

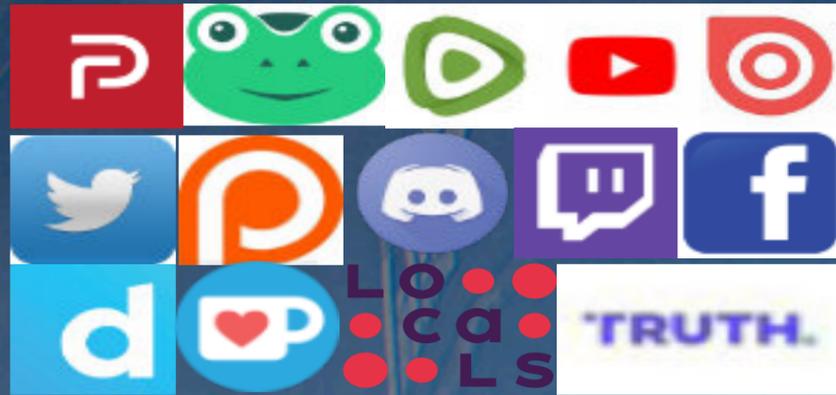


*The Voice of the Family in Gaming*

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MARCH  
2026

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# Editor's Desk

# FEMALE SIDE

## New Software

I finally pulled the trigger on some new software for the magazine. I am still learning this new software. There are things I like and things I am not so big on. I am learning to adapt to this new magazine software that does not require a monthly payment to use. We did send some money to them for a license but then Yolanda could not figure out which email account she paid for that on. So I may need to pay them again to use certain features. I am unclear on that.

The most exciting thing for us is all of these different upgrades in different areas of the ministry. I have been wanting to get away from Adobe and InDesign for a long time now. We never know what the future holds so it handy to not be reliant on them going forward. The one concern is getting reviews out of the older issues, and getting the

Devotionals out into books. I may need to open all the previous magazines and put it into a text document. That is my plan right now if we need to get rid of them. We also want to continue to learn this new software and get better with each and every single issue.  
- Paul Bury



## Winter Storm in Memphis

This column is being written while we are dealing with this winter storm in Memphis. Most everything has been shut down. We have close to a foot of snow and ice. The roads have been packed with snow and ice for days now. The temperatures will not go above freezing for many more days from now. It has never been this bad in Memphis from what I can recall or remember. This has been a very bad storm that just keeps going on and on. We are staying warm and thankfully there has been no power issues for us thus far. Paul and I took Princess for a walk during his work from home lunch time and we are not even breaking through the ice. The ice is thick enough that it holds our weight no problem. How

crazy is that? We may go many more days with the same issues and the same problems. I know that eventually we will get through this and get beyond it. For now we are just trying to stay warm while the temperatures stay below freezing.  
- Yolanda



# Lesson-based Education & Fun



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Philippians: 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 5060209840950
Easter 2	EAN 5060209840957
Christmas	EAN 5060209840703
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840956
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840935
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840942
Parables of Jesus 1	EAN 5060209840758
Parables of Jesus 2	EAN 5060209840765
Power and Glory	EAN 5060209840727
Women of God	EAN 5060209840959

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 9781993405697
Issue 2: Samaritan	ISBN 97819937731006
Issue 3: Adam & Eve	ISBN 97819937731013
Issue 4: Christmas	ISBN 97819937731068
Issue 5: Easter	ISBN 97819937731075
Issue 7: Titanic	ISBN 97803057152304

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

@joshorn8283 · 11 hours ago  
Great Job! ❤️❤️❤️❤️

Reply 1 reply ^

@FamilyFriendlyGaming · 11 hours ago  
thanks so much

Reply 1

@peanut191972 · 1 day ago  
love it, so good

Reply 1 reply ^

@FamilyFriendlyGaming · 1 day ago  
appreciate you.

Reply 4

ArtLily just started following you. 1 day ago

Laurell just started following you. 3 days ago

Prycejosh commented on your video "FFG Haul December 2025". 6 days ago

Mccmike930 just started following you. 7 days ago

LouisRFrancis commented on your video "Endless Ocean Luminous Episode 39". 8 days ago

# Advertisement

# SOUND OFF



The Sound Off section is where you the reader/ emailer is heard. What you haveto sayis 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 haveour attention, so SOUND OFF!

fourth year and you are playing Mega Man Battle Network 4. I appreciate someone who continues to do what they said they would do. I know there are plenty of new and older video games you would like to play through. It is nice to see this level of honesty, integrity, honor, grit, and determination. Keep up the fantastic, amazing, awesome, wonderful, great, cool, and diligent work that

you do.

God bless,  
Marley

{Paul}: Marley,

Thank you so much for the amazing words of encouragement. They mean a lot to me and everyone else here at Family Friendly Gaming. You are correct in your analysis of the situation. There are plenty of different video games I would love to be live streaming right now. I really want to get into Ys X Nordic before there is another Ys game released. I have not played a Trails game in some time. I just recently bought one that referenced it was the third in a trilogy. I have not played the other two yet. I want to get back to Valkyria Chronicles. I want to play some Lego Fortnite. There are so many different franchises

I would love to get to and sooner rather than later. Yet I feel it is more important to keep my word when I give it. I have even considered trying to get two Mega Man Battle Network games played in a year to get done with them faster. I am doing the same thing with the Final Fantasy Pixel Remaster series. I usually try and get to the Final Fantasy Pixel Remaster game after the Mega Man Battle Network game. That is the plan this year. Sometimes plans go awry.

## What happened to Capcom?

What ever happened to Capcom? Did they go out of business? In the past Family Friendly Gaming had all of this coverage of Capcom but I have not seen any in awhile. I figured they must have gone bankrupt or something.



- Kim

{Paul}: Kim,

Excellent question. I will tell you what I know. I will tell you what I suspect. Family Friendly Gaming covers all of these different video game companies and we look at the good and the bad according to what God says. We make the determination based on the guidelines God put in forth in the Holy Bible. For many years we covered Capcom

and their EC to T rated games. For us it comes down to are you obeying God or being rebellious against God. At some point a few years ago Capcom revoked our press access Their people provided no answers, and no justification for that act. We took it as they want no money from Family Friendly Gaming Universe at all ever again. We reached out and reapplied multiple times. None of their representatives responded to any of the inquiries we made.

## Thank you for MMBN playing

I wanted to thank you for keeping your word and your promise about playing one Mega Man Battle Network video game a year. This is now the



# SOUND OFF Continued

None of their representatives accepted our attempts to reapply. My suspicion is they hate us for being Christian and conservative. Many of the people in the video game industry are radical far leftists that discriminate against those that are diverse from themselves. I suspect that is what is going on.

## Will I Run Out of Retro Games?

Your article Will I Run Out of Retro Games? really shows

what is so great about Family Friendly Gaming. You are always thinking about things from a plethora of different perspectives. The other aspect of your Will I Run Out of Retro Games? article is that you are looking to the future. I love how you have plans in case certain things happen. The final really cool thing about Will I Run Out of Retro Games? is you openly admit you do not know everything, and do not feel like you know what may come in the near future.

- Sam

{Paul}: Sam,

Thank you so much for your wonderful words of encouragement. I am so glad that the Will I Run Out of Retro Games? article really resonated with you so much. It is interesting you found so many interesting and cool things in that article. I must be completely honest and open with you. I do not plan for those things. I just write about whatever comes to my mind. Many of the articles come from one little idea that winds up being fleshed out into an entire article.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the Internet and go to our Comments page: <http://www.familyfriendlygaming.com/comments.html>, or send an email to: [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). Mail us comments at: Family Friendly Gaming  
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## Want to advertise in Family Friendly Gaming?

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

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

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



# Look BACK Family Games

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



## Mad Libs Word-Play Board Game

Now you can play your favorite word story activity in a game with the Mad Libs Game from Schylling Toys. Designed for ages 10 years and older, this game captures all the unexpected silliness of the classic Mad Libs! Play word cards from your hand to complete the sentence card in the most appropriately inappropriate way possible---the funniest sentence wins the round. The first player to win 3 rounds, wins the game! For 3 to 8 players; approximately 20-40 minutes play time.

Title: Mad Libs Word-Play Board Game  
 Format: Gift  
 Vendor: Continuum Games  
 Publication Date: 2016  
 Dimensions: 8.50 X 5.25 X 2.00 (inches)  
 Weight: 1 pound  
 UPC: 857848004376  
 Ages: 10-15  
 Stock No: WW004376



# DEVOTIONAL

## Growth

Have any of ya'll ever thought about your growth? I am talking about spiritual growth here. **James 1:2-5**

*2 Consider it pure joy, my brothers and sisters, whenever you face trials of many kinds, 3 because you know that the testing of your faith produces perseverance. 4 Let perseverance finish its work so that you may be mature and complete, not lacking anything. 5 If any of you lacks wisdom, you should ask God, who gives generously to all without finding fault, and it will be given to you.*

Do you ask of God? When you do ask what are your motivations? Do you even think about God when things are good? Do you

only think of God when things are bad?

Do you believe you will receive when you ask? This is very important.

**James 1:6-8**

*6 But when you ask, you must believe and not doubt, because the one who doubts is like a wave of the sea, blown and tossed by the wind. 7 That person should not expect to receive anything from the Lord. 8 Such a person is double-minded and unstable in all they do.*

Are you asking for the good of the Kingdom of God or your own selfish wants and desires?

The world looks at things one way and God looks at them another. **James 1:9-10**

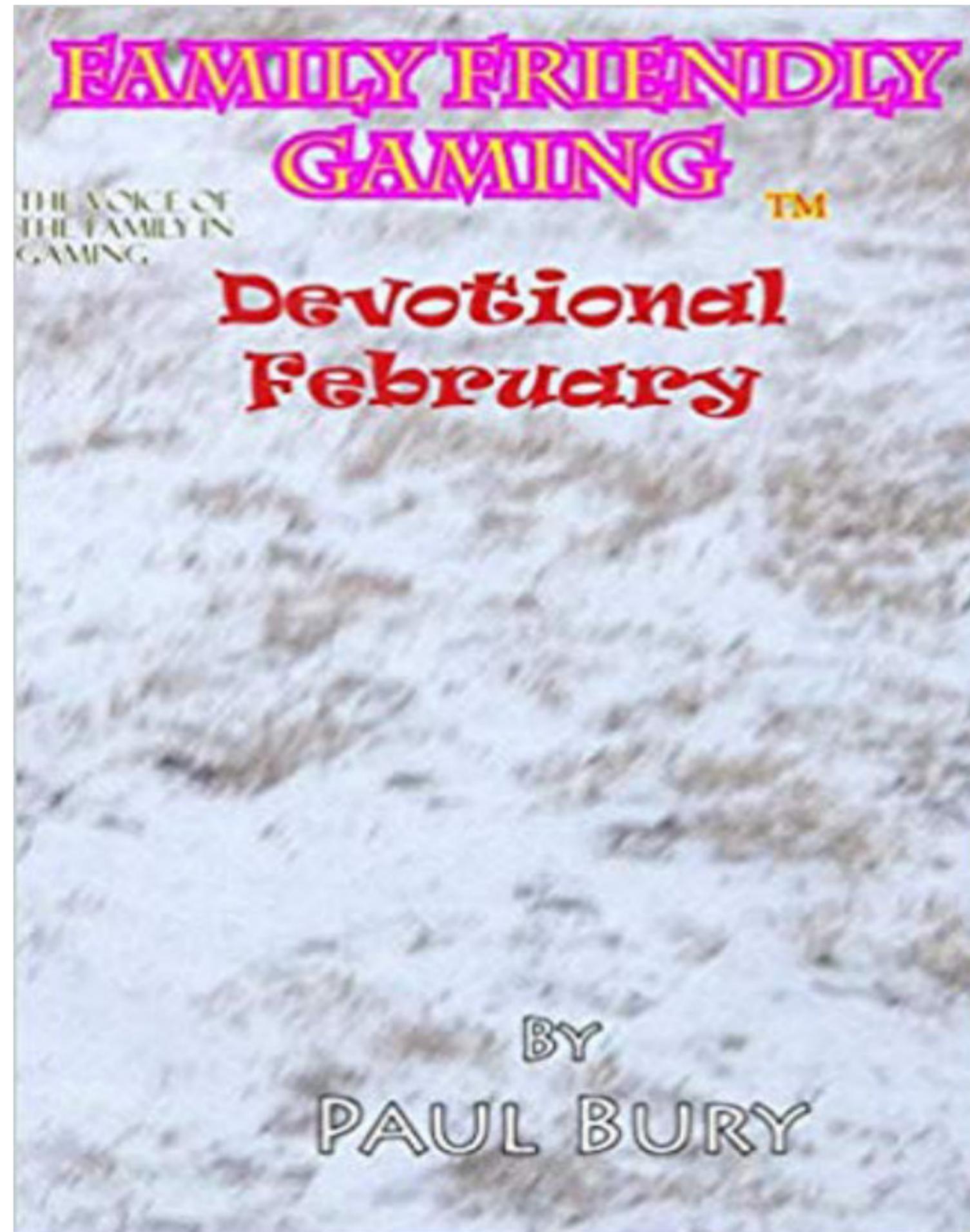
*9 Believers in humble circumstances ought to take pride in their high position. 10 But the rich should take pride in their humiliation – since they will pass away like a wild flower.*

Do you get angry because you do not have a lot on Earth? Heaven will be better. You should be thankful for what you do have on Earth - 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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# NEWS

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## Tokyo Clanpool gets physical Uncut Edition

The dungeon-crawling JRPG Tokyo Clanpool will be made available as a physical release for PC platforms. Pre-orders are on the eastasiasoft store as well as with affiliated partners including Playasia. With this release, international shipping options will also be made available from the eastasiasoft store for this product exclusively.

This updated release of Tokyo Clanpool restores all the original content from the Japanese version of the game and will include faithful localization in English and Traditional Chinese text. Additionally,

for those who already own the GOG release of Tokyo Clanpool digitally, an off-site patch will be made available to restore content that required removal from previous versions of the game. We have now officially confirmed the cancellation of Tokyo Clanpool's release for Nintendo Switch in North America and Europe, making Tokyo Clanpool Uncut Edition for PC the definitive physical option for collectors.

Tokyo Clanpool is originally developed by Compile Heart and Idea Factory, and this Uncut Edition will be published exclusively by eastasiasoft. The game will be included on a uniquely branded USB drive along with a soundtrack CD, art book, poster, sticker sheets, acrylic character standees and numbered certificate in a collector's box, priced at US\$49.99 plus shipping. Fulfillment is expected in early 2026. Only 1000 units will be produced. We have greatly appreciated customers' patience as this

special announcement was being prepared.

## About Tokyo Clanpool

In near future Tokyo, the government has collapsed following the appearance of a mighty tower extending from the mysterious Reverse City in the sky and connecting with the National Diet Building. Monsters threaten the people of Japan, and it's up to newly inaugurated Prime Minister Natsume Kannuki to lead her Diet Dolls into battle against them!

Tokyo Clanpool is a dungeon RPG where you'll take your party of heroines deeper and deeper into

the tower to counter the monster threat and learn the truth of its origin. Equip Digiskins to customize characters' skills and abilities while navigating mazelike corridors in first-person perspective. Turn-based combat is fast and strategic, and with your team's ether-based powers, you can even float or dig tunnels to alter the structure of dungeons.

But you'll also have to keep an eye on your citizens' approval ratings. If your actions are favorable, you can earn valuable bonuses, but if it falls too low, your entire cabinet could resign! Is your administration up to the task?

## Key Features:

Experience a dynamic dungeon RPG set in near-future Tokyo!

Act as the young Prime Minister of Japan and her moe cabinet members.

Earn the approval of the citizenry for valuable bonuses or lose support for your mission

Navigate mazelike dungeons in first-person perspective and engage in turn-based combat.

Use special attacks like Sacred Union to gain the upper hand against powerful monsters!

Alter the structure of dungeons by breaking walls, floating or digging tunnels.

Customize class abilities and skills with the use of different Digiskins!



## Physical Release of Please Be Happy

International publisher Funbox Media Ltd is thrilled to announce that the heartwarming visual novel Please Be Happy will be receiving a physical retail release for Nintendo Switch and PlayStation 5 on 27 March 2026.

Developed by Studio Élan, Please Be Happy is a gentle, emotional narrative about learning to trust, finding belonging, and discovering happiness in unexpected places. Previously available digitally, this marks the first time the beloved title will be offered as a boxed retail edition for console players.

About the game:

Please Be Happy is a comfy, slice-of-life visual novel set in a fictional version of Wellington, New Zealand.

Born as a fox in the forest of Korea, Miho

carries with her the memory of a traveller who showed her kindness and spoke of home. Now more human than fox, Miho has spent a long, long time searching for her person. She arrives by airship to Wellington, one of the jewels of the floating island of New Zealand.

Despite her years spent observing humans, she still has a lot to learn about their culture and society. She's made a living so far as a thief, her heightened senses allowing her to easily take advantage of people. She's also seen a lot of the worst of what mankind has to offer.

It's only after meeting Juliet, the owner of a small library, and Aspen, an aspiring novelist, that Miho starts to understand what kindness is, and that there's more than just the bad stuff when it comes to people.

Features:

- Over 220,000 words.
- Character designs and CG's by Kobuta, with additional art by adirosa.
- 2 different routes with 2 happy endings in each.



## Fruit Island Announced

Analog Game Studios is proud to announce that it has signed a licensing agreement with world-renowned board game designer Dr. Reiner Knizia to publish his playful family-friendly board game, Fruit Island, for the North American market.

Dr. Knizia is one of the most celebrated and prolific designers in the history of modern board gaming, with over 800 published game designs and an unparalleled record of international awards and industry recognition, including the prestigious Spiel des Jahres, Origins Awards, and countless global accolades. His decision to partner with Analog Game Studios represents a significant endorsement of the Canadian publisher and its growing reputation for bringing accessible, high-quality tabletop games to market.

Fruit Island is a clever, fast-playing game for 2-4 players that blends intuitive rules with meaningful decision-making—an elegant design that reflects Dr. Knizia's mastery of approachable yet engaging gameplay. Players travel the island collecting



fruit from trees and racing to bring their harvest to the trading post, all while avoiding a mischievous gorilla that threatens to undo their progress. Designed to play in around 15 minutes, the game is easy to learn, highly replayable, and ideal for families and casual gamers alike.

“We are absolutely thrilled to work with Dr. Knizia,” said Richard MacRae, founder of Analog Game Studios. “His influence on modern board gaming is extraordinary, and Fruit Island is a wonderful example of his ability to create games that are both accessible and deeply satisfying. Bringing this game to North America is a major milestone for our studio and we can’t wait to share it with families and gamers everywhere.”

Analog Game Studios plans to launch Fruit Island through a Kickstarter crowdfunding campaign later this year, inviting players and fans of Dr. Knizia's work to take part in bringing the game to the North American market. A Kickstarter pre-launch page is now live, and interested supporters are encouraged to click the “Notify Me” button to receive immediate updates when the campaign goes live:

As Analog Game Studios continues to expand its catalogue, this collaboration marks an important step forward for the publisher and underscores its commitment to working with highly creative and respected game designers..

## Veterans Napoleonic Wars Announced

Tactical Boar has announced Veterans: Napoleonic Wars, a premium real-time tactics and strategy game set during the Napoleonic Wars. Coming to Steam, Veterans: Napoleonic Wars places players in command of historical armies, focusing on mastering formations, maintaining morale, and making tactical decisions across authentically recreated battlefields.

On the battlefields of the late 1700s, combat is built around accurate formations such as line, column, and square, with morale and unit experience playing a critical role in victory or defeat. As campaigns progress, units gain veterancy, allowing players to shape and customize their armies while adapting to increasingly complex tactical scenarios. Artillery features multiple ammunition types, reinforcing the importance of positioning and timing during engagements.

Blending strategic depth with accessible, fast-paced gameplay, Veterans: Napoleonic Wars delivers a focused single-player experience centered on tactical missions and historically grounded encounters, supported by a realistic visual style that combines 3D terrain and lighting with readable 2D unit

rendering.

Key Features:

Historical Campaigns: Battles inspired by Napoleonic campaigns from 1796–1797

Tactical-First Design: Real-time combat focused entirely on battlefield tactics with no base building

Formation Warfare: Deploy historically accurate line, column, and square formations

Morale & Fatigue Systems: Unit morale, fatigue, and line of sight directly influence combat outcomes

Dynamic Battlefields: Weather and terrain that affect movement, visibility, and engagements

Army Progression: Customize armies and develop veteran units over the course of campaigns

Authentic Artillery: Realistic artillery with multiple ammunition types, along with authentic uniforms

Single-Player Focus: A premium single-player experience built around focused tactical missions.

## Dancing Wings The Aerobatic Simulator Release Date

Independent game developer CloveTek announced that it will exhibit its upcoming title “Dancing Wings - The Aerobatic Simulator,” scheduled for release in October 2026, at the indie game exhibition Tokyo Game Dungeon II, to be held on February 8, 2026. Attendees will be able to play the latest version featuring the new RESUME feature at the booth.

About the Game

“Dancing Wings – The Aerobatic Simulator” is a formation aerobatic flight simulator. Players pilot a T-4 training aircraft modeled after the aircraft used by the Japan Air Self-Defense Force’s aerobatic team, Blue Impulse.

By recording and overlaying multiple replays, a single player can recreate precise formation aerobatic maneuvers. Performance replays can also be shared online, allowing players to showcase their flights with others around the world.

RESUME Feature

The RESUME feature allows players to resume control from any point within a recorded replay. When a mistake occurs during the later part of a long performance, players can retry from just before the error instead of restarting the entire routine.

There is no limit to how many times the RESUME feature can be used. The number of times RESUME is used is recorded in each replay file and displayed in the replay list screen. When searching for replays shared online, players can filter results based on the number of RESUME uses.

The RESUME feature can be experienced firsthand at Tokyo Game Dungeon II.

Game Overview

Title: Dancing Wings - The Aerobatic Simulator

Genre: Formation aerobatic flight simulator

Hardware: PC

## Super Mario Bros. Wonder – Nintendo Switch 2 Edition + Meetup in Bellabel Park

Even more fun is coming to the Flower Kingdom! Whether you're looking for new ways to play together or new content to enjoy on your own, you'll find it when the Super Mario Bros. Wonder – Nintendo Switch 2 Edition + Meetup in Bellabel Park game arrives on the Nintendo Switch 2 system March 26.

Super Mario Bros. Wonder – Nintendo Switch 2 Edition + Meetup in Bellabel Park brings new co-op and competitive gameplay to

the Flower Kingdom, in addition to other new content and enhancements specifically for Nintendo Switch 2. Gather friends and family and visit Bellabel Park, a new area of the Flower Kingdom that features two large plazas filled with attractions. Team up or face off in challenges like Fast Cash: Tip Tap's Coin Spree where you collect as many gold coins as you can, or Knock 'em Back: Bubble Blaster where you duke it out and try to survive with the most lives intact.

Local Multiplayer Plaza features 17 different types of attractions which you can play with up to three friends on the same system<sup>1</sup>. The game supports GameShare<sup>2</sup> functionality, so

if one player has the game, they can share it locally with up to three other players. You can also visit Game Room Plaza which supports online and local wireless play. Here, each player brings their own system to play locally or online<sup>3</sup>, joining the action on their own screen. Up to 12 friends can compete against one another in Game Room Plaza's six additional attractions.

Other features new to this edition of the game include:

Toad Brigade Training Camp – In Bellabel Park, you can also put your skills to the test across a wide variety of challenges set in courses

from Super Mario Bros. Wonder. As you progress through the main game, you will have access to even more training courses from across the Flower Kingdom. Complete the trainings on your own or try clearing the objectives with up to three other players to rise through the rankings of the Toad Brigade and aim to become an elite explorer.

Assist Mode – New to the Super Mario Bros. Wonder experience? There's plenty of help here. Turn this on while you play the courses and you'll have the opportunity to recover quickly from unexpected falls into pits without losing a life or avoid taking damage no matter which character you play as. No

pressure, all play!

Familiar Friends – This new edition brings none other than Rosalina herself to the Flower Kingdom for the first time! And she's not alone – Co-Star Luma is also along for the ride as an assist character, available when at least two people are playing together. Luma won't take damage but can help other players out by spinning to defeat enemies and gather coins in the courses. You can even control Luma using the Nintendo Switch 2 mouse control functionality!

And Mischievous Enemies – While Rosalina and Luma are welcome guests, you

may feel differently about the Koopalings, who (of course) arrive to add a bit of chaos. After treasure hidden inside Bellabel Park is stolen by the seven Koopalings, they all flee to various worlds across the Flower Kingdom. Keep an eye out because if you stumble upon one, you'll now have to enter their course and engage in battle with them!

These new features and more are available when Super Mario Bros. Wonder – Nintendo Switch 2 Edition + Meetup in Bellabel Park launches on March 26. If you already have the original Super Mario Bros. Wonder game and Nintendo Switch 2, you'll be able to access the new content by purchasing an upgrade pack<sup>4</sup>.

Pre-orders for the Super Mario Bros. Wonder upgrade pack begin today on My Nintendo Store and Nintendo eShop on Nintendo Switch 2.

Launching alongside the Super Mario Bros. Wonder – Nintendo Switch 2 Edition + Meetup in Bellabel Park game on March 26 are three new amiibo<sup>5</sup>. Elephant Mario, Poplin & Prince Florian and Captain Toad & Talking Flower are all coming to join the fun!

<sup>1</sup> Additional accessories may be required for multiplayer mode. Sold separately.

<sup>2</sup> Nintendo Switch 2 system must initiate GameShare session. Users who receive software via GameShare can only play the software during

the session in which it was shared. Shared game will not be playable after the session ends.

<sup>3</sup> 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.

<sup>4</sup> Full version of the Super Mario Bros. Wonder game required to use this content. Sold separately.

<sup>5</sup> amiibo sold separately.

# 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?

Whenever I get the opportunity I love to find really good and interesting products for families. I recently found out about Bible Bricks. As we get the time and the money I plan on incorporating them into the Build It live streams we perform. As I was looking at some of these Bible based Lego like products a thought occurred to me. It would be really cool if we had a video game based off of Bible Bricks. I have no idea who would do it. It would be so nice to have

video games based off of the Christian products we purchase. Another great example would be a video game based on The Christ comic books. Both of these products have been ones that we have worked into our schedules here at Family Friendly Gaming. We love helping out fellow believers. The one issue I have had is their selfish and greed way too often. We do all of these things to help out so many different fellow believers in their businesses and at times it feels like none of them ever bother to do anything in return. That is not everyone because there are fellow believers like the Gress family that are awesome all the time. I wish some of the others would learn from their fine example. The head of Gab talks about having a parallel economy where believers support one another. We are totally

on board and have discussed the idea before. Sadly at times it feels like some of our fellow believers are all about receiving and not giving. The rest of us cannot constantly support them when we do not bring in any revenue. It has to be spread evenly or it does not work. I hope and pray they will learn that lesson very soon.

So would you play a Bible Brick video game? Would you play a video game based off of The Christ comic books? By the way Kingstone Comics makes more than just The Christ comic books. They make other Bible based comic books. There is a huge well of opportunity to make games based off of their comic books. Maybe even some cross over to have their artists work on the games. Somebody should pay me for these ideas.

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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## 1 Thessalonians 5:9-11

**9 For God did not appoint us to suffer wrath but to receive salvation through our Lord Jesus Christ.**

**10 He died for us so that, whether we are awake or asleep, we may live together with him.**

**11 Therefore encourage one another and build each other up, just as in fact you are doing.**



# Kirby Air Riders

Score: 75

I live streamed the Road Trip mode from Kirby Air Riders on our Twitch channel. Those live streams are being converted into videos. There is some good and some bad with Kirby Air Riders. This Nintendo Switch 2 video game feels like the Wario version of kart racing. What do I mean by that? Many of the races in Kirby Air Riders are very short. It might be something like collect twelve food items. That can easily be done in a few minutes.



There are twenty-one racers in Kirby Air Riders, and twenty-two different machines characters can race on. I stuck with Kirby. The modes in Kirby Air Riders are Air Ride, Top Ride, City Trail, and Road Trip. The last one is the story one. There are eleven stages in Road Trip in the Kirby Air Riders video game. We are given three choices throughout the stage. There are mini bosses, and shops in that mode as well.

There is some cartoon violence in Kirby Air Riders. We can use a variety of power ups from the Kirby

video games in Kirby Air Riders. I did get a bit sick after playing Kirby Air Riders. The last live stream was close to two hours because I was so close to finishing it. I suffered for quite a few hours after that though. The camera can be a bit of a pain at times in Kirby Air Riders.

The different machines have



different stats to them. Some are better at speed (great for drag racing), whereas others are great at gliding. There are levels for that as well. There are battle stages where we must take out a certain enemy in a specific amount of time. We also get to eat a lot of food with our character in Kirby Air Riders. It was nice to see Lolo again in Kirby Air Riders. I miss that franchise.

If you want the true ending in Kirby Air Riders then you must 100% this game. I had some fun, and some sickness thanks to Kirby Air Riders. I do not like Kirby Air Riders enough to want to one hundred percent it. There is a picture being created in Kirby Air Riders as we complete specific little missions - like spending so much money at the store in one shopping trip. As I played Kirby Air Riders more of these appeared.

I do not feel like Kirby Air Riders is worth seventy dollars brand new. In my opinion Kirby Air Riders is worth forty dollars. The lack of content and the fact that it can make family members sick are the reasons I have for that price evaluation. I do feel like Kirby Air Riders is better than the Gamecube version. - Paul

System: Nintendo Switch 2  
Publisher: Nintendo  
Developer: Bandai Namco Studios. Sora  
Rating: 'E10+' for TEN and Older ONLY  
{Fantasy Violence}



Graphics: 80%  
Sound: 85%  
Replay/Extras: 69%  
Gameplay: 66%  
Family Friendly Factor: 75%



# NeoGeo Pocket Color Selection Vol 1

Score: 70

There are so many interesting and fascinating games that I want to get some time for. NeoGeo Pocket Color Selection Vol 1 is one of those games. I purchased the physical copy version of NeoGeo Pocket Color Selection Vol 1 on the Nintendo Switch. There are ten NeoGeo Pocket color video games on NeoGeo Pocket Color Selection Vol 1. I remember that system from back in the day. In fact I have a copy of the system in our Vault.

The ten games on NeoGeo Pocket Color Selection Vol 1 are SNK GALS' FIGHTERS, SAMURAI SHODOWN! 2, KING OF FIGHTERS R 2, THE LAST BLADE Beyond the Destiny, FATAL FURY FIRST CONTACT, SNK VS. CAPCOM THE MATCH OF THE MILLENNIUM, METAL SLUG 1ST MISSION, METAL SLUG 2ND MISSION, DARK ARMS



System: Nintendo Switch  
Publisher: SNK Corporation  
Developer: SNK Corporation  
Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Blood, Suggestive Themes}

Beast Buster 1999, and BIG TOURNAMENT GOLF. We get a manual of the games with the physical copy of NeoGeo Pocket Color Selection Vol 1. Manuals are also within the games digitally.

The issues families can have with NeoGeo Pocket Color Selection Vol 1 are violence, blood, lack of attire, enticement to lust, false gods, magic, spirits, and more. The screen is really small in NeoGeo Pocket Color Selection Vol 1. In fact it looks like we are seeing the entire hand held system. I could not get the screen to go full screen while playing NeoGeo Pocket Color Selection Vol 1 on the Nintendo Switch.

We get one sports game, one action adventure role playing game, six fighting games, and two shooters in NeoGeo Pocket Color Selection Vol 1. The graphics in NeoGeo Pocket Color Selection Vol 1 are small. The characters are small. It is really easy to get lost in which character is yours in these 2D side scrolling fighters. I generally did not get lost in the two shooters in NeoGeo Pocket Color Selection Vol 1 though.

The action adventure role



playing game is interesting, albeit a bit on the repetitive and boring side. We must defeat so many monsters on this one screen. We can go back to the house to heal up which will be required at some point. The power meter means spamming the attack button is a bad idea. We only have two buttons to do things in NeoGeo Pocket Color Selection Vol 1. I guess you could say four with pause and options.

The music in NeoGeo Pocket Color Selection Vol 1 is good. I am shocked I was able to win in the first round in these fighting games. The golf game in NeoGeo Pocket Color Selection Vol 1 is the real stand out title for me. I wish the emulation had been done a bit better in NeoGeo Pocket Color Selection Vol 1. - Paul

Graphics: 60%  
Sounds: 79%  
Replay/Extras: 79%  
Gameplay: 70%  
Family Friendly Factor: 63%



# FUTURE GLIMPSES HEART HOME



by  
**Paul Bury**

System: Nintendo Switch/PC/PS4/  
PS5/Xbox One/Xbox Series X  
Publisher: Outright Games  
Developer: Casual Brothers  
Games  
Rating: 'E' - SIX and OLDER  
ONLY {Mild Fantasy Violence}

**The Elf on the Shelf  
Christmas Heroes**

**Score: 73**

Outright Games puts me in the same predicament game after game. The Elf on the Shelf Christmas Heroes is no different. Outright Games publishes family friendly video games. These games are really short, uninspired and dull. I hoped The Elf on the Shelf Christmas Heroes would teach me a bit more about this franchise. The Elf on the Shelf Christmas Heroes does not do that. In fact it only lead to more questions.

There are twenty-four levels within The Elf on the Shelf Christmas Heroes. Most of the levels are 2D side scrolling levels. There are some flying levels in The Elf on the Shelf Christmas Heroes. We collect sparkles to power Santa's sleigh in The Elf on the Shelf Christmas Heroes. There are mini games in the 2D side scrolling levels. I skipped those at first to find out that was a mistake. Players need so many hearts to

progress to the next level in this game.

Do you know how we get hearts in the 2D side scrolling levels in The Elf on the Shelf Christmas Heroes? We must complete the mini games in the set amount of time. The sparkles are generally meaningless in the 2D side scrolling levels. We collect sparkles in the flying levels to get hearts in The Elf on the Shelf Christmas Heroes. Many of the levels feel similar. There are different backgrounds but the levels feel similar.

If we take a hit in The Elf on the Shelf Christmas Heroes we lose some sparkles. If we collect them quick enough then it is no harm and no foul. If not the sparkles will return to where we recently collected them. So players can go back and get

them again if they so choose. I did not comprehend any story in The Elf on the Shelf Christmas Heroes. We are visiting a family and then in the North pole. I have no idea what the journey was all about.

There is no reference to the birth of Jesus Christ in The Elf on the Shelf Christmas Heroes at all. The true meaning of Christmas is completely ignored. I know this will be controversial for a great many families. The Elf on the Shelf Christmas Heroes can be beaten in three to four hours. It just depends how many sparkles you decide to collect. I could breeze through levels if I just wanted to complete them.  
- Paul



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



# Pokemon Legends Z-A



Score: 72

I finally finished playing Pokemon Legends Z-A on the Nintendo Switch 2. Pokemon Legends Z-A can also be found on the Nintendo Switch. We see the Pokémon while we are in this town. The Pokémon can go to a more powerful form once they are on their last form. This is called Mega Evolution in Pokemon Legends Z-A. The constant talk about evolution is a lot in Pokemon Legends Z-A. There is also some violent content.

Pokemon Legends Z-A also contains some lack of attire, and enticement to lust. Players are put into a tournament where they must compete against other trainers to get a higher rank. We start out at rank Z in Pokemon Legends Z-A, and wind up going to rank A. There will be some spoilers in my review of the Pokemon Legends Z-A video game. This tower is emitting some energy that makes the Pokémon mega in Pokemon Legends Z-A.

Pokemon Legends Z-



A tells us that it is painful for the wild Pokémon to go through the mega change. So we must battle them and bring them back to normal. The way we do that is to make our own Pokémon mega change. Why doesn't it hurt our Pokémon. I live streamed Pokemon Legends Z-A from start to finish. With grinding off camera it took me just under thirty hours to complete Pokemon Legends Z-A.

There are all kinds of items to find in the 3D environment. The town in Pokemon Legends Z-A is a really good size. That is also the entire game. There are wild areas to fight Pokémon in the city. There are Pokémon centers to heal Pokémon and purchase items. We can fast travel to locations we have already been to in Pokemon Legends Z-A. At night there are battle zones to fight other trainers. This is done to earn points on a ticket to battle up to the next rank.

I ran into a plethora of different glitches and got my Pokémon stuck in different areas. There was this tennis court like area in Pokemon Legends Z-A. My



Pokémon was on the outside while my character was on the inside. The Pokémon we were attacking was also on the inside. Attacks missed because they hit the fence and my Pokémon could not fit through the small door. Using items and swapping Pokémon did not always work when I first pressed the button in Pokemon Legends Z-A.

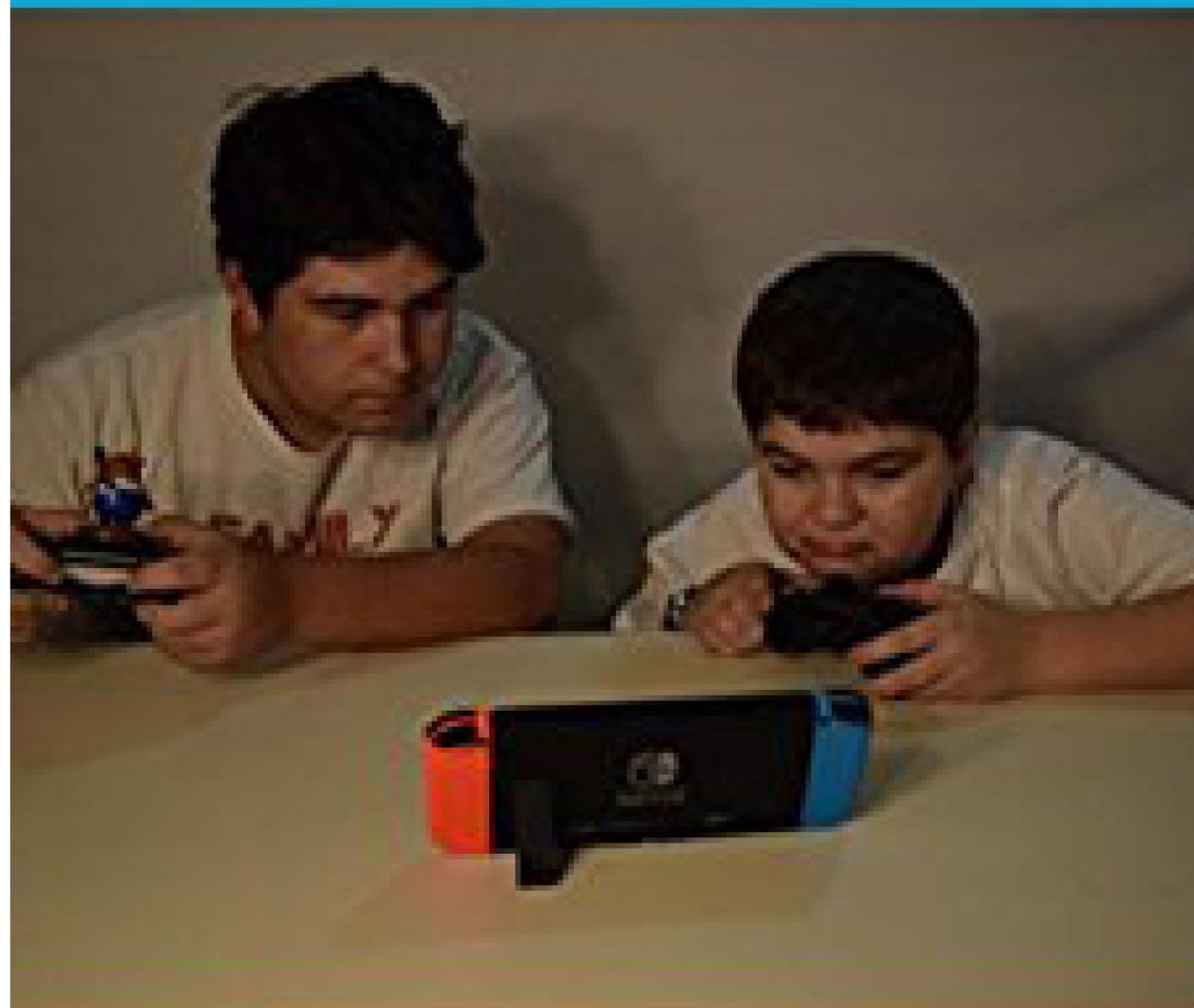
I see the direction the franchise is going and I feel like it is more realistic. Trainers can take damage and faint in Pokemon Legends Z-A. This happened against Mega Pokémon more often than I would like to count. The storyline of the three thousand year old man and his regrets are interesting. I like how the different high level trainers helped out in Pokemon Legends Z-A at the end. - Paul

System: Nintendo Switch/ Nintendo Switch 2  
Publisher: Nintendo  
Developer: Game Freak  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



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

# VIDEO GAME LIES



by Paul Bury  
Version 3



# Edens Zero #29

## Score: 69

Edens Zero #29 cost me \$10.99. There are one hundred and ninety-two pages within Edens Zero #29. The chapters in Edens Zero #29 are two hundred forty-nine through two hundred and fifty-seven. The issues families can have with Edens Zero #29 are violence, lack of attire, enticement to lust, false gods, and more. Spoilers will be a part of this review of the Edens Zero #29 manga book going forward.



Joker shows up in Edens Zero #29. She is able to stop time. She is also some game engine that became self aware and made robot bodies of herself. These robot bodies can stop time in Edens Zero #29. The way to defeat Joker in Edens Zero #29 is to use long range attacks. The range of the time stop power is not that far. So the main characters take out all of these Joker bots in Edens Zero #29. The AI version is another story.

Professor Weisz the older

version shows up to help Rebecca in the fight against one of the Joker minions. Shiki, Rebecca and older Professor Weisz wind up in a video game because Joker want to play with them. Joker does not like losing in Edens Zero #29. In one of the oddest

The crew

decides it is then time to use the Mother Ether and go and find her in Edens Zero #29. They set out and wind up in a Cosmos they are not familiar with. They find a giant planet and decide to investigate in Edens Zero #29. There is one small problem with that though. Some of the Dark Shining Stars show up in Edens Zero #29 and attack them. There are also these odd flash backs from twenty thousand



years ago in Edens Zero #29. I am not sure how those connect to everything. Pino goes into some weird shut down thing. I suspect it has something to do with some memory she was given in Edens Zero #29. For some reason she asked for this memory to be taken from her in the past. She is given the memories and must decide to use them or not. For whatever reason Pino stops responding and thus far no one can figure out what is wrong with her in Edens Zero #29. I hope that gets resolved in the next manga book. - Paul

In the last six months or so I have been paying attention to the page count of the different manga that I read. My Hero Academia Vol 27 is only one hundred and eighty-four pages. That means My Hero Academia Vol 27 is down sixteen pages from the previous manga volume. The cost of My Hero Academia Vol 27 is \$9.99. The chapters within My Hero Academia Vol 27 are two hundred and fifty-nine through two hundred and sixty-seven. Warning! Spoilers in this review. Warning!

Graphics: 63%  
Writing: 74%  
Replay/Extras: 69%  
Story: 78%  
Family Friendly Factor: 61%



# My Hero Academia Vol 27

## Score: 67

friend. Twice is hurt pretty bad when he finds out Hawks is still a hero.

There are two heroes in a real bad shape near the end of My Hero



Academia Vol 27. The first one is Mirko and the second one is Hawks. Dabi is using his flames on Hawks in My Hero Academia Vol 27. Dabi thinks Twice is dead in My Hero Academia Vol 27. The heroes are not too far away in their assault so hopefully they can save Hawks from Dabi in

the next issue. Hawks does look pretty bad in My Hero Academia Vol 27.

Mirko is the other one that looks bad in My Hero Academia Vol 27. She has powers of a rabbit which means she can really hop if you know what I mean. Mirko is going after the doctor in the hospital. The doctor had a duplicate and plenty of Nomu to send out to help keep him safe and alive. Mirko has already lost a hand and part of her arm in My Hero Academia Vol 27. I am not sure she will make it much longer. There are other heroes close though.

I have some suspicions about what will happen going forward. I think most of the villains will be taken down. I also know from Noah watching the Japanese version of the anime that Shigaraki will be really powerful thanks to the All For One merger. I am not sure how this series will get there. I think that Shigaraki will be coming out of his pod pretty soon. My Hero Academia Vol 27 references Shigaraki needs more time. - Paul

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



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



Graphics: 59%  
Writing: 68%  
Replay/Extras: 70%  
Story: 78%  
Family Friendly Factor: 60%



# The Jetsons Season One

Score: 82

I am constantly rotating what I am watching and working on. I try to get to things when I have the opportunity. I was looking at my different shows and noticed The Jetsons Season One. Technically I have the complete series of The Jetsons. I must admit that I am really happy that I decided to watch this animated show from the 1960s. There are twenty-four episodes within The Jetsons Season One. It takes six hundred and twenty-nine minutes to watch The Jetsons Season One from start to finish.

I will include some spoilers in my review of The Jetsons Season One. The issues families can have with The Jetsons Season One are violence, gambling, magic, sexual innuendo and more. I find it most interesting how they thought things would change in the future. For example there are these little small robots that come out and vacuum up messes. Reminds me of the Rumba. Do we have a Rumba



because of this show? Did the creators of that device see it in The Jetsons Season One?

George has a three hour work day, and he works three

days a week. He needs to be at work at 11am. We are not there but I know of companies with a four hour work week. The Jetsons Season One has flying cars. I know that is currently being worked on by different companies. Drones are huge now. Personal jetpacks are big in The Jetsons Season One. That is something else that is being currently worked on.

The family in The Jetsons Season

One is fantastic. There are episodes where George lies to his wife and that does not go well. Some of the humor within The Jetsons Season One comes from characters thinking wild and outlandish things without any proof or evidence. I love all of the different TV screens for things like phone calls. The Jetsons Season One is big on using tapes as memory storage devices. We have since moved on from that.

There are numerous laugh out loud moments within The Jetsons Season One. Robot are a huge part of The Jetsons Season One. We are seeing more and more of that in our world as well. Astro the dog is interesting in The Jetsons Season One. Noah thought it was Scooby Doo at first. I did some research on that topic, and it is fascinating indeed. I am looking forward to watching and reviewing more seasons of this show as the time presents itself. - Paul



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



Video: 70%  
Audio: 90%  
Replay/Extras: 85%  
Functionality: 85%  
Family Friendly Factor: 80%



# Stranger Things Season Five

Score: 48



Noah and myself finished watching Stranger Things Season Five on Netflix. I have plenty of thoughts on this show which I hope to articulate intelligently in this review. There are eight episodes that make up Stranger Things Season Five. The episode length is fifty-seven minutes to two hours and eight minutes. Most of the episodes are closer to the lower time length. The last episode in Stranger Things Season Five is the really long one over two hours.

Spoilers will be a part of this review of this television show. The issues families can have with Stranger Things Season Five are violence, blood, gore, bad language, sexual deviancy, rebellion against God and more. We find out that the upside down is actually a wormhole to another world in Stranger Things Season Five. The main bad guy Vecna (aka Henry) is revealed quite deeply in Stranger Things



Season Five. He got this rock as a kid and it gave him powers.

There are sort of two endings in Stranger Things Season Five. The first one is Eleven dies so the army cannot get ahold of her and use her blood to make more people like her with powers.

The second one is Eleven and her sister deceive the army and her friends and is actually alive. The main characters believe the second one without any evidence. Eleven could not hang around because the army would come looking for her.

There are hateful attacks on capitalism in Stranger Things Season Five. Which is ironic considering capitalism is the only reason this show was made in the first place.



The 80s nostalgia is really missing in Stranger Things Season Five. Vecna kidnaps children to make them his vessels to take over

the planet and merge the two planets. The characters from Hawkins stop him and blow up the exotic matter in the upside down.

I am beginning to wonder why I give Hollyweird any chances at all. They keep pushing their radical, fanatical, far left preaching. Stranger Things Season Five does this in ways that really bring the show down. I am in the mood to find better shows that are uplifting and encouraging. Stranger Things Season Five is just so rude and hateful. I see why so many people canceled their Netflix accounts. This show has been on a steady decline to an almost free fall drop at the end. - Paul

System: Netflix  
Publisher: Netflix  
Developer: 21 Laps  
Entertainment, Monkey Massacre  
Rating: 'TV-14' - FOURTEEN and OLDER ONLY (Fear, Language, Disturbing Images, Gore, Smoking)



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



# NeoGeo Arcade 2

Score: 68

I am very thankful I had the money to purchase a copy of the NeoGeo Arcade 2 collection on the Evercade. I actually have all of these games on the ACA



never had the money to play Crossed Swords. Now that I got to play Crossed Swords I am a bit disappointed. I will explain that fully. We stand there and move left to right while the enemies

NeoGeo Collections but I also have all of the Evercade cartridges so I decided to keep that going. The issues families can have with NeoGeo Arcade 2 are violence, lack of attire, blood, enticement to lust, false gods, magic, and more. The six games on the NeoGeo Arcade 2 cartridge are Garou Mark of the Wolves, Metal Slugs 2, Art of Fighting 2, Crossed Swords, Ninja Commando, and Sengoku 2.

There are two fighting games, two shooters, one brawler, and one action adventure first person role playing game. Crossed Swords is a game I remember seeing pictures of many decades ago. I wanted to play this game so badly when I was much younger. Sadly I

come to us. We must wait for them, and a great many times we need to block and then attack. Crossed Swords gets monotonous on NeoGeo Arcade 2 really fast. I always thought from the pictures that we were walking through these different



environments. Ninja Commando on the NeoGeo Arcade 2 cartridge is one of those walking shooters where we walk the character around and shoot things. I love the visuals in that game. Some of the translations show major mistakes. The fighting games are not the greatest to play on a live stream like I did. The main reason is not knowing every single characters moves - which are not intuitive. I also noticed there can be a balance problem with the characters in the fighting games on the NeoGeo Arcade 2 cartridge.

During the live stream where I played all of this games I noticed something about the brawler on NeoGeo Arcade 2. The enemies come in waves just like they do in most shooting games. I wonder if that was by design. If you have an Evercade and like retro arcade games then NeoGeo Arcade 2 might interest you. The down side is there are only six games. - Paul

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



Graphics: 60%  
Sounds: 73%  
Replay/Extras: 69%  
Gameplay: 74%  
Family Friendly Factor: 63%



# NeoGeo Arcade 3

Score: 69



I played NeoGeo Arcade 3 the same night I played NeoGeo Arcade 2. There are six games on the NeoGeo Arcade 3 Evercade cartridge. Those six games on NeoGeo Arcade 3 are The King of Fighters '97, Metal Slug 3, Twinkle Star Sprites, Super Sidekicks, Samurai Shodown II, and Ghost Pilots. We get two side scrolling 2D fighter, one sports game, two shooters, and one sports game in NeoGeo Arcade 3. There is violent content in most of the games on this cartridge. There is also some blood.

Twinkle Star Sprites on the NeoGeo Arcade 3 cartridge sticks out to me for a very specific reason. This is a shooter done in the competitive puzzle game style. So one person and one computer controlled

character or two players compete with one another on the same screen. So player one is on the left and the computer or player two is on the right. The better you do the more bad stuff you send to the other player. I have seen this done in puzzles but never in a shooter so that makes this game very interesting.

Super Sidekicks on the NeoGeo Arcade 3 cartridge is a soccer video game. Like many of the sports games from that era Super Sidekicks is on the challenging side. I lost pretty badly when I played. The computer goalie caught all of my shots and my goalie let a few go through. I think with enough time and practice I could have gotten better at that sports game. It also shows that NeoGeo Arcade 3 is not really that great for casual gamers. I wish NeoGeo Arcade 3 was better in

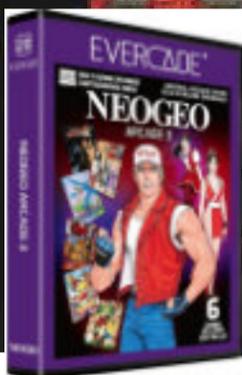
that regard. Metal Slug 3 has players taking out quite a few ugly looking monsters. I wonder if Metal

Slug 3 was one of those alien invasions. I also saved numerous hostages in Metal Slug 3 and the end of the level said I had saved none. I am not sure what that was about.

If you like top down shooters then Ghost Pilots will be your jam. I have played Ghost Pilots on other systems in the past. Samurai Shodown II gave me problems. It goes back to not knowing the moves or the characters. The King of Fighters '97 was a bit easier for me to play. I like NeoGeo Arcade 3 a bit better than the last one. It is also interesting that these cartridges came out at the same time. Why not put all of them on one cartridge? Not enough memory or space? - Paul



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



Graphics: 62%  
Sounds: 73%  
Replay/Extras: 70%  
Gameplay: 75%  
Family Friendly Factor: 64%

# SPORTS



System: Android/iOS/ PC/ PS4/PS5/Xbox Series X  
Publisher: Electronic Arts  
Developer: Full Circle  
Rating: T THIRTEEN and OLDER (Lyrics, Crude Humor, Mild Violence)

# Skate.

Drop into the dynamic, ever-evolving city of San Vansterdam - a city with a new lease on life and a growing skate scene. San Van is fueled by skateboarding, self expression, and community. Skate through San Vansterdam's streets, parks, and plazas with improved Flick-It controls. Play with physics to experience "only in skate.™" moments. Or, hop off your board to explore on foot or by climbing. Discover new spots at all heights across San Van from the rails to the rooftops.



skate.



skate.



System: Android/iOS/ PC/  
 PS4/PS5/Xbox Series X  
 Publisher: Electronic Arts  
 Developer: Full Circle  
 Rating: T THIRTEEN and  
 OLDER (Lyrics, Crude  
 Humor, Mild Violence)



Drop into the dynamic, ever-evolving city of San Vansterdam - a city with a new lease on life and a growing skate scene. San Van is fueled by skateboarding, self expression, and community. Skate through San Vansterdam's streets, parks, and plazas with improved Flick-It controls. Play with physics to experience "only in skate.™" moments. Or, hop off your board to explore on foot or by climbing. Discover new spots at all heights across San Van from the rails to the rooftops.

# DEVELOPING

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The Guild Europa 1410	62 - 67

# GAMES





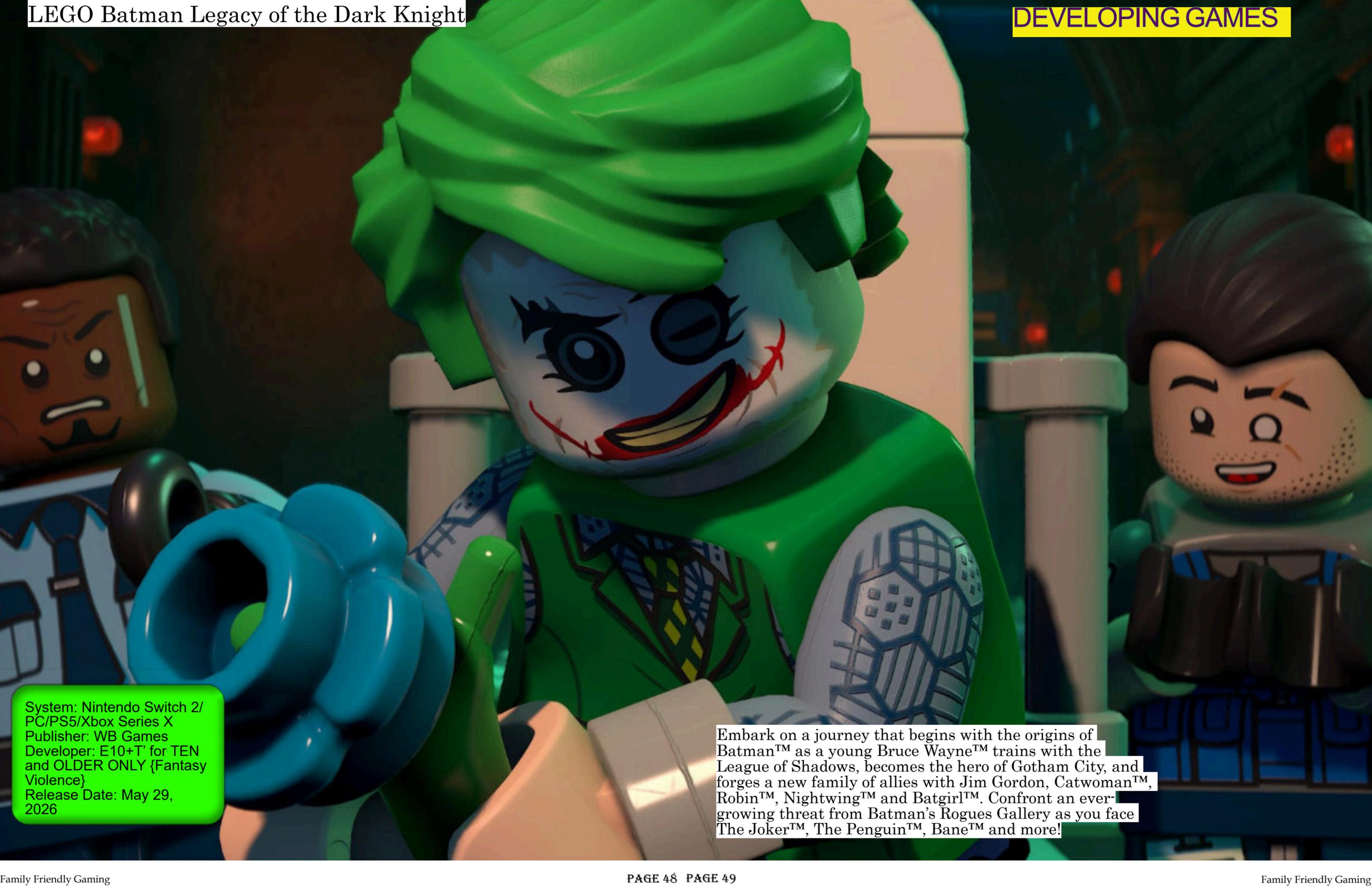
System: Nintendo Switch 2/  
PC/PS5/Xbox Series X  
Publisher: WB Games  
Developer: E10+T' for TEN  
and OLDER ONLY {Fantasy  
Violence}  
Release Date: May 29,  
2026

Play as Batman with an exhilarating new combat system, combining fluid combos, stealth techniques and detective skills to take on crime across the streets and rooftops of Gotham City. Join forces with trusted allies in single-player or couch co-op gameplay. For the ultimate test of strength, try Dark Knight Mode – an unforgiving all-new difficulty mode.



System: Nintendo Switch 2/  
PC/PS5/Xbox Series X  
Publisher: WB Games  
Developer: E10+T' for TEN  
and OLDER ONLY {Fantasy  
Violence}  
Release Date: May 29,  
2026

Become the Dark Knight in an open-world LEGO action adventure from TT Games, the award-winning studio behind LEGO Star Wars: The Skywalker Saga™. Battle Gotham City's most notorious Super-Villains and relive the journey of Batman™ from origin to legend – packed with iconic moments and signature LEGO humor.



System: Nintendo Switch 2/  
PC/PS5/Xbox Series X  
Publisher: WB Games  
Developer: E10+T' for TEN  
and OLDER ONLY {Fantasy  
Violence}  
Release Date: May 29,  
2026

Embark on a journey that begins with the origins of Batman™ as a young Bruce Wayne™ trains with the League of Shadows, becomes the hero of Gotham City, and forges a new family of allies with Jim Gordon, Catwoman™, Robin™, Nightwing™ and Batgirl™. Confront an ever-growing threat from Batman's Rogues Gallery as you face The Joker™, The Penguin™, Bane™ and more!



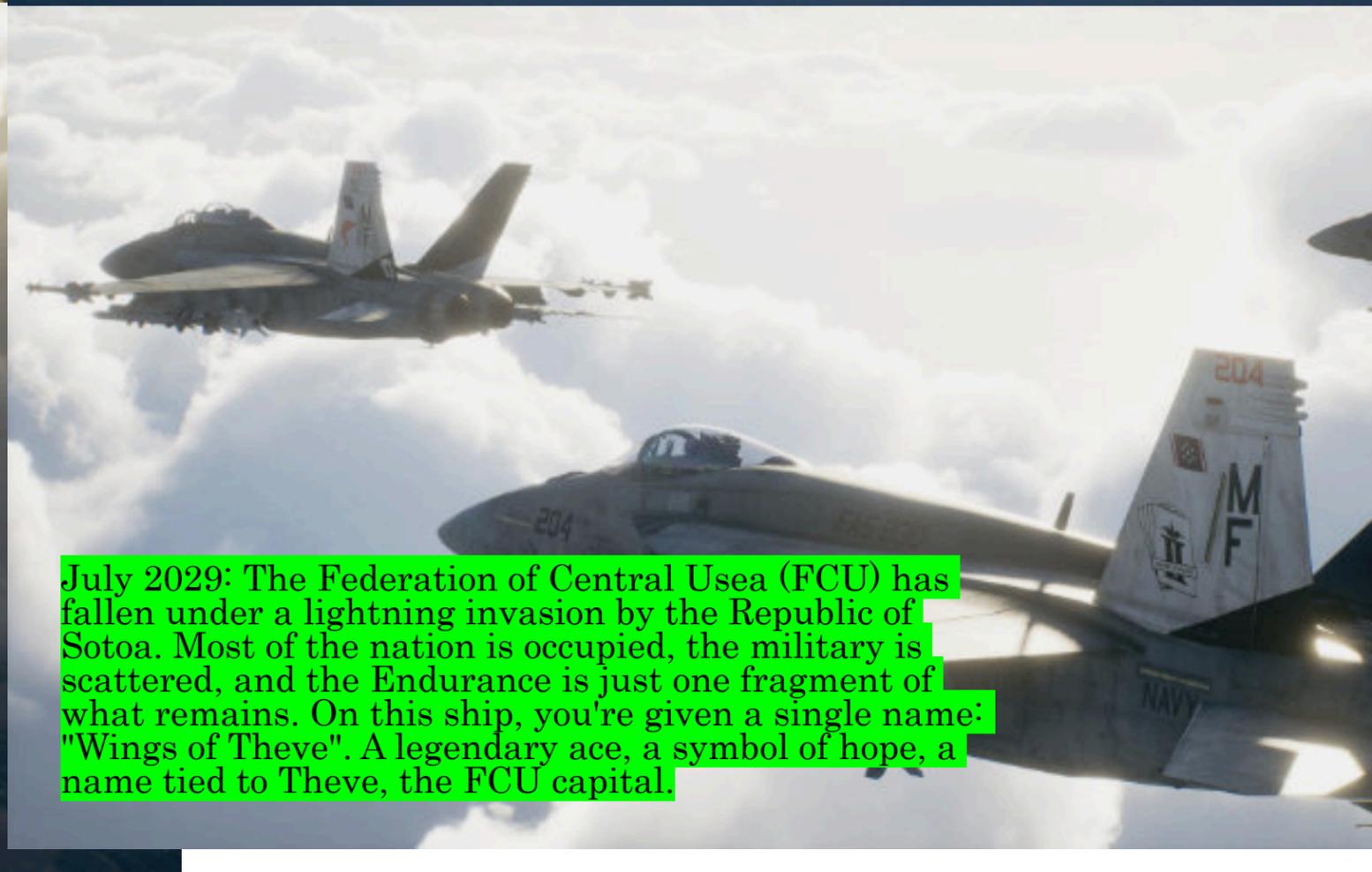
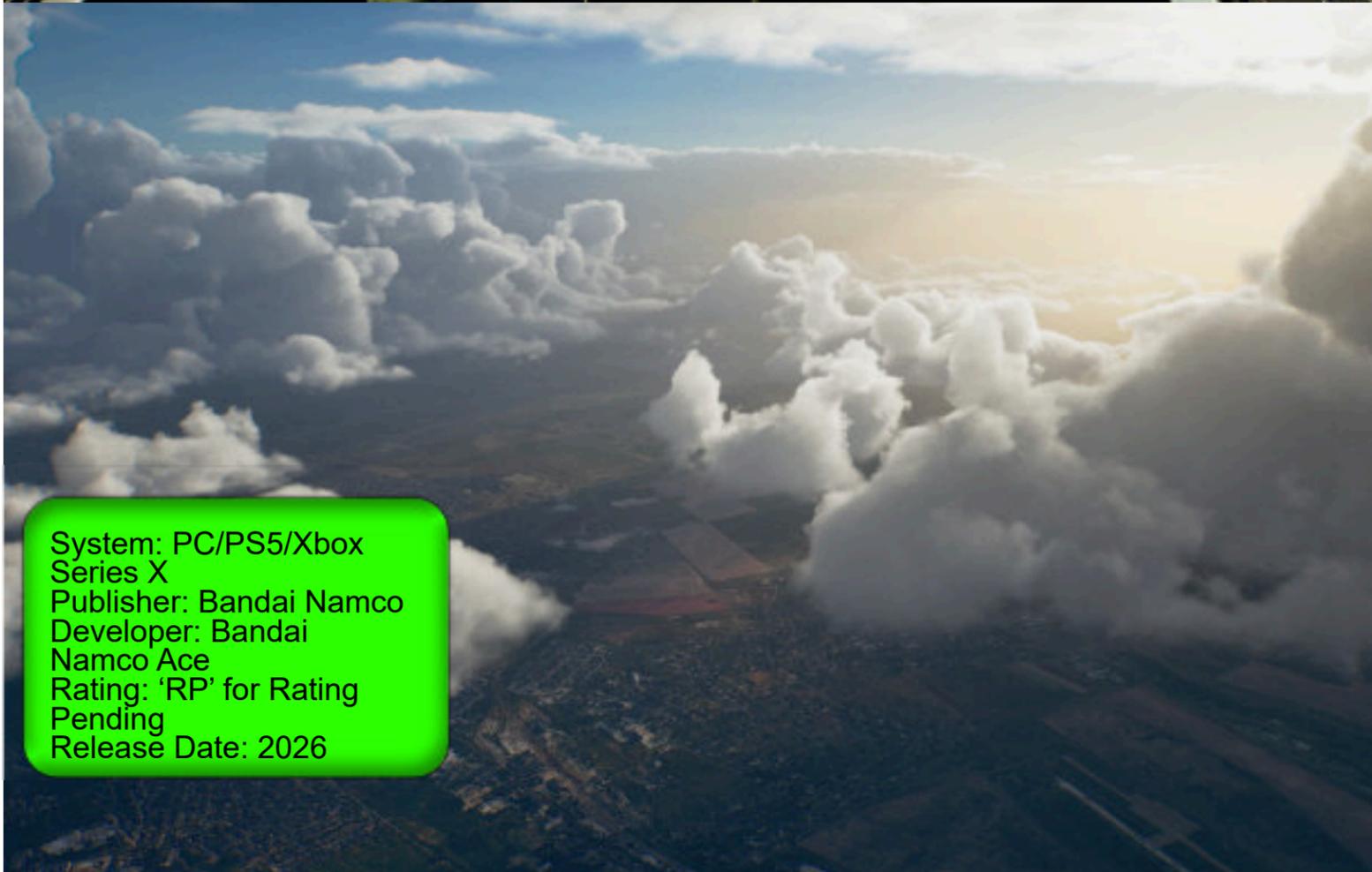
System: PC/PS5/Xbox  
Series X  
Publisher: Bandai Namco  
Developer: Bandai  
Namco Ace  
Rating: 'RP' for Rating  
Pending  
Release Date: 2026

You're a fighter pilot, adrift at sea in a rescue boat until the outdated aircraft carrier, Endurance, pulls you aboard. Your homeland's navy is shattered. The aging vessel, its decks crowded with refugees, has already retreated far from the front lines.



System: PC/PS5/Xbox Series X  
Publisher: Bandai Namco  
Developer: Bandai Namco Ace  
Rating: 'RP' for Rating Pending  
Release Date: 2026

You're a fighter pilot, adrift at sea in a rescue boat until the outdated aircraft carrier, Endurance, pulls you aboard. Your homeland's navy is shattered. The aging vessel, its decks crowded with refugees, has already retreated far from the front lines.



System: PC/PS5/Xbox Series X  
 Publisher: Bandai Namco  
 Developer: Bandai Namco Ace  
 Rating: 'RP' for Rating Pending  
 Release Date: 2026

July 2029: The Federation of Central Usea (FCU) has fallen under a lightning invasion by the Republic of Sotoa. Most of the nation is occupied, the military is scattered, and the Endurance is just one fragment of what remains. On this ship, you're given a single name: "Wings of Theve". A legendary ace, a symbol of hope, a name tied to Theve, the FCU capital.



System: Nintendo Switch/  
PC/PS5/Xbox Series X  
Publisher: Microïds  
Developer: Breakfast  
Games  
Rating: 'RP' for Rating  
Pending  
Release Date: Spring 2026

King of Tokyo, the acclaimed board game published by Iello, one of the leading names in the tabletop industry, has sold over one million copies worldwide. Now, the epic battle between gigantic monsters enters a whole new era with this explosive video game adaptation!



# CYBER KITTY P1

IT'S YOUR TURN!

Who will reign supreme in Tokyo? Get ready to roll the dice, strike hard, and take over the city like never before!

Step into the role of one of the most fearsome giant monsters and fight to become the King of Tokyo!

System: Nintendo Switch/  
PC/PS5/Xbox Series X  
Publisher: Microids  
Developer: Breakfast  
Games  
Rating: 'RP' for Rating  
Pending  
Release Date: Spring 2026



System: Nintendo Switch/  
PC/PS5/Xbox Series X  
Publisher: Microids  
Developer: Breakfast  
Games  
Rating: 'RP' for Rating  
Pending  
Release Date: Spring 2026

Play as a gigantic Monster wreaking havoc in your path! Roll the dice and create the best combinations to heal, attack, purchase cards, or earn Victory Points. Adapt your strategy to seize the title of King of Tokyo at just the right moment and strike all your opponents at once.



Mayor's Mansion of Misery  
Town Hall (lvl 3)

Actions

**Trial**

Cast your vote

<p>Accuser</p> <p>Patrician Elias Keller</p>	<p>Innocent</p> <p>Select</p>	<p>Guilty</p> <p>Select</p>	<p>Abstain</p> <p>Select</p>	<p>Jury</p> <p>1 Judge</p> <p>Noblewoman Maria Keller</p>
<p>Accused</p> <p>Patrician Hilda Riedel</p>	<p>Submit your vote</p>			<p>2 Inquisitor</p> <p>Citizen Konrad Falkenstein</p>
<p>Crime</p> <p>Burglary</p> <p>severe</p>				<p>3 Prefect</p>

System: Personal Computer  
 Publisher: THQ Nordic  
 Developer: Ashborne Games  
 Rating: 'RP' for Rating Pending  
 Release Date: To Be Announced

The Guild – Europa 1410 takes you back to the roots of the series, drawing inspiration from the original Europa 1400: The Guild. Starting at the head of a fledgling dynasty with only a modest business, your journey begins. As the years pass and your enterprise grows, you need to expand your family's influence and secure a succession to ensure your legacy endures.

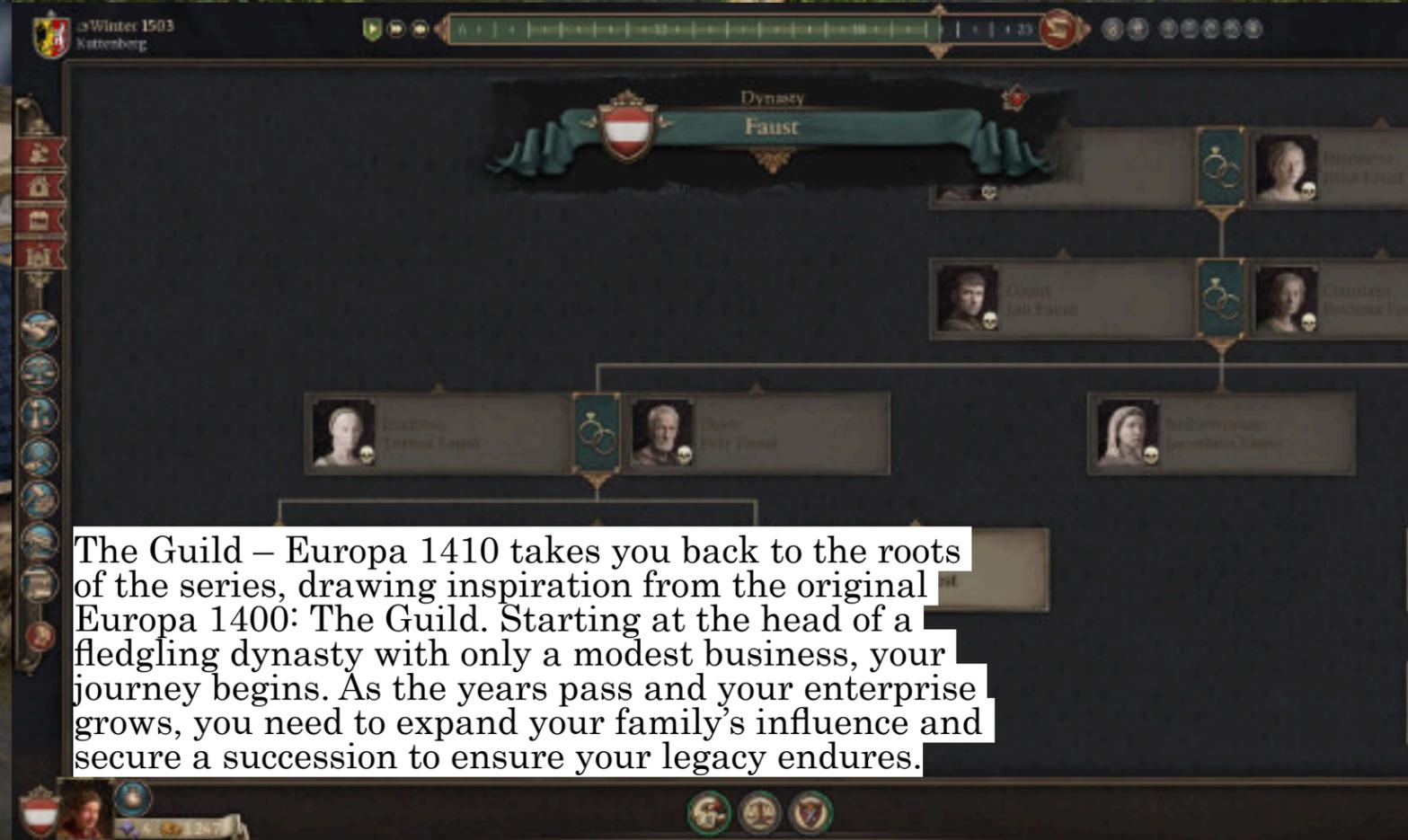


System: Personal Computer  
Publisher: THQ Nordic  
Developer: Ashborne Games  
Rating: 'RP' for Rating Pending  
Release Date: To Be Announced

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System: Personal Computer  
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Rating: 'RP' for Rating Pending  
Release Date: To Be Announced



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# NOW

# PLAYING

## Contents

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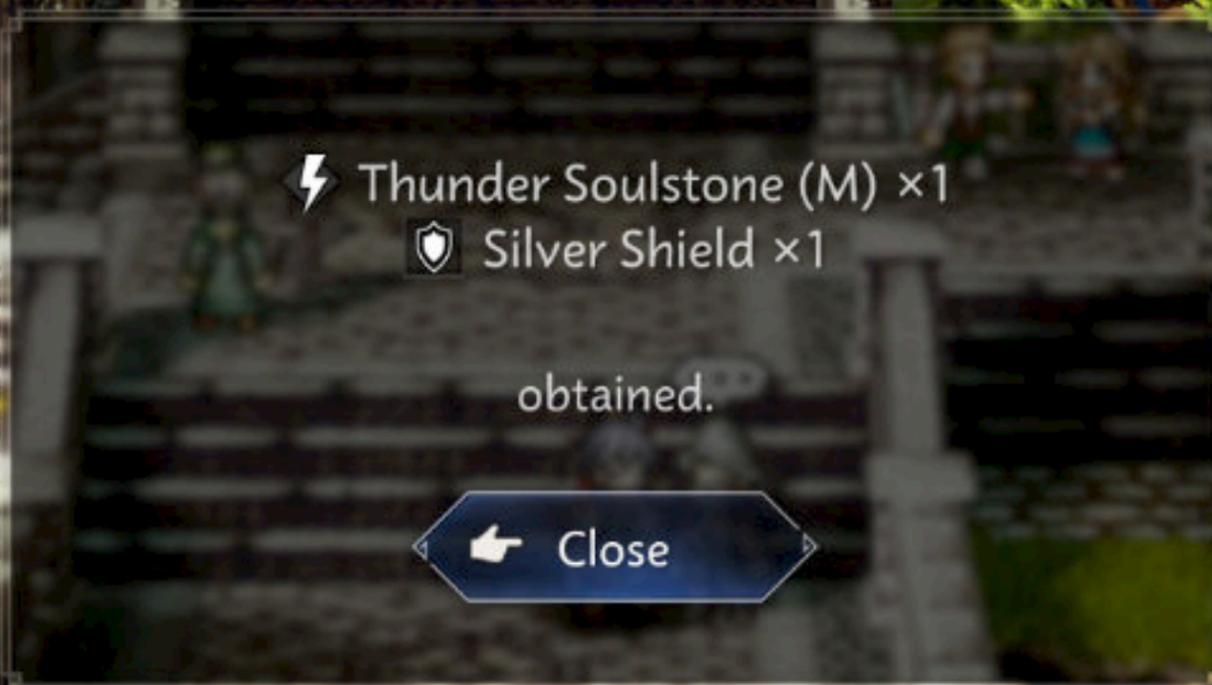
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AVATAR  
FRONTIERS OF PANDORA  
FROM THE ASHES



Turn 1

Next Turn

BP ● ● ● ● ● ●

HP  820

SP  86

---

BP ● ● ● ● ● ●

HP  1941

SP  93

---

BP ● ● ● ● ● ●

HP  1961

SP  92

---

BP ● ● ● ● ● ●

HP  1729

SP  103

Gift of the Aqeeq

2 VULNERABLE

2 VULNERABLE

System: Nintendo Switch/  
 Nintendo Switch 2/PC/PS4/PS5/  
 Xbox One/Xbox Series X  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'T' for 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.

Turn 1

Next Turn

BP	HP	2345
SP		86
BP	HP	1961
SP		147
BP	HP	1676
SP		192
BP	HP	1747
SP		167

Art of Healing

Rehabilitate

Rehabilitate

Rehabilitate

Rehabilitate

Rehabilitate

Rehabilitate

System: Nintendo Switch/  
 Nintendo Switch 2/PC/PS4/PS5/  
 Xbox One/Xbox Series X  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'T' for 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/PC/PS4/PS5/  
 Xbox One/Xbox Series X  
 Publisher: Square Enix  
 Developer: Square Enix  
 Rating: 'T' for 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/  
PS5/Xbox Series X  
Publisher: Kalypso Media  
Developer: Realmforge Studios  
Rating: 'T' for THIRTEEN and  
OLDER ONLY (Alcohol and  
Tobacco Reference, Blood,  
Language, Violence)  
Release Date: Out Now

The Absolute Evil and its trusted  
\*cough\* servant, the Dark Elf Thalya,  
return in Dungeons 4 after the events of  
its fabulous predecessor to bring about  
their triumph over the forces of good  
once more.



System: Nintendo Switch/PC/  
PS5/Xbox Series X  
Publisher: Kalypso Media  
Developer: Realmforge Studios  
Rating: 'T' for THIRTEEN and  
OLDER ONLY {Alcohol and  
Tobacco Reference, Blood,  
Language, Violence}  
Release Date: Out Now

Build a cozy and comfortable Dungeon to  
suit your creatures' needs and rule over  
them, then send them out into the  
Overworld to kindly remind the good  
people living there that the Absolute Evil  
rules over their lands.



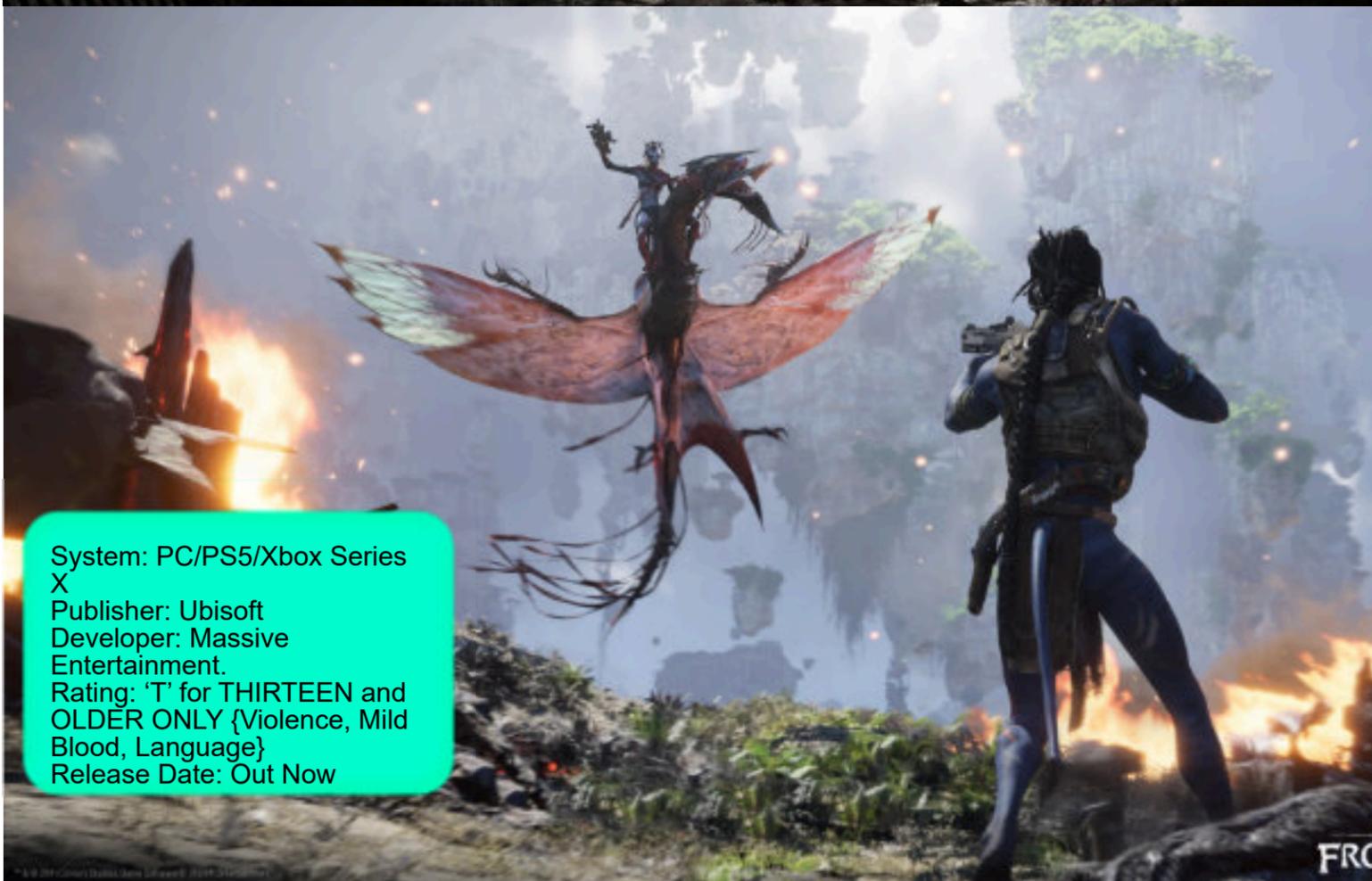
System: Nintendo Switch/PC/  
 PS5/Xbox Series X  
 Publisher: Kalypso Media  
 Developer: Realmforge Studios  
 Rating: 'T' for THIRTEEN and  
 OLDER ONLY {Alcohol and  
 Tobacco Reference, Blood,  
 Language, Violence}  
 Release Date: Out Now

It makes your Dungeon great again:  
 Dungeons are up to four times larger than  
 before and there are many more creatures  
 who wait for the All-Commanding Evil's  
 orders to conquer the Overworld. Now the  
 time has come for massive armies and truly  
 sprawling dungeons!



System: PC/PS5/Xbox Series X  
Publisher: Ubisoft  
Developer: Massive Entertainment.  
Rating: 'T' for THIRTEEN and OLDER ONLY {Violence, Mild Blood, Language}  
Release Date: Out Now

You play as So'lek, a Na'vi warrior who has found solace with the Sarentu. Just as peace settles over the Western Frontier, a new threat rises: the RDA, now allied with the Ash clan, ruthless Na'vi bent on annihilation. Use stealth or go guns blazing to seek vengeance and redemption against new enemies.



System: PC/PS5/Xbox Series X  
Publisher: Ubisoft  
Developer: Massive Entertainment  
Rating: 'T' for THIRTEEN and OLDER ONLY {Violence, Mild Blood, Language}  
Release Date: Out Now

Fight off the dangers of Pandora as you embrace the precision of traditional Na'vi weapons, including your bow and spear-thrower, or leverage your human training with more destructive weapons, such as assault rifle and shotgun.

FRO FROM THE ASHES

# Last Minute

# Tidbits

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WORK IN PROGRESS - GAMEPLAY NOT FINAL





System: Nintendo Switch/  
PC/PS5/Xbox Series X  
Publisher: Nacon  
Developer: Eden Games  
Rating: 'E' for SIX and  
OLDER ONLY  
Release Date: February 19,  
2026



WORK IN PROGR

After winning over more than 22 million players worldwide, the Gear.Club franchise returns with an even more ambitious third installment. Drivers can now race on brand new roads with spectacular views, ranging from the mountains of Japan to the sunny shores of the Mediterranean.





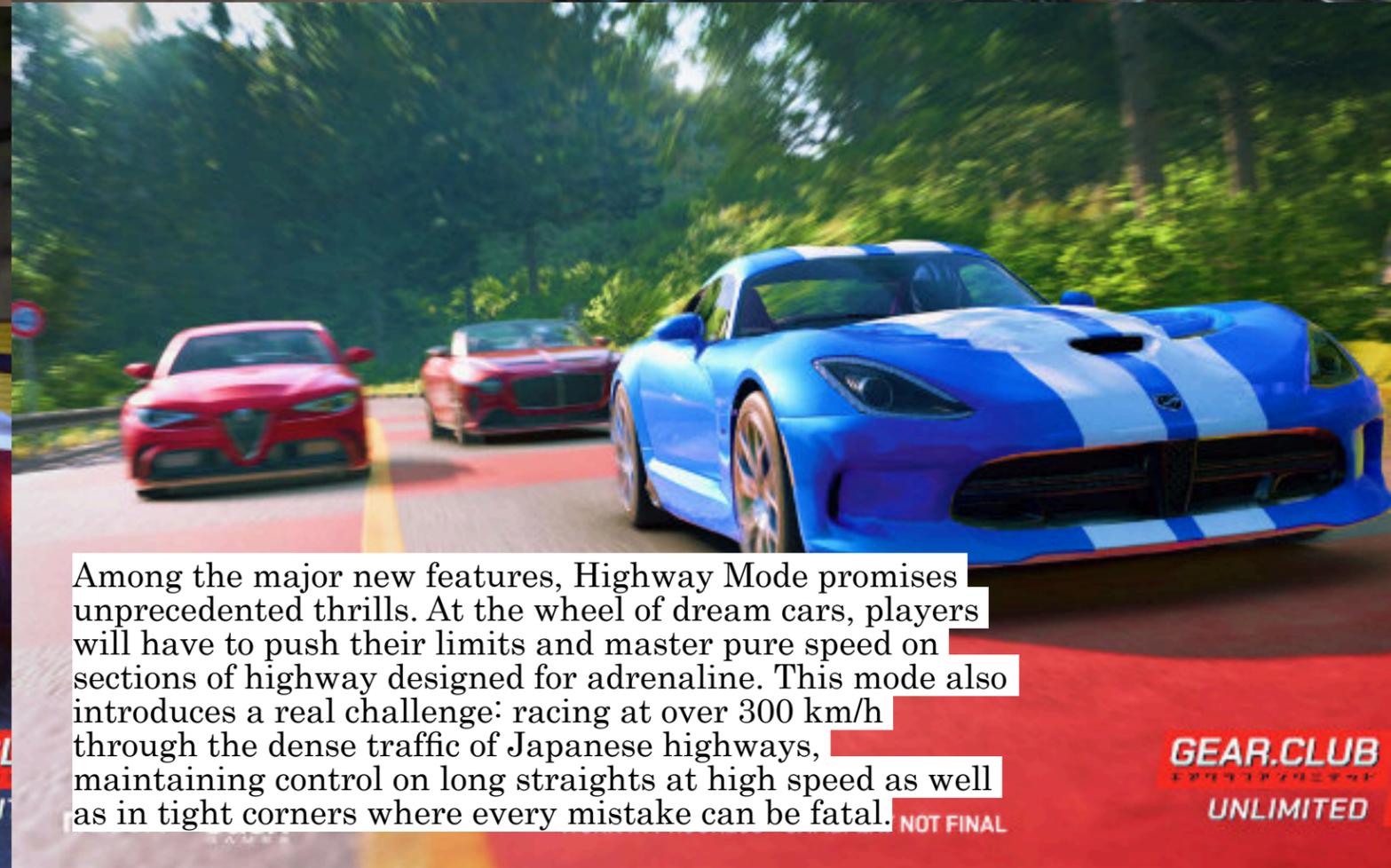
System: Nintendo Switch/  
PC/PS5/Xbox Series X  
Publisher: Nacon  
Developer: Eden Games  
Rating: 'E' for SIX and  
OLDER ONLY  
Release Date: February 19,  
2026



WORK IN PROGRESS

In Gear.Club Unlimited 3, players are invited to settle in Japan to open the country's very first Gear.Club. Their mission: recruit the best local drivers, assemble teams with the best mechanics and engineers, while immersing themselves in Japan's unique automotive culture, which is both rich and singular, contrasting with that of other Gear.Clubs.





System: Nintendo Switch/  
PC/PS5/Xbox Series X  
Publisher: Nacon  
Developer: Eden Games  
Rating: 'E' for SIX and  
OLDER ONLY  
Release Date: February 19,  
2026

Among the major new features, Highway Mode promises unprecedented thrills. At the wheel of dream cars, players will have to push their limits and master pure speed on sections of highway designed for adrenaline. This mode also introduces a real challenge: racing at over 300 km/h through the dense traffic of Japanese highways, maintaining control on long straights at high speed as well as in tight corners where every mistake can be fatal.



System: Nintendo Switch/  
Nintendo Switch 2/PC/PS4/PS5/  
Xbox One/Xbox Series X  
Publisher: Sega  
Developer: Sonic Team  
Rating: 'E' for 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!



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

Rev Roll to the front of the pack! PAC-MAN and Team Ghost join the cast of Sonic Racing: CrossWorlds! Venture through PAC-Village, eat up PAC-Dots, and escape the iconic Maze in the PAC-MAN Mobile. The Sonic Racing: CrossWorlds – PAC-MAN Pack also includes additional sounds, emotes, and decals.



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

5 new songs from NiGHTS have been added to the Jukebox.  
Dreams Dreams  
NiGHTS: Journey of Dreams\*\*  
Growing Wings  
Message From Nightopia  
Dreams Dreams: Located Link Mix (Instrumental)\*\*  
\*\*Cannot be set as in-race BGM



System: Nintendo Switch/  
 Nintendo Switch 2/PC/PS4/PS5//  
 Xbox One/Xbox Series X  
 Publisher: Electronic Arts  
 Developer: Popcap Games  
 Rating: 'E10+' for TEN and  
 OLDER ONLY {Fantasy  
 Violence, Mild Blood, Simulated  
 Gambling}  
 Release Date: Out Now

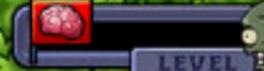
The classic Plants vs. Zombies returns in glorious HD! DANG! After years in Crazy Dave's attic, the original battle between Plants and Zombies is back — bigger, brighter, and crazier than ever before! Experience the game that started it all, now remastered with upscaled HD graphics and packed with new secrets to uncover.



			
175	100	50	150

System: Nintendo Switch/  
 Nintendo Switch 2/PC/PS4/PS5//  
 Xbox One/Xbox Series X  
 Publisher: Electronic Arts  
 Developer: Popcap Games  
 Rating: 'E10+' for TEN and  
 OLDER ONLY {Fantasy  
 Violence, Mild Blood, Simulated  
 Gambling}  
 Release Date: Out Now

Revisit the epic backyard standoffs you remember, this time with new levels, fresh twists, and 15 years of never-before-seen franchise history at your fingertips.

Level 1-3 

 110	 25	 0	 75	 75	 100	 50	
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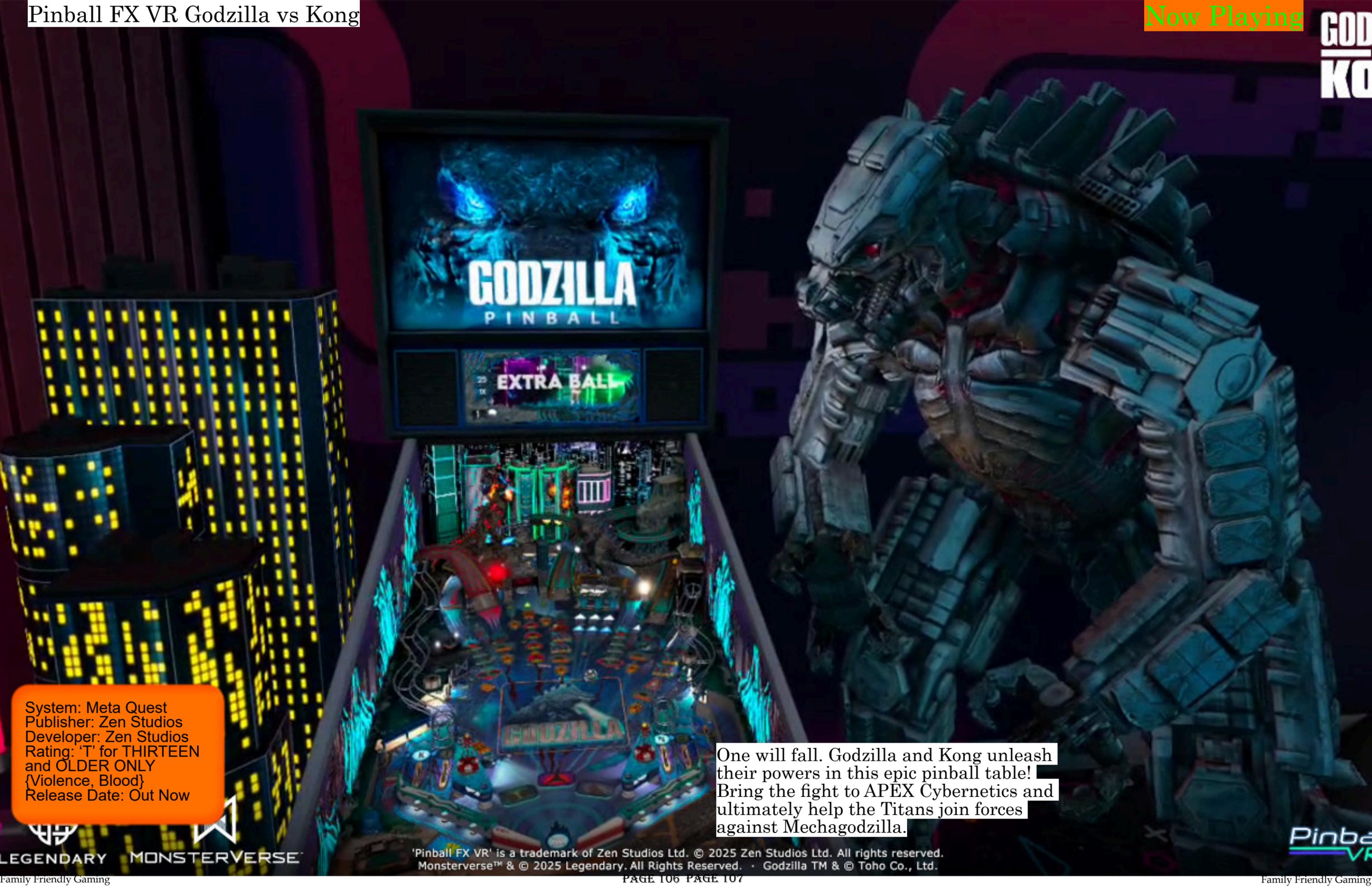


System: Nintendo Switch/  
 Nintendo Switch 2/PC/PS4/PS5//  
 Xbox One/Xbox Series X  
 Publisher: Electronic Arts  
 Developer: Popcap Games  
 Rating: 'E10+' for TEN and  
 OLDER ONLY {Fantasy  
 Violence, Mild Blood, Simulated  
 Gambling}  
 Release Date: Out Now

\$ \$86

Relive the glory days of peashooters, sunflowers, and brain-hungry chaos! Rejoin the ultimate garden defense and experience the backyard brawl that started a phenomenon — now back for a new era!

Level 2-4



System: Meta Quest  
Publisher: Zen Studios  
Developer: Zen Studios  
Rating: 'T' for THIRTEEN  
and OLDER ONLY  
{Violence, Blood}  
Release Date: Out Now

One will fall. Godzilla and Kong unleash their powers in this epic pinball table! Bring the fight to APEX Cybernetics and ultimately help the Titans join forces against Mechagodzilla.



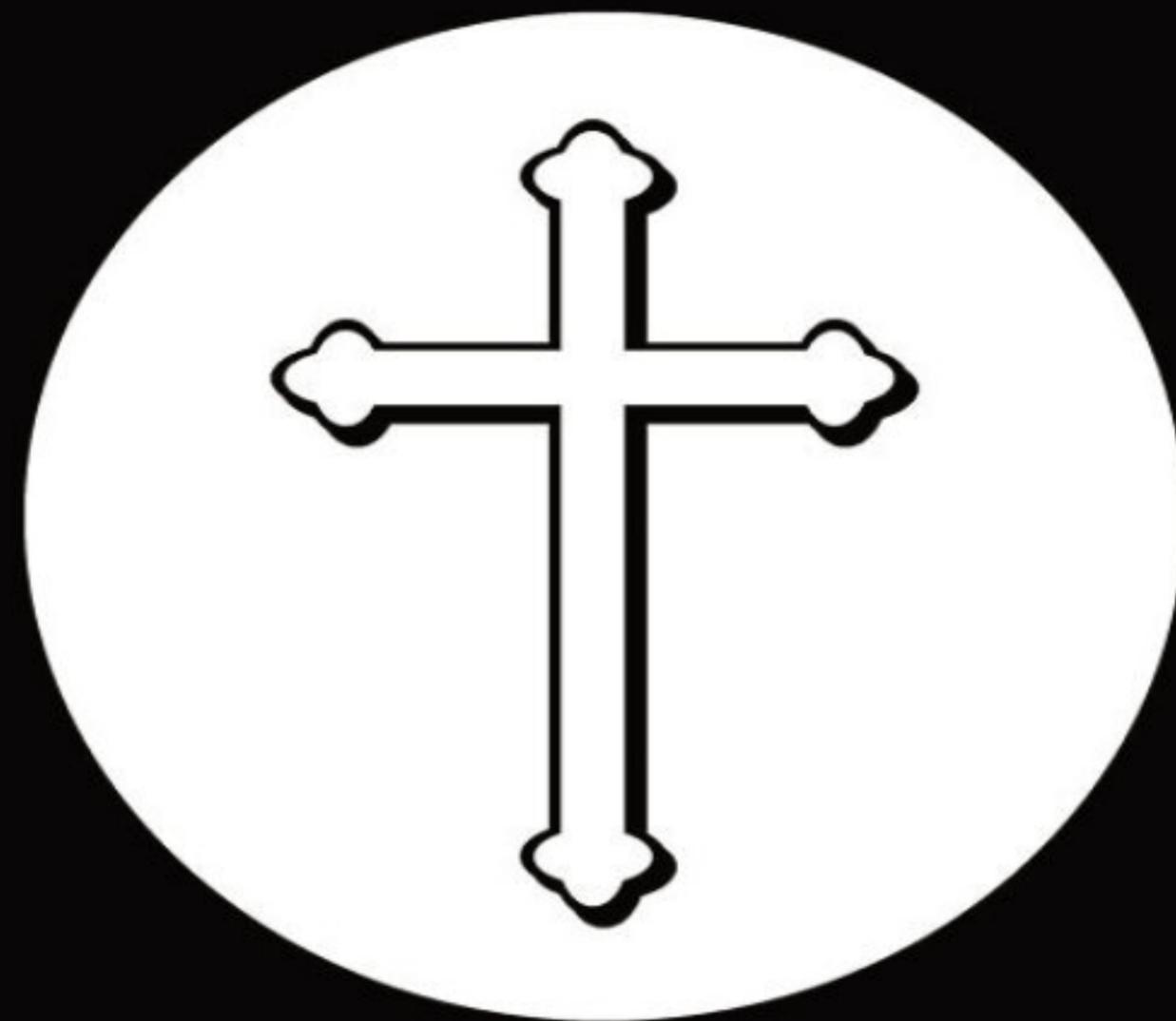
System: Meta Quest  
 Publisher: Zen Studios  
 Developer: Zen Studios  
 Rating: 'T' for THIRTEEN and OLDER ONLY  
 {Violence, Blood}  
 Release Date: Out Now

Use your pinball skills to prove Godzilla is the King of Monsters! Battle rival Titans, thwart the scheming of APEX, unleash your heat ray, and face Mechagodzilla in the ultimate showdown.

# Future Glimpses Moon Murderer



**Future Glimpses  
Free At Last**



By  
Paul Bury

**BUY IT RIGHT NOW HERE**

PAGE 110 PAGE 111

**BUY IT NOW RIGHT HERE**

**Family Friendly**

THE VOICE OF THE  
FAMILY IN GAMING

**Gaming**™

**Devotional  
January**

By

**PAUL BURY**

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GAMING**

THE VOICE OF  
THE FAMILY IN  
GAMING

™

**Devotional  
March**

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# FAMILY FRIENDLY GAMING

THE VOICE OF  
THE FAMILY IN  
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TM

## Devotional April

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PAUL BURY

# FAMILY FRIENDLY GAMING

THE VOICE OF  
THE FAMILY IN  
GAMING

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## Devotional May

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