



The VOICE of the FAMILY in GAMING

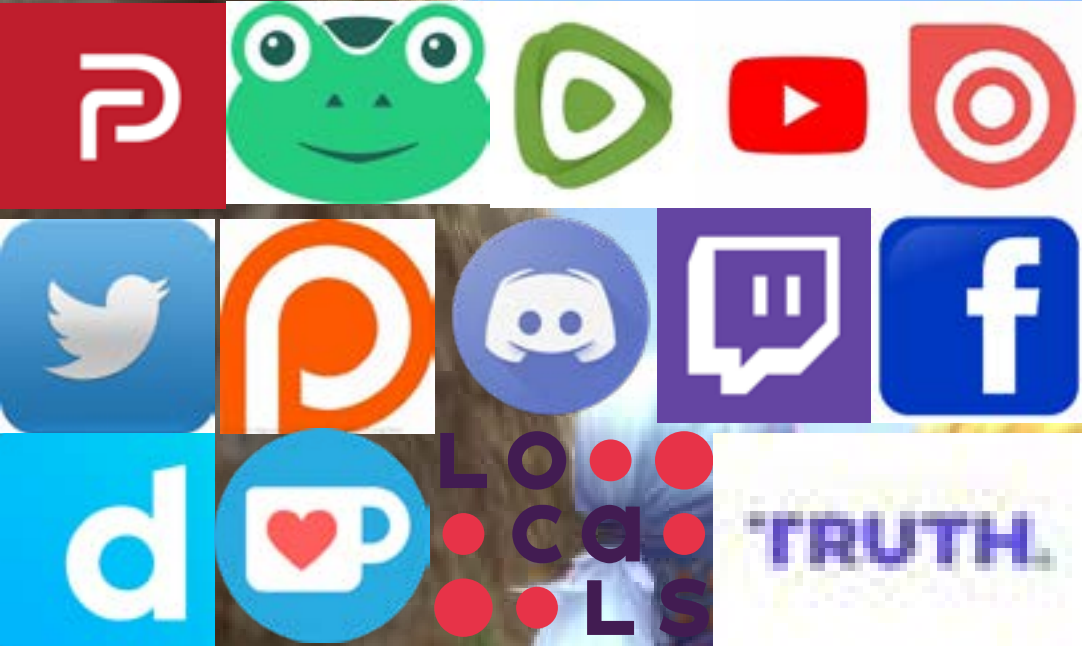
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Octopath Trav-  
eler 0 goes back to  
the beginning!



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# Editor's Desk

## Taking Time Off

I would love to be able to take time off from Family Friendly Gaming. I am writing this on the morning of Thanksgiving. Every single day I get something done in the magazine. Every single day I get new pages built for the website. Almost every single night I am live streaming somewhere. So if I take a night off of live streaming I am still doing the other work for Family Friendly Gaming. I actually live stream twice on Sundays. Most Saturday mornings I do some recordings. Usually some dance game on Saturday mornings, but sometimes it is also doing FFG Originals. I am actually taking the night of Thanksgiving off. However I am doing a Smurfs Dance Party live stream in a few hours. Some of ya'll may want to know why. Let me answer that in the next paragraph.

We all only have so much time on this planet. God allows us a short time and then we go to the afterlife. I am trying to reach as many as I can for the kingdom of God. I have a heart to point others to God. There are constant struggles and issues to deal with. There are constantly things to learn, and improve upon. I have a heart of serving through Family Friendly Gaming. At times I hear about others laying around for an entire day and I wonder what that is like. I also know myself. I can relax a little here and there. Then my mind goes to things that need to be done. I wind up doing a lot of chores when I take a day off from the day job. So I am one of those people that is very active, getting things done. I will say I can relax when the chores are done.

I will have some rest and relaxation over this Thanksgiving break. I will enjoy time with family. We will also do some Black Friday shopping. I hope this year goes better than the last couple of years. The last few years have been horrible in our area. There are very few items of interest for us. All these stores have very little items we are looking to purchase. We have already purchased some video games and movies off of retailer sites online because they started their sales early and online. I miss finding all those movies and video games for really good deals in the stores. I miss the crowds. I know what ya'll are thinking - what about spreading diseases? I may have a bit of a contradiction there. I am far from perfect. I normally do avoid crowds. I guess I have one day where I do not mind them - Black Friday.

I know there will be some rest and relaxation over Christmas time as well. I love that time of year. I love getting to stay home. I love being around family over Christmas break. I do not take a break from Family Friendly Gaming. God called me to this work. God leads, guides and directs us at

Family Friendly Gaming. What kinds of things do you do to relax? I find things like taking a walk can be relaxing.

Maybe when I get to retire from the day job I will be able to get some time off from Family Friendly Gaming here and there. Maybe it will be like being able to take a half day off. I would like to live stream a bit more. What I mean is longer like two to four hour live streams Monday thru Friday. Then I could take the weekends off from live streaming. Would ya'll like that? I am probably nine to fourteen years away from that. All of this is of course as long as it aligns with God's will. I need to ensure I am doing what God wants me to do.

God bless,  
Paul Bury



# FEMALE SIDE

## Humming Along

Something stuck out to me recently. We have been humming along day after day doing many of the same things. I know there are people that get bored with doing the same things again and again. I honestly do not mind it. I know my hubby is happy with a similar schedule as well. There is something comfortable about doing the same things again and again. When you miss it or miss out then there can be some sadness. For example I missed the Black Friday sales this year. I had a knee injury to deal with. It happened on Thanksgiving. As I write this I am trying to find a clinic to go to - so my knee can be looked at. It is hurting and I already have my knee brace on. I missed the Black Friday sales. I really wanted to be there with Paul and our sons. Sadly it did not work out this year. That was a change. It was a change for the worse.

We are humming along with freezing fruit and making home made juice this year. That is one of those brilliant and healthy ideas my hubby came up with. It is astounding how many great ideas he has on a daily basis. I am completely in awe and supportive of him for all of the different ideas he comes up. That reminds me, I can give a little update. He plans on trying to get the next Family Friendly Gaming Devotional book done in 2026. I know many of ya'll are really enjoying those devotional books. He had been trying his hand at making a video game but it did not quite work out the way he hoped. So he decided to pivot back to a book and then see if he could get it going again after that next book. I think we are coming up to Family Friendly Gaming June Devotional as the next book.

A big shout and thank you to everyone that buys our books, sends in donations, sponsors and advertises Family Friendly Gaming. Ya'll are the team work that makes the dream work. Paul and I talk about all kinds of things all of the time. I know if more people supported this ministry work we could get more things done, upgrades, improved and more. I find it funny when Paul shows me some comment from some Karen complaining about something we have done or do. The same person got all of that for free. They got more than their moneys worth. I feel like they reap what they sowed. They put nothing in, and got way more out. Yet they still complain about it. I guess they go to Dennys and demand free food. How does that work for them?

Another big shout out and thank you to everyone that watches our videos, and live streams. It really helps us with the algorithm when ya'll watch the videos from start to finish, like it, and

leave a positive comment. We have gotten messages from some people that they will start a play list of ours on their home computer, go to work and let it play through the day while they are gone. Those kinds of things really help us. The more views we get the more ad revenue we can receive. I have heard from others that watch the videos completely muted on their devices. They are doing something else, but they make sure to give us that full, and complete view. If you are looking for a way to help Family Friendly Gaming that does not involve money that is a great one right there. Did you know that YT Shorts keep running after they completed? It will just keep playing the same YT Short again and again. All of those views help us out. That is an easy way to support FFG.

God bless,  
Yolanda Bury





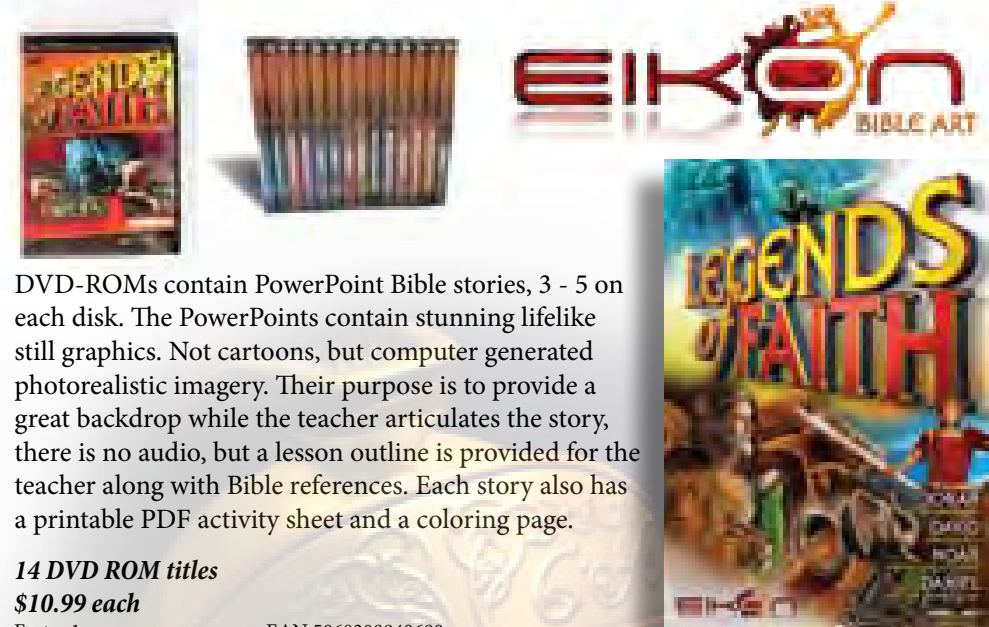
# LESSON-BASED EDUCATION & FUN



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

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

Products can be ordered from your local Homeschool Retailer.

## Mission Statement

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

## SOCIAL MEDIA TIDBITS



@BlueDog-f9n • 17 hours ago

More please

Reply

1 reply

2



@FamilyFriendlyGaming • 3 hours ago

You got it

Reply

1



Endless Ocean Luminous Episode 1



Cheryl Gress liked your post • 6d

FamilyFriendlyGaming @FamilyFriendlyGaming

Nov 19th 2025 •

@XSeedGames

Rune Factory and STORY OF SEASONS Updates

[familyfriendlygaming.com/News/Updates/2025/Ru...](http://familyfriendlygaming.com/News/Updates/2025/Ru...)

#ffg #news #gaming #media #runefactory #story #seasons #videogames



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Cheryl Gress liked 2 of your posts

thanks, followed back :)

# 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!

## Stop Saying its Realistic

You made some excellent points in your Stop Saying its Realistic article. This is why I love coming and reading the stories from Family Friendly Gaming. Yous guys really put out some really interesting, cool, fantastic ideas. It always makes me think about what I say and why. I used to say a lot of the M games were realistic. You made me question where did that come from? I actually was repeating the lies of others. Too many of the radical far left gaming media sites like to repeat these things again and again. I think too many of our fellow gamers do not even think about what they are saying. They are told the same things again and again so they repeat those things. Thank you



for all that you do. Thank you for opening my mind to a diverse perspective.

- Carlos

{Paul}: Carlos,

Thank you so much for your amazing words of encour-

agement. One of my goals is to provide a diverse perspective from the super majority of video game media. I like to make the point that they claim to support diversity but when they are faced with it, many times they are mean, nasty, hateful, rude and ugly to those that are diverse from

them. We just keep making our points one day at a time. I acknowledge that I am far from perfect. I will make mistakes from time to time. I will fall from time to time. It is why I always say look to God not me. I am merely a man doing the best he can to do the will of my Father in

people are saying Fall Guys is dead. Numbers of players has been in steady decline. Some people think Fall Guys will get absorbed into Fortnite and be a mode in there going forward. What are your thoughts on this? Have you noticed anything in Fall Guys

heaven.

I am really happy when I hear I reached someone. It is wonderful to find out. I am trying to reach others. I do not make money off of this ministry work. I must work a day job to pay the bills. I would love to do this wonderful work full time. At this point in time that is not what God has for us.

## Fall Guys failing

Did you hear there is concern by many that Fall Guys will be shutting down soon. There was a patch where the sixth year anniversary will be celebrated but no new content. Okay well the new skins and emotes, but otherwise a lot of

that caused you concern?

- Bart

{Paul}: Bart

Thank you for contacting us on this interesting topic. Yes I have been concerned about Fall Guys. I started playing the game near the end of the first season. I did not get all of the skins that season. I think I made it up to level twelve out of forty. I have noticed the massive decline in players in Fall Guys. I even wrote an article about it. I also noticed that a lot of the problems with the game are not being fixed. I recently played someone in Button Bashers and I got the first five buttons. I got five points. The person I played against then got three buttons and they got fifteen points. So there was a cheater getting five points per button press to my one. Can you guess the outcome? They wound up winning the round. There was no easy way to report this. Mediatonic has removed a lot of the reporting on cheaters. They do not even seem to care about their own game anymore. Mediatonic dropped how many players are needed for rounds and sometimes cannot even get half of that. I waited ten minutes for a server for a mode that was required for a daily mission. It never came up. I noticed less servers are there for Fall Guys, less players, and the experience feels the same again and again in Fall



# SOUND OFF Continued



Guys. I expect in the next one to two years it will get shut down. Putting it into Fortnite might be the way to go.

## Just Dance

Thank you for playing Just Dance again. I am so glad that you are doing Just Dance videos again..

- Joe

{Paul}: Joe,

I will admit that these kinds of messages are a pet peeve of mine. We have done multiple videos that address this. Yet few people ever bother to watch those videos, which just amplifies the problem. Here they are :

<https://www.youtube.com/watch?v=NT05OvqU-Ws>

<https://youtu.be/3lZEm0V-Vepo>

<https://youtu.be/iSk5kv8ypTs>

<https://www.youtube.com/watch?v=m5Dn2ZWqjKc>

To highlight the information - we are not provided money for the Just Dance videos due to audio copyright owners taking all of the money and treating us like slave labor. The equipment to record, process, and upload videos costs us money. Who pays for that? We make other videos so we can make a few dollars to cover the cost of equipment. We need your support of our other videos so we can make Just Dance videos. Donations also help us, but few ever bother to do that. This is my conundrum.

Ya'll say you want something but won't pay for it. Ya'll say you want this but won't support the other videos. So I feel like ya'll don't actually want it and are just trying to be a troll and trouble maker to us.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the Internet and go to our Comments page:  
<http://www.familyfriendlygaming.com/comments.html>, or send an email to: [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). Mail us comments at:  
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Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

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

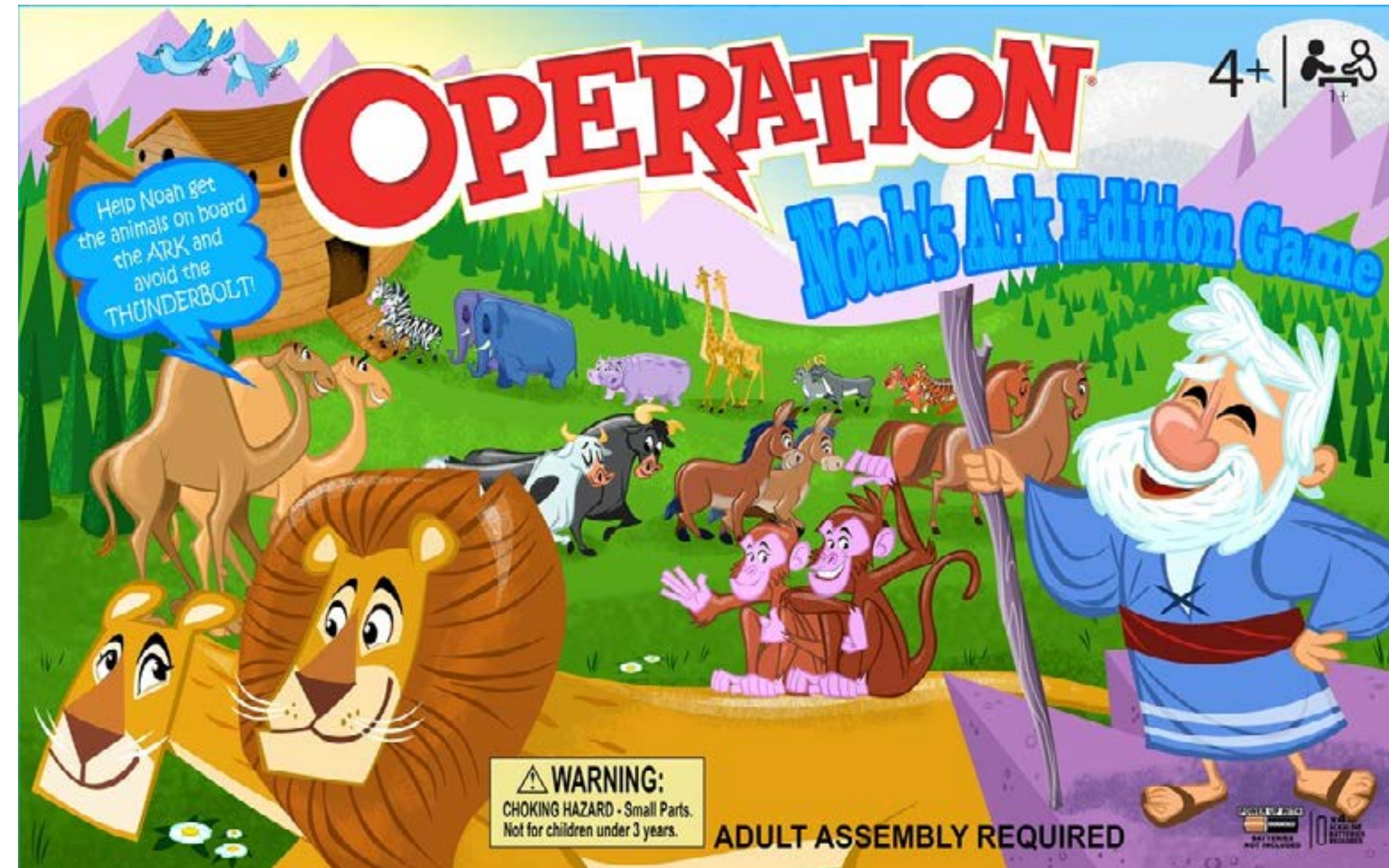
Send us an email at [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements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





# Look BACK Family Games

There has been a lot of history made here at Family Friendly Gaming. Let us take a look at some of the historic front covers to a few of the issues in our long and storied history.



## Operation: Noah's Ark Edition Game

Your little ones will love this Christian-themed operation game, the Noah's Ark Operation Game! Designed for ages 4 years and older, the goal is to help Noah get the animals on board the ark and avoid the thunderbolt! The flood is coming and Noah needs your help loading all the animals onto the ship that will bear them to safety. But watch out for the shock if you touch the thunderbolt. A fun and faithful way to enjoy family time or anytime, place into the cart or wish list above. Some adult assembly required.

Title: Operation: Noah's Ark Edition Game  
By: Rob Anderson  
Format: Gift  
Vendor: Cactus Game Design  
Publication Date: 2016





# DEVOTIONAL

## Understanding

We should always be growing, developing and improving in our walk with Jesus Christ. How many of us consider what we are doing and if it getting us closer to God or farther away? **Colossians 2:6-7** *So then, just as you received Christ Jesus as Lord, continue to live your lives in him, 7 rooted and built up in him, strengthened in the faith as you were taught, and overflowing with thankfulness.* How often are we thankful for what we have in our lives? How often are we trying to grow closer to God?

I see the growth closer to God being like on a bike on a hill. If you are peddling up the hill you are getting progress. If you stop you are slipping and sliding back down the hill. **Colossians 2:8** *See to it that no one takes you captive through hollow and deceptive philosophy, which depends on human tradition and the elemental spiritual forces of this world rather than on Christ.* How many of us accept the lies of the world? How many of us accept the lies of Satan? Are we comparing our philosophies to what honors God? Or do we just do what

the world says to do?

Do you ever think about the difference between the flesh and the spirit? **Colossians 2:9-12** *For in Christ all the fullness of the Deity lives in bodily form, 10 and in Christ you have been brought to fullness. He is the head over every power and authority. 11 In him you were also circumcised with a circumcision not performed by human hands. Your whole self ruled by the flesh was put off when you were circumcised by Christ, 12 having been buried with him in baptism, in which you were also raised with him through your faith in the working of God, who raised him from the dead.* We are a new creature in our obedience to God. Do we act like it?

The cross represents triumph for those of us with a personal relationship with Jesus Christ. **Colossians 2:13-15** *13 When you were dead in your sins and in the uncircumcision of your flesh, God made you alive with Christ. He forgave us all our sins, 14 having canceled the charge of our legal indebtedness, which stood against us and condemned us; he has taken it away, nailing it to*

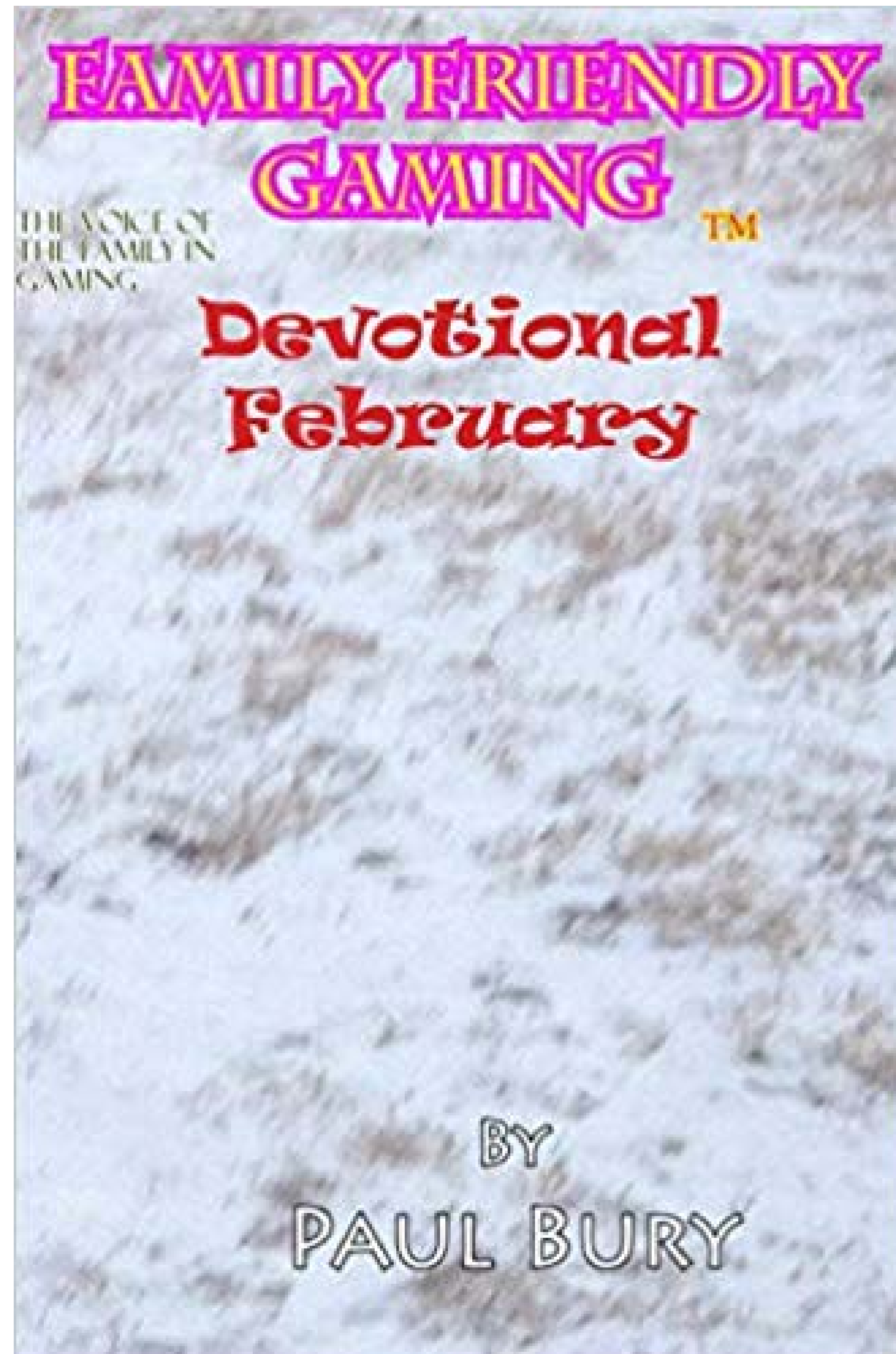
*the cross. 15 And having disarmed the powers and authorities, he made a public spectacle of them, triumphing over them by the cross.* Do you act like it? How often do we act like we are on the winning side? How often do we feel bad for those that are losing with Satan? Better yet how often do any of us think about this? How often do we discuss it? May these words spark some synapses in your brain. May all of us investigate these truths and find a better way to live and bring more people to the Kingdom of God.

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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### Cities Skylines II Bridges & Ports Expansion Available Now

Paradox Interactive, a developer and publisher of games from coast to coast, released the major Bridges & Ports expansion for Cities: Skylines II, the city-building management game from Colossal Order. The expansion is available now for PC via online retailers for a suggested retail price of \$19.99/£16.99/€19.99; players who own the Cities: Skylines II Ultimate Edition or the Waterfronts Expansion Pass can now download the expansion at no additional cost. Bridges & Ports adds content and features centered on managing, expanding, and improving city shorelines with a new selection of drawbridges and lift bridges, customizable harbors, passenger ferries, new maritime industries, new maps, and more.

In Bridges & Ports, players of Cities: Skylines II will connect their cities with the sea like never before. New bridges, customizable and expandable port options, shoreline leisure attractions, maritime industries, and a flood of new as-

# NEWS

sets are all included in this expansion.

Features of Bridges & Ports include:

20 new bridges: Including an array of drawbridges and lift bridges, these movable road structures can now allow ships through city waterways and offer new ways to manage traffic from shore to shore. Multiple sizes and styles allow players to prioritize vehicles, pedestrians, or rail traffic.

Ferries: With smoother seaways, ferries become a natural choice to connect neighborhoods and get commuters where they're going. Ferries also bring city life closer to the shore by making it part of people's daily routines. But why not make it a destination?



Customizable ports: Three different sizes of harbor gates give players a range of options to scale up for more traffic. Available also are expansions and upgrades that boost the port's efficiency, safety, and security. New storage facilities and ore yards, passenger terminals, a customs office, and an emergency response unit help fill out local services, while options like maritime museums and conference centers attract tourism.

Expanded maritime industries: Bring new business on shore with fishing operations, from fishing piers to inland fish farms, or harvest the bounty of the seas with offshore oil rigs, pipelines, and tankers.

An ocean of new content: Over 100 new assets, plus new achievements, and never-before-seen maps, including a peninsula, a bay, and vast great lakes.

In addition, the Cold Wave Channel Radio Station is available today, included as part of the Bridges & Ports Bundle or the Cities: Skylines II Ultimate Edition or the Waterfronts Expansion Pass, or separately for a suggested retail price of \$4.99/£4.49/€4.99.





## Asterix & Obelix Mission Babylon Releases

Microids is proud to announce the release of Asterix & Obelix: Mission Babylon, a brand-new, colorful adventure developed by Balio Studio, now available on Nintendo Switch, PlayStation 5, Xbox Series X|S, and PC!

Our two mustachioed heroes are leaving Armorica to make their legendary punches echo far beyond their homeland. A brand-new destination, Romans to put back in line, and an irrepressible Gaulish spirit as strong as ever!

This time, they're heading East! Our heroes leave their peaceful Armorica for a crucial mission at the edge of the Parthian Empire, a legendary kingdom under threat from Caesar's ambitions. Their goal? Save King Monipehni, who has fallen victim to a vile poison brewed by the nefarious sorcerer Bahmbuhzeli.

To succeed, Asterix and Obelix must journey through mysterious lands, gather the ingredients for an antidote... and of course, give a good thrashing to some overconfident Roman cohorts.

A platforming game full of action, laughs, and exotic flair

Asterix & Obelix: Mission Babylon emphasizes the fun of playing together, with a local co-op mode designed to take full advantage of the duo's complementary strengths.

But whether playing solo or with a friend, the experience remains generous and accessible: every player can delight in bashing legionaries, avoiding traps, and progressing through a rich and varied world.

The game features four all-new worlds, each created specifically for this title, with their own unique visual atmosphere, gameplay mechanics, and challenges.

From sun-drenched Eastern landscapes to the mysterious corners of Babylon, the environments are filled with exotic details and nods to the beloved comic book series.

With dynamic combat, epic boss fights, replayable levels, and hidden secrets, the adventure promises to be as entertaining as it is explosive... all delivered with a signature dose of irreverent humor true to the spirit of Asterix.

About Asterix & Obelix: Mission Babylon

Play as Asterix and Obelix in a colorful adventure, playable solo or in local co-op.

Embark on an original journey packed with action and humor, faithful to the iconic Gauls' universe.

Explore four brand-new regions with lush environments, from scorching deserts to Babylon's hidden wonders.

Progress through over twenty replayable levels filled with tough enemies, secrets to uncover, and challenges to beat.

Face off against massive bosses and send Romans flying in spectacular, fast-paced battles.

## Animal Crossing New Horizons Sails Ashore With a Nintendo Switch 2 Edition

Ahoy! New things are en route to your island getaway, whether you're planning to arrive on these shores for the first time, or already a seasoned Island Resident.

The Animal Crossing: New Horizons – Nintendo Switch 2 Edition game is sailing onto the Nintendo Switch 2 system with enhanced features like higher resolution visuals, mouse controls, an in-game megaphone that uses the system's built-in microphone, online play for up to 12 players<sup>1</sup> and CameraPlay<sup>2</sup>.

That's not all: A free update is also coming to the Animal Crossing: New Horizons game for the Nintendo Switch system on Jan. 15. This update features a new resort hotel run by Kappin's family, new themed items and characters, extra exclusives like Slumber Island for Nintendo Switch Online members and more. The content of this update can be played in both versions of the game on Jan. 15.

Animal Crossing: New Horizons invites you to create your island paradise at your own pace as you garden, fish, decorate, hunt for bugs and fossils, get to know the animal residents and more. The time of day and seasons mirror the ebb and flow of real life, so each day on your island is a chance to check in and find new surprises all year round.

Animal Crossing: New Horizons – Nintendo Switch 2 Edition is coming to Nintendo Switch 2 with several enhancements to enjoy, including:

Improved resolution (4K in TV mode)<sup>3</sup>.

Mouse controls with the right Joy-Con 2 controller to decorate indoors, create Custom Designs and even compose hand-written bulletin-board messages.

Locate residents by calling their names using the in-game megaphone item and the built-in Nintendo Switch 2 microphone.

Join 12-player ses-

sions for online sessions if everyone is playing the Nintendo Switch 2 Edition.

Play with friends via CameraPlay<sup>4</sup>. Connect a compatible USB camera (sold separately) and see their reactions in-game while exploring your island together.

Nintendo Switch 2 players can purchase digital or physical versions of the Nintendo Switch 2 Edition of the game when it launches Jan. 15 for \$64.99 MSRP<sup>5</sup>, and if they already have the game for Nintendo Switch, a paid upgrade pack<sup>6</sup> will also be available for \$4.99 MSRP.

And both versions of the game will receive new features to experience<sup>7</sup>, including:

**Resort Hotel's Grand Opening:** A resort hotel is opening on the pier, and it's run by Kappin's family. To bring in guests from off the island, you'll help out by decorating guest rooms and more. Plus, find new furniture and clothing at the souvenir shop and dress up mannequins with outfits that guests can wear.

**Making Island Life More Convenient:** Want a fresh start? Resetti is on hand with a convenient Reset Service to help tidy up your island. Additionally, you can now upgrade your home storage to hold up to 9,000 items, and store trees, shrubs and flowers there, too.

**Slumber Island:** Players with a Nintendo Switch Online membership can design and save up to three islands and play with friends online. Select the size and layout of the island, build and design it collaboratively, access your inventory and decorate, plus invite residents from your home island.

**Collaborations:** Collect Nintendo items like the Ultra Hand and Nintendo consoles in-game





to add some classic flair to your island. Nintendo Switch Online members can play select classic Nintendo titles in-game when interacting with specific Nintendo console items, too! LEGO® items will also make their debut with this update. And use select The Legend of Zelda and Splatoon series amiibo8 to invite certain characters — and unlock various items inspired by those series.

New island experiences await when both the free update and Animal Crossing: New Horizons – Nintendo Switch 2 Edition launch Jan. 15.

1 Nintendo Switch Online membership (sold separately) and Nintendo Account required for online features. Membership auto-renews after initial term at the then-current price unless canceled. Not available in all countries. Internet access required for online features. Terms apply.

2 Internet, Nintendo Switch Online membership and Nintendo Account required for online features, including GameChat. Not available in all countries. Terms and GameChat requirements apply. support.nintendo.com. Until March 31, 2026, GameChat can be used without a Nintendo Switch Online membership. Afterwards, a Nintendo Switch Online membership will be required to use GameChat.

3 4K resolution requires a compatible display. Frame rates capped at 30 fps.

4 Contains video features that require a compatible USB camera. Sold separately.

5 Manufacturer’s Suggested Retail Price. Actual price may vary.

6 Full version of the Animal Crossing: New Horizons game required to use this content. Sold separately.

7 Game progress required to access additional content.

8 amiibo sold separately.

Raiden Fighters Remix Collection Announced

H2 Interactive Co., Ltd.\* (CEO ‘Junha Hur’) and MOSS Co, Ltd announced that the company will officially release the Standard and Limited Editions of the 2D shooting game ‘Raiden Fighters Remix Collection,’ developed by ‘MOSS Co., Ltd.’, on PS4, PS5, and Nintendo Switch on February 26th, 2026.

‘Raiden Fighters Remix Collection’ is the ultimate edition of the legendary shooting game series ‘Raiden,’ which has been beloved by gamers around the world for decades. It includes both the Japanese and international versions of the ‘Raiden Fighters Trilogy’ — ‘Raiden Fighters,’ ‘Raiden Fighters 2,’ and ‘Raiden Fighters Jet’ — regarded as masterpieces within the franchise. This definitive collection brings together six different versions in total, major feature improvements, an online ranking system, and a newly remixed soundtrack by renowned composers.

The ‘Raiden Fighters’ series, first released in the 1990s, is an enduring classic that fascinated gamers with its pixel graphics, high-tempo, intense sound effects, and intricately designed scoring system. Nearly 30 years after the original arcade release, the series—once considered difficult to be remade—is now set to make an epic return on modern consoles, thanks to the support of its devoted fanbase.

Quality of Life Updates:

Scheduled for release in February 2026, ‘Raiden Fighters Remix Collection’ features a variety of design improvements to ensure an enjoyable experience for everyone—from newcomers to the shooting game genre to veteran players returning to the controls after a long break.

Retry Feature: A feature that allows players to return to the beginning of a stage has been newly added, which significantly improves the player’s efficiency.

Beginner-Friendly Feature: A special mode has been added in which enemies do not fire bullets at the player, making

the game more accessible to newcomers.

Settings Customization Feature: Players can start the game with their preferred settings pre-configured, allowing for a more personalized and convenient gameplay experience.

BGM Customization Feature: Players can customize the background music for each stage, with a wide selection of newly remixed tracks also included.

30 Newly Remixed Tracks by Renowned Artists:

The following composers and bands participated in the upcoming ‘Raiden Fighters Remix Collection’.

Soshi Hosoi (Known for: Deathsmiles, Aero Fighters Series, Raiden IV x MIKADO REMIX, etc.)



Yuki Arai (Known for: Deep One – Zero TO Mugen No Fragment, Maitetsu Last Run!!, etc.)

Kazushi Tsurukubo (Known for Raiden III x MIKADO MANIACS, Raiden IV x MIKADO REMIX, etc.)

Original and International Versions Included:

This collection combines the original Japanese version, which was initially released exclusively in Japan, with the international version that was released overseas. The two versions differ in language, stage layouts, and other elements, allowing players to enjoy a distinct experience even under the same title.

Three-Title Collection Available as Bundle or Individual Titles:

The three titles included in ‘Raiden Fighters Remix Collection’ — ‘Raiden Fighters Remix,’ ‘Raiden Fighters 2 Remix,’ and ‘Raiden Fighters Jet Remix’ — will be available individually through the PlayStation Store and Nintendo Online Store. In addition, the complete three-title bundle, ‘Raiden Fighters Remix Collection,’ will be released in both standard physical and limited editions. Detailed product information and pre-order details will be announced at a later date.

Physical Package Features Completely New Main Visual:

The main visual for ‘Raiden Fighters Remix Collection’ has been newly illustrated by ‘Hidetaka Tenjin,’ a leading Japanese mechanical designer who is also known for ‘Macross’ and ‘Gundam’ series. The dynamic artwork, featuring the main aircraft from ‘Raiden Fighters,’ ‘Raiden Fighters 2,’ and ‘Raiden Fighters Jet’ will be showcased on both the standard physical package and the limited-edition box.



## In The News Continued

### Europa Universalis V Releases

Europa Universalis V, a major reworking of Paradox Interactive's iconic historical grand strategy game, is available now. Explore a deeply researched world, writing your own history of any nation on earth from the late medieval era to the dawn of the Victorian Age. Guide a living society divided by class, culture and faith through the Black Death, the Renaissance, the Age of Exploration, Wars of Religion and more as the map changes around.

For the first time, Europa Universalis players must devote attention to the needs of their population, as the supply of food and other necessities will dictate the strength of their empire. Build trade markets, explore the globe to seek out new luxuries and wrestle with the various estates of your realm as push your society towards new values and ideas.

Choose the sword or the pen, the religious or the secular, the aristocracy or the people. The entire world is yours. Be ambitious.

Watch History Unfold Before You

RULE a land of your choosing. Hundreds of nations are yours to command, as you guide the

destiny of millions of people through the late Middle Ages up to the Age of Revolution - from the mighty Yuán Dynasty to the city-states of Italy, from the warring clans of feudal Japan to the Pope himself.

DECIDE which course your nation will take. Historical events and situations await as you chart a unique path through a new history written by your decisions. Experience The Hundred Years' War, the Protestant Reformation, the collapse of old dynasties and rise of new ones. EXPLORE alternate histories as you shape the world to meet your ambitions. What if England succeeded in pressing its continental claims? What if China pursued an overseas empire? What if Mongol supremacy in Russia persisted? Every action opens the possibility for an original history.

Prove Your Mettle as a Ruler

IMPOSE domestic peace in a divided realm. Keep your nation's factions in line as Estates jockey for power in your nation. Offer privileges to one group of citizens while you limit the power of another, all in the service of keeping your population under control.

NEGOTIATE your way through an uneasy peace. Use diplomacy to entrench your dynasty

across realms or build an invincible alliance. But remember that nations have no permanent friends - only permanent interests; so use your ambassadors carefully. Exact favors from friends, send threats to enemies, and keep an eye on everyone in-between.

CONQUER new lands to expand your borders. Wage War on those who impede your ambition in a completely new Europa Universalis military system. Start in the age of levies and mercenaries and, through social development, evolve to vast standing armies and impenetrable fortresses. Choose skilled commanders to oversee both land and naval forces.

Develop Your Society

BUILD a strong economic infrastructure in the most detailed trade system yet seen in a Europa Universalis game. Dozens of goods and crops are available for production and trade on a map filled with new riches to discover. Invest in feeding a growing population or trade your surplus to less bountiful societies.

MOLD your society to meet the historical moment. Choose your societal values, with new options opening as the ages move on. Centralize power at court or share it with your nobles. Pursue a tolerant policy for all faiths or condemn

heretics. Emphasize massed armies or an elite cadre of quality soldiers. GOVERN a nation compose

d of many cultures and faiths in a detailed simulation of the past. For the first time in Europa Universalis, populations are represented on the map in detail, so provinces may be divided by religion or culture. Your decisions will determine how these populations will fare under your leadership.

Be Ambitious.

PREVAIL in the greatest strategic challenges of the past. Test your expertise in grand strategic planning on a worldscope larger and more detailed than seen in any previous Paradox Interactive game. Challenge yourself to outdo the most famous rulers of the past, eclipsing their grand accomplishments and building your own vision of a richly detailed globe.

Europa Universalis V is available now for the suggested retail price of 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.

### Mistonia's Hope -The Lost Delight Available Now

Aksys Games announced that the stunning new otome adventure Mistonia's Hope -The Lost Delight- is available now for Nintendo Switch™. Welcome to Grand Albion where Fae are more than just a fairytale and your lineage and class are everything. The capital city of Rowan is where our story begins.

An exclusive edition of the game featuring the OST on CD is available only from the Aksys Online Store.

In an era where light and shadow coexist, a kingdom thrives under the rule of the fairy queen. On the outskirts of the capital city stands a noble residence where a new maid is about



to arrive. Our heroine Aproz, having lost everything eight years ago, swore to take revenge on those responsible. Using a false identity, she searches for answers while working in the mansion belonging to a prestigious family. What secrets will she unearth upon her chance encounters with the distinguished noblemen who protect the kingdom? What path will she choose? And so begins the revenge tragedy of a girl bound by a hapless fate.

Mistonia's Hope -The Lost Delight- has been rated "T for Teen" by the ESRB.





# We Would Play That!

# REVIEWS

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

There are all these different conversations these days about mental health support. I wonder what the video game industry could do about it. First and foremost the video game industry needs to get the beam out of their own eye before looking at the spec in their brother's eye. There are plenty of horror stories about those working on video games sleeping in the office. I have personally talked to different people that are behind the scenes making video games that tell me of awful work conditions. What are these companies doing with all of that money they make off of us? They are

not treating their people right. That would be the starting block for this idea.

The next bullet point in this discussion would be video games that help with the mental health of gamers. There are all kinds of things I have written about over the decades that show the mental health issues some video games can and do create. What will the video game companies do to pay reparations to us for the damage done? When will they be responsible for their own products? When will they stop pointing the finger and pretending like they are not to blame for any of the issues they caused? I know I may be waiting a long time for that. Maybe someone someday will apologize to us. Maybe someone someday will think about us - well beyond a paycheck and a new yacht. Is that too cynical? Maybe they should be transparent with what they do with all of that money. They

are not cutting us a break in terms of game prices.

Have you ever thought about whether a game relaxes you or not? When Noah is having problems with Fortnite I tell him to play something else. I enjoy Disney Dreamlight a lot because I can get progress. There is no competition to worry about. There is no losing in that game. I win all of the time by completing tasks. It goes on and on as long as I have time to play it. Maybe we need some more games like that? Maybe we need someone to look at the psychology and determine what helps us and what hurts us. If you lose over and over again for an hour in Fortnite or Fall Guys - what does that do to your mental health? Anyone else out there even asking these kinds of questions? Would you play something that helps you win and not lose?

- Paul

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

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

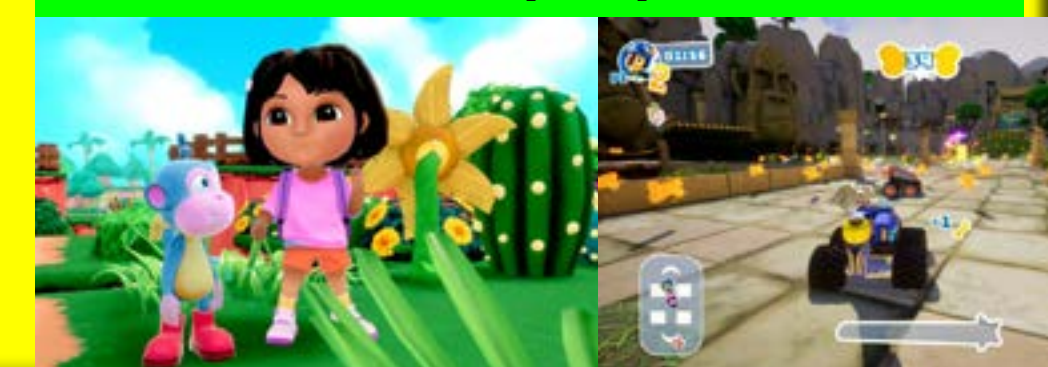
Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you.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

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

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## Jeremiah 17:5-6

This is what the Lord says:  
“Cursed is the one who trusts in man,  
who draws strength from mere flesh  
and whose heart turns away from the Lord.  
6 That person will be like a bush in the wastelands;  
they will not see prosperity when it comes.  
They will dwell in the parched places of the desert,  
in a salt land where no one lives.



# Pac-Man World 2 Re-Pac

SCORE: 75

It was such a blast to live stream Pac-Man World 2 Re-Pac from start to finish on our YouTube channel.

A big shout out to everyone that watched and chatted. We were bouncing around like Pac-Man in this 3D action adventure platformer video game. There are six main worlds in Pac-Man World 2 Re-Pac. That is to beat the game and get to the credits. There is then a smaller secret world after you beat the game.

There are some neat secrets within Pac-Man World 2 Re-Pac. Players are tasked with returning the golden fruit. The ghosts take the golden fruit from this tree in Pac-Man World 2 Re-Pac. They wind up freeing a character called Spooky. Players must go to each of the worlds and beat the ghost bosses to get the golden fruit back. There will be spoilers in my review of the Pac-Man World 2 Re-Pac video game. I remember this game from the Dreamcast era.

I had a lot of fun playing Pac-

System: Nintendo Switch/Nintendo Switch 2/PC/PS4/PS5/Xbox One/Xbox Series X  
Publisher: Bandai Namco Entertainment  
Developer: Now Production  
Rating: 'E10+' - TEN and OLDER ONLY  
{Fantasy Violence, Mild Language}

Man World 2 Re-Pac. There were some frustrations here and there in Pac-Man World 2 Re-Pac. The cool thing about Pac-Man World 2 Re-Pac is the improvements. I loved being able to take as many hits as I could in Pac-Man World 2 Re-Pac. It meant I could focus on other things like collecting all of the fruit in the levels.

The same thing can be said for fighting the bosses in Pac-Man World 2 Re-Pac. I could focus on what needed to be done.

Expect to hit a lot of switches in Pac-Man World 2 Re-Pac. There are some small mazes within Pac-Man World 2 Re-Pac where we can eat a power pellet and then eat some ghosts. Those areas are much smaller in Pac-Man World 2 Re-Pac. I feel like exploration is a bigger thing in Pac-Man World 2 Re-Pac. The same with certain goals the player has. Pac-Man World 2 Re-Pac encourages players to replay the levels.

Pac-Man World 2 Re-Pac looks good. There is some cartoon violence within Pac-Man World 2 Re-Pac. There is also some language issues in this video game. Families can find Pac-Man World 2 Re-Pac on a plethora of different video game systems. I only paid forty dollars for Pac-Man World 2 Re-Pac. I feel like the gameplay and extras make Pac-Man World 2 Re-Pac worth the

price of admissions. I wish there were more games in this series.  
- Paul

Graphics: 70%  
Sound: 78%  
Replay/Extras: 76%  
Gameplay: 75%  
Family Friendly Factor: 76%

# Paw Patrol Rescue Wheels Championship

SCORE: 81

I learned some interesting things in my live stream of Paw Patrol Rescue Wheels Championship that lasted for just a little over one hour. This monster truck racing game with Paw Patrol characters has some good in it, and some downright confusing in it. I will get into that in just a little bit. There are three cups players can race in. Each of the cups has three race tracks. There is also this championship mode which is like a story mode.

I played through the championship mode since it had all of the race tracks. The voice actors sound pretty good and close to the originals in Paw Patrol Rescue Wheels Championship. There were two audio copyrights I had to deal with in Paw Patrol Rescue Wheels Championship. What is with all of these video game companies going out of their way to ensure we are not paid for our

hard work that makes them money?

There are items to collect in Paw Patrol Rescue Wheels Championship. We collect the dog biscuits and wind up unlocking different stickers for the vehicles. I personally did not care much about how the vehicle looked. There are different characters that players can play with. Mayor Humdinger is a personal favorite. We finally get to the Foggy Bottom at the end of the championship mode. That track is definitely worth it in my opinion.

The cool part about Paw Patrol Rescue Wheels Championship is it is easy to catch up. There are two kinds of races in Paw Patrol Rescue Wheels Cham-

pionship. The first is where we must race the track three times and get to the finish line. The second is to go around a level and collect as many dog biscuits as possible in a

set amount of time. There are golden ones that are worth more, so look for them.

Paw Patrol Rescue Wheels Championship is on the easy side. The most confusing thing about Paw Patrol Rescue Wheels Championship is the power up. Not the kart racing items we pick up, but the square button when in the air. This can also be done on the ground. If you do a stunt on the ground your vehicle pretty much stops. Who wants that in a race? The stunt boost can only be used off of jump platforms too.

Paw Patrol Rescue Wheels Championship is a short kart racing experience. The violent content is spinning vehicles out. That reminds me. How did the ESRB miss the violent content? Are they playing games yet in their ratings or still just watching a video provided from the companies? Yet again I do their jobs for them.  
- Paul

Graphics: 79%  
Sound: 80%  
Replay/Extras: 74%  
Gameplay: 78%  
Family Friendly Factor: 85%



# FUTURE GLIMPSES HEART HOME

by  
Paul Bury

It took me between two and three hours to completely beat Dora Rainforest Rescue. In that time I also played two mini games, and watched the end credits. The end credits in Dora Rainforest Rescue do fly so that is appreciated. I live streamed Dora Rainforest Rescue from start to finish on our YouTube channel. There are things I like about Dora Rainforest Rescue and things I wish were done very differently.

There are aspects of Dora Rainforest Rescue that remind me of Dora the Explorer Journey to the Purple Planet. In each of the twelve main levels in Dora Rainforest Rescue we must find certain items, battle swiper, and answer the trolls riddle. There are also six bulbs to find, and plenty of golden leaves. While players work their way through Dora Rainforest Rescue they will acquire

tools that unlock certain areas of the levels.

Dora Rainforest Rescue looks 3D but we are limited to where we can go. Collision detection is questionable in Dora Rainforest Rescue at times. For example I would jump on a flower that should launch me across the river. Instead I would slide off the flower and go into the water. There is no dying in Dora Rainforest Rescue thankfully. Players are put into a bubble and brought back to the last piece of dry land they were on.

I noticed Boots was in a bubble a lot of the time while playing Dora Rainforest Rescue. There are animals like frogs that will knock you

down if you bump into them. The frogs also have the same response. There are some conversations that can be skipped and others we are forced to listen to in Dora Rainforest Rescue. There are some strange jaguars and this odd tree that are promoted in Dora Rainforest Rescue.

The story in Dora Rainforest Rescue revolves around Swiper stealing a device that can duplicate objects. Swiper uses it on himself and makes four versions of himself. Players must collect the parts of the machine to put it back together. The thirteenth level in Dora Rainforest Rescue is capturing the Swipers. The puzzles in Dora Rainforest Rescue are pretty simple and there is a guide to direct the players. It was fun pushing rocks and playing as Boots at times in Dora Rainforest Rescue.  
- Paul

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X  
Publisher: Outright Games  
Developer: Artax Games  
Rating: 'E' - Everyone SIX and OLDER ONLY



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





## Barbie Horse Trails



SCORE: 73

It only took me three live streams to get through the Barbie Horse Trails video game and reach the end credits. There are additional side missions that players can perform after the game has been beaten. There are numerous animals that players can take a picture of. We ride horses around this park in Barbie Horse Trails. We must do different missions to help the people at the park to get it upgraded to receive federal funds. I kept thinking about the government shut down while I played Barbie Horse Trails.



Graphically Barbie Horse Trails does not look that great. The water effects need help, the characters and graphical glitches. I found it interesting that while the horse has no one on it the reins are up in the air going up and down as if there was a rider. This really stuck out to me. I commented on it during my three live streams of the Barbie Horse Trails video game. It takes

around three hours to get to the end credits in Barbie Horse Trails.

There is a lot of back and forth in Barbie Horse Trails. There is this mountain or giant rock between places we go in Barbie Horse Trails as well. I had to go around it again and again in Barbie Horse Trails. The horses can be petted, fed, and cleaned in Barbie Horse Trails. There are also races if you want to compete. I found after the forced story quest I did not need to feed or clean the horse

ever again in Barbie Horse Trails.

There are different mini games in Barbie Horse Trails. Putting pottery back together was cool. Finding the leaf order was a pain. The controls in Barbie Horse Trails can be loose. This is really apparent while riding the horses around places. I found a couple of nonsense comments from characters in Barbie Horse Trails. The voice acting is not very inspired. Probably why people say they should hire me as a voice actor.

There are some neat locations in Barbie Horse Trails. If you try to go somewhere you should not go then Barbie Horse Trails will just stop you. Then you need to hit A multiple times to get back up to speed. Barbie Horse Trails is a sequel of sorts to Barbie Project Friendship. Some of the same characters can be found in Barbie Horse Trails. The previous game is also referenced multiple times in Barbie Horse Trails. Girls can have some fun with Barbie Horse Trails. - Paul



System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X  
Publisher: Outright Games  
Developer: PHL Collective  
Rating: 'E' - SIX and OLDER ONLY

Graphics: 72%  
Sound: 75%  
Replay/Extras: 70%  
Gameplay: 70%  
Family Friendly Factor: 79%

# VIDEO GAME LIES



by  
Paul Bury  
Version 3

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Transformers Season Two Volume Two

SCORE: 72



Silver Hawks Volume One

SCORE: 75



I just wrapped up watching Transformers Season Two Volume Two from start to finish. It takes eight hours to get through the seven discs that make up Transformers Season Two Volume Two. Technically there are eight discs since the last one is the bonus features. Although to be blunt the bonus features are not very good in Transformers Season Two Volume Two.



The issues families can have with Transformers Season Two Volume Two are violence, lack of attire, enticement to lust, revenge, gambling, old Earth religious beliefs and more. I can tell that this period of the Transform-



ers was about certain toy lines. I have read and heard others involved with this company that they pushed certain new toys in comics and television shows. The two new interesting ones are the Combaticons and Protectobots.

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

Transformers in this period. I almost forgot about the other two - Stunticons and Aerialbots. Megatron decides he needs ground vehicles so the Autobot get some air power to fight them off. It is an interesting switch for both sides.

There are some different ideas that are tried in Transformers Season Two Volume Two. For example the Autotbots become movie stars in one episode. That one really threw me for a loop. Of course Megatron had to get involved and mess things up. Starscream has his moments within Transformers Season Two Volume Two. I just wish he would win a bit more often. At one point it looks like he took Megatron down. Alas it did not last long.

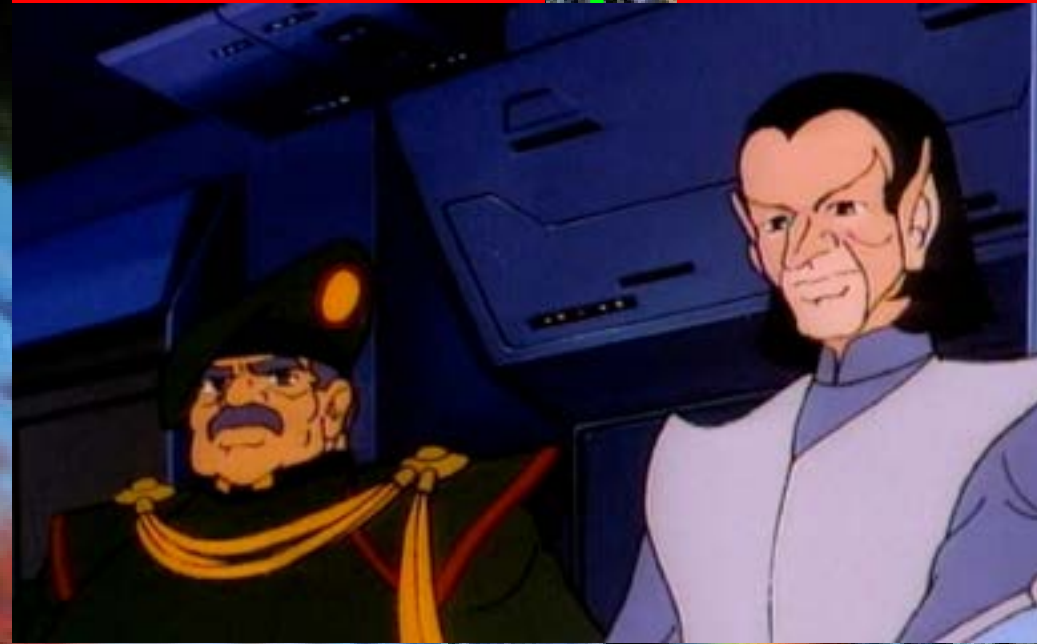
I can say that Transformers Season Two Volume Two is really all about the five robots that merge into larger robots. It happens way too often. I noticed Transformers Season Two Volume Two really relied on the giant robots again and again. Thing is the outcome was the same on this. The Autobots win again and again. Megatron fails constantly in Transformers Season Two Volume Two. Megatron has some good ideas and good technology in Transformers Season Two Volume Two too.

Video: 69%  
Audio: 72%  
Replay/Extras: 80%  
Functionality: 70%  
Family Friendly Factor: 68%

After reading the recent Silver Hawks comic books I decided to check out the original animation. Silver Hawks Volume One is my return to this franchise. There are thirty-two episodes on the three discs in Silver Hawks Volume One. It takes seven hundred and four minutes to watch Silver Hawks Volume One from start to finish. There will be spoilers in my review.

The issues families can have with Silver Hawks Volume One are violence, theft, and more. The Silver Hawks are sort of like police in the Limbo Universe. They are constantly dealing with to mob. Mon-Star is the head of the mob. He will transform from a furry thing to an armored creature that rides a giant octopus that also has armor.

There is some corny humor



System: DVD  
Publisher: Warner Bros  
Developer: Warner Bros  
Rating: 'NR' - Not Rated

within Silver Hawks Volume One. The end of each episode has a little learning about space. I question some of the facts within Silver Hawks Volume One. The names of the characters can be laughable at times. Mon-Star Planet Master and Zero Memory Thief come to mind. Also Hardware is another great example.

At times while I watched Silver Hawks Volume One I had a certain comment. That comment was: "that is not how space works." Someone gets knocked off a vehicle and they fall really fast. Or all



of these characters are breathing while out in space. I know Silver Hawks Volume One is for older kids and teens. Still a little realism would have been better.

There are other things in Silver Hawks Volume One that I noticed. Mon-Star would lose again and again. Every time he said he would get the Silver Hawks next time. That never happened. Yes Man is an interesting character to me in Silver Hawks Volume One. He agrees with almost everything. He is quite the snake. The cap driver will stick in your head if you know what I mean. Silver Hawks Volume One taught me that metal is not real since the Silver Hawks are partly metal and partly real.

Video: 75%  
Audio: 80%  
Replay/Extras: 80%  
Functionality: 70%  
Family Friendly Factor: 70%





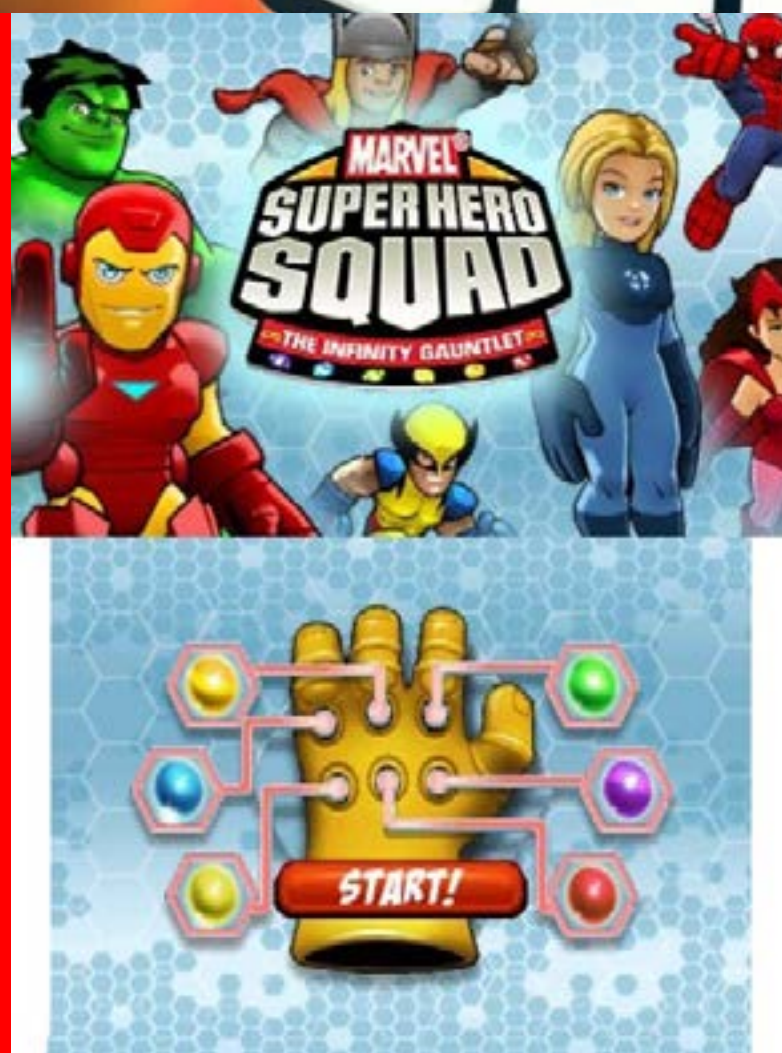


## Marvel Super Hero Squad The Infinity Gauntlet

SCORE: 80

I get quite the kick out of playing these retro video games. Marvel Super Hero Squad The Infinity Gauntlet on the Nintendo DS is a great example. I was happily surprised to hear voice acting in this hand held video game. I was not expecting that. The quality of Marvel Super Hero Squad The Infinity Gauntlet is much higher than I expected a well.

Marvel Super Hero Squad The Infinity Gauntlet looks good. It is easy to tell who the different characters are. There are different skills that are needed to progress in Marvel Super Hero Squad The Infinity Gauntlet. Thankfully with a few button presses we can change which character we are. To make it



even better we have two characters with us at all times.

The music in Marvel Super Hero Squad The Infinity Gauntlet is fantastic as well. There are fun mini games to play in this hand held adventure video game. The Iron

Man hacking one was my personal favorite. It is like a quick little Simon Says kind of a game. There is plenty of humor within Marvel Super Hero Squad The Infinity Gauntlet.

The length of Marvel Super Hero Squad

The Infinity Gauntlet is good for a Nintendo DS. I loved how Marvel Super Hero Squad The Infinity Gauntlet changed things up. Hulk is needed to break these blocks. Iron Man is now needed to destroy this block. The Invisible Woman can leave an invisible block. Marvel Super Hero Squad The Infinity Gauntlet will tell you want to do as well.

I am not sad we missed Marvel Super Hero Squad The Infinity Gauntlet back in the day, because I am now getting to interact with this game. I found myself laughing out loud multiple times while playing Marvel Super Hero Squad The Infinity Gauntlet. Even though this franchise is more for kids I believe adults can enjoy it as well.

- Paul

System: Nintendo DS  
Publisher: THQ  
Developer: Griptonite Games  
Rating: 'E10+' - TEN and OLDER ONLY {Comic Mischief, Mild Cartoon Violence}

Graphics: 70%  
Sound: 85%  
Replay: 90%  
Gameplay: 85%  
Family Friendly Factor: 70%



## Taito Arcade 2

SCORE: 72

I had some fun live streaming this video game on our twitch channel. Taito Arcade 2 contains nine games on it. These games are Alpine Ski, Elevator Action, Kiki Kaikai, Liquid Kids, Operation Wolf, Rastan, The Electric Yo-Yo, The Newzealand Story, and Volfied. This is an interesting video game compilation of retro arcade games.

A few of the games on the Taito Arcade 2 cartridge let players continue right where they died. I really like those kinds of games personally. Some games like Rastan have continuation points throughout the levels. Other games like Elevator Action make players start from the beginning.

There are some well known video games from history in Taito Arcade 2 like Elevator Action, Operation Wolf, Rastan

and Alpine Ski. Speaking of the downhill winter sports video game. Alpine Ski is challenging but also a lot of fun to play. I had a blast learning that video game personal-

ly.

Liquid Kids is a fascinating platformer on the Taito Arcade 2 cartridge. We throw bubbles that provide a lot of water. That water will flow and interact with the levels. Volfied is one of those games where we must grab part of the screen and avoid the enemies. Challenging but also some fun in my book.

The Newzealand Story is better than I expected. There is some violent content within Taito Arcade 2. I did not like Kiki Kaikai one bit. I think we are shooting ghosts while walking around the levels. Bosses are ver challenging. All in all Taito Arcade 2 was a decent experience for me.

- Paul

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

Graphics: 69  
Sound: 72  
Replay: 80  
Gameplay: 70  
Family Friendly Factor: 70



# SPORTS X eFootball™

## Special Login Present



**Highlight Neymar Jr**

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

**Oct.**

## Campaign Objectives



**Highlight:**  
**France feat.**  
**Yu-Gi-Oh!**



\*For players that can be developed, the displayed Overall Rating is an example of their highest possible Rating by means of Player Progression and Boosters. Players' Rating may also vary depending on Live Update and other factors. You have a ton of options on how to play, such as the "Authentic Team" that lets you use real clubs and national teams. ©2020 Studio Dice/SHUEISHA, TV TOKYO, KONAMI ©Konami





### Link-up Play

#### Centrepiece

Diogo Dalot

#### Key Man

Joshua Zirkzee

## SPORTS Continued



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



There is also the “Dream Team” where you can choose your favourite footballers, whether they are active players or football legends, to create your original team. This is the game where real-life football and your wildest football dreams unite!





# DEVELOPING

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### Product Name

Ys Memoire Revelations In Celceta  
Splatoon Raiders  
Rhythm Heaven Groove  
Taxi Chaos 2

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# GAMES





System: Nintendo Switch  
Publisher: NIS America  
Developer: Nihon Falcom  
Rating: 'T' for THIRTEEN and  
OLDER ONLY (Fantasy Violence,  
Mild Blood, Mild Suggestive  
Themes, Mild Language)  
Release Date: February 17, 2026

Strategic party battles challenge you to change your tactics on the fly, and allies can pick up new abilities in the midst of battle that can help you gain the advantage against powerful enemies.





System: Nintendo Switch  
Publisher: NIS America  
Developer: Nihon Falcom  
Rating: 'T' for THIRTEEN and  
OLDER ONLY (Fantasy Violence,  
Mild Blood, Mild Suggestive  
Themes, Mild Language)  
Release Date: February 17, 2026

Celceta is a vast and mysterious land, filled with interesting people and thrilling adventures. Take advantage of a robust mapping system as you discover all the challenges and rewards that await.





System: Nintendo Switch  
 Publisher: NIS America  
 Developer: Nihon Falcom  
 Rating: T for THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Suggestive Themes, Mild Language)  
 Release Date: February 17, 2026



The sweeping score guiding Adol's journey through Celceta returns, along with a newly recorded, re-interpreted version, allowing players to choose their own auditory adventure.





System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Nintendo  
Rating: 'RP' Rating Pending  
Release Date: TBA

Splatoon Raiders will be the first Splatoon spin-off video game from Nintendo. There are plenty of mysteries concerning this particular video game on the Nintendo Switch 2.





System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Nintendo  
Rating: 'RP' Rating Pending  
Release Date: TBA

The game takes place in a new location in the Splatoon world, the Spirhalite Islands. What will this island have in store for families that decide to play it?



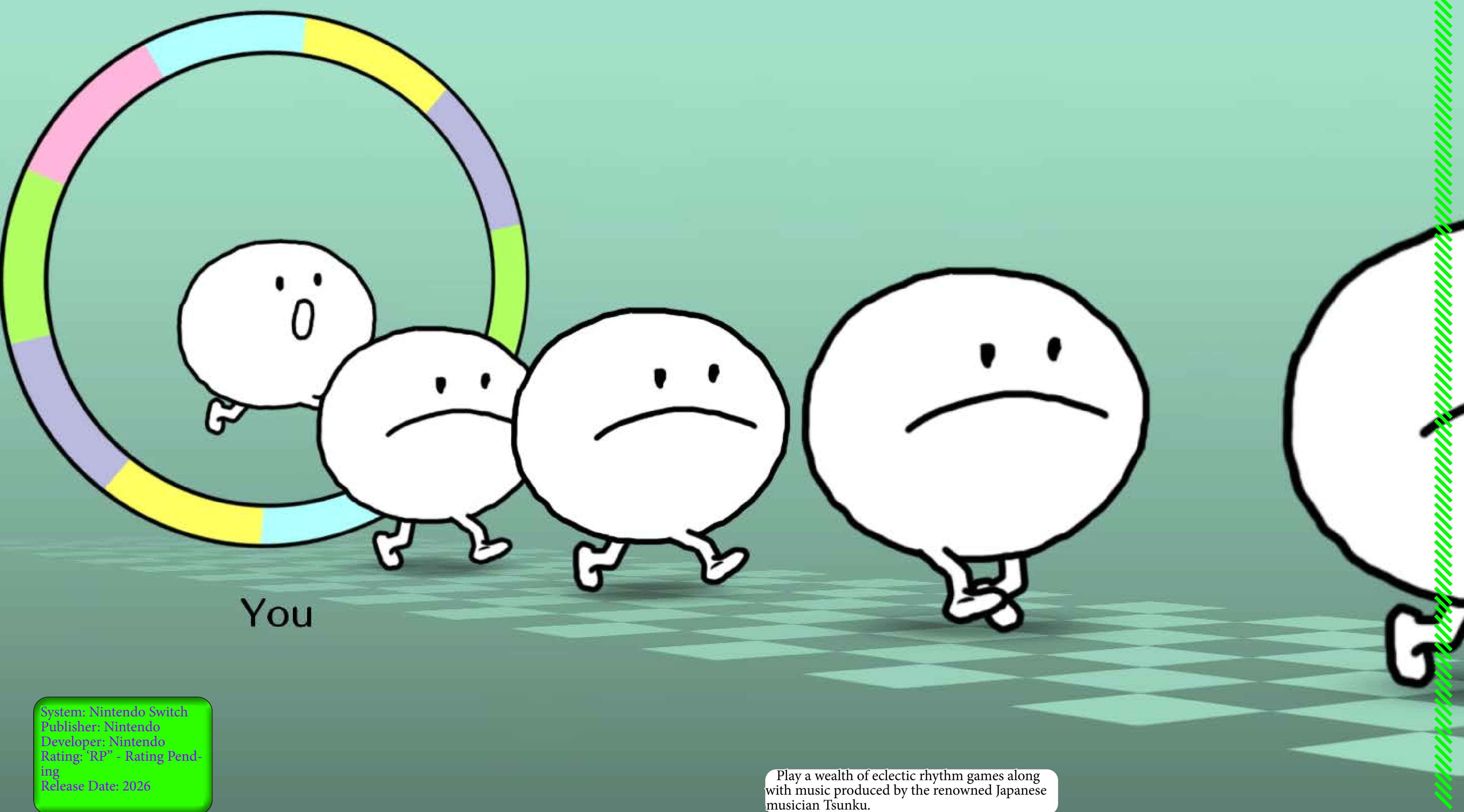


System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Nintendo  
Rating: 'RP' Rating Pending  
Release Date: TBA



Players control the mechanic, who is adventuring alongside Deep Cut. What other characters will arrive in this video game?





System: Nintendo Switch  
Publisher: Nintendo  
Developer: Nintendo  
Rating: "RP" - Rating Pending  
Release Date: 2026

Play a wealth of eclectic rhythm games along with music produced by the renowned Japanese musician Tsunku.





System: Nintendo Switch  
Publisher: Nintendo  
Developer: Nintendo  
Rating: "RP" - Rating Pending  
Release Date: 2026

Don't miss a beat when Rhythm Heaven Groove launches on Nintendo Switch in 2026.





System: Nintendo Switch  
Publisher: Nintendo  
Developer: Nintendo  
Rating: "RP" - Rating Pending  
Release Date: 2026

Can you keep to the rhythm and the beat in this musical videdo game? Announced during a Nintendo Direct in 2025.





System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Current Games  
Developer: Focuspoint Studios  
Rating: 'RP' - Rating Pending  
Release Date: To Be An-  
nounced

Taxi Chaos 2 is an arcade taxi driving game in a city ruled by AI taxi bots. They dominate the streets, pushing human drivers to the edge. Race the clock, outsmart the Taxi Bot competition, and take on fares that push your driving to the limit through traffic, hazards, shifting road conditions. San Valeda never stands still, and every shift brings new challenges.





System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Current Games  
Developer: Focuspoint Studios  
Rating: 'RP' - Rating Pending  
Release Date: To Be An-  
nounced

Your shift hours are limited, so every run counts. Rush point to point runs for fast payouts, or take fares with fragile cargo, hazardous routes, or oversized loads. Some jobs change how your vehicle handles, from extra weight to rockets bolted to the back.





System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Current Games  
Developer: Focuspoint Studios  
Rating: 'RP' - Rating Pending  
Release Date: To Be An-  
nounced

The streets never stay the same. Roadworks, haz-  
ardous fog, and restricted Taxi Bot zones can block  
your way, while hidden shortcuts open new options.  
Every shift brings new obstacles and opportunities.

**TAXI  
CHAOS 2**



NOW

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Shovel Knight Dig  
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PLAYING

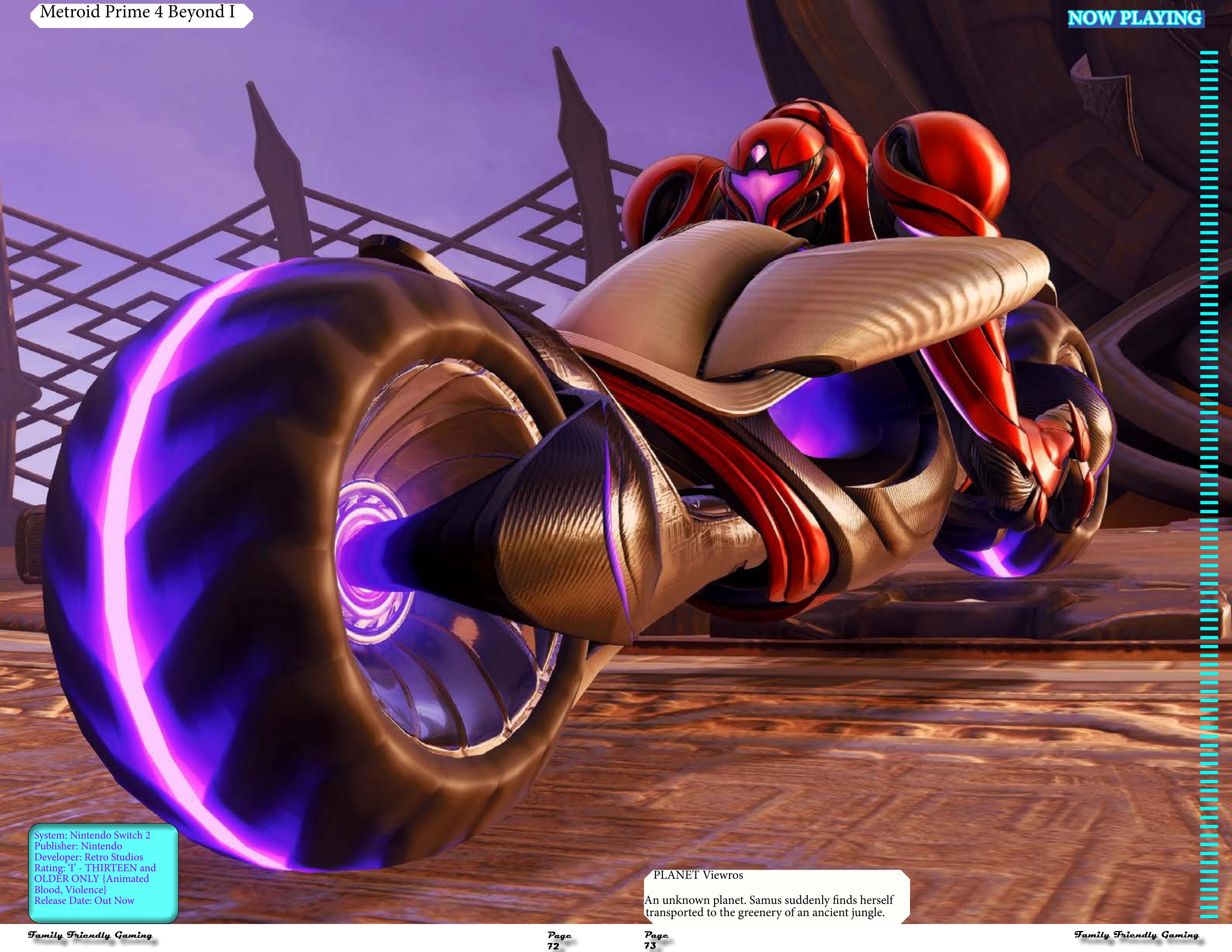


System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Retro Studios  
Rating: 'T' - THIRTEEN and  
OLDER ONLY {Animated  
Blood, Violence}  
Release Date: Out Now

#### Psychic abilities

Mysterious powers that Samus acquires while exploring the planet. Wield them wisely to clear your path forward.



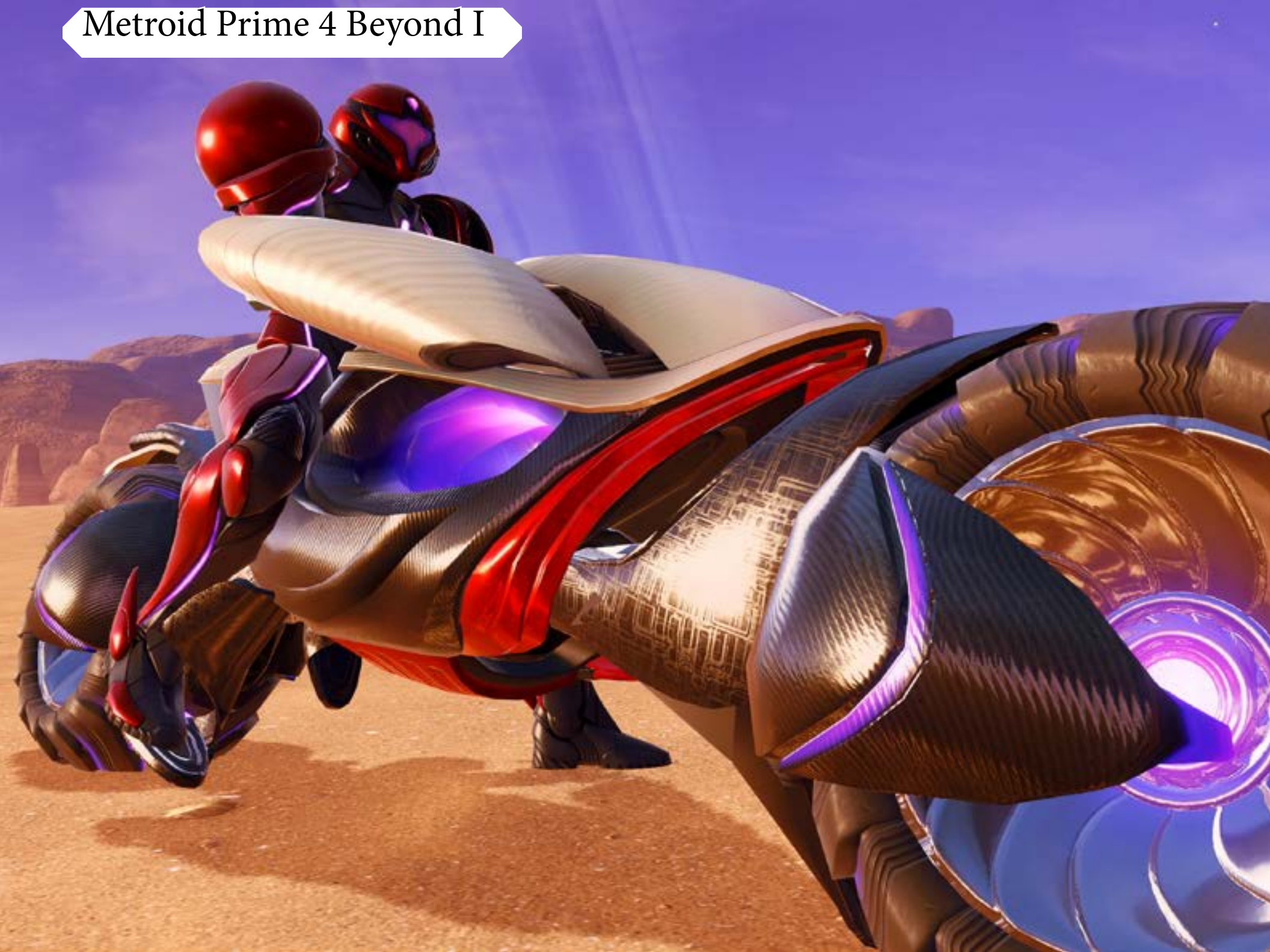


System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Retro Studios  
Rating: 'T' - THIRTEEN and  
OLDER ONLY {Animated  
Blood, Violence}  
Release Date: Out Now

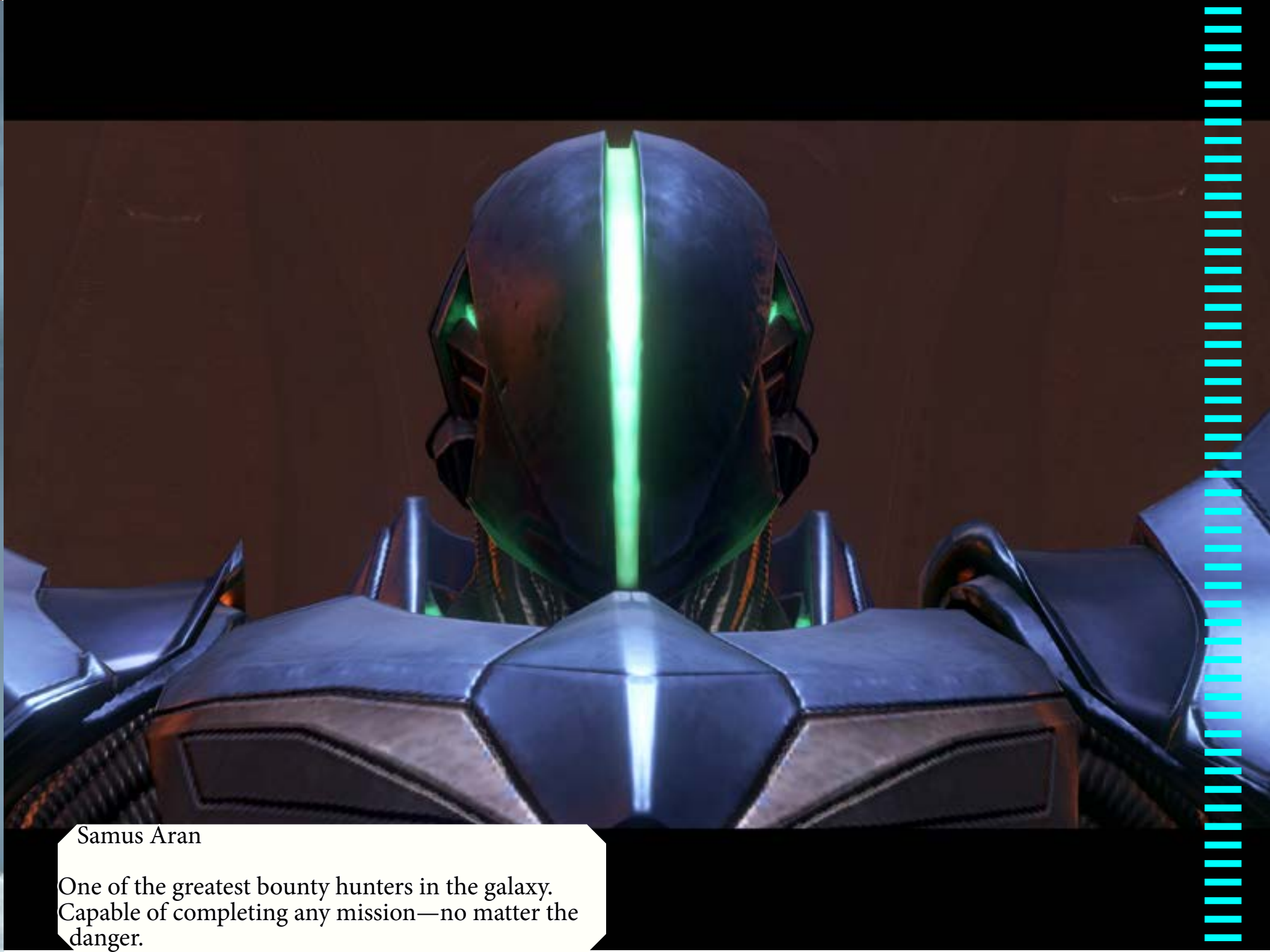
PLANET Viewros

An unknown planet. Samus suddenly finds herself transported to the greenery of an ancient jungle.





System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Retro Studios  
Rating: 'T' - THIRTEEN and OLDER ONLY {Animated Blood, Violence}  
Release Date: Out Now



Samus Aran

One of the greatest bounty hunters in the galaxy. Capable of completing any mission—no matter the danger.





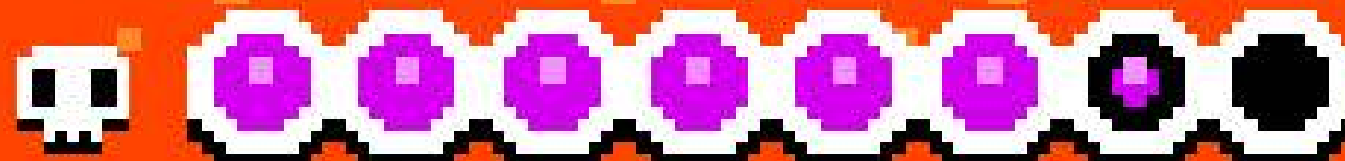
System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Yacht Club Games  
Developer: Yacht Club Games  
Rating: 'E' - SIX and OLDER  
ONLY {Fantasy Violence}  
Release Date: Out Now

Meet new friends and foes, visit strange lands, and outfit yourself in your quest to keep the entire land from collapsing underfoot! Jump, slash, and dig your way down an ever-changing chasm of mystery in Shovel Knight Dig, an all-new Shovel Knight adventure!





System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Yacht Club Games  
Developer: Yacht Club Games  
Rating: 'E' - SIX and OLDER  
ONLY {Fantasy Violence}  
Release Date: Out Now



An all-new presentation featuring a new Shovel Knight story! When Drill Knight and his dastardly digging crew blast apart Shovel Knight's peaceful campsite and steal his loot, he grabs his trusty Shovel Blade and starts tunneling after them!

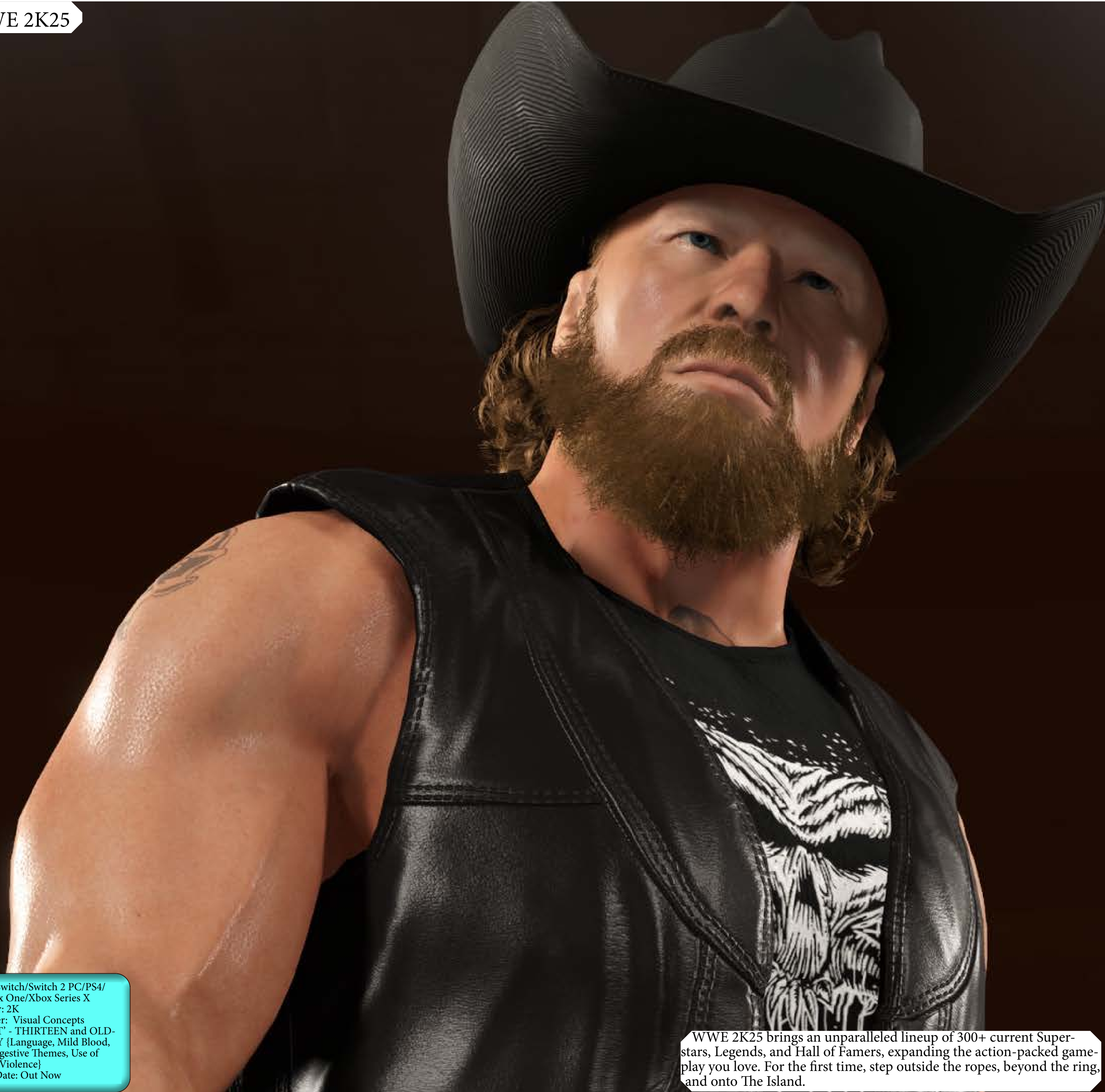




System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Yacht Club Games  
Developer: Yacht Club Games  
Rating: 'E' - SIX and OLDER  
ONLY {Fantasy Violence}  
Release Date: Out Now

Grow in power and wealth as you descend into the depths of the earth. Emerge with untold riches to outfit Shovel Knight further, unlocking permanent items and upgrades to your Shoveling equipment.

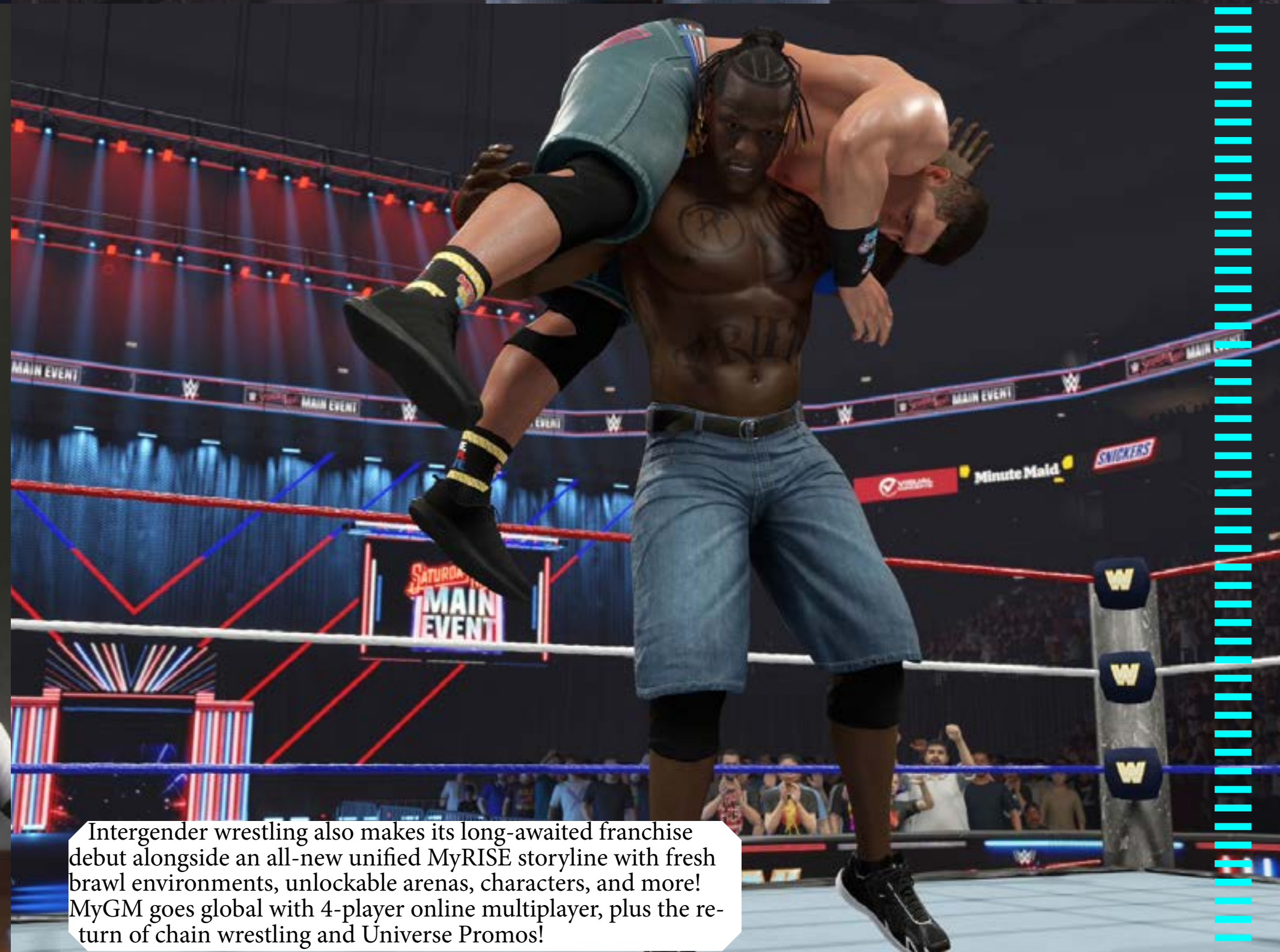
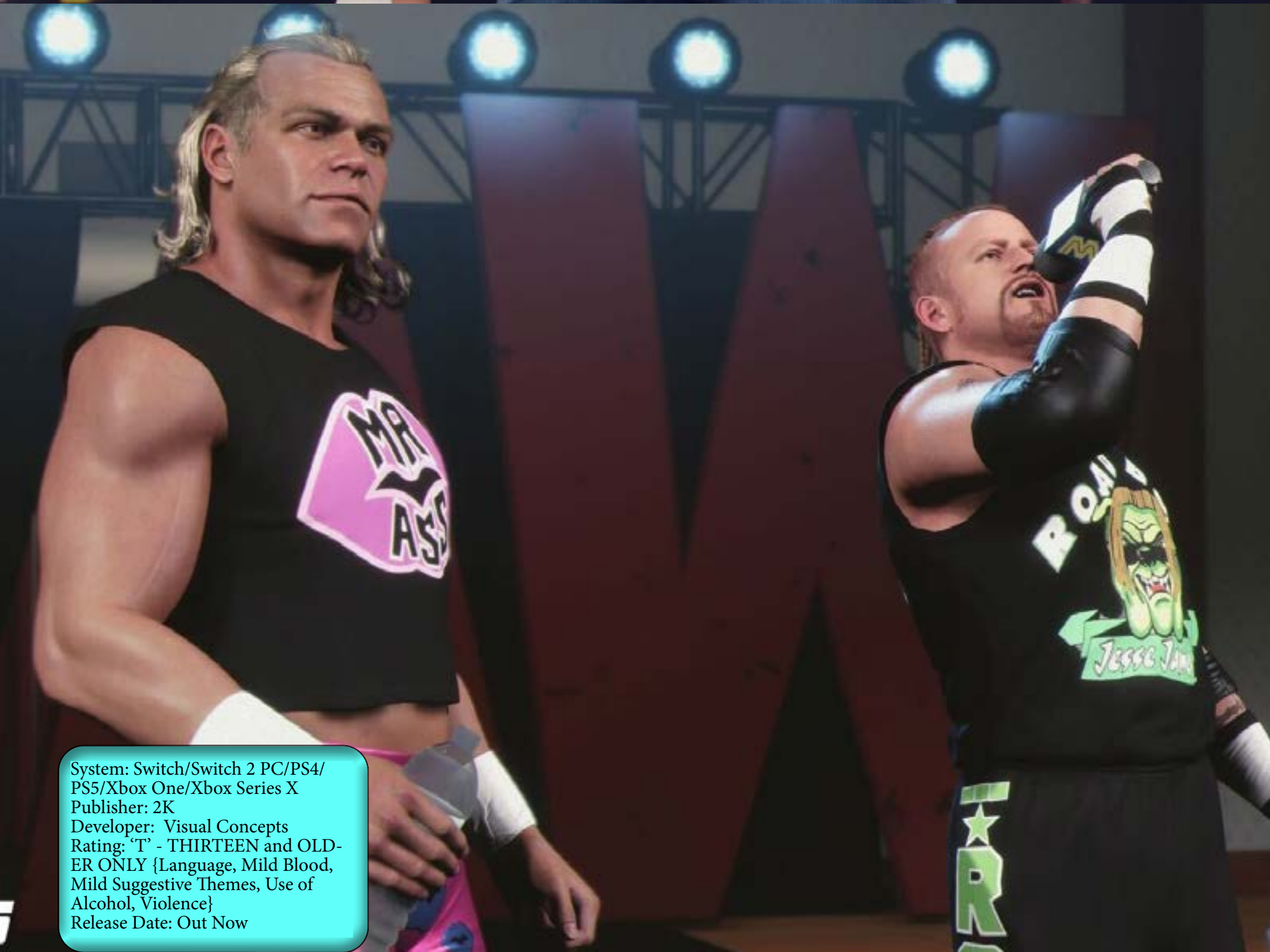




System: Switch/Switch 2 PC/PS4/  
PS5/Xbox One/Xbox Series X  
Publisher: 2K  
Developer: Visual Concepts  
Rating: 'T' - THIRTEEN and OLD-  
ER ONLY {Language, Mild Blood,  
Mild Suggestive Themes, Use of  
Alcohol, Violence}  
Release Date: Out Now

WWE 2K25 brings an unparalleled lineup of 300+ current Super-  
stars, Legends, and Hall of Famers, expanding the action-packed game-  
play you love. For the first time, step outside the ropes, beyond the ring,  
and onto The Island.





System: Switch/Switch 2 PC/PS4/  
PS5/Xbox One/Xbox Series X  
Publisher: 2K  
Developer: Visual Concepts  
Rating: "T" - THIRTEEN and OLD-  
ER ONLY (Language, Mild Blood,  
Mild Suggestive Themes, Use of  
Alcohol, Violence)  
Release Date: Out Now

Intergender wrestling also makes its long-awaited franchise debut alongside an all-new unified MyRISE storyline with fresh brawl environments, unlockable arenas, characters, and more! MyGM goes global with 4-player online multiplayer, plus the return of chain wrestling and Universe Promos!



# Last Minute

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### Product Name

Octopath Traveler 0  
Rift of the NecroDancer  
The Eternal Life of Goldman  
King of Meat

### Page(s)

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# Tidbits

King Pardis III

...I thought you smarter than this.





Next Turn

Scales of Justice

2 VULNERABLE  
? ? ? ? ? ?

2 VULNERABLE  
? ? ? ? ? ?

2 VULNERABLE  
? ? ? ? ? ?

Member	BP	HP	SP	Status
1	2345	86	172	18
2	1961	147	166	16
3	2112	122	196	92
4	1676	192	261	9

System: Nintendo Switch/Nintendo Switch 2/PS5/Xbox Series X  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "T" - THIRTEEN and OLDER ONLY (Blood Fantasy Violence Language Suggestive Themes)  
Release Date: Out Now

Start from zero and discover the newest entry in the OCTOPATH TRAVELER series. Experience a story of restoration and retribution over the divine rings—an epic saga that unfolds across the realm of Orsterra.





System: Nintendo Switch/Nintendo Switch 2/PS5/Xbox Series X  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "T" - THIRTEEN and OLDER ONLY (Blood Fantasy Violence Language Suggestive Themes)  
Release Date: Out Now

Enjoy familiar features such as the series' HD-2D graphics, a fusion of retro pixel art and 3DCG; the player's ability to roleplay using Path Actions of their choice; and the Break and Boost system that can turn the tide of battle.



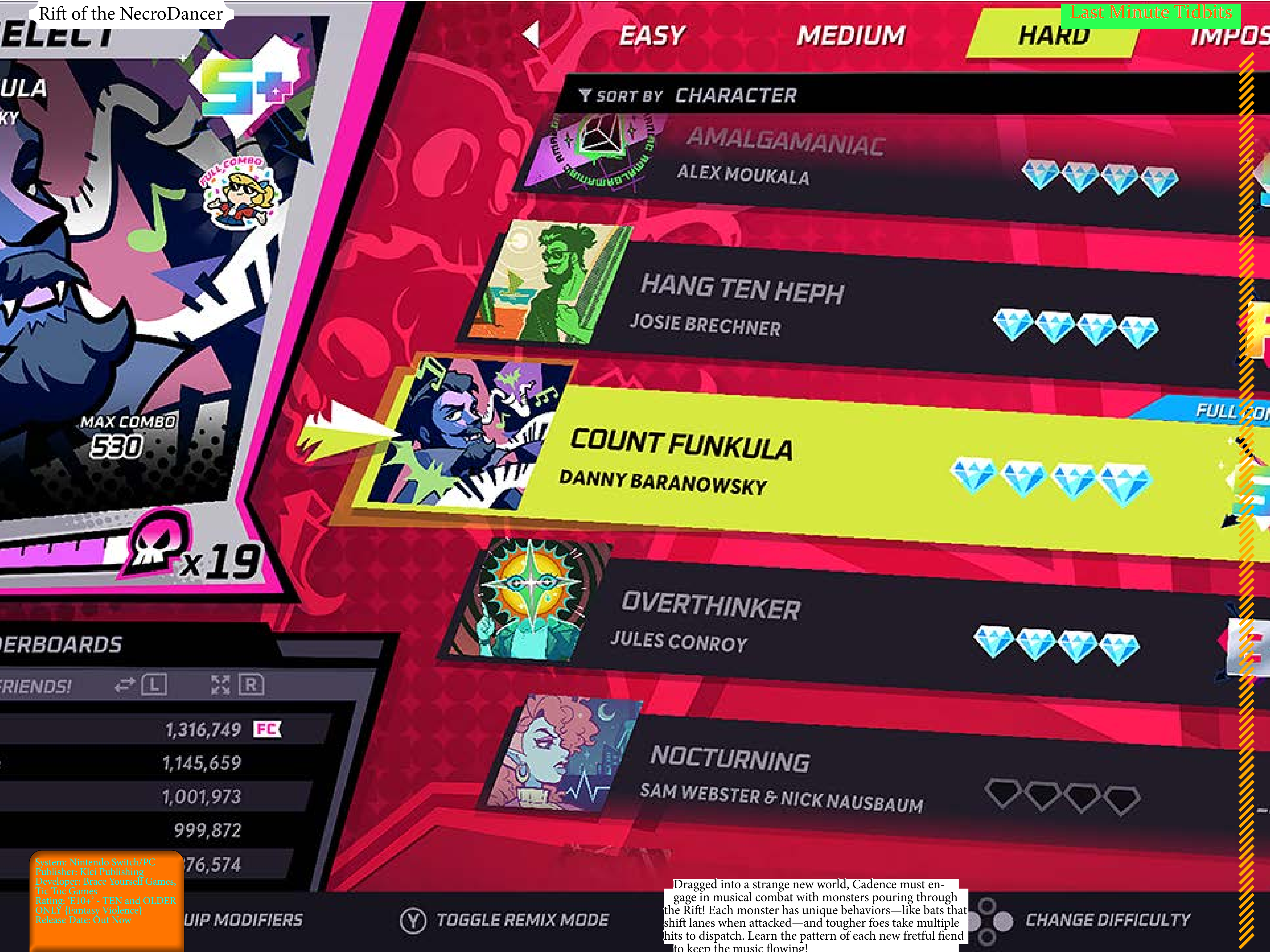


System: Nintendo Switch/Nintendo Switch 2/PS5/Xbox Series X  
Publisher: Square Enix  
Developer: Square Enix  
Rating: "T" - THIRTEEN and OLDER ONLY (Blood Fantasy Violence Language Suggestive Themes)  
Release Date: Out Now



Additionally, brand-new features such as character creation and town building allow you to create your own character and restore your hometown.

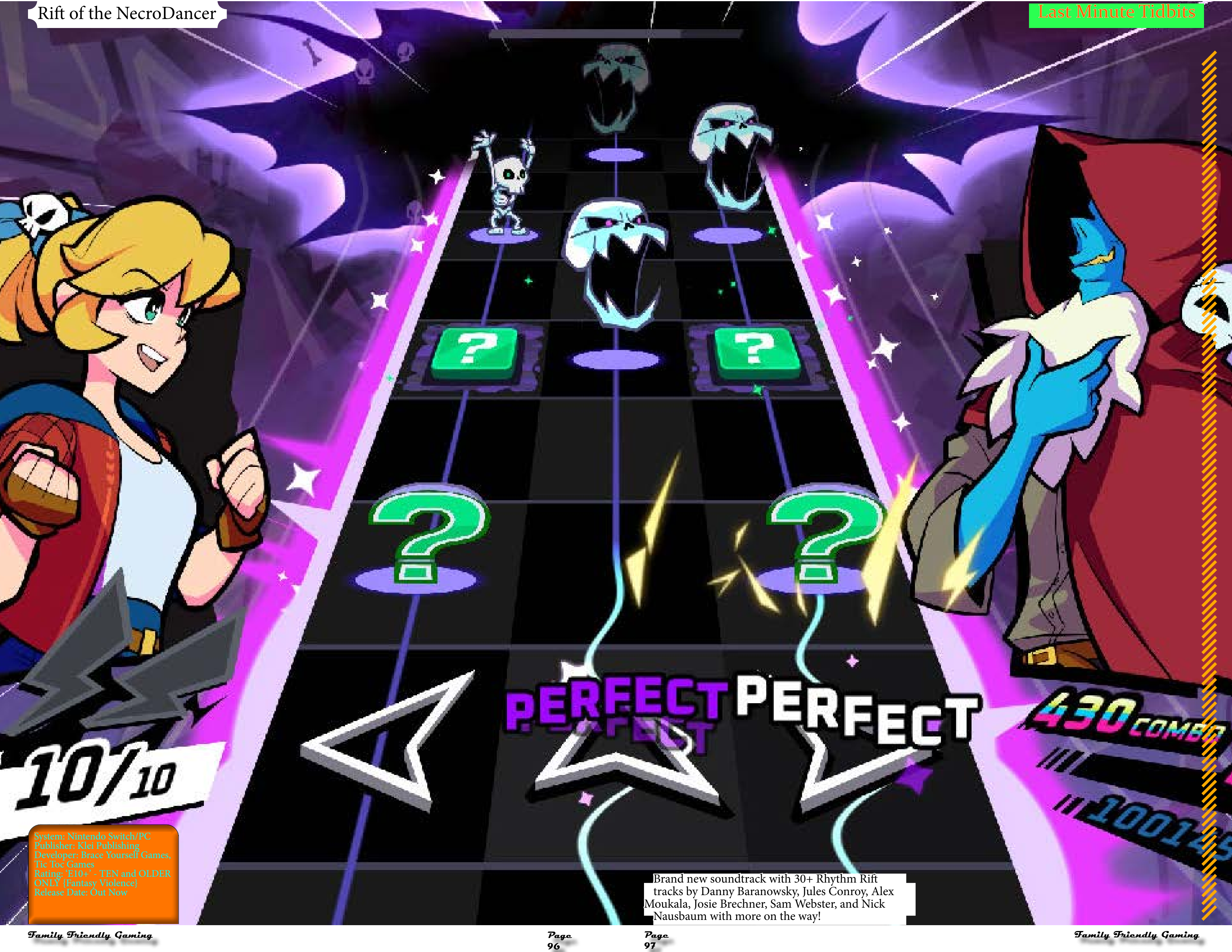




System: Nintendo Switch/PC  
Publisher: Klei Publishing  
Developer: Brace Yourself Games, Tic Tac Games  
Rating: 'E10+' - TEN and OLDER ONLY (Fantasy Violence)  
Release Date: Out Now

Dragged into a strange new world, Cadence must engage in musical combat with monsters pouring through the Rift! Each monster has unique behaviors—like bats that shift lanes when attacked—and tougher foes take multiple hits to dispatch. Learn the pattern of each new fretful fiend to keep the music flowing!





10/10

System: Nintendo Switch/PC  
Publisher: Klei Publishing  
Developer: Brace Yourself Games, Tic Tac Games  
Rating: 'E10+' - TEN and OLDER ONLY (Fantasy Violence)  
Release Date: Out Now

Brand new soundtrack with 30+ Rhythm Rift tracks by Danny Baranowsky, Jules Conroy, Alex Moukala, Josie Brechner, Sam Webster, and Nick Nausbaum with more on the way!

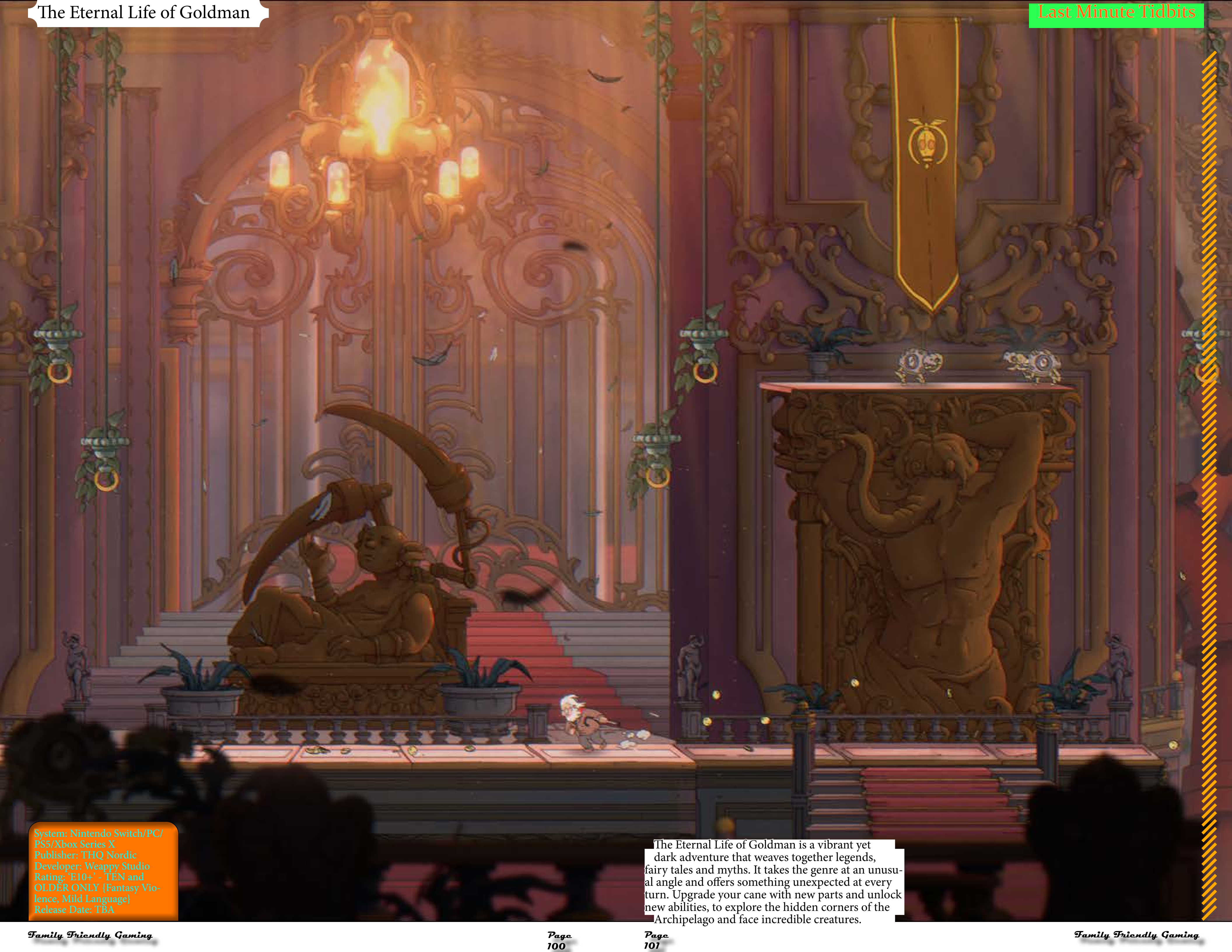




System: Nintendo Switch/PC  
Publisher: Klei Publishing  
Developer: Brace Yourself Games, Tic Tac Games  
Rating: 'E10+' - TEN and OLDER ONLY (Fantasy Violence)  
Release Date: Out Now

Immerse yourself in Cadence and friends' modern misadventures through five quirky, slice-of-life rhythm minigames. Take a boppin' yoga class, help a friend with a part-time job, and more!





System: Nintendo Switch/PC/  
PS3/Xbox Series X  
Publisher: THQ Nordic  
Developer: Weappy Studio  
Rating: 'E10+' - TEN and  
OLDER ONLY [Fantasy Vio-  
lence, Mild Language]  
Release Date: TBA

The Eternal Life of Goldman is a vibrant yet dark adventure that weaves together legends, fairy tales and myths. It takes the genre at an unusual angle and offers something unexpected at every turn. Upgrade your cane with new parts and unlock new abilities, to explore the hidden corners of the Archipelago and face incredible creatures.

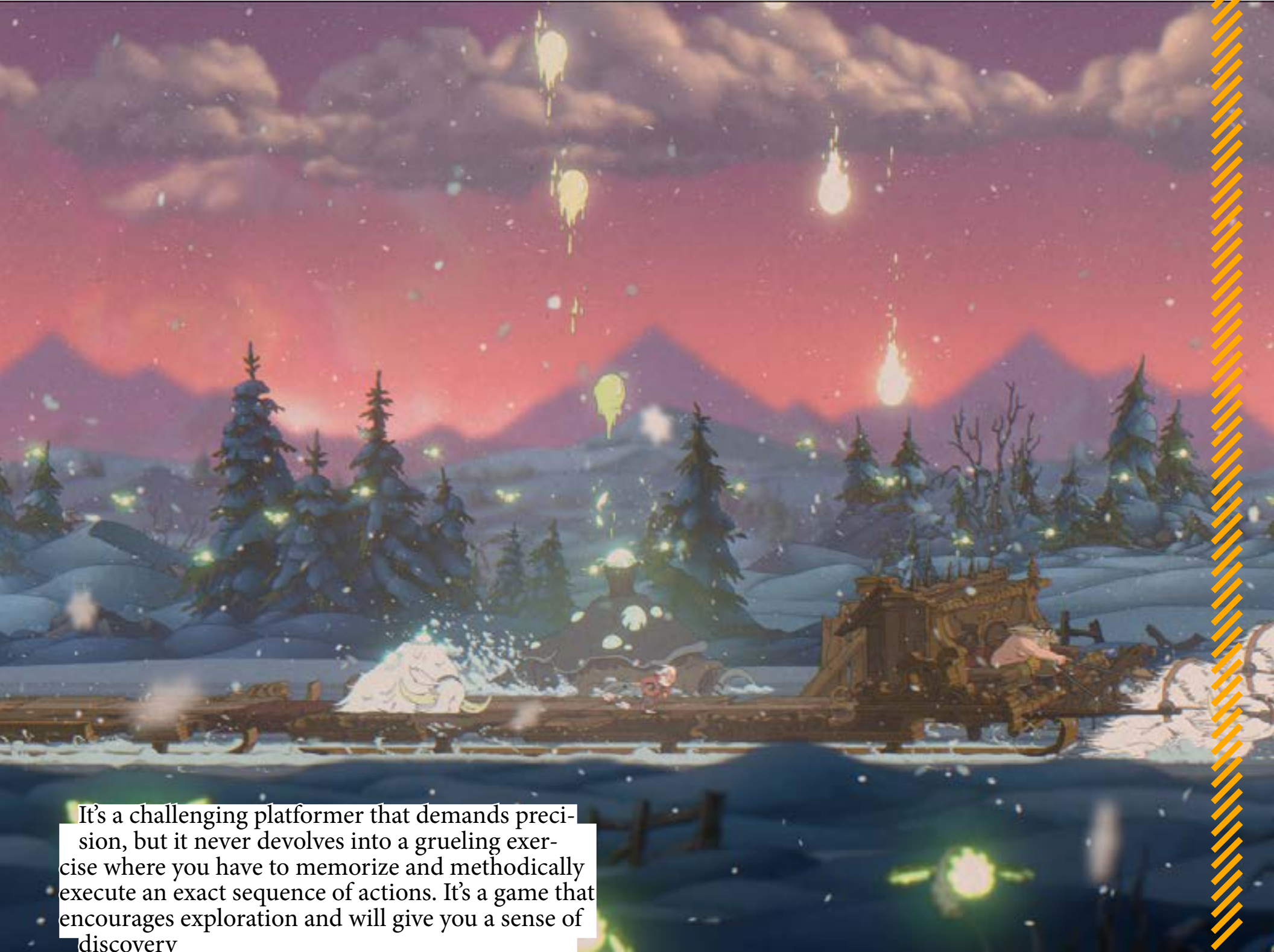
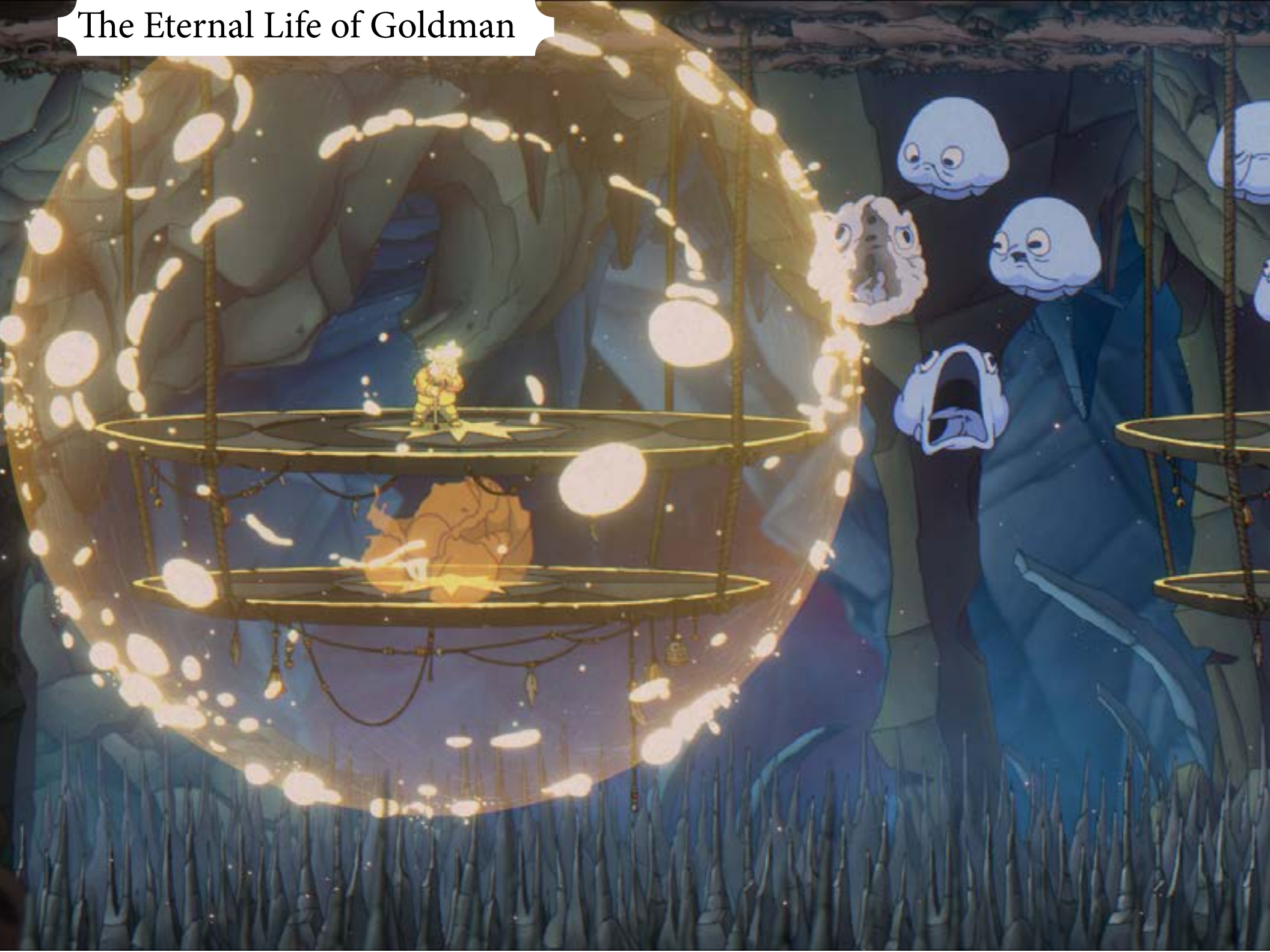




System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: THQ Nordic  
Developer: Weappy Studio  
Rating: 'E10+' - TEN and  
OLDER ONLY [Fantasy Vio-  
lence, Mild Language]  
Release Date: TBA

The Eternal Life of Goldman is the result of years of work by people who love and appreciate the same cartoons, comics and games that you do – meticulously drawn, colored and animated by hand using classic frame-by-frame techniques.





System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: THQ Nordic  
Developer: Weappy Studio  
Rating: 'E10+' - TEN and  
OLDER ONLY (Fantasy Vio-  
lence, Mild Language)  
Release Date: TBA

It's a challenging platformer that demands preci-  
sion, but it never devolves into a grueling exer-  
cise where you have to memorize and methodically  
execute an exact sequence of actions. It's a game that  
encourages exploration and will give you a sense of  
discovery





System: PC/PS5/Xbox Series X  
Publisher: Amazon Games  
Developer: Glowmade  
Rating: 'T' - THIRTEEN and  
OLDER ONLY (Violence,  
Blood and Gore, Language,  
Crude Humor)  
Release Date: Out Now

CREATIVE CO-OP COMBAT: With easy to pick up and hard to master combat, everyone can join the fun. Hone your battle style alongside a team of fellow Contenders, picking from a variety of weapons, combos, and powerful Glory Moves.





System: PC/PS5/Xbox Series X  
 Publisher: Amazon Games  
 Developer: Glowmade  
 Rating: 'T' - THIRTEEN and  
 OLDER ONLY (Violence,  
 Blood and Gore, Language,  
 Crude Humor)  
 Release Date: Out Now

**STAND OUT:** Make a name for yourself by customizing everything from your moves, your dazzling appearance, to creating the dungeons themselves. King of Meat gives everyone the opportunity to show the world their true self.

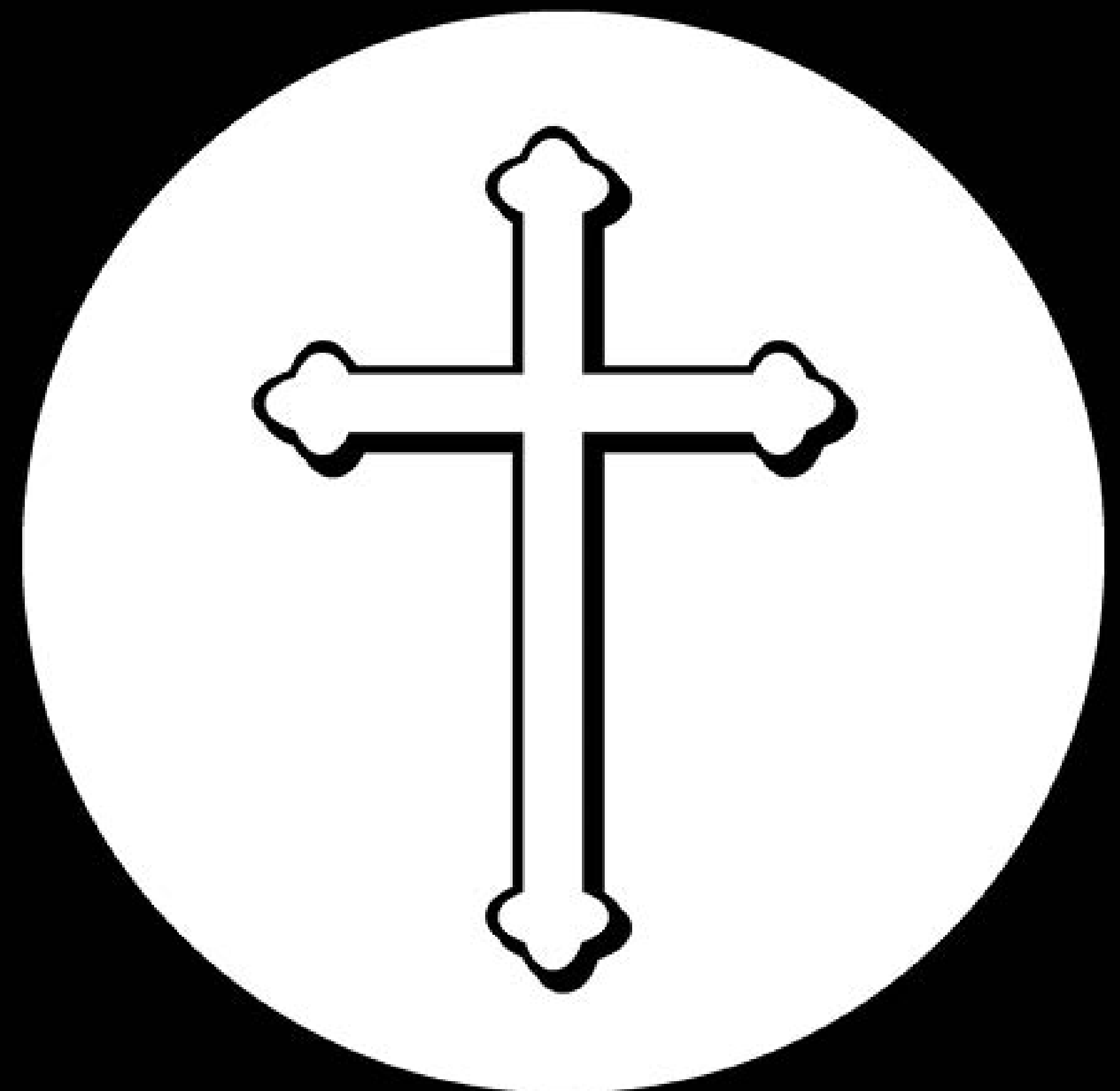


# Future Glimpses Moon Murderer



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# Future Glimpses Free At Last



By  
Paul Bury

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FAMILY IN GAMING

**GAMING** <sup>TM</sup>

**Devotional  
January**

BY

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