he withdrew to the district of Galilee, 23 and he went and lived in a town called Nazareth. So was fulfilled what was said through the prophets, that he would be called a Nazarene.* All of the pieces fell into place. One of the ways we know it was real and true.

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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SHINOBI Art of Ven- geance

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nering with
SEGA to launch
physical versions
of SHINOBI: Art
of Vengeance,



NEWS

the highly-anticipated new entry in SEGA's iconic ninja action series, for Xbox, PlayStation, and Nintendo Switch

In SHINOBI: Art of Vengeance, players will take on the role of the legendary Shinobi Joe Musashi on a quest for vengeance, in a brand new 2D action platformer featuring gorgeous hand-drawn illustrations and fast-paced combat.

Stay tuned for future details on Limited Run Games' upcoming physical release of SHINOBI: Art of Vengeance, including the physical pre-order launch date and collector's edition reveal, so you can help Joe avenge the Oboro Clan. In the meantime, as always, we'd be thrilled if you could share the news!

LIMITED RUN

Backyard Baseball '97 is Now Available on Mobile Platforms

Playground Productions, a pioneering production company dedicated to creating best-in-class content for children and families, has announced Backyard Baseball '97 is now available for iOS and Android at backyardsports.com. Developed by Mega Cat Studios, Backyard Baseball '97 on mobile, is the next re-release in the iconic Backyard Sports video game franchise. The GOAT video game athlete Pablo Sanchez and his friends are back with fully optimized controls, enhanced mobile gameplay and ready for some serious fun. Backyard Baseball '97 is also available on Steam.

From the beginning, Playground Productions and Mega Cat shared the difficulties of bringing the classic game back without the original source code. Yet, the experienced team of engineers was able to get the game running smoothly on modern devices in just months. "It's honestly surreal to play Backyard Baseball '97 on a device that didn't exist in 1997. Playing on a mobile device makes for the ultimate nostalgic, cozy gaming experience for me and other millen-

nials," said Playground Productions CEO, Lindsay Barnett.

Whether revisiting a childhood favorite game or teaching the rules of baseball to kids through an accessible entry point, Backyard Baseball '97 is available on mobile for the first time since the inception of the Backyard Sports brand. "It has been amazing to teach my little nieces and nephews about baseball through Backyard Baseball '97. The game-play on mobile is so easy and accessible for them to just pick up and play," said Playground Productions Chief Product Officer, Chris Waters.

The original Backyard Baseball '97 is now enhanced to run on mobile platforms. Whether players are picking their dream team, hitting home runs, or just here for the witty banter, they can step back into the backyard and experience the game that made baseball fun for everyone! Players can jump into pick-up games, practice batting, keep track of stats, compete in single games or a whole season! Backyard Baseball '97 features all of the realism and statistics of adult baseball games but with simple, intuitive controls that anyone can master.



Game Modes and Features

Random Pick-up: A quick way to jump right in! The computer chooses a random team for you and itself, and the game starts immediately.

Single Game: You take turns with the computer, choosing players from a random pool of characters.

Season: You create a team and manage the team through a 14 game series. The opposing teams are computer generated. At the end of the season the best two teams advance to the BBL playoffs (best of 3). The playoffs winner advances to the championship series which consists of the Super Entire Nation Tournament (best of 3) and then the Ultra Grand Championship of the Universe Series (best of 5)!

Fully offline: No internet connection required!

COPPA compliant: Kid-friendly, private, no data collected

Pick up and play on the go with fully mobile optimized controls that are simple, and responsive

Become the Ultra Grand champion of the Universe Series

Compatible with controller devices

The release of Backyard Baseball '97 continues Playground Productions' broader vision to relaunch Backyard Sports across multiple verticals, including video games, merchandise, film, television and more. Beloved by millions, Backyard Sports was a popular family-friendly computer game that became a staple of life for kids everywhere. With baseball, basketball, football, soccer and hockey, the games were loved by a generation as they featured a stable of neighborhood athletes that reflected a real-life playground of boys and girls. Siblings and friends vied for the coveted seat at the family computer to play as their favorite characters, with none more popular than Pablo Sanchez. Backyard Sports allowed kids to be kids and celebrated the imagination of children.

STEEL SEED Releases

Step into a world of humanity, sorrow, and steel! Following its stellar debut at GDC 2025, where it earned the “Best in Play” award, rising indie label ESDigital Games and Italian studio Storm in a Teacup launched their futuristic stealth-action adventure Steel Seed across PC (Steam & Epic Games Store), PlayStation 5, and Xbox Series X|S.

Steel Seed is a futuristic Stealth-action-adventure game from the visionary team behind the critically acclaimed Close to the Sun set in a dark sci-fi world where humanity stands on the brink of extinction. A free Steam demo is available now through launch, offering a first taste of Steel Seed's gripping stealth combat, fluid parkour, and emotional narrative set in a haunting AI-driven world.

Steel Seed is a gripping action-adventure game from the visionary team behind the critically acclaimed Close to the Sun set in a dark sci-fi world where humanity stands on the brink of extinction. Join protagonist Zoe and her flying drone companion KOBY as they investigate the depths of a hostile underground facility in search of answers and the key to mankind's survival.

“Steel Seed has been an incredible journey and a massive effort for our team,” said Carlo Ivo Alimo Bianchi, CEO & Creative Director of Storm in a Teacup. “We’ve poured our passion, creativity, and dedication into every detail to bring this world to life. This game is our homage to all the stealth-action players who thrive

in the shadows, strategize every move, and embrace the thrill of the challenge. It's been years in the making, and we can't wait for you to finally experience it.”

Key Features

A Deadly, Post-Cataclysmic World: From towering industrial landscapes to eerie bio-domes, the world of Steel Seed is as haunting as it is immersive. Explore a hand-crafted world and narrative that challenge the very definition of humanity.

A Companion Like No Other: Zoe isn't alone — her only ally is Koby, a prototype drone that becomes more than just a tool, but a crucial partner, offering guidance and helping to solve puzzles together. Koby is Zoe's emotional anchor in an otherwise desolate world, creating a formidable duo in the face of any challenge.

Stealth, Parkour & Dynamic Combat: Adapt your playstyle with a unique blend of stealth-action gameplay.

Stealth & Strategy – Use shadows, distractions, and the environment to evade or take down enemies.

Dynamic Combat – Face off against various enemy types and challenging bosses, each with unique abilities.

Upgradeable Abilities – Customize Zoe's playstyle with three distinct skill trees featuring 40 different upgrades.

A Thought-Provoking Sci-Fi Adventure: Steel Seed isn't just about survival — it's about exploring the fine line between human and machine, trust and control, resilience and despair. With a story revised and edited by BAFTA-winning writer Martin Korda, the game delivers a deep and compelling narrative experience.



Nintendo Switch 2 accessories from Snakebyte

Snakebyte™, videogame accessories for over twenty five years, announced today an all-new range of accessories compatible with Nintendo® Switch™2, the newly announced next generation game system, launching from June 2025. With select products in the range timed to coincide with the availability of the console, the new line of hardware from snakebyte will be available for purchase via the snakebyte website as well as leading online and physical game retailers.

In development for over 12 months, each product in the range has been specifically developed for the next generation console, with a careful focus on quality, value and the ability to enhance the gaming experience. All products in the Nintendo Switch 2 compatible range come complete with a 2-year warranty, ensuring peace of mind to all snakebyte customers. Products in the new range include:

GAMEPAD RGB S2™

A wireless professional controller featuring Hall-Effect Thumbsticks for drift free, ultra reliable use. Tactile rumble feedback brings you deeper into your game and dual back buttons provide enhanced control options. USB-C charging allows for quick, simple charging and translucent shell with RGB lighting provides a stunning backdrop to your Switch 2 gaming.

GAMEPAD S2™

A wireless professional controller featuring Hall-Effect Thumbsticks for drift free, ultra reliable use. Tactile rumble feedback brings you deeper into your game and dual back buttons provide enhanced control options. USB-C charging allows for quick, simple charging.

ERGO GRIP S2™

Enhance your Switch 2 gaming with the comfortable Ergo Grip, designed to offer fatigue-free play during sustained gaming sessions. Slot your Joy-Con 2™ controllers into the Ergo Grip where the rubber handholds make for a comfortable way to game for hours. LED indicator shows player number and charge status.

HEADSET CORE S2™

Enjoy crystal clear audio and immersive gaming with the Headset Core S for Switch 2. Featuring 40mm drivers for quality audio, a foldable, cushioned design for easy storage and transport and a removable microphone with in-line volume controls.

TWIN CHARGE S2™

Effortlessly charge up to two Joy-Con 2 controllers for your Switch 2 with this simple to use, compact charger. Powered via USB-C and featuring dual charge level LED's, gamers can keep their Joy-Con 2 controllers safe, secure and ready for play at all times.

QUAD CHARGE S2™

Charge up to four Joy-Con 2 controllers simultaneously with this simple to use charging solution. Featuring individual LED indicators, vibrant RGB lighting and a secure slide-in design, the Quad Charge S2 keeps you and up to three other gamers powered up at all times!

POWER CHARGE S2™

Power your play with the Power Charge S2. A versatile USB-C AC adapter, the Power Charge S2 features USB power delivery 3.0 (PD 3.0) and advanced GaN technology for fast, efficient and reliable charging. Designed for global compatibility, the Power Charge S2 includes plug adapters for US, EU, UK and AUS regions.

FAST CHARGING CABLE S2™

Charge your Switch 2 and other USB-C devices fast and safely with this 100W fast charging cable. Featuring PD-enabled safety, durable nylon branding and a two-meter length.

STARTER KIT S2™

An ideal way to start your Switch 2 adventure, the Starter Kit S2 is a premium starter kit designed for safety and enhanced gaming on the go. Featuring a durable, premium nylon carry case, tempered glass screen protector, in-ear headphones, silicon grips and cleaning cloth. Available in black and grey.

SLING CASE S2™

Stylish, secure and great quality, the Sling Case S2 allows gamers to take their Switch 2, games and accessories with them wherever they go. A versatile crossbody style shoulder bag, the Sling Case S2 features a spacious main compartment and convenient patch pocket for easy storage of console, Joy-Con 2 controllers, earbuds, games and more! Available in blue and grey.

TRAVEL CASE S2

Protect and store your Switch 2 with this durable and compact Travel Case. Made from ballistic nylon and PU leather, it's water repellent. Impact resistant and offers ample space for console and accessories.

SYSTEM ORGANISER CASE S2

Protect and organize your Switch 2 console and accessories with the System Organiser Case S2. Featuring durable water repellent nylon, dedicated compartments for accessories and a scratch resistant exterior, it's a superb way to keep

your Switch 2 world organized and safe for travel. Available in black and grey.

Commenting on the all-new accessory range for Switch 2, Mike Steup, CEO of snakebyte said, “The Nintendo Switch has proven to be one of the most beloved consoles of all time, and we expect the Switch 2 to thrill gamers and continue pushing the boundaries of success upon its launch later this year. We’ve been working tirelessly behind the scenes to develop a comprehensive range of accessories which do justice to the new hardware, while exemplifying the core tenants of quality and value the snakebyte name stands for. We’re confident that gamers will Switch 2 snakebyte for the hardware their new console deserves.”



In The News Continued

NEO S LINKIN PARK Edition

CRKD™, the collectible gaming brand behind Nitro Deck™ and NEO S™ collectible controllers, announced today the NEO S LINKIN PARK Edition, a licensed, special edition NEO S controller, designed for use with Fortnite Festival and other rhythm-based games.

Compatible with Nintendo® Switch™, PC, Mobile, Tablet and Smart TVs, the NEO S LINKIN PARK Edition is a one-off drop that features artwork inspired by the LINKIN PARK Instruments in Fortnite Festival and the recent launch of two brand new Fortnite Festival Jam Tracks including the band's new single "Up From The Bottom" off of the upcoming Deluxe Edition album From Zero, out May 16, 2025 via Warner Records.

Available for pre-order today, the NEO S LINKIN PARK Edition is expected to ship in May of this year for a suggested retail price of \$59.99/ €69.99 / £59.99.

The NEO S LINKIN PARK Edition is the second NEO S controller in CRKD's Festival range, bringing gamers closer to the music they love and transforming the Fortnite Festival experience thanks to the unique Festival Attachment

(included), which replicates the frets found on a real guitar, providing a more authentic and immersive experience.

The NEO S LINKIN PARK Edition follows the recently announced range of CRKD Gibson® Les Paul™ Guitar Controllers and continues the proud legacy of dedicated rhythm-based controllers, with the new hardware designed and engineered by team members behind the much-loved hardware for Guitar Hero™ and DJ Hero™.

Attaching with ease to the NEO S, the Festival Attachment has been ergonomically designed to fit in the palm of your hand. Featuring five action buttons which replicate the frets on a guitar, fans of rhythm music games such as Fortnite Festival or Rock Band™ will feel right at home, providing untold opportunities to improve gamers' scores, reaction times and of course, enjoyment!

The NEO S LINKIN PARK Edition isn't just limited to guitar either; fans of Fortnite Festival can use the controller to play Keytar, Drum, Mic and Bass song parts. In addition, the NEO S LINKIN PARK Edition is the ideal companion to community-based rhythm games and can be used without the Festival Attachment to enjoy all regular games.

In The News Continued

Thanks to its wireless compatibility and compact footprint, the NEO S is the ideal controller for on-the-go gaming. With Hall-Effect Thumbsticks, 'Stick Drift' is a thing of the past and the 'No Deadzone Mode', integrated Motion Controls and Adjustable Trigger Sensitivity mean that the NEO S is a highly adept controller for all your games. Remappable Back Buttons provide extra controls when you need them the most, and Adjustable Vibration and Swappable Stick Tops provide a wealth of customizable options. Thanks to Bluetooth® technology, the NEO S can even be used with Smart TV's, mobile devices and tablets, delivering a mighty controller for all your gaming!

Like all CRKD hardware, the NEO S LINKIN PARK Edition is fully compatible with the

CRKD 'True Collection System' a free mobile App for iOS™ and Android® which will register the product number and rarity ranking of your hardware into your personal secure collection, adding to your bragging rights and giving instant oversight to all your CRKD gaming gear. CRKD products with Bluetooth capabilities also connect to CRKD CTRL feature within the App which allows users the ability to customize the adjustable features of their controller.



Stellaris Season 09 Expansion Pass

2025 is set to be a big year for Stellaris, the grand sci-fi strategy game from Paradox Interactive, and it starts today with the launch of the Season 09 Expansion Pass. Available now on PC, the new expansion pass includes the "Stargazer Species Portrait" pack, downloadable immediately, and three ambitious

upcoming content packs available to download later this year. The Season 09 Expansion Pass is available now for \$44.99/€44.99/£37.99, offering a 20% discount compared to purchasing each content pack separately.

STELLARIS®

SEASON 09

The Season 09 Expansion Pass includes:

BioGenesis Expansion (May 5, 2025): Take command of the forces of life itself in BioGenesis. Engineer living ships, terraform entire ecosystems, and wield advanced genetic tools to

shape the destiny of your empire. Will you create a utopia of adaptation and growth or weaponize biology to dominate the stars?

Shadows of the Shroud Expansion (Q3 2025): The psionic plane holds untold power—but at what cost? Shadows of the Shroud is a complete

overhaul of the Psionic Ascension path, introducing new moral dilemmas, patron allegiances, and the ever-present temptation of ultimate destruction.

Infernals Species Pack (Q4 2025): Forge your destiny in the Infernals Species Pack. Adapted to relentless heat and volatile landscapes, you wield the power of extreme environments to reshape the galaxy. Will your empire thrive in the heat, or be consumed by the very forces it seeks to command?

Stargazer Species Portrait (available now): Dream of the stars with this exclusive portrait, available immediately upon purchasing the Season 09 Expansion Pass. Featuring three phenotypes and unique animations, the Stargazer Species Portrait is perfect for players who seek to embody the spirit of cosmic curiosity.

Players can also look forward to a free new update launching alongside the BioGenesis expansion on May 5. The Stellaris 4.0 "Phoenix" update will bring major changes and improvements to the gameplay experience, including new Population Groups and Workforce, a rework of the Trade system, selectable precursors, and much more.

Get hands-on with the 4.0 "Phoenix" update today by joining the Open Beta on Steam.

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?

Video games are a great audio visual learning tool. There are all kinds of things that video games teach us. What if video games were used to teach us some good lessons that will help the lives of millions? There are things that video games could teach us that would help every single person that implemented it. For example what about a video game that taught families how to be more self sufficient? Think about it. Instead of going to the grocery store to buy things, have a video game teach how to make your own bread, juice, and more. This would be more than a farm-

ing game, and more than a cooking game. It would be a combination of the two. Take care of the chickens and then get the eggs. Take the eggs into storage and then use some to make an omelet or scrambled eggs. Pick the wheat, get some water and work on making some home made bread. The whole concept behind this kind of a video game would be how to get more self sufficient. With food prices where they are, this would make a wonderful video game.

I can see healthy ideas like a salad. Pick the carrots and lettuce from the garden. Then clean them and put them in a salad. Show cutting the onions for example. Picking and shelling peas is another aspect of this kind of a video game. There are a lot of things that go into making the food we eat. In the past Americans did it all themselves. It was a wonderful bonding experience as well for families. Sure it took a

little time, but it was healthier and better for you.

Imagine a video game that could remind families the good times from the frontier days. There would be planting, watering, harvesting, cleaning, cutting, cooking, and more. If we want to go to the past we could even teach families how to chop wood and start a fire in a wood stove. There are so many different directions this kind of a video game could go in teaching families how to be self sufficient. Why stop there? Why not teach how to sew and make clothing? People made a great many things we now go to the store to buy. All of those things can still be made, done, and created by hand. How many gamers would get interested in doing more for themselves in the future? Who might want to learn more about canning for example? Would you play a video game that taught us to be more self sufficient?

Romans 13:8-10

8 Let no debt remain outstanding, except the continuing debt to love one another, for whoever loves others has fulfilled the law.

9 The commandments, "You shall not commit adultery," "You shall not murder," "You shall not steal," "You shall not covet," and whatever other command there may be, are summed up in this one command: "Love your neighbor as yourself."

10 Love does no harm to a neighbor. Therefore love is the fulfillment of the law.

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

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

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

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

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SID MEIER'S CIVILIZATION VII



Active Life Outdoor Challenge



SCORE: 74

SCORE: 79

I will come right out and say it. I am a little bit disappointed with Civilization VII. I did not think this franchise could disappoint me, but



Civilization VII certainly did it. First and foremost the different ages are interesting, but can get really boring. For example the Exploration Age is so slow. Part of the problem for me is I had so many cities that were so far apart.

For some reason not every city in Civilization VII can produce the same things. It is also really expensive to do anything. The main capital can produce more troops over so many turns. So I would go turn after turn with little to no progress. I also learned to amass troops at the border of neighbors I wanted to conquer. Many times they accepted my peace offerings if I only asked for one city from them. This was another way to expand my empire in Civilization VII.

The issues families can have are violence, lack of attire, enticement to lust, bad lan-

guage, alcohol, tobacco, false gods, and more. Players can pick from different religions in Civilization VII at a certain point. We can even send missionaries to other civilizations to try and convert them. There are different paths to victory in Civilization VII. I recommend sticking with one path to try and make it happen. It can be challenging to get that final victory in Civilization VII.

The leaders in Civilization VII are really lame. I have no idea

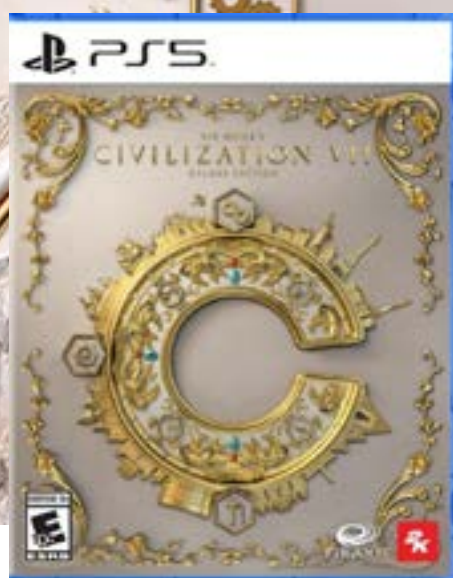


who some of these people are. There are really smaller and lesser known people like Harriet Tubman. Is this part of the Biden Administration paying video game companies to include more DEI in their video games? Is this part of the woke mental illness? I do not know for certain. I do know the leaders stick out in Civilization VII.

I live streamed Civilization VII on our YouTube channel for nine episodes. Those episodes were an hour and fifteen minutes to one hour and thirty minutes per live stream. I kept trying to get progress in Civilization VII. The progress was slow a great many times. Civilization VII kept throwing new leaders onto the map to deal with. To make matters worse I would conquer someone but not realize they had another town somewhere out in these islands. It felt like

trying to squash a cockroach. I do not see myself going back to this game anytime soon.
- Paul

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: 2K Games
Developer: Firaxis Games
Rating: 'E10+' Everyone TEN and OLDER ONLY
(Mild Violence, Suggestive Themes, Mild Language, Alcohol Reference, Tobacco Reference)



Graphics: 70%
Sound: 80%
Replay/Extras: 85%
Gameplay: 70%
Family Friendly Factor: 65%

There are people that say if you do not use something in one year then you should get rid of it. Active Life Outdoor Challenge is a classic example of why I disagree with that thought. Active Life Outdoor Challenge came out on the Nintendo Switch back in 2021. I am just now getting to it in 2025. Plus Active Life Outdoor Challenge is a remake of the Wii video game. We did like the Wii version better.

Active Life Outdoor Challenge looks a little bit better than the Wii version. The problem is Active Life Outdoor Challenge does not compete with current video games. Active Life Outdoor Challenge dropped the mat support for having one Joycon in a leg sleeve. At times this works and others there were some issues. I noted that while I video recorded each of the activities in Active Life

Outdoor Challenge.

I was unable to find a physical copy of Active Life Outdoor Challenge in the United States

of America. I purchased a version from across the pond. Want to know an interesting fact? The name on this case is Family Trainer. I find that fascinating. There are eighteen activities in Active Life Outdoor Challenge. Some of them can get the heart rate up a little bit which is really neat. Others are not so great at exercise.



One of the issues I had with Active Life Outdoor Challenge was the Mine Cart Ad-

venture mini game. First and foremost we must lift the right leg to left and the left leg to go right. We have nothing on the right leg and Active Life Outdoor Challenge did not register when I lifted by right leg. This control miss sticks out pretty bad for me, and I commented on it in the video.

I believe Active Life Outdoor Challenge is worth twenty to thirty dollars. If you can find it for that price or even lower then you can get some exercise. I did not find any of these activities interesting enough to want to keep playing them again and again. Part of that is I played this content to death on the Wii. I am not nostalgic enough with so many other exercise games on the market to go back to this one without the mat.
- Paul

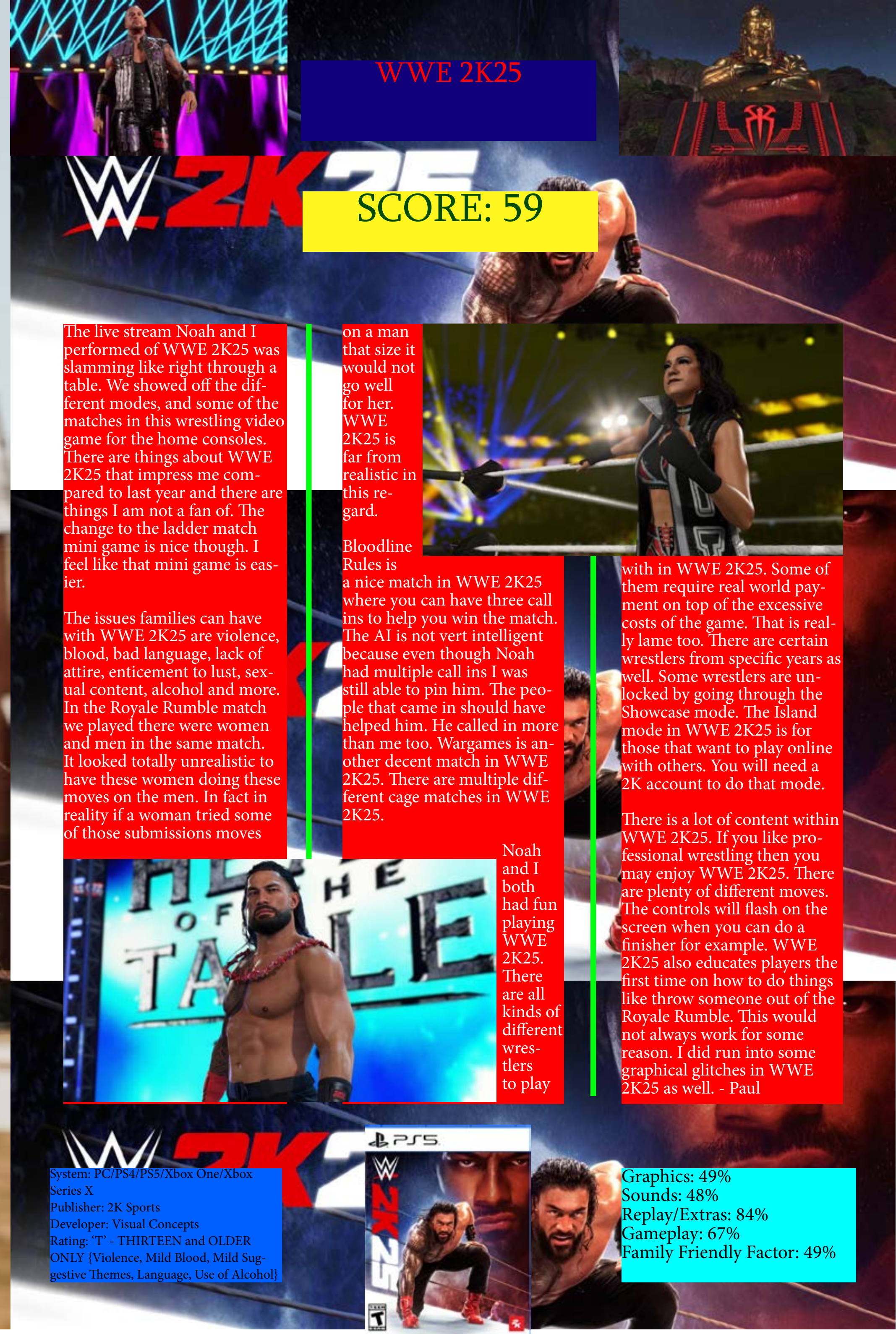
System: Nintendo Switch
Publisher: Bandai Namco Entertainment
Developer: h.a.n.d.
Rating: 'E' for Everyone



Graphics: 76%
Sound: 80%
Replay/Extras: 80%
Gameplay: 75%
Family Friendly Factor: 85%

FUTURE GLIMPSES HEART HOME

by
Paul Bury



The live stream Noah and I performed of WWE 2K25 was slamming like right through a table. We showed off the different modes, and some of the matches in this wrestling video game for the home consoles. There are things about WWE 2K25 that impress me compared to last year and there are things I am not a fan of. The change to the ladder match mini game is nice though. I feel like that mini game is easier.

The issues families can have with WWE 2K25 are violence, blood, bad language, lack of attire, enticement to lust, sexual content, alcohol and more. In the Royale Rumble match we played there were women and men in the same match. It looked totally unrealistic to have these women doing these moves on the men. In fact in reality if a woman tried some of those submissions moves

on a man that size it would not go well for her. WWE 2K25 is far from realistic in this regard.

Bloodline Rules is a nice match in WWE 2K25 where you can have three call ins to help you win the match. The AI is not very intelligent because even though Noah had multiple call ins I was still able to pin him. The people that came in should have helped him. He called in more than me too. Wargames is another decent match in WWE 2K25. There are multiple different cage matches in WWE 2K25.

Noah and I both had fun playing WWE 2K25. There are all kinds of different wrestlers to play

with in WWE 2K25. Some of them require real world payment on top of the excessive costs of the game. That is really lame too. There are certain wrestlers from specific years as well. Some wrestlers are unlocked by going through the Showcase mode. The Island mode in WWE 2K25 is for those that want to play online with others. You will need a 2K account to do that mode.

There is a lot of content within WWE 2K25. If you like professional wrestling then you may enjoy WWE 2K25. There are plenty of different moves. The controls will flash on the screen when you can do a finisher for example. WWE 2K25 also educates players the first time on how to do things like throw someone out of the Royale Rumble. This would not always work for some reason. I did run into some graphical glitches in WWE 2K25 as well. - Paul

System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: 2K Sports
Developer: Visual Concepts
Rating: "T" - THIRTEEN and OLDER ONLY (Violence, Mild Blood, Mild Suggestive Themes, Language, Use of Alcohol)

Graphics: 49%
Sounds: 48%
Replay/Extras: 84%
Gameplay: 67%
Family Friendly Factor: 49%



Reel Fishing Days of Summer

SCORE: 84

I am thankful I had the time and the money to play and review the Reel Fishing Days of Summer video game. I played Reel Fishing Days of Summer on the Nintendo Switch. I know this game is also on other systems. There are so many amazing and wonderful things about Reel Fishing Days of Summer. There are also a few interesting oddities in this fishing video game. I will get into that in just a little bit.

I may need to try and get Reel Fishing Days of Summer on my live streaming schedule at some point in the future. Reel Fishing Days of Summer has some interesting characters that interact in realistic ways. The characters poke fun at one another, insult each other and more. The female character is the worst in my opinion. Reel Fishing Days of Summer has references to false gods. I am not sure why that was needed. I can think of so many other things that could have been

of Summer. They will level up and earn skill points.

As we catch fish in Reel Fishing Days of Summer we can save one in the aquarium at the cabin. Fishing, cooking, and crafting all give the three characters some experience. We can also swap characters in the different tasks we are doing. Challenge quests are another part of Reel Fishing Days of Summer. I love the whole story aspect of this fishing video game personally.

The controls work really well in Reel Fishing Days of Summer. Players need to pay attention to the screen and see what is happening there. There are local fishermen to talk to in Reel Fishing Days of Summer. They will give advice about where to look for certain fish. Players can always go back to the parking lot to talk to them again if they forget


where to find things. We are filling up a journal for a kid in Reel Fishing Days of Summer. - Paul



Graphics: 85%
Sound: 90%
Replay/Extras: 90%
Gameplay: 90%
Family Friendly Factor: 67%

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Natsume
Developer: Tachyon
Rating: 'E' for Everyone

VIDEO GAME LIES



by Paul Bury

Version 3

BUY IT NOW RIGHT HERE



Edens Zero #20

SCORE: 68



My Hero Academia Vol 18

SCORE: 69



There are people that described me as a relentless force of nature. I keep working on franchises until I am done. I have no idea how much more I have to do on this franchise. What I do know is that Edens Zero #20 is the next one I recently read. Edens Zero #20 includes chapters one hundred and sixty-eight through one hundred and seventy-six.

Spoilers will be a part of this manga book review. The Afterward was interesting within Edens Zero #20. The issues families can have with Edens Zero #20 are lack of attire, enticement to lust, false gods, blood and more. There are small changes made when the



Cat Leaper power is used and major ones. Captain Connor is a great example.

When there are major changes there are certain characters whose entire backstories are changed. Captain Connor escaped the planet that Ziggy is on in this reality. Captain Connor wants to get away

ber in Edens Zero #20. Rebecca is even doing live streams now. I remember when we went from plain videos to live-streaming ourselves. There is an interesting shift there. Certain fans in Edens Zero #20 are horrible. This is sadly something else I have run into in my lifetime. Thankfully most are really great.

Edens Zero #20 is preparing us for the next great story arc. We catch up with a lot of different characters after that war. There were plenty of losses all around. The plan is to stop



Ziggy and then go and find Mother. Will it happen that way? I plan on continuing to read this series to find out. Edens Zero #20 is like taking a breath after a log run. - Paul

at first in Edens Zero #20. Then he has change of heart and will take the crew to the Kaede Cosmos. This is where Ziggy is.

Rebecca is getting better a B-Cu-

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



Graphics: 62%
Writing: 71%
Replay/Extras: 71%
Story: 76%
Family Friendly Factor: 65%

My Hero Academia Vol 18 contains chapters one hundred and fifty-eight through one hundred and sixty-seven. The cost of the My Hero Academia Vol 18 manga book was \$9.99. There are plenty of different art and other pages within My Hero Academia Vol 18. There are also some pages in My Hero Academia Vol 18 that let us know how the popularity vote went for certain characters. There are few surprises from what I have heard about this franchise.

Spoilers are a part of this review. The issues families can

have with My Hero Academia Vol 18 are violence, blood, bad language, lack of attire, enticement to lust, evolution and more. The fight between Deku and Chisaki finally

concludes in My Hero Academia Vol 18. Deku winds up winning and the gangsters are all hauled off for their crimes. They save Eri



and complete their mission.

The League of Villains shows up and stops the transport that is taking Chisaki to prison. They steal the drug that can take away a quirk. They also apply this medicine to Chisaki so he no longer has his own quirk. The two organizations have essentially gone their very own ways

after My Hero Academia Vol 18. Although technically only one of them is going to around in the future.

Nighteye dies in My Hero Academia Vol 18. His injuries were too much for those that could repair his body. He does have some nice moments of encouragement within My Hero Academia Vol 18. The young heroes must continue their path without Nighteye in the future. All Might takes it pretty hard in My Hero Academia Vol 18. I know All Might has

a lot of regrets and My Hero Academia Vol 18 shows that.

The students that failed their provisional license exam are given another test in My Hero Academia Vol 18. They must earn the hearts of these young children that are undisciplined, unruly, mean, hateful, and nasty. Different attempts are tried until they show the youngsters how much fun they can have with their quirks. Things like an ice slide are what win them over and allow them to pass their test. - Paul

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



Graphics: 62%
Writing: 72%
Replay/Extras: 75%
Story: 75%
Family Friendly Factor: 60%

Indiana Jones and the Dial of Destiny

SCORE: 63

I am very thankful I had the money to purchase a copy of the Indiana Jones and the Dial of Destiny movie on DVD. I know the immediate reaction of some of our audience to this movie. Yes Indiana Jones and the Dial of Destiny has some woke content. Yes Indiana Jones and the Dial of Destiny bombed at the box office. Yes Indiana Jones and the Dial of Destiny probably never needed to be made. I will be including spoilers in my review of this movie.

It took me and Noah one hundred and fifty-four minutes to watch Indiana Jones and the Dial of Destiny from start to finish. Early on in the movie we can see CGI changes to allow Harrison Ford to look much younger in an attempt to get the spear that stabbed Jesus Christ from the Nazis. There is just one small problem - the spear is a fake. Then they discover half of the Antikythera is actually on the same train.

Archimedes is behind this device. It was too dangerous to keep around because it could be used for time travel.



Fast forward to when a man is put on the moon and the goddaughter of Indiana Jones is trying to get this device. Why does she want it? She owes money and needs to find things to sell. They eventually go hunting for it and wind up in the past. The bad guy is an ex-Nazi who wants to go back in time, kill Hitler and run Nazi Germany himself.



The issues families can have with Indiana Jones and the Dial of Destiny are violence, blood, bad language, lack of attire, racial slurs, false gods, and more. Helena "Wombat" Shaw is the goddaughter that Indiana Jones is trying to help. It is obvious the actor is too old to keep doing these movies. She is supposed to be a replacement but honestly she is not believable. Like her 120lbs is able to knock out Indiana Jones in one hit. Not even close to believable.

There was a moment when it looked like Indiana Jones was going to stay in the past. I honestly think that would have been a better ending. That past was ancient Greece by the way. He comes back to his time and heals up from his gun shot wound. All of sudden all are happy, and a family. The debts

Helena owe are completely forgotten. Why did professor Indiana Jones retire before giving out finals and grade the students? - Paul



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

System: DVD
Publisher: Paramount
Developer: Lucasfilm
Rating: 'PG-13' for Parents Strongly Cautioned {For Sequences of Violence and Action, Language and Smoking}



Parks and Recreation Season 1

SCORE: 59

I purchased the entire Parks and Recreation series. I am doing what I do with other television shows and review them one season at a time. That means Parks and Recreation Season 1 is up first. The entire season is on one DVD disc. There are only six episodes that make up Parks and Recreation Season 1. There will be spoilers in this review of the Parks and Recreation Season 1 television show.

The issues families can have with Parks and Recreation Season 1 are lack of attire, enticement to lust, bad language, promotion of sexual deviancy and more. There is an episode where kids are searching for Easter Eggs. The guy forgot to hide them which makes it sort of funny when others talk about how good of a job he did hiding the eggs. There are some funny moments within

Parks and Recreation Season 1 here and there.

The main storyline is there is this pit in this neighborhood that someone broke two legs falling into. So the decision is made to fill in the pit and then make a park out of it. We follow government workers in the same style as The Office in Parks and Recreation Season 1. They admit to all kinds of horrible things. The boss man is one of my favorite characters in Parks and Recreation Season 1.



both of his legs. There are all kinds of inappropriate things that happen within Parks and Recreation Season 1. There are bars, drinking, characters hitting on one another and more. This one guy is married and trying to cheat on his wife in Parks and Recreation Season 1. The characters in this show are not role models.

Parks and Recreation Season 1 promotes the belief there is all of this red tape in government to get things done. That is true in some regards. In other regards it is not really accurate or true. Parks and Recreation Season 1 is the Hollywood viewpoint of government. The waste and fraud in Parks and Recreation Season 1 is actually pretty deep. Aspects of this show are based in reality. - Paul



We meet the nurse and her boyfriend. The boyfriend is the one that broke



System: DVD
Publisher: NBC
Developer: Deedle-Dee Productions, Universal Media Studios
Rating: 'NR' for Not Rated

Video: 67%
Audio: 59%
Replay/Extras: 60%
Functionality: 60%
Family Friendly Factor: 50%



Indie Heroes Collec- tion 4

SCORE: 73

I had some fun live streaming the eleven video games that are in Indie Heroes Collection 4. The games includes in Indie Heroes Collection 4 are The Curse of Illmoore Bay, Block'Em Sock'Em, Nyghtmare The Ninth King, Jane Austen's 8-Bit Adventure, Collie Defense, Flea 2, Batty Zabella, Murtop, Soko Banana, Starseed, Block Droppin'. Indie Heroes Collection 4 is a physical cartridge playable on the Evercade systems.

There are three puzzle games, four platformers, one adventure, one action, one strategy and one shoot em up in Indie Heroes Collection 4. There is a bit of variety within Indie Heroes Collection 4. There is lack of attire, enticement to lust, false gods, crude humor, violence, and more within Indie Heroes Collection 4. I noticed that some of the games within Indie Heroes Collection 4 are challenging. Flea 2 is a great example.



Soko Banana is a puzzle game that can be challenging in Indie Heroes Collection 4. This 8-Bit NES looking video game requires specific movements to be done to get the bananas, get treasure chests open, and get all the blocks to the exit location. I did great in Collie Defense at first in Indie He-



roes Collection 4. Then I ran out of money multiple levels later and could not recover. I learned to spend less early on.

Block Droppin' is a fun puzzle game in Indie Heroes Collection 4. I really enjoyed playing this retro looking video game. The challenge is there but not so tough that you will rage quit. Flea 2 is another story. Way too hard way too early. The first Flea video game was much better. Batty Zabella is my least favorite kind of game in Indie Heroes Collection 4. Not my kind of a game.

Jane Austen's 8-Bit Adventure is a real gem Indie Heroes Collection 4. I really got into this video game. Nyghtmare The Ninth King is a Gameboy Color Castlevania like video game that is decent. Murtop is a Dig Dug like game with bombs and a rabbit. I did not like The Curse of Illmoore Bay in Indie Heroes Collection 4. Block'Em Sock'Em is okay, but a bit confusing on the rules.
- Paul

Graphics: 55%
Sounds: 67%
Replay/Extras: 80%
Gameplay: 80%
Family Friendly Factor: 60%



Broken Sword Col- lection

SCORE: 62

Someone asked me recently why they should care what we live stream on Rumble and Twitch. YouTube is our biggest audience. We live stream

all kinds of different games on Rumble and Twitch. Take Broken Sword Collection for example. This compilation that includes two entire video games from the 32-bit era were live streamed on Twitch. We have also live streamed Evercade video games on Rumble. You never know where we will live stream something.

Broken Sword Collection comes with Broken Sword The Shadow of the Templars and Broken Sword II The Smoking Mirror. The issues families can have with Broken Sword Collection are blood, violence, gore, bad language, false gods, and more. Both of these games on this Evercade cartridge are point and click kinds of video games. I am not a fan of that



genre. I will explain more in just a bit.

My problem with point and click video games is they are always so annoying and frustrating. We must go around rooms and find all of the objects. Then we must figure out what interacts with what to get out of the room. As the games progress this gets more

complex. There are plenty of object interactions that make zero sense to me. I wind up trying everything on everything else.

There are certain interactions in Broken Sword Collection that I think would work great. The games did not agree. So I had to move the cursor around to find something else to interact with. At the end of the day the experience for me is never good in these kinds of video games. The first Broken Sword in Broken Sword Collection was actually more interesting and fun than the second one.

There are animations in this Giga cartridge. At times I could tell how slow things were. Or when the disc icon came up to let me know Broken Sword Collection was loading. I think Blaze Entertainment needs to upgrade

their Evercade home console systems. The loading times should not be this bad. The live stream I performed of Broken Sword Collection will be converted into videos for our video sites.
- Paul



System: Evercade
Publisher: Blaze Entertainment
Developer: Second Dimension, Elvies, Bitwise Reprise, Yann Vaillant, Lowtek Games, Ice.Cold, Blood, hiulit, Flip for Fate, Rocketship Park,
Rating: 'NR' - Not Rated



Graphics: 60%
Sounds: 67%
Replay/Extras: 60%
Gameplay: 65%
Family Friendly Factor: 60%

SPORTS



System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Ubisoft
Developer: Ubisoft Ivory Tower
Rating: "T" - THIRTEEN and OLDER ONLY (Mild Violence, Lyrics)

Red Bull are here to shake things up across the paradisiacal islands of Hawaii! Get ready to rev your engines and experience the next evolution of The Crew Motorfest! Season 6 brings a fresh wave of thrilling content, including new Playlists, expanded locations, 17 new vehicles, exciting gameplay updates, and overall polish.



System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Ubisoft
Developer: Ubisoft Ivory Tower
Rating: "T" - THIRTEEN and OLDER ONLY (Mild Violence, Lyrics)



The Red Bull Playground is located at the summit of Mount Hale-akalā and serves as the ultimate playground for all types of vehicles favored by Red Bull athletes. In this game mode, you must complete a list of actions. To succeed in this playlist, you'll need to perform them quickly if you hope to claim the top spot.



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System: Nintendo Switch/PC
Publisher: XSeed Games
Developer: Marvelous USA
Rating: E for SIX and OLDER
ONLY
Release Date: Aug 27, 2025

Zephyr Town's bazaar was once one of the grandest in the world, drawing customers and peddlers from all four corners of the globe. These days, though, the bazaar has more tumbleweeds than customers. It's up to you to turn its fortunes around! Raise animals, harvest crops, craft rare delicacies, then sell your wares at your very own stall in the bazaar. As the bazaar business grows, new goods and services will arrive, which you can use to improve your farm. Help return prosperity to the bazaar, and Zephyr Town will thrive once again!



System: Nintendo Switch/PC
 Publisher: XSeed Games
 Developer: Marvelous USA
 Rating: 'E' for SIX and OLDER
 ONLY
 Release Date: Aug 27, 2025

Inspired by the classic handheld title, the new STORY OF SEASONS: Grand Bazaar builds up and improves on the original in every conceivable way. The world is bigger and more alive than ever thanks to incredible new visuals, new characters, expanded story, and full character voice work in story events—a series first. Take advantage of Zephyr Town's unique weather, using the wind to make travel and farm tasks a breeze! The winds of change are coming to deliver your new life in STORY OF SEASONS: Grand Bazaar.

ZR Ring Bell
 + Close Sho



System: Nintendo Switch/PC
Publisher: XSeed Games
Developer: Marvelous USA
Rating: 'E' for SIX and OLDER ONLY
Release Date: Aug 27, 2025



Harness the power of the wind! Use windmills to create new products to sell, and effortlessly travel across the town on your glider. Use new jumping skills on your farm, or when exploring the town. You never know what you'll find!

Your farm's produce and goods take on additional importance as the heart of your business at the lively weekly bazaar. Customize your stall and take charge of your sales to build up buzz and power up profits.



System: Nintendo Switch/PC/
PS4/PS5/Xbox Series X
Publisher: Level5
Developer: Level5
Rating: 'E' to SIX and OLDER
ONLY (Mild Fantasy Violence)
Release Date: May 21, 2025

You are an adventurer who sets sail with the archaeol-
ogist Edward and his team.Following the light emanating
from a dragon's fossil, you discover an uncharted, deserted
island. A vast abyss, a dragon made of bone, and a girl's
message that begs you to save the world...



System: Nintendo Switch/PC/
PS4/PS5/Xbox Series X
Publisher: Level5
Developer: Level5
Rating: 'E' to SIX and OLDER
ONLY (Mild Fantasy Violence)
Release Date: May 21, 2025

In this world, a “Life” is the equivalent of a job. Each has its own characteristics and provides various ways to enjoy yourself. Collect ingredients or materials with Gathering Lives, create weapons or cook dishes with Crafting Lives, or fight monsters with Combat Lives. You can switch between any Life at any time, creating a life that’s uniquely yours.





System: Nintendo Switch/
PC/PS5/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: 'RP' - Rating Pending
Release Date: TBA 2025

DRAGON QUEST I & II HD-2D Remake is a
stunning reimagination of two legendary RPGs con-
tinuing the 'Erdrick Trilogy', brought together in one
package.



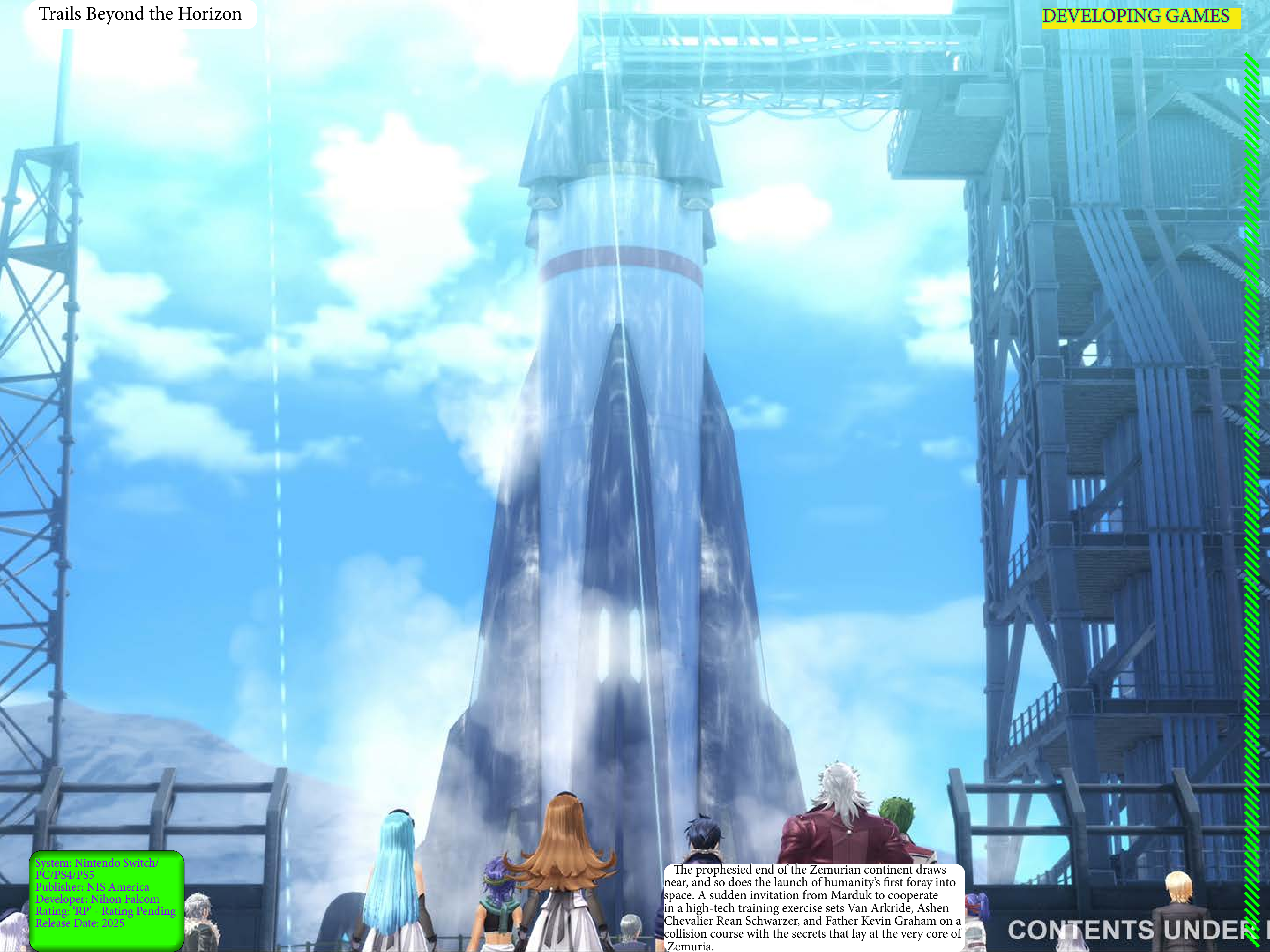
System: Nintendo Switch/
PC/PS5/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: 'RP' - Rating Pending
Release Date: TBA 2025

DRAGON QUEST III HD-2D Remake is a stunning reimagining of the beloved masterpiece and narrative beginning to the 'Erdrick Trilogy'.



System: Nintendo Switch/
PC/PS5/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: 'RP' - Rating Pending
Release Date: TBA 2025

Planned for release in 2025.



System: Nintendo Switch/
PC/PS4/PS5
Publisher: NIS America
Developer: Nihon Falcom
Rating: "RP" - Rating Pending
Release Date: 2025

The prophesied end of the Zemurian continent draws near, and so does the launch of humanity's first foray into space. A sudden invitation from Marduk to cooperate in a high-tech training exercise sets Van Arkride, Ashen Chevalier Rean Schwarzer, and Father Kevin Graham on a collision course with the secrets that lay at the very core of Zemuria.

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Z.O.C. Activation

System: Nintendo Switch/
PC/PS4/PS5
Publisher: NIS America
Developer: Nihon Falcom
Rating: 'RP' - Rating Pending
Release Date: 2025

Explore detailed locations across the Calvard Republic, strengthen your connections with your allies, and uncover what lies beyond the horizon of Zemuria across three intertwining story paths. Plus, Trails beyond the Horizon introduces new gameplay mechanics to the beloved battle system introduced in Trails through Daybreak, giving you an unprecedented amount of options in both Field and Command Battles.

CONTENTS UNDER



CONTENTS UNDER DEVELOPMENT



CONTENTS UNDER DEVELOPMENT



System: Nintendo Switch/
PC/PS4/PS5
Publisher: NIS America
Developer: Nihon Falcom
Rating: 'RP' - Rating Pending
Release Date: 2025

CONTENTS UNDER DEVELOPMENT



Wield more power in battle than ever before with Shard Commands! Utilize S-Boosts to give your party a range of benefits during battle. Each character and holo core comes with their own unique Shard Commands, so be sure to take advantage of them! Certain characters, such as Van with his ability to transform into the Grendel, can surge with extra strength using Awakening during Field Battles to temporarily increase their power.

CONTENTS UNDER DEVELOPMENT



Product Name

Hello Kitty Island Adventure
DC x Sonic the Hedgehog
Tropico 6

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System: Nintendo Switch/
PC
Publisher: Sunblink
Developer: Sunblink
Rating: E - SIX and OLD-
ER ONLY
Release Date: Out Now

There's always something new to do on the Island with year-round events. Whether you're enjoying summertime, ringing in a holiday, or throwing a party for a character's special birthday, there are always new festivals (and rewards!) around the corner.



System: Nintendo Switch/
PC
Publisher: Sunblink
Developer: Sunblink
Rating: E - SIX and OLD-
ER ONLY
Release Date: Out Now

Hidden puzzle ruins are scattered all over the island—test your skills to unlock bonus rewards and solve the island's mysteries. Solve puzzles, catch cute critters, and garden to fill the world with flowers.



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System: Nintendo Switch/
PC
Publisher: Sunblink
Developer: Sunblink
Rating: E - SIX and OLD-
ER ONLY
Release Date: Out Now

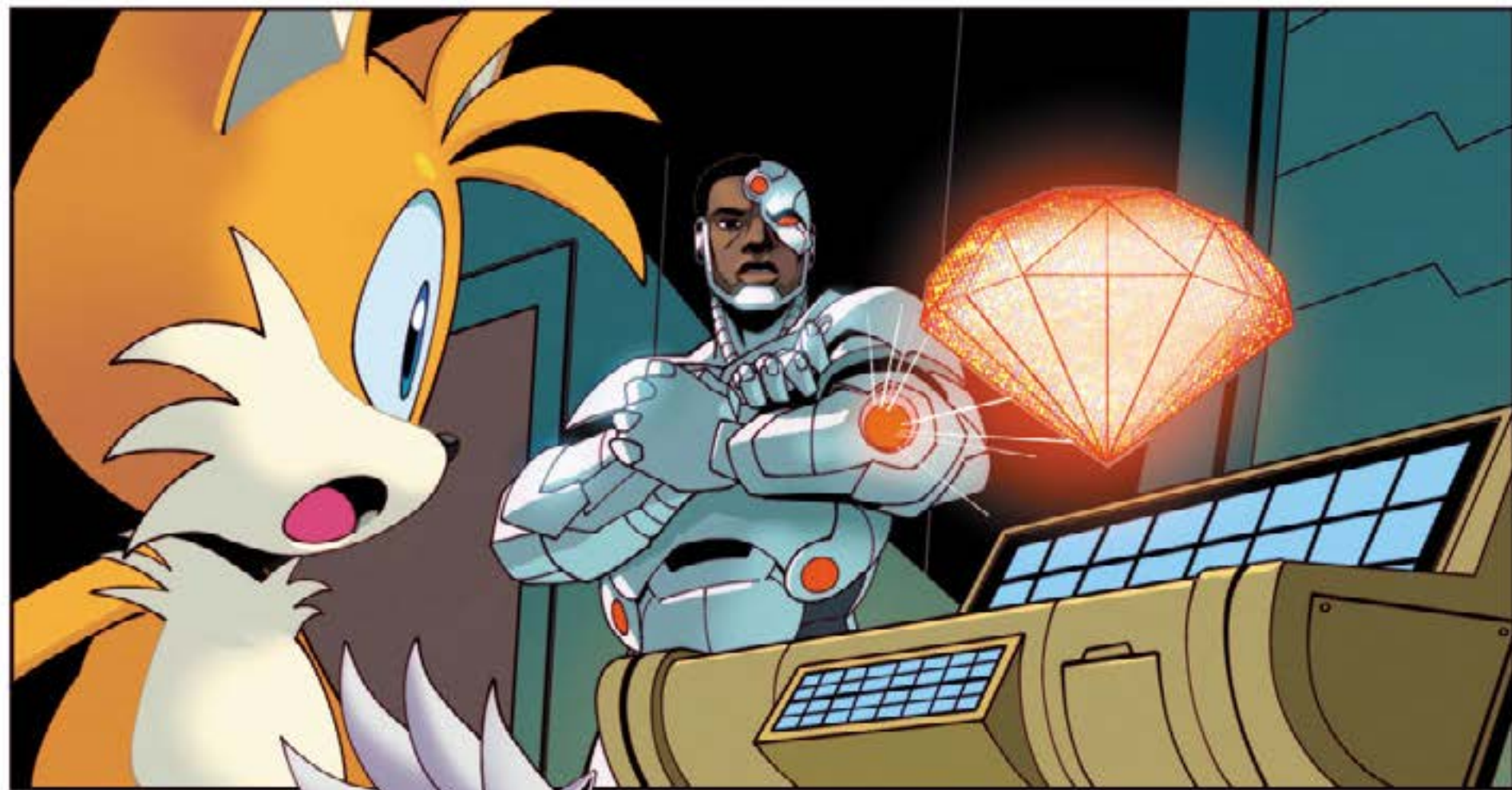


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Choose from six species with different face options, inclusive body types, and unique colors and patterns—all based on the Hello Kitty and Friends world—to create your perfect avatar. Collect, discover, and customize hundreds of clothing options to find your favorite look.



In DC x Sonic the Hedgehog by writer Ian Flynn and artist Adam Bryce Thomas, the Justice League will meet Sonic and friends to kick off an all-new, five-issue comic book series. The new series features an unprecedented crossover event where the Justice League and Team Sonic must unite to save their worlds from a major threat.



System: Comic Books
 Publisher: DC Comics
 Developer: Flynn, Thomas,
 Collar, Herms
 Rating: '13+' - THIRTEEN and
 OLDER ONLY
 Release Date: Out Now



The action speeds up when the monstrous Darkseid crosses dimensions to invade the world of Sonic the Hedgehog, seeking the ultimate power. Sonic and his friends have faced everything from mad scientists to ancient spirits, but the forces of Apokolips may be too much for them! Thankfully, the full heroic might of the Justice League arrives to back them up!



System: Comic Books
 Publisher: DC Comics
 Developer: Flynn, Thomas,
 Collar, Herms
 Rating: '13+' - THIRTEEN and
 OLDER ONLY
 Release Date: Out Now



Throughout the five issues of DC x Sonic the Hedgehog, sacrifices will be made, heroes will rise, and the need for speed will test the Justice League and Team Sonic to their limits!



System: PC/PS4/Xbox One
Publisher: Kalypso
Developer: Limbic Entertainment
Rating: 'T' - THIRTEEN and OLDER ONLY {Drug Reference, Mild Language, Violence}
Release Date: Out Now

Play on large archipelagos for the first time in the series. Manage multiple islands at the same time and adapt to various new challenges.



System: PC/PS4/Xbox One
 \Publisher: Kalypso
 Developer: Limbic Entertainment
 Rating: 'T' - THIRTEEN and OLDER ONLY {Drug Reference, Mild Language, Violence}
 Release Date: Out Now



Build bridges, construct tunnels and transport your citizens and tourists in taxis, buses and aerial cable cars. Tropico 6 offers completely new transportation and infrastructure possibilities.



Last Minute

CONTENTS

Product Name

Donkey Kong Bananza
Agatha Christie Death on the Nile
Disney Villains Cursed Café
Songs of Silence

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Tidbits



System: Nintendo Switch 2
Publisher: Nintendo
Developer: Nintendo
Rating: E10+ - TEN and OLDER ONLY (Fantasy Violence)
Release Date: July 17, 2025

Donkey Kong swings onto the Nintendo Switch 2 system with a brand-new action adventure.



System: Nintendo Switch 2
Publisher: Nintendo
Developer: Nintendo
Rating: E10+ - TEN and OLDER ONLY (Fantasy Violence)
Release Date: July 17, 2025



Help Donkey Kong make his way through the depths of the Underground World. The deeper he goes, the more amazing places he finds!



System: Nintendo Switch 2
Publisher: Nintendo
Developer: Nintendo
Rating: E10+ - TEN and OLDER ONLY (Fantasy Violence)
Release Date: July 17, 2025



There's no shortage of things DK can pulverize with his powerful punches. Break on through this truly destructive adventure.



New Mystery

A PERILOUS LUNCH



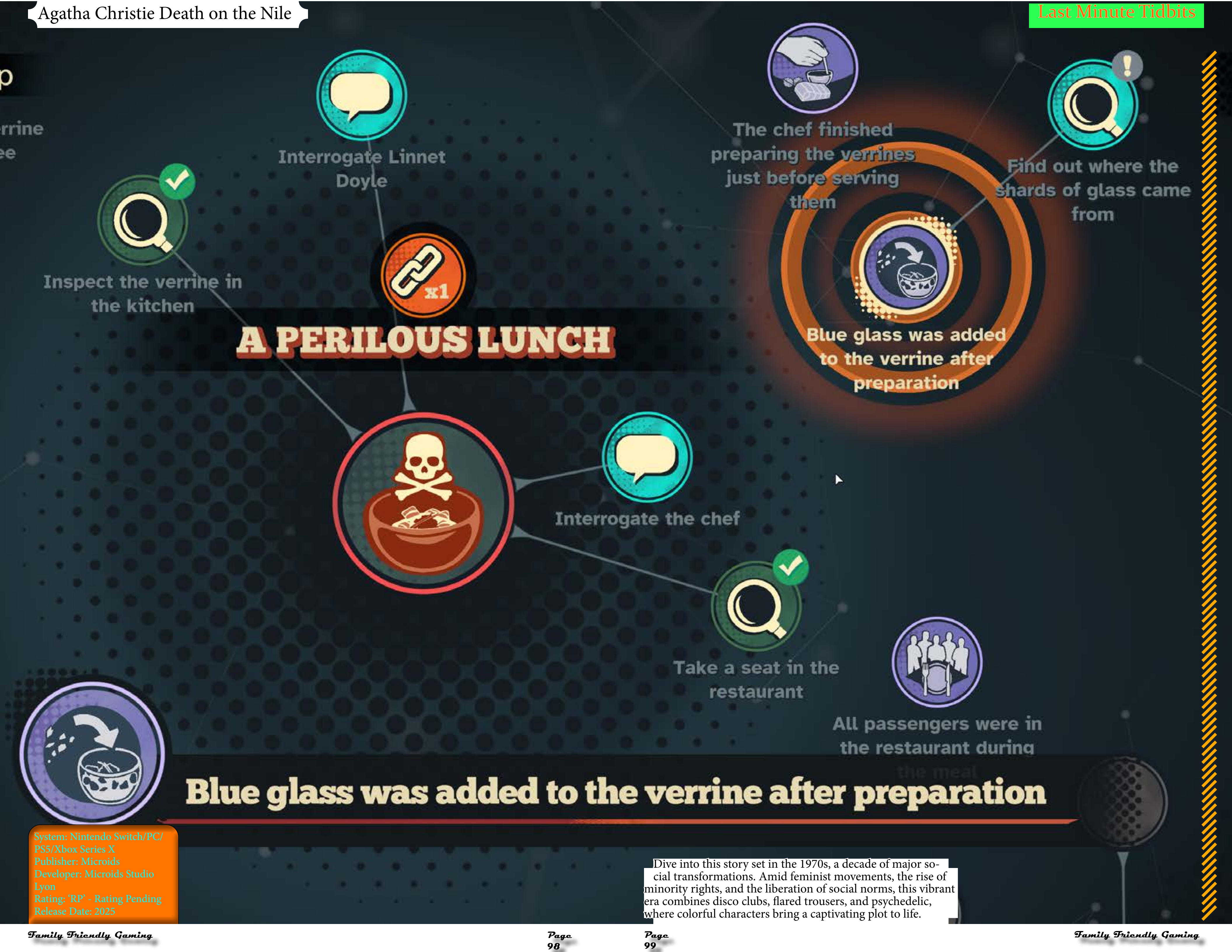
System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Microids
Developer: Microids Studio
Lyon
Rating: 'RP' - Rating Pending
Release Date: 2025

In Death on the Nile, a peaceful cruise on the Nile is disrupted by a terrible crime. Thankfully, Hercule Poirot is onboard. Meanwhile, another private detective Jane Royce is tracking a murderer, leading her from London to Majorca, New York, and finally to Egypt.



System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Microids
Developer: Microids Studio
Lyon
Rating: 'RP' - Rating Pending
Release Date: 2025

The two investigations collide at Abu Simbel. The dynamic duo will solve a complex case full of twists and turns. But the story doesn't end with the book and still holds many mysteries and twists, even for Agatha Christie fans.



System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Microids
Developer: Microids Studio
Lyon
Rating: 'RP' - Rating Pending
Release Date: 2025

Dive into this story set in the 1970s, a decade of major so-
cial transformations. Amid feminist movements, the rise of
minority rights, and the liberation of social norms, this vibrant
era combines disco clubs, flared trousers, and psychedelic,
where colorful characters bring a captivating plot to life.

END OF DAY 5

IONS SERVED



visibilithea



Combustea

TODAY'S SPECIAL!!

recommended by:

Treble-Shot Berry Broadside

A Treble-Shot Berry Broadside to help him smash critics!

café news



Rope Ladder

need a
**DO-OVER
DOPPIO?**
call Yzma!




end t

System: PC/Nintendo Switch/
PS5/Xbox Series X
Publisher: Disney Games
Developer: Bloom Digital Media
Rating: 'E' - SIX and OLDER
ONLY
Release Date: Out Now

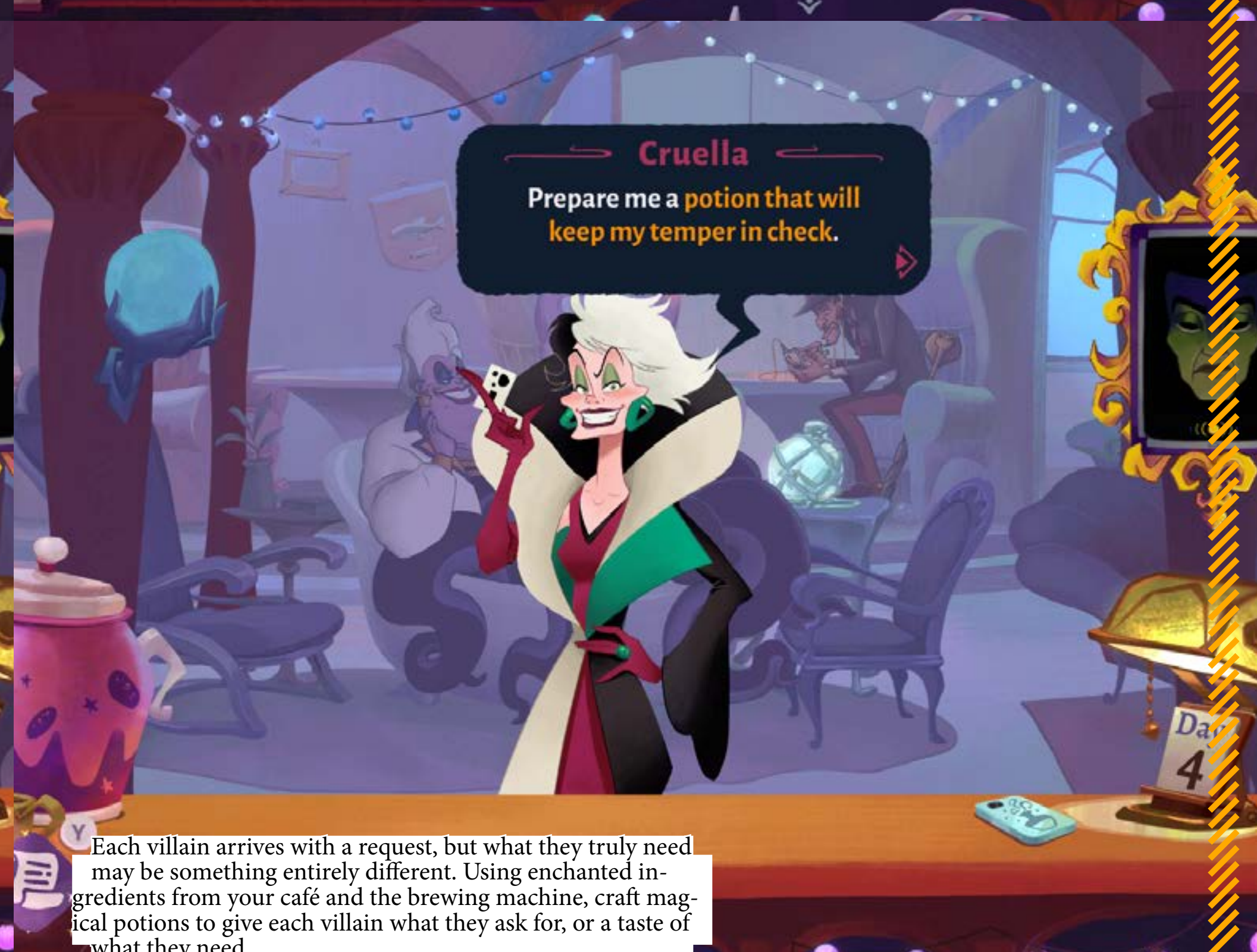
Step into a world where every cup holds a secret and every sip can change a destiny! As the newest Potionista at the Disney Villains Cursed Café, you'll create enchanted blends for a cast of legendary figures—Cruella de Vil, The Evil Queen, Gaston, Captain Hook, Jafar, Maleficent, and Ursula—all reimagined in a modern, magical world.



— · **Potionista** · —
Right, potions. Who's up? 

System: PC/Nintendo Switch/
PS5/Xbox Series X
Publisher: Disney Games
Developer: Bloom Digital Media
Rating: 'E' - SIX and OLDER
ONLY
Release Date: Out Now

Your choices influence their ambitions—will Gaston impress his golf bros? Can Hook steal the spotlight in community theater? Can Maleficent dominate social media? And will Ursula become a reality TV sensation? Uncover and influence the villains' stories with your potion creations.



System: PC/Nintendo Switch/
PS5/Xbox Series X
Publisher: Disney Games
Developer: Bloom Digital Media
Rating: 'E' - SIX and OLDER
ONLY
Release Date: Out Now



181 +40 94 +20 27 +10

MAX

I

40

50

8/8

System: PC/PS5/Xbox Series X
Publisher: Chimera Entertainment
Developer: Chimera Entertainment
Rating: 'T' - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Language, Use of Tobacco)
Release Date: Out Now

Embark on an epic journey of strategy, lead your people towards new horizons in Songs of Silence: a turn-based strategy game with real-time battles, where every decision shapes the fate of your kingdom!

Built in the heart of Silberrstein, a place of profound culture, history, and ever since...



System: PC/PS5/Xbox Series X
 Publisher: Chimera Entertainment
 Developer: Chimera Entertainment
 Rating: 'T' - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Language, Use of Tobacco)
 Release Date: Out Now



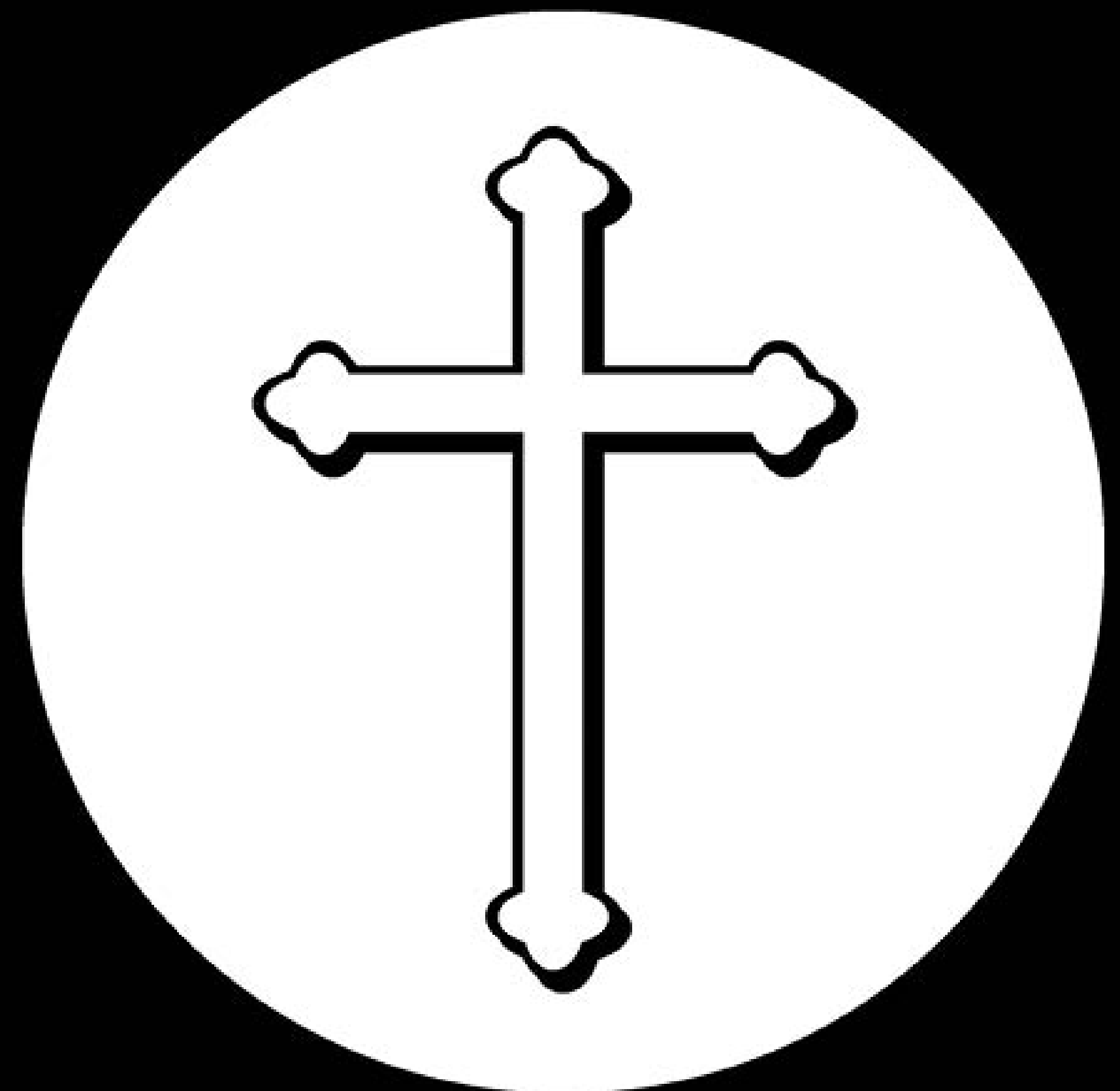
Command formidable heroes, lead powerful armies, and master the art of tactical warfare. Play the narrative-driven campaign, fast-paced randomized skirmish maps for single- and multiplayer, or hand-crafted scenario maps.

Future Glimpses Moon Murderer



BUY IT RIGHT NOW HERE

Future Glimpses Free At Last



By
Paul Bury

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FAMILY FRIENDLY

THE VOICE OF THE
FAMILY IN GAMING

GAMING TM

**Devotional
January**

BY

PAUL BURY

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**FAMILY FRIENDLY
GAMING**

THE VOICE OF
THE FAMILY IN
GAMING

TM

**Devotional
March**

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THE VOICE OF
THE FAMILY
GAMING

TM

Devotional April

BY
PAUL BURY