



The VOICE of the FAMILY in GAMING

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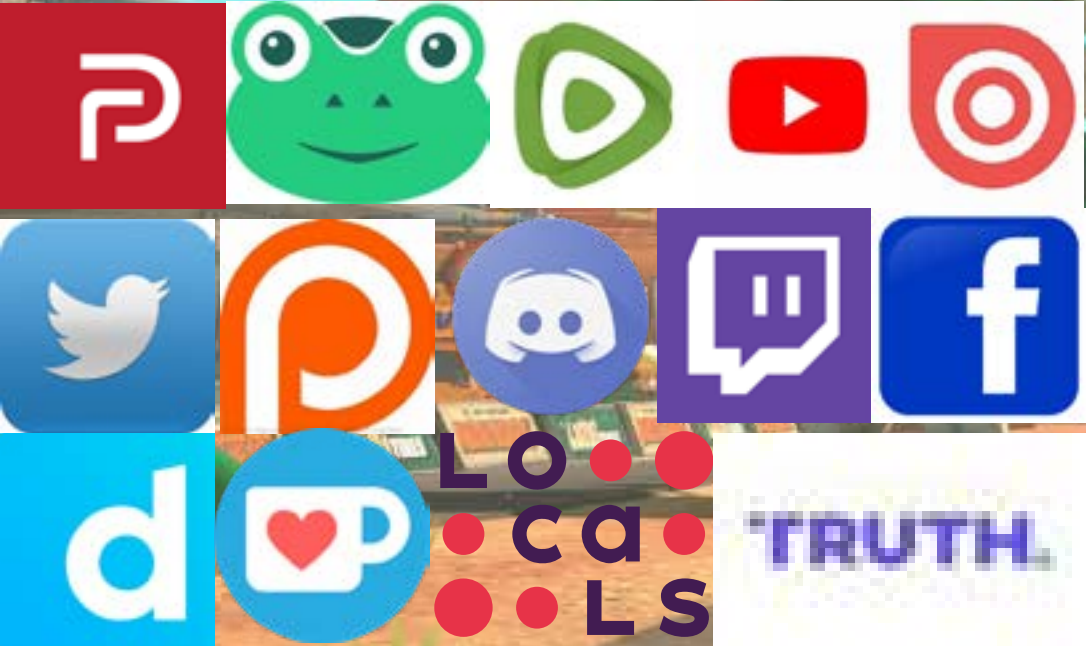
EA SPORTS F1 25
Races by the track. Are you
fast enough?

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JULY
2025

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Editor's Desk

Do you ever get tired of it?

Someone asked me a very interesting question. The question was - "Do you ever get tired of it?" It was in reference to doing the same things, seeing the same problems, and saying the same things. I took some time to analyze this. I thought about it from multiple angles. That is what this column is going to be about this month. The answer is really simple and extreme complex all at the same time. Hopefully I can relay all of it into words in this column. I will certainly give it a shot. Ya'll can email me if it does not make sense to you.

First off the really easy answer is yes. There are certainly seasons or periods of my life that I do get tired of the same things over and over again. For example people making the same mistakes merging in traffic day after day. Dealing with the 1800s manufacturing mentality from some managers. Especially when there has been training to correct those mistakes. Yet some people refuse to change. Some people refuse to be better. Some people refuse to do the right thing. Day after day, month after month, and year after year can be a real drain. At times I wonder if I am one of the few people that is open minded to improving myself. Why don't some people want to be better? Why don't some people think beyond their very limited scope? The same irritation can happen when dealing with fellow believers that support all these worldly things and ignore brothers and sisters in Christ that need assistance. That gets really annoying really fast. A common theme there is having to deal with other people doing the wrong things again and again.

There are things that I do day after day that I never get tired of. Working on this magazine, and the Family Friendly Gaming website. I never get tired of that. In fact there are projects I just need the money and time for. Once those two things are opened then I can get even more done. I love making videos and live streams. I do that every single day and never get tired of it. In fact when I do take a night off from live streaming I am trying to figure out what to do with myself. I know I need to take a break here and there. Ultimately I love doing it, and could literally breath my last while live streaming. There are so many different games to play that I want to do it even more. The sad part is it does not pay enough yet. So I grind it out with the limited time I have for it. Those things never get old to me.

The monotony of some thing can make me sigh. Like taking a bath, shaving, sleepinng and more. The things we must do day after day to be presentable can be exhausting. I remember a teacher in high school telling us how many tens or hun-

dreds of thousands of times we would do something. I did not really ponder that until recently. Here I go shaving again. How many thousands of times have I done this in my life?

The core of my answer to that question is ultimately it depends. There are things I am tired of. There are things I never get tired of. It can depend on the activity in question. I might be tired during a live stream due to all of the different chores I had to do during the day. My eyes may roll back into my head dealing with certain people. I never tire of being a shining light for Jesus Christ. I never tire of doing God's will for my life. I never tire of making the world a better place.

God bless,
Paul Bury



FEMALE SIDE

Harvesting

I love the harvesting time. I like how it can be different times for different things. Take for example the first run of the strawberries is almost done. There are new blooms on the strawberries that let us know another series of berries will be coming soon. As the strawberries wrap up the blueberries are starting to be ready to be picked. Harvesting ends for one, and it begins for another. I suspect once the blueberries are done with their run this year the peas will be ready in the garden. It is really neat to go from one to the other in terms of harvesting.

On our current property we do not have any trees from which we can harvest. I know Paul's parents do. They have different nuts and fruit trees. This is something Paul and I have discussed. We would love to get some land, put a home on it, and be able to plant some fruit trees. I also think some nut trees would be nice. We would just need to watch the squirrels if we want any of the nuts. Paul's parents have that issue on their land. Squirrels know where to get some food. Squirrels are fast, nibble, and very sneaky. Maybe we will not mind sharing if the squirrels leave us enough for our uses. Princess would be very interested in squirrels.

On the topic of the harvest is souls. We are constantly pointing everyone to God here at Family Friendly Gaming. None of us knows how much time we have. Ensure you are right with God before your time wraps up on this Earth. I would hate for you to miss it. I would hate for you to be harvested with the weeds when it comes to your eternal soul. A relationship with Jesus Christ is the one true way to ensure you will get harvested with the wheat. Speaking of which, does anyone out there have wheat on their property? I think that would be a cool harvest to have as well. Maybe I will get to experience harvesting wheat before I pass onto glory.

How many of ya'll think about retirement as a form of a harvest? This thought came to me recently. Imagine considering the life you spend at a day job as the time growing and maturing. Then when you are all done and ready to be harvested you will wind up in retirement. There is definitely a thought of your whole life being that growing period, and harvesting is the afterlife. I also think retirement can be considered a form of harvest. What do you do when you no longer need to fight traffic, and miss your family? How will you spend your golden or twilight years when you have time to spend with your family? I know it is something I look forward to. Do you also look forward to that? Can you imagine what

that will be like? While we are imagining can you contemplate what heaven will be like?

There are so many things around us that need to be harvested. There are so many fruits and vegetables that are ripe. It is also healthier for your body to eat the fruits and vegetables that you grow on your own property. Animals will also appreciate the efforts you go to. You may not appreciate the animals taking some of the food, but they need to eat too. Plus it is nice to see the animals around us as well. I know on this world they are afraid of us. But in heaven they will not be. I look forward to that in the future as well. Plus you can make friends and train animals on this planet. Just be careful with the more aggressive ones.

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

@GameReviews-n8i • 16 hours ago
You are restoring my faith in humanity :)
Reply 1 reply 6

@FamilyFriendlyGaming • 16 hours ago
happy to be of service :)
Reply 6

@BlueDog-f9n • 16 hours ago
Impressive 🤖🤖🤖🤖🤖🤖🤖🤖
Reply 1 reply 7

@FamilyFriendlyGaming • 16 hours ago
working on it. :)
Reply 7

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#animals #cute #pet #prime #bones #treat

Burks followed you • May 24

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SOUND OFF



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

Thank you!!!

I just finished reading Future Glimpses Heart Home. I absolutely loved it. You are so talented. The Future Glimpses books are amazing. I read Family Friendly Gaming all the time, and know you have a plan for what you will do and when you will do it. I also know that you have a full time day job to pay for all of this amazing work. That is one of the reasons why I bought the Future Glimpses Heart Home book. I plan on buying your devotional books when I get a little money again. How much money do you make off of the books you write?

I also love the Temptations of Time series you have been doing. Any plans for a Future Glimpses story done in the

Temptations of Time kind of videos?

Again thank you for all you do.

God bless,
Barb

{Paul}: Barb,

Totally appreciate your kind words of encouragement. Thank you so much. That means a lot to us. I am also happy that you are supporting us by buying the books. I totally understand the need to have funds to purchase things. Depending on the book, and its price we earn two to three dollars per book sale. That is why I have said if we could make one thousand sales a month then I could do it full time. Sadly we do not get anywhere near that target.

We are actually looking at doing some Future Glimpses stories in the Temptations of Time series. I have a few different ideas that I am fleshing out and thinking about. It would be my hope to get something like that going later in 2025. Please do not hold me to that because I have no idea what will happen between then and now. I am still trying to get done with the May Devotional book,



and keep writing for the Temptations of Time. I have all these different ideas for the Temptations of Time. I just need some time to focus on it. My biggest problem is I have all of these ideas but not the time to work on all of them. Lord willing that will change and we can keep paying our bills. Yes I know everything is alot more expensive now.

What Can We Do

My Bible Study was talking about ways we could help fellow believers. I read the FFG Original articles and noticed there is a theme of Family Friendly Gaming do all of this ministry work, but not getting the support that ya'll need to do it full time. There are people in my church getting paid to go to like Mexico and they come back talking about what a great vacation it was. They were there to do ministry work. Then on the other side of the coin is Family Friendly Gaming working really hard and not being supported by fellow believers. I decided that I want to help. Then it hit me that I do not really know what would be helpful to you. Could you please let me know what kinds of things that would be helpful to Family Friendly Gaming?

Thank you,
Troy

{Paul}: Troy,

Thank you for that amazing, wonderful, and great question. I really appreciate it. We have a page on the website called How You Can Help. Here it is for everyone:

<https://www.familyfriendlygaming.com/How-you-can-help.html>

The first and most important one is prayer. Next is advertiser support and donations. There are members of Family Friendly Gaming Universe that fill out surveys and tell these companies that they would buy more of their products if they advertised with Family Friendly Gaming. If you are already filling out a survey giving us a mention helps. We have had companies come to us and say they want to advertise based on what their customers told them. Then there are things like buy things from the FFG store -

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

There are books, t-shirts, and more. We may only get a few dollars but they do add up over time. Watching, liking, and commenting on videos, and social media posts help us as well. Telling others about Family Friendly Gaming also helps. The more engagement we get the better.

SOUND OFF Continued

The more that know about us, and interact really helps us. Advertisers look at how many views we get. The more that is supported the better. Some people even send us gift cards to places and that also helps us. Hopefully there are some ideas in there that you will be able to do.

T-shirt Payout

I decided to show my support for Family Friendly Gaming by buying a T-shirt. Thank you for having so many different options on your store page. I bought a t-shirt. When do they pay you for that? Did you get the payment for that t-shirt purchase? I want to make sure I am properly supporting Family Friendly Gaming. Have you thought of selling t-shirts directly? Like from your store page?

- Charlie

{Paul}: Charlie,

Thank you so much for that purchase. We have not seen the money as of yet. Cafe-press has a minimum payout which is one hundred dollars. The account right now sits a little over eleven dollars. So in essence we need to make ten T-shirt sales for us to get paid for it. Sadly it may be awhile before we get any money from CafePress.

Yolanda did look at making our own T-shirts. She was not satisfied with the quality of the logos on the shirts



when she tested it. Meaning the Family Friendly Gaming logo would curl up. There has to be a way to make it work, but she was unable to find it at this time. At least in a cost efficient method. Others have to do it somehow. We have not given up on that idea. I would love to do that personally. We talk about these things consistently. I also want to make some upgrades to the Store page on our website as well. It comes down to having the time and the money if you know what I mean. Lord willing we will get there hopefully soon.

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.



True Frenemies Board Game

True Frenemies is a Christian strategy game where you need to bring yourself and one other player to the Tree of Life. The catch? You cannot reveal, or "give away", the identity of the player you are trying to help - even to that person. The game is "roll and move" with the twist that every time it is your turn you can move yourself forward, any other player forward, or any other player backward.

Along the way, all players will encounter Bible Says question spaces, SinTakes spaces, Say a Little Prayer spaces, Submission spaces, All About Me spaces, All About Others spaces, as well as other space types which will both challenge as well as force some outside their comfort zone.

But beware! Watch out for the Face the Music cards! Unlike many other games, True Frenemies nearly always ends in a photo finish since no player wants to exit to the Tree of Life too soon and be unable to assist the player they really need to help.

Welcome to a mixed-up world where your friends may suddenly turn on you and your worst enemy saves the day. Recommended for ages 8 years and older, this game is perfect for family game night or to use as a party game! Designed for 3 to 8 players (cannot be played with only 2 players).

Includes:

- 20" x 30" digitally designed game board
- 120 Bible Says cards
- 80 Face the Music cards
- 40 SinTakes cards
- 40 Say a Little Prayer cards
- 100 Submission tokens
- 8 Secret Friend tokens
- 8 This is Me tokens
- 8 game gem pieces
- 2 dice
- Game instructions
- Approximate play time is 60-90 minutes.



DEVOTIONAL

Unity in Christ

One of the things that has bothered me for decades has been the divisions within the church. I try to find unity in Christ whenever and wherever I can. As long as it is Biblical it does not bother me. **Romans 15:7-8** *Accept one another, then, just as Christ accepted you, in order to bring praise to God. 8 For I tell you that Christ has become a servant of the Jews on behalf of God's truth, so that the promises made to the patriarchs might be confirmed.* The early church had the division of Jew and Gentile. We do not see that division as much today. The Apostle Paul was trying to get them to unify under Christ.

We have meaningless arguments that soe believers obsess over. Can you drink wine? Should you go to a human doctor? Is worship on Saturday or Sunday? Too many get too ingrained in their little feifdom that they miss the bigger picture. They miss Christ. **Romans 15:9** *and, moreover, that the Gentiles might glorify God for his mercy. As it is written:*

"Therefore I will praise you among the Gentiles; I will sing the praises of your name." It grieves my spir-

it to see these divisions. I am sure other believers have written about and talked about this subject. I may have in the past.

Why don't we look for the good in fellow believers? Why don't we try and find the common ground in our obedience to God? Why not embrace worshipping God together? **Romans 15:14-16** *I myself am convinced, my brothers and sisters, that you yourselves are full of goodness, filled with knowledge and competent to instruct one another. 15 Yet I have written you quite boldly on some points to remind you of them again, because of the grace God gave me 16 to be a minister of Christ Jesus to the Gentiles. He gave me the priestly duty of proclaiming the gospel of God, so that the Gentiles might become an offering acceptable to God, sanctified by the Holy Spirit. The Apostle Paul preached unity. The Apostle Paul preached working together. Why are so many in the churches disobedient to that? Why is this such a hard lesson for some to follow?*

What is your focus? **Romans 15:17-19** *Therefore I glory in Christ Jesus in my service to God. 18 I will not venture to speak of anything except what Christ has accomplished through me in leading*

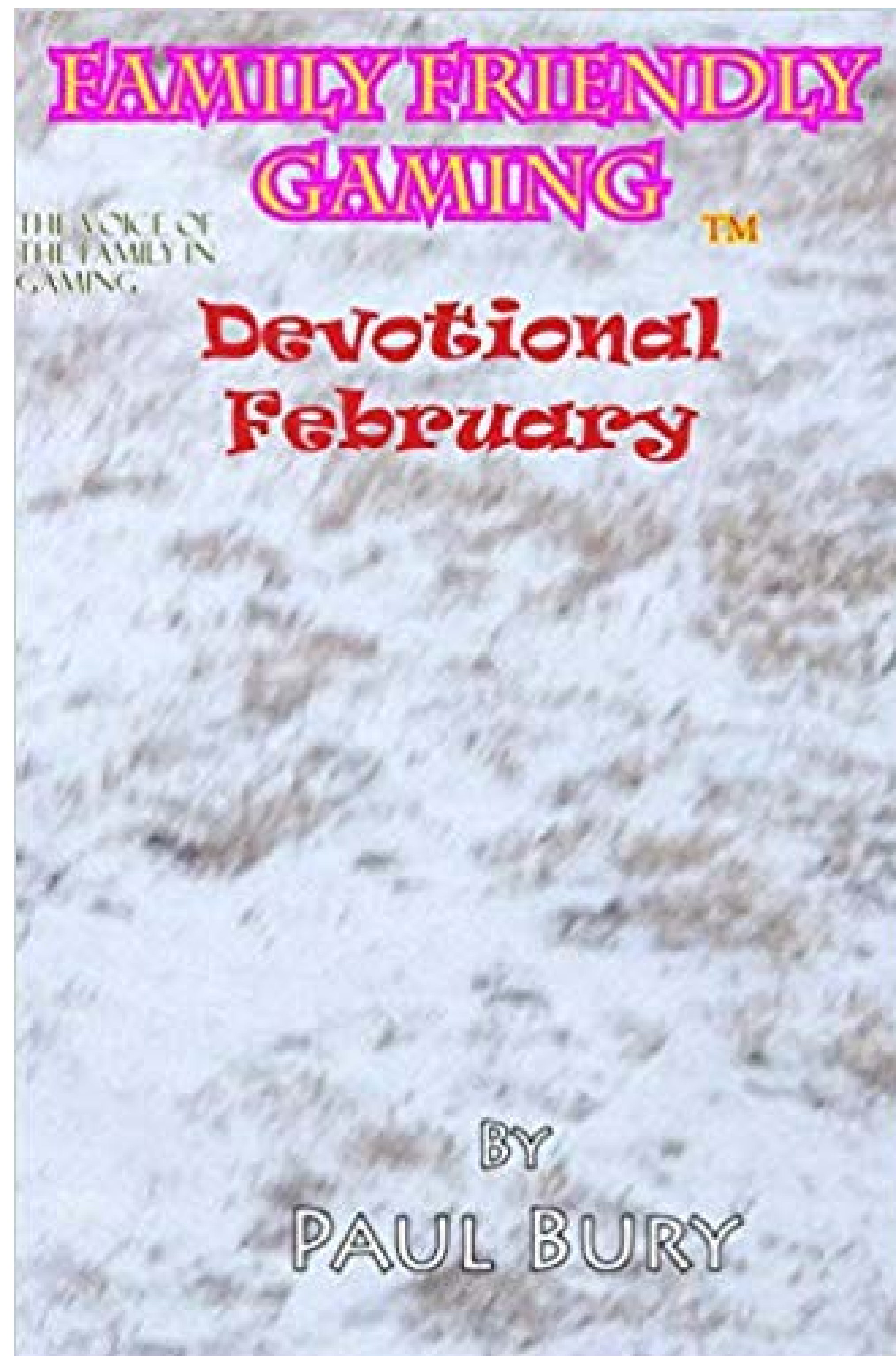
the Gentiles to obey God by what I have said and done— 19 by the power of signs and wonders, through the power of the Spirit of God. So from Jerusalem all the way around to Illyricum, I have fully proclaimed the gospel of Christ. What is the greater focus to have? I believe it is to have the things of God on our minds. I believe it is to speak of the things of God. I wish there were more people that supported that. I wish there would more people in the churches that focused on that. There are always believers speaking the word of God that need help.

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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Shrouded Aspect Launched

Indie game development studio Gilligames launched Shrouded Aspect, a turn-based tactical strategy game, on Steam.

Shrouded Aspect is a story-driven RPG set in a medieval Celtic fantasy world, where a devastating plague signals the return of the old gods, with Despater, the false god of death, spreading chaos.

Players journey with Betha and local volunteers across 32 branching scenarios, making tough choices that shape their experience, influence the party, and ensure high replayability.

Featuring squad-level tactical strategy, character progression through skills and equipment, and the ability to recruit new members, the game offers an immersive and challenging single-player experience.

NEWS



Features

- A branching narrative with 32 scenarios ensures high replayability.
- Turn-based, squad-level tactical combat with strategic decision-making.
- Single-player, story-driven campaign with impactful choices.
- Recruit unique party members from different regions to aid your quest.
- Character progression based on skills and equipment upgrades.

Realpolitiks 3 Earth and Beyond Releases

It's time to expand your political powers, and reach the stars themselves! Fulcrum Publishing and Jujubee are delighted to announce that Realpolitiks 3: Earth and Beyond, a grand strategy title like no other, will ascend from Early Access with its 1.0 release!

Realpolitiks 3: Earth and Beyond has been in Early Access since October 2024, and will feature a whole host of new content in its full release. This includes for example:

A new "Climate War" scenario, in which the world faces a wave of climate disasters, eventually leading to a new type of wars to emerge, with countries fighting for basic resources and survival.

REALPOLITIKS 3

EARTH AND BEYOND

Finalized Leadership mechanic, letting players develop their Head of State and other members of the cabinet as they gain experience.

Various quality of life features, improvements and bugfixes based on community feedback, including the Timeline review, in which players can see how successful their reign has been, new combat balancing and changes to trade functionality, among others.

Localization to German, Spanish, French, Polish, Simplified Chinese and Russian languages.

Realpolitiks 3: Earth and Beyond invites you to prove your political brilliance - pick from a range of 195 countries, set up your government and navigate the pitfalls of domestic and international politics. A glorious destiny awaits - the domination of not just the Earth, but the whole Solar system!

To achieve this ultimate goal, you will have to carefully consider a myriad of decisions, starting with the choice of a country you wish to lead. Taking control of any contemporary nation in order to fulfil your ambitions: from Afghanistan to Zimbabwe and everything in between.

You will also need to select your optimal form of government, build your cabinet of ministers, improve your character's skills - all while leading your country's efforts in economic development, research, diplomacy, espionage or war. Will you lead your people to the stars, or to their ultimate doom?

Realpolitiks 3: Earth and Beyond has been shaped by its community throughout the Early Access period, with the team interacting directly with the community on Discord server and Steam Discussion forums. Early Access may have come to a close, but the development team is still keen to hear your feedback, so feel free to join the conversation!

DETECTIVE The Test Releases

Are you ready to become a true detective? At JanduSoft, we're excited to announce that a new game from the amazing Detective Series is now available on PlayStation 5 and Steam!

DETECTIVE – The Test, the latest crime investigation game from Spanish solo developer K148 Game Studio, is now available in digital edition on Steam and PlayStation 5. Do you have what it takes to crack the case?

Put your deduction skills to the test in a series of unique crime scenes set across three different locations. Investigate a chilling murder in a private home, search every corner of a mysterious caravan park, and uncover secrets in a coffee shop.

Step into the mind of a real detective as you take on three gripping cases full of hidden clues and twisted truths. With no easy answers or shortcuts, DETECTIVE – The Test delivers a pure investigative experience that rewards keen observation and logical thinking. Prepare for an immersive challenge where only your intuition will guide you.

Detective the test

A realistic deduction experience with no hints or hand-holding

Detective The Test

Three unique cases, each with its own story and mystery

detective the test

Observe, analyze, and answer critical questions to crack the case.

No word of a physical copy version of this game at this time.

Railway Empire 2 Nintendo Switch Edition DLC Releases

Kalypso Media and Gaming Minds Studios happily announce that all previously released DLC for the hit railroad simulation game Railway Empire 2 - Nintendo Switch™ Edition are now available for purchase. The update will include downloadable content Journey to the East, High Voltage, India, and Bella Italia, providing a host of new and diverse opportunities for railway expansion.

Railway Empire 2 – Nintendo Switch™ Edition brings the same immersive gameplay and 60 historically accurate locomotives which defined the series, along with new content and expanded features, including improved track construction, a five-chapter campaign, 14 scenarios, and free play mode, now with the addition of four DLC expansions.

Journey to the East: Industrialists will be eager to connect Western Europe to the exotic luxuries of the Ottoman Empire and maximize their revenue with new high-priced, passenger exclusive Luxury Train Connections. New trade routes link cities and regions rich in culture and history across the Balkans of South-Eastern Europe. Journey to the East presents new opportunities across a new Balkan regional map in one of six new historically accurate locomotives including the Bavarian S 3/6 with over 10 new luxury goods to transport.

High Voltage: Railway magnates can now harness the power of electricity to revolutionize their rail networks with the addition of high-speed passenger transport while they explore the wonders of the newest region – the Swiss countryside. High Voltage provides a surge of new content including 10 historically accurate electric locomotives with famed powerhouses PRR GG1 Blackjack and Ce 6/8 III Krokodil, five regional maps for Switzerland with 10 new

goods and two fully voiced comprehensive scenarios – High Voltage and Power to the People.

India: Tycoons work with the East India Company during its peak of power and influence, and later the crown, to deliver a wide variety of cargo, with four new authentic Indian locomotives, including the “Fairy Queen” and the BNR class N, plus an additional five imported and reimagined locomotives. Three fully voiced comprehensive scenarios and four regional map sections of India provide access to the vast Indian countryside with 16 new regional products to transport.

Bella Italia: Hopeful moguls navigate the illustrious Italian landscapes taking on the challenges of an influential nation in recovery to accommodate tourism and supply goods after the devastating war. Travel the iconic Italian countryside and transport over 22 new regional products across two highly detailed maps covering Northern and Southern Italy in one of eight new Italian locomotives including the Mastodonte dei Giovi and Signorine FS Class 640 II. Three unique comprehensive scenarios provide unique challenges and varied approaches for even the most respected tycoon with 19 new themed musical tracks and jingles accompanying your journey into the sweet life of Italy.

DLCs including Journey to the East, High Voltage, India, and Bella Italia are now all be available in the Nintendo eShop.

Features:

History in the making: In 1830 at the dawn of the age of railways, build a grand railway empire from scratch and choose from 60 detailed, historic locomotives that you can customize with your preferred colours and company initials.

A sprawling landscape: Huge and detailed game world covering the whole of the USA and Europe, as well as more detailed regional maps.

Endless Possibilities: Choose how you want to play from the 5-chapter campaign set across iconic regions of Europe and the US, 14 scenarios, the customizable free play mode, and the relaxing construction mode.

Improved track construction: Laying Tracks is easier than ever with automatically placed signals, bridges that can hold more than 4 tracks, train stations with up to 8 tracks and new train station attachments to customize your stations. The land also adapts to your track layout as your tracks cross mountains, valley and plains.

New Yu-Gi-Oh! Anime Series THE CHRONICLES Releases

Konami Digital Entertainment Inc. (KONAMI) premieres Yu-Gi-Oh! CARD GAME THE CHRONICLES “Promo-



tional Short Anime Series” today. Created by KONAMI animation, the inaugural episode introduces the Sky Striker Ace storyline and brings to life the fan-favorite theme through high-quality short-form animation.

Released monthly, each breathtaking episode will continue to expand on the lore of iconic monsters. The second Sky Striker Ace episode will air in May and further develop out the story between Sky Striker Ace - Raye and Sky Striker Ace – Roze: two rivals destined to face off using advanced technology.

This will be followed by the launch of The Fallen & The Virtuous in June, which will focus on fan-favorite cards like Fallen of Albaz and Dogmatika Ecclesia, the Virtuous.

KONAMI animation is a dedicated animation studio launched in February 2024. The studio blends KONAMI’s game development heritage with cutting-edge technology to produce captivating animation.

*Episodes have EN, KR, CS, CT as YouTube subtitle feature.

StarVaders Releases

Independent developer Pengonauts and publisher Joystick Ventures are proud to announce that, after more than 3 years in development and having garnered more than 55.000 wishlists, the mech-themed tactical roguelike deck-builder StarVaders is launching today on Steam at a price of US\$ 24.99. StarVaders combines tactical grid-based combat with deckbuilding strategy, placing you in command of a formidable mech during humanity’s last stand against alien invaders. By fusing the spatial intuitiveness of grid-based tactics with the theory crafting and strategy of deck-building games, StarVaders offers an easy-to-learn yet hard-to-master experience perfect for both casual players as well as dedicated fans of the genre.

“The amount of time players have spent with just the demo was always amazing, hyped to see the playtimes we’ll get with the full release.” - Hansen, Lead Developer

In StarVaders, the fate of the world depends on your deckbuilding and tactical skills, select your favorite among 10 pilots and jump into one of the 3 unique mechs available to fight alien invaders. Strategize, prepare crazy combos, and even use the rewind time feature with the chrono tokens to reverse the key mistakes, and keep your mission on track.

Main Features:

- 3 Mechs with completely distinct mechanics;
- 10 Pilots with unique playstyles and their own stories;
- 268 Cards to craft your deck with;
- 153 Artifacts that change the rules of the game;
- 10 Packs that are randomly added to the card pool to keep runs fresh;



- 9 Bosses that will test your limits;
- 50 Invaders each with their own abilities;
- Story Campaign & Secret Finale;
- Ascending Difficulties each with new gameplay mechanics;
- Challenge Run & Daily Run game modes.

Each mech and its dedicated pilots offer unique synergies that modify the gameplay. Command the Gunner Mecha's board-clearing firepower with Roxy, Noel, or Zeke, take control of the ninja-like Stinger Mecha with pilots Shun, Hali or Kaia, or unleash the spell-wielding powers of the Keeper controlled by Iris, Xenn, Garu or Sura. Enhance your mech's power with over 400 unlockable cards, artifacts, and upgrades, forming fresh strategies on the fly to face new alien enemies and monstrous bosses.

In The News Continued

JSAUX's Nintendo Switch 2 ModCase

Tech manufacturer JSAUX has announced a new accessory for the upcoming Nintendo Switch 2. The Nintendo Switch 2 ModCase is a versatile case that blends protection and functionality, not only safeguarding your handheld console but also allowing players to customize it. Thanks to the JSAUX's Nintendo Switch 2 ModCase, players will be able to add new accessories to the console, such as a metal kickstand, a cooling fan, a Mag-Safe-compatible phone mount, or a



power bank. Additionally, players can purchase official ModCase accessories or explore a growing collection of community-made 3D-printable ModCase add-ons on Printables.com. JSAUX's Nintendo Switch 2 ModCase will retail for \$29.99.

The Nintendo Switch 2 ModCase has been designed to match the console's color scheme, ensuring it complements your handheld console's colors. It also features laser-etched, anti-slip textures on its grips to provide a more secure gaming experience. The ModCase includes a cover that protects the console's front and its Joy-Cons, while also offering storage for eight game cards. This new accessory is just part of a



comprehensive line up of products announced from JSAUX, that will be available for the Nintendo Switch 2 release.

PGA TOUR 2K25 Season 2 Now Available

2K launched Season 2 of PGA TOUR® 2K25, the highest-rated golf simulation video game of the last decade on Xbox and PC*, complete with an all-new, legendary course, The Old Course at St Andrews Links, as well as the Greenskeeper Archetype spotlight, the new Challenges game mode, an array of new unlockable and earnable Clubhouse Pass content, plus much more**. Aligned to the real-life PGA TOUR schedule, Season 2 focuses on the three in-game Major Championships taking place this summer - the 2025 PGA Championship at Quail Hollow Club, the 125th U.S. Open at Oakmont Country Club, and The 153rd Open Championship at Royal Portrush Golf Club - with special Major Championship-themed challenges rolling out as the season unfolds.

This season, one of the most iconic golf courses in the world makes its debut in PGA TOUR 2K25. Located in Scotland, The Old Course at St Andrews Links, commonly known as "The Home of Golf," makes its first-ever appearance in the PGA TOUR 2K franchise. This historic 18-hole course is available now as a free update for all players.

The Season 2 featured Archetype is the Greenskeeper, a master of precision putting. Pros who embody this archetype include PGA TOUR 2K25 cover athlete and 2022 U.S. Open winner Matt Fitzpatrick, The 2021 Open Championship winner Collin Morikawa, and LPGA Hall of Famer Lydia Ko. By creating a MyPLAYER with the Greenskeeper Archetype, players will be able to complete specific seasonal quests tailored to this playstyle for Season 2 and earn rewards. Once a Greenskeeper MyPLAYER reaches 85 OVR, they'll have the ability to unlock the "Green Reader" skill. This skill increases the resolution of the green grids to more accurately highlight slope severity and provides a major edge while putting.

Season 2 brings with it an all new game mode: Challenges. Bite-sized Challenges with set parameters will push players to adapt and strategize. As players improve their skills, they'll also earn rewards. New Challenges will be added over time, so there will always be a fresh Challenge to conquer.

To complement the Challenges mode, Season 2 introduces a new 3-Hole course, developed by HB Studios in partnership with Charles Schwab. This new, in-game course launches May 21, just one day before the pros tee off at the Charles

Schwab Challenge on May 22. This in-game experience serves as a modern extension of the historic tournament, offering players the opportunity to unlock 11 exclusive in-game apparel rewards.

Season 2 also ushers in a new Clubhouse Pass, complete with free reward tiers including a Cobra White Snapback, Malbon Shorts, a Ruby Titleist T100 Iron, and much more!*** Players who reach the Free Tier 25 will earn a new free shot type: The Long Flop. As with a standard Flop Shot, this shot is performed with a wedge and features a high trajectory, plenty of spin, and a short run. However, this shot is designed to carry farther; perfect for when players need to flop but need just a little extra reach to achieve greatness. For players who purchase Clubhouse Pass Premium, the astounding number of rewards available to earn throughout the season include a Greenskeeper Hard Hat, Greenskeeper Boots, and a Ruby Limited Edition Club; The Titleist Scotty Cameron Phantom 5.5 Putter. Clubhouse Pass Premium golfers can also unlock additional Long Flop stat boosts not included in the Free Tiers. While each season offers its own Premium Pass, Seasons 1-5 are also all included in the Member's Pass, alongside the Clubhouse Gear Pack, which delivers a themed outfit per body type per season****. Players can progress through each

Clubhouse Pass at their own pace, even after the release of subsequent Seasons, and Premium rewards may be unlocked retroactively at any time for a Clubhouse Pass up to the current tier of progression.

*Based on Metacritic scores on Xbox Series and PC as of April 15, 2025.

**PGA TOUR 2K25, Internet connection and 2K Account (minimum age varies) required to access online features, including Clubhouse Pass. See www.take2games.com/legal and www.take2games.com/privacy for additional details. 2K Accounts are free.

***Clubhouse Pass rewards require unlocking with gameplay. Clubhouse Pass Premium is available for separate purchase. Paid Premium Passes unlock additional rewards for the Season through gameplay.

****PGA TOUR 2K25 Member's Pass is included in the PGA TOUR 2K25 Legend Edition. Also available for individual purchase. Internet connection and 2K Account required. Member's Pass includes Seasons 1-5 of the Clubhouse Premium Pass which unlocks additional premium rewards through gameplay. Seasons 1-5 of the Clubhouse Premium Pass will be released post-launch. More details on the Clubhouse Premium Passes will be shared in the future.

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?

Do you know what the role playing genre is missing? Do you know what the fantasy genre is missing? It is missing some real, true, genuine Christian concepts and ideas. It would be wonderful for some role playing video games to reinforce the beliefs of the super majority of Americans. Think about that for a minute. There are all these video games in a specific genre that keep attacking our beliefs. There are believers that were led astray because they were brain-washed into a different belief set thanks to playing so many role playing video games. Who else besides Family Friendly

Gaming is pointing this out? Take Octopath Traveler II for instance - dredges of society were most of the main characters. Why is that? Who is asking for better? Who is asking for real and true heroes? There are plenty of historical accounts from the Holy Bible that could be used in role playing video games. Why isn't the market saturated with these kinds of video games? Sure the radical far left Christian hating gaming media would have a cow over it. Sure the haters in too many of the gaming media outlets would attack it. They attacked the Bible Game for instance and those were some quality video games. They attacked LarryBoy and those were some fun video games. How is it they have any kind of sway over any gamers with any intelligence is beyond me. Maybe too many of my fellow gamers are used to having such low expectations to get their news and information on video games that they have

given up expecting better. If you fit into that box, then support Family Friendly Gaming instead. If you want better then you need to support better.

Most of the Final Fantasy video games are about being a rebel and attacking the ruling government. SandLand has the player taking on the role of demons stealing from humans. Do you think we need more of those concepts in video games? Why not some good lessons? Why not being obedient to God as a lesson in the role playing video games? Why not standing up against evil instead of playing it? Why are all of the role playing video games supportive of worshipping false gods instead of the one true God? Who else is asking these questions? Why isn't this a question to these video game developers making billions off of us? What can you do to improve this situation?

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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Matthew 4:7-11

7 Jesus answered him, "It is also written: 'Do not put the Lord your God to the test.'"

8 Again, the devil took him to a very high mountain and showed him all the kingdoms of the world and their splendor. 9 "All this I will give you," he said, "if you will bow down and worship me."

10 Jesus said to him, "Away from me, Satan! For it is written: 'Worship the Lord your God, and serve him only.'"

11 Then the devil left him, and angels came and attended him.



Instant Sports All-Stars

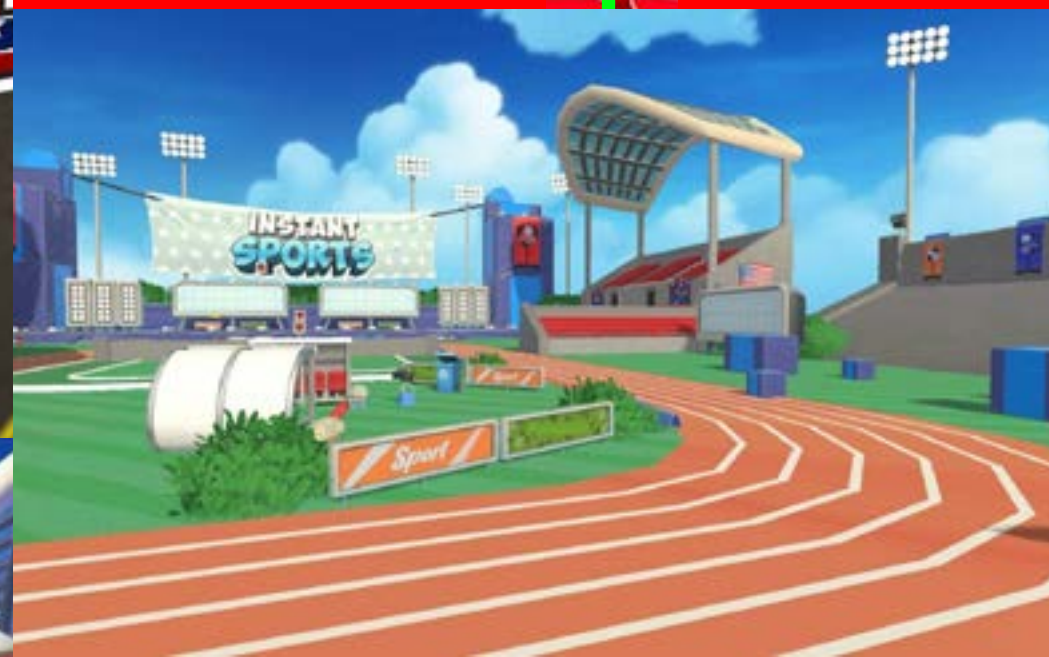
SCORE: 77

My experience with Instant Sports All-Stars on the Nintendo Switch has been a roller-coaster ride. There have been ups, and there have been downs. At the end of the day I see some good in Instant Sports All-Stars for families. I will get into that in just a little bit. The modes in Instant Sports All-Stars are Adventure, Quick Play, Shop, Character Selection, Options, and Credits.

The character selection and creation leaves a lot to be desired in Instant Sports All-Stars. I am not happy with my choices there. I could not find any options for anyone that looked like me. The music is okay and the graphics are meh. There are some light areas of violence within Instant Sports All-Stars. Four family members can enjoy the twenty-four activities in Instant Sports All-Stars. Some of the activities are similar to one another.

There are twenty different col-

lections of four games in the Adventure Mode. Some of the mini games in Instant Sports All-Stars are hard to figure out, control, and play. There are thankfully multiple control schemes allowed in Instant Sports All-Stars. Others in Instant Sports All-Stars are really easy to figure out, control, and play. This is where the roller-coaster ride comes into play.

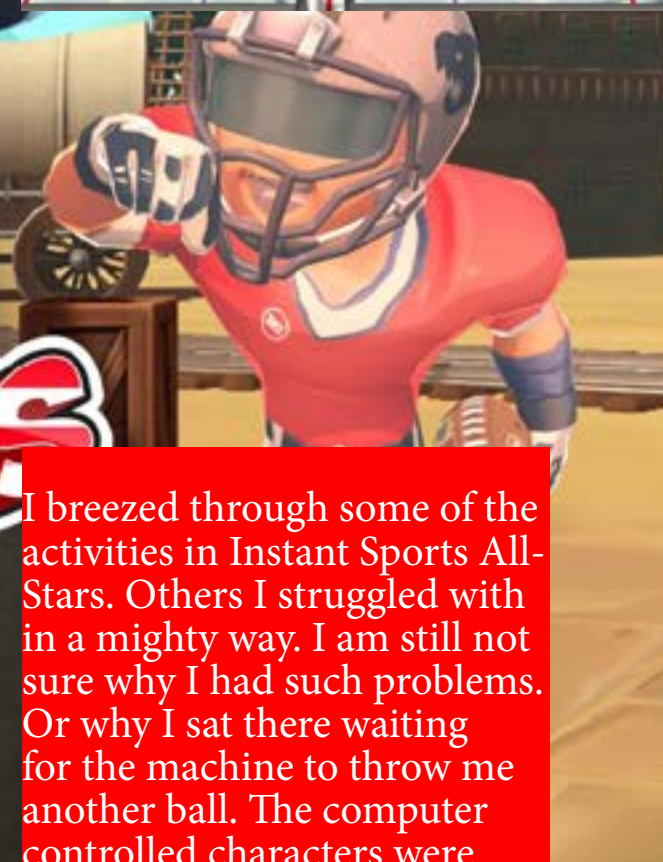


at least. Instant Sports All-Stars is also not that expensive so it can be a value purchase. - Paul

System: Nintendo Switch/PS4/PS5
Publisher: Merge Games
Developer: Breakfirst
Rating: 'E' - Everyone SIX and OLDER ONLY
{Mild Cartoon Violence}



Graphics: 75%
Sound: 78%
Replay/Extras: 73%
Gameplay: 85%
Family Friendly Factor: 76%



I breezed through some of the activities in Instant Sports All-Stars. Others I struggled with in a mighty way. I am still not sure why I had such problems. Or why I sat there waiting for the machine to throw me another ball. The computer controlled characters were piling on the scoring while I sat there and waited. Instant Sports All-Stars does not do a good job of explaining that either.

There is some fun in Instant Sports All-Stars for families. I like a lot of the activities in Instant Sports All-Stars. The more I played Instant Sports All-Stars the better I got. We earn in game currency from playing the games and can use that at the shop. Instant Sports All-Stars gives families a reason to play it for a few weeks



Epic Mickey Rebrushed

SCORE: 85

I hope you were able to catch some of the live streams I performed of Epic Mickey Rebrushed. If you missed it then you are able to watch the videos of those live streams. I fondly remember the original game on the Wii. We use paint and paint thinner to transform the environments in Epic Mickey Rebrushed. Say there is a giant rock on top of a wall. Remove the wall and the rock falls into the water so we can now progress.

There is some violent content within Epic Mickey Rebrushed. Blots will try and stop Mickey in this video game. There are themes of redemption within Epic Mickey Rebrushed. I loved the moment when Mickey admitted he caused the giant ink storm by accident. There is also character progression from jealousy to respect in this video game.

It can take around nine to ten hours to beat the main content within Epic Mickey Rebrushed. There is also bonus content within this video game that can assist with the game-play length. There are numerous side missions that can be completed within Epic Mickey Rebrushed. Gremlins help us out and give us direction too. The store can be helpful in terms of buying what is needed to open new areas.



The storytelling within Epic Mickey Rebrushed is fantastic. The boss battles provide us a choice. We can use paint or thinner. Whichever one is used is what is upgraded after the boss fight. There are all kinds of lost Disney characters within Epic Mickey Rebrushed. I loved the 2D side scrolling areas between each of the 3D areas.

All in all Epic Mickey Rebrushed is a solid remake of an older game. If your family missed the original then I suggest you check this one out. Also take your time to explore the areas. There is plenty to find and do in Epic Mickey Rebrushed. This is a single player game only. There is not an option for multiple family members to play this game at the same time. - Paul



System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: THQ Nordic
Developer: Purple Lamp Studios
Rating: 'E10+' - TEN and OLDER ONLY
{Fantasy Violence}



Graphics: 80%
Sound: 90%
Replay/Extras: 88%
Gameplay: 87%
Family Friendly Factor: 80%

FUTURE GLIMPSES HEART HOME

by
Paul Bury



TT Isle of Man Ride on
the Edge 3

ISLE OF MAN
RIDE ON THE E

SCORE: 66

The YouTube live stream I performed of TT Isle of Man Ride on the Edge 3 was absolutely hilarious. I vaguely remember the last game, and from what I recall it was not very good. I looked back at the review as part of the research for this review. I was right, the last game was not that good. TT Isle of Man Ride on the Edge 3 follows in the footsteps. Which is honestly a shame.

TT Isle of Man Ride on the Edge 3 looks nice. I loved seeing the different areas. The gameplay area for TT Isle of Man Ride on the Edge 3 is on the small side though. There is music that could offend your family. I turned on content creator mode so the music went away. Plus it helped me avoid copyright claims while live streaming this motorcycle racing video game. TT Isle of Man Ride on the Edge 3 is on plenty of different systems which is

cool.

There are not a lot of different things to do on the island in TT Isle of Man Ride on the Edge 3. I did like being able to immediately arrive at a location and do a race from the map screen. The controls are not that great. It is so difficult to take some of these turns. I would give myself a goal for a race like crash less than ten times. That is how easy it is to crash in TT Isle of Man Ride on the Edge 3.

I set the computer difficulty and intelligence down as low

as it would go. That is thirty percent for those interested. That means three out of ten times the computer would

make the right call. Even at the lowest difficulty setting the computer would absolutely trounce me. In fact in one really long race the computer controlled characters were finishing before I hit the half way point. TT Isle of Man Ride on the Edge 3 is not approachable by all skillsets.

If you pay for the online features you can lose to other human players online. Otherwise TT Isle of Man Ride on the Edge 3 is a single player experience. If you go off the road TT Isle of Man Ride on the Edge 3 will repawn you really quickly. I wanted to explore the country side but TT Isle of Man Ride on the Edge 3 refused to let me do that. Crashes can make players queasy. I am not going back to TT Isle of Man Ride on the Edge 3 anytime soon.

- Paul

System: Nintendo Switch/PC/PS4/
PS5/Xbox One/Xbox Series X
Publisher: Nacon
Developer: Raceward Studio
Rating: 'E' Everyone SIX and OLD-
ER ONLY

Graphics: 80%
Sounds: 70%
Replay/Extras: 60%
Gameplay: 50%
Family Friendly Factor: 70%

Dolphin Spirit Ocean Mission

SCORE: 57

There have been all kinds of complaints about the Biden Administration giving so much money to video

game companies to be racist. After playing Dolphin Spirit Ocean Mission I cannot help but wonder if this was one of the video games that was paid for by tax dollars to preach a radicalized viewpoint. At the very least the question needs to be asked of Dolphin Spirit Ocean Mission.

I find it interesting that some people complain that entertainment is bad if there is no one that looks like them. By there logic Dolphin Spirit Ocean Mission is bad for me and a super majority of Americans. We go to this island where there are few people. We can go out and dive around this area as well. As players progress they are given tools that unlock additional areas. Like a tool box to get past some branches.

The major thing we do in Dolphin Spirit Ocean Mission

is pick up trash. Did no one remember that Captain Planet had a horrible video game? When we completely clean an area then animals come back. We can then take pictures of the animals and get told all kinds of radical far left propaganda about them. Dolphin Spirit Ocean Mission is so preachy on the environmentalism that it had to have been paid for. The preaching from the far left in Dolphin Spirit Ocean Mission is shoved down players throats.

We get spirits, ancients, and false gods in Dolphin Spirit Ocean Mission too. Why was that needed? I was stunned at some of the propaganda within Dolphin Spirit Ocean Mission. I live streamed this game for one hour and decided I never ever want to go back to it. You could not pay me enough to play more of Dolphin Spirit Ocean Mission. Let me amend that, for one million dollars I would play one more hour of this game. Any givers or takers on that?

Dolphin Spirit Ocean Mission is pretty boring as well. The graphics in Dolphin Spirit Ocean Mission do not look great. Dolphin Spirit Ocean Mission looks really indie. Running around areas trying to find trash, and animals to help gets dull so fast. At the end of the day Dolphin Spirit Ocean Mission is too preachy, too radical, and feels like a massive false narrative. Pass

on this game unless you are a radical environmentalist that wants to hear your opinion echo chambered in a video game.
- Paul

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Microids
Developer: Magic Pockets
Rating: 'E' - SIX and OLDER ONLY



Graphics: 60%
Sound: 55%
Replay/Extras: 60%
Gameplay: 60%
Family Friendly Factor: 50%

VIDEO GAME LIES



by
Paul Bury
Version 3

BUY IT NOW RIGHT HERE



Edens Zero #21

SCORE: 70

The Edens Zero #21 manga book contains chapters one hundred and seventy-seven to one hundred and eighty-five. There are some interesting aspects to this manga book. Edens Zero

#21 feels light on action even though some things do happen in this manga book. I will include spoilers in my review of the Edens Zero #21 manga book. I am continuing to enjoy the story telling and characters in this franchise. There is a caveat to that as well.

The issues families can have with Edens Zero #21 are violence, blood, false gods, lack of attire, enticement to lust and more. I understand reusing the same character art for characters. What I do not understand is reusing the powers for certain characters. Elsie has the same powers as Erza

about Labilia in Edens Zero #21. She was a fan of Rebecca and that is why she became a B-Cuber. Labilia was shocked when she took off and left her hero Rebecca way behind. How

in Edens Zero #21 and Fairy Tail. I feel like that is really lazy of Hiro Mashima.

I do find the Afterword very interesting in Edens Zero #21. Hiro Mashima is going onto Twitter and live streaming some of his art sessions. He is learning and getting into live stream. That is actually pretty cool. We find out more

could she be so much better?

We have a rest and relaxation moment in Edens Zero #21. Then it is off to get Ziggy on this planet. The idea of using a Chronophage to destroy Ziggy is pretty smart. Will it work though? I honestly have no idea. The idea is to use Rebecca's Cat Leaper power to bring the Chronophage and then get out of there. There is one small problem with the plan though. The team needs to get to the core of the planet.

There are plenty of troops blocking the way. So the team must fight through them in Edens Zero

#21. The ending of Edens Zero #21 has a little twist too. There are more powerful characters in their way. So the next manga book should have some one on one fights. They really like those kinds of fights in these manga books. I have noticed that over the years. I would love to see some variety there. - Paul

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



Graphics: 63%
Writing: 73%
Replay/Extras: 71%
Story: 76%
Family Friendly Factor: 66%



My Hero Academia Vol 19

SCORE: 70

The new storyline is taking shape quite nicely in My Hero Academia Vol 19. This manga book contains chapters one hundred and sixty-eight through one hundred and seventy-seven. The next school festival is about to happen in My Hero Academia Vol 19. To be clear it does not happen yet though. There is plenty of training and setup performed within My Hero Academia Vol 19. I will include spoilers in my review of the My Hero Academia Vol 19 manga book.

The issues families can have with My Hero Academia Vol 19 are violence, bad language, lack of attire,

enticement to lust and more. Eri is getting better and she is invited to the school festival. The different classes must come up with some idea as to what to do. Each class in

My Hero Academia Vol 19 decides what they want to do for the school festival. There are some cool brainstorming ideas within My Hero



Academia Vol 19.

Class 1-A decides they want to do a music and dance performance. Their goal is to uplift the spirits of the other students. There are of course interesting rivalries in My Hero Academia Vol 19. As with everything in this fantasy franchise something must go awry. Deku goes out to get some rope since all of the practices caused

some issues with the rope they were using. Deku comes across a problem in My Hero Academia Vol 19.

There is a Gentle Criminal that records his crimes and uploads them to the Internet in My Hero Academia Vol 19. He is accompanied by La Brava. She is totally into the Gentleman Criminal. Deku runs across the two and they have a bit of a battle within My Hero Academia Vol 19. The thing is Gentle Criminal decides he wants to invade

UA and disrupt the Festival. If that happens it is ruined, and everyone must leave.

The school is on thin ice with the police over all of the other events where criminals attacked. The battle between Deku and the Gentle Criminal is not finished by the end of My Hero Academia Vol 19. Deku needs to stop him and/or get the word out. Other students notice Deku has been gone too long in My Hero Academia Vol 19 as well. I remember this storyline from the anime. It was fun. - Paul

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



Graphics: 66%
Writing: 70%
Replay/Extras: 75%
Story: 75%
Family Friendly Factor: 64%



Ghostbusters Frozen Empire

SCORE: 57

It took Noah and I one hundred and fifteen minutes to watch Ghostbusters Frozen Empire from start to finish. The family is now in New York and working on ghost busting in the old fire house. There is a poem at the beginning of Ghostbusters Frozen Empire about the difference between the world ending in fire or ice. I will include spoilers in my review of the Ghostbusters Frozen Empire movie.

The issues families can have with Ghostbusters Frozen Empire are ghosts, violence, bad language, sexual content, false gods, lack of attire, and more. Winston is running a lab to try and learn more about the ghosts. There is a ghost that befriends Phoebe Spengler in Ghostbusters Frozen Empire. The main bad character uses her to get out of this orb he is in. There are some oddities in Ghostbusters Frozen Empire.

First and foremost one character believes this metal orb may contain some great evil. So the other characters try and extract it but that fails. Later one character uses some metal on their proton pack to make it more powerful. There is enough melted brass for everyone to use. Why only one character? The main bad guy

wants to free all of the ghosts contained below the fire house to make an army. Why does he need one?

There is a fire master in Ghostbusters Frozen Empire that can fight off this bad guy. The problem is he is not trained. Ghostbusters Frozen Empire does contains some humorous moments in it. Like when the fire master is training. He moves a flame to light a candle. The little bit does not seem like much against the bad guy and all of his ice. The good characters win in the end.

The mayor is the man from the earlier movies that was against the Ghostbusters. He was right about how dangerous they were. A ghost busting fighting through New York created all kinds of property damage. Who pays for that? Imagine if your car got destroyed during such a fight. How would you feel?

There are so many ghostbusters now in Ghostbusters Frozen Empire. It has gotten a bit too large for my tastes.
- Paul



System: DVD
Publisher: Sony
Developer: Columbia Pictures
Rating: 'PG-13' - Parents Strongly Cautioned {supernatural action/violence, language and suggestive references}

Video: 55%
Audio: 60%
Replay/Extras: 55%
Functionality: 60%
Family Friendly Factor: 55%



Twisted Metal Season One

SCORE: 30

While we had a month of Peacock+ I decided to check out Twisted Metal Season One. I remember the video games from the past. I had heard that Twisted Metal Season One was really bad. So I wondered how bad could this show be. Twisted Metal Season One is close to the Castlevania animated shows of recent time. Twisted Metal Season One is not quite as bad but it is in the same ballpark.

Spoilers are going to be a part of my review of the Twisted Metal Season One television show. There are ten episodes in Twisted Metal Season One that range from twenty-eight to thirty-two minutes. The issues families will have are bad language, violence, blood, gore, nudity, sexual content, sexual deviancy, sex outside of marriage and more. The bad language goes way too far in Twisted Metal Season One.

We follow John Doe in Twisted Metal Season One that is a Milk Man. What is a Milk Man? He delivers packages from one protected city to another one. Society fell and crashed in Twisted Metal Season One. There are safe zones and some areas that are total carnage. We have law men, holy men, vultures, butchers and more in Twisted Metal Season One. Plenty of bad people in Twisted Metal Season One.

Twisted Metal Season One also follows Sweet Tooth. He is the insane clown that drives an ice cream truck. I remember that vehicle from the video

game. Sweet Tooth goes around killing people while trying to perform some odd play. The past of the different characters is shown in Twisted Metal Season One. How accurate is it to the video game? This is Hollywood, which means it takes liberty quite often.

Quiet joins John Doe early on in Twisted Metal Season One. She helps him deliver this package. John gets into new San Francisco, and then at the end winds up being recruited into a tournament of vehicular combat. There is one scene in the last episode of Twisted Metal Season One that reminds me of the game. Sweet Tooth gets shot, and run over. He survives and will be back for the next season. The main lawman might be dead, not sure.
- Paul



peacock ORIGINAL

System: Peacock+
Publisher: Sony Pictures Television Studios
Developer: Wicked Deed
Rating: 'TV-MA' MATURE AUDIENCES - EIGHTEEN AND OLDER ONLY {Violence, Coarse Language, Nudity, Sexual Themes}



Graphics: 30%
Sound: 20%
Replay: 40%
Functionality: 40%
Family Friendly Factor: 20%



Atari Arcade 2

SCORE: 76

The Atari Arcade 2 cartridge on the Evercade system contains ten games. The ten games on Atari Arcade 2 are Berzerk, Frenzy, Lost Tomb, Minefield, Moon War, Rescue, Tazz-Mani, Fire Truck, Dark Planet, and Maze Invaders. I noticed some of the games on the Atari Arcade 2 cartridge are very similar. Atari Arcade 2 contains six action, three shoot em up, and one driving and racing game. These games are from the 1980s.

Berzerk and Frenzy are very similar in Atari Arcade 2. We run around mazes and shoot these guys. Some of them shoot back and that can be a problem if you know what I mean. The controls are a bit on the slow side too. Tazz-Mania has us on a screen where the walls are coming in. We must shoot all of the enemies for the exit to appear. Then we must get to the exit before we get squashed. To make matters more annoying certain enemies keep repawning on the



screen.

Lost Tomb in Atari Arcade 2 is a bit more complex than some of the other games. There is a map screen so we can see the way to go down the pyramid. We must then make it through these screens by collecting treasure while all these things are coming after us. We use the buttons to shoot in all four directions. Moon War is a shooter that



did not appeal to me in any way, shape or form. I did not like that game.

Dark Planet on the Atari Arcade 2 absolutely confused me. These aliens are drawing lines and running along them. I could shoot them, and slow them down. Then some other enemy would ram me and we both would die. I never got the point. Rescue is a real fun game where we are in a helicopter avoiding enemies shooting at us and trying to rescue someone in the water. We must avoid hitting them with the chopper or crashing into the water.

Minefield is a fun game where we have a tank on the ground.

We must avoid mines on the ground, air ships in the air, and other vehicles on the ground. Make it so far and you get picked up by a helicopter. Fire Truck is exactly as it sounds. Drive a fire truck around town. Odd controls there. Maze Invaders is the best game in Atari Arcade 2. Gobble up fruit and get to the exit. No pellets though. - Paul



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



Tomb Raider Collection 2

SCORE: 62

I had some fun and plenty of frustration live streaming Tomb Raider Collection 2 on our Twitch channel. There are two games that are on this giga cartridge. The two games on Tomb Raider Collection 2 are Tomb Raider the Last Revelation, and Tomb Raider Chronicles. There is also a secret special bonus level from Tomb Raider The Last Revelation included on the Tomb Raider Collection 2 cartridge.

The issues families can have with Tomb Raider Collection 2 are violence, blood, bad language, lack of attire, enticement to lust, false gods, and more. My biggest issue and my biggest problem with Tomb Raider Collection 2 are the controls. The controls are clunky and they lag at times. I had more issues getting through small spots of the tutorials. Plus I would miss a jump and have to do it all over

again.

I love how Tomb Raider Collection 2 would tell me to use the action button. Thing is I had to keep trying to remember what the action button was. There are also nuances to Tomb Raider Collection 2 like trying to get the rope to swing. Laura kept climbing up and down instead of moving the rope. Press the wrong button and you fall down. Do not get me started on having to be just in the right spot to trigger a switch.



controls are very aggravating in Tomb Raider Collection 2. I still question how anyone thought these games were amazing back in the day.

I did enjoy showing these video games off on a live stream because it shows how real the struggle actually is. I also applaud Blaze Entertainment for releasing video games like the Tomb Raider Collection 2. The story telling in these games are what is probably brings more gamers back to them. For me it is just another example of gaming media propping something up and ignoring its flaws. Maybe they were friends with company executives and scratched one another backs so they could both because millionaires.
- Paul

Both of the games on the Tomb Raider Collection 2 cartridge are 32-bit. It can take these games a bit to load on the Evercade. That makes me think the Evercade needs to upgrade their systems to handle these games better. Or bring in more older games. The



TOMB RAIDER: THE LAST REVELATION

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



TOMB RAIDER: CHRONICLES

Graphics: 60%
Sound: 70%
Replay/Extras: 70%
Gameplay: 50%
Family Friendly Factor: 60%



SPORTS

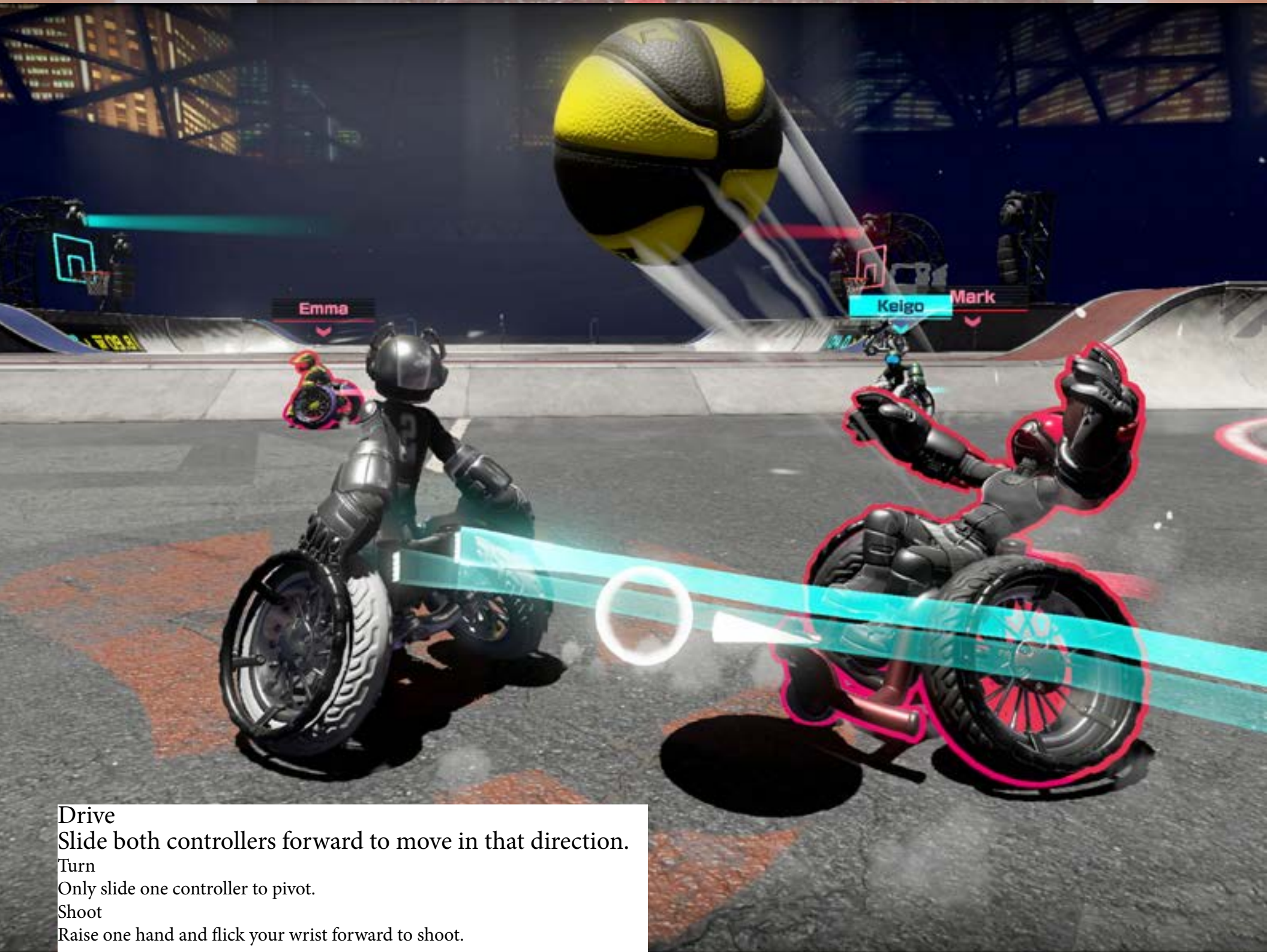


System: Nintendo Switch 2
Publisher: Nintendo
Developer: Nintendo
Rating: 'RP' - Rating Pending
Release Date: Summer 2025

Hold each Joy-Con 2 controller like a mouse for tight control of both your wheels as you speed around the court. Raise your hand and flick your wrist to shoot...and score! Team up with – or take on – friends and players from around the world online in fast-paced 3-on-3 matches.



System: Nintendo Switch 2
Publisher: Nintendo
Developer: Nintendo
Rating: 'RP' - Rating Pending
Release Date: Summer 2025



Drive
Slide both controllers forward to move in that direction.
Turn
Only slide one controller to pivot.
Shoot
Raise one hand and flick your wrist forward to shoot.

DEVELOPING

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Product Name

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Space Adventure Cobra The Awakening
MARVEL Cosmic Invasion
EVERYBODYS GOLF Hot Shots
SUPER ROBOT WARS Y

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Gauma

Let's do this!

GAMES





Cobra

Ok. I'll go down to train in the meantime.

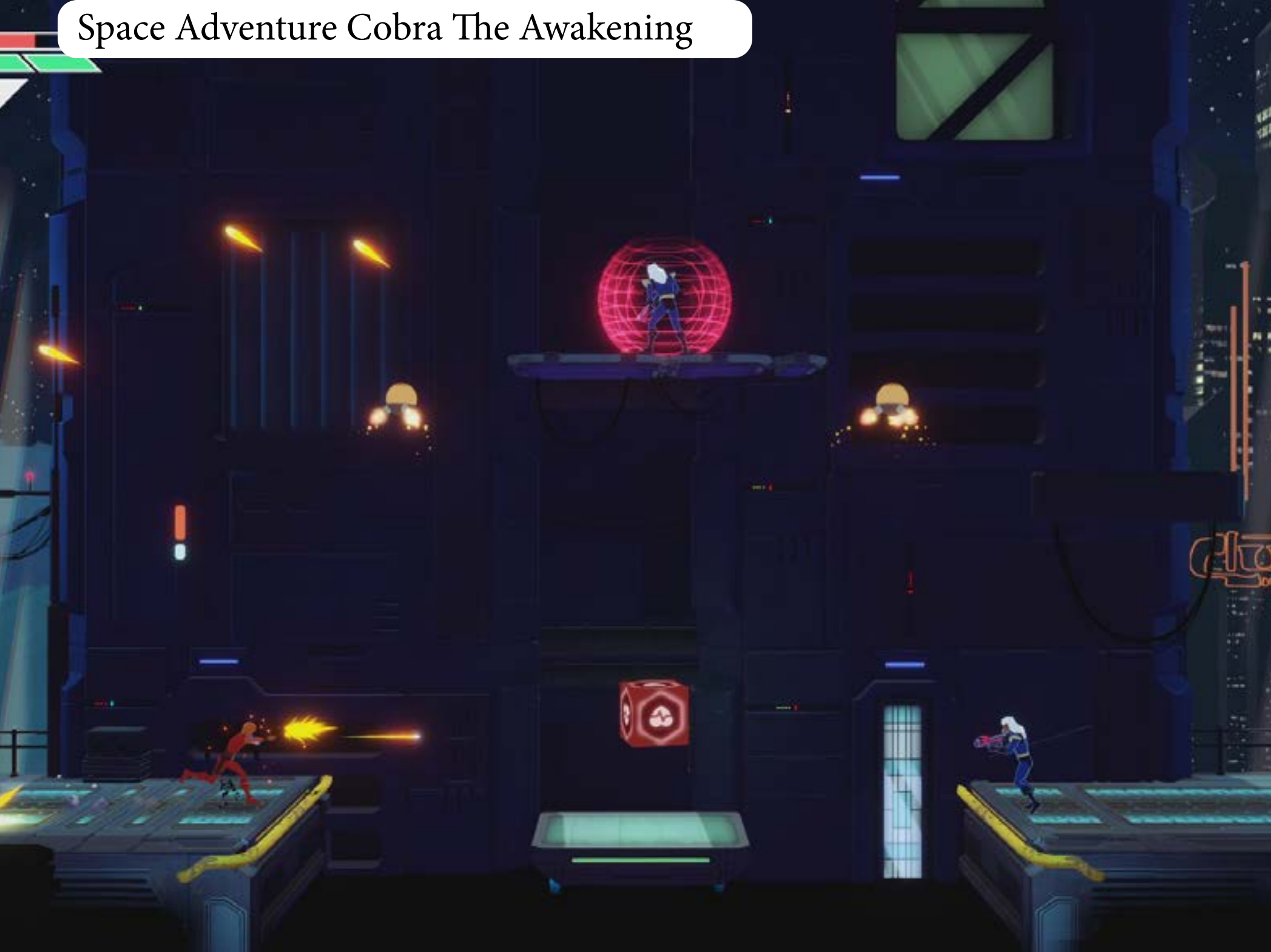
System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Microids
Developer: Magic Pockets
Rating: 'RP' for Rating Pending
Release Date: Aug 26, 2025

This game will offer players around the world a unique opportunity to relive the thrilling adventures of Cobra by exploring the first 12 episodes of the series, featuring one of its most iconic arcs: the Captain Nelson's treasure.



System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Microids
Developer: Magic Pockets
Rating: 'RP' for Rating Pending
Release Date: Aug 26, 2025

Created in 1978 by Buichi Terasawa, the cult manga Cobra has captivated several generations of fans worldwide with its plot full of twists, skillfully blending science fiction, action, and mystery. The success of Cobra is largely due to its main protagonist, Cobra, a fearless adventurer with a cybernetic left arm housing a formidable weapon, the legendary Psychogun.



System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Microïds
Developer: Magic Pockets
Rating: 'RP' for Rating Pending
Release Date: Aug 26, 2025



Guardian of the pyramid

Play as Cobra, the space pirate, in an action platformer adapted from the famous anime series. Along with Lady Armaroid, your loyal partner, and equipped with your iconic Psychogun, you must solve a mysterious threat hanging over the entire universe. Travel from planet to planet to save three enigmatic sisters, whose fate is tied up with a fabulous treasure sought by the Pirate Guild.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Se-
ries X
Publisher: DotEmu
Developer: Tribute Games
Rating: 'RP' Rating Pending
Release Date: TBA 2025

After an unprecedented attack is launched across the gal-
axy, all life hangs in the balance. Nova, Spider-Man, Wolver-
ine, Phyla-Vell, Captain America and many more heroes, both
earth-born and cosmic, will join forces in a star-spanning
brawling adventure against the deadly Annihilation Wave.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Se-
ries X
Publisher: DotEmu
Developer: Tribute Games
Rating: 'RP' Rating Pending
Release Date: TBA 2025

With the Cosmic Swap tag-team system, choose two
heroes for each level and switch between them instantly.
Create unique combos and powerful special attacks. Each
character's abilities encourage creative team-ups and a
more tactical approach to the action.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: DotEmu
Developer: Tribute Games
Rating: "RP" Rating Pending
Release Date: TBA 2025

MARVEL Cosmic Invasion is a tribute to one of Marvel's most iconic eras, with stunning full-color pixel art designs. Whether you're teaming up with friends or family, MARVEL Cosmic Invasion has you covered with local/online play and a drop-in/drop-out adaptive system.

BIRDIE



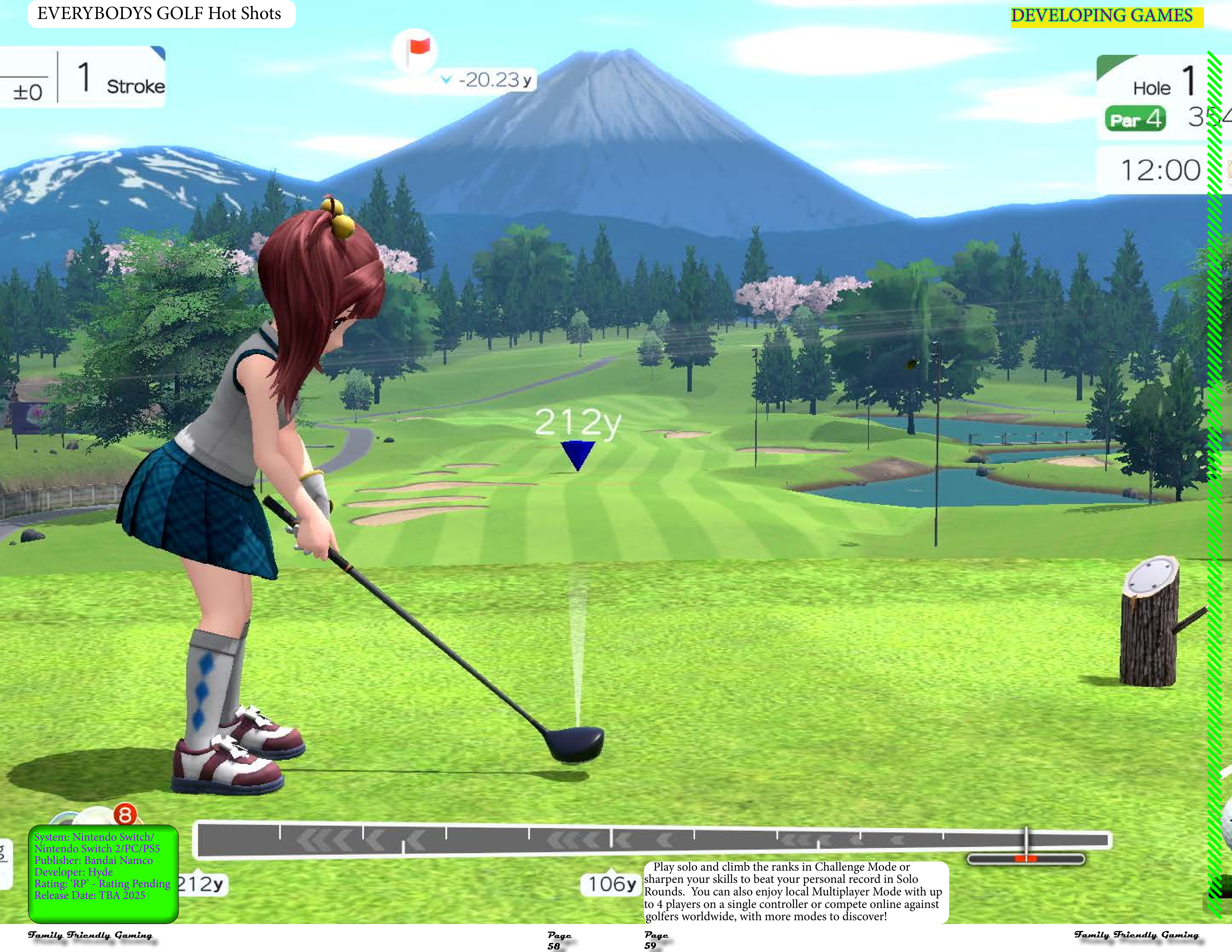
System: Nintendo Switch/
Nintendo Switch 2/PC/PS5
Publisher: Bandai Namco
Developer: Hyde
Rating: 'RP' - Rating Pending
Release Date: TBA 2025

The three-button shot mechanic lets anybody jump in and begin playing - just aim, time the three button presses, and hit the perfect shot! It's easy to learn yet challenging to master.

±0 | 1 Stroke

▼ -20.23 y

Hole 1
Par 4 354
12:00

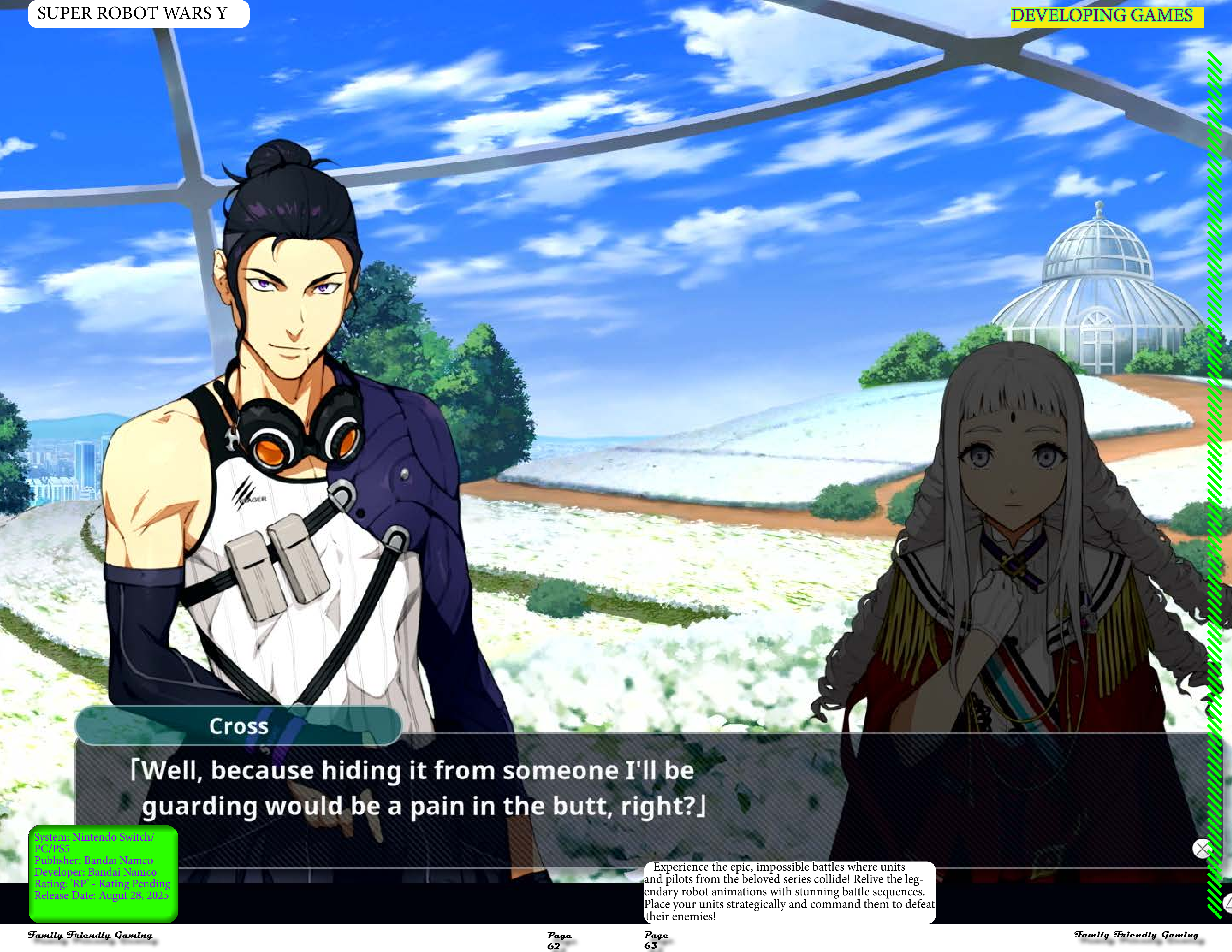


System: Nintendo Switch/
Nintendo Switch 2/PC/PS5
Publisher: Bandai Namco
Developer: Hyde
Rating: 'RP' - Rating Pending
Release Date: TBA 2025

Play solo and climb the ranks in Challenge Mode or sharpen your skills to beat your personal record in Solo Rounds. You can also enjoy local Multiplayer Mode with up to 4 players on a single controller or compete online against golfers worldwide, with more modes to discover!



For even more excitement, try Wacky Golf - a unique twist on golf that everybody can enjoy together. Hit the green with a variety of unique characters and courses in online and offline matches for both single and multiplayer modes.



Cross

「Well, because hiding it from someone I'll be guarding would be a pain in the butt, right?」

System: Nintendo Switch/
PC/PS5
Publisher: Bandai Namco
Developer: Bandai Namco
Rating: 'RP' - Rating Pending
Release Date: August 28, 2025

Experience the epic, impossible battles where units and pilots from the beloved series collide! Relive the legendary robot animations with stunning battle sequences. Place your units strategically and command them to defeat their enemies!

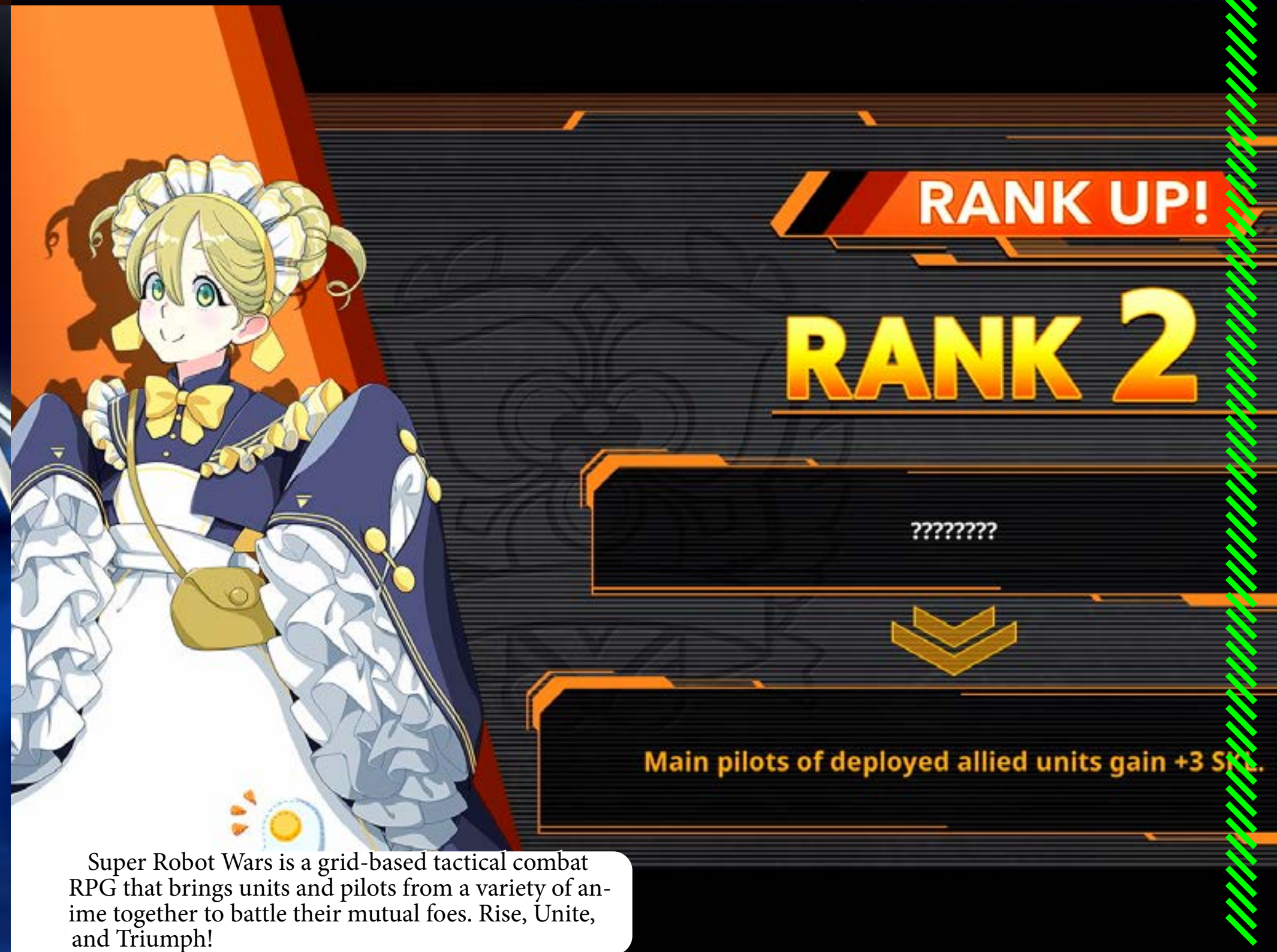


System: Nintendo Switch/
PC/PS5
Publisher: Bandai Namco
Developer: Bandai Namco
Rating: 'RP' - Rating Pending
Release Date: August 28, 2025

Hyoma

Lancer Cutter!

Upgrade your units and train your pilots with credits and resources you earn after every mission. Super Robot Wars Y introduces the new Assist Link system, which brings your favorite sidekick characters into action, allowing them to participate in missions and enhance their abilities and effects. Strengthen your heroes to overcome the next challenge!



NOW

FINANCES FINANCE HISTORY COST

TEAM BALANCE

\$ 23.69M

WEEKLY
+\$2.34m 14th Apr - 20th Apr

SEASON PROGRESS
+\$23.69m Season 1

Jarno
OPMEER ★
64 RATING
EXP 40
RAC 68
AWA 68
PAC 65
FOC 79
PERCEPTION
Expected Salary \$ 1.79M

Jak
CRAWFORD
63 RATING
EXP 35
RAC 58
AWA 64
PAC 65
FOC 58
PERCEPTION
Expected Salary \$ 950K

All Transactions

Income

\$↑ +36.42m

Corporate Weekly Income	\$17.89m
Title Sponsor Signing Bonus	\$18.48m
Title Sponsor Weekly Payments	\$4.8m
Secondary Sponsor Weekly Payments	\$262.5k
Vehicle Damage Refunds	\$325k
Other Sources	\$2.66m

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PLAYING





System: Nintendo Switch 2
 Publisher: Nintendo
 Developer: Nintendo
 Rating: E - SIX and OLD-
 ER ONLY (Mild Fantasy
 Violence)
 Release Date: Out Now

You weren't in the top

Knockout Tour
 Barrel through back-to-back courses, with no pit stops along the way. If you don't place high enough by the time you reach each of the five checkpoints... you're OUT. Drive hard to survive and aim for first place!



System: Nintendo Switch 2
 Publisher: Nintendo
 Developer: Nintendo
 Rating: E - SIX and OLDER ONLY (Mild Fantasy Violence)
 Release Date: Out Now

Where to? That's up to you!

Take off in any direction in this new mode. Explore areas that pique your interest, and maybe even snap some in-game pics at scenic spots.



System: Nintendo Switch 2
 Publisher: Nintendo
 Developer: Nintendo
 Rating: E - SIX and OLDER ONLY {Mild Fantasy Violence}
 Release Date: Out Now



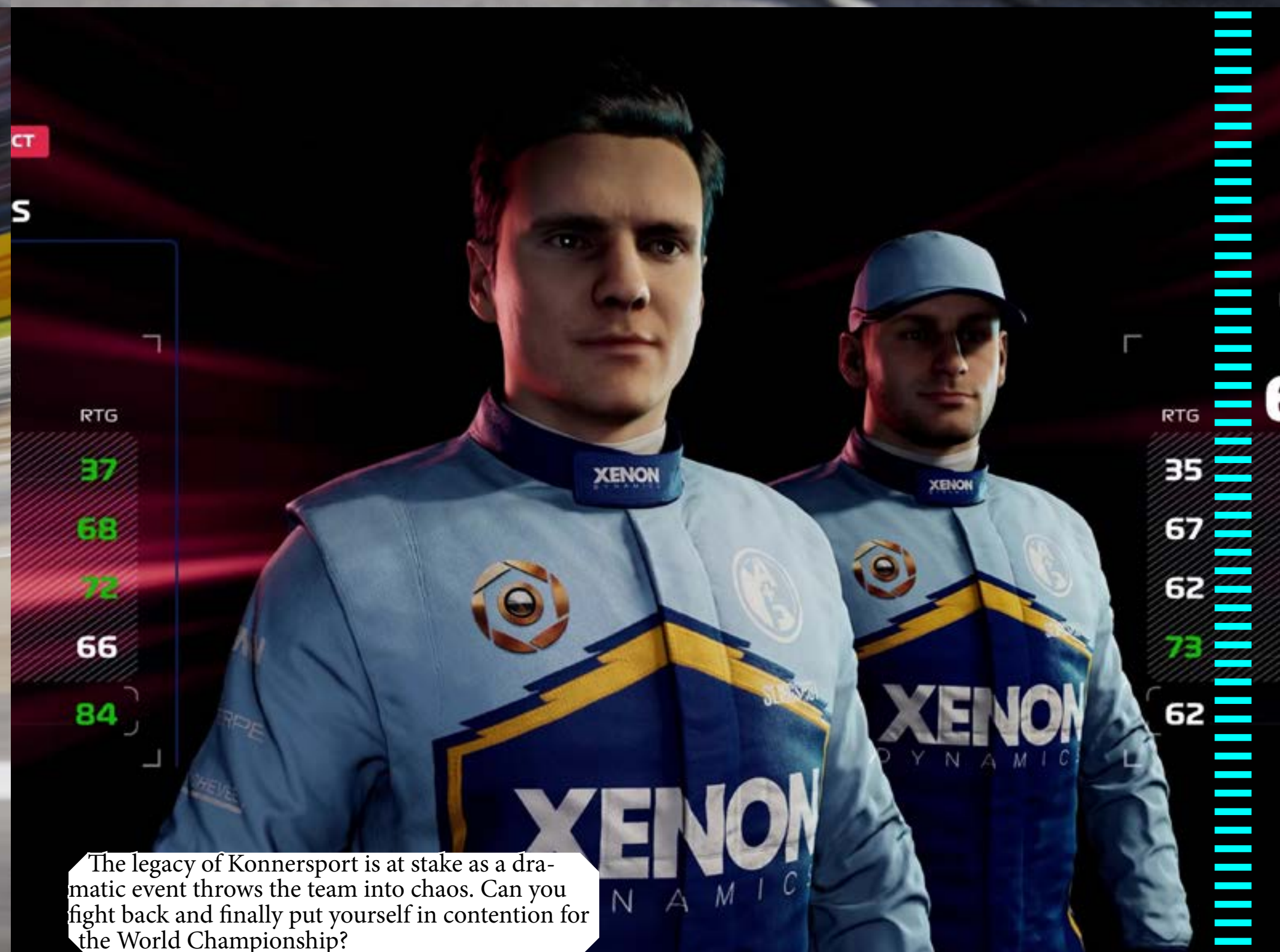


System: PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: Codemasters
Rating: 'E' - SIX and OLDER ONLY {Mild Language}
Release Date: Out Now

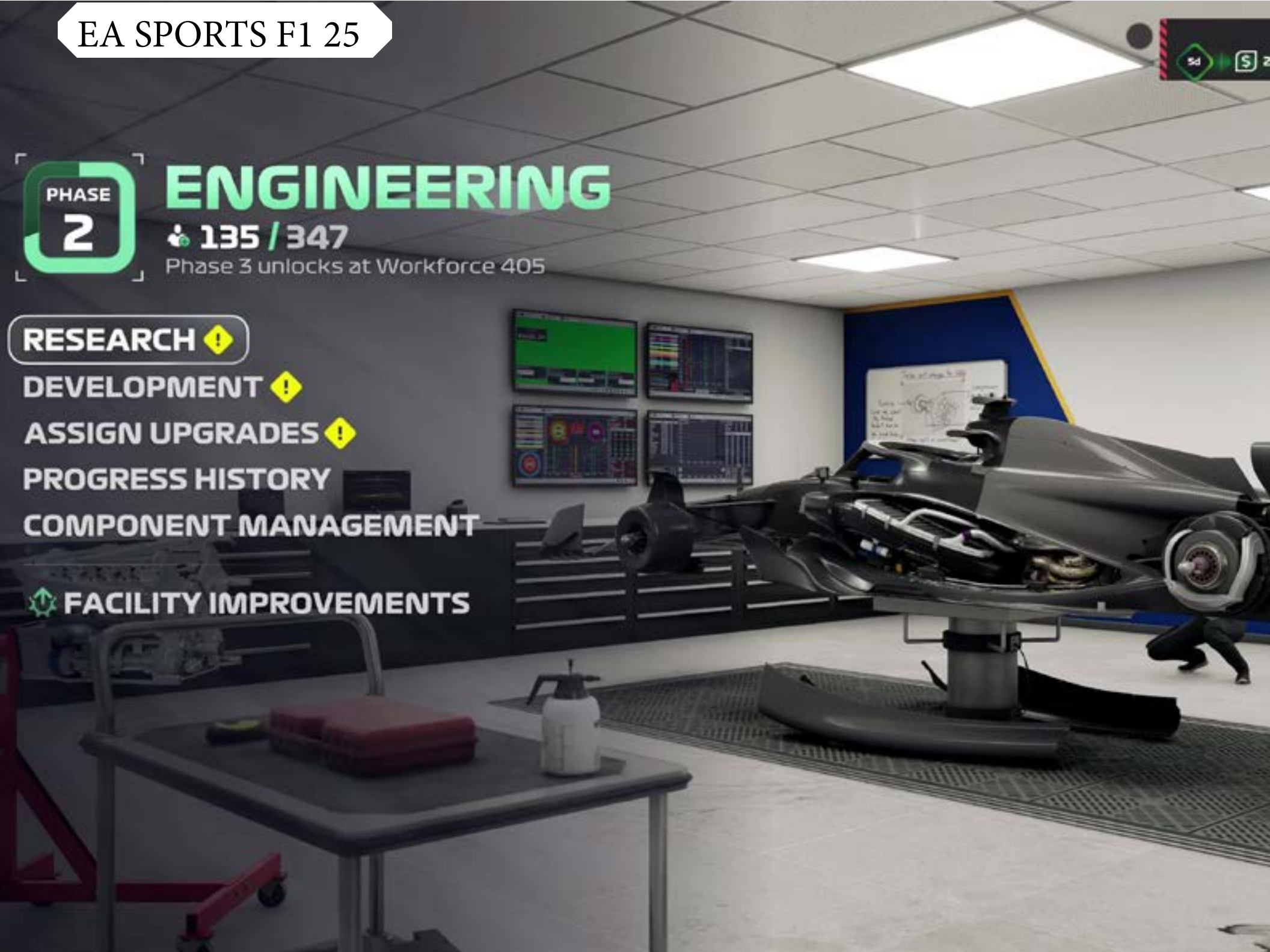
Leave your mark on the world of racing in EA SPORTS F1® 25 featuring a revamped My Team mode, the thrilling third chapter of Braking Point, and step into the cockpit of APXGP.



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



The legacy of Konnersport is at stake as a dramatic event throws the team into chaos. Can you fight back and finally put yourself in contention for the World Championship?



Facility Management

ADJUST YOUR WORKFORCE LIMIT

Total Income **\$↑ 5.1m** Outgoings **\$↓ -299.1k**

Engineering **< > 151 / 387** **\$ -119.11k**

Personnel **< > 93 / 232** **\$ -70.81k**

Corruption **< > 0 / 100** **\$ -0.17k**

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

YOUR WORKFORCE

CURRENTLY HIRING

151
WORKFORCE

Weekly Cost **\$ 119.11k** Resource Points **701 PER WEEK** Research Time **-16%** Development Time **-16%**

TEAM RIVALRY

INTENSITY INCREASED!

HEATED

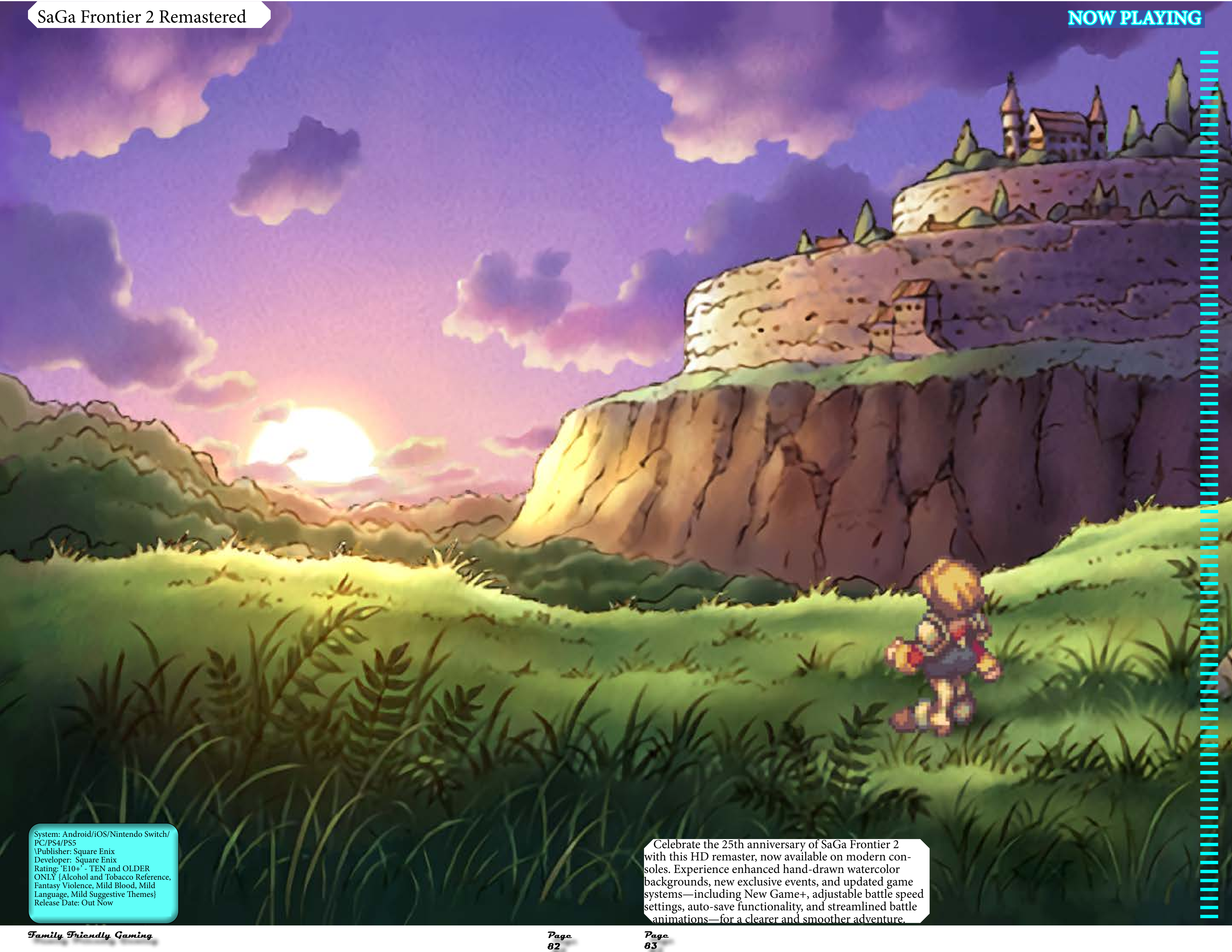
Fulcrum AP
209 PTS
BEATING RIVAL

Increase points to 268 to win

Scuderia Ferrari HP
200 PTS

Fan Rating will be awarded upon winning rivalry

Konnersport's legacy is at stake as chaos strikes. Can they fight back for the title? This chapter introduces new features including alternative scenarios where you choose which driver to play, leading to different objectives and a unique story conclusion.

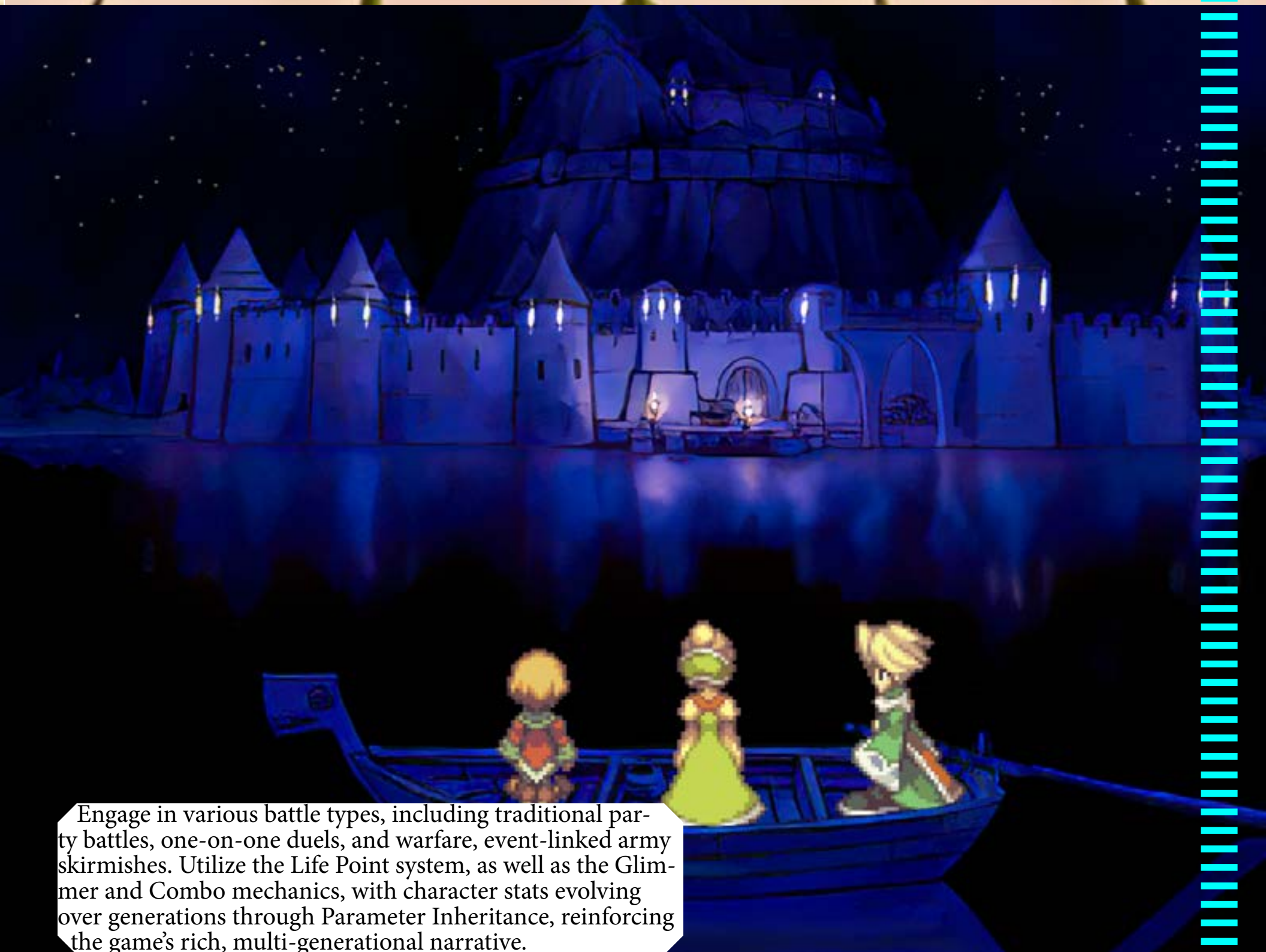


System: Android/iOS/Nintendo Switch/
PC/PS4/PS5
Publisher: Square Enix
Developer: Square Enix
Rating: 'E10+' - TEN and OLDER
ONLY {Alcohol and Tobacco Reference,
Fantasy Violence, Mild Blood, Mild
Language, Mild Suggestive Themes}
Release Date: Out Now

Celebrate the 25th anniversary of SaGa Frontier 2 with this HD remaster, now available on modern consoles. Experience enhanced hand-drawn watercolor backgrounds, new exclusive events, and updated game systems—including New Game+, adjustable battle speed settings, auto-save functionality, and streamlined battle animations—for a clearer and smoother adventure.



System: Android/iOS/Nintendo Switch/
PC/PS4/PS5
Publisher: Square Enix
Developer: Square Enix
Rating: 'E10+' - TEN and OLDER
ONLY {Alcohol and Tobacco Reference,
Fantasy Violence, Mild Blood, Mild
Language, Mild Suggestive Themes}
Release Date: Out Now



Engage in various battle types, including traditional party battles, one-on-one duels, and warfare, event-linked army skirmishes. Utilize the Life Point system, as well as the Glimmer and Combo mechanics, with character stats evolving over generations through Parameter Inheritance, reinforcing the game's rich, multi-generational narrative.





System: Nintendo Switch 2
Publisher: Square Enix
Developer: Square Enix
Rating: T - THIRTEEN
and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Suggestive Themes, Use of Alcohol)
Release Date: Out Now

Relive the tale of the warriors of light on their quest to awaken the crystals. Enjoy strategic battles featuring the unique Brave and Default commands and over 20 different jobs. Plus modern gameplay enhancements and all-new minigames!



Tiz

Please. You're... You're a light. My ray of hope!
And I want to help.

System: Nintendo Switch 2
Publisher: Square Enix
Developer: Square Enix
Rating: T - THIRTEEN
and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Suggestive Themes, Use of Alcohol)
Release Date: Out Now

Make for the distant land of Luxendarc as a warrior of light. Without warning, the Great Chasm opened a hole in the world. Tiz is the sole survivor of a village swallowed whole by the chasm. In the depths of his despair, he encounters a young vestal named Agnès



System: Nintendo Switch 2
Publisher: Square Enix
Developer: Square Enix
Rating: T - THIRTEEN
and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Suggestive Themes, Use of Alcohol)
Release Date: Out Now

Take your time planning your strategies in turn-based battles. What command to choose, in what style to fight, and just how many actions to take—a variety of tactics are at your disposal in this deep and engaging battle system.



I just love pink! ♡

System: Nintendo Switch/Nintendo Switch 2
Publisher: Bandai Namco
Developer: Hyde
Rating: 'E10+' - TEN and OLDER ONLY [Fantasy Violence]
Release Date: Out Now

The Nintendo Switch 2 Edition will feature a “Secret Shop” in Tamahiko Town! On top of the 12 shops included in the Nintendo Switch version, 3 exclusive shops will be added in the Nintendo Switch™ 2 Edition allowing players to enjoy a total of 15 shops. The additional shops will be playable with “mouse controls” of the Nintendo Switch™ 2 console!



System: Nintendo Switch/Nintendo Switch 2
Publisher: Bandai Namco
Developer: Hyde
Rating: 'E10+' - TEN and OLDER ONLY [Fantasy Violence]
Release Date: Out Now



Grip the Joy-Con™ 2 like you're making sushi, and shout "Here you go!" Pay attention to the order and firmness of the sushi, and serve it according to the menu. Don't forget to serve ginger and tea as well!



System: Nintendo Switch/Nintendo Switch 2
 Publisher: Bandai Namco
 Developer: Hyde
 Rating: 'E10+' - TEN and OLDER ONLY (Fantasy Violence)
 Release Date: Out Now

Hold the Joy-Con™ 2 upright as if you're throwing a shuriken, align the cursor with the center of the target, and... swoosh! Aim accurately and entertain your customers with an exciting shuriken show.



System: PC/Nintendo Switch/PS4/
PS5/Xbox One/Xbox Series X
Publisher: Kalypso Media
Developer: Gaming Minds
Rating: E10+ - TEN and OLDER
ONLY (Mild Language, Mild Violence,
Use of Alcohol, Use of Tobacco)
Release Date: Out Now

All aboard the express train to riches and fame in
Railway Empire 2! Don the coat of a clever entrepreneur,
take over a small railway company in the early 1800s and
turn your steam engines into the workhorses of the economy.



System: PC/Nintendo Switch/PS4/
PS5/Xbox One/Xbox Series X
Publisher: Kalypso Media
Developer: Gaming Minds
Rating: E10+ - TEN and OLDER
ONLY (Mild Language, Mild Violence,
Use of Alcohol, Use of Tobacco)
Release Date: Out Now



Grow your company into the largest railway company of the continent and outsmart your competitors as you connect cities and companies with an ever-expanding network of rail lines, bridges, and tunnels



System: PC/Nintendo Switch/PS4/
PSS/Xbox One/Xbox Series X
Publisher: Kalypso Media
Developer: Gaming Minds
Rating: E10+ - TEN and OLDER
ONLY (Mild Language, Mild Violence,
Use of Alcohol, Use of Tobacco)
Release Date: Out Now

Laying Tracks is easier than ever with automatically placed signals, bridges that can hold up to 4 tracks, train stations with up to 8 tracks and new train station attachments to customize your stations. The land also adapts to your track layout as your tracks cross mountains, valley and plains.



System: Nintendo Switch/PC/PS4/Xbox One/Xbox Series X
 Publisher: Polygon Art
 Developer: Enigma Entertainment
 Rating: "T" - THIRTEEN and OLDER ONLY (Violence, Blood)
 Release Date: Out Now

You are a US army paratrooper dropped into enemy territory to prepare the D-Day. Your mission objectives vary from destroying Panzer IV tanks, Flak 88 cannons to obtaining secret documents or even liberate an entire town. After completing your objectives, exfiltrate and claim your rewards.



System: Nintendo Switch/PC/PS4/Xbox One/Xbox Series X
 Publisher: Polygon Art
 Developer: Enigma Entertainment
 Rating: "T" - THIRTEEN and OLDER ONLY (Violence, Blood)
 Release Date: Out Now

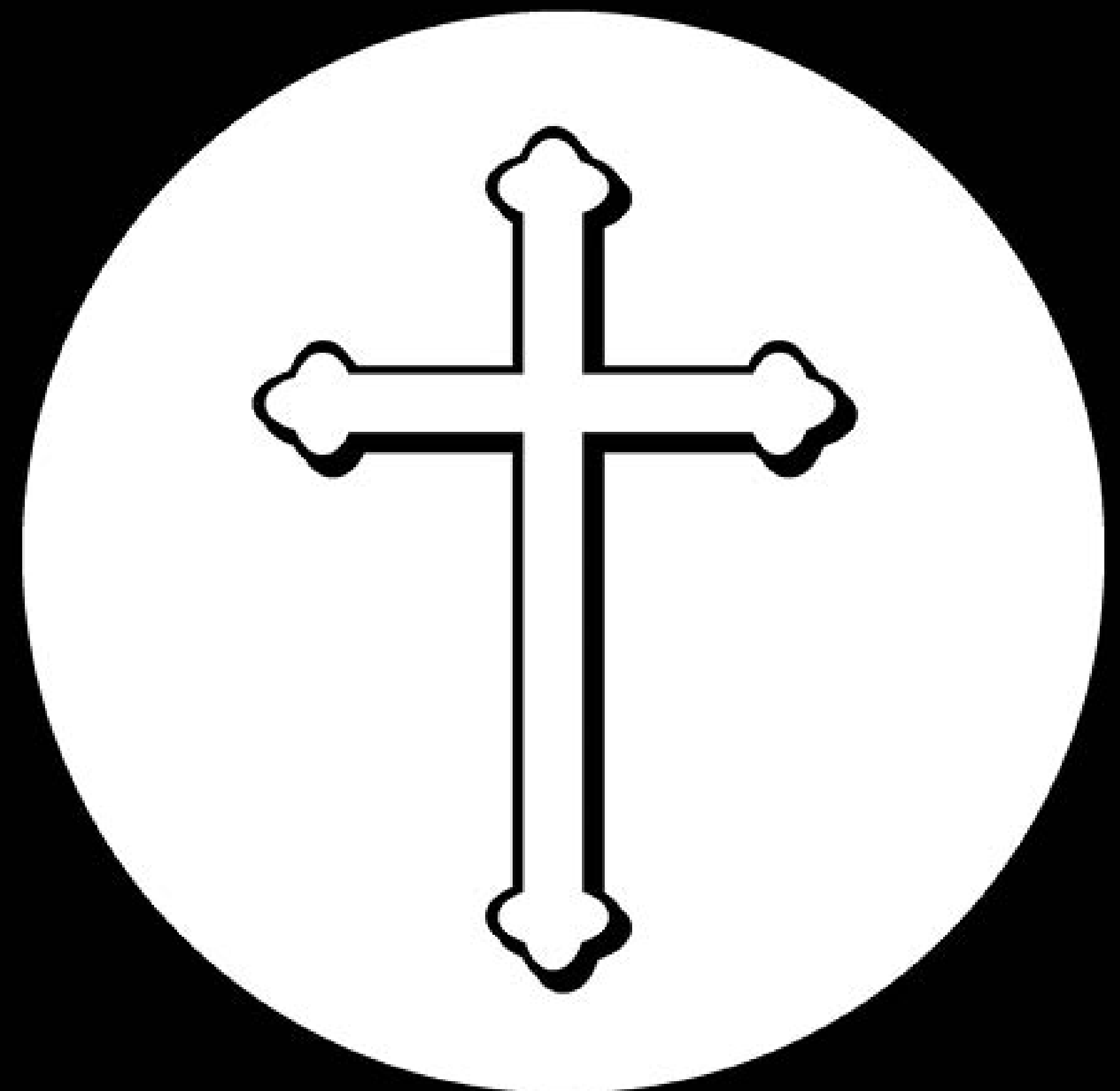
15 towns and settlements based on their real world location
 Dynamic mission generator
 Over 15 authentic weapons
 Detailed progression system
 Uncover a mysterious secret protected by highly trained german troops

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 TM

**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

FAMILY FRIENDLY GAMING

THE VOICE OF
THE FAMILY
GAMING

TM

Devotional April

BY
PAUL BURY