



The VOICE of the FAMILY in GAMING

TM

El Presidente
is coming back in
Tropico 7.

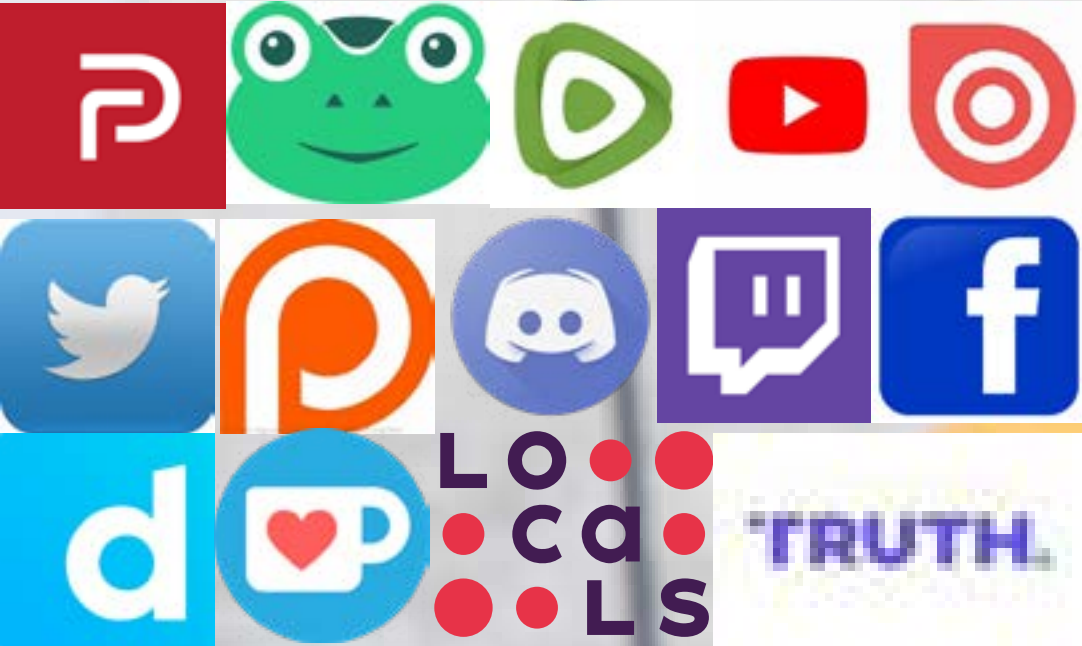


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NOVEMBER
2025

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

Editor's Desk

FEMALE SIDE

News Plans and Old Plans

I thought I would give an update to a variety of different projects. First off the work on the Christmas Buying Guide is coming along quite nicely. Lord willing it will be done in time for Thanksgiving. That is the goal anyway. I found some video game software I liked and have been learning it slowly. Sadly there is less time to really devote to that. I am beginning to wonder if I need to go back to the books. I know I could kick out another Devotional book pretty quickly. When it comes to Christmas Break I will see where things land. I may be going back to trying to write another book before the video game project gets completed.

We have been working with a YouTube manager to get our channel a little bit better. We have been seeing a few improvements from that work here and there. If we could get to the point where we could do YouTube full time then we would be in a much better place. The video quality has been improving on our YouTube channel as well. We moved the shorter videos to 4K, and the longer videos are at 1080p HD. The downside to that is the uploading of the videos has been taking longer. There is another problem unless these other sites change. BitChute for example has a limit on videos at the two gig ceiling. A lot of these newer videos are way over that. Which means we will not be able to release those videos on BitChute unless they increase their video ceiling. Odyssey for example allows for videos up to sixteen gigs in terms of size. Hopefully BitChute upgrades before we get to those videos on that site.

I have been pretty tired lately. What makes that even worse is the next Just Dance is coming out really soon (at least while I write this). I have been considering taking a break here or there. The part that limits me is I see all of these different games I want to work on. I want to show these games off to Family Friendly Gaming Universe. If I take a break that pile just grows. I have been getting a little bit of progress in my pile this year. So it is always nice to see that progress. The other issue for me is we are in the bulk release time for the video game industry. There are games coming out constantly this time of the year. It can be difficult to take some time off when they are coming fast and furious if you know what I mean.

We have upgraded our video and picture software recently. We are looking at upgrading the software we use for this magazine. I hope to get done with the Christmas Buying Guide first. Time will tell on that. There are some things going on behind the scenes I cannot talk about just yet. But I hope to be able to in the near future. We will see what the future holds and what God has in store for us. I

also would love to do some more vertical live streams on the phone. We have some more Legos for Noah to do. I also would like to just do a sit down and chat with all ya'll about some things. I need to start making some notes. That might be a bit of a break for me - to do a vertical live stream. It would be different than playing a game, and watching chat. It would be talking and seeing chat right there. I know the topic of Just Dance is on the mind of some people. So that could be one topic.

In essence that is the plans we have. Some new, and some old. Definitely and thankfully there are no blue plans going on right now.

God bless,
Paul Bury



Find Something Better to do

Why do some people feel the urge, need and desire to irritate and annoy others? There are all kinds of scams going on all the time. Do the people behind them really have nothing better to do? You can't find something constructive, important, and worthwhile to do so you send emails, texts, messages and more. Are you really that bored with your life? If you have these tools available to you, then you could actually go out there and create something. You could improve your own life and lives of millions around you. I really hope the scammers are listening. I really hope the scammers are paying attention. If you have this level of ingenuity why don't you try your hand at creating a video game? There are plenty of free tools out there for you to use. Why not write a book? You could write a script for a movie, television show, or play. Make something out of your life, instead of spreading evil.

Do you know what happens when I come across these scammers? I just report and block them. They might get new numbers and the same thing happens. Again and again they are finding no business from me. Why keep wasting your time? Is the whole goal to waste my time? Again you have nothing better to do than waste the time of others. I go back to build something worthwhile. Make something of your life instead of being marked as a scammer, and spammer by the technology. You have to spend all of the time to get a new number. Your wasting your time with the entire effort. So go and buy a vowel.

I welcome the National Guard coming into Memphis to try and fight the horrible crime. Memphis has a really bad name in terms of crime. Why do some people think they have more of a right to your property than you do? We worked hard to pay for that. Some evil, vile, and wicked person sneaks over and takes it from us. How rude are you? Why don't you go work for it? Why don't you stop spreading such evil? What is wrong with you? Do you like it when people take things from you? If not, then why do you do it? Are you really that self centered and self absorbed? I hope the massive crime problem in Memphis gets improved very soon.

Why do the Democrats support criminals? Why do Democrats hate victims? Why do Democrats believe in spreading pain and suffering? I really do not understand it. I really do not comprehend it. I would think they would want less victims out there. I would think they would want less suffering out there. How can the Democrats support such wickedness? Don't they care about us the little people? Don't they care that their poli-

cies created pain and suffering?

I know a lot of people that have moved out because of the crime in Memphis. I find it interesting some on the political left will complain about people leaving neighborhoods that are really bad. Yet they never ask why. They never wonder what happened. They just have their radical extremist narratives. Yet what they should realize is some people are tired of funding their neighbors all the time. Why work hard and get a few things for some lazy neighbor to just take it from you while you are working? Go somewhere where the neighbors actually respect property rights. Go somewhere that does not have the problems. Democrats have run these cities for decades. Why haven't they solved it yet?

God bless,
Yolanda Bury



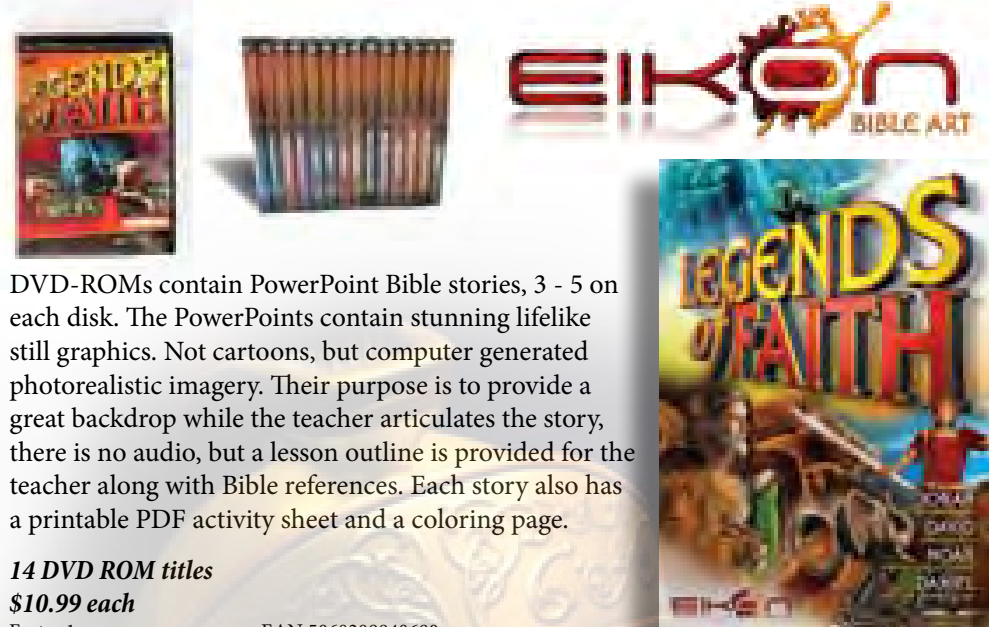
LESSON-BASED EDUCATION & FUN



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



Interactive Bible Series for Windows by GraceWorks Interactive



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

14 DVD ROM titles \$10.99 each

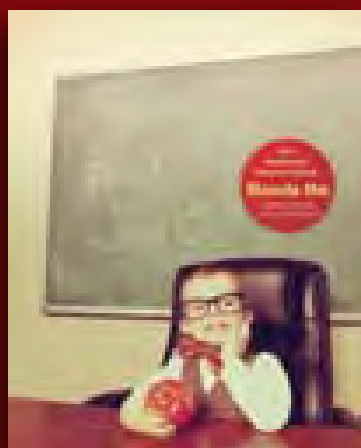
Easter 1	EAN 5060209840680
Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN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

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

6 COMIC titles

\$1.50 (issues 1-4) \$2.99 (issues 5,7)	
Issue 1 Jonah	ISBN 9781904064947
Issue 2 Samaritan	ISBN 9781907731006
Issue 3 Adam & Eve	ISBN 9781907731013
Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

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



For a complete listing,
visit our reference only website

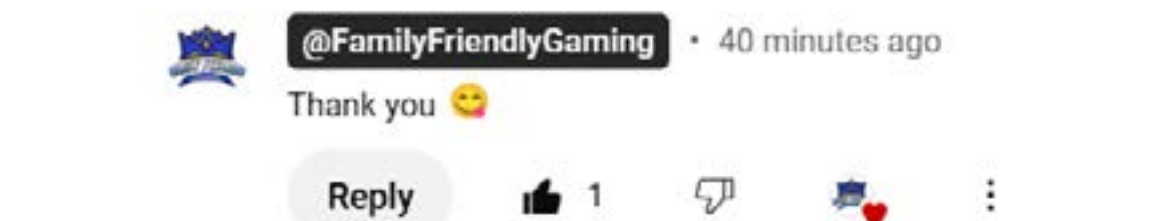
www.homeschoolstore.com

Products can be ordered from your
local Homeschool Retailer.

Mission Statement

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

SOCIAL MEDIA TIDBITS



Advertisement

SOUND OFF



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

Major Problem with Nintendo Switch 2 Discovered

Thank you for your story on the Major Problem with Nintendo Switch 2 Discovered. I looked around and there are some message boards about it but I could not find any major gaming media outlets referencing this problem. Are they afraid of Nintendo? Are they afraid to tell the truth? I found your story very helpful and very informative. It is a true gaming news story. I would think any gaming media outlet worth anything would cover it. Why don't the others cover it?

Again thank you for bring the facts to the public. Family Friendly Gaming is way bet-

ter than those "major" gaming media outlets that have zero credibility.

BTW I am sending over a donation to help ya'll continue to do this important work.

- Brian

{Paul}:
Brian,

First and foremost thank you so much for the donation. For anyone else wanting to donate to help us continue to do this amazing ministry work that reaches millions all over the world please go here:

https://www.paypal.com/donate?token=YwN9diB-WVOzEjjGqbwb7izz-bObHG32mMzsRRUzf1T-vslmQL6MiH8F1H-QtSm93nrI0Hl0P1oYz4Vc-gW_-&locale.x=US

We work day jobs to pay for the costs and equipment. Along with our salaries. We are not at the point where we



can do this ministry work full time. I keep praying about it, and trying everything we can to improve things so this can be a full time ministry work.

I have nothing concrete about the liberal gaming media outlets. I know of all kinds of corruption and inside trading going on within the video game industry. I heard all kinds of things at different E3 conferences. It was one of the reasons I stopped going to the gaming conferences. The lies, deceit, corruption, and more just made me physically ill. I do not accept that is how busi-

ness must be done. There are stories that would turn your stomach, and others that would make you really angry. I saw and heard things that were repulsive to me. Gamersgate is the tip of the iceberg.

I also believe there is an arrogance mixed with ignorance that goes on. A lot of the gaming media are completely out of touch with real and true gamers. I know they have zero clue what families care about. One of the reasons we do what we do is to bring a voice of diversity to the video game industry me-

dia. There are way too many radicalized far leftist in video game media. We know the scales are slanted really bad one direction. We are slamming on the side with very few trying to get it to move a little bit toward balance. Right now that balance is not even close. The problem for a lot of the gaming media is they are total echo chambering with whatever happens. They do not even try to comprehend those that are different from them. They have their radicalized beliefs and they do not even attempt to learn from those that are diverse from them. I find it

really sad.

We appreciate the support. Lord willing more will learn from your fine example. Since we are not part of the corruption we have to work that much harder. Since we do not echo chamber radical far left beliefs we have to work twice as hard. We are attacked, discriminated, sent death threats and more. We obey God over man every single day.

ACA NEOGEO Selection

I noticed you have been reviewing, and even live streaming some of the ACA NEOGEO Selection video games. I love how you have drawn some attention to Play Asia. Are they paying you or sending you games? Do they advertise or sponsor Family Friendly Gaming? Are you planning on getting ACA NEOGEO Selection Vol 7, and ACA NEOGEO Selection Vol 8? They are coming out next month. Will you live stream all of those games?

What is your favorite ACA NEOGEO Selection video game thus far? I love it that you are getting a physical copy of the ACA NEOGEO Selection too. I have been getting games from Play Asia myself. I think they are pretty cool. I love how they give us the option of playing physical copies of games that are normally not released in Ameri-

SOUND OFF Continued

Want to advertise in Family Friendly Gaming?

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

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

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



ca.

God bless,
Chris

{Paul}: Chris,

Wow that is a lot of questions to answer. LOL. Play Asia does not advertise or sponsor. If they did we would denote that in the coverage of the products. Meaning it would be said in the live stream, and put in any of the reviews. We actually go out there and purchase a copy of the games ourselves. I think it would be wise of them to

advertise, sponsor and send us games. Maybe they will read this and buy a vowel. All thanks to your email.

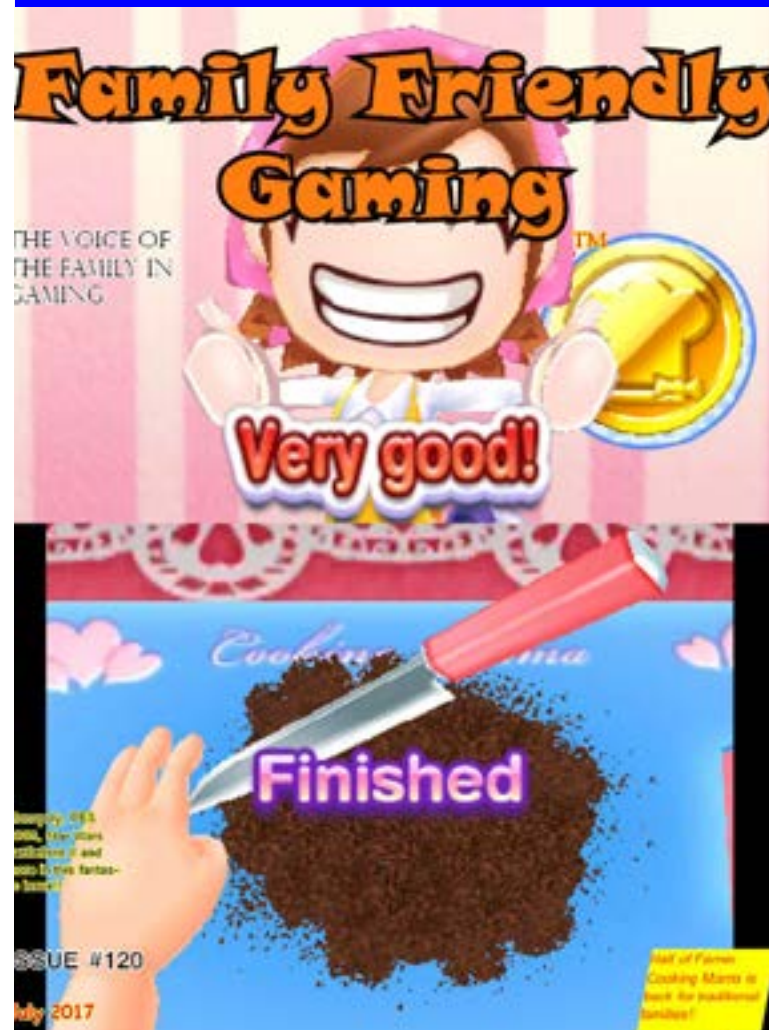
Yes we do plan on purchasing ACA NEOGEO Selection Vol 7 and ACA NEOGEO Selection Vol 8. I am beginning to wonder how many more volumes they will be able to release. We have seen quite a few NEOGEO arcade games. I wonder how many more of these games are left. They are a bit pricey for me. But we get reviews, live streams and videos out of them.

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



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.



Chocobo Crystal Hunt

SQUARE ENIX announced today the upcoming release of The Card Game CHOCOBO'S CRYSTAL HUNT DELUXE, a set that brings together the fun of the original and beautifully illustrated game CHOCOBO'S CRYSTAL HUNT and the thrilling expansion CHOCOBO'S DUNGEON & MONSTERS.

CHOCOBO'S CRYSTAL HUNT DELUXE brings together the beloved base game, CHOCOBO'S CRYSTAL HUNT, and its expansion, CHOCOBO'S DUNGEON & MONSTERS, in one delightful combo!

With newly illustrated cards and additional rules, the game is more exciting than ever. Featuring simple gameplay and charming artwork, it's a fun-filled experience for all players to enjoy. The game components are language-independent, and the rulebook included has been localized in four languages—Japanese, English, German, and French—so everyone can join the fun!

Number of Players: 2 to 4 Players
Playtime: Approximately 10 to 20 minutes

Board Game Contents:

[Hunt Carts]
Chocobo x 12
Fat Chocobo x 5
[Crystal Cards]
Fire Crystal x 4 / Water Crystal x 4
Wind Crystal x 4 / Earth Crystal x 4
[Cards for Basic Rule Play]
Bomb x 4 / Ahriman x 4
[Cards for the Dungeon & Monsters Rule Play]
Goblin x 4 / Tonberry x 4 / Marlboro x 4
Cactuar x 4 / Moogles x 4 / Behemoth x 4
Moogles Coins x 3
[Player Markers]
Crystal x 4 / Chocobo x 1

The Card Game CHOCOBO'S CRYSTAL HUNT DELUXE (4988601392457 | \$34.99 USD) is scheduled for February 2026 release and is available for pre-order on the SQUARE ENIX Store.



DEVOTIONAL

Working Hard

There are some people that have been baffled by all of the things I do. I have answered plenty of questions about why I work so hard on so many things. I do what I do as for and to the Lord. **Proverbs 13:4** *A sluggard's appetite is never filled, but the desires of the diligent are fully satisfied.* The Holy Bible is clear about working hard. I look forward to retirement from the day job for one reason. I can then do the work of the Lord full time.

Jesus gave a very interesting parable about those that think they will just relax and enjoy life. It is a warning to me. **luke 12:18-20** *"Then he said, 'This is what I'll do. I will tear down my barns and build bigger ones, and there I will store my surplus grain. 19 And I'll say to myself, "You have plenty of grain laid up for many years. Take life easy; eat, drink and be merry." 20 "But God said to him, 'You fool! This very night your life will be demanded from you. Then who will get what you have prepared for yourself?'"* We cannot assume that we will have all kinds of life left to do

whatever we want to do. I feel like there is so much to do. I feel like there is so much I can accomplish for the Kingdom of Heaven. As long as I draw breath, and God allows me to do this work, I will do it.

I get all kinds of different ideas. I work really hard to make them into reality. We must follow through as much as possible. **Proverbs 13:23** *All hard work brings a profit,*

but mere talk leads only to poverty. Having great ideas is awesome. Working hard to make them come true is even better. This is something to always remember especially if you are an idea man or an idea woman. This is another piece of wisdom that is constantly in my head.

I mentioned doing things as to the Lord earlier. This comes from the Holy Bible. **Colossians 3:22-24** *Slaves, obey your earthly masters in everything; and do it, not only when their eye is on you and to curry their favor, but with sincerity of heart and reverence for the Lord. 23 Whatever you do, work at it with all your heart, as working for the Lord, not for human masters, 24 since you know that you will receive an inheritance from the Lord as a reward. It is the*

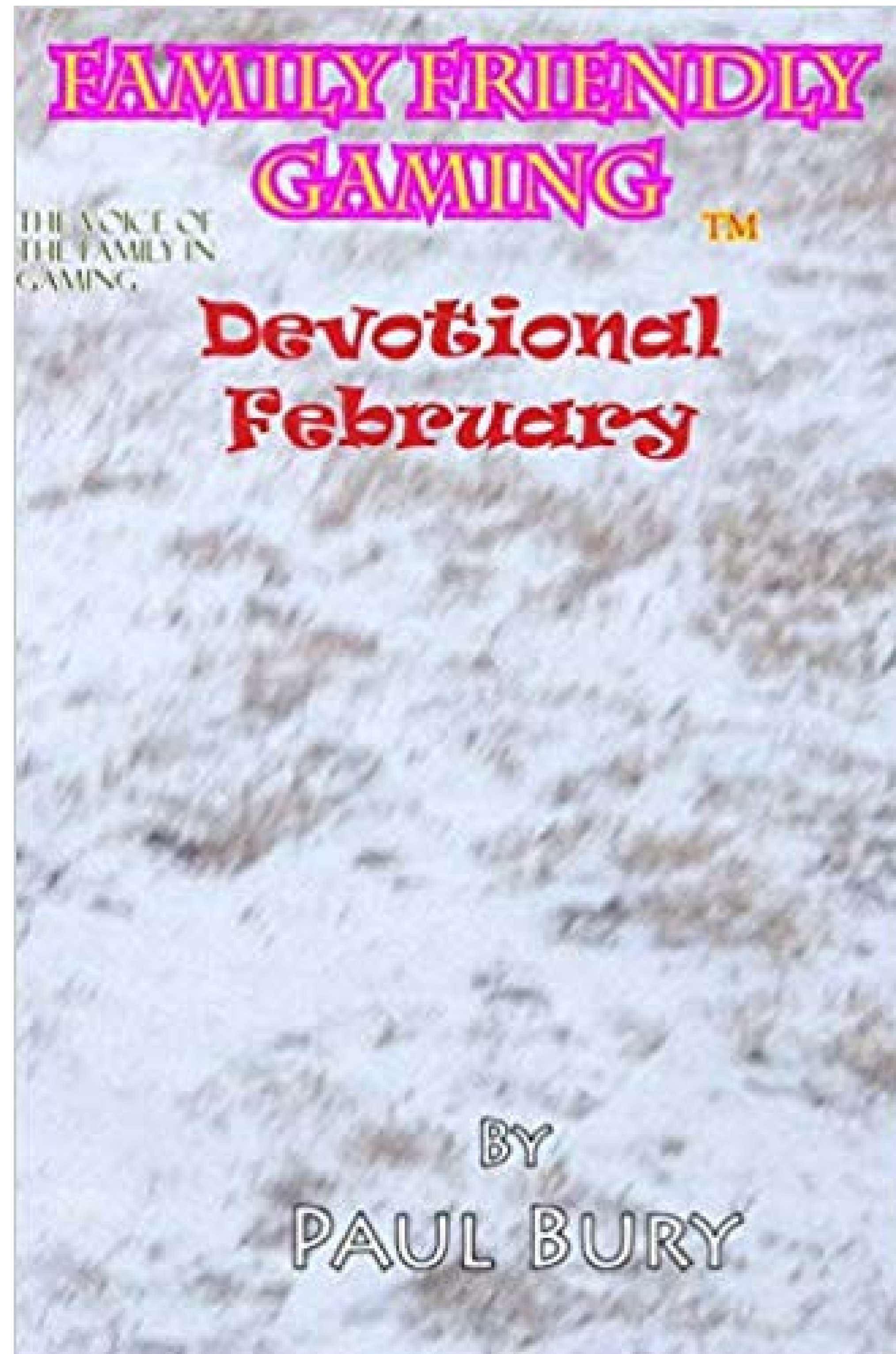
Lord Christ you are serving. This is exactly where I got it from. There are a great many days I am about to pass out from exhaustion from all of the hard work I have done as to the Lord. I see others slacking, sneaking, stealing, lying. I know God will judge all of us. I know that I want to do well when I am judged by God at Judgement Day. I fail, and flop more than I would like. I strive for that goal of perfection. I know I fall short on an almost daily basis. My heart yearns for doing God's will and seeing as many of ya'll as possible in the afterlife.

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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Paradox Interactive Sets Date for Europa Universalis V

One of the most celebrated series in PC strategy gaming will get a complete reimagining this fall. Europa Universalis V, the next iteration of Paradox Interactive's flagship historical title, will be available on 04 November 2025.

Developed by the Barcelona-based Paradox Tinto under the direction of Paradox co-founder Johan Andersson, Europa Universalis V is a continuation of the series' record of deep, quality strategy gaming, but also a major departure from the previous titles. The new game moves further from the game's boardgame roots, and embraces population simulator models that have been explored in other Paradox games.

The result is Europa Universalis V, one of the most complex and deep strategy games on the market - a game that can tell deeper and more realistic historical tales, rooted in a deeply researched interpretation of the late medieval world

NEWS

as the era of castles and knights prepares to yield to a time of explorers and Renaissance.

Key features of Europa Universalis V include:

New "pop" based system: A region's population is reflected by pop units, varying in culture, religion, and social position. A prosperous society will see the population grow, while plague and war can prove costly to the core of your game.

Earliest Starting Date in Europa Universalis history, beginning with the world of 1337. The French and English are about to start the Hundred Years' War, the Yuan dynasty thrives in China, and the Black Death has yet to happen. Guide a nation through 500 years of history, written by your decisions.

The Biggest Paradox Map ever uses a more accurate projection of the globe and small province units. This means greater fidelity to the historical world that Europa Universalis V represents and more variety in the strategies available to the player.

Deeper Economic System including multiple goods and resources in each province. Resources can be fed into a production system, creating key goods for your society or for trade in regional and global markets.

Expanded Research Game: Unlock new technologies and ideas across diplomatic, administrative and military realms. Progress along each research branch will allow new weapons, new industries, and new ways to organize your realm.

Detailed Government System: Give tasks to your cabinet advisors to ease your rule, adopt new laws and national characteristics, and keep the factions of your nation in line by doling out privileges to various Estates.

New Military System that draws soldiers from your population. Raise the levies and watch commerce grind to a halt, or hire mercenaries to fill your ranks. Slowly develop a professional standing army and organize your battlefield posture as you fight for territory and glory.

And more: Historical situations to immerse you in real world events, multiple religions and government types, greater importance of characters and dynastic relationships, and dramatic world changing events.

If you pre-order Europa Universalis V, you will receive an MP3 collection of the original soundtrack for Europa Universalis IV, including songs composed for almost every expansion and immersion pack through the life of the game. (This bonus does not include any Sabaton compilations or compositions.)

Europa Universalis V will be available for PC on 04 November 2025 for the suggested retail price of \$59.99/£49.99/€59.99. The Premium Edition, including two upcoming chronicle packs and one upcoming immersion pack as well as an instant cosmetic reward, is being sold for the suggested retail price of \$84.99/£70.99/€84.99.



In The News Continued

Ys X Proud Nordics is Coming to Nintendo Switch 2 and PC Early 2026

NIS America is excited to announce that Ys X Proud Nordics, the definitive edition of the critically acclaimed entry in the Ys series, is coming to Nintendo Switch 2 and PC early 2026.

About Ys X: Proud Nordics

As the definitive edition of this critically acclaimed entry in the Ys series, Ys X: Proud Nordics offers all of the fast-paced combat and enthralling narrative of the original release, with new mechanics, a high-difficulty dungeon, and a brand-new storyline seamlessly integrated throughout the game.

After a tense encounter at sea, the young red-haired adventurer Adol and the proud Norman Karja find themselves bound together by shackles of Mana, and by the looming threat of an undying horde known as the Griegr, who seek to pillage the vibrant Obelia Gulf. Aboard

their ship, the Sandras, Adol and Karja gather a trusty crew of friends and allies as they go head-to-head with the Griegr in one unforgettable journey!

Title: Ys X: Proud Nordics

Release: Early 2026

Platforms: Nintendo Switch™2 and PC (Steam®, Epic Games Store, GOG)

Genre: Action RPG

Players: 1

Text Language: English, French, German, Spanish (European)

Audio Language: English, Japanese

Rating: ESRB: Rating Pending

Publisher: NIS America, Inc.

Developer: Nihon Falcom Corporation

Embark on a new adventure with pride in your heart!

The action RPG Ys X:Nordics returns to Steam® with a massive upgrade—introducing new story content, new adventure areas, and a host of new features in Ys X: Proud Nordics!

The massive island of Öland, located in the northern reaches of Obelia Bay.

As the battle against the immortal undead known as the Griegr continues, Adol the red-haired adventurer and Karja the pirate princess encounter a host of ancient ruins deep within the island's uncharted wilderness.

What happened on this mysterious island?

A fateful meeting with another Mana user sets Adol and Karja on an all-new adventure into the unknown.

In addition to their exhilarating Cross Action combat, this enhanced edition introduces new Mana Actions, an expanded map of Öland Island with new exploration areas, and more! Face off against new bosses, race through Mana Ride challenges, and test your skills in the Arena, where fearsome foes await—now with even more content for players to dive into!



In The News Continued



Upgraded graphics together with updated UI will give veteran players the definitive Surviving Mars experience, and provide an ideal launch point for new commanders as well.

Surviving Mars Relaunched Announced

Paradox Interactive, a publisher and developer of remasterpieces, today announced the upcoming release of Surviving Mars: Relaunched, an updated, expanded, and remastered edition of Surviving Mars, the award-winning sci-fi city builder originally released in 2018. Haemimont Games, the studio behind the original title, have created an updated version of their game that adds enhanced graphics, new UI, and new content never before seen in the original, bringing Surviving Mars to a new generation of colonists on modern gaming platforms. This version will include the newly updated original game alongside all existing DLC, from expansions to cosmetic additions, in one comprehensive experience - and offer players all-new gameplay features including Martian governance. Surviving Mars: Relaunched will be available soon for PC, PlayStation®5, and Xbox Series X|S, and will launch with a substantial discount for owners of the original Surviving Mars.

The award-winning sci-fi city builder is back - remastered, expanded, and more stunning than ever, in Surviving Mars: Relaunched. The mission remains: colonize Mars and survive the process, from exploration and infrastructure to welcoming human colonists and achieving long-term stability. In the Relaunched edition, there are new challenges to overcome, new strategies to plan, and an upgraded look and feel for a new generation of explorers.

Surviving Mars: Relaunched brings together the original colony management game from Haemimont Games, its entire catalogue of expansions, improved and reworked, from major expansions to cosmetics and radio stations, as well as the all-new Martian Assembly update.

Features of

Surviving Mars: Relaunched will include:

The Award-Winning Martian Colonization Game, Remastered: Players must overcome the challenges of building a habitable, life-sustaining colony in a hostile environment, bringing in human colonists, and keeping them alive long enough to become self-sustaining. Relaunched brings a reworked UI to players for easier access to their toolset and upgraded graphics fidelity and lighting for modern systems.

The Full Expansion Catalog: Compete with other colonies with Space Race, introduce Animal Life with Project Laika, and terraform the martian desert with Green Planet - along with all major and minor expansions, cosmetics, and radio stations released for the original game.

New Gameplay Feature: The “Martian Assembly” update adds colony factions to the game, adding players’ greatest challenge yet to the unforgiving environment of Mars: politics. Colonists will adopt agendas and personal demands, allowing players to shape the society of their colonies’ future. Establish laws and policies, and even push for full independence from Earth!

Expansive Mod Support: Craft your own buildings, parks, or even a sci-fi mystery to share through the game’s extensive and convenient modding tools. Modding is integrated into the game across all platforms, making it easy to browse, install, share, and manage mods without ever leaving your colony.

Surviving Mars: Relaunched will be available on all listed platforms for a suggested retail price* of \$39.99/£34.99/€39.99. Owners of Surviving Mars who purchase Surviving Mars: Relaunched on the same platform will receive a discounted price of SRP \$19.99/£17.50/€19.99. For more details on receiving this discount, please consult the store page.

Skygard Arena 1.0 Launches

Indie developer Gemelli Games has announced that Skygard Arena, the turn-based tactics game with skirmish combat and highly customizable champions, is out today in its 1.0 version at a full price of 14.99 USD and with a 35% discount (9.74 USD) during the first 2 weeks. This launch comes after 10 months in Early Access polishing the game along with the community. This version includes the new Champion Seraphine, a new Arena for multiplayer mode, Steam achievements and more.

“We are super excited to officially launch Skygard Arena with the release of the 1.0 version! Developing such a game, with a full single-player campaign and an innovative PvP mode, has required years of hard work and iteration, so we are very proud of the 1.0 version of the game. We want to thank each player who tried Skygard Arena during Early Access and provided feedback: it has been instrumental in



New playable Champion (Seraphine) with 2 Personas: Angel and Avenger.

New Arena for multiplayer mode: Seraphine's Throne Room.

8 new Relics (items with unique passive effects that reshape the gameplay of a Champion).

Steam achievements.

New opening cinematic.

The World of Skygard

Since the Shattering broke the world of Skygard into multiple islands floating in the sky, five factions have been struggling for survival. Katia, bold Elves and Dwarves who united to build a flying city. The Crimson Empire and their relentless thirst for conquest. The Clouds Clan, an alliance of free nomad tribes. The peaceful Guardians, protectors of ancient magic. The zealots of the Silver Kingdom blinded by their faith in their angel queen. To prevent open war between them, the Factions Tournament was created: every 5 years each one sends their best Champions to fight in the Arena and win the right to exploit the immense crystal mine of Felden. This year, an additional reward is at stake: an ancient crown, radiating magic and whispering voices from the past....

improving the game. We are looking forward to welcoming players to the world of Skygard and meeting them in the Arena!” - Alexandre Colin (Co-Founder and CEO at Gemelli Games)

In Skygard Arena, players build their dream team by picking 3 Champions and personalizing their spells to fit their strategy. They lead their squad to victory in turn-based skirmishes where movement and positioning play a key role, as Champions have to capture objectives in the Arena and collect orbs to execute spectacular ultimate attacks. The game has text available in English, French, Chinese, Spanish, Brazilian Portuguese and German.

Main features

Full single-player campaign with 13 handcrafted missions and 26 secondary quests. With large-scale battles, skirmishes to capture objectives, infiltration missions, base-defense challenges and boss fights, you will be challenged as you progress through the story.

Multiplayer Arena mode with 1v1 PvP matches lasting 20 minutes on average. Play Ranked mode to climb the global leaderboard or enjoy Casual matches with friends.

A roster of 10 unique Champions, each coming with 2 different Personas (a specific gameplay style with its own set of spells and its own skin).

80 Relics that grant game-changing passive effects and reinforce synergies between Champions.

Over 500,000 different team compositions.

A modular AI inspired by chess engines like Stockfish. When playing Arena matches against the AI, players can choose between 4 difficulty levels. These difficulty levels do not change the number of enemies nor their stats: similar to chess engines, they only change the quality of the moves played by the AI! Prepare to face mind-blowing combos.

Epic 90-minute soundtrack composed by Raphael Joffres (Audio Lead on Clair Obscur: Expedition 33).

What's New in 1.0

Stellaris Shadows of the Shroud Releases

Paradox Interactive released Shadows of the Shroud, a new expansion for their hit sci-fi grand strategy game Stellaris. Developed in collaboration with Abrakam, the expansion challenges players to master new psionic traditions, interact with ancient, mind-bending powers, and lead their civilization on a transcendent path. Available now on PC, Shadows of the Shroud features a remaster of the Psionic Ascension, a revamped End of the Cycle, three new origins, and six new civics, among other additions.

Carve your path into the Shroud: Breaching the Shroud unfolds as a three-stage situation, where your decisions will determine your empire's spiritual destiny and determine your attunement to specific Patrons in the Shroud. After you breach into the Shroud, you will have access to a new Shroud Panel, where you can visually analyze your attunement to the Shroud. The more you attune to specific Patrons, the more benefits and bonuses you will unlock.

Revamped End of the Cycle: Powers, knowledge, and wealth beyond measure are yours for the taking - and you already know the cost. However, you can delay the inevitable and acquire even more benefits from this unfathomable pact.*

Psionic Auras: Your Empire's Shroud Attunement will manifest across space, influencing your systems. And your friends. And your enemies. Unless the Mindwarden Enclave will curtail your power.

And More: “Shadows of the Shroud” will also feature New Origins, Civics, Government types, events, portraits, ships... and more!

*The End of the Cycle will remain available to players who own Utopia. Shadows of the Shroud will also grant access to this feature (in case you do not own Utopia) and exclusive new content that expands it.

Shadows of the Shroud is available now for \$19.99/€19.99/£16.75. Players who own the Season 09 Expansion Pass will receive the expansion as part of their purchase at no extra cost.

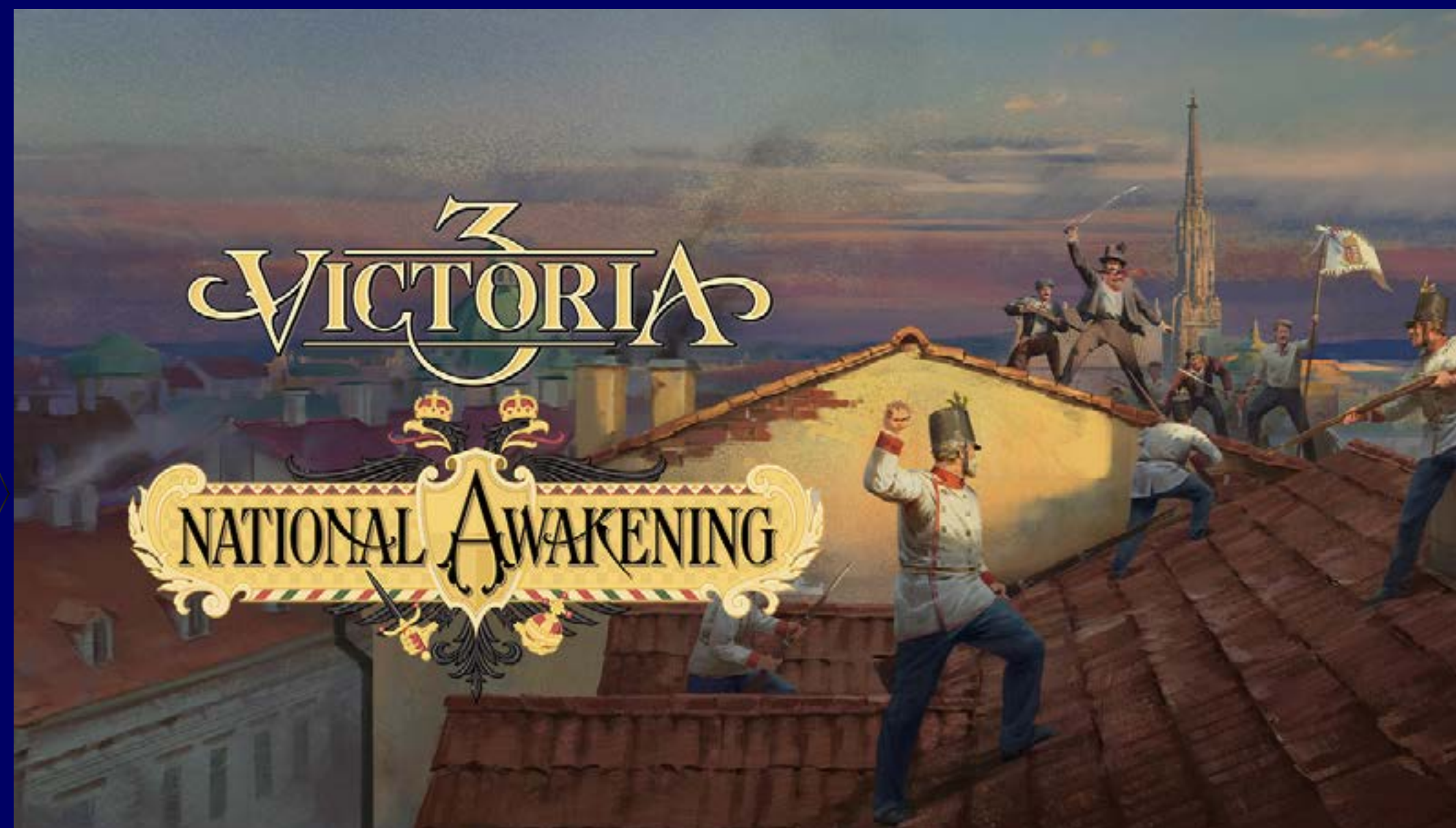
Victoria 3 National Awakening Releases

Guide the Austrian Empire through the Victorian Age in National Awakening, a new immersion pack for Victoria 3. Manage the many nations in your culturally diverse empire, each competing for power and influence in a realm that stretches across Central Europe. Fulfill the ambitions of Metternich and restore imperial power or embrace the liberalizing forces that point a new way to the future.

Victoria 3: National Awakening takes inspiration from the century-long struggles of national movements in Central Europe and the Balkans, challenging the rule of the Habsburgs and their regional rivals. New historical events and journal entries bring this vibrant history to life, while new nations and ideologies take root in Central and Eastern Europe.

Victoria 3: National Awakening has new historical content related to:

Austria: Guided by the bureaucratic and diplomatic genius of Metternich, Austria starts in a strong position - but social and technological revolutions threaten to undermine the absolute



Habsburg authority. Transform the Empire into a cosmopolitan state under bureaucratic lead-

ership, or try to harness the national aspirations of its many peoples towards reform.

Hungary: Once freed from Austrian rule, Hungary has a chance to be a crucial weight in the balance of power in Eastern Europe.

Serbia: Take sides in the rivalry between the Serbian royal houses of the Karadjordjevic and Obrenovic dynasties.

Bulgaria: Establish freedom from Ottoman rule and establish the reputation of Prussia of the Balkans.

Montenegro: Lead this tiny theocratic state to secular monarchy and potential expansion.

Yugoslavia and Illyria: Form a new southern Slavic state, based on the historical Serbian led model or an alternate Croatian-Slovene nation.

The Great Eastern Crisis: The rise of nationalism in Southern Europe deals an almost fatal blow to Ottoman power in Europe as formerly subject peoples rise up in rebellion.

National Awakenings: New narrative events tied to National Fervor to better model the historical rise of nationalism in the Balkans.

The Balkan Wars: New content to encourage a united Balkan front against the exhausted Ottoman Empire in Europe.

New historical characters

New art and regional building set

Victoria 3: National Awakening is available now for the suggested retail price of \$9.99/£8.50/€9.99.

Deconstruction Simulator Releases

Experience the thrill of demolition with Deconstruction Simulator, which is now officially available on Steam. Games Incubator and Hypnotic Ants are excited to announce that the Deconstruction Simulator, a groundbreaking demolition and recycling simulation game, is now available on Steam with exclusive launch discount!

In Deconstruction Simulator, players step into the shoes of a skilled demolition manager, tasked with tearing down structures, sorting valuable materials, and turning debris into profit. Featuring highly realistic physics and an immersive gameplay experience, the game offers players complete freedom to take on a wide variety of demolition contracts and build their own empire from the ground up.

Deconstruction Simulator offers an extensive and meticulously crafted experience, featuring over 40 fully handcrafted contracts and maps. Unlike many simulators that rely on randomly generated or mass-produced content, each contract and building in Deconstruction Simulator has been designed with attention to details in gameplay.



The game boasts an advanced physics-based destruction system allowing every house to be demolished down to the foundations. Few games in this segment offer such complex and visually spectacular demolition mechanics, delivering satisfying and realistic destruction scenes.

Deconstruction Simulator deliver a unique blend of strategy, precision, and creativity, appealing to fans of simulation games. With support for multiple languages and a rich array of in-game challenges, players can look forward to hours of engaging content in the thrilling world of demolition.

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?

AOC's hatefilled speech about the assassination concerning Charlie Kirk got us thinking here at Family Friendly Gaming. There were numerous stories that fact checked AOC and exposed her lies, half truths and other radicalized extremism. What if there was a video game that contained the facts and then exposed when different people redefines things to fit their radicalized viewpoints?

We currently live in a society where one side of the political aisle will redefine words to mean all kinds of things. There is a laziness in looking

at what was said and what words mean. We have learned to translate their words since they have completely different meanings. A good example is racism. Racism is giving someone preferential or detrimental treatment based on their race. Radical far leftist have attempted to redefine the word to mean white people not granting black people preferential treatment. So when we say liberals are being racist we are pointing out they are providing detrimental treatment to one race, and preferential treatment to another race. A video game that would teach gamers this truth would be fascinating. This kind of a game would need to get by the radicalized far left video game media. They were rude and hateful to The Bible Game. They were rude and hateful to LarryBoy and the Bad Apple. So the odds of them giving a real and true video game that teaches good lessons a fair shake is extremely low. We can

still talk about here at Family Friendly Gaming. Shining the light of truth on this topic is important work that has the potential to make the entire vidoe game industry better. Something needs to be done to combat the radical far left propaganda that is flooding the entire video game industry. If we are the only ones to say it, we will say it. If we are the only ones to follow God, we will follow God. We will not stop, quit, or give up until God tells us: "Well done good and faithful servant."

Would you be willing to play a video game that teaches the truth of words and exposes those trying to redefine words, institutions, reality, and more? We would play it, and most likely live stream it as well. Video games are currently being used to teach, and train a great many people all over the planet. We need good lessons in there to give choice to all of the bad ones on the market.

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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Isaiah 32: 9-10

9 You women who are so complacent,
rise up and listen to me;
you daughters who feel secure,
hear what I have to say!
10 In little more than a year
you who feel secure will tremble;
the grape harvest will fail,
and the harvest of fruit will not come.



EA SPORTS Madden NFL 26

SCORE: 85

I hope you were a part of the jamming live stream I performed of EA SPORTS Madden NFL 26 on our YouTube channel. EA SPORTS Madden NFL 26 looks really nice. The announcers are fun to listen to. EA SPORTS Madden NFL 26 included numerous modes that families can enjoy. Multiple family members can play EA SPORTS Madden NFL 26 at the same time. If you like football and you like video games then you will most likely enjoy EA SPORTS Madden NFL 26.

I do have a couple of issues with EA SPORTS Madden NFL 26. The screen rotation for defense was removed. Why? I really liked that. The difficulty seems to be cranked up a bit in EA SPORTS Madden NFL 26. Some of the mini games made zero sense to me. Maybe I am not good enough. Although I have been playing Madden video games for decades. The music contains offensive language. Why was that even needed? We just turn off the music entirely here



at Family Friendly Gaming. So Electronic Arts (EA) is paying musicians for music we do not even use. Why keep wasting the money?

The presentation within EA

SPORTS Madden NFL 26 is nice. I wish we had some really good older teams to play like the NBA 2K video games. That was a feature in some older Madden games. Families can play with and against one another locally. EA SPORTS Madden NFL 26 also allows for players to compete against others around the world. EA SPORTS Madden NFL 26 feels like football to me.



The NFL has drowned in controversies in recent years. Some of that controversial content can be found within this video game. EA SPORTS Madden NFL 26 copies what the stadiums look like for example. EA SPORTS Madden NFL 26 keeps up to date with what is going on in the NFL. So you can pick your team and play the game they will play this week. You can also play entire seasons and build up a franchise.

I feel like EA SPORTS Madden NFL 26 is better than the game from last year on multiple fronts. EA SPORTS Madden NFL 26 definitely looks and feels better. There are a lot of great ways to pick plays. The coaches recommend some things. There are horrible decisions made by the computer. In one game right before the half, the computer picked a run play right up the middle. A Hail Mary or a kneel down made more sense.
- Paul



Graphics: 92%
Sound: 74%
Replay/Extras: 92%
Gameplay: 89%
Family Friendly Factor: 79%



The Lord of the Rings Gollum

SCORE: 59

A couple of years ago I purchased a copy of The Lord of the Rings Gollum. It sat in my pile for awhile. One of the reasons is I heard it was a really bad game from a plethora of different people. I finally decided to give this game a shot. I live streamed The Lord of the Rings Gollum for five to six hours. Ultimately the issues and problems with The Lord of the Rings Gollum led me to move on to other games.

The issues families will have with The Lord of the Rings Gollum are violence, blood, bad language, and more. The loading times in The Lord of the Rings Gollum are really long. The controls are questionable at times. For example I would run up to a wall and press the right trigger to run up the wall. Gollum would run at the bottom of the wall and go nowhere. This is a real

problem when you need to wall run over lava.

The Lord of the Rings Gollum

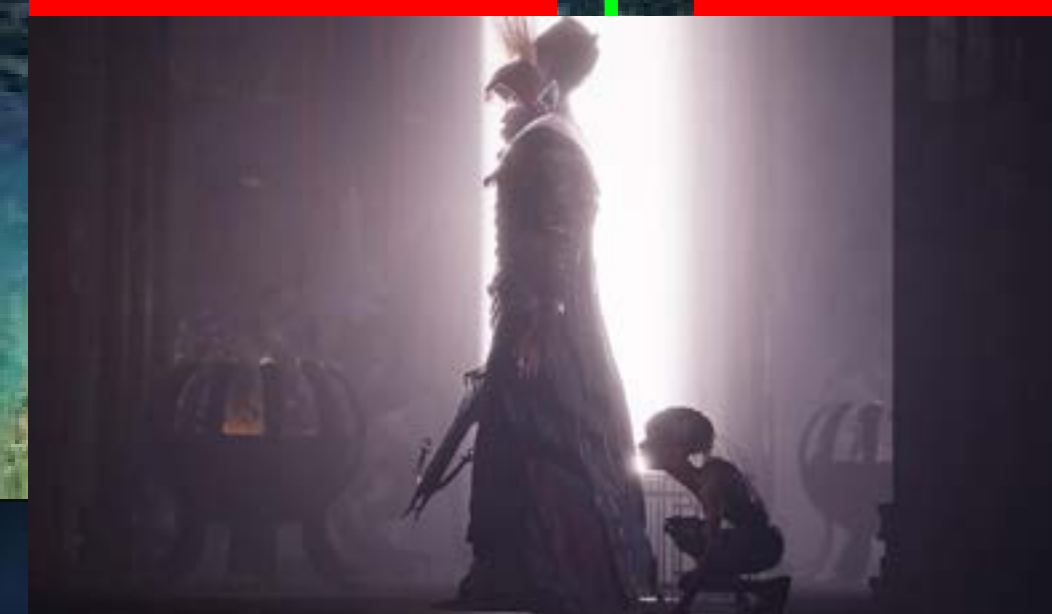
will point you in the wrong direction at times. I had trouble figuring out what to do or where to go quite often. I was constantly looking around to figure out where to go next in The Lord of the Rings Gollum. Many times I found side paths that were dead ends. The confusion in playing The Lord of the Rings Gollum was really high and very deep. What we do feels repetitive a lot of the time as well.

The story in The Lord of the Rings Gollum



drags on. We can choose to be more like Gollum or more like Smeagol in this video game. I am not sure if there is much impact on the storyline depending on which choice is done. There are ten chapters in The Lord of the Rings Gollum. I was in chapter four when I stopped playing. I wanted to keep playing but this game is a real drain.

Quite often in The Lord of the Rings Gollum I could figure out where the story was going. Getting The Lord of the Rings Gollum to that point was another issue. I liked hiding in shadows. The stealth elements to The Lord of the Rings Gollum are made bad thanks to not having a clear understanding of where to go next. Graphically The Lord of the Rings Gollum looks pretty dark.
- Paul



System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Daedalic Entertainment
Developer: Daedalic Entertainment
Rating: 'T' - THIRTEEN and OLDER ONLY {Violence, Mild Blood, Mild Language}

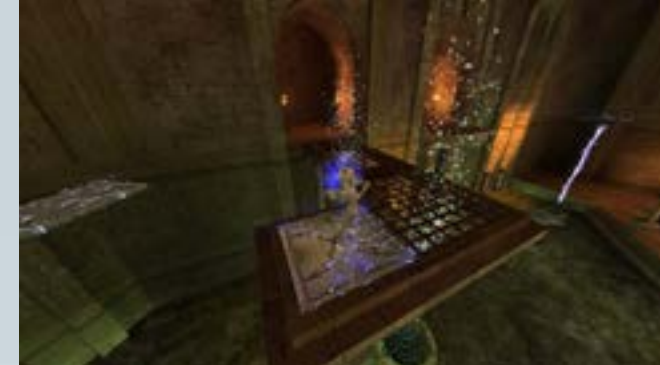


Graphics: 55%
Sounds: 60%
Replay/Extras: 60%
Gameplay: 60%
Family Friendly Factor: 60%

FUTURE GLIMPSES HEART HOME



by
Paul Bury



Sphinx and the
Cursed Mummy



SCORE: 58

I did not play Sphinx and the Cursed Mummy when it came out on the Gamecube, PlayStation 2, and Xbox. I did decide to try out the remastered version on the Nintendo Switch. I have one really important question for the designers, developers, producers and publishers of Sphinx and the Cursed Mummy. Where is the remastering? Sphinx and the Cursed Mummy does not look good. Sphinx and the Cursed Mummy does not sound good.

Sphinx and the Cursed Mummy looks like a Gamecube, PS2 and Xbox video game to me. In fact I should have just bought an older version of Sphinx and the Cursed Mummy and played it on the original systems. Why did I even bother purchasing Sphinx and the Cursed Mummy on the Nintendo Switch? The graphics and camera angles gave me headaches. The gameplay in Sphinx and the Cursed Mummy is even worse.

I kept asking myself one question over and over again while I played Sphinx and the

Cursed Mummy. How do I get there? I literally had issues figuring out how to do almost everything in Sphinx and the Cursed Mummy. I knew I had to get to a higher platform. I had no idea how to get there. I finally talk to this giant monster in the lava. He wants a coconut. Awesome I go to the coconut trees and can't interact. I try jumping and that does not work.

Know what finally worked in Sphinx and the Cursed Mummy? I had to walk over and pick up a rock. I could then



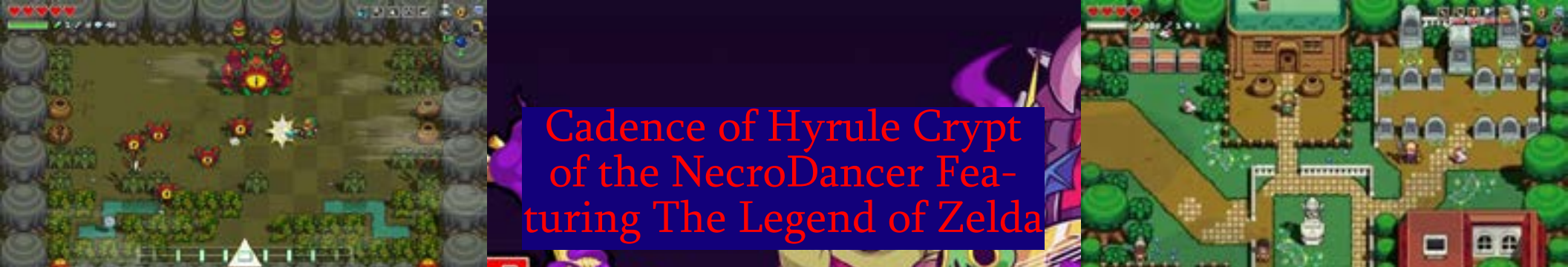
drop or throw the rock at the tree. Then a coconut would drop. Finally I could feed the lava thing. Oh great, now he wants more coconuts. If the gameplay was not annoying and obnoxious enough we have a fellow creature constantly insulting us. This 3D action adventure video game only irritated.

The issues families can have with Sphinx and the Cursed Mummy are violence, false gods, demons, and more. Another problem with Sphinx and the Cursed Mummy is not everything worked right. It took me multiple tries to move this object to change the lava flow. I also fell into the lava quite often. The protection did not last long enough for my personal tastes. I did not enjoy my time with Sphinx and the Cursed Mummy.
- Paul

System: Nintendo Switch/PC/PS4/
Xbox One
Publisher: THQ Nordic
Developer: Eurocom
Rating: 'E' - Everyone TEN and
OLDER ONLY {Fantasy Violence}



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



Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda

CADENCE OF HYRULE
CRYPT OF THE NECRODANCER
FEATURING THE LEGEND OF ZELDA

SCORE: 64

Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda immediately got off on the wrong foot with me in terms of the extremely long name. Why not just call it Cadence of Hyrule? Most gamers do. Why do we need all of the other stuff in that name? It honestly baffles me. Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda sat in my pile for awhile. I was concerned about potential copyright claims so it was never prioritized.

As I find more time to play more games here and there I decided to play Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda for a review. Some of these games I re-view go into a pile to be live streamed. Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda will not go into that pile. In fact strike two against Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda is I do not like it.



The music is okay in Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda at best. We must move with the beat in Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda. I found this so obnoxious that I just ignored it. Then Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda offered me the Fixed Beat Mode. That meant I could move around however I wanted without trying to stay on beat. Why wasn't that offered right at the beginning? Why irritate me first?

We start playing some young lady and then can choose Link or Zelda. I went to Link. We find certain tools that have limited uses in Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda. Know what one amazing truth about this game? It is easy to die. I would get hearts when I did not need them, and when I needed them get none. We must essentially run into enemies to hurt them in this Nintendo Switch video game.

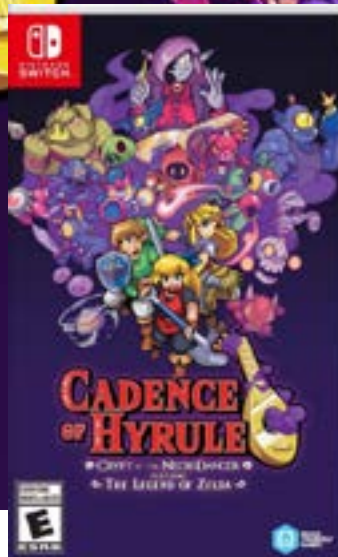
The graphics in Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda are on the small side. We also have limited range depending on how much torch power we have in Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda. There are Zelda puzzles in this video game too. Some are easier to figure out than others. I hate the hopping movements in Cadence of Hyrule Crypt of the NecroDancer Featuring The Legend of Zelda.

- Paul



System: Nintendo Switch
Publisher: Nintendo
Developer: Brace Yourself Games
Rating: 'E' - SIX and OLDER ONLY
{Mild Fantasy Violence}

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



VIDEO GAME LIES

by Paul Bury

Version 3

BUY IT NOW RIGHT HERE

Edens Zero #25

SCORE: 70

The current storyline wraps up in Edens Zero #25. The transition into the next storyline also happens in Edens Zero #25. We also get the very beginning of the next storyline right at the end of Edens Zero #25. There are one hundred and ninety-two pages within Edens Zero #25. Chapters two hundred and thirteen through two hundred and twenty-one are featured within Edens Zero #25. This manga book cost me \$10.99.

I did a bit of research and one of my suspicions is probably accurate. Edens Zero #25 is most likely beginning one of the last storylines in this franchise. There are thirty-three manga volumes in this series. That means there are eight manga volumes after this one. Spoilers will be included in this review going forward. The issues families can have with Edens Zero #25 are lack of attire, enticement to lust, violence, blood, false gods, reincarnation and more.

The fight between Shiki and Ziggy wrap up in Edens Zero #25. It looks like Pino is dead at one point in Edens Zero #25 but she is brought back. Shiki defeats Ziggy in Edens Zero #25. We then find out that the Edens One ship

became sentient and it attacks. Two characters stay on the planet to lose years of their lives and go back to being kids. They want to do it all over again and do it better this time. It is a touching moment.

Rebecca winds up meeting both of her parents in Edens Zero

#25. Readers also find out why Rebecca's mother left. Her family was threatened by this church. Eventually she was able to escape when they no longer care about her. Rebecca and her mother both have the same power. The code on Edens Zero is explained. The multiverse belief set is taught within Edens Zero #25. The characters must go to Universe Zero.

There is a small problem with Universe Zero in Edens Zero #25. The characters will lose their memories of the universe they come from. They are going there to save Mother.

If Mother dies so does all of humanity. So the crew goes to the prime universe. Shiki and Rebecca meet again and regain their memories right at the end of Edens Zero #25. I think they will probably try to get the rest of the crew if they can. - Paul

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

Graphics: 64%
Writing: 74%
Replay/Extras: 71%
Story: 80%
Family Friendly Factor: 59%

My Hero Academia Vol 23

SCORE: 70

There are two hundred pages within My Hero Academia Vol 23. This manga book cost me \$9.99. Chapters two hundred and thirteen through two hundred and twenty-four are what are contained within My Hero Academia Vol 23. The issues families can have with My Hero Academia Vol 23 are violence, bad language, lack of attire, enticement to lust, blood, evolution, spirits, and more. There will be spoilers in my review of the My Hero Academia Vol 23 manga book.

My Hero Academia Vol 23 starts with the last battle between Class A and Class B. Deku is talking (in his mind)

to one of the previous owners of the quirk. Deku learns that he can use this new power. In fact Deku will be able to use multiple different quirks. The power was contained and passed along. After Class A finishes winning against Class B Deku is having problems

figuring out how to make this power come out.

There are plenty of questions for Midoriya after the battle. Plenty of people want to know about the new power he manifest in the competition



between the two classes in My Hero Academia Vol 23. Since there are only a couple of people that comprehend Deku's power he is evasive in his answers. I would say he was very careful in what he shared with others in My Hero Academia Vol 23.

Todoroki and Bakugo wind up

earning their provisional licenses in My Hero Academia Vol 23. The two of them wind up running into a crime right afterward. So they take the thieves down and save the people that were being attacked. Things start to get interesting in My Hero Academia Vol 23 after that. We meet the Liberation Army. They want to take down The League of Villains in My Hero Academia Vol 23.

The League of Villains are trying to convince this doctor to help them. To do that they must convince this really big and strong character. They fight him for a month in My Hero Academia Vol 23. The Liberation Army kidnap someone associated with The League of Villains and are chopping off fingers and having them delivered. The League of Villains goes to the trap with the plan of the big guy coming after them there. It will kill two birds with one stone. - Paul

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

Graphics: 66%
Writing: 69%
Replay/Extras: 75%
Story: 76%
Family Friendly Factor: 63%



G.I. Joe Season Two

SCORE: 67



Parks and Recreation Season 2

SCORE: 57



I finally did it. I finally got back to G.I. Joe. G.I. Joe Season Two came as part of the complete series package. I split the reviews out by season. Although G.I. Joe Season Two contains more than one intro scene. That leads me to believe that G.I. Joe Season Two is actually multiple seasons combined. G.I. Joe Season Two is packages on discs twelve through seventeen. The last disc is the bonus features.



Wet Suit and Leatherneck provide comic relief in G.I. Joe Season Two. Those two are constantly arguing about something. Mainframe is a fun character in G.I. Joe Season Two. Lifeline can be a bit of a drag in G.I. Joe Season Two. Lifeline is a pacifist and refused to fight. He will heal though. Lifeline causes more problems than anything else. We see

G.I. Joe Season Two includes episodes sixty-six through ninety-five. I estimate it took me around five hundred and eighty-three minutes to watch G.I. Joe Season Two. The issues families can have with G.I. Joe Season Two are violence, lack of attire, enticement to lust, and more. There is a real focus on many of the new characters in G.I. Joe Season Two. We get Serpentor, Dr. Mindbender, Thrasher, Zandar, Zarana and more.



other characters like Duke a lot less in G.I. Joe Season Two. Zarana replaces the Baroness a lot in G.I. Joe Season Two.

There is a time travel episode in G.I. Joe Season Two. Sgt Slaughter plays a role in some of the episodes in G.I. Joe Season Two. Sgt. Slaughter and Serpentor have a connection in G.I. Joe Season Two. I am honestly not happy with what they did with Serpentor in G.I. Joe Season Two. He is an impatient little brat. With all of that experience Serpentor should be so much better in G.I. Joe Season Two.

For some reason I thought G.I. Joe Season Two would cover the cartoon after the G.I. Joe Movie. Research I did on this review showed me that I actually reviewed that back in 2011 and 2012. I hate to say I do not remember it but that is the truth. I am happy to wrap up the old G.I. Joe cartoons. The special features on G.I. Joe Season Two contains some interesting things about Larry Hama and the Joe Con event. - Paul

System: DVD
Publisher: Shout Factory
Developer: Hasbro
Rating: 'NR' for Not Rated



Graphics: 60%
Sound: 60%
Replay/Extras: 70%
Gameplay: 80%
Family Friendly Factor: 66%

In our dinner night television show picks I have been working my way through Parks and Recreation Season 2. I rotate different shows around. It took me around five hundred and twenty-eight minutes to watch Parks and Recreation Season 2 from start to finish. We get some interesting new cast members near the end of Parks and Recreation Season 2. There are twenty-four episodes that make up Parks and Recreation Season 2.

Spoilers will be a part of this review going forward. The issues families can have with Parks and Recreation Season 2 are violence, blood, lack of attire, enticement to lust, promotion of sexual deviancy, sex outside of marriage and more. Parks and Recreation Season 2 promotes divorce, breaking the law, and doing whatever you want to do. There are plenty of cringe and awkward moments on the four DVDs that make up Parks and Recreation Season 2.

The pit gets filled in and we eventually get sort of a park in Parks



and Recreation Season 2. Andy winds up going from being homeless and living in the pit to getting a shoe shine job in Parks and Recreation Season 2. Ann and Mark are in a relationship that just ends for no good reason near the end of Parks and Recreation Season 2. I did some research and found out that Mark's character was dropped from the show.

There are some funny moments within Parks and Recreation Season 2. Many of that are very predictable. For example Andy is going to get his guitar to sing for some kids when they lose the previous singer.



ground. I saw all of that playing out before it even happened. Thankfully there are some funny moments that are not as predictable in Parks and Recreation Season 2.

If you ever wonder why there are assassins out there murdering Christians then you need to look no further than shows like Parks and Recreation Season 2 that are preaching hatred against God's law. For me Parks and Recreation Season 2 is a show that I watch one time out of morbid curiosity and never go back to it. I will continue to get through the seasons as time permits. The government shut down in Parks and Recreation Season 2 is fascinating. - Paul

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



Video: 62%
Audio: 58%
Replay/Extras: 65%
Functionality: 55%
Family Friendly Factor: 45%



Windjammers Karnov & Friends

SCORE: 65

There are five games on the Windjammers Karnov & Friends Evercade cartridge. The five games are Windjammers, Karnov, Atomic Runner Chelnov, Vapor Trail Hyper Offence Formation and Rohga Armor Force. This is the 15th cartridge in the arcade series on the Evercade systems. I live streamed all five games on our twitch channel. The videos will go to our video channels when the time is right.

I remember Windjammers from previous systems. It did not impress me back then, and it does not impress me now. I could never figure out why I would miss the frisbee so often. In fact, the computer seem to be able to dash to the spot, but I would dash the other direction way too often. So I question the controls in this

video game.

All of the games on this cartridge are Indie. The graphics and all of them look

dated and not the best. I did have some fun with Atomic Runner Chelnov on the Windjammers Karnov & Friends cartridge. This runner was surprisingly fun. I like how I could be at the front screen or the back of the screen and enemies would come from all directions.

Karnov was one of the most annoying games on this cartridge. I died quite fre-



quently and quite often in this game. I also cannot understand why I could not jump up on steps that my character was way above. There is also a shooting aspect to Karnov. This game also felt like an eight bit NES game to me as well. There is nothing wrong with that.

Vapor Trail Hyper Offence Formation felt like the standard top down shooters to me. Surprisingly, I actually enjoyed this shooter. I liked being able to add credits and continue where I last died. Which means if I ever go back to this game, I can easily get to the end. There are some crazy bosses in this game. Rhoda Armor Force is a Mech shooter. Lots of things to destroy. Violent content is a part of these games.
- Paul

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

System: Evercade
Publisher: Blaze Entertainment
Developer: Paon DP,
Rating: 'NR' - Not Rated



NeoGeo Arcade 1

SCORE: 67

If you were a part of the live stream where I played NeoGeo Arcade 1 then you know the skinny on why I only played two of the six games. If you missed the amazing live stream (what is wrong with you?) then let me explain. I have been purchasing the ACA NEOGEO Selection volumes. Four of the games on NeoGeo Arcade 1 are also on those. I plan on live streaming those at some point in the near future.

The games on NeoGeo Arcade 1 are The King of the Fighters 2000, Metal Slug, Shock Troopers, Magician Lord, Sengoku, and Ironclad. The issues families can have with NeoGeo Arcade 1 are violence, blood, lack of attire, enticement to lust, and more. NeoGeo Arcade 1 contains three shooters, one brawler, one

fighting game, and one side scrolling 2D platformer. That 2D platformer is really close to a shooter since we have to move a bit, shoot, rinse and repeat.

I want to continue to stick with the side scrolling 2D platformer. That game is Magician Lord. I have plenty of complaints about that game. First it is insanely hard unless you move at a snails pace. Second Magician Lord will respawn the player right in the middle of multiple enemies. I died so often thanks to that while playing Magician Lord on the NeoGeo Arcade 1. Who thought that was a good idea? The continuation should have been right after going through the door, not before it.

Since shooters make up half of the games on the NeoGeo Arcade 1 cartridge I will spend a few words on them. Ironclad is a space shooter. Metal Slug is



a side scrolling 2D shooter. Shock Troopers is sort of the brawler version of a shooter. We run around and have space to move up, down, left and right in an environment with the character we are using. These games are good with the continues thanks to one button.

The King of the Fighters 2000 is that well known fighting game that has been on a lot of different systems. NeoGeo Arcade 1 would be really cool if the Nintendo Switch compilations were not already on the market. Those packages provide ten games. NeoGeo Arcade 1 only provides six games. There are going to be multiple NeoGeo arcade cartridges coming on the Evercade as well. If you have nowhere else to play these games then NeoGeo Arcade 1 is a possibility.
- Paul

Graphics: 60%
Sounds: 72%
Replay/Extras: 68%
Gameplay: 72%
Family Friendly Factor: 63%

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

SPORTS



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Outright Games
Developer: Unfinished Pixel
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

Ready to step onto the court with your favorite team? If you've ever wanted to play for the NBA, or see what it's like to hoop for the other team, now you can! Dribble, pass and slam dunk your way to victory in this action-packed basketball game.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Outright Games
Developer: Unfinished Pixel
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now



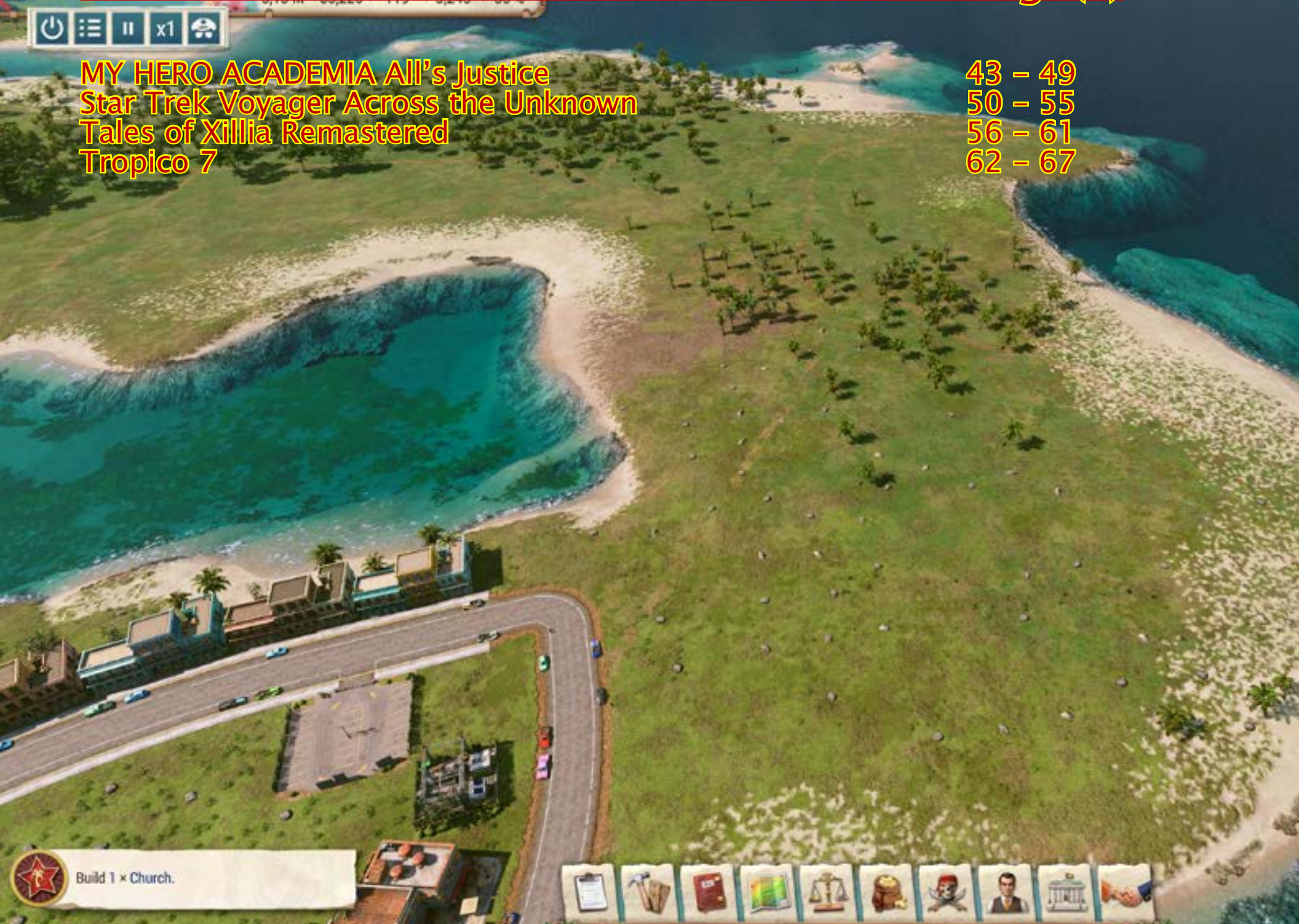
Lead the way from the East Coast to the West Coast, choosing from 30 official NBA teams like the Boston Celtics, Chicago Bulls, New York Knicks, Golden State Warriors, Los Angeles Lakers, Denver Nuggets, and more.



DEVELOPING

CONTENTS

Product Name	Page(s)
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Star Trek Voyager Across the Unknown	50 - 55
Tales of Xillia Remastered	56 - 61
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A screenshot from the game Tropico 7 showing an aerial view of a tropical island with a winding road, buildings, and a beach. The game's interface is visible at the top and bottom.

GAMES



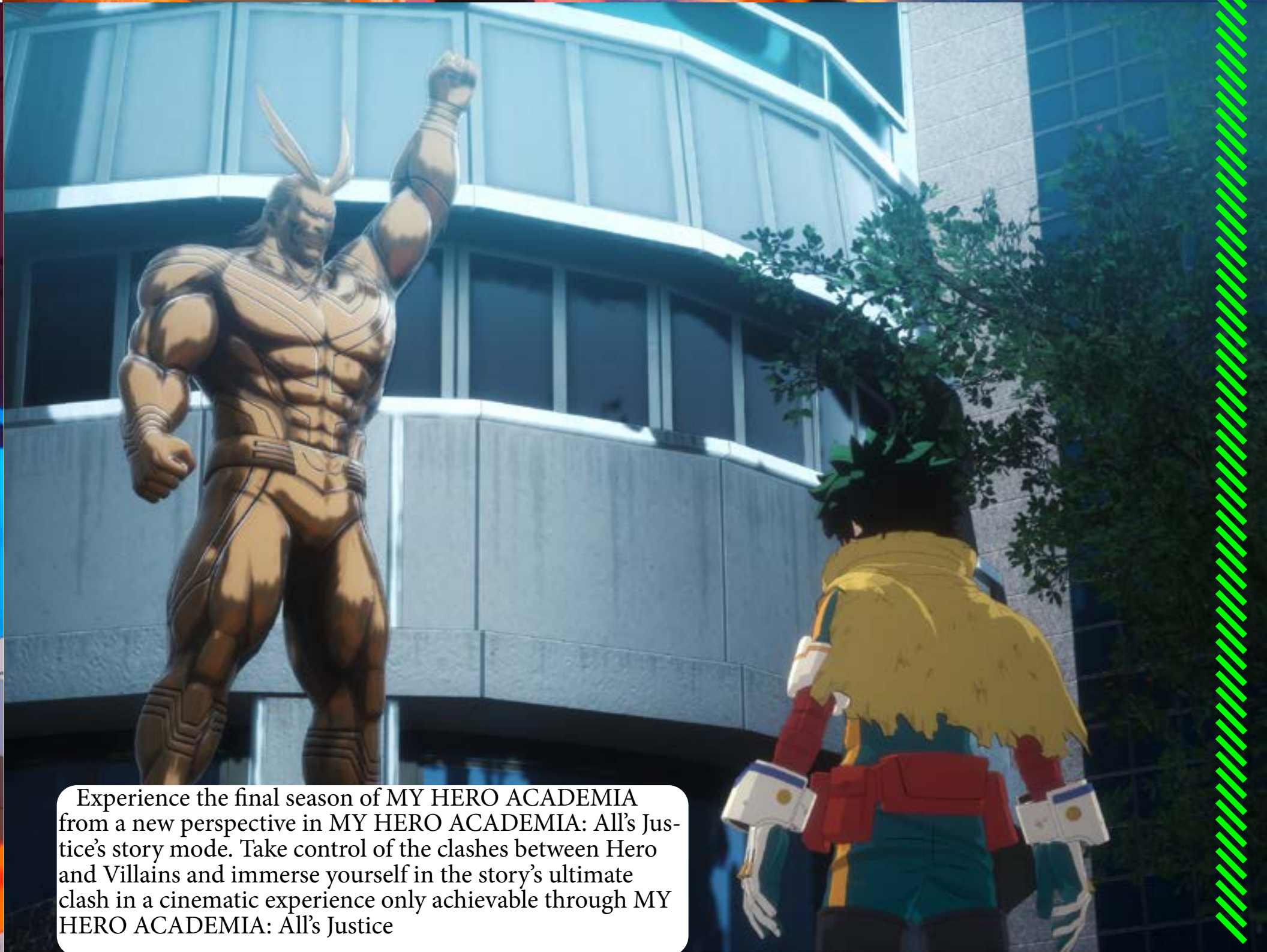
System: PC/PS5/Xbox Series X
Publisher: Bandai Namco Entertainment
Developer: Byking
Rating: 'RP' for Rating Pending
Release Date: To Be Announced

SMASH through MY HERO ACADEMIA's final story arc and triumph over your foes in spectacular 3v3 battles! Follow Deku and the journeys of other characters in the Final War between Heroes and Villains, and experience the world-shaking, climactic clash between One For All and All For One in MY HERO ACADEMIA: All's Justice!



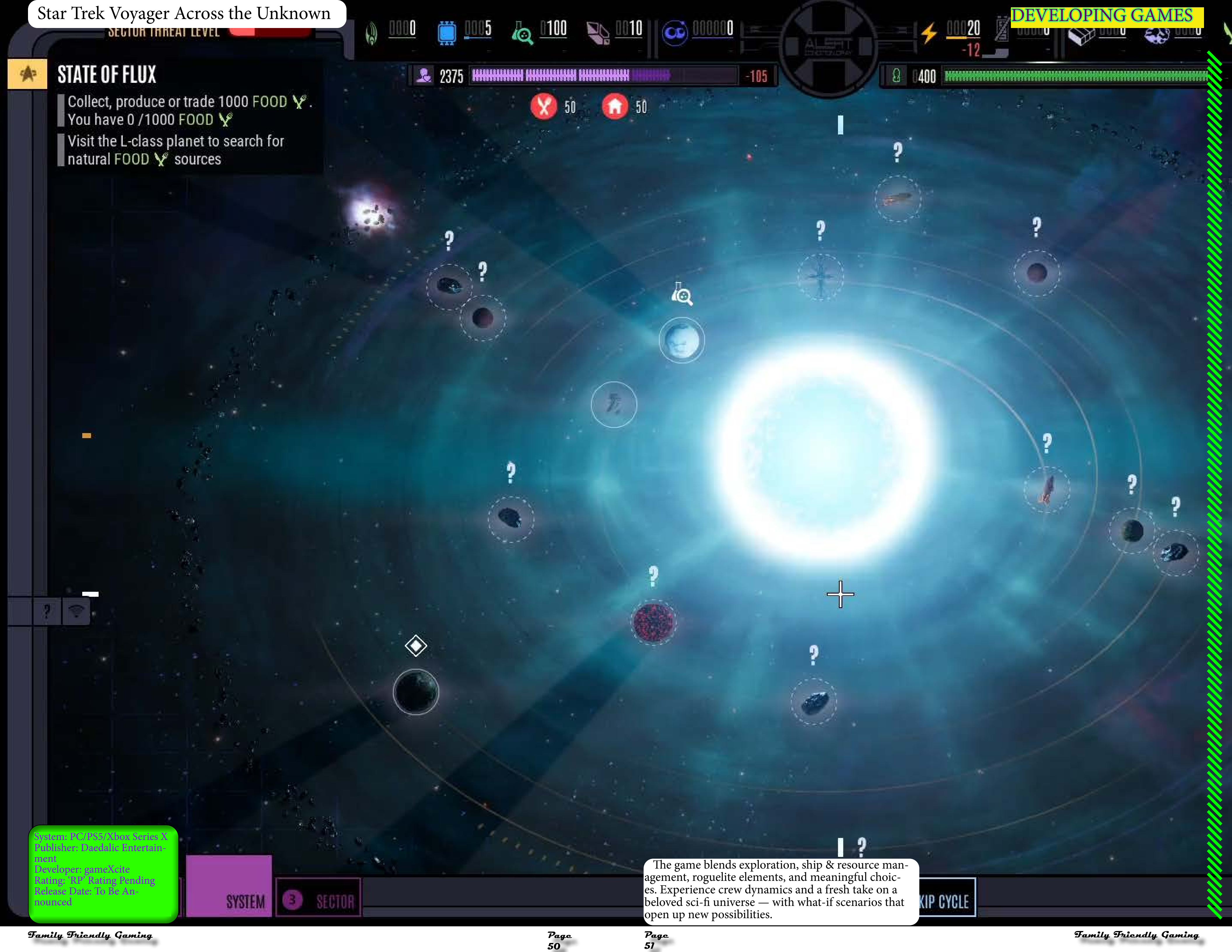
System: PC/PS5/Xbox Series X
Publisher: Bandai Namco Entertainment
Developer: Byking
Rating: "RP" for Rating Pending
Release Date: To Be Announced

MY HERO ACADEMIA: All's Justice is the super-powered 3D arena fighter where your favorite characters from the MY HERO ACADEMIA franchise appear in their latest and most powerful forms, framed within a Refined Battle System that showcases their Quirks to their limits!



System: PC/PS5/Xbox Series X
Publisher: Bandai Namco Entertainment
Developer: Byking
Rating: RP for Rating Pending
Release Date: To Be Announced

Experience the final season of MY HERO ACADEMIA from a new perspective in MY HERO ACADEMIA: All's Justice's story mode. Take control of the clashes between Hero and Villains and immerse yourself in the story's ultimate clash in a cinematic experience only achievable through MY HERO ACADEMIA: All's Justice



STATE OF FLUX

- Collect, produce or trade 1000 FOOD .
- You have 0 / 1000 FOOD .
- Visit the L-class planet to search for natural FOOD  sources

System: PC/PS5/Xbox Series X
Publisher: Daedalic Entertainment
Developer: gameXcite
Rating: 'RP' Rating Pending
Release Date: To Be Announced

SYSTEM

3

SECTOR

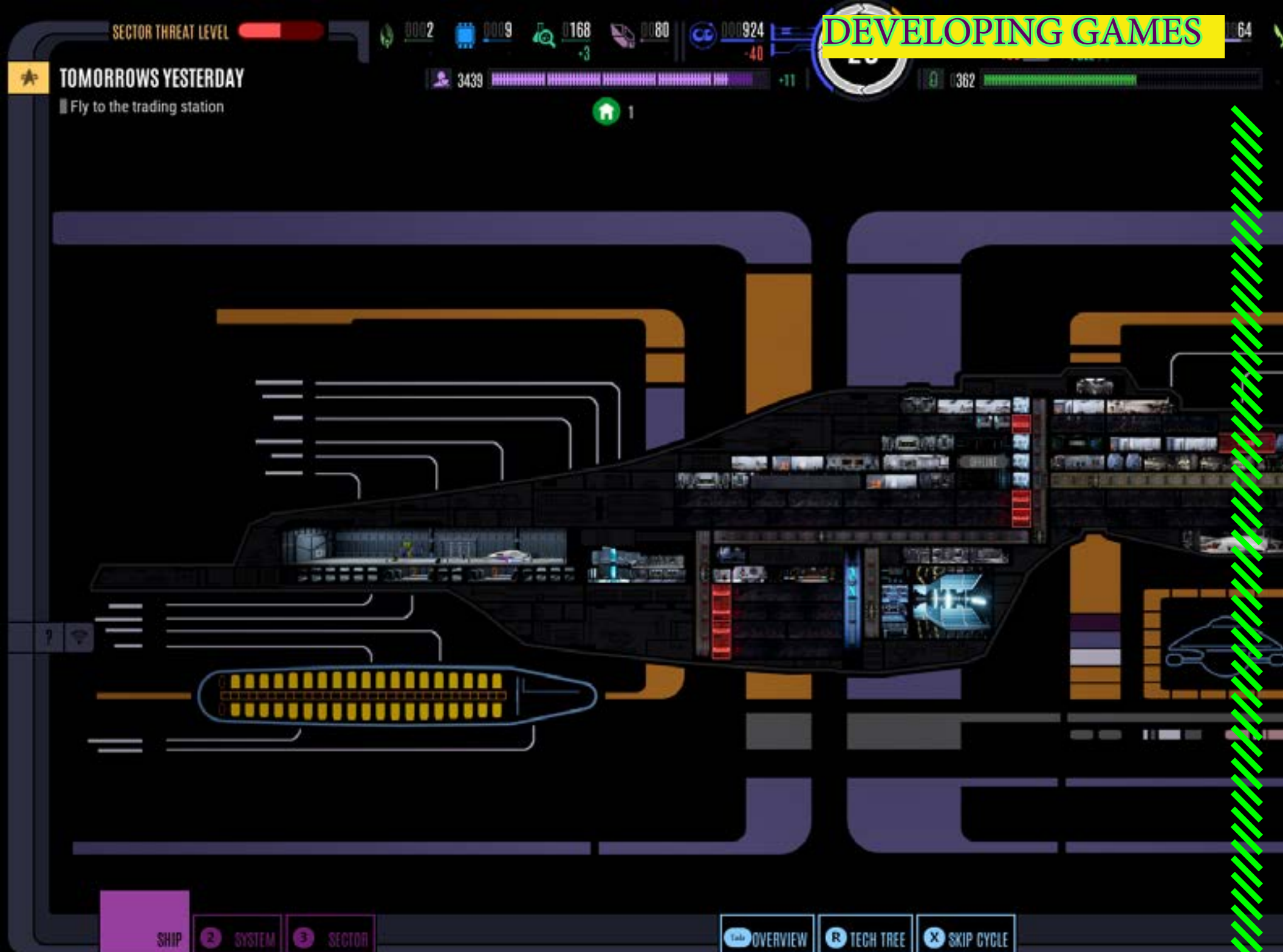
SKIP CYCLE

The game blends exploration, ship & resource management, roguelite elements, and meaningful choices. Experience crew dynamics and a fresh take on a beloved sci-fi universe — with what-if scenarios that open up new possibilities.



System: PC/PS5/Xbox Series X
Publisher: Daedalic Entertainment
Developer: gameXcite
Rating: 'RP' Rating Pending
Release Date: To Be Announced

Player decisions shape both the fate of the crew and the configuration of the U.S.S. Voyager itself. With each playthrough, the ship becomes a different version of itself—reengineered and reimagined based on the path taken through the quadrant and the command decisions made along the way.



System: PC/PS5/Xbox Series X
Publisher: Daedalic Entertainment
Developer: gameXcite
Rating: 'RP' Rating Pending
Release Date: To Be Announced

"As lifelong fans of Star Trek, we're thrilled to contribute to this iconic universe," adds Daniel Bernard, Game Director at gameXcite. "This game isn't just about nostalgia—it's about giving players the conn and letting them chart their own course through the unknown."



System: Nintendo Switch/PC/PS5/
Xbox Series X
Publisher: Bandai Namco
Developer: DokiDoki Grooveworks
Rating: "T" - THIRTEEN and OLDER ONLY (Blood, Language, Sexual Themes, Use of Alcohol, Violence)
Release Date: October 31, 2025

Experience Tales of Xillia, remastered for the first time ever. Dive into the magnificent world of Rieze Maxia as either Jude Mathis, an aspiring medical student from the capital, or Milla Maxwell, a mysterious woman accompanied by four powerful spirits.



System: Nintendo Switch/PC/P55/
Xbox Series X
Publisher: Bandai Namco
Developer: DokiDoki Grooveworks
Rating: "T" - THIRTEEN and OLD-
ER ONLY (Blood, Language, Sexual
Themes, Use of Alcohol, Violence)
Release Date: October 31, 2025



At the start of their epic journey through the vibrant world of Rieze Maxia—where humans and spirits coexist in harmony—players can choose to step into the shoes of either Milla or Jude. But peace is under threat.



System: Nintendo Switch/PC/PS5/
Xbox Series X
Publisher: Bandai Namco
Developer: DokiDoki Grooveworks
Rating: "T" - THIRTEEN and OLDER ONLY (Blood, Language, Sexual Themes, Use of Alcohol, Violence)
Release Date: October 31, 2025



he kingdom of Rashugal has begun using a mysterious, powerful device that's draining the world's mana, the very essence of life. Determined to stop the destruction and restore balance, Milla and Jude embark on a daring quest to destroy the device and save their world.



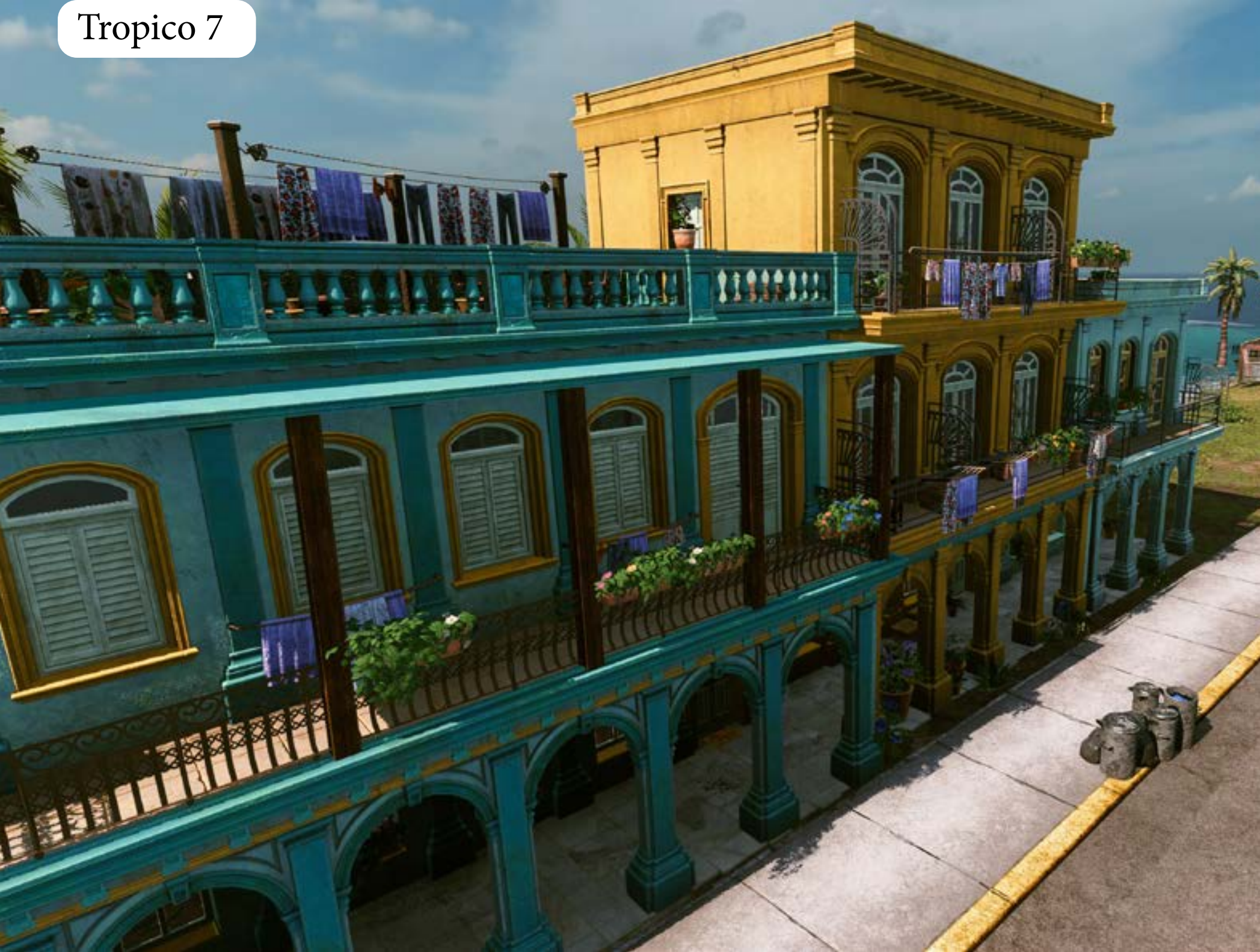
System: PC/PS5/Xbox Series X
Publisher: Kalypso Media
Developer: Gaming Minds Studios
Rating: 'RP' - Rating Pending
Release Date: 2026

Get rich or die trying! You are free to agree with El Presidente – on the greatness of Tropico and his unmatched leadership skills. In Tropico 7, you step into his shiny boots again to build your archipelago nation and – literally – move mountains.



System: PC/PS5/Xbox Series X
Publisher: Kalypso Media
Developer: Gaming Minds Studios
Rating: 'RP' - Rating Pending
Release Date: 2026

With great power comes great responsibility – and even greater opportunity. As the most benevolent leader of your island nation, guide your loyal citizens (and your Swiss Bank Account) through the ages toward untold prosperity. Remember: Control isn't tyranny, it's efficiency – and more control means more efficiency (except when Penultimo is involved, but that's another story).



System: PC/PS5/Xbox Series X
 Publisher: Kalypso Media
 Developer: Gaming Minds Studios
 Rating: 'RP' - Rating Pending
 Release Date: 2026



Exert your control and shape the landscape you are building on to fit your vision. Plan and construct complex city layouts, fulfil the multifaceted needs of your subjects, give precise directions to your army, and look down on your opponents in the council, all while revelling in your own splendour.

NOW

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Product Name

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EA SPORTS FC 26
PAC-MAN WORLD 2 Re-PAC
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PAC-MAN™ & ©Bandai

PLAYING





System: Nintendo Switch/Nintendo Switch 2/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: EA Sports
Developer: EA Vancouver, EA Romania
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

The Club is Yours in EA SPORTS FC™ 26. Play your way with an overhauled gameplay experience powered by community feedback, Manager Live Challenges that bring fresh storylines to the new season, and Archetypes inspired by greats of the game.



System: Nintendo Switch/Nintendo Switch 2/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: EA Sports
Developer: EA Vancouver, EA Romania
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

EA SPORTS FC™ is here—the next chapter in The World's Game. Created for fans by fans, EA SPORTS FC™ is a new Football Club for the future of football we want to build together. Dive into The World's Game with unparalleled authenticity, featuring the biggest leagues, competitions, clubs, and players across the men's and women's game around the world.



System: Nintendo Switch/Nintendo Switch 2/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: EA Sports
Developer: EA Vancouver, EA Romania
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

Whether you're building your dream squad in Football Ultimate Team™, managing your club to victory in Career Mode, or hitting the pitch with friends in the all-new 5v5 Rush, EA SPORTS FC™ lets you experience more ways to win For The Club than ever before.



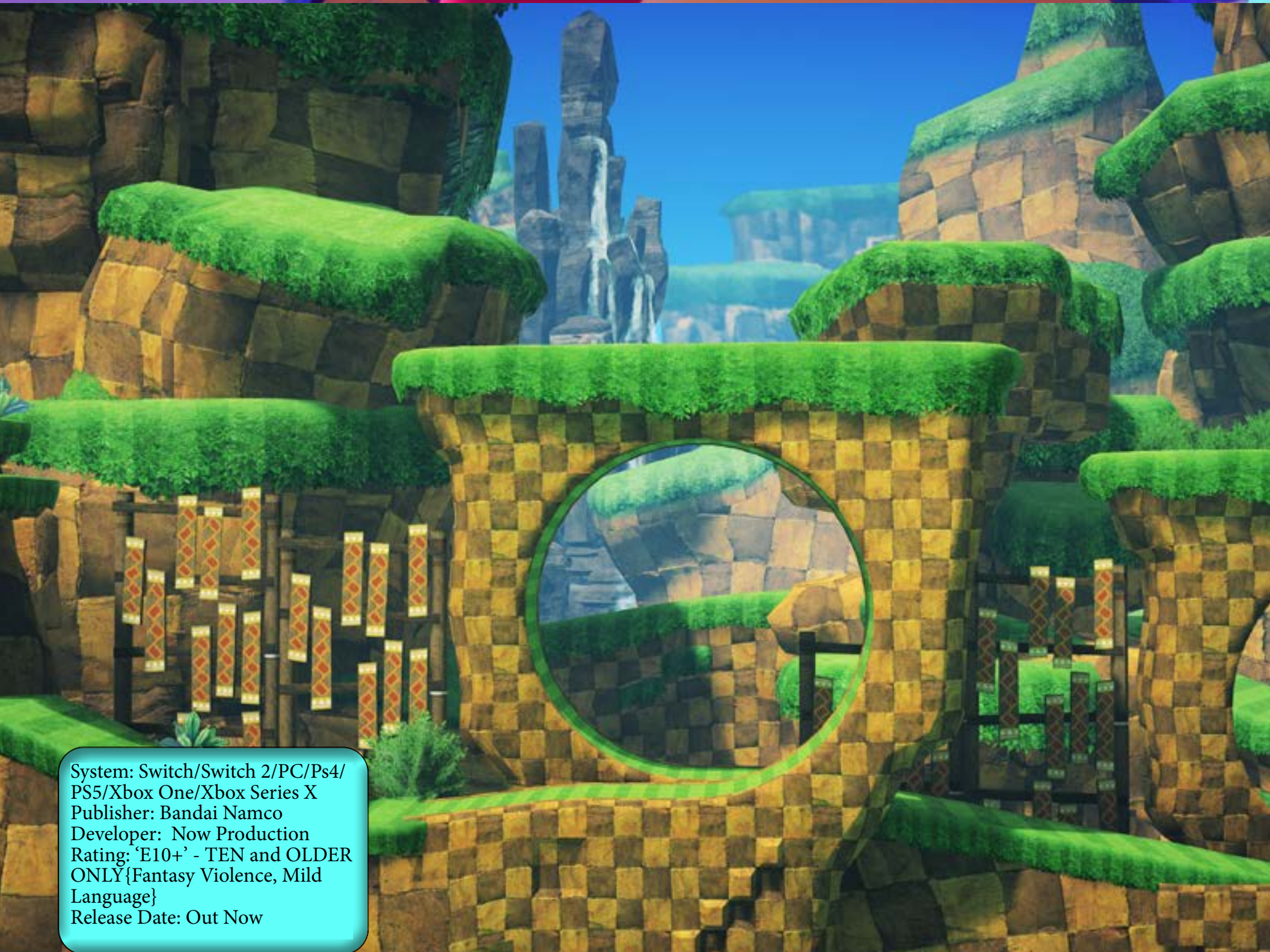
System: Switch/Switch 2/PC/Ps4/
PS5/Xbox One/Xbox Series X
Publisher: Bandai Namco
Developer: Now Production
Rating: 'E10+' - TEN and OLDER
ONLY {Fantasy Violence, Mild
Language}
Release Date: Out Now

The Ghosts snuck into PAC-Village and stole the Gold-
en Fruit, unwittingly freeing the all-powerful ghost king,
Spooky! PAC-MAN must venture across PAC-LAND to
reclaim the Golden Fruit and put a stop to the dastardly
Spooky!



System: Switch/Switch 2/PC/Ps4/
PS5/Xbox One/Xbox Series X
Publisher: Bandai Namco
Developer: Now Production
Rating: 'E10+' - TEN and OLDER
ONLY {Fantasy Violence, Mild
Language}
Release Date: Out Now

Run, chomp, butt-bounce, and more to meet PAC-LAND's challenge and charm! From B-Doing Tree Tops to ice skating in Snowy Mountain, and taking aim from the PAC-Marine deep in the Ocean. Rev roll in Paradise Meadows, Flutter jump over lava in the Volcano, and PAC-Dot attack through Ghost Island! PAC-MAN is ready for action!



System: Switch/Switch 2/PC/Ps4/
PS5/Xbox One/Xbox Series X
Publisher: Bandai Namco
Developer: Now Production
Rating: 'E10+' - TEN and OLDER
ONLY {Fantasy Violence, Mild
Language}
Release Date: Out Now

With modern graphics, expanded levels and PAC-Village, quality of life improvements, and voice acting - it's the fan favorite remade from scratch with the original recipe. Re-PAC means more: new actions for PAC-MAN, updated boss battles, characters, collectables, customizations, even a 2-player mode!



System: Switch/Switch 2/PC/
PS4/PS5/Xbox One/Xbox Se-
ries X
Publisher: Sega
Developer: Sonic Team
Rating: 'E' - SIX and OLDER
ONLY {Mild Fantasy Violence}
Release Date: Out Now

Race across land, sea, air and space in Sonic Racing: CrossWorlds! Warp through Travel Rings into new dimensions where something new awaits around every twist and turn. Speed to victory solo or as a team in a variety of offline 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!

& ©Bandai Namco Ent



System: Switch/Switch 2/PC/
PS4/PS5/Xbox One/Xbox Se-
ries X
Publisher: Sega
Developer: Sonic Team
Rating: 'E' - SIX and OLDER
ONLY {Mild Fantasy Violence}
Release Date: Out Now



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

Last Minute

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Maribel casts Frizz Cracker!

Ruff Lv. 56
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Maribel
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MP 343

Aishe
Lv. 56
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Sir Mervyn
Lv. 56
HP 413
MP 304

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Product Name

DRAGON QUEST I II HD 2D Remake
The Wandering Village
DRAGON QUEST VII Reimagined
Monument Valley 3 1 plus 2

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Tidbits



© ARMOR PROJECT/BIRD STUDIO/SPIKE CHUNSO

Battle Speed  Ultra-Fast 

 Enemy Info

- | | |
|--------|-----------|
| Attack | Abilities |
| Spells | Items |
| Defend | Equipment |



System: Switch/Switch 2/PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: E10+ - TEN and OLDER
ONLY [Fantasy Violence, Mild
Blood, Mild Language, Mild Sug-
gestive Themes, Use of Alcohol]
Release Date: October 30, 2025

Thanks to the heroic efforts of the legendary Erdrick, the Lord of the Underworld was defeated and peace returned to the land of Alefgard. Yet this peace was not to last, as the diabolical Dragonlord has risen and unleashed hordes of monsters on the realm once more. Now, descendant of Erdrick, it is your destiny to defeat this new evil and rescue the world from its plight!

© ARMOR PROJECT/V



Matilda: Come on, everybody! Hustle, hustle!

System: Switch/Switch 2/PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: E10+ - TEN and OLDER
ONLY [Fantasy Violence, Mild
Blood, Mild Language, Mild Sug-
gestive Themes, Use of Alcohol]
Release Date: October 30, 2025

Many years have passed since Alefgard was saved at the hero's hand, earning him the same title as his storied forebear. The descendants of this Erdrick and his scions founded three kingdoms that thrived in peacetime. Yet, darkness stirs once more and a sudden invasion of malicious monsters plunges the world into shadow again. All that stands between the forces of evil and their wicked ambi- tions is a band of young princes and princesses of Erdrick's lineage. The time has come for them to venture forth and honor their ancestor's legacy!

© ARMOR PROJECT/V

	Gawain	Cannot Be Learned
	Caradoc	Can Be Learned
	Peronel	Cannot Be Learned
	Matilda	Can Be Learned

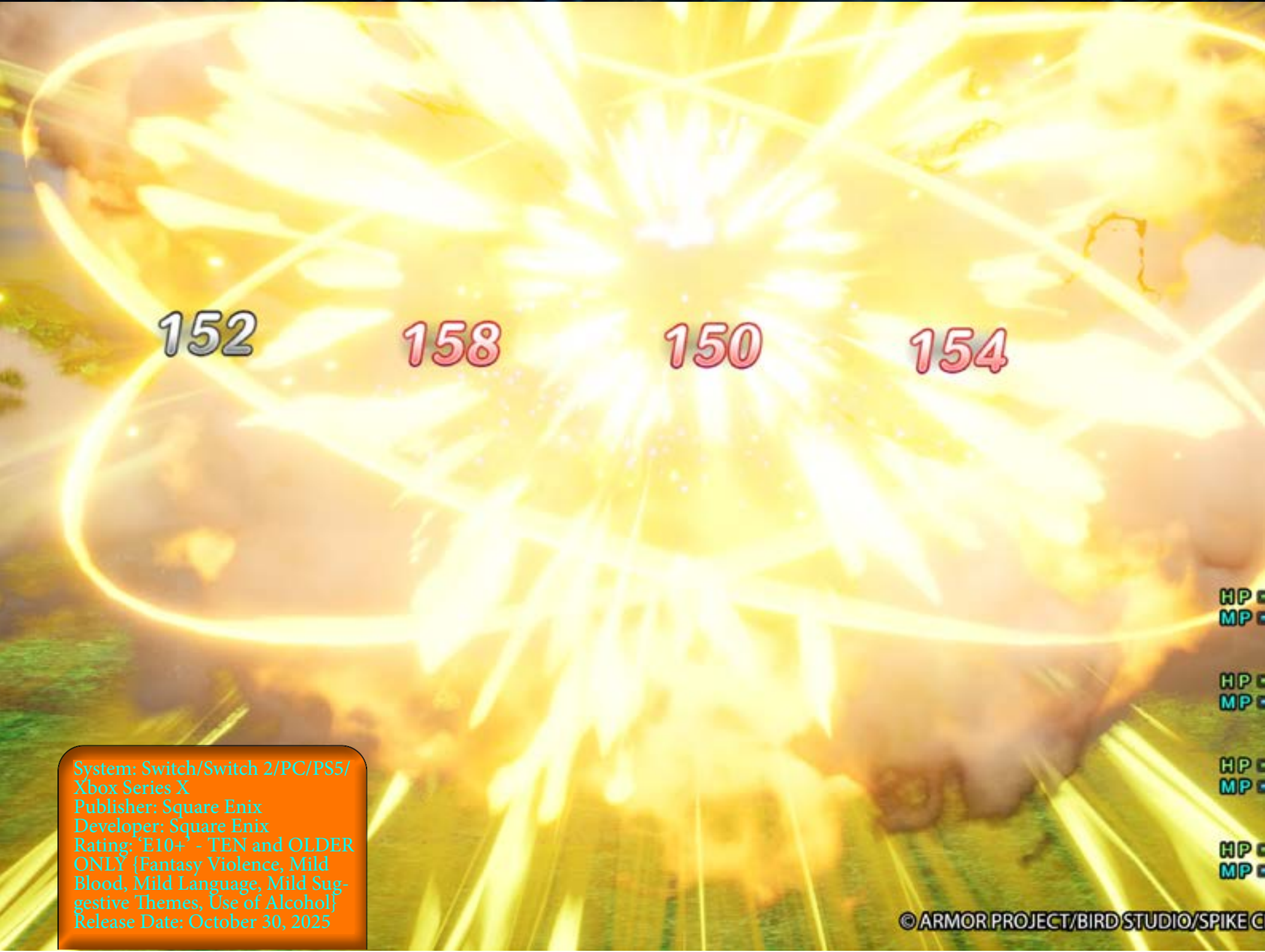
A scroll onto which the mysteries of Assassin's Stab have been inscribed. Consumed upon use.

Number Held 1



Peronel

We are on a quest to locate five small yet powerful stones known as sigils, that will help us lay Hargon low.



Peronel's Multiheal goes critical!

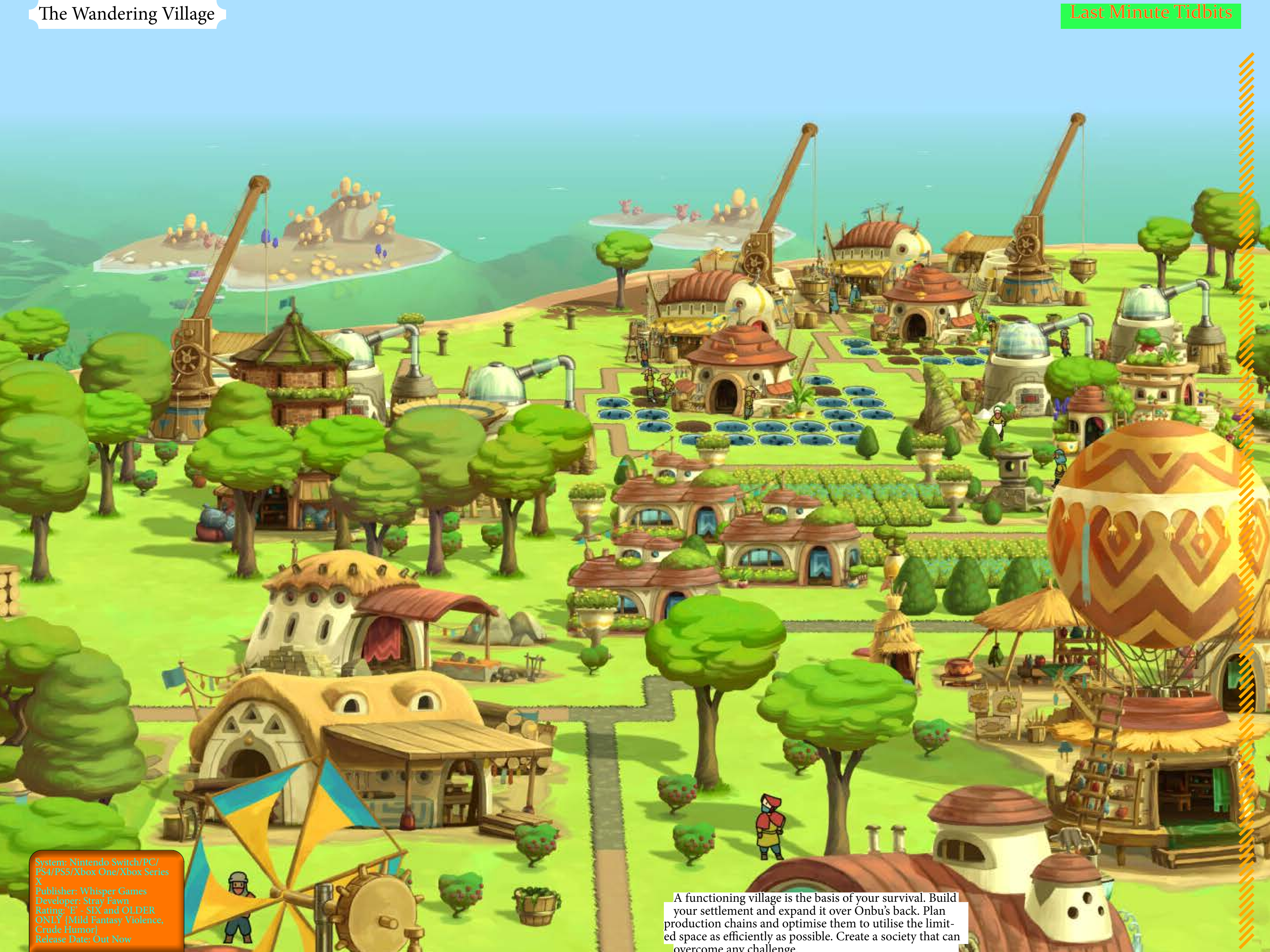
DRAGON QUEST III HD-2D Remake is a stunning reimagining of the beloved masterpiece and narrative beginning to the 'Erdrick Trilogy'. DRAGON QUEST I is set in a land called Alefgard, created by Rubiss. The protagonist sets out from Tantegel and embarks on a journey around the world.

System: Switch/Switch 2/PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: 'E10+' - TEN and OLDER
ONLY [Fantasy Violence, Mild
Blood, Mild Language, Mild Sug-
gestive Themes, Use of Alcohol]
Release Date: October 30, 2025



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

In a world where mysterious plants are spreading all over the earth, emitting toxic spores as they grow, a small group of survivors seeks shelter on the back of a giant, wandering creature they call 'Onbu'.



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

A functioning village is the basis of your survival. Build your settlement and expand it over Onbu's back. Plan production chains and optimise them to utilise the limited space as efficiently as possible. Create a society that can overcome any challenge.



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

Continuously adapt your village as you travel through a multitude of different biomes, each with its unique climate zones, opportunities and threats. Scout your environments and send out foraging missions to gather rare resources and ancient artefacts.



Maribel casts Frizz Cracker!

System: Switch/Switch 2/PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Square enix
Rating: E10+ - TEN and OLDER
ONLY (Fantasy Violence, Blood,
Suggestive Themes, Language, Alco-
hol Reference, Comic Mischief)
Release Date: February 25, 2026

The character designs, originally crafted by world-re-
nowned manga artist Akira Toriyama, have been
reimagined into a charming 3D art style using dolls ac-
tually created in the real world. Environments and dun-
geons are also brought to life with a unique hand-crafted,
diorama-style aesthetic that vividly illustrates the beloved
world of the DRAGON QUEST series.



System: Switch/Switch 2/PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Square enix
Rating: E10+ - TEN and OLDER
ONLY (Fantasy Violence, Blood,
Suggestive Themes, Language, Alco-
hol Reference, Comic Mischief)
Release Date: February 25, 2026

While remaining faithful to the original story, the narrative of DRAGON QUEST VII Reimagined has been enhanced to provide a more streamlined story experience. Alongside the main adventure, players can enjoy optional side quests, stories and minigames.

© ARMOR PROJECT



System: Switch/Switch 2/PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Square enix
Rating: E10+ - TEN and OLDER
ONLY (Fantasy Violence, Blood,
Suggestive Themes, Language, Alco-
hol Reference, Comic Mischief)
Release Date: February 25, 2026

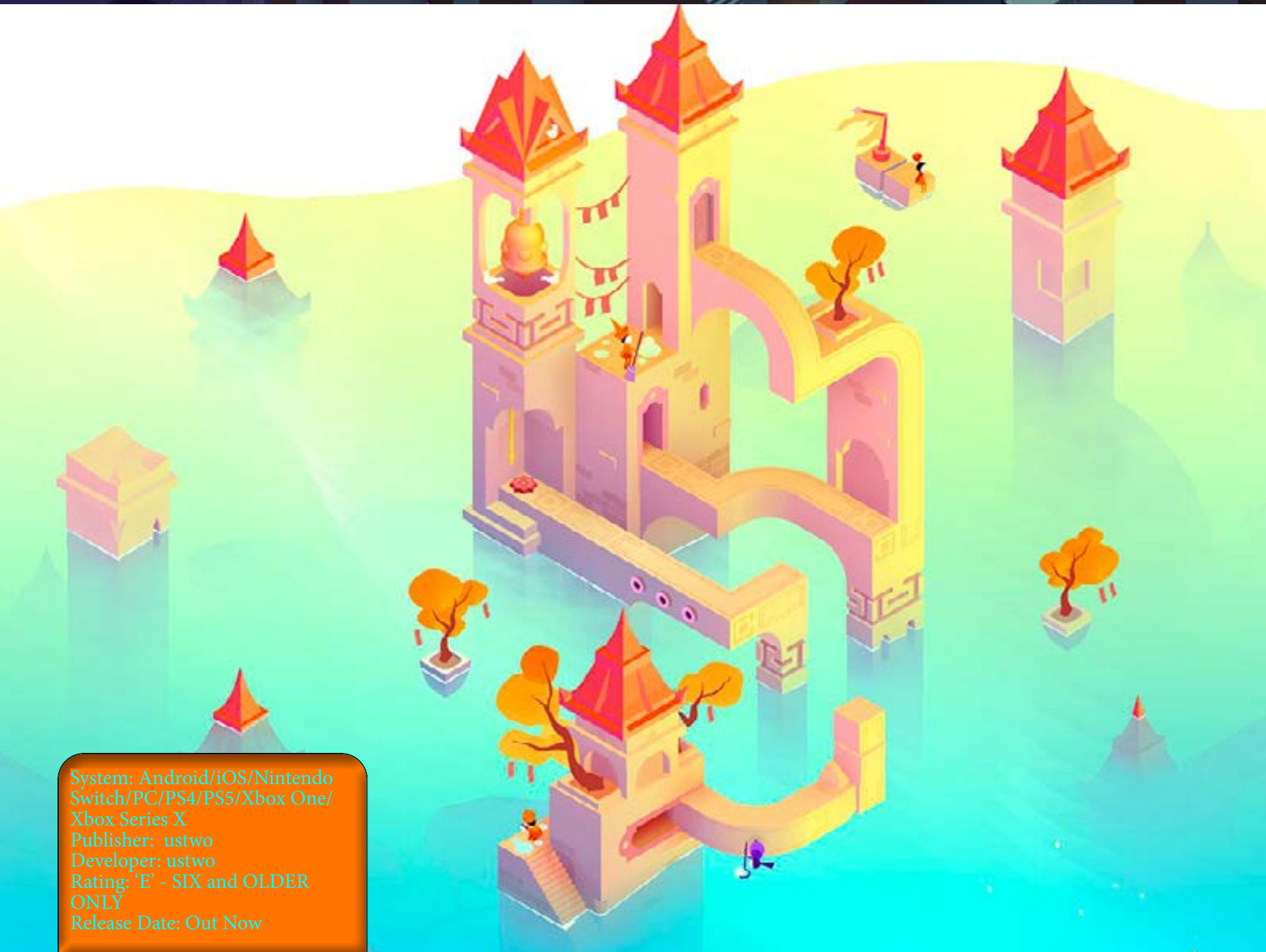
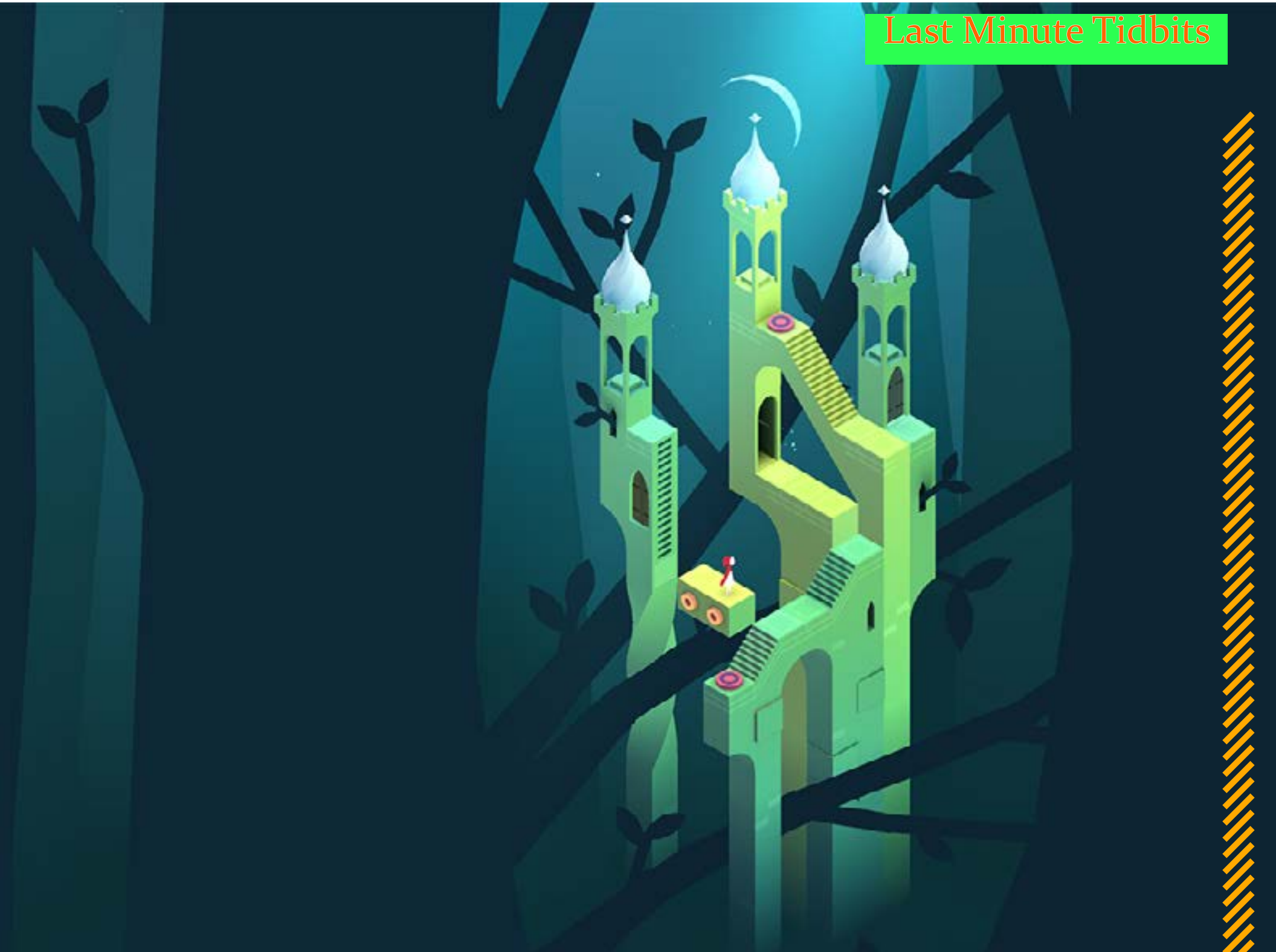


While remaining faithful to the original story, the narrative of DRAGON QUEST VII Reimagined has been enhanced to provide a more streamlined story experience. Alongside the main adventure, players can enjoy optional side quests, stories and minigames.

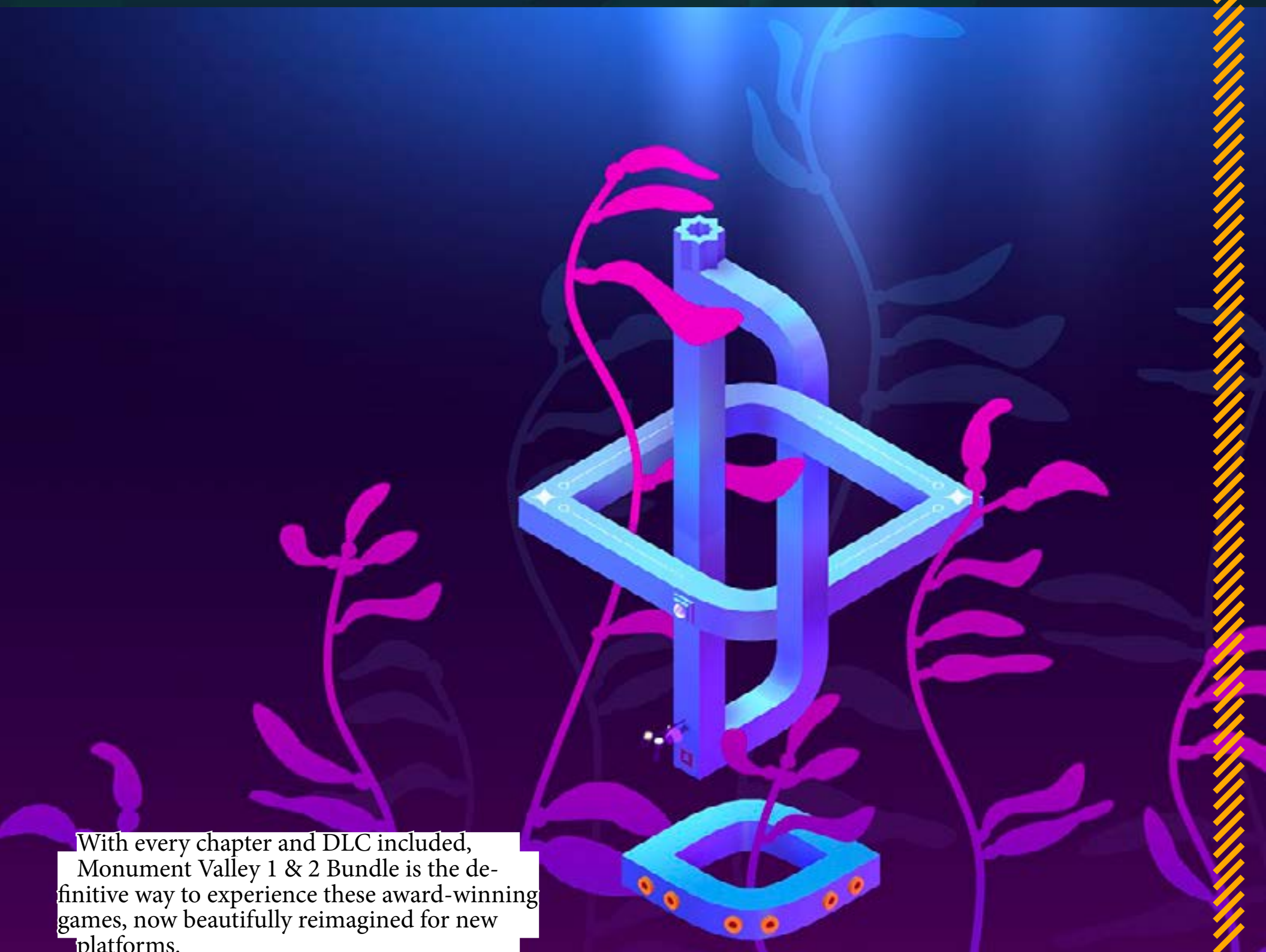


System: Android/iOS/Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: ustwo
Developer: ustwo
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

Step into a world of stunning architecture, impossible geometry, and meditative puzzle-solving. Guide Ida and Ro through surreal landscapes, manipulating monuments to uncover hidden paths and solve intricate illusions.



System: Android/iOS/Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
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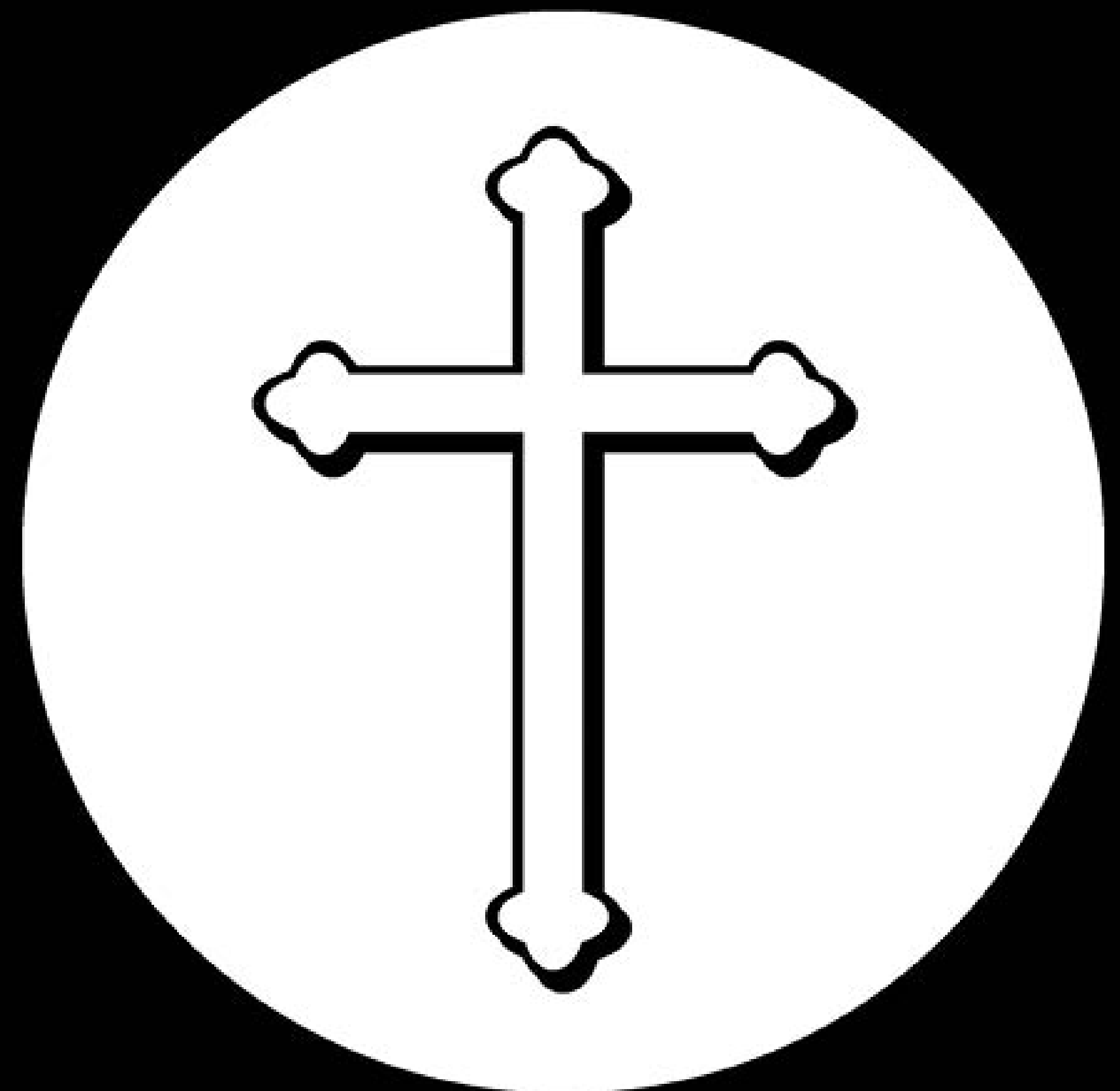
With every chapter and DLC included, Monument Valley 1 & 2 Bundle is the definitive way to experience these award-winning games, now beautifully reimaged for new platforms.

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