

# FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

TM



Ready for Garfield  
Kart 2 All You Can Drift?

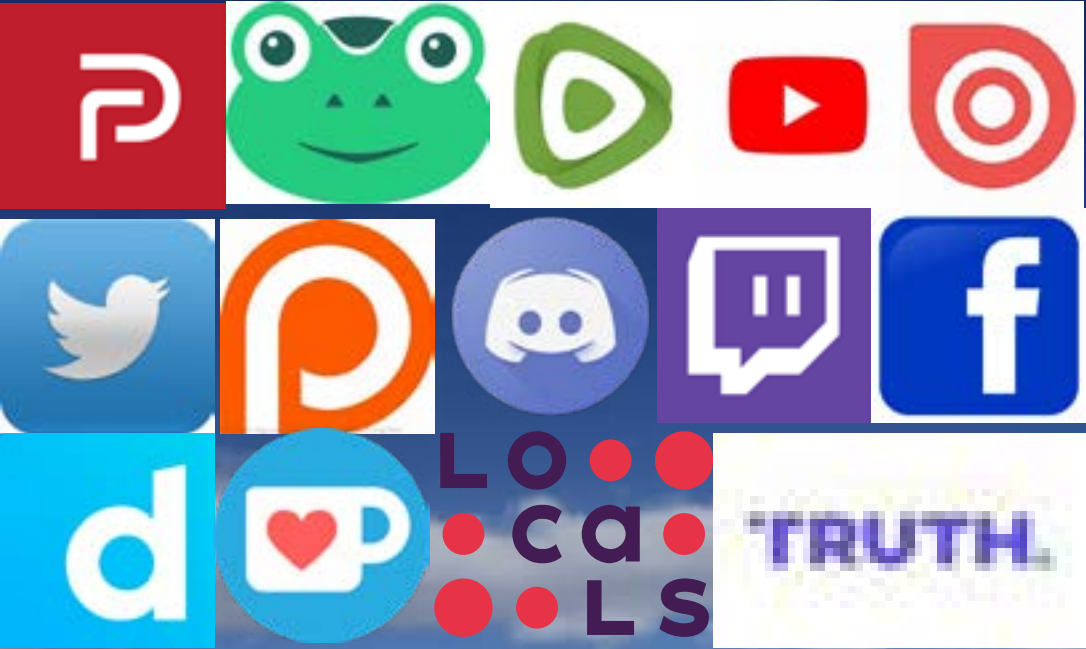


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# Editor's Desk

## Hours wasted on Facebook

We have had issues on Facebook for years now. They will not let us change our password. There was a hack and someone got in there and totally started changing things. Facebook is horrible about fixing things. First off doing an Internet search on how to do things is not current with however Facebook has it setup. So I am hunting around all over the place. I changed the password but did not keep any of the old ones. Plus whomever hacked in there made changes that I am unable to undo. Reaching out to Facebook help has been pointless. Trying to remove or delete the account has also been completely fruitless. Why does anyone like Facebook? Could someone please explain that to me? I am at the point where I am about to just create new accounts and ignore the previous ones. I have already wasted hours on trying to get this resolved. Forgetting the old accounts and starting all over seems like the smart course of action right now.

You might be like how did we get hacked? Well you can thank Zen Studios for that. I went to their press site and they had been hacked. Not only had they been hacked but it was a page telling all of the media to press these three commands to run a shell script. Windows Defender told us it found and isolated a trojan horse. Thought we were good, but obviously it got the user names and passwords from what was saved in the browsers. Good news we do not keep everything saved in browsers so we can limit damage like this. These hackers spend more time and effort to steal from others. They should build something that is actually helpful to others. They wind up stealing nothing from us. There is no banking information they can get to. There is no way they are running ads and making us pay for it. We do not save any of that information in browsers at all. The joke is on them. They spent all that time and all that effort for absolutely nothing.

Unless the goal of these absolute psychos is to waste the time of others. That is all they wound up doing to me. To be fair I needed to change the passwords again, so in a way they motivated me to improve security yet again. I had been so busy getting the Family Friendly Gaming Devotional May book wrapped up that I did not take the time to do some things I needed to do. Well they are done now, and there may be an all new Facebook page coming for Family Friendly Gaming very soon. Keep an eye out for that. I will also need to update the link on our Facebook page. I really do not understand people that are out there trying to cause problems and issues for others. What is wrong with you? Why are you so hateful to others? Why do you think that causing others stress, pain,

and problems is your right?

I also love how this all happened when I was at the day job and unable to do anything about it. Facebook needs to acknowledge that not everyone is on their phones or computers all the time giving Facebook some love. Maybe we should drop Facebook altogether. Anyone in Family Friendly Gaming Universe still use Facebook? I am getting close to stopping. What do you think about that? I am very curious to hearing your opinion on this topic. Maybe I should cut my losses and forget about Facebook forever. We are on plenty of other social medias. Facebook does not do much for us anyways. Maybe it is time to say goodbye.

God bless,  
Paul Bury



# FEMALE SIDE

## Facebook rebooted

This month may be the first time in a long time, or even ever that we are both writing about the same topic. I am also writing this a day after the updates. We completely rebooted and restarted our Facebook accounts here at Family Friendly Gaming. Paul was able to assign me as a manager and I deleted it. These hackers removed managers and added themselves as manager. They added advertisement accounts and were trying to get free ads for whatever they wanted. Thankfully we had no payment plan there so it did them no good whatsoever. Deleting and completely starting over made the most sense to us. I know there are recovery services that can be paid for but we want this reminder. We want to be reminded that places like Facebook are completely and totally messed up. We want the reminder that some angry hater can get in there and steal things. This helps us make our security better.

To all of the companies trying to get us to pay them money to recover the Facebook account we have a simple message - we do not have the money to pay you. We do not want to do that. We are not interested. I also suspect some of them are connected to it. They are like vultures coming out of the wood works wanting money from us. I feel like they are preying on the vulnerable. We are not that way. We can let it all go and start over. It reminds us of the issues with places like Facebook. Plus I know my hubby also had been meaning to change passwords for a long time. It would have been great if Zen Studios had bothered to communicate the problem to all of us in the media. It would have been nice if Zen Studios has acknowledged the communications from us about their site dispersing the trojan horse. I guess we expect too much from these video game companies.

By the way anyone asking us questions on social media normally get this standard answer:

These pages answer your questions:

<https://www.familyfriendlygaming.com/Legal.html>

<https://www.familyfriendlygaming.com/Advertise.html>

<https://www.familyfriendlygaming.com/News-FFG-Originals.html>

Why? Nine times out of ten they want money from us. If they ask us a question on social media they agree to pay us for the answer. We do that to discourage the annoying scripts they go through to try and get something from us that we do not have to give. The FFG Original news page provides all kinds of information on our opinion on

a plethora of topics. Sadly none of these people do their due diligence. So we figure they must want to advertise their services with us. Usually what happens if they vanish when they realize we have certain rules. They agreed to our rules by contacting us. We are not an easy mark for them to get money out of.

Did you know that we even considered getting rid of Facebook entirely? We are on plenty of other platforms that have done way better. Facebook has been a flop and failure for us for years. Facebook has horrible services and a pain to fix problems like these. There may be a day that we delete Facebook and do not recreate it. We get better engagement other places, and they are way better to work with. Have you ever considered stopping certain social media sites?

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

**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

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

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



For a complete listing, visit our reference only website

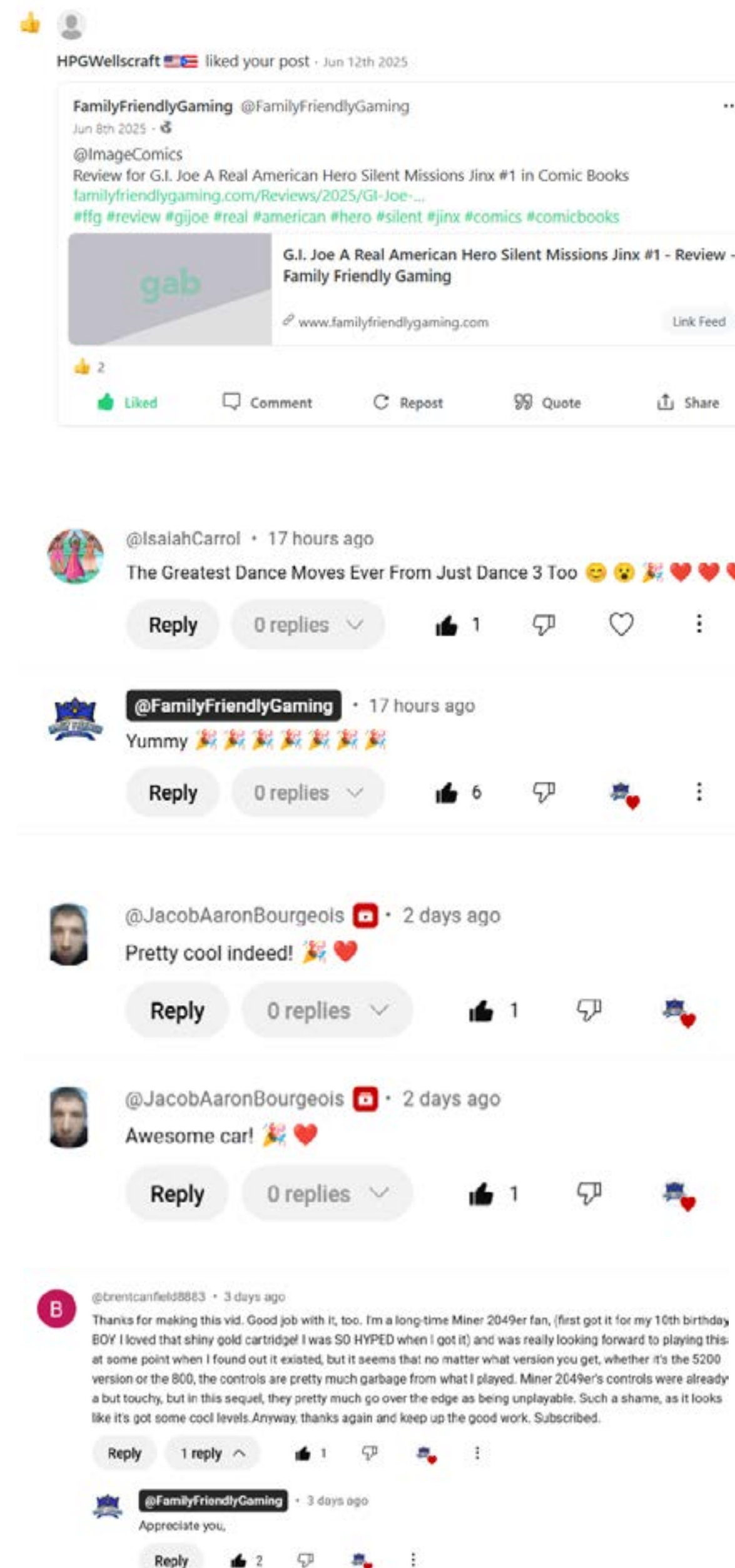
[www.homeschoolstore.com](http://www.homeschoolstore.com)

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!

## Future Glimpses Heart Home

I just finished reading Future Glimpses Heart Home. This book is outstanding. You are extremely talented. I love the humor within Future Glimpses Heart Home. The emotion in this book is beyond belief. I could feel the different characters. There was love, tears, anguish, and more. Great front cover on the book too. Thank you so much for writing this book. It touched me in ways deep in my soul. It is my hope and prayer that you can keep writing fantastic books like Future Glimpses Heart Home. Please keep writing such amazing books

- Sarah

{Paul}: Sarah,



Thank you for your kind words of encouragement on my book Future Glimpses

Heart Home. I had such a great time writing this book. I am so happy that it reached

and blessed you. With each and every single sale I am closer to being able to write more books. Anyone interested in purchasing a copy of this book can go here:

[LINK](#)

tremely short sighted. Don't these video game companies realize that they should help Family Friendly Gaming out? If Family Friendly Gaming goes away then they lose all kinds of opportunity to reach millions of potential buyers. They should really

nasty things that happened at those events even beyond what you have already told us.

- Barb

{Paul}: Barb,



## E3 Rest in Peace

Thank you for the story E3 Rest in Peace I had no idea there were such things that happened in the video game industry. It turns my stomach that these video game companies are so selfish and greedy. They also seem ex-

want to advertise and make sure Family Friendly Gaming keeps going. How can they be so small minded?

I think you made a very wise business decision by not going to the convention. I hear others tell me horror stories about the different conventions. I bet there were some

It is so awesome that you realize the reality of the situation. It baffles me that these extremely wealthy video game companies do not see how helping Family Friendly Gaming helps them. Then some of these companies go bankrupt after wasting their money and want my sympathy. They missed so many



# SOUND OFF Continued



sales by not advertising with Family Friendly Gaming.

**Family Friendly  
Gaming Devo-  
tional April**

The Family Friendly Gaming Devotional April book has been such a blessing to myself and my entire family. Thank you for writing this amazing book. I am getting the other devotional books. Will you have an entire years

worth of the books at some point in time?

- Kelly

{Paul}: Kelly,

I am so glad that the Family Friendly Gaming Devotional April book reached you and your family. My main goal and guiding light is to make the lives of others better by having them draw closer to God. I do hope and pray to get an entire years worth of the Devotional books done. In fact as I write this I am wrapping up the Family Friendly Gaming Devotional May book. So you may want to look for that one. Hopefully we will be able to make an announcement on the website about it very soon. I plan on working on some video game ideas as my next project. Do not worry as more books will be coming in the future.

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](mailto: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

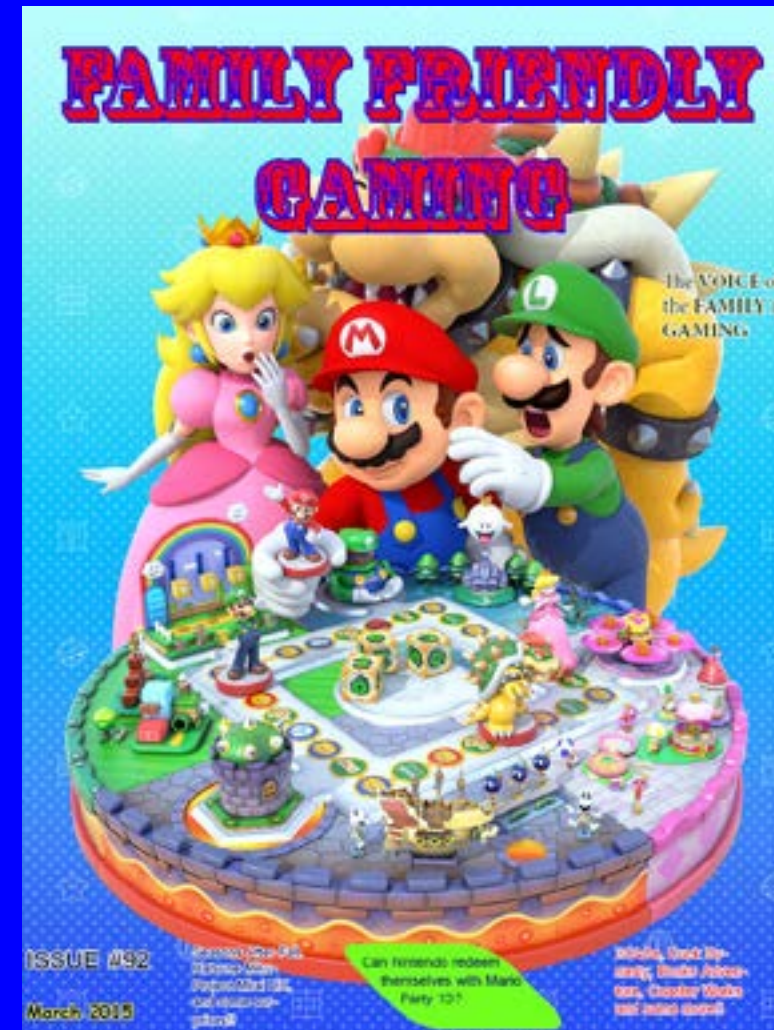
Send us an email at [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements 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.



## Catch the Moon Board Game

Roll the die - place a ladder - catch the moon!

Climb through the clouds and reach for the moon! All it takes is a few cleverly placed ladders, a steady hand, and a bit of imagination. Reach for the moon, but don't stretch yourself too thin, or you may lose the ladders under your feet. With the right mix of suspense and risk taking, you will ascend to success.

Dexterity/stacking game with whimsical theme and beautiful design  
Players take turns rolling a die to determine how they must place their wooden ladder (must touch one other ladder, two other ladders, or be the highest point)  
Ladders will shift as more pieces are added, adding an element of suspense and unpredictability  
Raindrops are given to players whose ladders cause the structure to collapse; the winner is the player with the least amount of raindrops at the end of the game  
Recommended for ages 8 years and older, 1 to 6 players





# DEVOTIONAL

## Do You Listen?

I have been reading through Proverbs again recently. Something really stuck out to me this time. How much do we listen? How often do we listen? Are we just talking? Do we tell God what we want? How much time do we spend listening? **Proverbs 1:5-6** let the wise listen and add to their learning,

and let the discerning get guidance—  
6 for understanding proverbs and parables,

the sayings and riddles of the wise. Even wise people are supposed to listen. One might think the wiser you are the you should be sharing that wisdom. To understand it always starts with listening.

Have you ever wondered where knowledge and wisdom comes from? **Proverbs 1:7** The fear of the Lord is the beginning of knowledge,

but fools despise wisdom and instruction. The fear of the Lord is where it all begins. That is where we know our roles. That is where we learn our place in this universe. Fools on the other side despise knowledge and wisdom. Instructions are always important if you want to do something the right way. Do you want to do things the right

way? Do you want to do things the best way?

We bring it right back to listening in the next couple of verses. Those that have been around on this planet longer than us many times have great things to teach us. Do we listen to them? Do the young people listen to their knowledge and wisdom? **Proverbs 1:8-9** Listen, my son, to your father's instruction and do not forsake your mother's teaching.  
9 They are a garland to grace your head

and a chain to adorn your neck. Parents have a myriad of important information to relay to their children. Even young adults can learn from their parents. As an adult with adult children I still have important information to relay. I also continue to learn from my parents. There are aspects to what is coming next in my life that my parents teach me.

Doing evil things never work out in the end. **Proverbs 1:10-16** My son, if sinful men entice you,  
do not give in to them.  
11 If they say, "Come along with us;  
let's lie in wait for innocent blood,  
let's ambush some harmless soul;  
12 let's swallow them alive, like the grave,

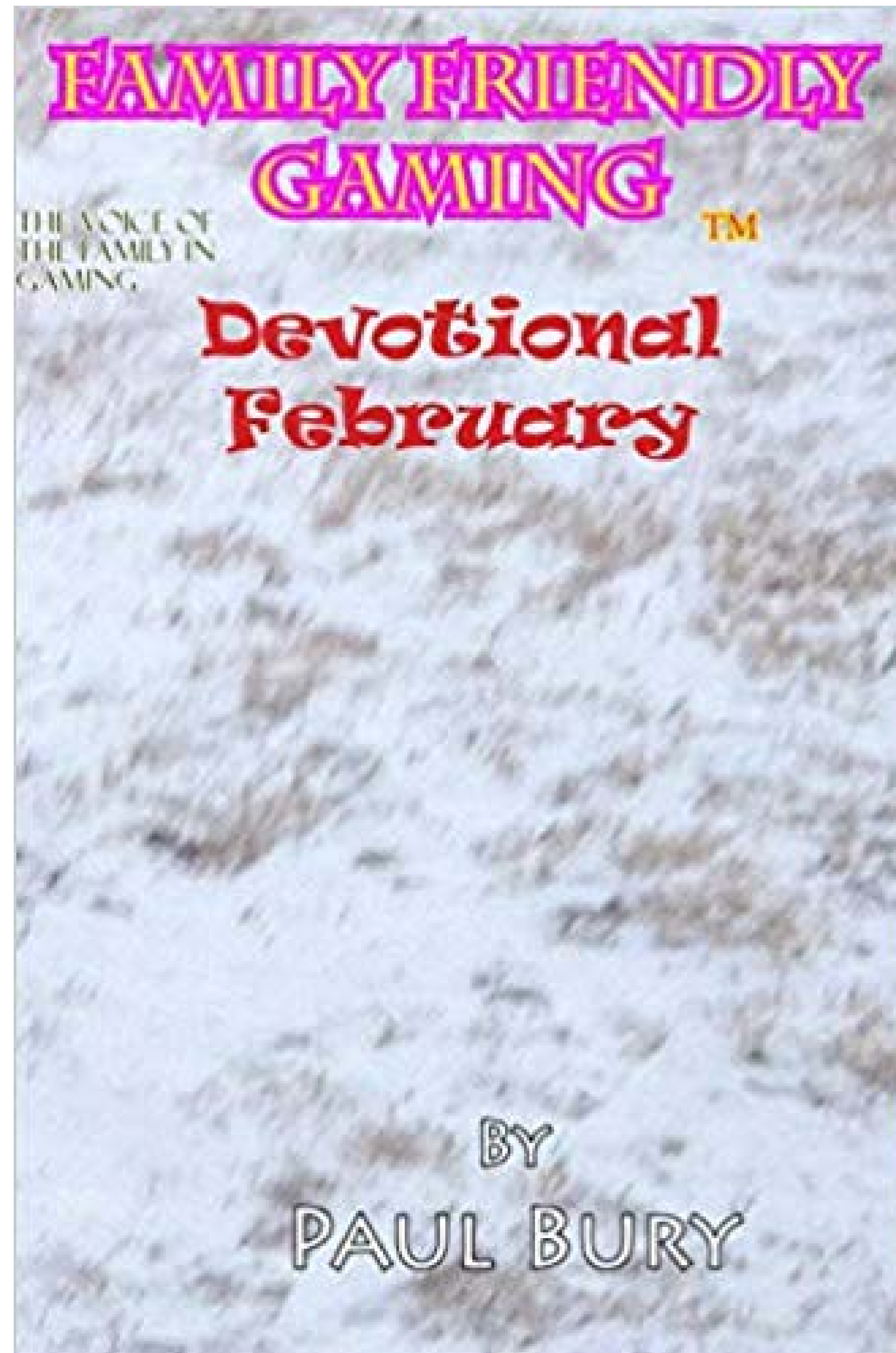
and whole, like those who go down to the pit;  
13 we will get all sorts of valuable things  
and fill our houses with plunder;  
14 cast lots with us;  
we will all share the loot"—  
15 my son, do not go along with them,  
do not set foot on their paths;  
16 for their feet rush into evil,  
they are swift to shed blood.  
Avoid doing evil things. It will not work out well for you.

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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### Medieval Dynasty Plant A Tree Update

Developer Render Cube and Publisher Toplitz Productions are happy to announce that the new update “Plant a Tree” for Medieval Dynasty is available on PC as well as supported current-gen consoles.

Furthermore, the development team shares an outlook on the next steps on this year’s roadmap with the announcement of two additional DLCs also being released on June 26: Echoes of Nature and Medieval Dynasty Soundtrack Vol. 2.

#### Plant a Tree Update

The Plant a Tree update introduces the long-awaited feature of freely moving not only trees but also buildings! Now

# NEWS

you can fully customize the look of your village according to your own vision and needs.

Dreaming of a house in the woods? Found a better spot to settle down? Or maybe you want to completely redesign your village? Now it’s possible! Just approach with your hammer, activate the ‘Move mode’, select a building and drag it to your desired location. Your settlement lacks greenery? While cutting trees, there is a chance you’ll get a seedling, which you can plant wherever you want - take your hammer and place it like any other decoration!

These features give you even more freedom in arranging your village and allow you to create the exact space you’ve always dreamed of.

DLC: Echoes of Nature

A perfect complement to the new customisation possibilities is the Echoes of Nature DLC, which adds a set of brand-

new decorations – lush trees, flowering shrubs, and stone decorative elements.

Every decoration responds to the changing seasons. Watch as your shrubs bloom in spring, grow lush and full in summer, change colors in autumn, and become frost-covered in winter. Pick saplings from the merchant’s stock, plant them wherever you want, and watch as the surroundings gradually take on a new character.

DLC: Medieval Dynasty Soundtrack Vol. 2

Medieval Dynasty Soundtrack Vol. 2 DLC, featuring the Bards Album and other tracks previously unavailable outside the game. Three albums, a total of 39 compositions, and a lot of heart put into every sound.

Three Bards Album (Disc 1)

6 joyful tracks performed by the band Three Bards, inspired by the music of troubadours. Perfect for dancing,

laughing, and celebrating – just like in a medieval tavern.

Special Themes Album (Disc 2)

16 compositions that build the atmosphere of the game world – from the main theme, through character creator music, to village themes and important NPC motifs. Each piece highlights the uniqueness of places and key moments in the gameplay.

Gameplay Music Album (Disc 3)

17 compositions designed for exploration and combat. These tracks accompany the player during daily tasks, journeys through forests and fields, and in battles with dangers.



## New Flavor Pack Available for Crusader Kings III On Console

The collapse of the Abbasid Caliphate has left a power vacuum in the lands east of the Tigris and Euphrates. Navigate the power struggles and competing claims for legitimacy in Legacy of Persia, a Flavor Pack for Crusader Kings III, now available on Xbox Series X|S and PlayStation 5 consoles.

Based on the historic conflicts of the 9th century Anarchy at Samarra, Legacy of Persia uses Crusader Kings III's Struggle System to immerse you in a world of imperial decline, as rulers compete to fill the void left by a weakening throne. Adapted for console by Room 8 Group in partnership with Paradox Development Studio, this Flavor Pack has all the rich historical color that is synonymous with the Crusader Kings brand.

Release Trailer for Crusader Kings III: Legacy of Persia on Console  
Features of Crusader Kings III: Legacy of Persia include:

**The Iranian Intermezzo:** The Abbasid Caliphate is on the decline, and strong-willed Iranian rulers are set upon independence and a new future for the region. Will you forge a new Empire, subjugate the faltering Caliphate for your own benefit, or see a resurgent Caliphate bring order to the region?

**More Historical Flavor:** New decisions, interactions and buildings for rulers in the Persian region, as well as special content highlighting the importance of clan leadership and protecting the frontier regions.

**Changes to Iranian Cultures:** New Iranian traditions include innovative Court Scholars, unique Men-at-Arms, and powerful new buildings to bring riches out of barren lands.

**New Art and Music:** Persian characters get new clothing, Persian buildings get a redesign, and the UI can take on a more Iranian appearance in this Flavor Pack. There are also 8 new music tracks, some cued to events and some to set the mood.



## MAXIMUM FOOTBALL



### Maximum Football Officially Launches

Maximum Football, the highly anticipated, community-driven football sim, is officially out now on PlayStation®5, Xbox Series X|S, and PC via Steam. Following a successful period in Steam Early Access and Xbox Game Preview, today marks the game's full 1.0 launch, bringing with it a wave of new content, polish, and performance upgrades.

Since its initial Early Access release, Maximum Football has grown with direct input from its passionate community. Version 1.0 delivers fresh new features and a variety of quality-of-life improvements. The game continues to evolve as a free-to-play experience that puts creative control and customization directly into players' hands.

"Today's launch is a major milestone for the team and our community," said Philippe Cohen, CEO of Maximum Entertainment. "We've built this game together with our players, and now we're thrilled to welcome the full console and PC experience to our audience."

## Let's Freeze Some Penguins Demo

Now you're thinking with penguins! Neckbolt and Burning Planet are proud to announce their upcoming title Let's Freeze Some Penguins. It's a cozy block-pushing game set north of the Arctic Circle, in the wintry wonderland Northern Bear. Walnut the Walrus has a little magic in his mittens, and can freeze hapless penguins into slippery ice-blocks, which he can then slide around to build bridges and stairs. It's time to save Northern Bear from the dreaded Emperor Penguin!

"I'm sorry I depicted penguins as bad guys here," laughs developer Niklas Hallin. "In real life penguins are very likeable and worthy of praise! But a difficult thing about puzzle games is that you can so easily make a wrong move and lock yourself into a corner. Here, with all these penguins, you can simply create new blocks and keep going!"

A free demo of Let's Freeze some Penguins,



with the first island of levels, will be available during the Steam Next Fest from June 6th to June 16th. The full game release is planned for September 2025.



Brand-new to Maximum Football's 1.0 launch is the Introduction of Season 3: Golden Era, the game's most creative and ambitious season yet! Inspired by the grit and glory of 1930s–1940s football, this new season delivers a bold visual identity with vintage uniforms, leather helmets, and classic-era gear. Players can unlock two new stadiums—Old Glory Grounds and Victory Park—each offering a distinct throwback atmosphere. As the first Season available on PlayStation 5, Golden Era brings a nostalgic flair to modern gameplay, blending historic aesthetics with today's cutting-edge mechanics. The Season Pass offers both free and premium content, giving players more ways than ever to stand out on the field.

Additionally, Maximum Football will now offer rain and snow, bringing new atmosphere and an additional layer of challenge to the gameplay experience. Stadium customization and the ability to upload up to nine logos per team are more of the features new to 1.0.

All of this is just the beginning. With Franchise Mode scheduled for release later this year and new seasons dropping regularly, Maximum Football features an exciting roadmap full of new challenges, cosmetics, and gameplay enhancements.



Forge Your Legacy in EA SPORTS College Football 26

Electronic Arts Inc. (NASDAQ: EA) and EA SPORTS™ released the official reveal trailer and game details of EA SPORTS™ College Football 26, which delivers more than 2,700 new plays, thousands of real college athletes, and authentic coaching styles from more than 300 real-world coaches. From iconic traditions to heart-pounding road game environments at all 136 FBS schools, every day feels like game day. Fans can rise from high school recruit to Heisman legend in Road to Glory, or lead their dream program to dominance in Dynasty mode when College Football 26 launches worldwide on July 10 for PlayStation®5 and Xbox Series X|S.

“The return of EA SPORTS College Football struck a chord with fans last year by capturing the heart of college football—its authenticity, passion, and unforgettable game day energy,” said Daryl Holt, SVP and Group GM, EA SPORTS. “With EA SPORTS College Football 26, we’ve deepened that experience, delivering more dynamic gameplay, vibrant stadium atmospheres, and modes that let players craft their own stories. From classic rivalries to the chase for championship glory, this game celebrates what fans love most about the sport and takes it to new heights.”

College Football 26 empowers fans to strategize like never before with authentic college gameplay, delivering unmatched realism to prove their program’s dominance on the field. With over 2,700 new plays, thousands of athletes, and more than 300 real-world coaches bringing their true-to-life schemes, players can master enhanced offensive and defensive mechanics, execute new stunts and twists, and make dynamic substitutions when it counts. Dive into the action with these game-changing features:

- Over 300 Real-World Coaches: Suit up for Dan Lanning. Compete against Kirby Smart. Recruit as or against James Franklin. Go toe-to-toe with current coaches who bring distinctive playstyles to the field. Strategize like they would with their unique playbooks for a more authentic coaching experience.
- Expanded Player Types & Abilities: Recruit and develop athletes with 84 abilities and 10 new archetypes, giving you more ways to dominate on either side of the ball.
- Wear & Tear Everywhere: Manage fatigue and injuries dynamically with no need to pause the action. Customize the

system to match your playstyle and save your stars for when it matters most.

**Foundational Football Advancements:** Enhanced AI, dynamic play-calling adjustments, improved blocking and coverages plus new features like Dynamic Substitutions and custom zones give you more control on both sides of the ball, so you can show your opponent what your program is made of.

From the roar of Death Valley to the lights in Tuscaloosa, the pageantry and chaos of college football Saturdays come alive with unprecedented depth. Be immersed in the authentic traditions, customized PA tracks, team-specific chants, and atmospheric upgrades that capture the pulse of every game.

**Next-Level Homefield Advantage:** The revamped Stadium Pulse system introduces new crowd-based challenges like clock distortion, extreme screen shake, and rattled HUDs in rivalry and playoff games.

**More Like Saturday:** With over 160 new school-specific chants, 10 new PA tracks including Metallica’s electric “Enter Sandman”, and tradition-rich visuals like Texas Tech’s Double T Saddle Monument and Coastal Carolina’s King of Turnovers, every school’s spirit is alive and unique.

**Broadcast & Commentary:** Legendary voices return—Chris Fowler, Kirk Herbstreit, Rece Davis, Jesse Palmer, Desmond Howard, and David Pollack—bringing dynamic, situation-specific commentary tailored to your season.

College Football 26 delivers an immersive experience with a variety of dynamic game modes that embody the spirit of college football. From building a legendary program in Dynasty to rising as a student-athlete in Road to Glory, each mode offers unique challenges and deep customization. Compete for playoff glory, assemble dream rosters, and navigate the modern landscape of college football with the following exciting modes:

- Dynasty:** Build a coaching powerhouse from the ground up. Recruit based on location, fit your roster to your scheme, and navigate today’s college football world—from the high school pipeline to the transfer portal. Customize playbooks and staff archetypes, then chase glory in the expanded College Football Playoff with cross-play support in On-line Dynasty across Xbox Series X|S and PlayStation®5†. Keep your promises with all-new Dynamic Dealbreakers to avoid transfers and preserve team chemistry, and upload your program using advanced Team Builder customization tools.
- Road to Glory:** The unmatched student-athlete experience returns. Start in high school, build your highlight tape, and secure offers from your top schools. Make key decisions about your academics, NIL opportunities, playing time, and

even when to decommit. Rise to become a Heisman winner—and easily continue your football journey into the NFL in EA SPORTS™ Madden NFL 26.

**Road to the College Football Playoff:** Compete across consoles in a new online progression format where every win matters. Represent your university or take over a powerhouse program, climb the polls, and earn your way into the playoff bracket.

**College Football Ultimate Team:** Build your dream roster with Legends from the past and current college stars. Lead your Ultimate Team to greatness by taking on the competition in H2H matchups and themed challenges meant to put your skills to the test.



†Internet connection, all game updates, EA Account, and platform account required.  
‡Conditions & restrictions apply.  
\*Conditions, limitations and exclusions apply.

Monument Valley 3 Releases

Monument Valley 3, developed and published by BAFTA-winning independent studio ustwo games, has released globally for Nintendo Switch, PlayStation 4/5, Xbox Series X/S, and Steam.

For the first time since Monument Valley 3 debuted on mobile as part of Netflix Games in December, players will soon be able to experience the game’s signature beauty and mind-bending puzzles, fully optimised for console and PC platforms.

They will guide Noor through breathtaking, impossible landscapes, manipulating structures and shifting perspectives to uncover hidden paths and solve intricate puzzles.

The console and PC versions of Monument Valley 3 will include the game’s first seasonal update, The Garden of Life, offering an extra chapter with a new plot and more puzzles for players to complete. More seasonal updates will follow later this year.

Key Monument Valley 3 Features

- A Monumental Return:** Experience Monument Valley 3 with cinematic widescreen, stunning art design and impossible landscapes, all fully playable with gamepad or keyboard and mouse.
- Noor’s Biggest Adventure:** Noor must seek out a new source of light before darkness overtakes her world. Guide her through sprawling cities, coastal harbours, and abstract, ethereal realms.
- A World That Evolves:** Every chapter introduces fresh mechanics and innovative puzzles, offering players new ways to interact with Noor’s surroundings.
- Set Sail for Adventure:** Take control of Noor’s boat, and sail freely in open-play environments across beautifully surreal waters, a Monument Valley first.
- Living, Breathing Art:** Inspired by global architecture, experimental art, and personal storytelling, Monument Val-



## In The News Continued

ley 3 is a breathtaking visual experience.

A Continually Growing Experience: Console and PC players will enjoy the full story at launch, with major chapter updates to come in the future, bringing new puzzles, chapters and surprises for the first time in the series.

ustwo games is also lining up a raft of exciting content for fans to enjoy this summer, including a behind the scenes 'making of' documentary and the release of the game's soundtrack in both digital and vinyl formats.

Monument Valley 3's upcoming release for Nintendo Switch, PlayStation 4/5, Xbox Series X/S, and PC follows in the footsteps of Monument Valley 1 & 2, which were released for console for the first time in April.

Monument Valley 3 was originally launched on mobile via Netflix Games in December 2024, receiving widespread acclaim for its artistry and music. Monument Valley 1 & 2 were first released on PC in 2022, as part of the Panoramic Collection bundle.

Netflix members can continue to enjoy the entire Monument Valley collection as part of their membership.

ustwo games is donating 3% of profits from



Monument Valley 3 to support flood relief in partnership with the International Federation of Red Cross and Red Crescent Societies (IFRC) through their Disaster Response Emergency Fund (IFRC-DREF), and we have so far raised \$80,000.

## Return from Core digs out of Early Access

Humanity has spent a long, long time under-

ground after the disaster hit – but it's finally time to restore what was lost: it's time to Return from Core! The sandbox RPG Return from Core, developed by Tanxun Studio and published by 2P Games, comes out of Early Access. This underground survival and base-building game releases with a massive v1.0 update that includes long-anticipated new features – chiefly, players will finally be able to discover the secrets behind the Subject Project and complete the game's main storyline, with exciting key story revelations and the answers to many mysteries presented during the game. This new update implements the new and mysterious Core level 8, where players will find fallen megacities, derelicts from the Great Disaster that doomed mankind to the core of the planet. Also, players will enjoy an upgrade in the Companion System. The monster Girls will now have mood-based interactions and new expressive animations. There is also a long list of great quality-of-life improvements, shaped by community feedback during Early Access, such as a new batch crafting system. The V1.0 update also implements full Steam Workshop integration, which will enable players to download and install mods that modify gameplay elements and character appearances. Players will also find redesigned Pickaxe Base upgrades with powerful new effects that will deeply improve their combat experience.

## New Hero and Dungeon Pack For Across the Obelisk Releases

Paradox Interactive and Dreamsite games released two new DLC packs for their game Across the Obelisk: Tulah, the Spider Queen (Hero Pack) and The Sunken Temple (Dungeon Pack). The packs are available now on PC, Nintendo Switch™, PlayStation®5, and Xbox Series X|S for \$4.99/£4.29/€4.99 each. Both DLC can also be purchased on Steam as part of a dynamic bundle including the base game, available now at a 10% discount.

Tulah, the Spider Queen, a former cult priestess, introduces new mechanics to the game through her ability to summon spiderlings—tiny allies that weave their way into your hand, reshaping combat in new and unexpected ways. Tulah also has a unique pet: a cocoon that evolves based on the talent choices players make.

The Sunken Temple Dungeon Pack features a new story dungeon set in Aquarfall, taking players back in time. This dungeon includes two floors and a final boss that changes depending on the temples visited during the adventure, allowing for over nine different boss combinations, each offering distinct rewards. In addition

to the dungeon, the Sunken Temple Dungeon Pack includes more than 15 new events, a new pet (Rocky), 10 new items to discover, and more.

Lost beneath Aquarfall, an ancient temple has been uncovered. But its final guardian is never the same. The deeper you go, the more the past reveals itself, secrets of amphibious races, forbidden rituals, and dangerous relics await. Features of Tulah Hero Pack and The Sunken Temple Dungeon Pack:

Tulah:

New hero, Tulah the Spider Queen with her own new mechanics that adds spiderlings to the heroes decks

New pet, a cocoon only for Tulah, that evolves depending on her talent choices.

3 Skins for Tulah

3 Cardbacks

5 New emotes

New custom replies for Tulah

The Sunken Temple

A New story dungeon that appears in Aquarfall, with 2 floors to explore

The final boss changes depending on the temples visited during the adventure, and the

boss rewards change accordingly (over 9 boss combinations)

More than 15 new events that tell how the ancient natives of Aquarfall enslaved the other amphibious races

A new pet to unlock, Rocky  
10 new items to discover  
7 new Skins for heroes with the theme of the new area.  
1 new Cardback.





# We Would Play That!

# REVIEWS

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

There has been huge outrage over the fact that the Biden Administration gave tax dollars to all of these video game companies to make woke video games. There has been a huge backlash against the woke haters in recent years. People are sick and tired of these gestapo like liberal Nazis telling them what they can and cannot say. They are sick and tired of the redefinition morals and ethics being the only one allowed. Especially when the people promoting the redefining claim to celebrate diversity. They are liars and hypocrites that actually attack anyone that is diverse from them-

selves. What if we had some video games that exposed these liars and hypocrites in the hater woke movement? What if there were games that mocked the woke haters and followed the traditional set of morals and ethics? Would you play a game like that? Would you buy a game like that? What kind of support would you give to show that you are against the woke haters?

This could be put in all kinds of video games. Sure the radicalized far left gaming media would attack those games. I am sure those games would get all kinds of support. There are games that include no woke material that are doing really well with gamers right now. It makes sense that some video games that support good morals and ethics would do really well. What kind of reaction do you think the gaming industry would come up with to some anti-woke video games. Maybe have a main

character with an anti-woke T-shirt. That character could become a mascot for the movement against the woke haters trying to force their extremely radical far left beliefs down everyone's throats. It would be like the NWO or De-generation X. It could be the voice of an entire generation.

Anyone that wants to do this can easily provide Family Friendly Gaming some royalty for their profits. After all it is our idea. Even better these video game companies should consult our editor in chief Paul Bury. Pay him a fee to meet with you a few times to give wonderful ideas on how to make your games better. There are few other consultants that are going to give you this kind of insight. That is what the video game industry needs to make their games better. Do you think any of them are listening? Do you think they are jumping on this wonderful opportunity?

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](mailto:Gamereviews@familyfriendlygaming.com).

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## Acts 5:29-32

29 Peter and the other apostles replied: "We must obey God rather than human beings!

30 The God of our ancestors raised Jesus from the dead—whom you killed by hanging him on a cross.

31 God exalted him to his own right hand as Prince and Savior that he might bring Israel to repentance and forgive their sins.

32 We are witnesses of these things, and so is the Holy Spirit, whom God has given to those who obey him."





## Fitness Boxing 3

SCORE: 73

There are certain franchises that I keep saying they need to fix this or fix that. Fitness Boxing has been one of those.

There were control issues in the first and the second games. I kept saying the developer needed to fix it. It is a lot better in Fitness Boxing 3. I also wonder something related to the improvements. We recently purchased a new Nintendo Switch because the one we bought day one has been having some issues. Is Fitness Boxing 3 better because of newer hardware?

I honestly have no answer to that question. I could go back and replay the first two games on the newer system and see if the experience is better. There were still some issues with controls registering in Fitness Boxing 3. For example I would do a straight punch and the game did not register. I recorded myself playing Fitness Boxing 3 so I think I went back and verified I did the move right. Why would Fitness Boxing 3 miss some here



and there?

There are three intensities families can play Fitness Boxing 3. I got a sweat with a thirty minute game play session of Fitness Boxing 3. There are different trainers that will guide you in the moves in Fitness Boxing 3. There can be a lack of attire, and enticement to lust in Fitness Boxing 3. I noticed the ESRB missed that even though it was also in the previous two games, and in the



descriptor of the first game.

One of my personal pet peeves with Fitness Boxing 3 is the repetition. We would lose close to thirty seconds at the beginning of each exercise because the trainer would tell us the same things. The same things were said after a session too. I started spamming the A button to just get the game moving. After awhile it got really old - at least to me. We unlock additional exercises and attire for the trainers in Fitness Boxing 3.

There are multiple ways Fitness Boxing 3 can be played. I liked the calendar since it showed how many times we played Fitness Boxing 3 in a month. Lack of moves being properly registered with Fitness Boxing 3 from time to time is not as bad as the exercise we get. I found myself sore the next day a few times

after doing some of the exercises. All in all my impression of Fitness Boxing 3 is positive.

- Paul



Graphics: 70%  
Sound: 75%  
Replay/Extras: 80%  
Gameplay: 70%  
Family Friendly Factor: 70%



## The Oregon Trail

SCORE: 61

I had an opportunity to live stream The Oregon Trail on our YouTube channel. I decided to play this game one time. That is something we call an one shot here at Family Friendly Gaming. I suspected I would not want to play The Oregon Trail again after playing it for an hour or more. Boy was I right about that. The Oregon Trail has plenty of major issues with it. I will get into that in just a minute.

The Oregon Trail immediately starts out with woke radical far left ideology. Is this part of the hundreds of millions of dollars of American tax dollars the Biden Administration gave to video game companies for woke DEI policies? I do not know the answer to that question. I do find it suspicious that this video game would include that right at the beginning. Modern day Native Americans were consulted on The Oregon Trail. Ancestors of pioneers were not consulted.

The graphics in The Oregon Trail are really bad. Why not re-

ally update the graphics to modern day standards? Why is that so hard. There are multiple difficulty settings in The Oregon Trail. The Oregon Trail is extremely difficult even on the easiest setting. One mistake and your trip to Oregon is over. Why is that? River crossings will sweep away many of your supplies which are needed to stay healthy.

Even with the "help" at the beginning it is nearly impossible to keep all four of the pioneers good in all four of their statuses. Take for example we get two things of clothing, and

we have four people. We get three medicine and a couple of things to repair the wagon. We go through them really fast. There are not many opportunities to make money in The Oregon Trail either. So we run out really fast.

I liked the music in The Oregon Trail until after my live stream I had six copyrights on my live stream. These music companies decided they should get all of the money from my work. It took half a day to get those six copyrights removed so I could get paid for my own hard work. There are gross things like characters throwing up, breaking bones and more. The Oregon Trail provides players all kinds of decisions. No matter you do things go bad over and over again in The Oregon Trail. I did not have fun playing this game.

- Paul



System: Nintendo Switch/PC/PS4/PS5/  
Xbox One/Xbox Series X  
Publisher: Gameloft  
Developer: Maximum Entertainment  
Rating: 'E10+' - TEN and OLDER ONLY  
(Mild Violence, Mild Language, Alcohol Reference, Tobacco Reference, Crude Humor)



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





# FUTURE GLIMPSES HEART HOME

by  
Paul Bury



Need for Speed Un-  
bound



SCORE: 50

I knew Need for Speed Unbound would be a one shot in terms of the live stream before I even played it. My dad did some research on Need for Speed Unbound and let me know this racing game is really hard even on the easiest setting. I went into live streaming Need for Speed Unbound with my eyes wide open. I am proud of myself that I did not get last place in every single race in the hour I played this video game.

The issues families can have with Need for Speed Unbound are violence, bad language, lack of attire, enticement to lust, sexual content and more. Need for Speed Unbound looks really nice. There are some cool weather effects that happen in this game. Players are expected to get away from the police in certain areas. Need for Speed Unbound encourages disre-

spect  
of law  
en-  
force-  
ment.

Why are so many video games making players do the bad stuff? Why are so many video games encouraging evil choices? I wish Need for Speed Unbound rewarded players for doing the right thing. In fact players are punished in Need for Speed Unbound for following the law, and being obedient. Some people wonder why the society is where it is when video games like Need for

Speed Un-  
bound are  
brain-  
wash-  
ing  
kids  
into  
being  
bad.

I  
found  
all  
kinds

of things to crash into while playing Need for Speed Unbound. There are other cars driving on the road, cars parked, buildings, and more. In fact the only thing I did really good in Need for Speed Unbound was crash into other objects. The controls in Need for Speed Unbound can be a bit on the loose side. I did some research and found this series is known for that.

All in all Need for Speed Unbound was not a very pleasant experience. Need for Speed Unbound is targeted at the hard core racers that like to be disobedient. If you are a really good racer and you like being rebellious then you might like Need for Speed Unbound. I did not. A video of the live stream will be appearing on our video sites as the time and money present themselves.  
- Noah

System: PC/PS5/Xbox Series X  
Publisher: Electronic Arts  
Developer: Criterion Games  
Rating: 'T' - THIRTEEN and OLDER ONLY  
{Language, Mild Violence, Mild Suggestive Themes}



Graphics: 60%  
Sound: 50%  
Replay: 50%  
Gameplay: 40%  
Family Friendly Factor: 50%





Sugar Dew Island

SCORE: 68

Did you enjoy the live-streams I performed of Sugar Dew Island. This is an interesting animal and farming simulator that reminds me of the Harvest Moon or Story of Season video games. We are this young lady that winds up on an island that has fallen in disrepair. In the past humans, animals and spirits all worked in harmony. Things went badly and the animals left. Then the humans decided to leave as well. The head spirit became broody.

There are two main aspects to Sugar Dew Island. The first one is clearing the land, planting, and harvesting. The second aspect to Sugar Dew Island is selling the items in the store. We can sell anything we can find to whatever we can craft. Spirits will come into the store and either buy items or they will want to renegotiate a better price. We are then given a choice of a price to offer them.

Publisher: rokaplay  
Developer: rokaplay  
System: Nintendo Switch/PC/PS5/Xbox Series X  
Rating: 'E' - Everyone SIX and OLDER ONLY



Stamina goes really fast in Sugar Dew Island. Progress is extremely slow in Sugar Dew Island. I learned that rainy days were my friend in this video game. Why? I did not lose almost all my stamina on watering the plants. Chopping down trees and breaking rocks also drains that stamina really fast in Sugar Dew Island. The targeting of where we will do something is a pain to work with.



so that is something else that could have been done better. The good news is Sugar Dew Island is very chill video game.  
- Paul

The main spirit will give us tasks in Sugar Dew Island. Complete the task to get some more animals. Those animals will give you free seeds. There are also these elemental like spirits that want things from the player. No money for that though. In just under four hours I got close to completing off one of the animal islands. Families should get twenty plus hours out of this video game.

Sugar Dew Island looks okay. The whole selling reminds me of the Harvest Moon Grand Bazaar. The progress in Sugar Dew Island felt way too slow to me. Energy bars do not give enough stamina. Trees, rocks and weeds spawn at a faster rate than we can take care of. I wish Sugar Dew Island had a better balance there. I did not get animals

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



VIDEO GAME LIES

by Paul Bury

Version 3

BUY IT NOW RIGHT HERE





## Edens Zero #21

SCORE: 69



## My Hero Academia Vol 20

SCORE: 69



I am thankful I had the \$10.99 to purchase and read the Edens Zero #22 manga book. Chapters one hundred and eighty-six through one hundred and ninety-four are included in this manga book. Spoilers will be included in this review of the Edens Zero #22 manga book. The fight to get to Ziggy continues in Edens Zero #22. There are numerous one on one fights in this manga book.

The issues families can have with Edens Zero #22 are violence, blood, false gods, lack of attire, enticement to lust, and more. There is a variety of smack talk by different characters. At times they can back it up. Other times these characters are unable to handle it and wind up surprised. In fact this manga book ends with a bit of



a surprise.

Peter once told me that these anime and manga books follow the same formulas. Especially if they are from certain companies. Edens Zero #22 is a great example of this. The same cycle keeps happen-

are not able to break through. They are fighting and losing in this book. Or they are fighting and trying to hang on. The ship against that giant robot is a great example. I expect the next manga book will have the break through. Unless the pattern finally changes. That would be wonderful.

Sheik is able to move along a bit in Edens Zero #22. The dragons fighting in Edens Zero #22 is interesting to me. I suspect they are there to keep the space ships busy. It is a small



but important part of this manga book. The lady being kept prisoner is another interesting but small thread in Edens Zero #22. I look forward to the end of this story arc. - Paull

ing again and again. There are these one on one fights where the good guys are losing or unable to break through. Then they figure something out and get the win.

Edens Zero #22 is at the point where the heroes



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

Graphics: 62%  
Writing: 73%  
Replay/Extras: 71%  
Story: 75%  
Family Friendly Factor: 64%

I am sitting here smiling while I listen to the CD of the month. I love getting through content. I am enjoying my time going through the My Hero Academia manga books one at a time. My Hero Academia Vol 20 is the latest one ready for me to read and review. I am like inhaling some of these manga books now. I just love reading this series. I know I have a long ways to go to get caught up as well.

Spoilers will be a part of this review. There are two hundred pages within My Hero Academia Vol 20. The issues families can have with My Hero Academia Vol 20 are violence, blood, bad language, lack of attire, enticement to lust, and more. My Hero Academia Vol 20 wraps up the Gentle Criminal Saga. There are some fascinating things done in the writing in My Hero Academia Vol 20.



The most interesting thought in My Hero Academia Vol 20 is Deku could have wound up like Gentle Criminal if he had all of these people discourage him. In fact there are flashbacks in My Hero Academia Vol 20 that show Gentle Criminal tried to



be a hero at one point. He made some mistakes and was hated for it. If there had been someone to guide him with his power he could have turned out better.

The love between Gentle Criminal and La Brava is explored in My Hero Ac-

ademia Vol 20. The cops get ahold of the pair after Deku beats them. Deku must answer for fighting a criminal outside of the school. Deku's mistake was not bringing his phone with him. All Might was extremely concerned for the safety of Deku. Classmates were also concerned in My Hero Aca-

demia Vol 20. The School Festival goes off without a hitch in My Hero Academia Vol 20. There are plenty of other students that are impressed with what Class 1A does in My Hero Academia Vol 20. The others also do things that are cool, fun, fresh, and neat. Eri has a good time in My Hero Academia Vol 20. The goal of making Eri smile is accomplished within My Hero Academia Vol 20. That was pretty neat to see. Deku even learns some cooking in My Hero Academia Vol 20. - Paul



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

Graphics: 65%  
Writing: 69%  
Replay/Extras: 74%  
Story: 75%  
Family Friendly Factor: 64%





## Atlantis Season One

SCORE: 63



After we canceled our month of Peacock+, Yolanda told me they came back to us and gave us a free month to continue the service in hopes we would want to keep it. We won't of course.

While I have more time with the service I found some more shows to check out. Atlantis Season One is one that caught my eye. I did not know much about this show before watching it. There will be spoilers in my review of this television show.

The issues families can have with Atlantis Season One are violence, blood, lack of attire, enticement to lust, sex outside of marriage, false gods, magic, gambling, witches and more. Atlantis Season One contains some interesting mythical creatures. The whole using Greek Mythology for Atlantis feels a bit lazy to me. That is the writer and editor in me commenting on that.

There are thirteen episodes in Atlantis Season One. The epi-



sodes range from forty-two to forty-five minutes in terms of length. Jason goes down in a submarine to find his missing father. He runs into a portal, and then on the beach naked. He is not that far from the city of Atlantis. Jason meets Hercules and Pythagoras. The three become friends and do all

these different missions together in Atlantis Season One.

Hercules is a middle aged fat man in Atlantis Season One. Hercules is the butt of a lot of jokes. Hercules is a glutton, drunkard, who gambles away all their money. They steal food in Atlantis Season One from time to time. Different characters get cursed in Atlantis Season One. Medusa is one of them. Medusa and Hercules were in love before Medusa was cursed by Pandora's Box.

Ariadne is the princess of Atlantis. She falls in love with Jason. At the end of Atlantis Season One we find out that Jason is the queen's son. Jason's father is also alive and living with those afflicted with leprosy (the father has the disease too). There are numerous characters that are killed in Atlantis Season One. If you like Greek Mythology then you may enjoy Atlantis Season One. - Paul



Video: 65%  
Audio: 66%  
Replay/Extras: 68%  
Functionality: 60%  
Family Friendly Factor: 55%

System: Peacock+  
Publisher: BBC One  
Developer: Urban Myth Films  
Rating: 'TV-PG' - Parental Guidance Suggested



## Sanctuary Season 4

SCORE: 52



While we had a free month of Peacock+ I decided to watch Sanctuary Season 4. I know Luke watched and reviewed the first three seasons of this television show. Sanctuary Season 4 is the last season of the show so it is nice to finish it off. I vaguely remember this show myself, but do not claim to be an expert on it. I did do some research on the show before working on this review.

Do you spoilers bother you? Then stop reading this review. Spoilers will be a part of my review of the Sanctuary Season 4 television show. The issues families can have with Sanctuary Season 4 are violence, blood, evolution, sexual deviancy, sex outside of marriage, language, and more. There are all these monsters the governments are trying to keep hidden. The Sanctuary network houses these monsters.

There are attacks on men, and humans within Sanctuary Season 4. The time

travel concept is interesting in Sanctuary Season 4. There are thirteen episodes

in Sanctuary Season 4 that last forty-five minutes each. The Abnormals from Hollow Earth come to the surface to get attacked by the human governments. Dr. Helen Magnus is trying to protect and save the Abnormal creatures in Sanctuary Season 4.

At the start of Sanctuary Season 4 Dr. Helen Magnus goes back in time to stop Adam

Worth from changing the timeline. She succeeds but is back in the past. Since Dr. Magnus has vampire blood in her she can live for a long time. She stays away from messing with the timeline for one hundred and thirteen years. Well sort of. Abnormal creatures come to the surface and are starting a war with humans. The humans are fighting back.

An attempt at a homeland is tried in Sanctuary Season 4 for the Abnormal creatures. What we find out at the end of Sanctuary Season 4 is there is a secret facility or group of facilities just underground. Dr. Magnus blows up the Sanctuary above ground but has a bigger and better one below ground. That is how Sanctuary Season 4 ends the series. There was an improvement to the Sanctuary system. - Paul



System: Peacock+  
Publisher: Paramount  
Developer: SyFy  
Rating: 'NR' for Not Rated

Graphics: 50%  
Sound: 55%  
Replay/Extras: 60%  
Gameplay: 55%  
Family Friendly Factor: 40%





# Master of Illusion

SCORE: 68



It is rare that I find a video game from Nintendo that I do not like. I learned long ago to never say never in this industry. Master of Illusion is a Nintendo DS video game that I did not like. I did not enjoy Master of Illusion. I also do not find the point of this hand held video game. Master of Illusion lets us do Solo Magic, Magic Show, or Magic Training. There are eight tricks in Solo Magic as well.

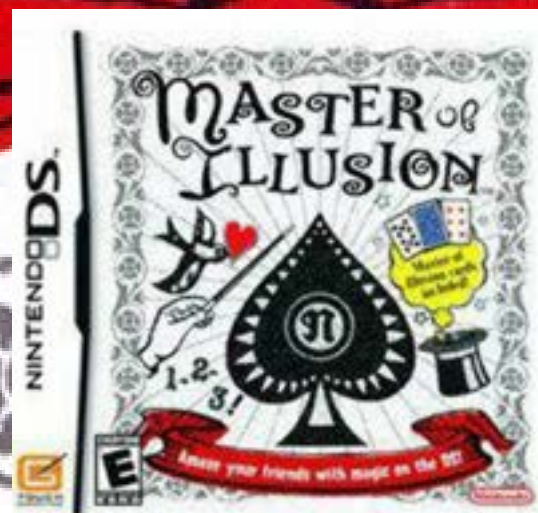
The issues families can have with Master of Illusion are lack of attire, enticement to lust, and more. The music is okay in Master of Illusion. I did find that Master of Illusion was not always right or accurate. For example the game told me to focus on a card and at the end of the trick my card was gone. Well Master of Illusion was wrong. My card was still there. There are other tricks in Mas-



ter of Illusion that are just numbers. Move around so many spaces and you will be on a certain card. As the game takes cards away you are forced into a certain spot. Master of Illusion would ultimately lead me to what today's date was. No matter where I started I would

I read properly and applied it just right. The problem is you were wrong in your assertion. Master of Illusion did not take kindly to being wrong and exposed for it. The lack of content makes Master of Illusion a bit boring in my opinion. I know others were not impressed with Master of Illusion in the past.

Master of Illusion is one of those video games I did not actually miss if you know what I mean. Yes I technically missed Master of Illusion back in the day. After playing Master of Illusion I realized that I did not really miss anything though. I can see why no sequels to Master of Illusion have been released. There are a few clever things in Master of Illusion like turning it upside down to read a message. - Paul



System: Nintendo DS  
Publisher: Nintendo  
Developer: Eighting, Tenyo  
Rating: 'E' – Everyone

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



# Angry Birds Trilogy

SCORE: 78



As I was looking through the massive database of video games that have been reviewed I noticed we never reviewed Angry Birds Trilogy on the Nintendo 3DS. Sure the console versions were done. I decided to rectify that as soon as I possible could. I really had a nostalgic time playing Angry Birds Trilogy on the Nintendo 3DS. The music and cut scenes are fantastic in Angry Birds Trilogy.

I also remembered some of the issues with this franchise. First and foremost we are always guessing on where to launch the birds. Secondly I did not remember the different powers of the birds. So I had to experiment with tapping a second time when the birds were in the air to see what happened. Angry Birds Trilogy did not disappoint

with those powers though. Once I brought myself up to speed I was good.

There is a bit of cartoon violence as we drop things on the green pigs. The birds can also launch into the pigs in Angry Birds Trilogy. When the pigs are hit they vanish in Angry Birds Trilogy. They also give the player a really nice score. The less birds you use in Angry Birds Trilogy the higher your star

rating will be. What does that matter? A certain number of stars are needed to progress to the next level.

There are a lot of levels within

System: Nintendo 3DS  
Publisher: Activision  
Developer: Exient Entertainment  
Rating: 'E' - SIX and OLDER ONLY  
{Comic Mischief}



Angry Birds Trilogy. There are one hundred and thirty levels in Angry Birds Trilogy on the Nintendo 3DS to be exact. I know I got my moneys worth out of this video game. We must beat a level to unlock the next level. Certain aspects of Angry Birds Trilogy need to be beaten to unlock the next game. I wish there was more immediate accessibility within this hand held video game.

There is a guide from the last launch to help you figure out the second bird launch in Angry Birds Trilogy. We also have a launcher on the menu screens within Angry Birds Trilogy. All in all I enjoyed my time in and with Angry Birds Trilogy. I hope to find more games like Angry Birds Trilogy to play in the future. I will continue to explore franchises we missed on the Nintendo 3DS. - Paul

Graphics: 75%  
Sound: 80%  
Replay/Extras: 79%  
Gameplay: 80%  
Family Friendly Factor: 75%



# SPORTS



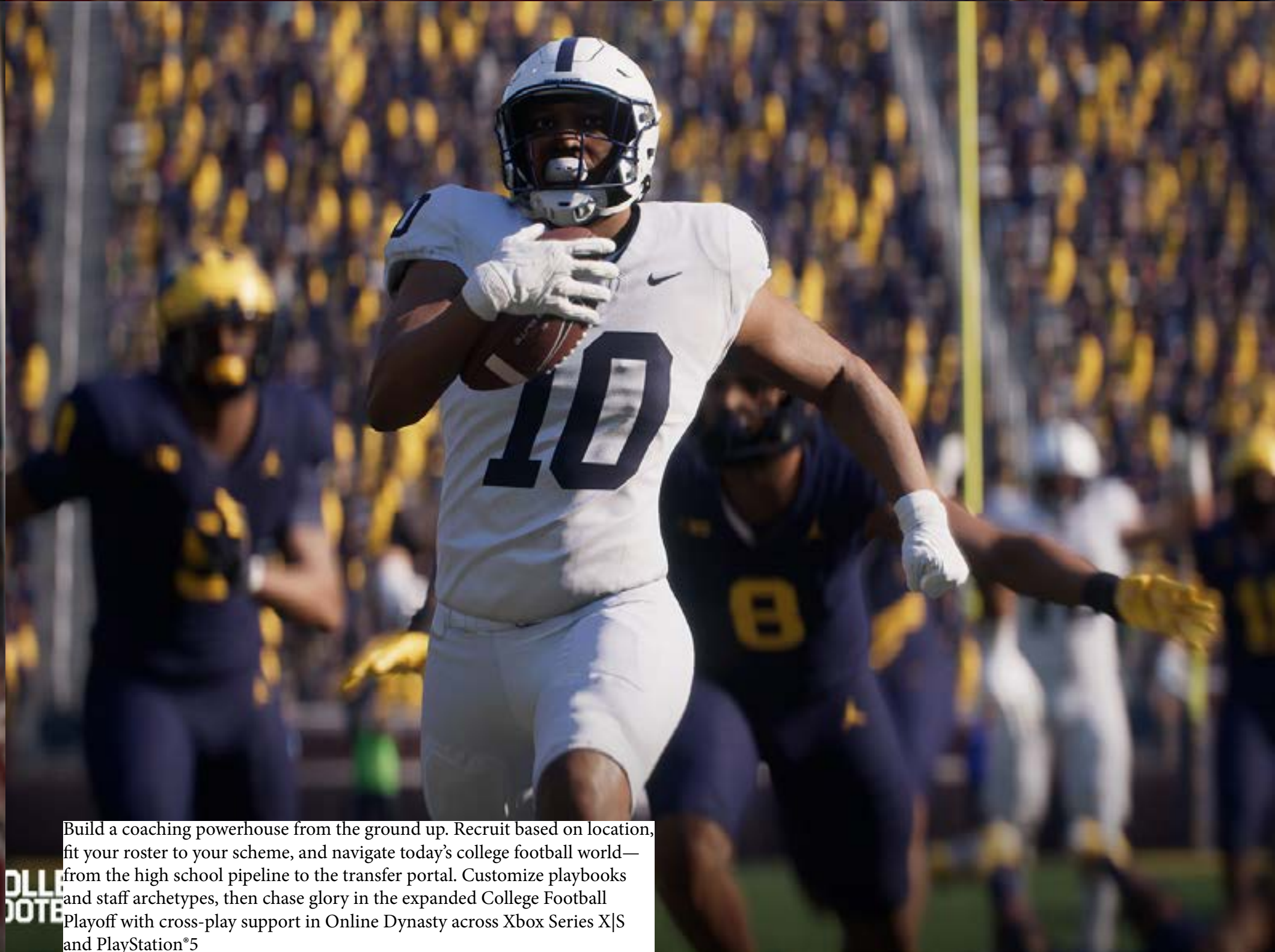
System: PS5/Xbox Series X  
Publisher: EA Sports  
Developer: EA Tiburon  
Rating: 'E' - SIX and OLD-ER ONLY  
Release Date: Out Now

College Football 26 empowers fans to strategize like never before with authentic college gameplay, delivering unmatched realism to prove their program's dominance on the field. With over 2,700 new plays, thousands of athletes, and more than 300 real-world coaches bringing their true-to-life schemes, players can master enhanced offensive and defensive mechanics, execute new stunts and twists, and make dynamic substitutions when it counts.





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



Build a coaching powerhouse from the ground up. Recruit based on location, fit your roster to your scheme, and navigate today's college football world—from the high school pipeline to the transfer portal. Customize playbooks and staff archetypes, then chase glory in the expanded College Football Playoff with cross-play support in Online Dynasty across Xbox Series X|S and PlayStation®5



# DEVELOPING

# GAMES

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### Product Name

### Page(s)

Hyrule Warriors Age of Imprisonment  
Sonic Racing CrossWorlds  
Heroes of Might and Magic Olden Era  
Garfield Kart 2 All You Can Drift

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System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Koei Tecmo  
Rating: "RP" for Rating Pending  
Release Date: Christmas 2025

Playable Characters: Confirmed playable characters include Princess Zelda and King Rauru. The game may also feature other significant figures from Hyrule's history.





System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Koei Tecmo  
Rating: "RP" for Rating Pending  
Release Date: Christmas 2025

Canonical Storyline: Unlike its predecessor, Age of Calamity, which explored an alternate timeline, Age of Imprisonment aims to present a canonical account of the Imprisoning War, aligning closely with the established lore of the Zelda series.





System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Koei Tecmo  
Rating: "RP" for Rating Pending  
Release Date: Christmas 2025

Gameplay Mechanics: Players can expect the signature hack-and-slash gameplay of the Hyrule Warriors series, with enhancements leveraging the capabilities of the Nintendo Switch 2.





System: Nintendo Switch/PC/  
PS4/PS5/Xbox One/Xbox Se-  
ries X  
Publisher: Sega  
Developer: Sonic Team  
Rating: "RP" Rating Pending  
Release Date: TBA 2025

Race across land, sea, air, space, and time in Sonic  
Racing: CrossWorlds! Warp through Travel Rings into  
new dimensions where something new awaits around  
every twist and turn.





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

Speed to victory solo or as a team in a variety of of-  
fline and online modes and compete against players from  
around the world. Build the ultimate machine to match  
your racing style, unlock gadgets to gain the upper hand,  
and unleash power-up items for the win!





System: Nintendo Switch/PC/  
PS4/PS5/Xbox One/Xbox Series X  
Publisher: Sega  
Developer: Sonic Team  
Rating: 'RP' Rating Pending  
Release Date: TBA 2025



Warp through Travel Rings to new CrossWorlds - introducing a unique gameplay mechanic transporting the iconic characters from the Sonic and SEGA universes into new dimensions that make every race feel unique.





System: Personal Computer  
Publisher: Ubisoft  
Developer: Unfrozen  
Rating: "RP" - Rating Pending  
Release Date: Summer 2025

Heroes of Might & Magic: Olden Era is the official prequel hailing back to the origins of the genre-defining, critically acclaimed series of turn-based strategy games. Explore the map solo or in multiplayer, triumph in iconic battles and establish peace on a continent where it was never an option.





System: Personal Computer  
Publisher: Ubisoft  
Developer: Unfrozen  
Rating: "RP" - Rating Pending  
Release Date: Summer 2025



Play in three multiplayer modes: Classic, where you manage heroes and castles; One-Hero Mode, where your hero's survival is key; and Arena, focused on direct combat. Enjoy an epic single-player campaign or create and share your own scenarios with an easy-to-use editor.





System: Personal Computer  
Publisher: Ubisoft  
Developer: Unfrozen  
Rating: "RP" - Rating Pending  
Release Date: Summer 2025



Explore the continent of Jadame, where rival factions must unite against the Hive, a swarm of insectoids led by an Inferno demon lord. Choose from six unique factions, each with distinct gameplay and abilities: Temple, Necropolis, Sylvan, Dungeon, Hive, and a mysterious sixth faction yet to be revealed.





System: Nintendo Switch/  
PC/PS5/Xbox Series X  
Publisher: Microids  
Developer: Eden Games  
Rating: "RP" - Rating Pending  
Release Date: September 10,  
2025

Ready to race against a real heavyweight? Garfield, Odie, Nermal, and the whole crew are at the starting line, raring to go! Play as one of the eight cult characters from the Garfield universe, fill up your karts, customize your look, and race away at breakneck speeds.





System: Nintendo Switch/  
PC/PS5/Xbox Series X  
Publisher: Microids  
Developer: Eden Games  
Rating: "RP" - Rating Pending  
Release Date: September 10,  
2025

Take a wild ride through an unhinged universe, where there's a surprise waiting around every turn. Pirate, western, or detective: Garfield speeds through brightly colored worlds to prove that, even in his dreams, he's the king! Use shortcuts or bonus items to change the course of races and create unforgettable moments with friends through local and online multiplayer modes





System: Nintendo Switch/  
PC/PS5/Xbox Series X  
Publisher: Microids  
Developer: Eden Games  
Rating: "RP" - Rating Pending  
Release Date: September 10,  
2025

Create your perfect kart! Pimp your ride and create a kart that is perfectly aligned with your driving style! Choose your own bumpers, wheels, and spoilers, as well as style and color for a unique touch. Strut your stuff on the track and show them who really is the king of the circuit!





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Product Name Beast Slayer Page(s)

DC Worlds Collide  
 Monster Train 2  
 BRAVELY DEFAULT FLYING FAIRY HD Remaster

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PLAYING







System: Android/iOS  
 Publisher: Watner Bros Games  
 Developer: Warner Bros Games  
 Rating: '12+' - TWELVE and OLDER ONLY (Frequent/Intense Cartoon or Fantasy Violence)  
 Release Date: Out Now

Recruit an unstoppable squad of Super Heroes and Super-Villains from the DC Universe. Form unlikely alliances to defeat the Crime Syndicate! Play as Batman, Superman, Wonder Woman, and over 70+ other DC characters!





System: Android/iOS  
 Publisher: Warner Bros Games  
 Developer: Warner Bros Games  
 Rating: '12+' - TWELVE and OLDER ONLY (Frequent/Intense Cartoon or Fantasy Violence)  
 Release Date: Out Now



Equip your characters with upgradable gear to maximize their combat potential! Strengthen your team to dominate campaign mode or take on side quests to earn more rewards!





System: Android/iOS  
Publisher: Watner Bros Games  
Developer: Warner Bros Games  
Rating: '12+' - TWELVE and OLDER ONLY (Frequent/Intense Cartoon or Fantasy Violence)  
Release Date: Out Now

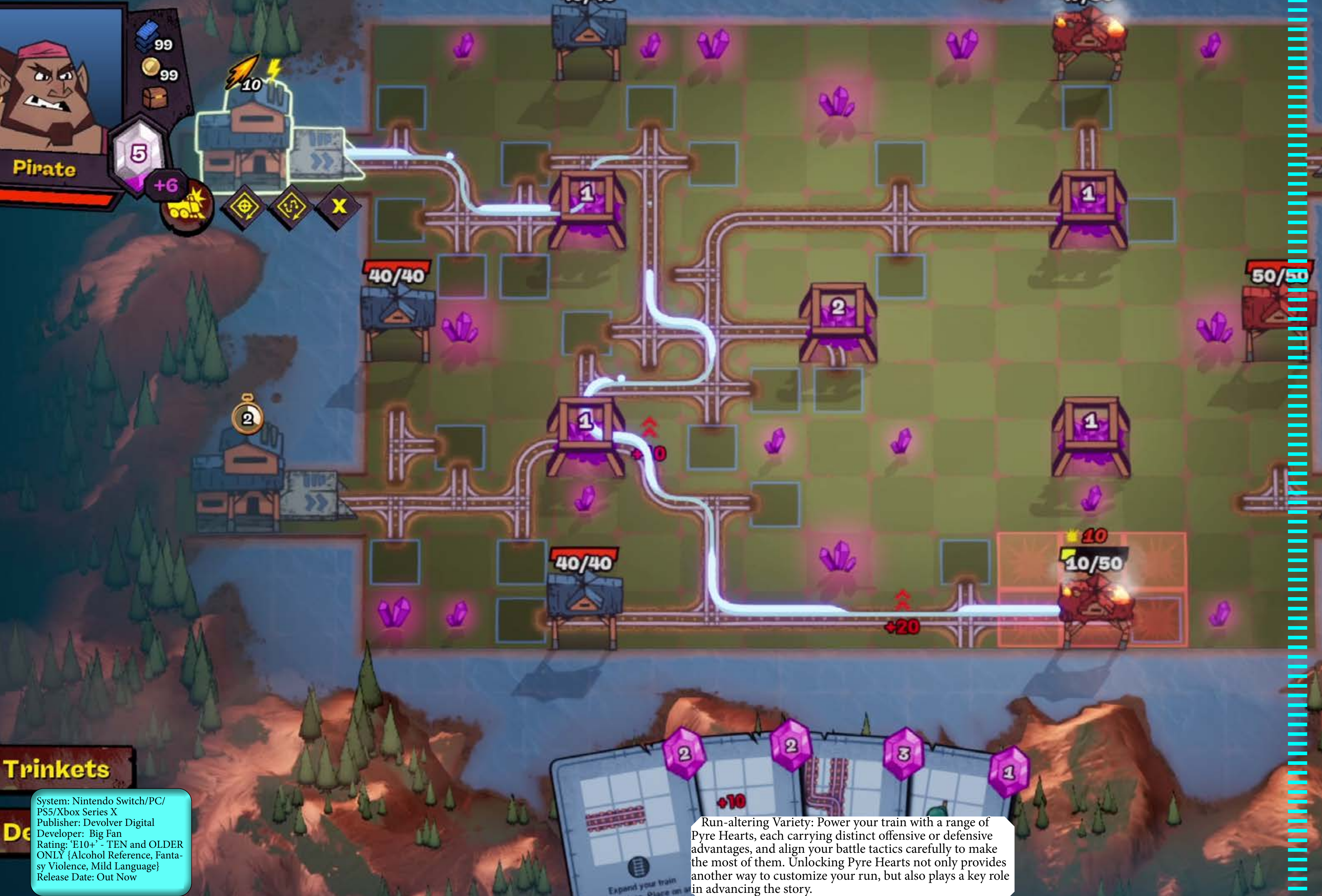




System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Devolver Digital  
Developer: Big Fan  
Rating: 'E10+' - TEN and OLDER  
ONLY {Alcohol Reference, Fanta-  
sy Violence, Mild Language}  
Release Date: Out Now

An Innovative Multi-Tiered Battlefield: Each floor serves as a different stage of defense as ene-  
mies board and climb your train, fighting to smash  
your Pyre and cut your trip short. Thoughtfully de-  
ploying units to each floor can make the difference  
between an early demise or a valiant victory.





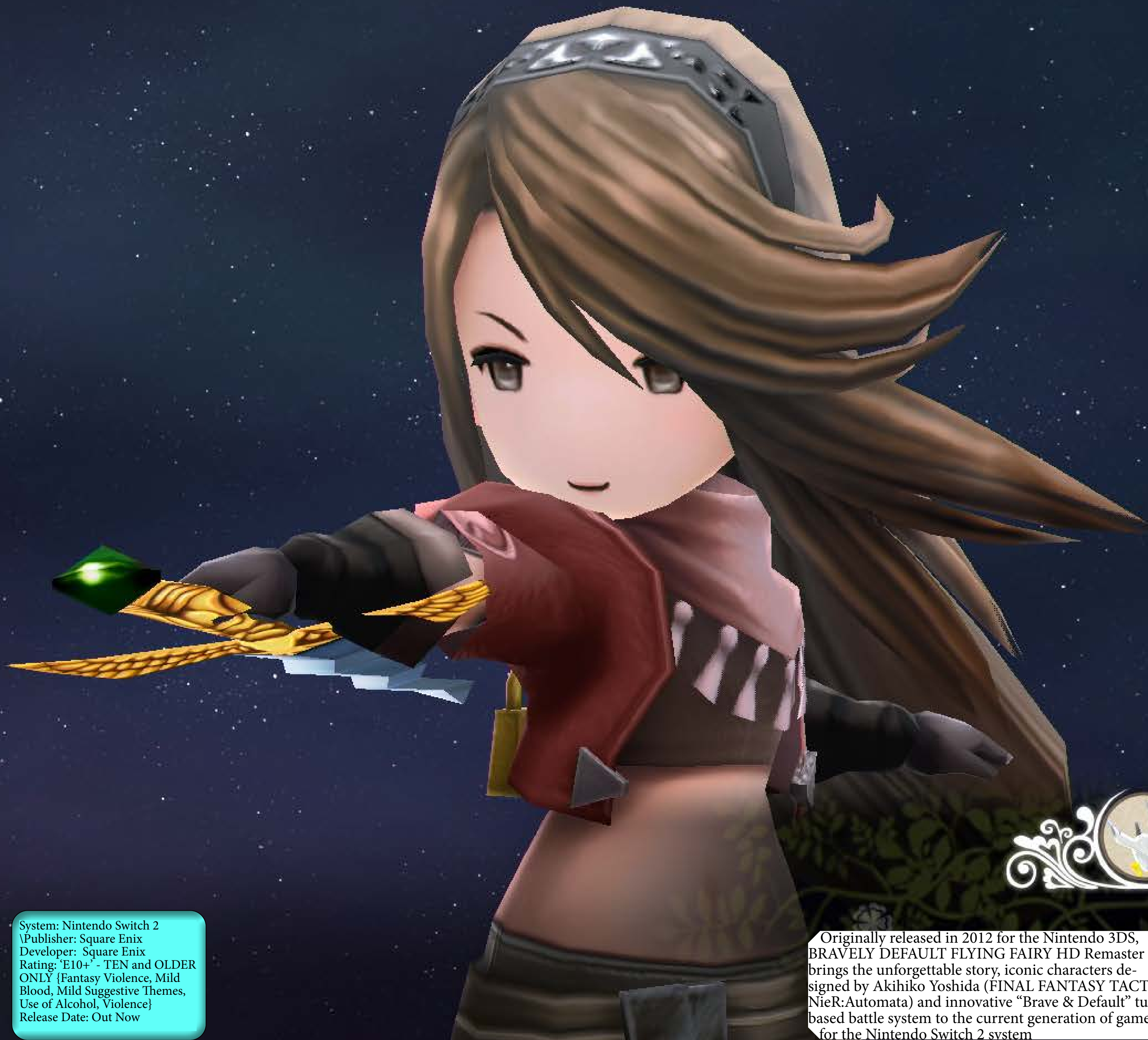
System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Devolver Digital  
Developer: Big Fan  
Rating: 'E10+' - TEN and OLDER  
ONLY {Alcohol Reference, Fanta-  
sy Violence, Mild Language}  
Release Date: Out Now

Run-altering Variety: Power your train with a range of Pyre Hearts, each carrying distinct offensive or defensive advantages, and align your battle tactics carefully to make the most of them. Unlocking Pyre Hearts not only provides another way to customize your run, but also plays a key role in advancing the story.









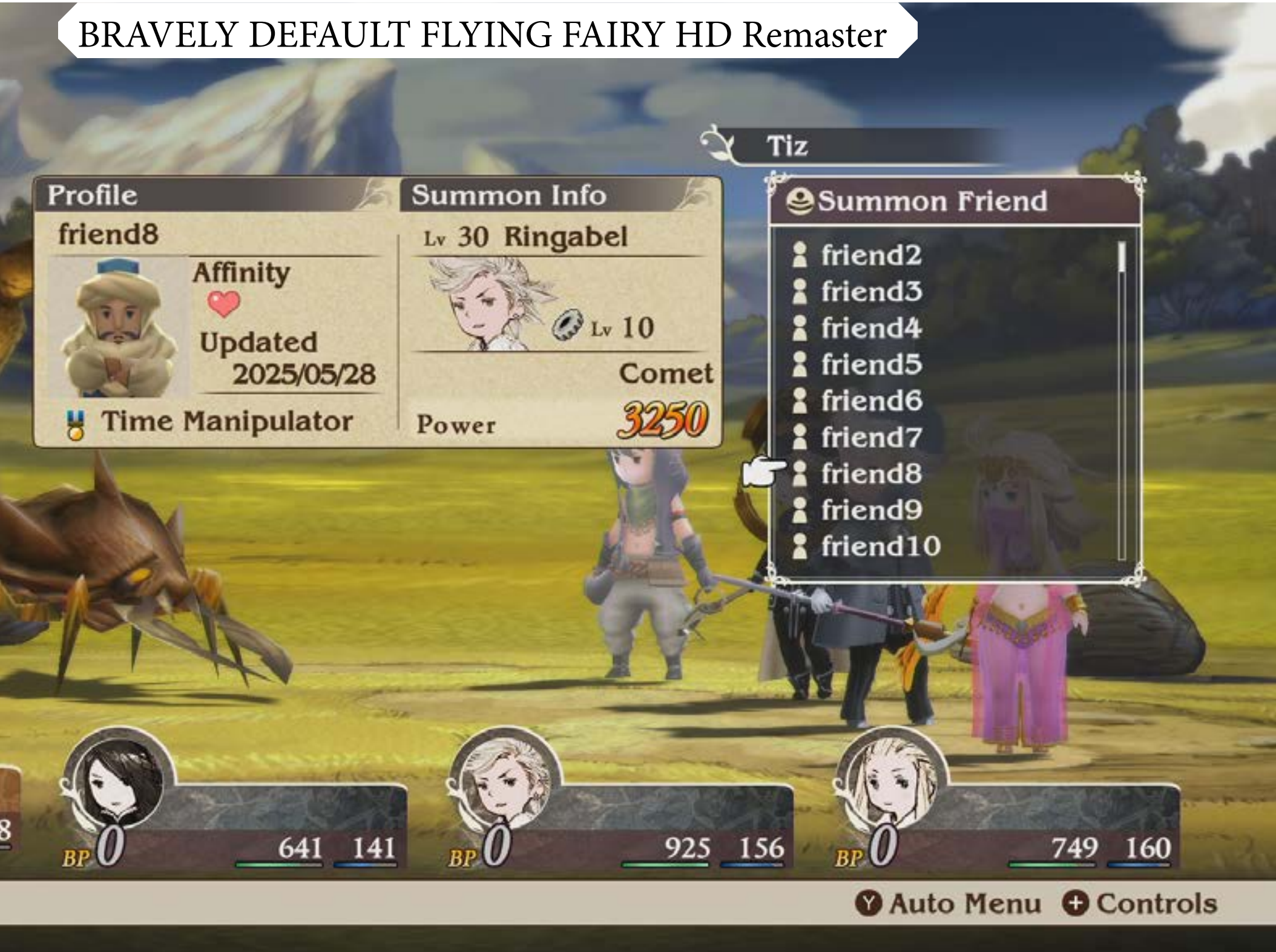
System: Nintendo Switch 2  
Publisher: Square Enix  
Developer: Square Enix  
Rating: 'E10+' - TEN and OLDER  
ONLY {Fantasy Violence, Mild  
Blood, Mild Suggestive Themes,  
Use of Alcohol, Violence}  
Release Date: Out Now

Originally released in 2012 for the Nintendo 3DS, BRAVELY DEFAULT FLYING FAIRY HD Remaster brings the unforgettable story, iconic characters designed by Akihiko Yoshida (FINAL FANTASY TACTICS, NieR:Automata) and innovative "Brave & Default" turn-based battle system to the current generation of gamers for the Nintendo Switch 2 system

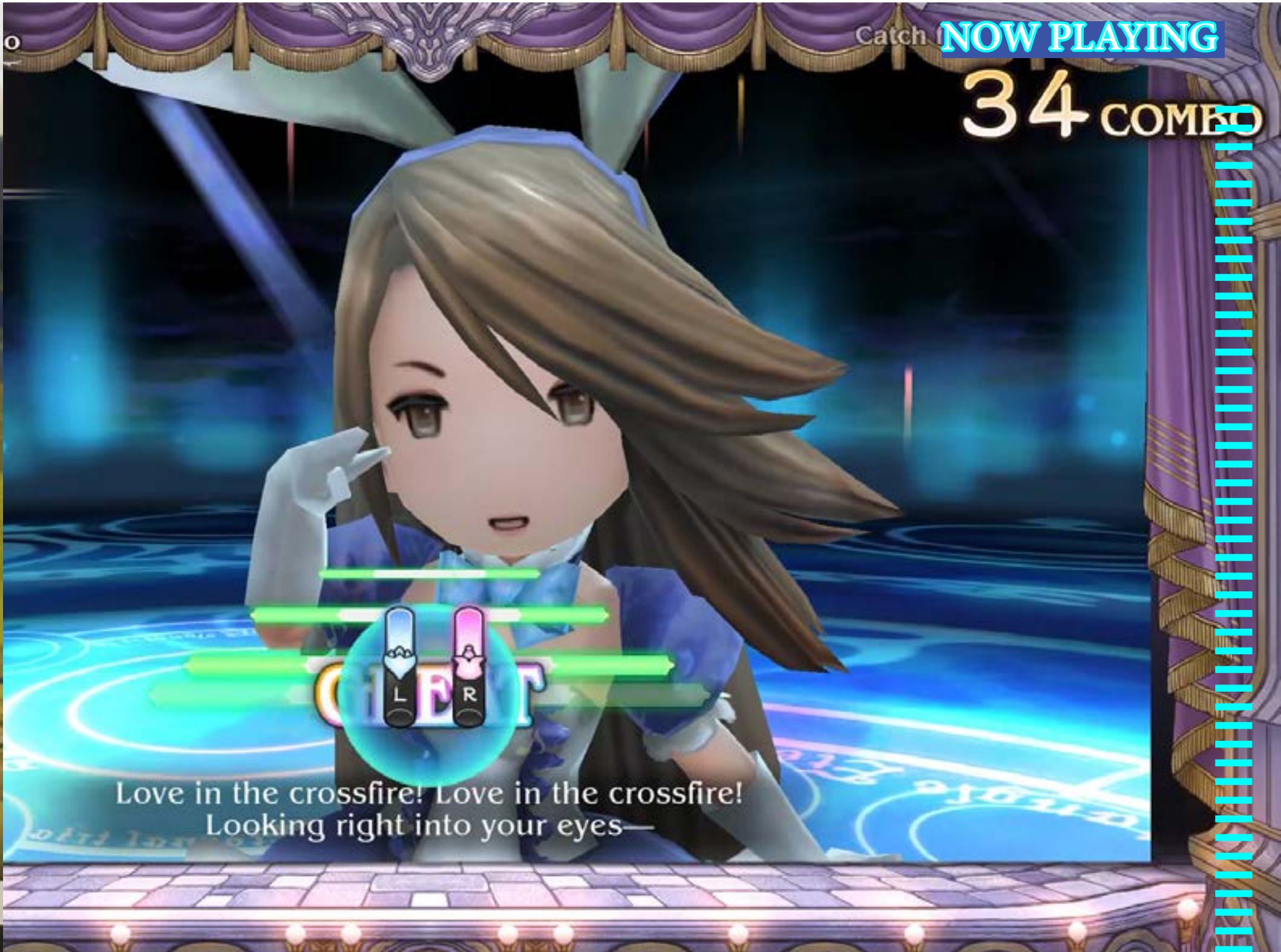


SQEX's  
Agnès





System: Nintendo Switch 2  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'E10+' - TEN and OLDER ONLY {Fantasy Violence, Mild Blood, Mild Suggestive Themes, Use of Alcohol, Violence}  
 Release Date: Out Now



The Nintendo Switch 2 system exclusive remaster contains two brand-new minigames that utilize the hardware's mouse controls. In Luxencheer Rhythm Catch, a rhythm-based game, players will use the mice as light sticks and put on a rousing performance. In Ringabel's Panic Cruise, players will use the mice to steer an airship while fulfilling various requests from your party members, putting players' multitasking skills to the test.



# Last Minute

# Tidbits

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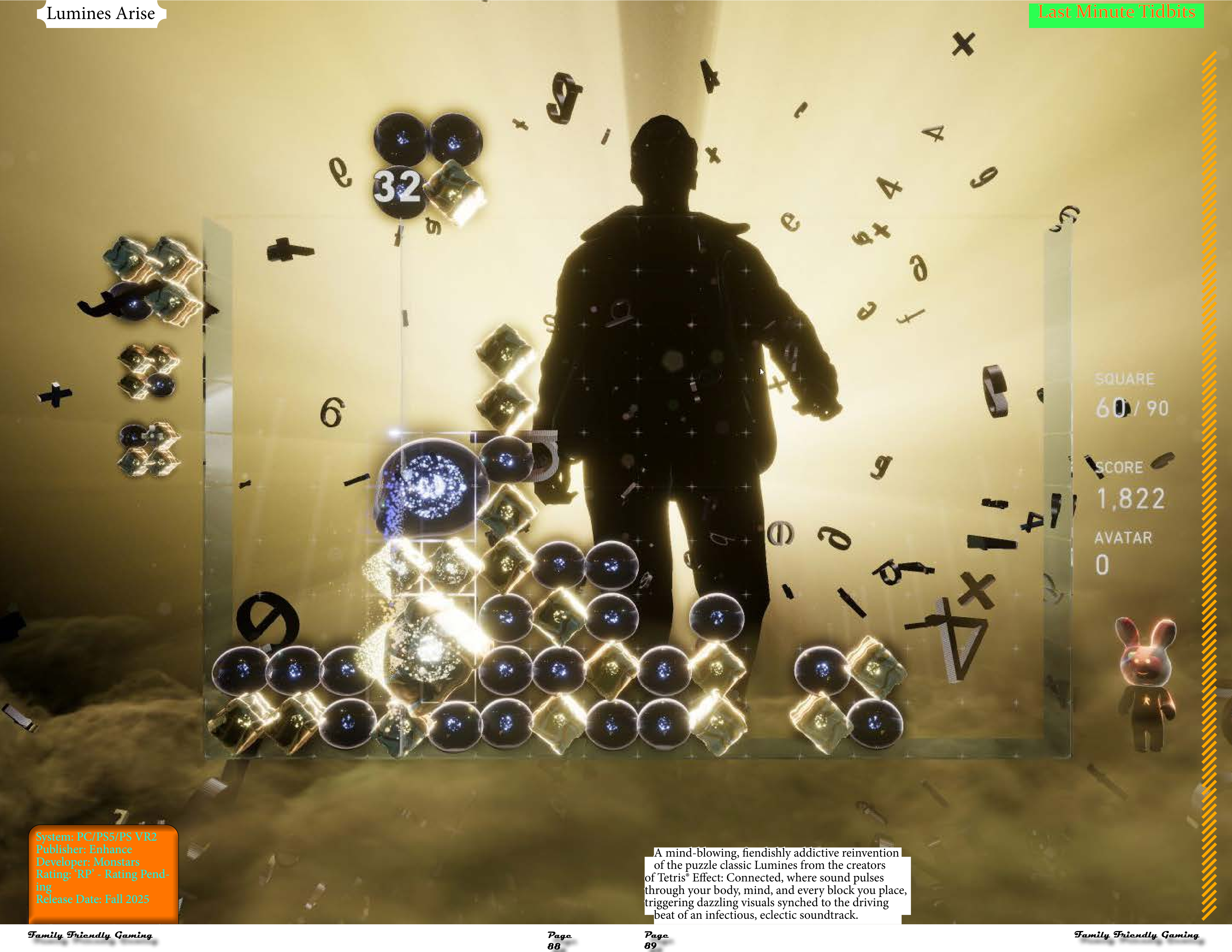
### Product Name

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Lumines Arise  
Gradius Origins  
Bluma  
Tactics Unlimited

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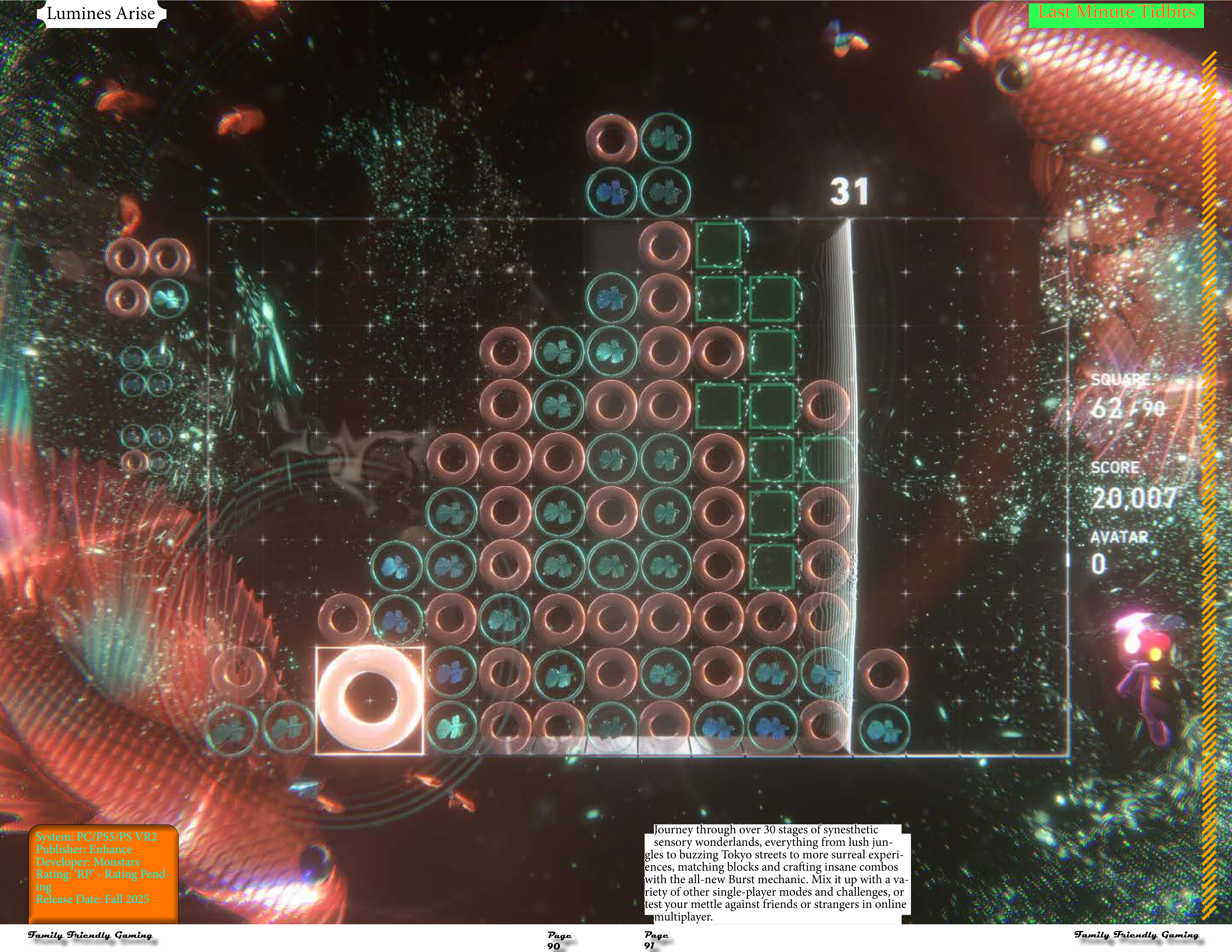




System: PC/PS5/PS VR2  
 Publisher: Enhance  
 Developer: Monstars  
 Rating: 'RP' - Rating Pending  
 Release Date: Fall 2025

A mind-blowing, fiendishly addictive reinvention of the puzzle classic Lumines from the creators of Tetris® Effect: Connected, where sound pulses through your body, mind, and every block you place, triggering dazzling visuals synched to the driving beat of an infectious, eclectic soundtrack.

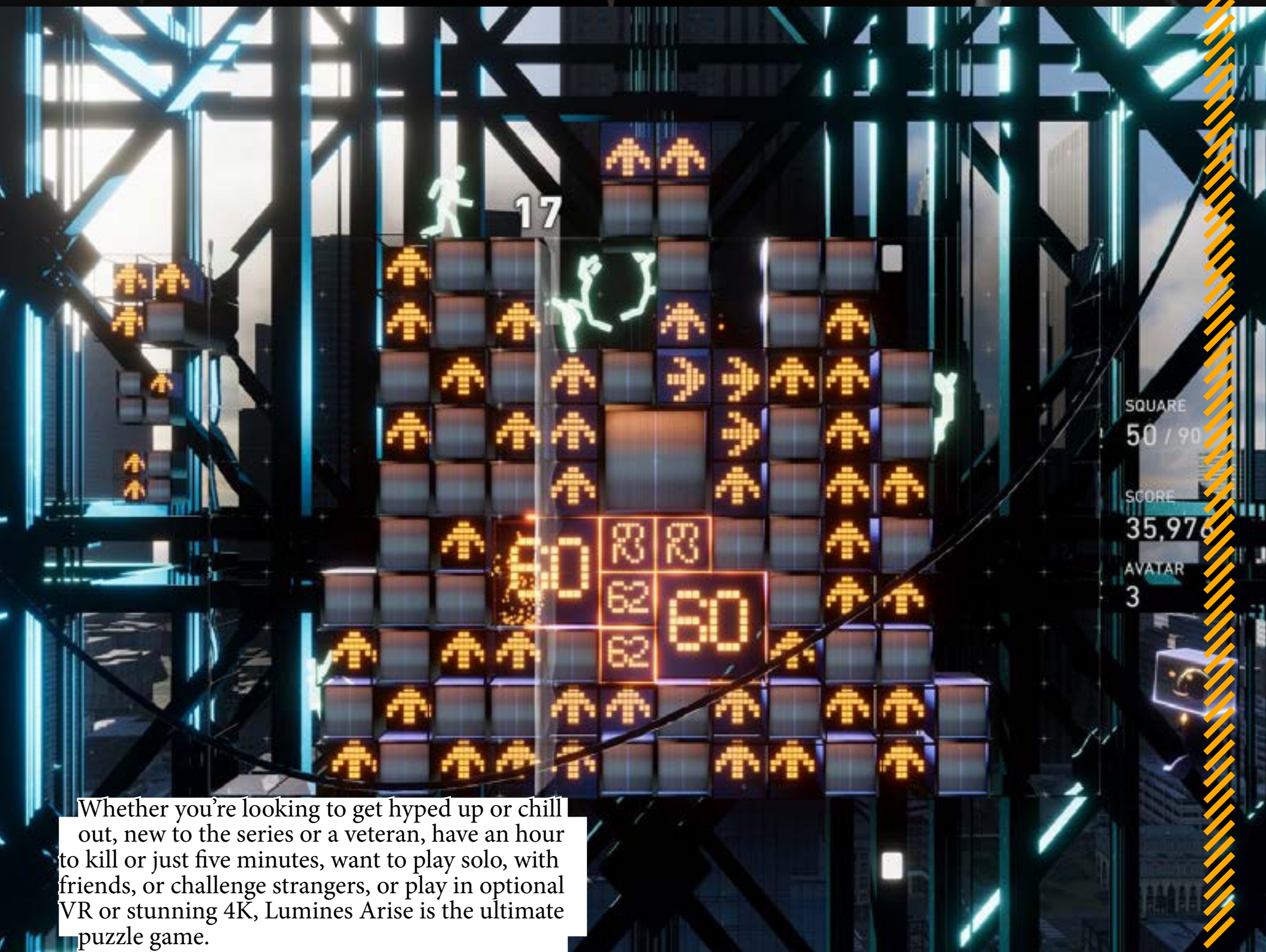
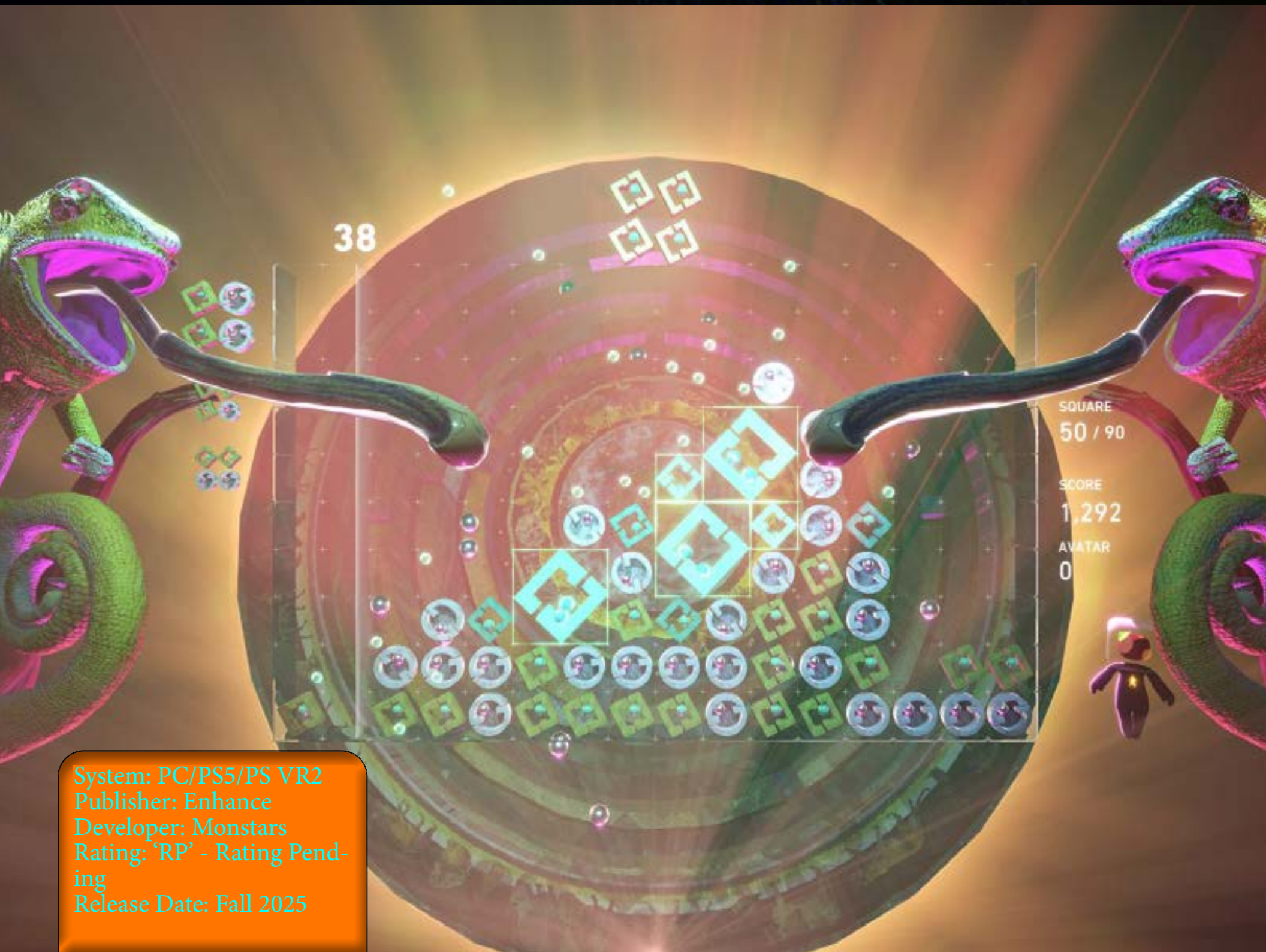
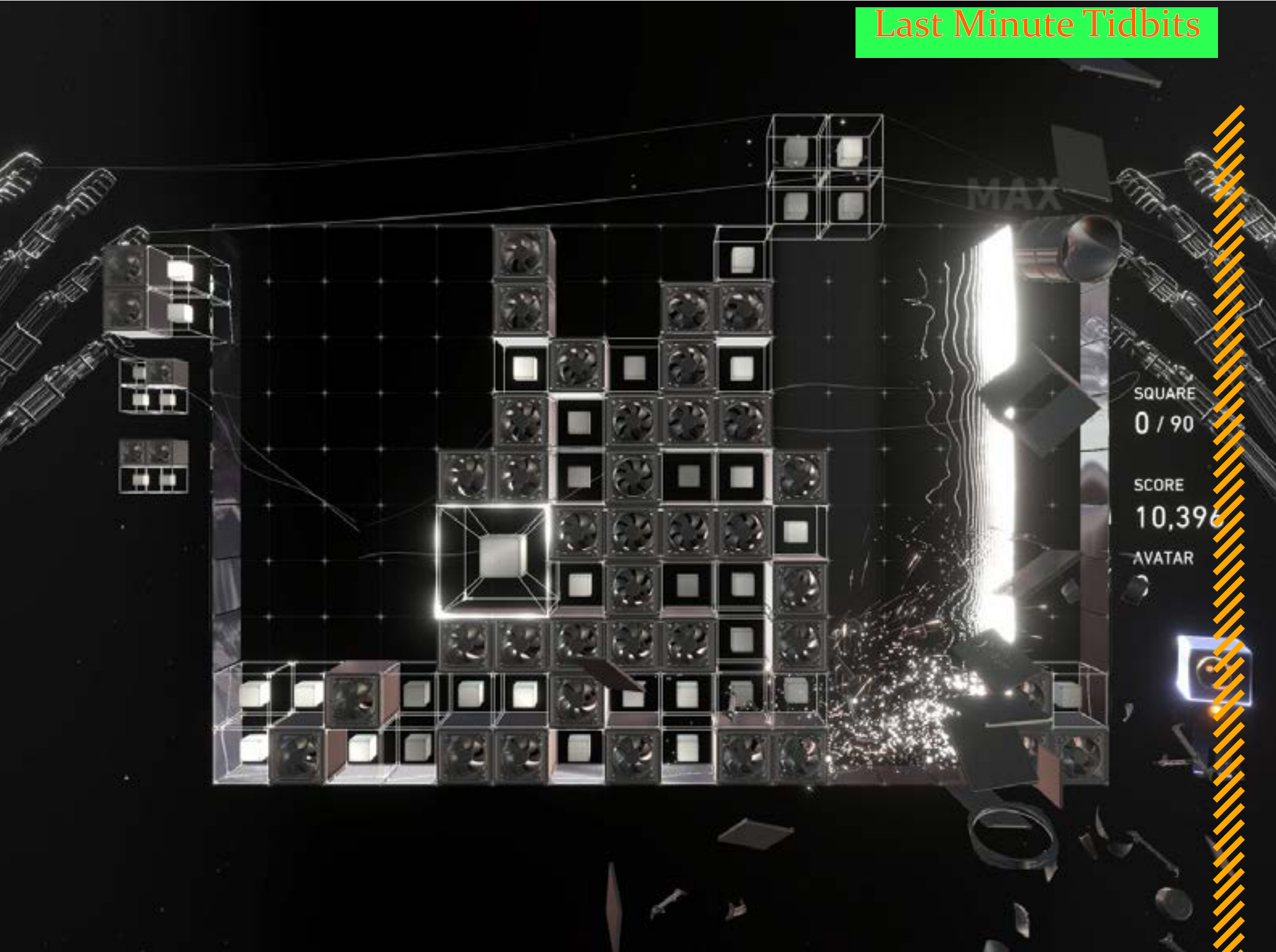
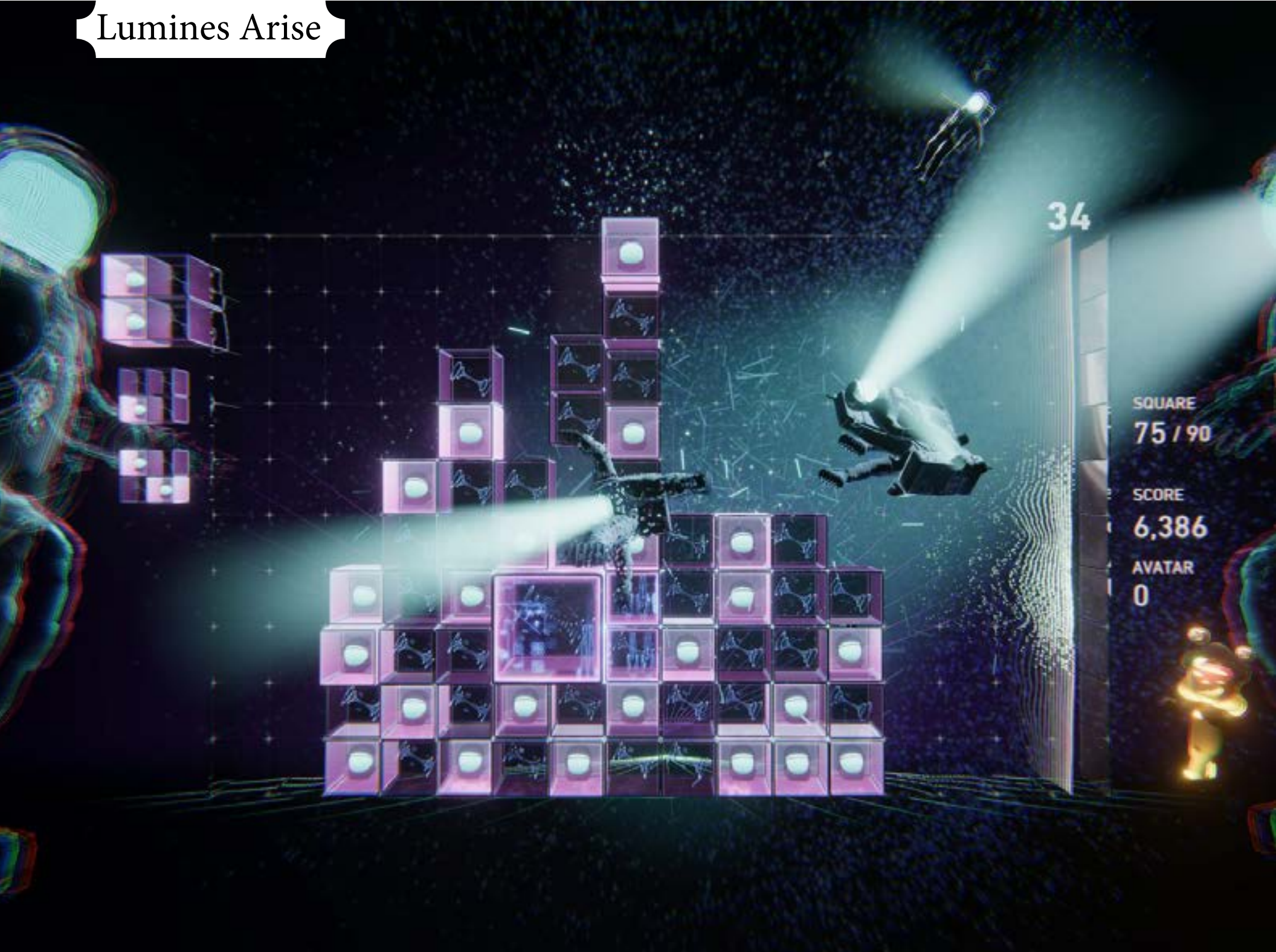




System: PC/PS5/PS VR2  
Publisher: Enhance  
Developer: Monstars  
Rating: 'RP' - Rating Pending  
Release Date: Fall 2025

Journey through over 30 stages of synesthetic sensory wonderlands, everything from lush jungles to buzzing Tokyo streets to more surreal experiences, matching blocks and crafting insane combos with the all-new Burst mechanic. Mix it up with a variety of other single-player modes and challenges, or test your mettle against friends or strangers in online multiplayer.





System: PC/PS5/PS VR2  
 Publisher: Enhance  
 Developer: Monstars  
 Rating: 'RP' - Rating Pending  
 Release Date: Fall 2025

Whether you're looking to get hyped up or chill out, new to the series or a veteran, have an hour to kill or just five minutes, want to play solo, with friends, or challenge strangers, or play in optional VR or stunning 4K, Lumines Arise is the ultimate puzzle game.





System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Konami  
Developer: Konami  
Rating: E10+ - TEN and OLDER  
ONLY (Fantasy Violence, Mild  
Blood, Mild Language)  
Release Date: August 7, 2025

GRADIUS holds a special place in gaming history - not just for its side-scrolling spacecraft battles, but also for introducing a legendary cheat code. First appearing in the original 1986 Japanese FAMICOM version, the now-iconic code (activated once players pushed the up, up, down, down  $\leftrightarrow \leftrightarrow \leftrightarrow$  B A buttons on their controllers) gave players a crucial power-up boost, and would later go on to become a staple in gaming culture.





System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Konami  
Developer: Konami  
Rating: E10+ - TEN and OLDER  
ONLY (Fantasy Violence, Mild  
Blood, Mild Language)  
Release Date: August 7, 2025



GRADIUS ORIGINS is the definitive collection of the earliest games from the GRADIUS series – 2D shoot 'em up classics that embody nostalgic gaming from the 1980s. With this new collection, players can relive the challenge of GRADIUS while paying homage to the origins of one of gaming's most famous secrets.





System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Konami  
Developer: Konami  
Rating: E10+ - TEN and OLDER  
ONLY (Fantasy Violence, Mild  
Blood, Mild Language)  
Release Date: August 7, 2025

The collection also introduces Salamander III, a new entry to the franchise in over 15 years. Salamander III's storyline takes place after the events of the Salamander Wars that played out in Salamander (1986). Bacterian troops once again attack the planet Lattice. Forced to face the enemy amongst the stars, a fighter pilot from Lattice flies off to fight the Salamanders alongside the Big Viper - Type R.





System: Personal Computer  
Publisher: Potaco Studio  
Developer: Potaco Studio  
Rating: 'NR' - Not Rated  
Release Date: Out Now

# Antree Forest

The world's elemental realms have fallen apart, and a bright new hero is needed to save them! The magical greenhouse once contained portals for all Harmonians to travel through, but it has withered away. Bluma, an adventurous blue chinchilla, is needed to gather portal seeds throughout the realms and plant them in the magical greenhouse to reopen the portals. Journey through each elemental world, solve puzzles using your magical bow, assist the local wildlife, and restore the magical garden.



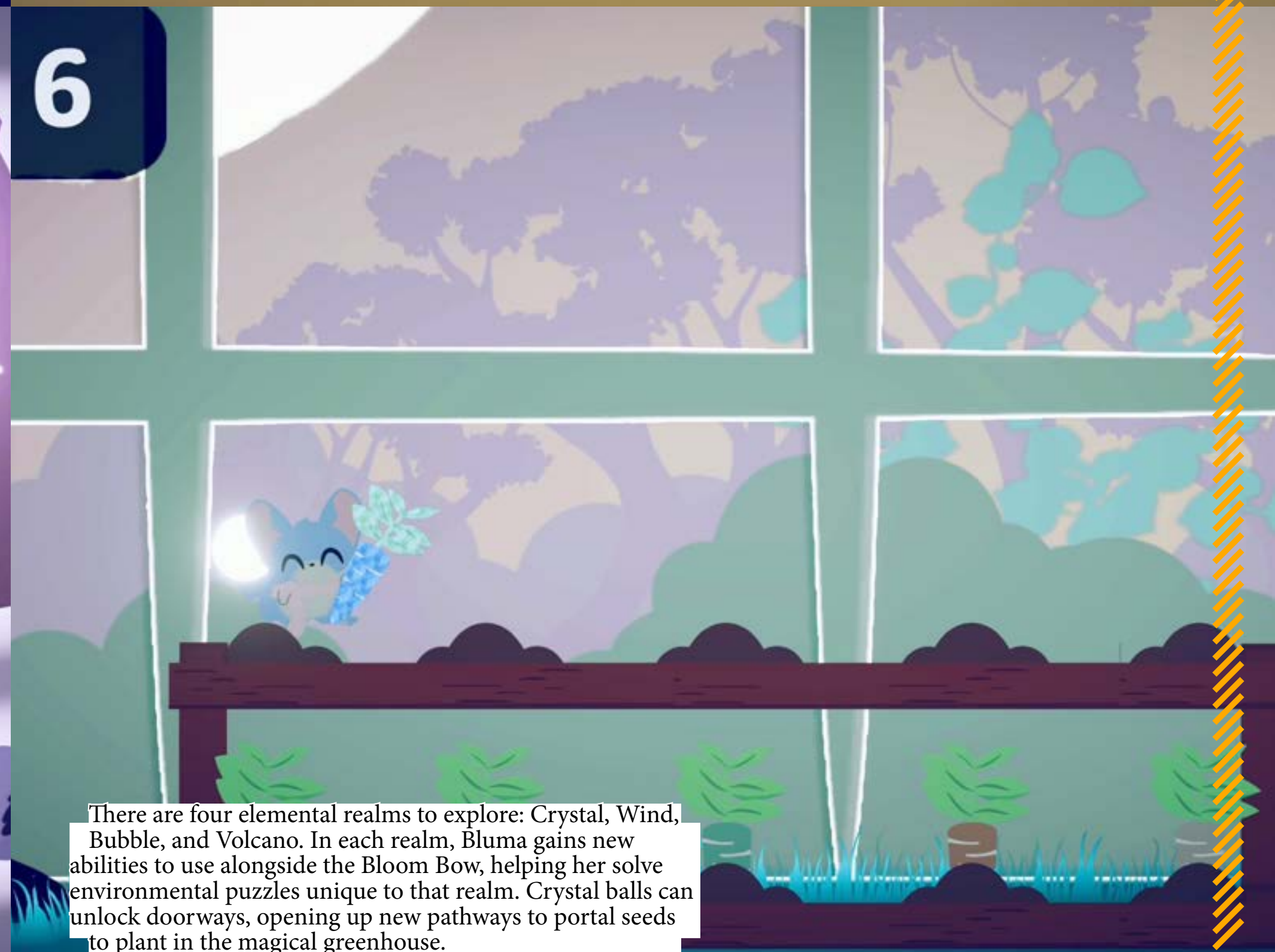


# That tail... it can't be!

System: Personal Computer  
Publisher: Potaco Studio  
Developer: Potaco Studio  
Rating: 'NR' - Not Rated  
Release Date: Out Now

Bluma is a puzzle platforming adventure coming soon to PC and Mac. Play as Bluma in this fantasy adventure suited for casual players and puzzle pros alike! Begin your journey by receiving the Bloom Bow, a powerful talisman capable of connecting Harmonian flowers. Enter the first world and practice using your Bloom Bow: aim your bow to connect the wilted Harmonian flowers with a vine, creating platforms for Bluma to safely continue through the level.





System: Personal Computer  
 Publisher: Potaco Studio  
 Developer: Potaco Studio  
 Rating: 'NR' - Not Rated  
 Release Date: Out Now

There are four elemental realms to explore: Crystal, Wind, Bubble, and Volcano. In each realm, Bluma gains new abilities to use alongside the Bloom Bow, helping her solve environmental puzzles unique to that realm. Crystal balls can unlock doorways, opening up new pathways to portal seeds to plant in the magical greenhouse.



PLAYER SKILLS

Strength	7
Talent	12
Defense	22
Passing	45
Control	37
Precision	82

STRENGTH DEVELOPMENT

100

0

START

CURRENT

STR

TAL

DEF

PAS

CTR

PRE

SKILLS

Your player has not yet learned any skills.

MAIN POSITION

RA

Right Attack

SIDE POSITIONS

GK

Goalkeeper

IN

PROGRESS

System: Personal Computer  
Publisher: 2tainment  
Developer: 2tainment  
Rating: 'NR' - Not Rated  
Release Date: Out Now

8

FC CRIMSON WAVES UNITED

LB

Romero Daniel Acosta Gonzales

aka Romero Gonzales

20.07.2000

Puerto rican

Salvadorian

24

2

SCOUTING LEVEL

Scouting level (10)

4

RELEASE CONTRACT

EXTEND CONTRACT

PUT ON TRANSFER MARKET

CHANGE JERSEYNUMBER

Tactics Unlimited is a modern 3D football game that brings fresh energy to the genre by combining strategy, management, and on-field action into an immersive experience. With its realistic graphics, players are treated to lifelike depictions of stadiums, players, and in-game dynamics.

PREVIOUS PLAYERS

GENERAL

Instructions for the Co-Trainer

Current injuries / suspensions

DURATION

INJURY / SUSPENSION

2-3 months

Ligament tear

2 games

Red card

CONTRACT

Market worth

Contract duration/ end

Current salary

Loan status

On loan from

On loan until

Option to buy

SEASON

Current season

League

National Cup

Champions Cup

European Cup

Conference Cup

CAREER

League

National Cup

Champions Cup

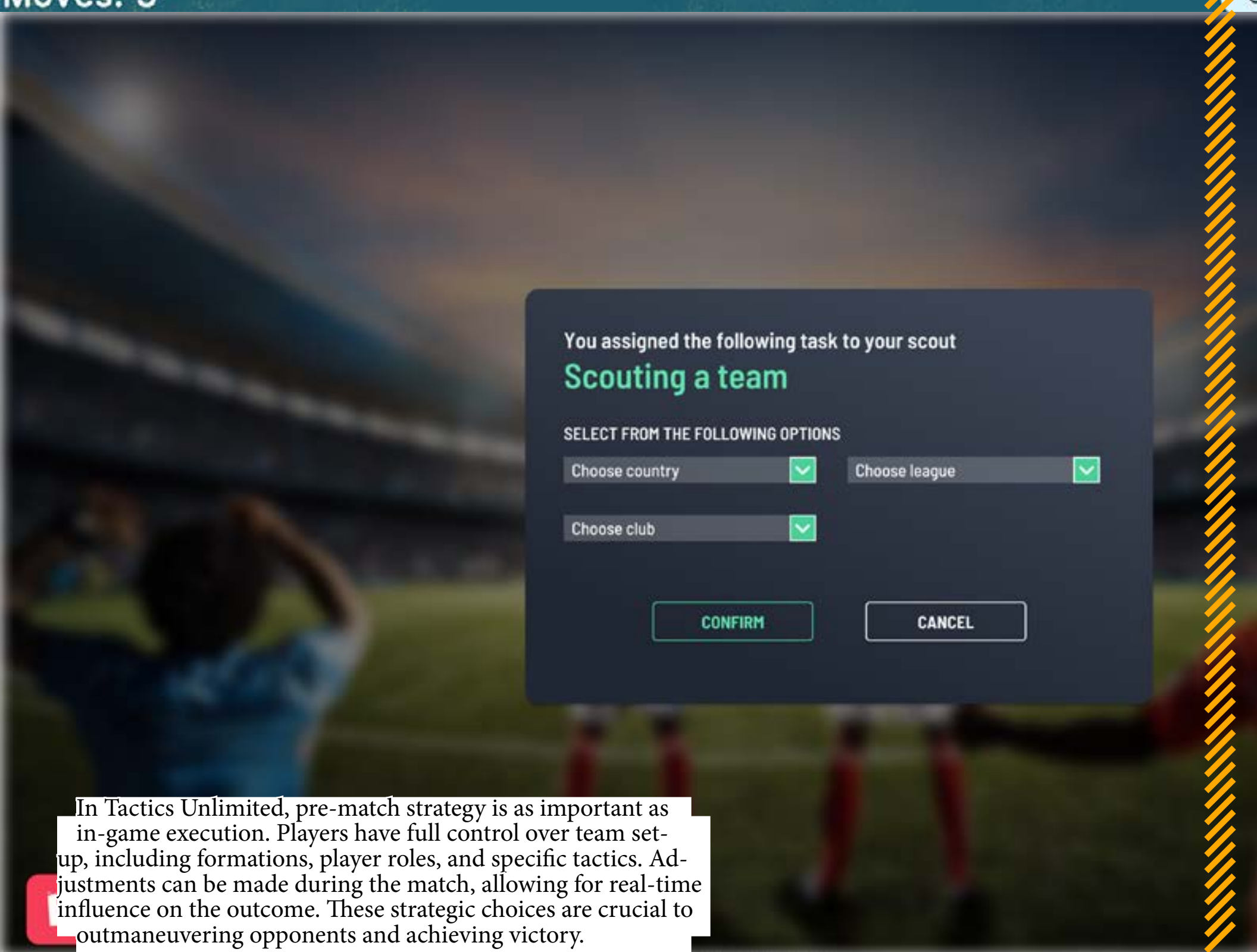
European Cup

Conference Cup





System: Personal Computer  
Publisher: 2tainment  
Developer: 2tainment  
Rating: 'NR' - Not Rated  
Release Date: Out Now



You assigned the following task to your scout

Scouting a team

SELECT FROM THE FOLLOWING OPTIONS

Choose country ☒ Choose league ☒

Choose club ☒

CONFIRM CANCEL

In Tactics Unlimited, pre-match strategy is as important as in-game execution. Players have full control over team set-up, including formations, player roles, and specific tactics. Adjustments can be made during the match, allowing for real-time influence on the outcome. These strategic choices are crucial to outmaneuvering opponents and achieving victory.

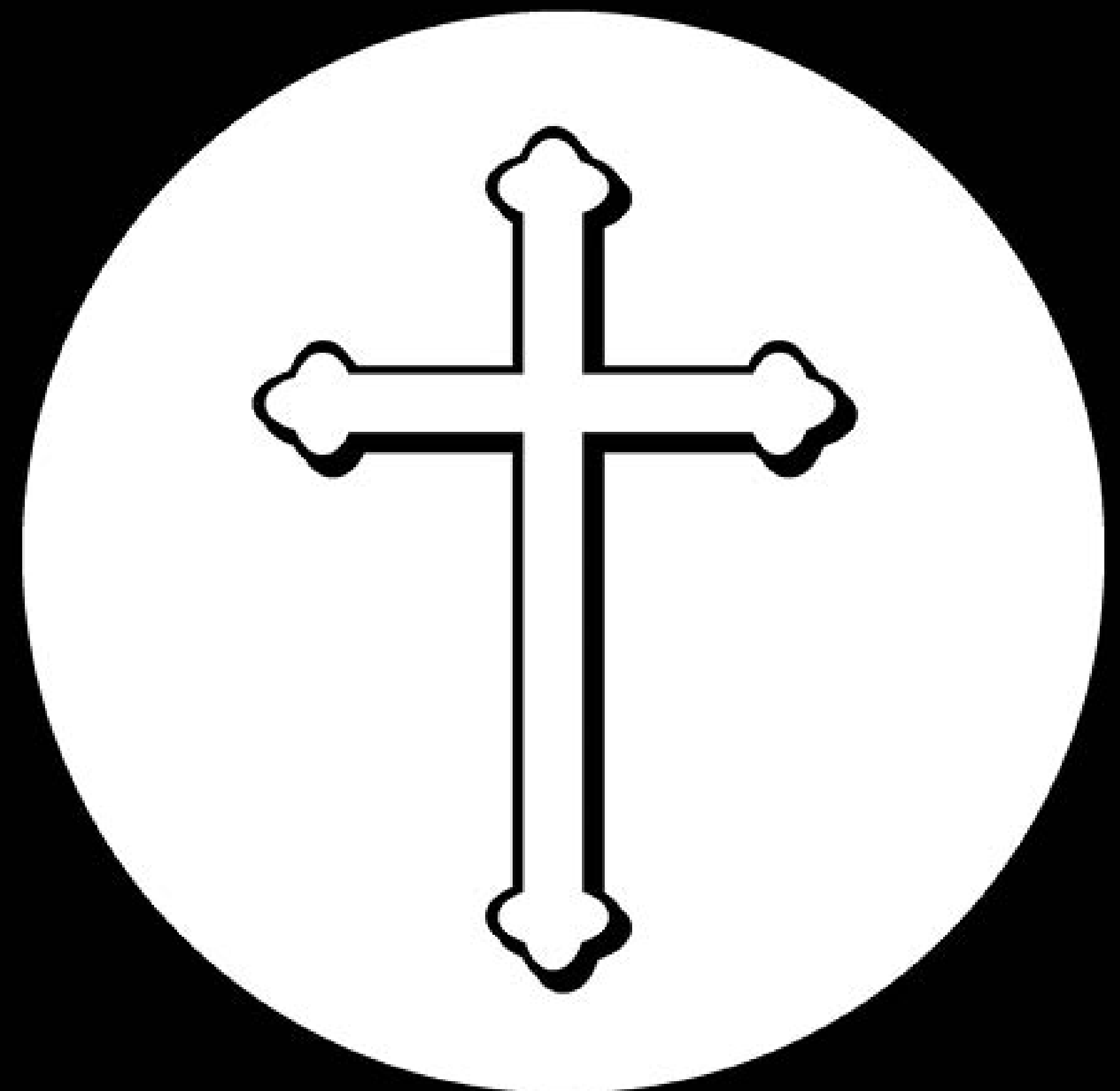


# Future Glimpses Moon Murderer



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# Future Glimpses Free At Last



By  
Paul Bury

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FAMILY IN GAMING

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**Devotional  
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## Devotional April

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