

September 2025

Issue #218



The VOICE of the FAMILY in GAMING

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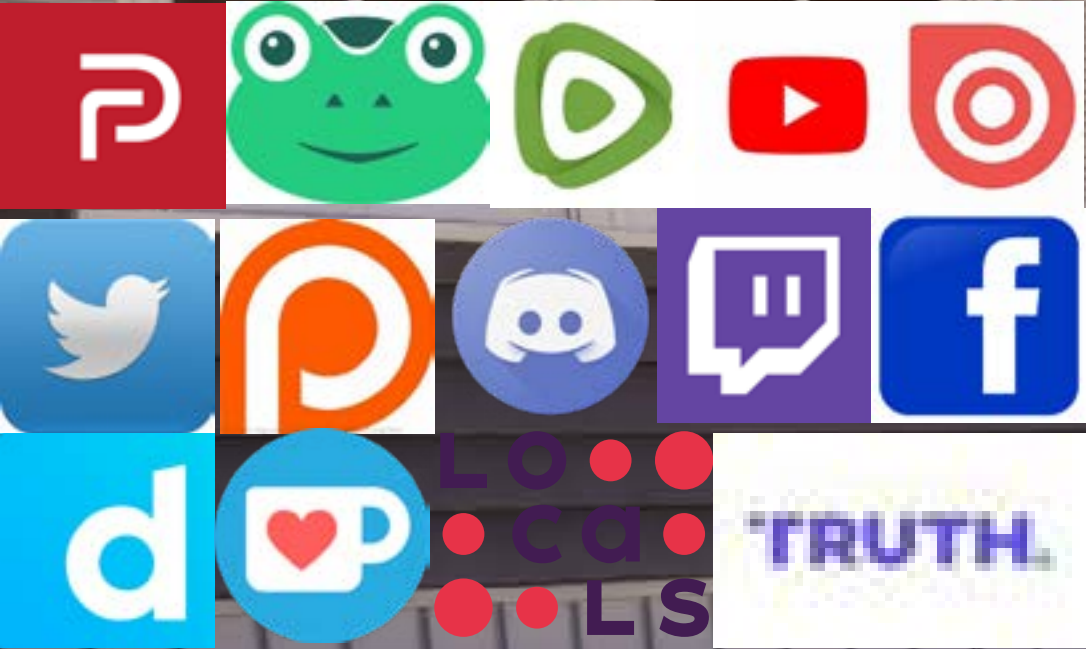
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Editor's Desk

FEMALE SIDE

Keeping an eye out

One of the cool things about us here at Family Friendly Gaming is we are always keeping an eye out for good, interesting, fun, fascinating, fresh, sweet, and neat products for families. We are not stuck on having to go to just one place for things. We run across interesting items for shorts in a plethora of places. Our minds are constantly open to important questions. Would this be interesting to families all over the world? Is there something Biblical that can be discussed related to this product? Can families improve their lives thanks to this product? Can we make something happen in relation to this item? There are a great many times we try things. There are a great many times we are not sure if something will work. I find it interesting when we provide for questions or comments we get and then it completely flops. So the next time someone says: "You should do that," We respond with we tried it and lost all kinds of money on it. Any other bright ideas that will lose us money? How much did you put into the pot to help us continue to exist? Are you just a trouble maker?

Speaking of trouble makers I noticed something interesting about Odyssey and Bitchute. We upload all of these video game related videos and get no comments. We release some shorts of food and we get all kinds of rude, hateful, nasty, ugly, psychotic, and evil comments. I get it if you are not into anything synthetic. I also notice some of the haters really expose their own ignorance. They will say things like we never eat healthy. They obviously missed the videos on health. They obviously missed the exercise videos. They obviously missed all of the healthy food videos we do. Those videos are sitting out there. Why don't they watch those videos and comment? I guess it is easier to be hateful, and judgmental. All they are doing is making themselves look bad. I can hope they will mature, develop and improve.

I am always looking for different opportunities to improve our situation. I work diligently on those things. I look for opportunities to save, and invest when and where we can. There are some things I have done that will take years to even decades to pay dividends. I give them a chance and see how they do. A lot of people are looking for that home run. Four singles are just as good. In fact if you can string along enough singles then you score more than the home run here or there. Some things are slow and steady. You may need to sprint for something here or there. Others are just slowly grinding it out until you reach the desired outcome.

I keep commenting on different topics to try and make things better. I feel that way about the video game industry, and all of entertainment as a

whole. As I see things I make points. I tell stories. I share my experiences. Over and over again I am looking to change minds and hearts and bring them over to the kingdom of God. What is the point of the greedy making all this money here to suffer eternally in the lake of fire. Let that thing go. Do better. Be better. I am encouraging and uplifting you. Is the Holy Spirit convicting you through my words? Then embrace the gift Jesus Christ offered. Right here and right now I have shown how I keep an eye out for an opportunity. The true important currency is where you will spend your eternal life. You make the call. You make the choice. I hope and pray you choose God over Satan.

God bless,
Paul Bury



HOT! HOT! HOT!

This summer has been hot. We are barely keeping up with the plants. We have been back in my neck of the woods for many years now. In fact I think it was 2009 when we moved back to Memphis. When we first moved back to Memphis it was hot like this. I do recall other summers were not this hot. In the year of our Lord 2025 has been a good year for the heat. The one good thing is some of the grass is dying. That means less mowing. Noah is really happy about that. There is another good thing about really hot weather. Do you know what that is? Losing weight from the additional sweat. Paul loves to point that out. He loves finding positives that help him lose weight. He lost over fifty-five pounds which is amazing. He keeps encouraging me to lose some weight as well. It is better for our hearts to not lug around so much weight on a daily basis.

AC is essential down south due to the heat and humidity. In fact you can take a shower, and then go outside and you will be all wet and sweaty again. It is just the nature of the humidity here. A lot of people complain about it, especially when they are all sticky after just taking a shower. We routinely go back inside to cool off. We will do something like take a mile walk and then come back inside to cool off before going back outside again. Once we get all cooled off then we are ready to go back outside and do more chores. There are always more chores that need to be done. Which is why I love my hubby's attitude. He just goes out there and does things. He does not need to be prompted or asked. He just gets out there, gets things done, and makes things better. It is so nice to see that. I know other wives need to nag their husbands. I got one that is self motivated.

A lot of families take trips over the summer. Sadly we do not bring in enough money to be able to do a family vacation this year. The Biden Inflation has still impacted us. Plus we are really focusing on getting the debt gone. Once the debt is gone we will have an opening to save money for a trip. Paul really wants to do a hall of fame trip - where we visit all these different hall of famers. I think it is a neat and clever idea. I wish we could have done it ten years ago. Lord willing we will be able to in the near future. We never know what God has planned for us in the future.

Speaking of the future. We are looking at different ideas and plans for the future. Anywhere between nine and fourteen years Paul will be able to retire from the day job. He would love to get us on some land where we could be more self

sufficient. We are talking animals, bees, garden, fruit trees, and more. As hard as he has worked all of these decades I really hope and pray we can get there in the near future. Again it goes back to getting all of the debt paid off. We know we will need to get out of this current house at some point with knees and age and the stairs. We continue to work diligently while we have the light. I strongly encourage all of ya'll to work hard to be able to have a decent little retirement. When we retire from day jobs we will keep working on Family Friendly Gaming. That will happen until the time God calls us home. We hope and pray that you will accept the gift of salvation from Jesus Christ and join us in heaven. We would love to have as many of ya'll there with us as possible.

God bless,
Yolanda Bury



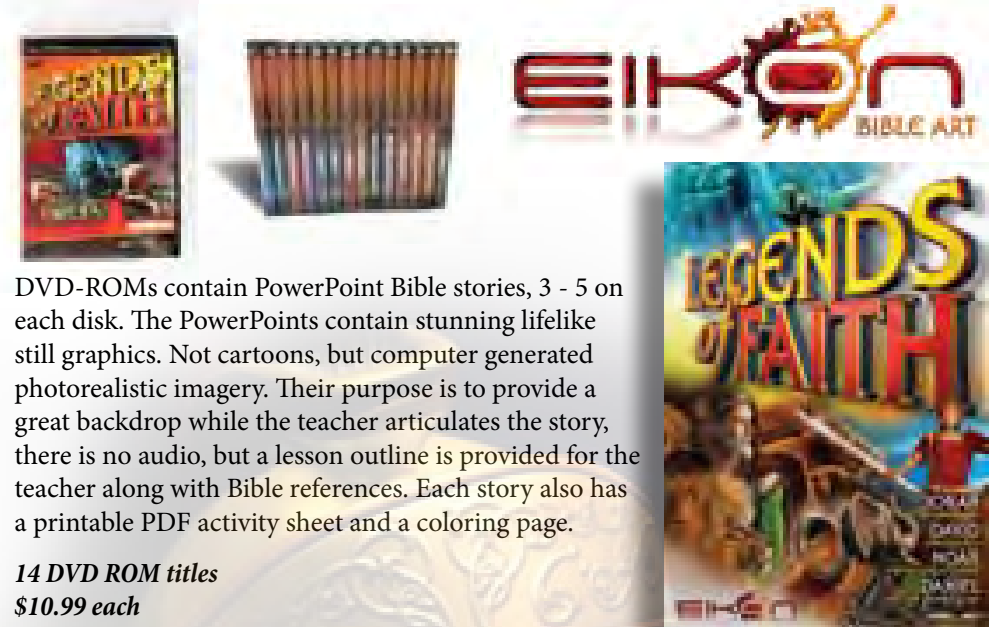
LESSON-BASED EDUCATION & FUN



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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 |
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| 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 |
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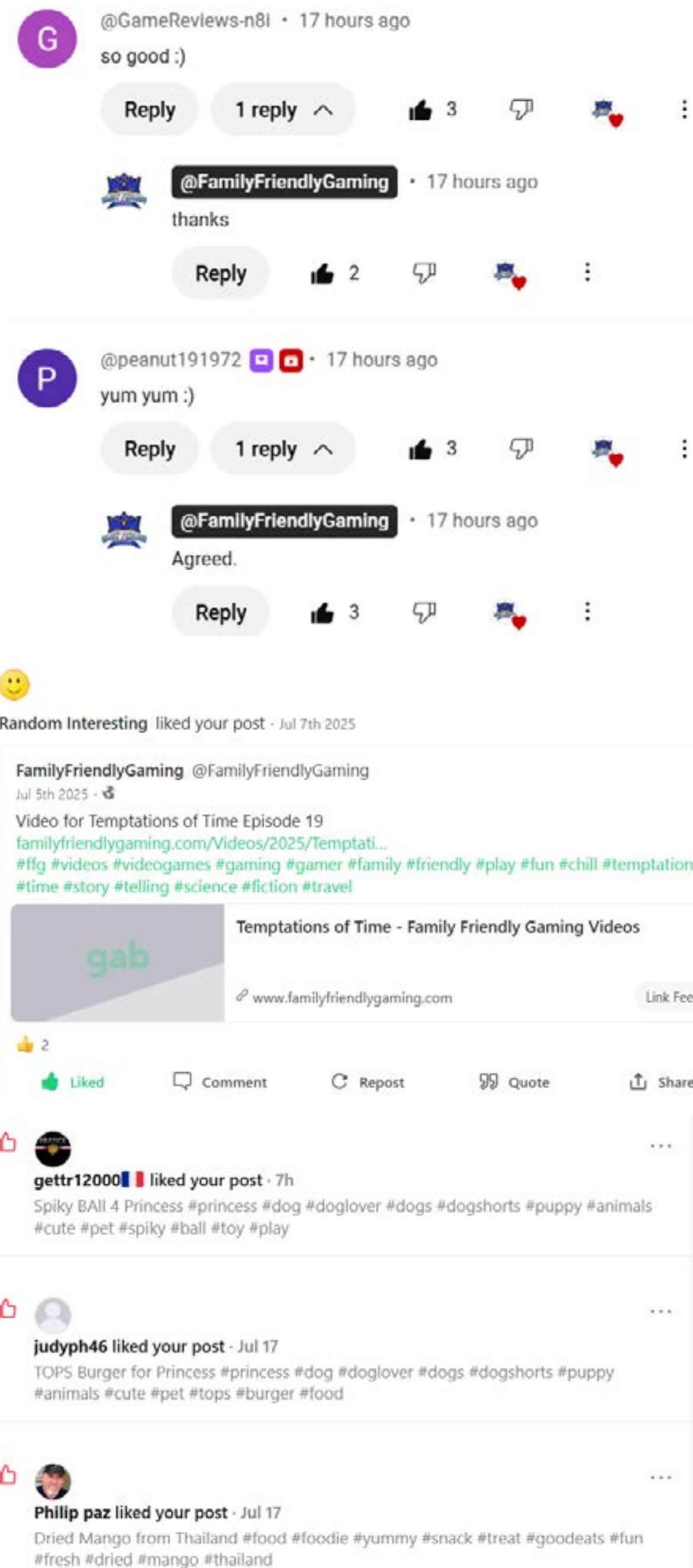
www.homeschoolstore.com

Products can be ordered from your
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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!

The Chosen

Thank you, thank you, thank you, thank you, thank you for reviewing The Chosen Season One. Will you be reviewing the rest of the show? It is so great to see Family Friendly Gaming cover this television show. I have loved it for such a long time. With your huge reach I am sure millions more will check out the show. I loved what you said about in the review too. The Chosen brought a smile to my face as well.

The emotion in The Chosen is what really drew me into it. I did not know about the physical copy version of the show so that is really cool. I will be looking for it myself for my family. We all love The Chosen. I think it would be great if they advertised with



Family Friendly Gaming too. Keep up the good work!!!

- Brooke

{Paul}: Brooke,

Thank you so much for your amazing words of encour-

agement. They mean a lot to all of us here. I am so glad that the review of The Chosen Season 1 reached you. Yes I plan on continuing to watch and review the show. In fact as I write this, reviews for season two, and three are awaiting release. I am

almost done watching season four. Once I finish I will write a review of it as well. I put the physical copy version down on my birthday wish list which comes up in August. So Lord willing that will come in that month. If not I will buy it after my birthday.

This is an amazing show that has a lot of power and emotion to it.

We would certainly be open to running paid

advertisements for this show. If anyone associated with the show is on board, reach out to me. I can be found easily online in a plethora of ways. This show might also be good as a watch party you know. If the company behind this show wanted to pay me to watch it and react on live streams I would be up for that as well.

Temptations of Time

When will there be another Temptations of Time? I need this series so bad. Please publish more of them. I love this series. It is so awesome, amazing, fantastic, fun, fresh, sweet, and neat. Please get us more ASAP!!!!

- Charles

{Paul}: Charles,

Thank you so much for your support. I am really happy that you are enjoying the Temptations of Time. As I write this, we are releasing one new Temptations



SOUND OFF Continued

of Time video per week. So more are coming very soon. I have the next entire story arc completely recorded and will be working on writing the next one very soon. Stay

tuned they are coming.

May Devotional

Thank you so much for the May Devotional book. It is

astounding. How do you get better with each of these books? May God bless you with all of the work you do for His Kingdom.

- Barry

{Paul}: Barry,

Thank you for your kind words of encouragement. I am so happy you are enjoying the Family Friendly Gaming Devotional May book. I hope and pray that God listens to your prayer about the blessings of this work. If we could get some sales on these books then I would have the time to get more of them out much faster. As of right now I am working on some video game ideas and will come back to the books next year. So it might be a year before the next one comes out. Lord willing I live that long. We never know.

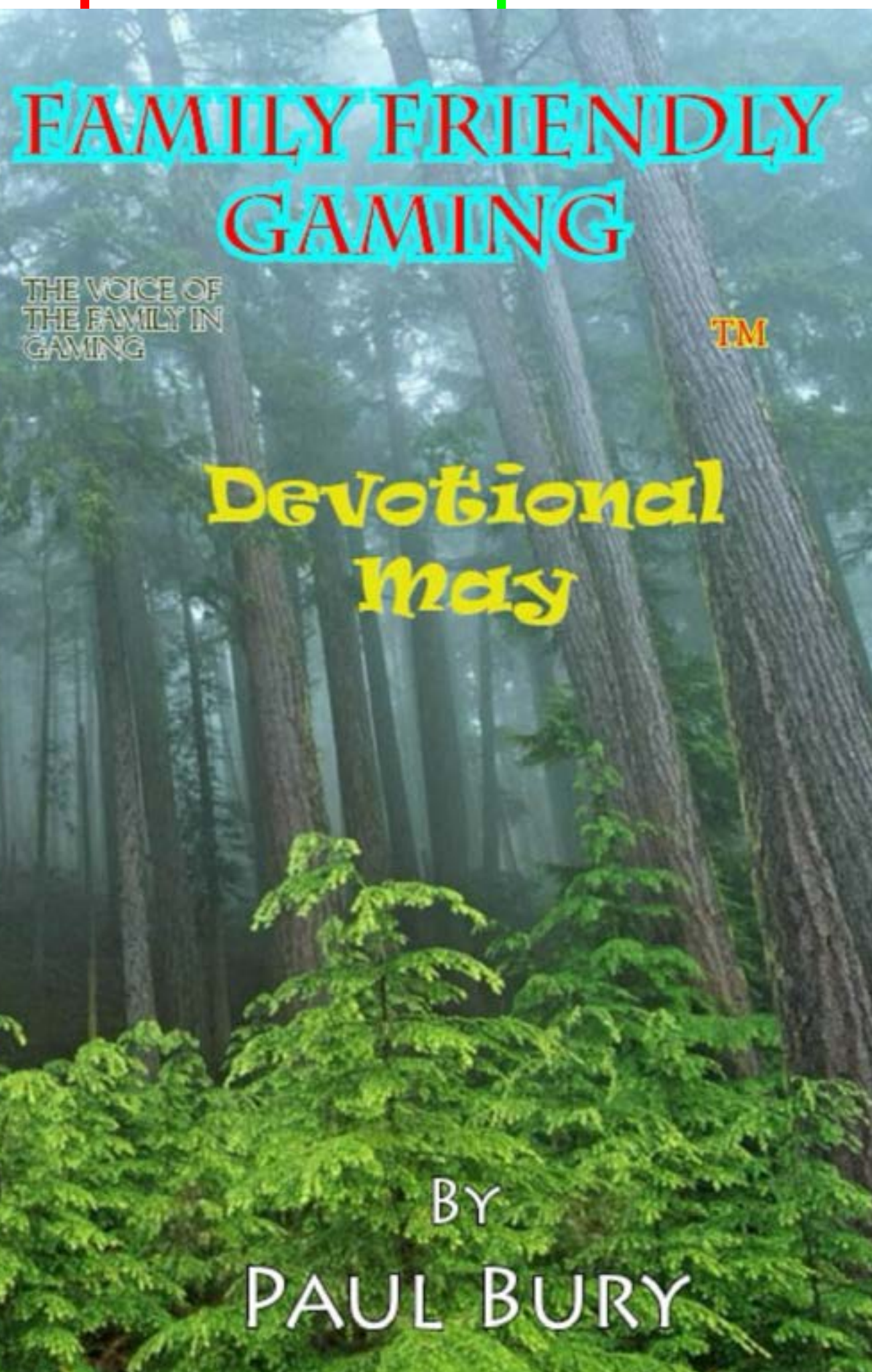
Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the Internet and go to our Comments page:
<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
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Current rates can be found on the Advertise page of the website

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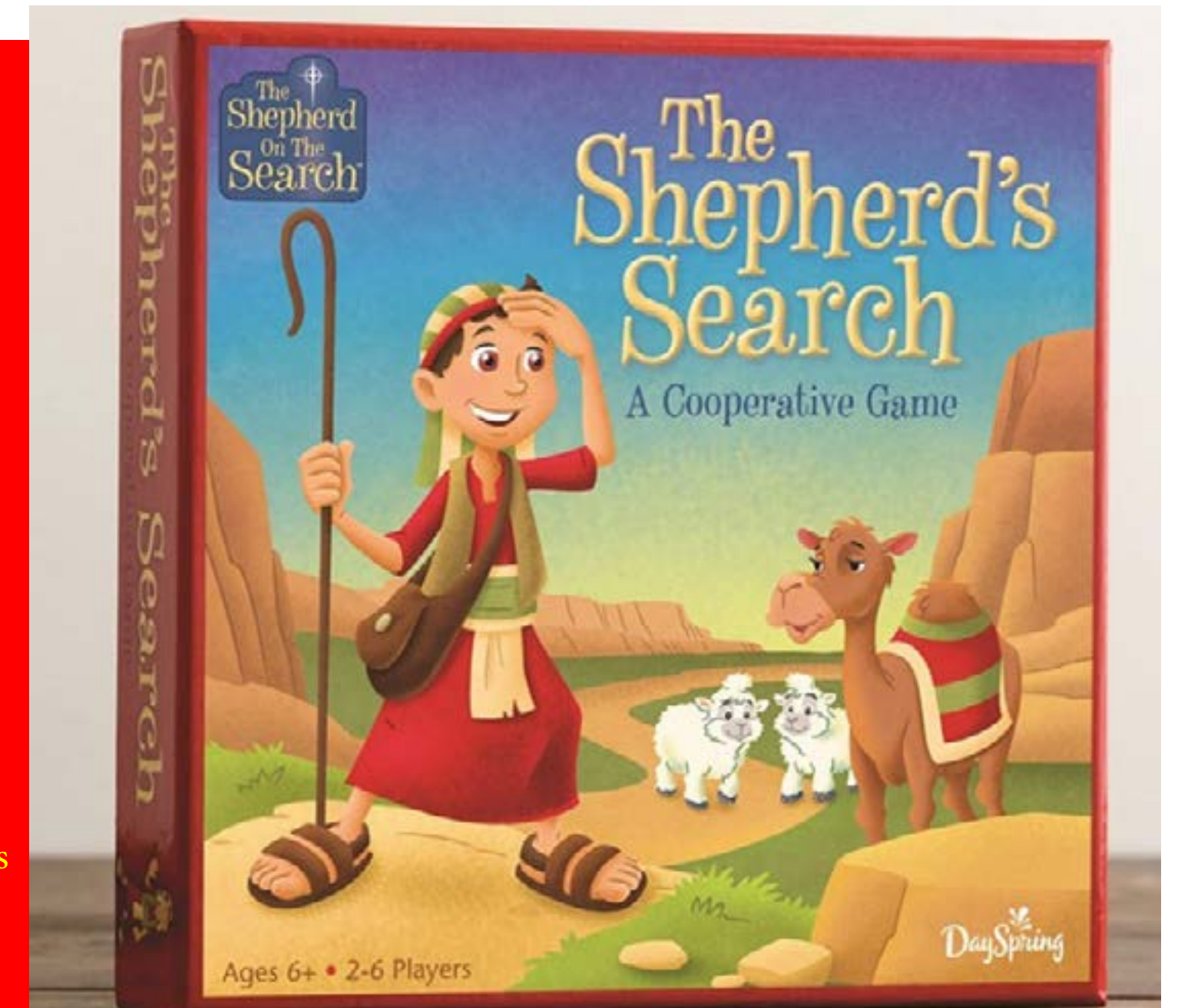
Look BACK Family Games

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.



The Shepherd's Search Board Game

Add Christmas fun to the Advent season, playing this game with kids age 6 and up Biblical telling of the Christmas story in a cooperative game Game includes 42 tiles, dice, instructions, markers, action cards and more When all four sheep are safely in the Sheep Pen and the Shepherd arrives in Bethlehem, turn over Bethlehem piece to see Jesus in the manger Laminated chipboard; Box is 8" x 8" x 2" Child's Advent activity Ages: 6-10



DEVOTIONAL

Honor Hard Work

One of the topics that is near and dear to my heart is unity in the body of Christ, I see so many people going so many different directions. I see so many ministries begging for assistance. I see so many people working hard and not being recognized. **1 Thessalonians 5:12-13** Now we ask you, brothers and sisters, to acknowledge those who work hard among you, who care for you in the Lord and who admonish you. **13 Hold them in the highest regard in love because of their work. Live in peace with each other.** How many in the body of Christ are stirring up trouble for fellow believers? Where is their unity? Where is their living at peace with fellow believers. Especially when the people they are attacking are working really hard. Why don't they honor that hard work that points people to God?

What is truly disturbing is those that sit around and criticize. They are not producing anything. They are not publishing anything. They want to sit on their ever expanding behinds and fuss at others about how things are done. Worship should have been more this

way or that way. You should not have called those people out for their sins that was not loving. What have you done for the Kingdom of Heaven? **1 THESSALONIANS 5:14-15** And we urge you, brothers and sisters, warn those who are idle and disruptive, encourage the disheartened, help the weak, be patient with everyone. **15 Make sure that nobody pays back wrong for wrong, but always strive to do what is good for each other and for everyone else.** This is your warning from me. What you are doing is not good. You are not being productive. We are not paying your evil back with evil. We are paying your evil back with the Word of God.

We constantly and continually thank God for all of the blessings in our lives. We strive to get close to God on a daily basis. Are you working on the same? How often do you talk to God? How often do you listen to God? **1 THESSALONIANS 5:16-22** Rejoice always, **17 pray continually, 18 give thanks in all circumstances; for this is God's will for you in Christ Jesus. 19 Do not quench the Spirit. 20 Do not treat prophecies with contempt 21 but test them all; hold**

on to what is good, 22 reject every kind of evil. We have tested the criticisms from those being idle and found them to be evil.

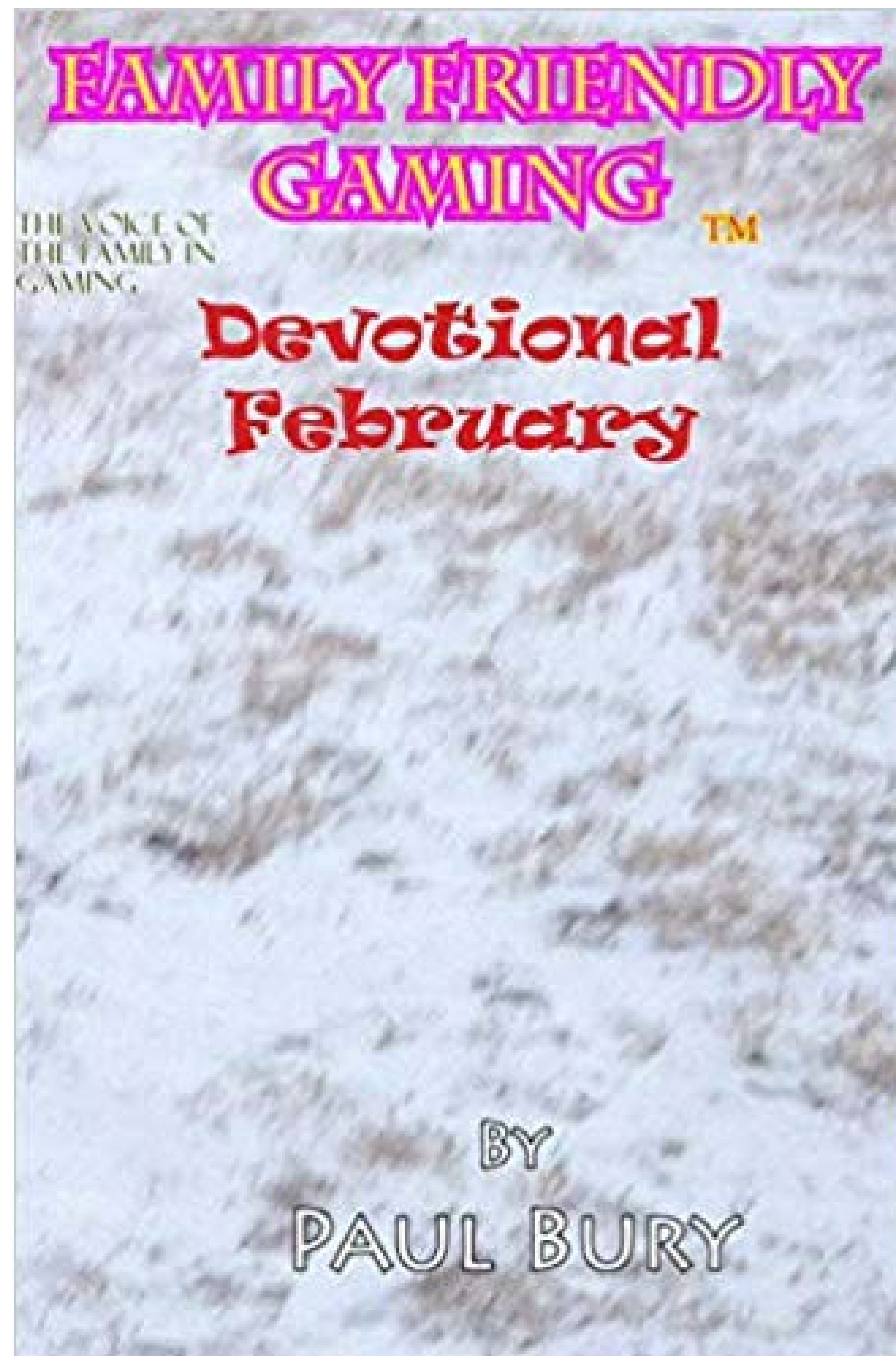
Do you honor the hard work of others for the Kingdom of God? There are certainly some fellow believers that have honored us for what we have done. There are others that have viciously and hatefully attacked it while trying to define our words of love. We continue to study, learn and become closer and more like Jesus Christ on a daily basis. Were your hateful attacks like Jesus?

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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Let's Build a Dungeon Announced

Developer Springloaded revealed a series of updates for upcoming game dev simulator Let's Build a Dungeon during Summer Game Fest, including a collaborative new game mode and playable parody. Let's Build a Dungeon is coming to Steam and Xbox and is available to wishlist now on Steam. A demo is available to play now on Steam, including Twitch integration.

What is the demo?

- Play as a CEO and Game Designer
- Attempt to manage a successful MMORPG beta test for your virtual players
- Design and build an RPG world brimming with quests to keep visiting beta-testers happy

NEWS

Jump into your creation to playtest and see the world from a new perspective
Turn on Twitch integration and see your community exploring your world
Available in English, French, Italian, German, Spanish, Japanese, Simplified Chinese, Traditional Chinese, Korean, Thai and Brazilian Portuguese.



The demo is replayable with multiple options for quests and hero classes, and was inspired by the events of Ultima Online and Lord British's assassination.

Summer Game Fest Exclusives

Buddyland is a fully-playable parody that solidifies Let's Build a Dungeon as a true-to-life simulation of the games industry. Revealed at Summer Game Fest's Southeast Asian Games Showcase, this oddly familiar in-game experience invites players to ask themselves what it really takes to develop a successful indie game.

Buddyland is a crafting-focused, monster-catching survival game that features as part of Let's Build a Dungeon's campaign mode. Players act as both CEO and game designer of their own development studio and will be faced with various pitches, proposals and moral choices. The proposed development of Buddyland is just one example of Let's Build

a Dungeon’s branching narrative and features a fully-playable experience, heated discussions with external partners and an ongoing risk of falling into legal hot water. Browse the ‘Younify Game Engine Asset Store’ and make decisions that could make or break your game studio, including the opportunity to create a monster-catching survival game... WITH GUNS.

James Barnard, CEO at Springloaded said:

“Running an indie studio and making games can be really crazy. We’re all too familiar with headlines about legal challenges being faced by game developers across the world, with disagreements dragging through the courts and communities choosing sides online.

The accompanying online discussions often raise the question of what it means to make a successful game, and that’s something we want to explore in Let’s Build a Dungeon. There is no definitive answer, but it’s something that indie developers have to think about all the time. Every decision we make in game development has a consequence, and we want to share these experiences with our players. Buddyland is one of the ways we’re giving players the opportunity to make their own moral decisions in the shoes of a games industry CEO, with the chance to see exactly how things play out.”

Buddyland feature overview:

- Playable parody experience within Let’s Build a Dungeon

- Build and explore a fantasy world alongside mysterious creatures called ‘Buddies’

- Survival gameplay featuring monster catching, farming and crafting

- Gather resources to avoid running out of food

- Morality choices impact the fate and success of your game studio

Springloaded also revealed Just Build Mode at Summer Game Fest, which invites players to work alone or as part of a team to build the perfect MMORPG, without the full responsibilities of running a game studio. In this streamlined game mode, the focus is on the joy of creation and shared decision making, rather than delving into the details of studio management. Without the intricacies of the main simulation campaign, this new mode makes building a world together and seeing virtual player numbers rise easier than ever.

MAJJAM Announced

The rhythm of the world comes alive in MAJJAM, the debut project from the recently announced studio Opus Major: a multiplayer adventure game where music shapes the gameplay, from movement and combat to exploration and interaction. Created by a team of seasoned developers, MAJJAM is a vibrant co-op adventure inspired by the communal creativity of a live jam session, where players can build their own expressive arsenal of melodies, rhythms, and harmonies to explore and rescue a vibrant and ever-evolving world. With music at its core, MAJJAM offers a deeply immersive social experience that celebrates the connective power of both video games and music. While still in early development, players can wishlist the game on Steam now and register for an upcoming playtest here!

Play button

In the lively world of MAJJAM, players interact with each other and their surroundings almost exclusively through rhythm and melodies. Music is the world’s life force — a sustaining energy that holds everything together and stands as the only defense against a corruptive presence known as Kodé: a dark and encroaching presence pushing fog tides where death and silence rule. Players harness musical energy by Jamming, combining the unique abilities of their character and instruments alongside their allies to defeat enemies, solve puzzles, and reshape the world around them.

The ability to Jam is the main expression of music in-game, giving all players the opportunity to become musicians. The studio’s mission is to make the world jam together, so no instrumental expertise is required to cast melodies and rhythms. Jamming serves multiple functions: fighting back against Kodé, exploring and influencing the environment, uncovering and solving puzzles, and more!

Each character’s special Jam ability is supported and augmented by a system of musical abilities that players will be able to unlock, collect, and store throughout the game. Each ability has a specific musical power that further deepens the player’s skill set and relationship to the world. Speaking on the announcement, the founders of Opus Major, Pierre-Armand Nicq and Jean-Nicolas Vernin shared the following:

“Our team’s dream is to make the world jam together.

In music, a jam is a suspended moment — a shared energy between friends, strangers, and



other passionate souls who just happen to be there. You might not know

each other, but for a few magical, spontaneous moments, you vibe together.

It’s that same spark you sometimes feel in a multiplayer game.

Our dream is to bring all these joyful moments together into one single, shared experience.” Key Features of MAJJAM:

- The Fun & Creativity of Jamming, for everyone

MAJJAM captures the joy and spontaneity of a musical jam session, for musicians and non musicians. The game’s technology auto-harmonizes all player performances online, with no noticeable latency. Players collaborate through intuitive gameplay mechanics, not musical skill, making creativity accessible to all. MAJJAM is not a rhythm game: it emphasizes communal creation as players express their characters’ musical abilities.

- A Shifting, Musical World

The vibrant, detailed world of MAJJAM is constantly shifting based on player input: the environment is reacting to player abilities, responding to it, and even opening mysteries. By combining their musical expressions with others, players can reshape part of the world around them, unlocking new areas, discovering powerful melodies, and encountering surprising obstacles.

- A Dynamic & Dangerous Fog System

Kodé isn’t just an antagonist—its power is materialized in the game as a massive environmental threat; a lethal active force that defines the boundaries of exploration. Players can beat back its fog through their musical powers, and explore new zones that used to be restrained under the fog tides.

- Social Experiences with Personal Customization

Whether you enjoy strumming some chords, hearing delightful woodwind melodies or you’re percussion-addict, MAJJAM offers multiple, colourful character types for players to select, each with their own musical capabilities and distinct look. The key to maximizing their power comes from jamming with others, cooperatively creating with fellow players to craft a perfect harmony and exponentialize the effects on the world of MAJJAM.

Tropico 6 Expands Its Empire

Publisher Kalypso Media and the benevolent leader El Presidente are pleased to announce that Tropico 6, including the El Prez Edition and Next Gen Edition launched and is available to all PlayStation Extra and Premium subscribers. This marks a new era of leadership for the glorious island nation, welcoming an even wider audience to the world of Tropico.

The arrival of Tropico 6 on PlayStation Extra opens the door for millions of subscribers across both the Extra and Premium tiers to step into the polished shoes of El Presidente and shape the destiny of their island paradise. Build sprawling cities, gain political power and steer Tropico through the tides of change with charm, strategy, and just a touch of iron-fisted rule. Players will also enjoy the fruits of Tropico 6’s long reign, with a wealth of free updates, quality-of-life improvements, and additional content - a true presidential package.

Tropico 6 will be available to PlayStation Extra and Premium subscribers for a year, providing ample time for aspiring leaders to rise to power and bask in the glory of their achievements.

Tropico 6 for PlayStation Extra and Premium will be released on July 15 on PlayStation 4|5.

Features

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

- Send your agents on raids to foreign lands to steal world wonders and monuments, to add them to your collection

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

- Customize the looks of your palace at will and choose from various extras.

- Tropico 6 features a revised research system focusing on the political aspects of being the world’s greatest dictator.

- Election speeches are back! Address the people and make promises that you can’t possibly keep.

- Tropico 6 features multiplayer for up to 4 players.

Rocket League x Monstercat 10th Anniversary Edition NEO S Controller

CRKD™, the premium collectible gaming brand behind the award-winning Nitro Deck™ and NEO S™ collectible controllers, announced the Rocket League x Monstercat 10th Anniversary Edition NEO S, a licensed, anniversary edition NEO S controller, designed to celebrate a full decade of gaming's most iconic sports action game.

It's hard to believe that it's been a full ten years since Rocket League launched, cementing its place in the hearts and minds of millions of gamers around the world, with its unique gameplay, bringing the worlds of soccer and cars together. Determined to do justice to this most special of anniversaries, CRKD has teamed up with Monstercat, the renowned Canadian electronic music label, famous to Rocket League fans since 2017, when they celebrated the second anniversary of the game through the release of Rocket League x Monstercat Vol. 1, an 18-song album capturing the spirit and intensity of the game.

Compatible with Nintendo® Switch™ 1 | 2, PC/MAC™, Mobile, Tablet and Smart TVs, the Rocket League x Monstercat 10th Anniversary Edition NEO S debuts in bold fashion, complete with a Dark Blue Translucent Body, striking Gold Accents and exclusive artwork, thoughtfully created in collaboration with the team at Monstercat. A statement piece



designed to be seen, the new Anniversary Edition NEO S comes complete with matching Charging Dock, displaying and charging your controller when not in use.

With exceptionally robust wireless compatibility and compact footprint, the NEO S is ideal for use at home or on the go. Signature CRKD Hall-Effect Thumbsticks banish 'Stick Drift' as a thing of the past and the 'No Deadzone Mode', integrated Motion Controls and Adjustable Trigger Sensitivity only add to the appeal. Perfect for outwitting your opponents in Rocket League, Remappable Back Buttons provide extra controls when you need them the most, and Adjustable Vibration and Swappable Stick Tops afford gamers the chance to make their controller unique to themselves. Thanks to Bluetooth® technology, the NEO S can even be used with Smart TV's, mobile devices and tablets, delivering a powerful, portable controller for all your gaming needs!

Like all CRKD hardware, the Rocket League x Monstercat 10th Anniversary Edition NEO S is fully compatible with the CRKD 'True Collection System' a free mobile App for iOS™ and Android® which will register the product number and rarity ranking of your hardware into your personal secure collection, adding to your bragging rights and giving instant oversight to all your CRKD gaming gear. CRKD products with Bluetooth capabilities also connect to CRKD CTRL feature within the App which allows users the ability to customize the adjustable features of their controller

Available for pre-order now, the Rocket League x Monstercat 10th Anniversary Edition NEO S is expected to ship in October of this year.

Tamer Town Announced

After years of commanding pirate republics, raising dragons, the developers at Crazy Goat Games are ready to unleash their most unexpected project yet: Tamer Town - a city-building game where your workers are adorable (and sometimes chaotic) elemental creatures.

In Tamer Town, you'll collect and train Mokitons in a city-building strategy game where tamers and their creatures grow stronger together, forge lasting bonds and defend their unique town as one.

Blending monster-taming with city management, Tamer Town lets you build a living ecosystem where creatures don't just battle — they power buildings, gather resources, balance elemental zones, and even influence neighborhood moods. Happy Mokitons boost your city's growth. Unhappy ones? Expect a little chaos.

Explore new biomes, uncover hidden areas, and lead expeditions to find rare monsters and valuable resources. Your city's reputation depends on how well you care for your Mokitons and how strong your tamers become. Compete in tournaments against other cities by assembling a strong Mokiton team, customizing your arena, and adapting your tactics to earn rare rewards.

In Tamer Town, every choice matters — for your creatures, your city, and your legacy.

The game will launch in Q2 2026 on PC via Steam Early Access, with console releases planned for Q1 2027. The trailer will premiere on July 15, alongside the official Steam page reveal.

Features

Collect, train, evolve and bond with 130+ Mokitons - each with unique personalities, traits, and evolution paths



Build and manage a growing town where Mokitons are more than fighters - they're co-workers, helpers, and neighbors

Explore new biomes, discover species and complete expeditions to unlock resources and stories

Compete in tactical battles and city tournaments to climb the ranks and earn rewards

React to surprises - mysterious visitors, rare events, and unexpected challenges that test your adaptability

Shape the city with decorations, zoning, and elemental balance - making your Mokitons happy and productive.

In The News Continued

Pelé Makes Historic Debut in eFootball

Pelé, the legendary “King of Football”, makes his long-awaited debut in eFootball™ as the series celebrates its 30th anniversary. Widely regarded as the greatest player in the history of the sport, Pelé dazzled the world with his unmatched skill, creativity, and charisma. He remains one of football’s highest goal scorers and a defining figure in the global rise of the beautiful game. Now, his legacy enters the digital pitch, allowing players to experience the magic of Pelé in eFootball™ for the very first time.

Pelé, o Rei do Futebol

Pelé enters the game as “Epic: Pelé”,and becoming the first player in the series to possess two unique new skills - Phenomenal Finish and Phenomenal Pass. He joins other legendary footballers Johan Cruyff and Ferenc Puskás, giving users the opportunity to build their Dream Team with some of the sport’s most iconic names.

Campaign Overview: Special Logins, Rewards, and Legendary Players

Released in 1995 as Winning Eleven (PES) and now known as eFootball™, the beloved football simulation series commemorates three decades of gameplay with a global campaign packed with exclusive in-game content, special events, and fan experiences.

Login Bonuses

Players who log in during the campaign can receive:

- Highlight Lionel Messi
- Highlight Lamine Yamal
- Item Selector ×10

Campaign Achievements

By completing specific in-game objectives, players can unlock:

- Epic: Legends Assemble Special Selection Contract ×1
- Big Time: 30th Anniversary Chance Deal ×7
- “eFootball™ 30th Anniversary” Uniform
- Advanced Skill Training Program ×1
- Random Booster Token ×1
- Skill Training Program ×1
- Position Training Program ×2
- 100 eFootball™ Coins
- 120,000 Exp
- 210,000 GP

In The News Continued



Position Training Program ×1
50 eFootball™ Coins
60,000 Exp
90,000 GP

Challenge Events
By completing Challenge

Tour Events

Earn rewards by accumulating Tour Points:

- Skill Training Program ×2
- Random Booster Token ×1

Event tasks, players can earn:

- Big Time: 30th Anniversary Chance Deal ×3
- Position Training Program ×1
- Skill Training Program ×1
- 110,000 GP
- 80,000 Exp

Three New DLC Packs Available Now for Fitness Boxing feat HATSUNE MIKU

Aksys Games announced that three new DLC packs have dropped for Fitness Boxing feat. HATSUNE MIKU. Duck, jab, and punch your way to fitness with Hatsune Miku in the classic Fitness Boxing Mode, or in the brand new “Miku Exercise” mode featuring original songs from your favorite Piapro Characters!

BGM Vol.3 features re-arranged instrumental versions of widely known classical and folk songs for you to train to! BGM Vol.4 will up your Exercise mode BGM playlist with instrumental arrangements of fan favorite Piapro Characters’ songs. And a brand-new costume for Hatsune Miku is here – the classic tracksuit! This retro athletic outfit brings a touch of nostalgia to your fitness routine while keeping things fun and energetic.

The new DLC packs for Fitness Boxing feat. HATSUNE MIKU include:

Exercise BGM Pack Vol.3 (\$4.99)

Train to re-arranged instrumental versions of



widely known classical and folk songs with this BGM pack! These tracks will surely elevate your home fitness sessions!

- Orphée aux Enfers / Fitness Boxing arrangement
- Csikós Post / Fitness Boxing arrangement

Ievan Polkka / Fitness Boxing arrangement

Exercise BGM Pack Vol.4 (\$4.99)

Up your Exercise mode BGM playlist with this pack that features instru-

mental arrangements of fan favorite Piapro Characters’ songs. Liven up your boxing workouts with these fun tracks!

- Senbonzakura / KurousaP
- OUTBURST DREAMER BOYS / rerulili
- Rabbit Hole / DECO*27

Additional Costume Tracksuit Miku (\$4.99)

A brand-new costume for Hatsune Miku is here – the classic tracksuit! This retro athletic outfit brings a touch of nostalgia to your fitness routine while keeping things fun and energetic. With this fresh look, Hatsune Miku will cheer you on as you train, and the Tracksuit costume can be used in Stretching courses as well.

Fitness Boxing feat. HATSUNE MIKU supports the players in their daily exercise by offering a wide range of warm up options, difficulty settings, and ability to practice individual moves. Regular instructors Lin and Evan from the series also join the fun. All the exercise support features of Fitness Boxing, such as daily stamps that record your exercise history and the goal management system, remain the same, now with Hatsune Miku guiding you along your fitness journey!

The base game contains 24 classic songs, such as “Melt” and “The Vampire” with new special songs also added to the mix, like the game’s main theme, “Let’s Mikusercise!!” by cosMo@Bousou-P. Additionally, there are over 30 BGM songs from the Fitness Boxing series, making the total number of songs in this entry the largest in the series to date!

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 are all kinds of video games that want families to come back and play them each and every single day. Do those games make you healthier? Do those games improve your life? Have you ever considered that? Have you ever thought about that? There are some video games that we at Family Friendly Gaming miss. Nike+ Kinect Training is one of those video games. There were plenty of really good exercise video games that utilized the amazing Kinect technology. Nike+ Kinect Training was definitely one of those games. Families could have multiple different accounts and play Nike+ Ki-

nect Training multiple times a week or even daily. The great part about a game like Nike+ Kinect Training is that it improved your health. Video games are just tools that can do good things for us or bad things. Nike+ Kinect Training was one of those video games that did some really good things for every single human being that played it. Why all of this discussion about a great game from the past?

We would love to see a sequel to Nike+ Kinect Training with a new Kinect like system. We would love to play a sequel to Nike+ Kinect Training. We would love to have an exercise video game that is great to play when the winter comes and it is more challenging to go outside and exercise. A sequel to Nike+ Kinect Training would easily fulfill that. Sure there are other exercise games we play in the winter like RingFit. There is nothing wrong with RingFit. The only

issue is RingFit does not have all of the exercises and skeleton tracking like Nike+ Kinect Training does. I suppose we could go back to Nike+ Kinect Training. We could get the Xbox 360 out and play Nike+ Kinect Training again. That is always a possibility if the video game companies are not going to properly provide.

What about you? What kinds of exercises do you do in your family? What kind of exercise video games do you play? Have you found an older video game that you just keep playing? Do you play it daily? Would you play a sequel to Nike+ Kinect Training? Would you play a new exercise video game that tracked your skeleton and helped you exercise better? Would you play an exercise video game multiple times a week to maybe daily? What kind of exercise regiment and routines do you follow on a path to getting and staying healthy?

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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Proverbs 21:3-6

3 To do what is right and just is more acceptable to the Lord than sacrifice.

4 Haughty eyes and a proud heart—the unplowed field of the wicked—produce sin.

5 The plans of the diligent lead to profit as surely as haste leads to poverty.

6 A fortune made by a lying tongue is a fleeting vapor and a deadly snare



Equestrian Training



SCORE: 80

Have you ever been shocked by what you found when you started to play a video game? I certainly was when I started to play Equestrian Training on the Nintendo Switch. This horse related video game can also be found on the Personal Computer (PC) and PlayStation 4. There is a solo mode and a local multiplayer mode within Equestrian Training. From there we go into Learning, Exam or Mini Games.

Learning lets the player answer trivia questions. There are pictures associated with the trivia questions. Here is my issue with Learning in Equestrian Training - I had zero idea what a lot of these things were. Equestrian Training would reference items in the picture that I had never heard of before. I got a lot of questions wrong while playing Equestrian Training. Nothing in this game helped me learn what I did wrong either.



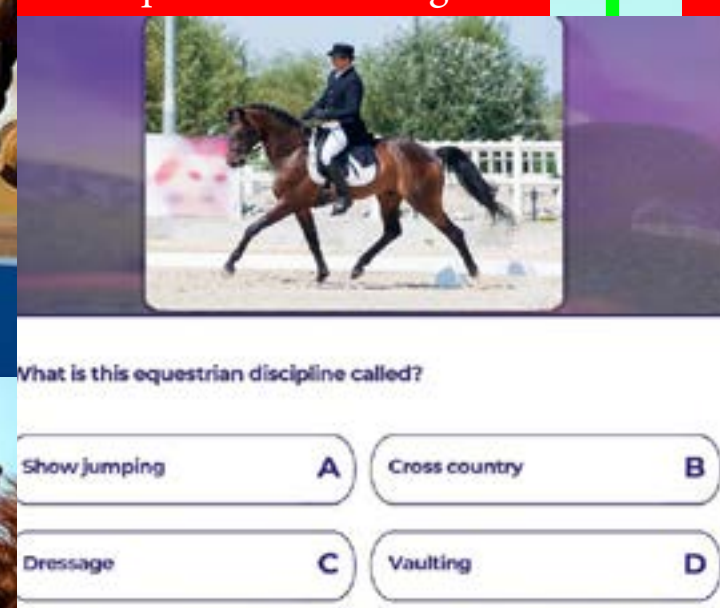
Exam is exactly what it sounds like. We take timed exam in Equestrian Training. You need to be right and fast in the exam mode. Guess what? I did not mess with the exam mode. I failed too often in the learning mode. I obviously do not know enough about horses. Who is Equestrian Training for then? If you know all about horses why play this game? If you don't know about horses then Equestrian Training will

just irritate and humble you. Where is the learning?

The mini games is where Equestrian Training actually feels like a video game. There is Endurance, Show Jumping and Grooming in the mini games in Equestrian Training. There are timed limits to beat in the first two. You gotta be good, and really fast to beat those times. I worry that Equestrian Training is too hard for a lot of the girls interested in horses.

When you speed up in Endurance and Show Jumping you will lose stamina in Equestrian Training. There is a certain cadence to keeping stamina, going fast, and making it to the finish line. I had no issues with the jumping in Equestrian Training. There are a lot of different devices to clean the horses in Equestrian Training.

I also found you need to clean in a specific order to get the best effect. - Paul



System: Nintendo Switch/PC/PS4
Publisher: Microids
Developer: Smart Tale Games
Rating: 'E' - SIX and OLDER ONLY



Graphics: 80%
Sound: 80%
Replay/Extras: 70%
Gameplay: 80%
Family Friendly Factor: 0%



Infinity Nikki

SCORE: 60

I have been playing Infinity Nikki here and there for months now. In fact I live streamed it close to weekly for some time now. There is some interesting aspects to Infinity Nikki and some really irritating ones. First and foremost Infinity Nikki is a free game. I played Infinity Nikki on the PlayStation 5. Infinity Nikki can also be found on Android, iPad, iPhone and PC. I have no idea how it would play on phones or tablets.

There are graphical and other glitches within Infinity Nikki. The menu layout is extremely confusing. The fantasy world in Infinity Nikki is about fashion. Stylists dress up a certain way in Infinity Nikki. There are animals to pet, fish to catch, and different fruits and flowers to pick in Infinity Nikki. The storyline is currently in eight chapters. The last thing to do in Infinity Nikki has still eluded me. More on that to come.

The last outfit to craft in Infinity Nikki requires collecting all these items. Some could not be collected until certain outfits were upgraded to a certain point. That required certain resources

that take time to collect. The last four items required beating all these stylists at challenges. I am horrible at the stylist challenges. That requires getting certain kinds of clothing, upgrading them with certain currency.

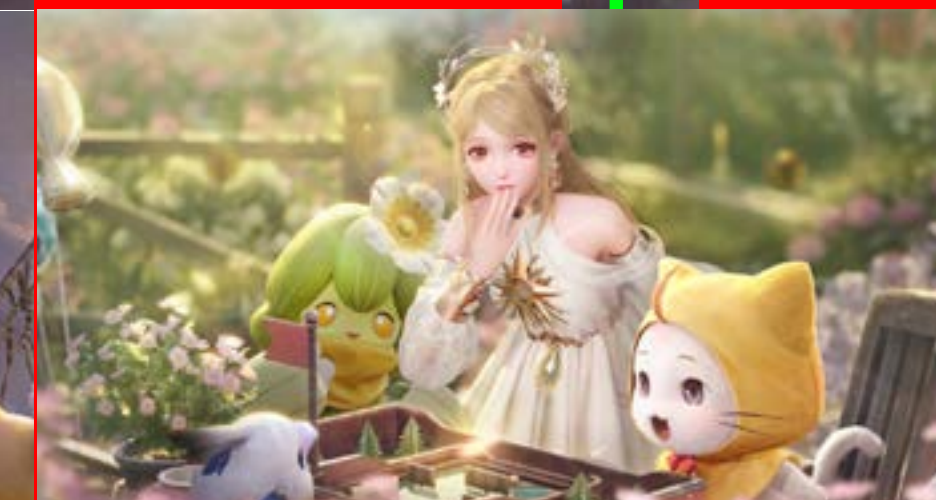
Infinity Nikki follows the hated free app concept of spend months collecting something to be able to upgrade, or pay them real world money to do it sooner. I have plenty of other games to play. I do not feel like wasting time for months to get something accomplished.

I do not mind grinding here and there. Infinity Nikki is way to heavy on that grinding. Infinity Nikki promotes religious beliefs of false gods, evolution, vio-

lence, blood, and more.

There are some strange creatures in Infinity Nikki. These clothes came alive based on wishes. In fact Infinity Nikki revolves all around wishes. We find a dark secret by going through the storyline in Infinity Nikki. Whimstars are fun to find and collect in Infinity Nikki. Players need so many whimstars to progress in certain points of the story as well. There are menu items that required my attention with a red dot. I looked around and never found what I needed to do.

I like how most of the characters dress modestly in Infinity Nikki. The fantasy world is neat to explore. There are plenty of monsters to vanquish in Infinity Nikki. Bosses are generally easy to figure out. The different powers that can be used like shrinking is helpful in the areas. We have a talking cat companion in Infinity Nikki as well. - Paul



System: Android/iPad/iPhone/PC/PS5
Publisher: Papergames
Developer: Papergames
Rating: 'T' - THIRTEEN and OLDER ONLY
{Blood, violence}



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

FUTURE GLIMPSES

HEART HOME

by
Paul Bury



Another Code Recollection



SCORE: 64

I found some time to play around with Another Code Recollection on the Nintendo Switch. This is a compilation of two older games on the Nintendo DS and Wii. The graphics certainly do feel like they are video games from that era. The graphics look okay at best in most areas of Another Code Recollection. There are obvious graphical issues here and there. The circle around the character points which direction we need to go.

The biggest thing about Another Code Recollection that impressed me was the voice acting. I enjoyed listening to it while playing Another Code Recollection. The hint system is my best favorite part of Another Code Recollection. There are puzzles we must solve in this video game. There is a hint system that will guide you to the next thing you need to do. I had to find some pieces of a

grave-stone for the code to a door in Another Code Recollection. The hint system showed me right where the stones were.

The story telling is done in a really good fashion in Another Code Recollection. The main character can get a bit annoying. The issues families can have with Another Code Recollection are ghosts, violence, blood, alcohol, tobacco, and more. There are some long dialogue scenes that bothered me. The reason is I wanted to save and quit. Saving happens between chapters, and can be

done when we are walking the character around in the 3D environment.

The puzzles in Another Code

Recollection get progressively more difficult. I enjoyed some of the puzzles and was irritated by others. I can see how certain system specific aspects were used in puzzles in Another Code Recollection. Take the key under the stool. The way we must rotate it reminded me of Wii and Nintendo DS video games from that era. Thankfully the Switch can do it too. Which is extremely helpful and handy.

The spiritual aspect of Another Code Recollection may bother some families. I was not happy about that character personally. Also why is the main character the only one that can see him? Why does he need his memories back? Just go to the light dude. There are plenty of mysteries which can keep some gamers engaged and interested. I am not one of them though. It was an interesting experience playing this game.
- Paul

System: Nintendo Switch
Publisher: Nintendo
Developer: Arc System Works
Rating: 'T' for THIRTEEN and OLDER ONLY
{Mild Violence, Mild Blood, Alcohol and Tobacco References}



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



Indiana Jones and the Great Circle



SCORE: 63

I had a sigh of relief when I finally beat Indiana Jones and the Great Circle.



From there I discovered I had to sit through forty minutes of credits. It would have been nice if Indiana Jones and the Great Circle let me fast forward those credits. It took me close to twenty hours to live stream Indiana Jones and the Great Circle from start to finish. There are some good things and some bad things in Indiana Jones and the Great Circle.

First off Indiana Jones and the Great Circle feels very epic as we are playing Indiana Jones. I will include spoilers in my review of the Indiana Jones and the Great Circle video game. We visit multiple different locales in Indiana Jones and the Great Circle. The areas are actually pretty large. We are fighting against Nazis as we are trying to get these stones that make a great circle. The stones are hidden within special items at certain locales across the globe.

The Nazi scientist Voss actually collected most of these stones for us. The stones go to Noah's Ark in Indiana Jones and the Great Circle. The cool thing in Indiana Jones and the Great Circle is that Noah's Ark can teleport to different places. There are a race of giants that are trying to stop us from collecting the stones in Indiana Jones and the Great Circle. I got tired of the long fights in Indiana Jones and the Great Circle.



The issues families can have with Indiana Jones and the Great Circle are blood, violence, gore, bad language, drugs, false gods, and more. The Nazis do get judged as bad at the end of Indiana Jones and the Great Circle. Lightning comes for many of them. We also learn that the Great Circle is supposed to actually bring the flood. Many of the puzzles in Indiana Jones and the Great Circle are obnoxious and annoying.

There are some race areas where we must exit a temple as quickly as possible. We must also avoid a giant snake in certain areas in Indiana Jones and the Great Circle. The boss battle for the snake fight is actually pretty cool. There are stealth elements within Indiana Jones and the Great Circle as well. We can sneak up behind a guard and

knock them out from behind for example. There is also a bit of romance within Indiana Jones and the Great Circle.
- Paul



System: PC/PS5/Xbox Series X
Publisher: Bethesda Softworks
Developer: MachineGames
Rating: 'T' - THIRTEEN and OLDER ONLY
{Violence, Blood and Gore, Mild Language, Drug Reference}

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

VIDEO GAME LIES

by Paul Bury

Version 3

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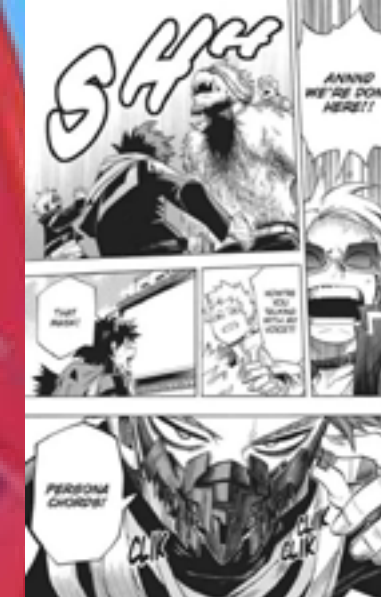
Edens Zero #23

SCORE: 69



My Hero Academia Vol 21

SCORE: 70



When I got ready to start reading Edens Zero #23 I had this overwhelming feeling of dread. It felt like such a chore to read Edens Zero again. I have gotten into other manga books that I am really into. I honestly did not want to even read Edens Zero #23. I felt like skipping it. Then I started to read Edens Zero #23 and totally got right back into this franchise. I zoomed through Edens Zero #23 in two days. For me that is pretty fast based on my reading schedule.

Edens Zero #23 contains chapters one hundred and ninety-five through two hundred and three. Edens Zero #23 cost me 10.99. There are one hundred and ninety-two pages within Edens Zero #23. The issues families can have with Edens Zero #23 are violence, blood, lack of attire, enticement to lust, bad language, torture, false gods, and more. Spoilers are a part of this re-



view of the Edens Zero #23 manga book. As I mentioned in other reviews there is a formula to these manga and anime series out of Japan. Edens Zero #23 follows it perfectly. The heroes turn things around on the villains and win in most cases. It looks like the bad character wins only to see the hero turn it around on them and win instead. There is also a really shocking moment within Edens Zero #23. I will get into that in just a bit.

The giant robot has an interesting fight with the Edens Zero ship in Edens Zero #23. It looks like he will be taken out from the inside. One of the crew got sucked into that giant robot and the rest of the crew refused to shoot the robot. So the ship had to withdraw. The clown is taken care of easily in Edens Zero #23. There



are characters that are hurt pretty bad in Edens Zero #23.

The shocking twist moment within Edens Zero #23 is Ziggy is unmasked. I was not expecting what was under the mask. Can you guess what Edens Zero #23 reveals to the readers? Ziggy is actually Shiki twenty thousand years from the future. There are these flashbacks about a male and female found from twenty thousand years ago. The female is dead, but the male is alive. The male is Shiki.

I have so many questions after reading Edens Zero #23. First and foremost why does Ziggy think he is a robot when he is a human? Why does Ziggy want to kill all humans? How did humans go extinct in twenty thousand years. The afterward in Edens Zero #23 also references some mysteries hinted at and fore shadowed but not revealed yet. I have no clue what that references either. - Paul

I continue my exploration of the My Hero Academia manga with My Hero Academia Vol 21. There are two hundred pages in this manga book that sells for \$9.99. I may have paid a bit less if this book was on sale. My Hero Academia Vol 21 contains chapters one hundred and eighty-nine to chapter two hundred. It is quite a deal that My Hero Academia reached chapter two hundred. Those behind this series were really excited.

The issues families can have with My Hero Academia Vol 21 are violence, blood, language, lack of attire, enticement to lust, and more. Warning! Spoilers enroute. Deku has an interesting vision of the past users

of his quirk in My Hero Academia Vol 21. This book starts out with content related to Hawks and Endeavor. It looks like Endeavor is really



working hard to be better. He is now the number one hero and there is a lot of pressure on him.

There is a moment where I thought Hawks might be someone who would betray the heroes. Hawks is actually undercover for the heroes trying to stop the League of Villains. Hawks is trying to get in good with them so he can learn their

plans to better take them down. Shinso is being transferred to the hero course in My Hero Academia Vol 21. Shinso is a part of the Class A versus Class B battles in My Hero Academia Vol 21.

Shinso is not very experienced. He can control others if they respond to what he says. Shinso is put on one class to make the battle five on four, and on the other class for another battle for the same handicap. The interesting thing is each team only needs to capture three of



the opposing team. That means Shinso can be a help or a burden depending on what happens in My Hero Academia Vol 21.

The first battle ends with Class A winning in My Hero Academia Vol 21. The second battle is ongoing when My Hero Academia Vol 21 wraps up. There are three more battles to go through for a total of five. I am very interested in seeing how these battles

wrap up. I did not watch the anime at this point so I am in uncharted territory when it comes to this franchise. Which makes it pretty cool for me.

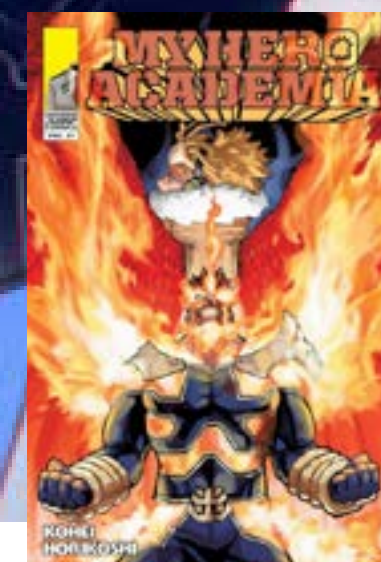
I plan to continue to read this manga series until I am totally caught up. That is of course Lord willing I live that long and have the money to purchase future manga books. There are quite a few interesting concepts used within My Hero Academia Vol 21. I see some foreshadowing in My Hero Academia Vol 21 as well. I like how the heroes use their brains in how to win battles. - Paul

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



Graphics: 61%
Writing: 71%
Replay/Extras: 70%
Story: 79%
Family Friendly Factor: 63%

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



Graphics: 67%
Writing: 69%
Replay/Extras: 74%
Story: 75%
Family Friendly Factor: 66%



Fallout Season One



SCORE: 38

Whenever I finish watching and re-viewing one television show I see what else is awaiting my attention. I noticed Fallout Season One on Amazon Prime.

I do not own any of the Fallout video games. I have not played any of the Fallout video games. All I know about Fallout is there was some nuclear disaster and there are fallout shelters. That is literally my knowledge in this franchise.

Now I know Hollyhate has a horrible habit of changing things in franchises they do movies and television shows on. Fallout Season One is no different. I did some research and found there are multiple things changed. Fallout Season One also adds to the lore in certain areas in relation to Vault-Tec for example. That reminds me there will be spoilers in my review of the Fallout Season One television show.

There are eight episodes that make up Fallout Season One. The episodes range from forty-six to seventy-five minutes. Fallout Season One feels like half a season to me. There are



threads left open at the end of this season. I have noticed that with a lot of modern shows. Two to four seasons make up what would have been one entire season in the past. There is some humor within this show.

The issues families can have with Fallout Season One are violence, blood, gore, bad language, nudity, and more. The rich people are the ones in the vaults. They are happy, and healthy, polite and nice to one another in Fallout Season One. The people above ground are mean, nasty, rude, selfish, and

poor. The people above ground will kill you for anything, and everything. There is a religious group The Brotherhood that is shown in a real bad light.

The core of Fallout Season One is to get this guys head to this lady. There are multiple groups going after it like the ghoul. There are flashbacks to before the bombs were dropped. Vault-Tec is shown as discussing dropping the bombs on people. They want each board member to try and grow and build their own perfect society. Some may experiment on humans and animals. Others may build a city. Still others destroyed the city.

In a lot of ways Fallout Season One shows that the way to end war is no better than those killing one another in wars. Fallout Season One can be pretty depressing at the end. All in all Fallout Season One is a different kind of a

show. How should you treat prisoners that invaded and murdered your friends? That is a very interesting debate in Fallout Season One.
- Paul



System: Amazon Prime
Publisher: Amazon Studios
Developer: Kilter Films
Rating: '18+' for EIGHTEEN and OLDER ONLY {Nudity, Violence, Smoking, Foul Language}



Video: 35%
Audio: 35%
Replay/Extras: 50%
Functionality: 40%
Family Friendly Factor: 30%



Joker Folie A Deux



SCORE: 46

If you are over the age of seventeen and saw the first Joker movie then you have some idea what to expect from Joker Folie A Deux. This sequel is even worse than the first one. In fact Joker Folie A Deux has a horrible ending, and never gets a pay off moment. To makes matters worse Joker Folie A Deux is more of a musical. To be blunt Joker Folie A Deux is a really bad musical too.

Spoilers will be a part of this review. Most of Joker Folie A Deux is depressing. Arthur Fleck is in prison and kept away from general population. Arthur is a bit of a star. He meets Harley Quinzel who is also in this asylum. Later we learn that Harley only committed herself to get close to Joker. Joker Folie A Deux has multiple characters that want to be close to the Joker because he is famous.

Arthur generally wants nothing

to do with anyone. He does fall in love with Harley in Joker Folie

A Deux. She lies to him, betrays him and more in Joker Folie A Deux. Why? She lies to get close to him. She betrays him because he gives up on being the Joker. The issues families will have with Joker Folie A Deux are bad language, violence, blood, nudity, sexual deviancy, sex outside of marriage, lack attire, enticement to lust, and more.

Arthur is clearly mentally unstable in Joker Folie A Deux at times. Other times he has

given up on life. Arthur loses his court case and a car bomb goes off that takes out the wall. He is free for a few mo-



ments and runs away from his fans that want to support his dream of burning it all down. Arthur continues to be bullied and attacked by others in Joker Folie A Deux.

A lot of Joker Folie A Deux is fantasy in Arthur's head. This movie makes him out to be a liar that is dangerous or not dangerous depending on the person. The ending of Joker Folie A Deux does ensure there should not be any sequels. In the end Arthur is killed in the insane asylum by another inmate. There is so much wrong in Joker Folie A Deux that I do not have the time to list it all.

The real story behind Harley from the comic books makes way more sense than what is in Joker Folie A Deux. Why change that? At the end of the day I can see why so many people did not like Joker Folie A Deux.
- Paul



Publisher: Warner Bros
Developer: DC Comics
System: DVD
Rating: 'R' - Restricted SEVENTEEN and OLDER ONLY {Some Strong Violence, Language Throughout, Some Sexuality and Brief Full Nudity}



Video: 50%
Audio: 50%
Replay: 50%
Functionality: 40%
Family Friendly Factor: 40%



Purr Pals Purrrfection

SCORE: 77

I am never quite clear what I may get out of some of these older video games. Purr Pals Purrrfection came out on the Nintendo 3DS back in 2012. Here is another family friendly video game that should have been sent back to Family

Friendly Gaming back in the day. Why did their PR and Marketing people fail them? Why wasn't this game advertised with FFG? Is this partially why THQ went bankrupt? I do not have answers to those questions. I believe they are fair questions to ask though.

We are given a wide array of different cats to adopt in Purr Pals Purrrfection. We can check on our Achievements, play Games, look at Rewards, perform Kitten Care, do Tasks, and play with Meow Grams in Purr Pals Purrrfection. The music is fantastic in Purr Pals Purrrfection. The cat sounds are realistic in Purr Pals Purrrfection. The graphics look nice



just janky. I have watched dogs and cats walk. Purr Pals Purrrfection has the back legs move as one in unison. This looks really off when they first take off. Later it looks better and improves. I am not sure why such a glitch was included within Purr Pals Purrrfection. There are also graphical glitches when the cats play with toys.



System: Nintendo 3DS
Publisher: THQ
Developer: Brain Toys
Rating: 'E' - SIX and OLDER ONLY



Graphics: 74%
Sound: 80%
Replay/Extras: 75%
Gameplay: 75%
Family Friendly Factor: 80%



It absolutely astounds me how much history we have here at Family Friendly Gaming. I did my research on Chameleon based on our own website. Which is really cool. I am sure millions upon millions of families use the Family Friendly Gaming website in the same way. Sam played the PSP version of this video game. I am digging into the Nintendo DS version of Chameleon.

There are four young ladies that we can play in Normal, Endless, or Wireless Match modes. There is a lack of attire and enticement to lust in terms of the graphics of two of the young ladies in Chameleon. I am a bit confused as to why this content was not disclosed in the descriptors for this game. Yet another instance of the ESRB failing families.



System: Nintendo DS
Publisher: UFO Interactive Games
Developer: Starfish
Rating: 'E' for Everyone

Chameleon

SCORE: 74



We play on one side of the grid and try and capture more than fifty percent of the tiles. The computer controlled characters are really good too. I only won one time out of close to ten attempts. I found no way to adjust the difficulty level of Chameleon. I also found no tutorial or explanation of the rules of how this tile based game works.

I watched the computer controlled characters to try and learn how to play Chameleon. I learned to work my way up one side and then come across to grab a bunch of tiles in one swoop. There are some irritating things in Chameleon like bombs. These bombs could turn many tiles back to their original colors or to rocks that could not be captured.

I never figured out how to use items in Chameleon. Part of that had to do with the timer to make a move. I also wanted to look around at the screen to plan my moves. I did not figure out how to do that in Chameleon on the Nintendo DS. Each match is the best of three rounds in his hand held video game. I feel like Chameleon has some real potential if a few additions were present.

Graphics: 68%
Sound: 78%
Replay/Extras: 75%
Gameplay: 70%
Family Friendly Factor: 79%



SPORTS



EA MADDEN NFL 26

System: Nintendo Switch 2
PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Tiburon
Rating: 'E' - SIX and OLD-ER ONLY
Release Date: Out Now

“Starring on the cover of Madden NFL 26 and being named to the Madden NFL ‘99 Club’ are both dreams come true,” said Barkley. “I’m grateful to my teammates, coaches, and Eagles fans for their support, and I can’t wait to hit the field again to give Madden players more highlight-reel moments in Madden NFL 26.”



System: Nintendo Switch 2
PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Tiburon
Rating: 'E' - SIX and OLD-
ER ONLY
Release Date: Out Now



MADDEN 26

Barkley etched his name in the record books in 2024 with one of the most dominant seasons ever, becoming the first player in NFL history to rush for more than 2,500 yards in a single season, including playoffs, and leading Philadelphia to a Super Bowl LIX victory over the Kansas City Chiefs.

DEVELOPING

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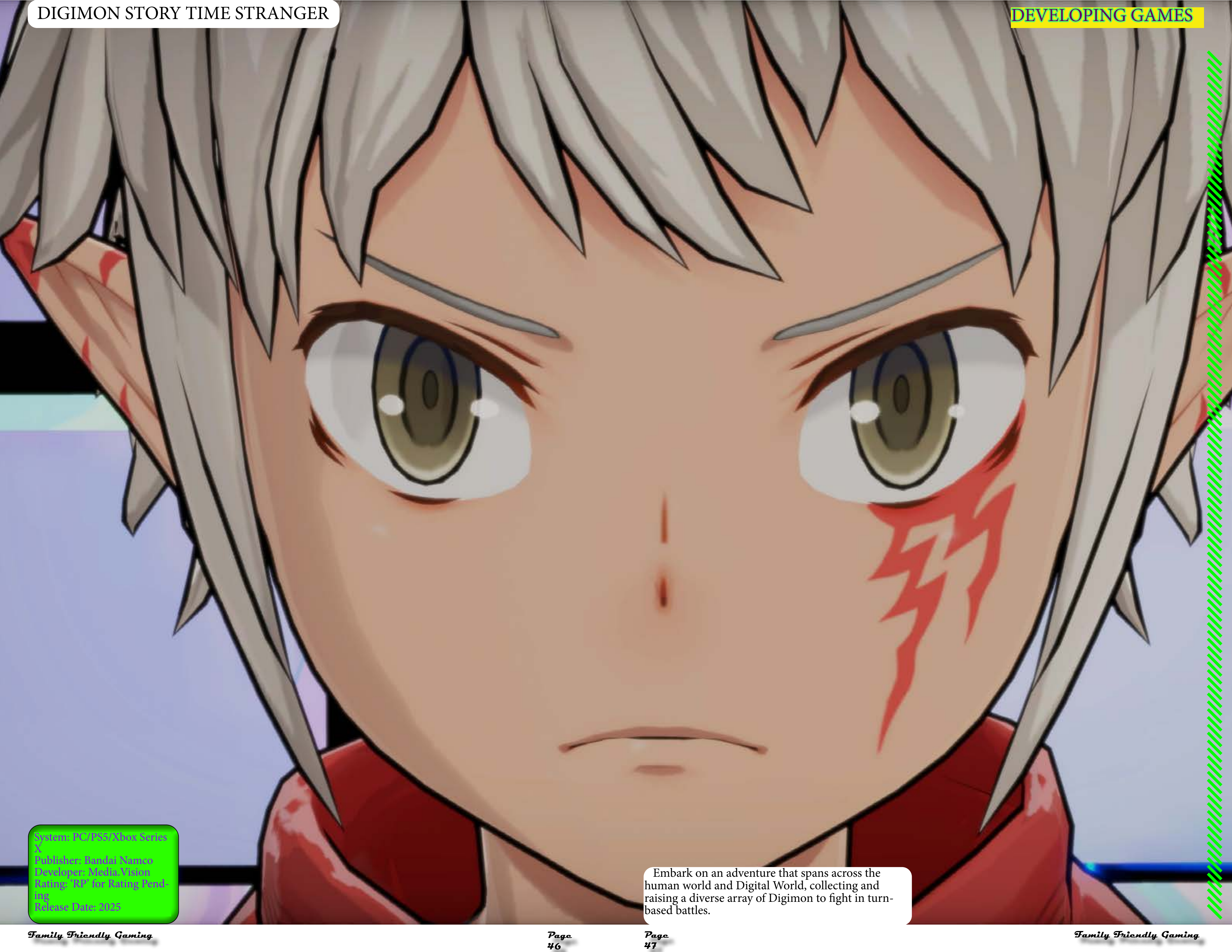
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GAMES



System: PC/PS5/Xbox Series X
Publisher: Bandai Namco
Developer: Media Vision
Rating: 'RP' for Rating Pending
Release Date: 2025

Digimon Story Time Stranger is an RPG with monster-taming elements that explores the deep bond between humans and Digimon in an epic story that unravels the mystery of the world's collapse.



System: PC/PS5/Xbox Series X
Publisher: Bandai Namco
Developer: Media Vision
Rating: "RP" for Rating Pending
Release Date: 2025

Embark on an adventure that spans across the human world and Digital World, collecting and raising a diverse array of Digimon to fight in turn-based battles.



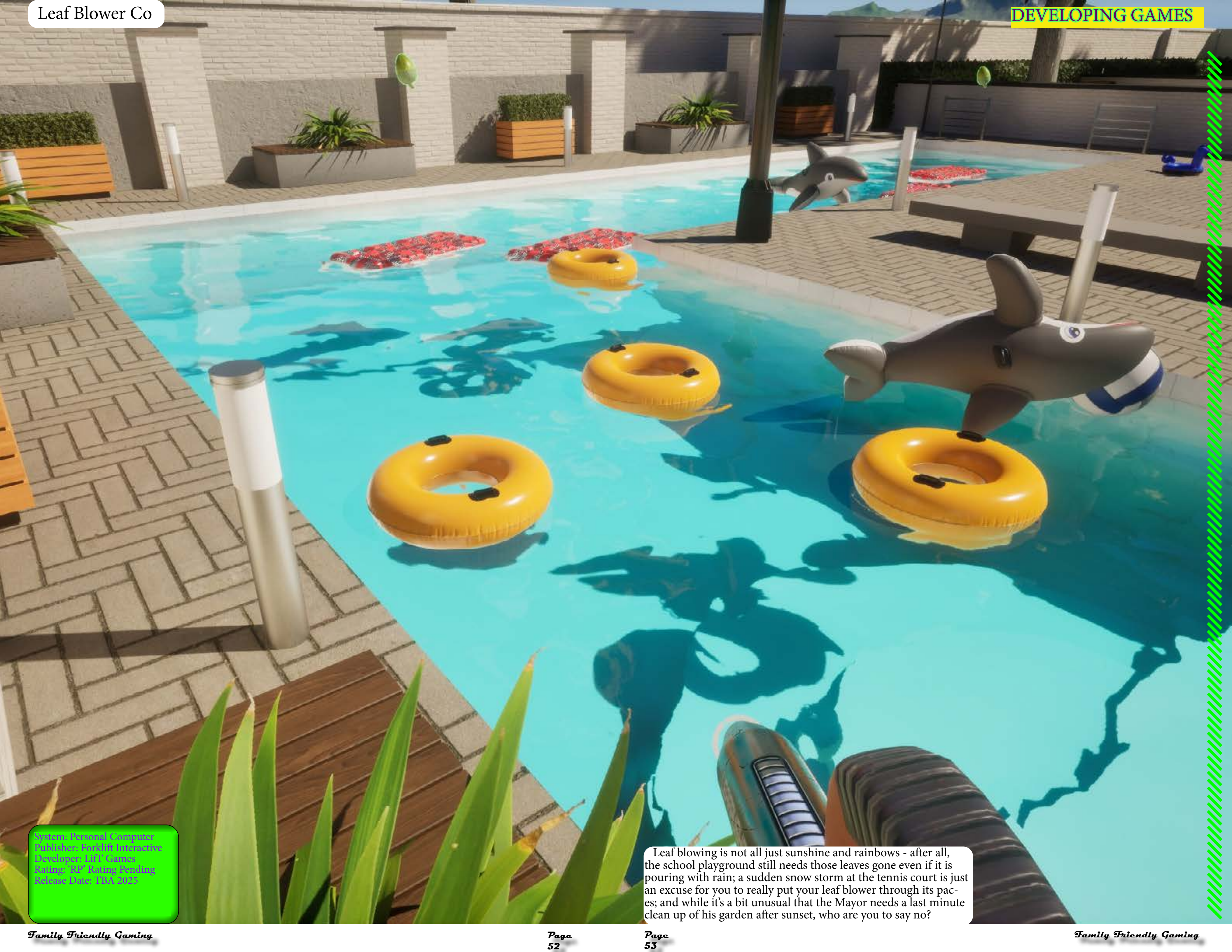
System: PC/PS5/Xbox Series X
Publisher: Bandai Namco
Developer: Media Vision
Rating: "RP" for Rating Pending
Release Date: 2025

Journey between the parallel human world and the Digital World: Iliad where Digimon reside. See the Digital World and its intricately detailed realms like never before, with interactive elements and special quests to explore.



System: Personal Computer
Publisher: Forklift Interactive
Developer: LIFT Games
Rating: 'RP' Rating Pending
Release Date: TBA 2025

Play through the full story of Leaf Blower Co., clear away clutter and bring back a world of peace and tranquility. And of course, no-one expects you to do all of this for free! Spend your hard-earned cash on new gear, upgrades, and even new styles. It's important to have the right tool for the job, and if you don't do it, who else is gonna skin your bin?



System: Personal Computer
Publisher: Forklift Interactive
Developer: LIFT Games
Rating: 'RP' Rating Pending
Release Date: TBA 2025

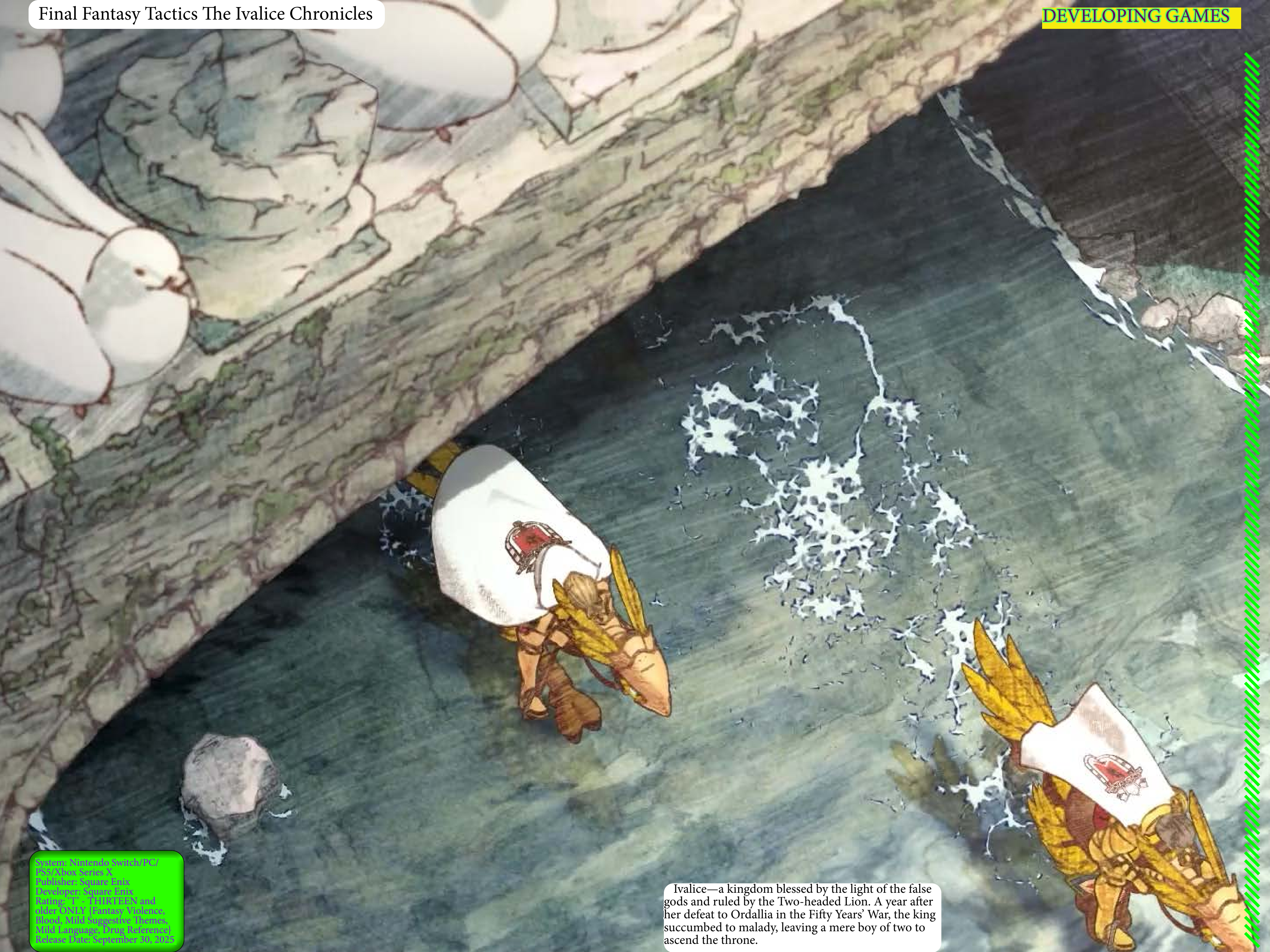
Leaf blowing is not all just sunshine and rainbows - after all, the school playground still needs those leaves gone even if it is pouring with rain; a sudden snow storm at the tennis court is just an excuse for you to really put your leaf blower through its paces; and while it's a bit unusual that the Mayor needs a last minute clean up of his garden after sunset, who are you to say no?



System: Personal Computer
Publisher: Forklift Interactive
Developer: LIFT Games
Rating: 'RP' Rating Pending
Release Date: TBA 2025



Feel the true satisfaction of restoring peace and tranquility after a job well done; get in the zone as you blow away anything out of place; and lose yourself as you wander through a host of warm and welcoming locales.



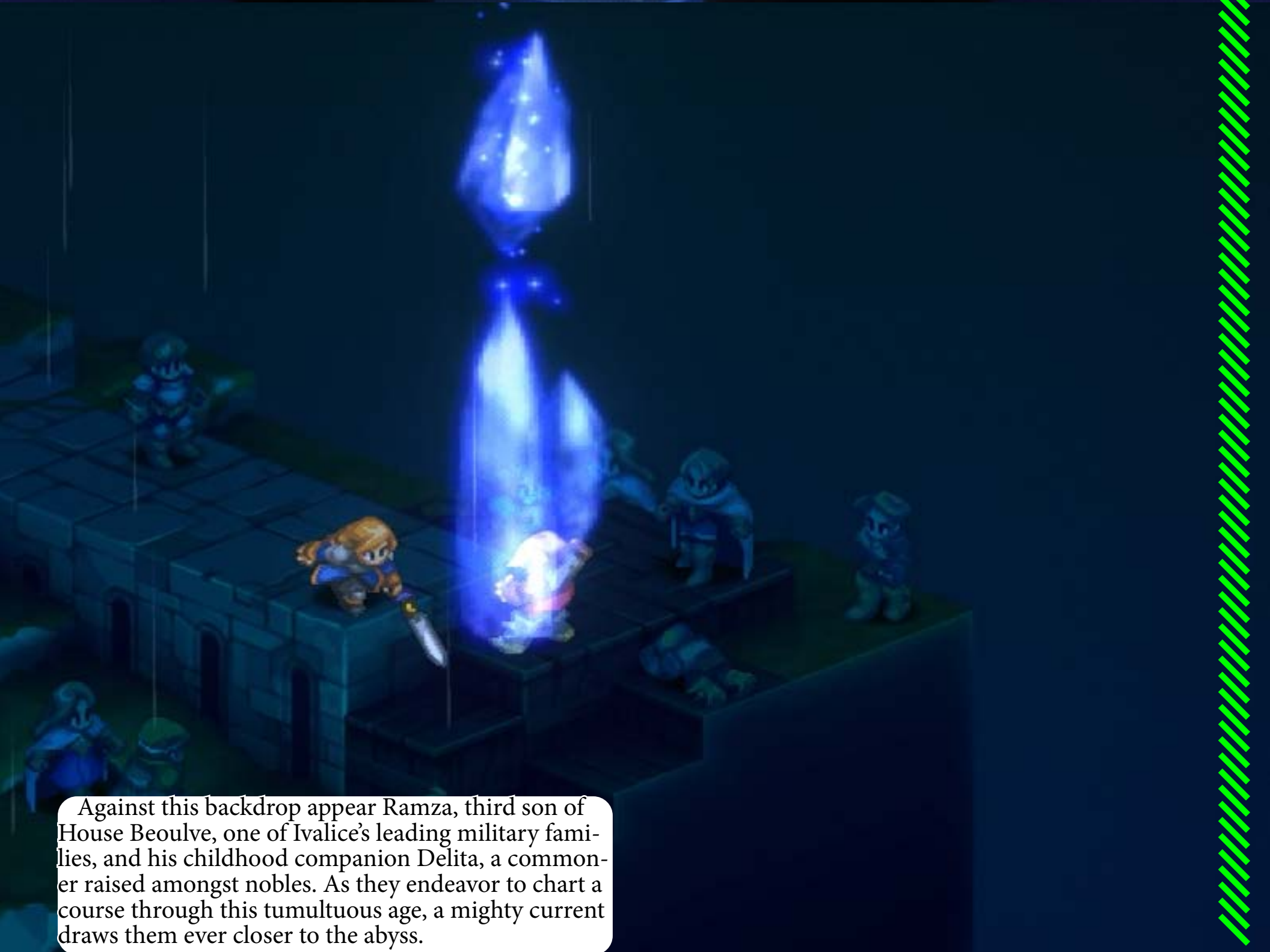
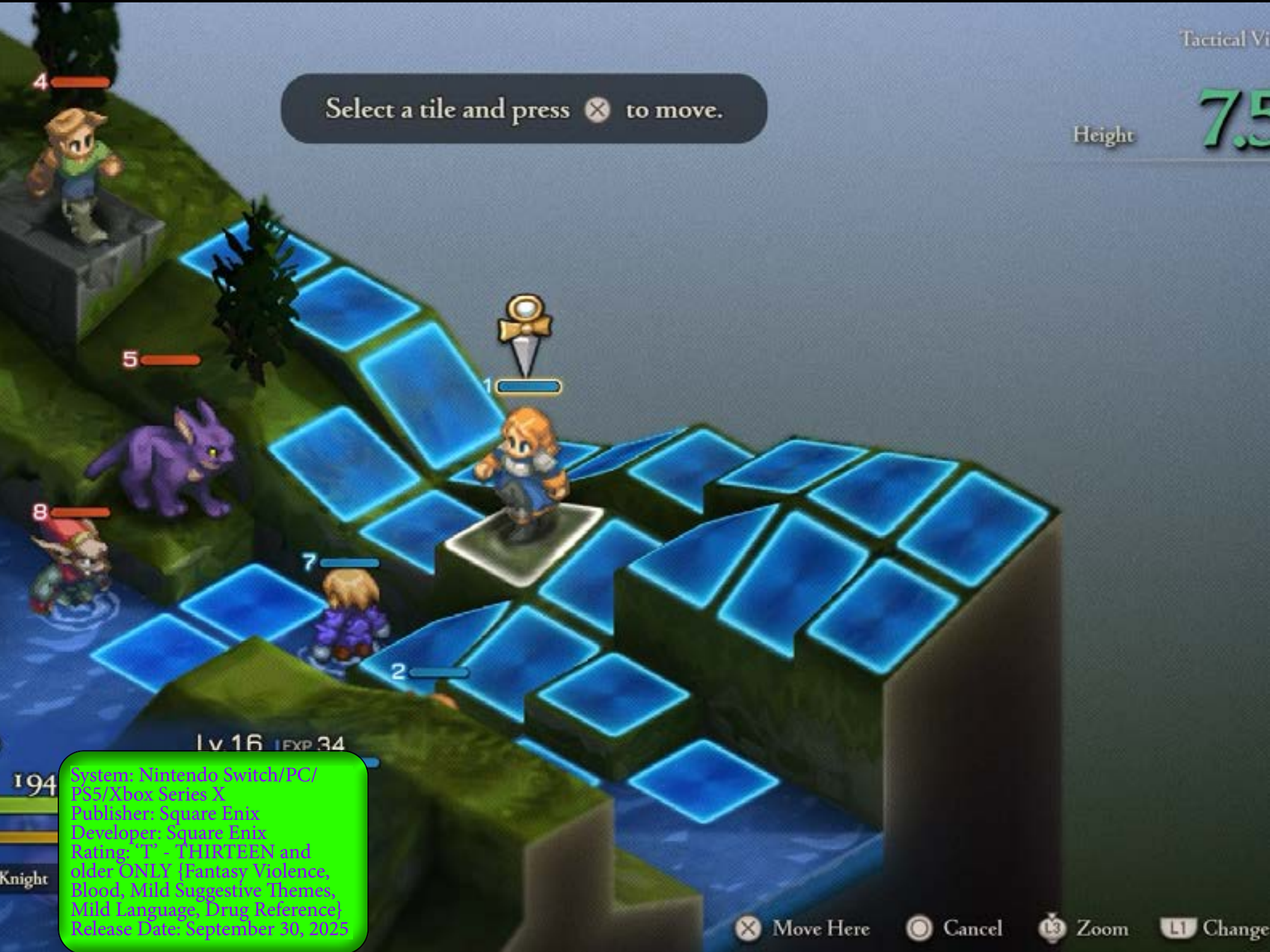
System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: T - THIRTEEN and
older ONLY (Fantasy Violence,
Blood, Mild Suggestive Themes,
Mild Language, Drug Reference)
Release Date: September 30, 2025

Ivalice—a kingdom blessed by the light of the false gods and ruled by the Two-headed Lion. A year after her defeat to Ordallia in the Fifty Years' War, the king succumbed to malady, leaving a mere boy of two to ascend the throne.

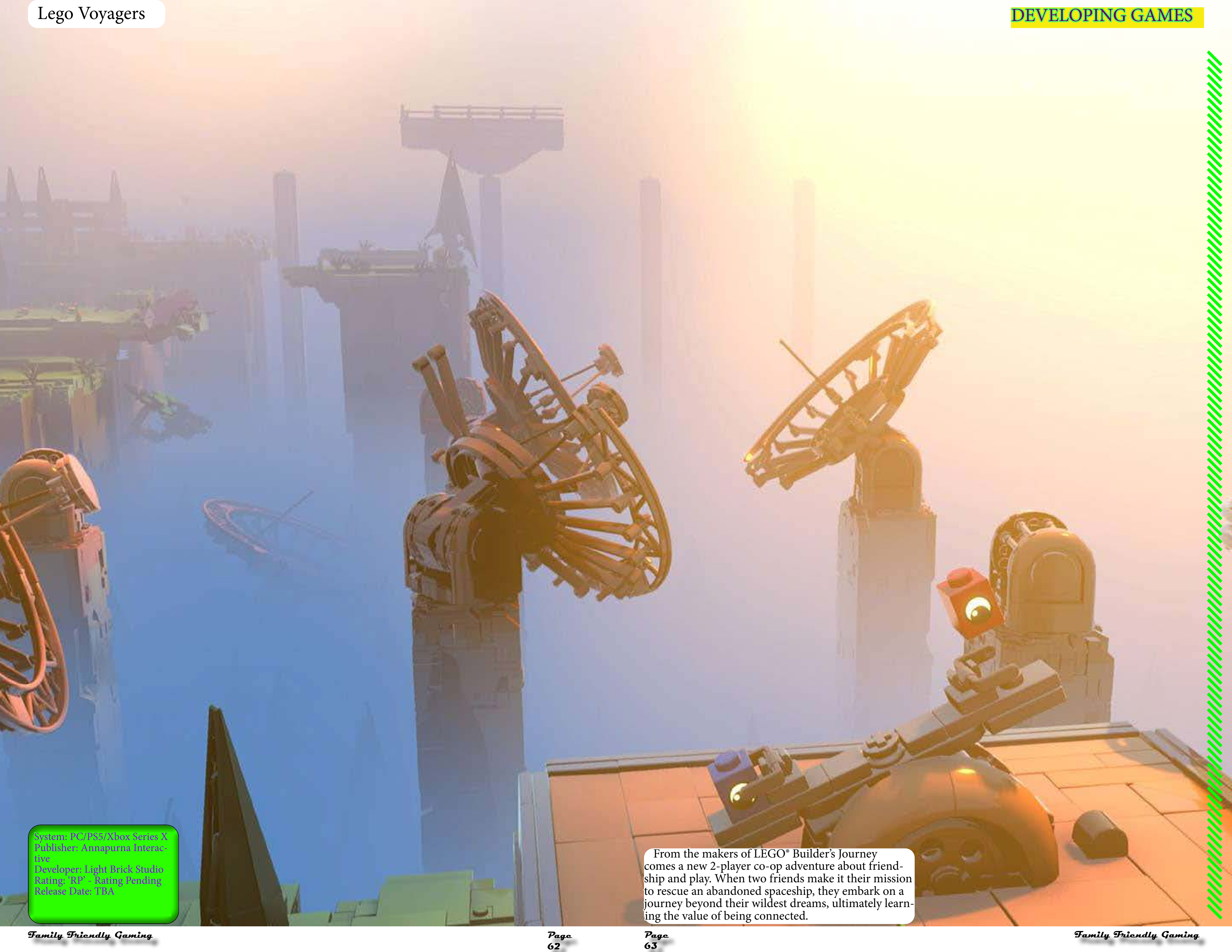


System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: T - THIRTEEN and
older ONLY (Fantasy Violence,
Blood, Mild Suggestive Themes,
Mild Language, Drug Reference)
Release Date: September 30, 2025

Whoever was named regent would rule in truth,
and thus emerged two rival candidates: dukes Goltan-
na and Larg, whose deeds during the war had earned
them great renown. Goltanna the Black Lion and Larg
the White Lion were destined to clash, and the result-
ing conflict would come to be known as the War of
the Lions.



Against this backdrop appear Ramza, third son of House Beoulve, one of Ivalice's leading military families, and his childhood companion Delita, a commoner raised amongst nobles. As they endeavor to chart a course through this tumultuous age, a mighty current draws them ever closer to the abyss.



System: PC/PS5/Xbox Series X
Publisher: Annapurna Interactive
Developer: Light Brick Studio
Rating: 'RP' - Rating Pending
Release Date: TBA

From the makers of LEGO® Builder's Journey comes a new 2-player co-op adventure about friendship and play. When two friends make it their mission to rescue an abandoned spaceship, they embark on a journey beyond their wildest dreams, ultimately learning the value of being connected.



System: PC/PS5/Xbox Series X
Publisher: Annapurna Interactive
Developer: Light Brick Studio
Rating: 'RP' - Rating Pending
Release Date: TBA

Experience what it feels like to be a LEGO brick. Tumble, jump, snap together, and build your way through rich brick worlds. Unravel a poetic, non verbal narrative, set in beautiful brick built environments, supported by an atmospheric soundtrack.



System: PC/PS5/Xbox Series X
Publisher: Annapurna Interactive
Developer: Light Brick Studio
Rating: 'RP' - Rating Pending
Release Date: TBA

Cooperatively solve the game's many challenges and discover how two bricks are better than one. Play locally on the same screen, or online. Invite a friend to join your adventure for free with the Friend's Pass. As long as one of you owns LEGO Voyagers, you can both play the full co-op experience together.



Product Name

Page(s)

Pinball FX VR
Story of Seasons Grand Bazaar
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Williams
PINBALL

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System: Meta Quest
Publisher: Zen Studios
Developer: Zen Studios
Rating: 'T' - THIRTEEN and
OLDER ONLY (Violence,
Blood)
Release Date: Out Now

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Mixed Reality Pinball – Experience the thrill
of pinball in your living room or wherever you
choose, blurring the line between physical and
virtual realities.

Pinball FX
VR



System: Meta Quest
Publisher: Zen Studios
Developer: Zen Studios
Rating: "T" - THIRTEEN and
OLDER ONLY (Violence,
Blood)
Release Date: Out Now

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Global Campaign Mode – Take on the pinball world in Campaign Mode! Conquer the districts beating unique missions for special rewards.



System: Meta Quest
Publisher: Zen Studios
Developer: Zen Studios
Rating: "T" - THIRTEEN and
OLDER ONLY [Violence,
Blood]
Release Date: Out Now

Global Campaign Mode – Take on the pinball world in Campaign Mode! Conquer the districts beating unique missions for special rewards.



System: Nintendo Switch/
Nintendo Switch 2/PC
Publisher: Marvelous USA
Developer: Marvelous
Rating: 'E' - SIX and OLDER
ONLY
Release Date: Out Now

Zephyr Town's bazaar was once one of the grandest in the world, drawing customers and peddlers from all four corners of the globe. These days, though, the bazaar has more tumbleweeds than customers. It's up to you to turn its fortunes around! Raise animals, harvest crops, craft rare delicacies, then sell your wares at your very own stall in the bazaar.



5,301G

10:30

Morning Shift: until 2:00



System: Nintendo Switch/
Nintendo Switch 2/PC
Publisher: Marvelous USA
Developer: Marvelous
Rating: 'E' - SIX and OLDER
ONLY
Release Date: Out Now

As the bazaar business grows, new goods and services will arrive, which you can use to improve your farm. Help return prosperity to the bazaar, and Zephyr Town will thrive once again!

ZR Ring Bell

+ Close Shop



System: Nintendo Switch/
Nintendo Switch 2/PC
Publisher: Marvelous USA
Developer: Marvelous
Rating: 'E' - SIX and OLDER
ONLY
Release Date: Out Now



Inspired by the classic handheld title, the new STORY OF SEASONS: Grand Bazaar builds up and improves on the original in every conceivable way. The world is bigger and more alive than ever thanks to incredible new visuals, new characters, expanded story, and full character voice work in story events—a series first.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Rocket Panda Games
Developer: MAGES
Rating: 'E10+' - TEN and OLDER
ONLY {Fantasy Violence, Mild
Blood}
Release Date: Out Now

Follow four cuties who pack a punch—Mikoto, Waka, Itsuki, and Yuzuha—as they hack and slash their way across parallel worlds to rescue Nagi, who has been spirited away by the villainous Phantom.





Last Minute

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Last Minute

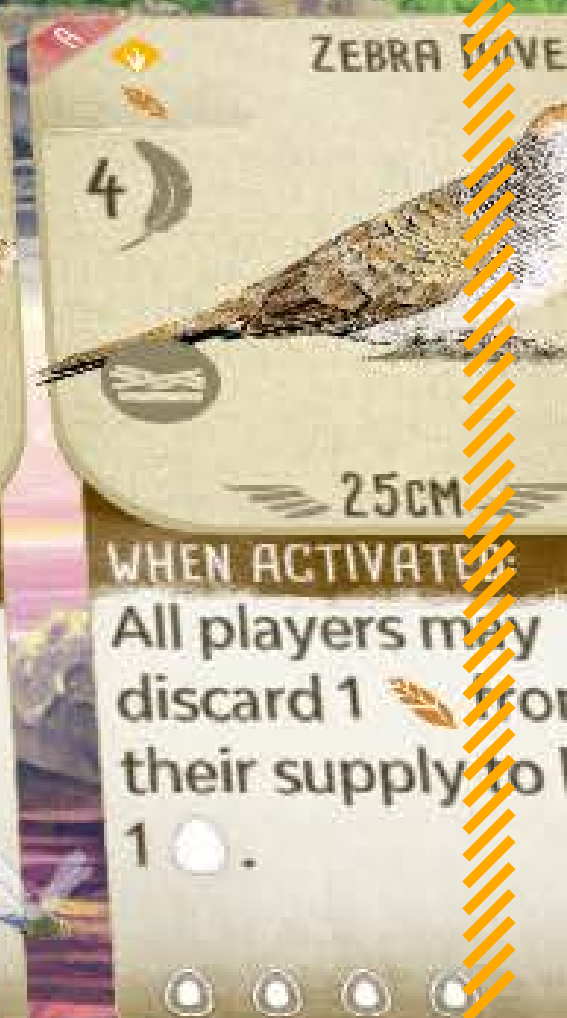
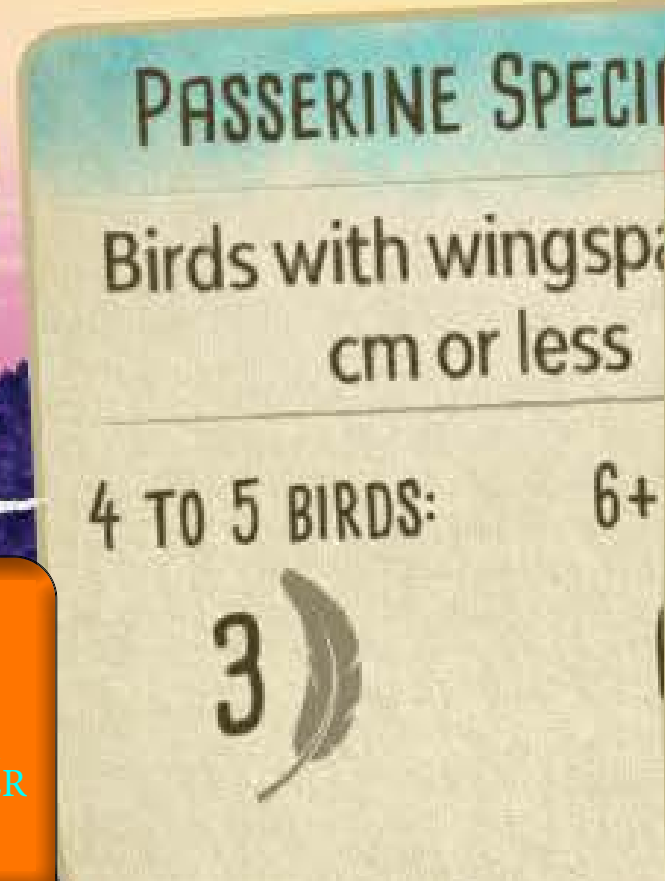
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A detailed illustration of the Tidbits board game. The board is a hexagonal grid with a background of green land and blue water. Various icons are placed on the grid, including a gear, a flag, a leaf, a fish, a bird, a mouse, a snake, a nest, a tree, and a water wave. Some icons are highlighted with red or blue borders. At the bottom, a score box shows 'TOTAL SCORE: 21' and '3'.

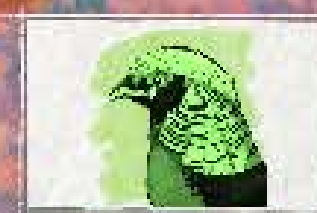


DRAW BIRD CARDS
THEN BROWN POWERS IN THIS HABITAT



You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats. Each habitat focuses on a key aspect of the growth of your preserves.

System: Android/iOS/Nintendo/PC/PS4/PS5/Xbox One
Publisher: Monster Couch
Developer: Monster Couch
Rating: E - SIX and OLDER ONLY
Release Date: Out Now



WILLOW TIT

2

20cm

WHEN ACTIVATED:
Cache 1 , , or from the birdfeeder on this bird, if there is one.

PHILIPPINE EAGLE

6

193cm

ROUND END:
Roll all 5 . You may reroll any number of , up to 2 times. If at least 3 are showing when you stop, draw 2 bonus cards and keep 1. Reset the birdfeeder.

WILDLIFE GARDEN

Birds with on

4 TO 5 BIRDS: 6+

4

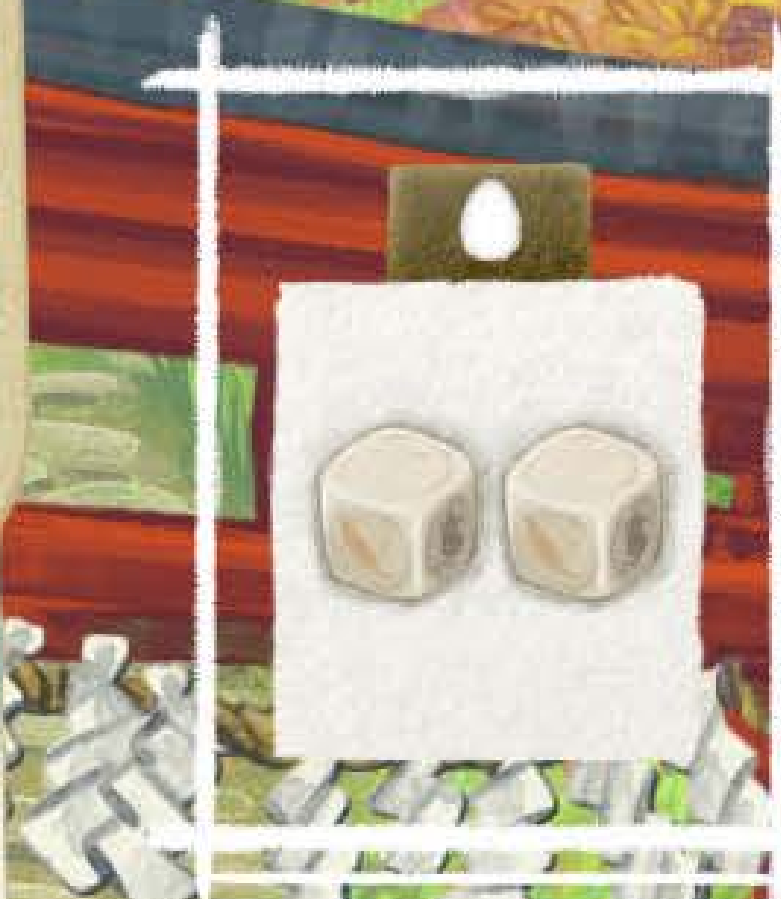
COMMON GREEN MAGPIE

5

62cm

CHESTNUT-COLLARED LONGSPUR

5



**GAIN FOOD FROM
THEN BROWN POWERS IN THIS H**

In Wingspan up to 5 players compete to build up their nature preserves in a limited number of turns. Each beautiful bird that you add to your preserve makes you better at laying eggs, drawing cards, or gathering food. Many of the 170 unique birds have powers that echo real life: your hawks will hunt, your pelicans will fish, and your geese will form a flock.

System: Android/iOS/Nintendo/PC/PS4/PS5/Xbox One
Publisher: Monster Couch
Developer: Monster Couch
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

FOREST OWLET
4
56CM
WHEN ACTIVATED: Choose any 2 . Roll them up to 3 times. Each time, if you roll at least 1 or , cache 1 here. If not, stop and return all food cached here this turn.

VIOLET CUCKOO
5
27CM
ONCE BETWEEN TURNS: When another player takes the "lay eggs" action, lay 1 on another bird with wingspan less than 30 cm. You may go 2 over its limit while using this power.

WHITE-CRESTED LAUGHINGTHRUSH
6
35CM
WHEN ACTIVATED: Tuck 1 from your hand behind this bird. If you do, gain 1 , or , from the birdfeeder.

SPOTTED DOVE
0
45CM
WHEN ACTIVATED: If this bird has no birds to the right of it, you may move it (only the card) to the player mat of the previous player (you choose its habitat). If you do, draw 3 .

PURPLE HERON
2
135CM
WHEN ACTIVATED: Choose any 2 . Roll them up to 3 times. Each time, if you roll at least 1 or , cache 1 here. If not, stop and return all food cached here this turn.

BREEDING
Birds with a laid o
2
PEI

SCALY
2
STAR

WHITE-BROWED TIT-WARBLE
2
STAR

ASIAN KOEL
4
62CM
ONCE BETWEEN TURNS: When another player takes the "lay eggs" action, this bird lays 1 on another bird with a nest. You may go 3 over its limit while using this power.

**ROUND 1 OF 4.
5 TURNS LEFT**

ASIAN KOEL
WHEN ANOTHER PLAYER TAKES THE "LAY EGGS" ACTION, THIS BIRD LAYS 1 ON ANOTHER BIRD WITH A NEST. YOU MAY GO 3 OVER ITS LIMIT WHILE USING THIS POWER.

CLICK TO START TURN.

COMMON GREEN MAGPIE
5
62CM
WHEN ACTIVATED: Gain 1 or from the birdfeeder, if there is one. You may cache it on this bird.

ORIENTAL BAY-OWL
5
71CM
ROUND END: Activate the "When Activated" (brown) powers of all of your other .

BRAMBLING
2
26CM
ROUND END: Draw 2 from the deck and add them to your hand. Then, tuck up to 2 from your hand behind this bird.

WETLAND RAN
Consecutive birds in ascending or descending

RED AVADAVAT
2
STAR

GAME END: Copy one bonus card of the previous player, as if it were your own (score it based on your own birds).

System: Android/iOS/Nintendo/PC/PS4/PS5/Xbox One
Publisher: Monster Couch
Developer: Monster Couch
Rating: E - SIX and OLDER ONLY
Release Date: Out Now

Relaxing strategy card game where your goal is to discover and attract the best birds.
Single player and multiplayer modes for up to five players.
Based on award winning, competitive, card-driven, engine-building board game.
Hundreds of unique, animated birds with their real life sound recordings.



Human

Human or Monster?
Choose your side!



It's time to play Bail or Jail - an exciting game of tag that ends within 3 minutes! While the Human team keeps themselves out of a holding cell, the Monster team must capture all Humans before time runs out!

System: Personal Computer
Publisher: Konami
Developer: Free Style
Rating: 'E' - SIX and OLDER ONLY (Mild Fantasy Violence)
Release Date: Out Now



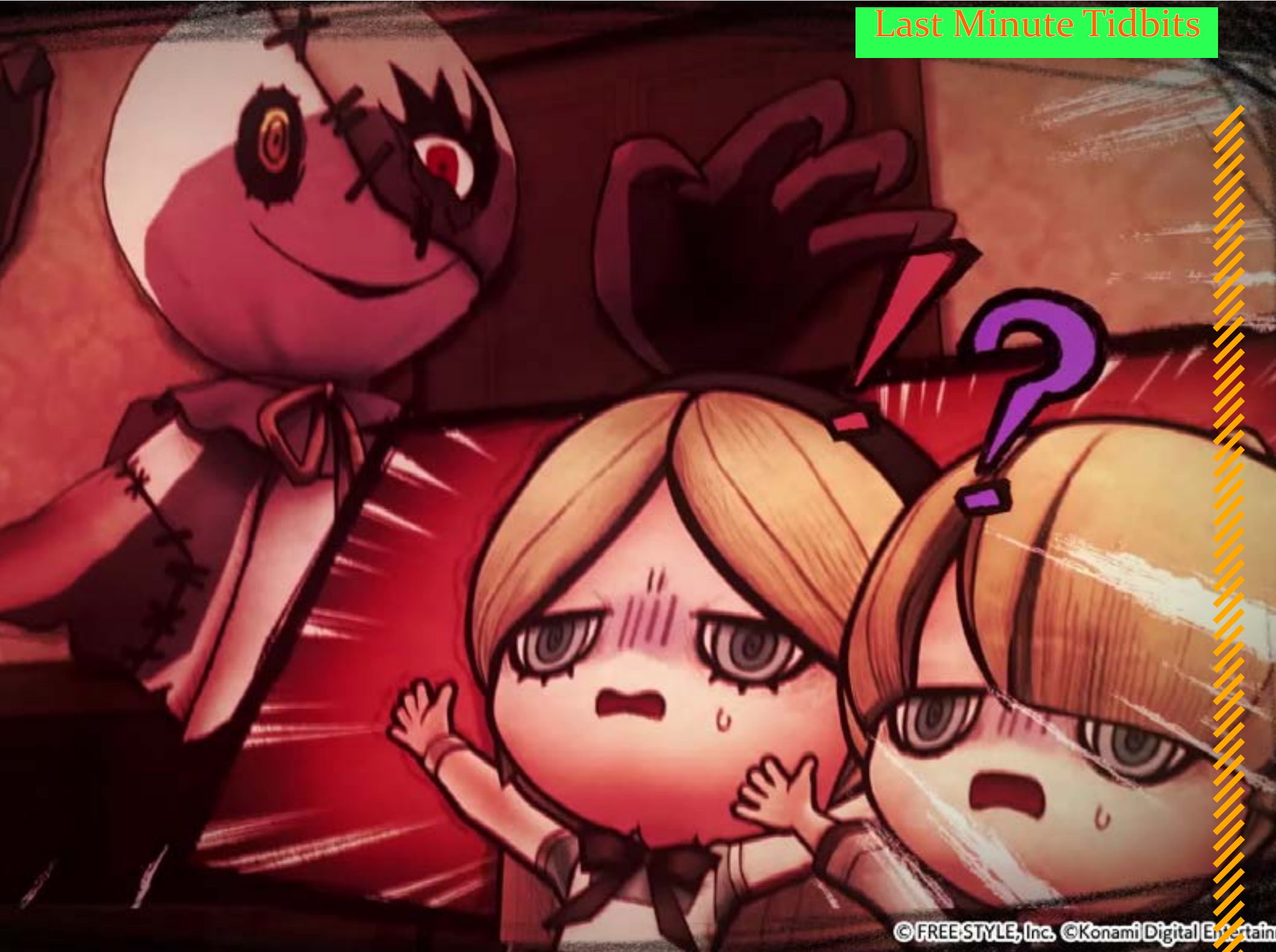
System: Personal Computer
Publisher: Konami
Developer: Free Style
Rating: "E" - SIX and OLDER
ONLY (Mild Fantasy Violence)
Release Date: Out Now

Enjoy the game both online and offline in groups of up to 4 players!
Bail or Jail is an Asymmetrical Multiplayer game where you play on either the Human team (3 players) or the Monster team (1 player).

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©FREESTYLE, Inc. ©Konami Digital Entertainment



System: Personal Computer
 Publisher: Konami
 Developer: Free Style
 Rating: "E" - SIX and OLDER
 ONLY (Mild Fantasy Violence)
 Release Date: Out Now

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A Human's tactics are not limited to running and hiding. If you are in a pinch, you can activate your handy lantern to stun the Monster and turn the tides in your favor! A Monster's true strength lies in its unique abilities. Being able to slip through walls or detect footprints - among other unique Monster skills - allow them to capture Humans when they least expect it!

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System: Nintendo Switch/
PC/PS4/PS5/Xbox Series X
Publisher: Dotemu
Developer: Tribute Games
Rating: 'NR' - Not Rated
Release Date: 2025

A cosmic battle awaits! From New York City to the depths of the Negative Zone, the future of the universe will be fought across the stars in MARVEL Cosmic Invasion!



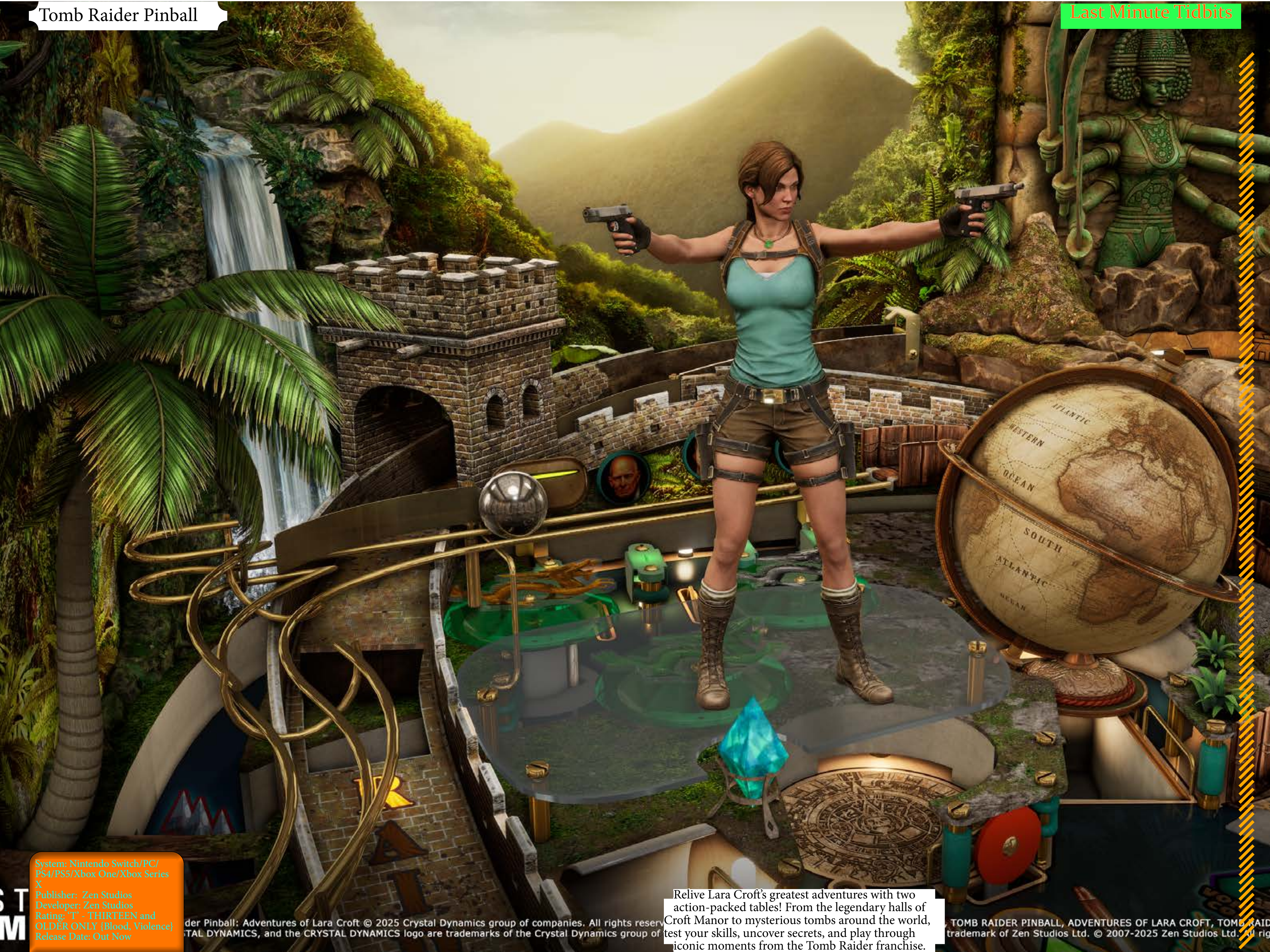
System: Nintendo Switch/
PC/PS4/PS5/Xbox Series X
Publisher: Dotemu
Developer: Tribute Games
Rating: 'NR' - Not Rated
Release Date: 2025

A cosmic battle awaits! After Annihilus has launched an unprecedented attack across the galaxy, all life hangs in the balance. Nova, Spider-Man, Wolverine, 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 Series X
Publisher: Dotemu
Developer: Tribute Games
Rating: 'NR' - Not Rated
Release Date: 2025

From New York City to the depths of the Negative Zone, the future of the universe will be fought across the stars in MARVEL Cosmic Invasion!



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

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Relive Lara Croft's greatest adventures with two action-packed tables! From the legendary halls of Croft Manor to mysterious tombs around the world, test your skills, uncover secrets, and play through iconic moments from the Tomb Raider franchise.

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

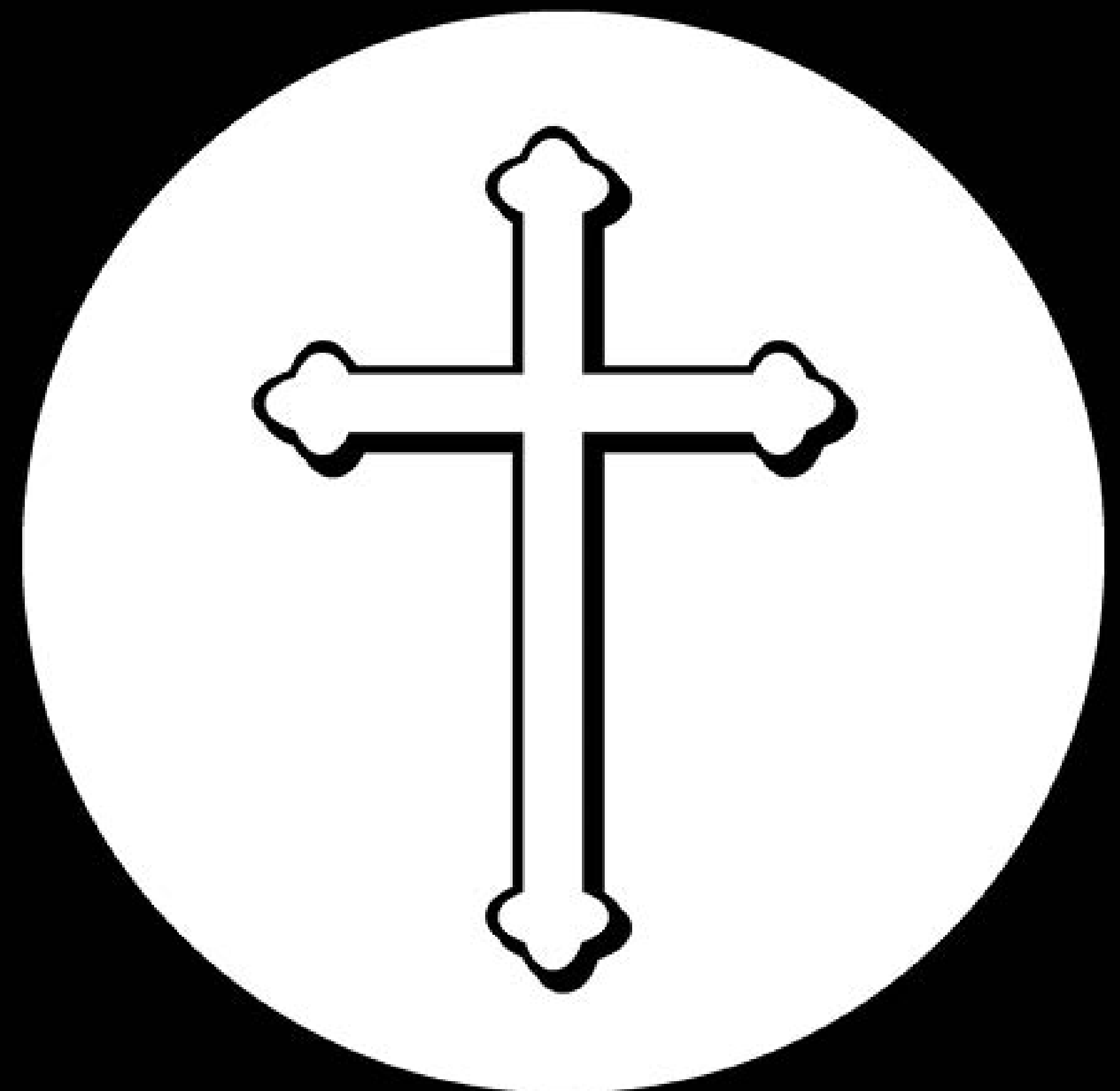
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