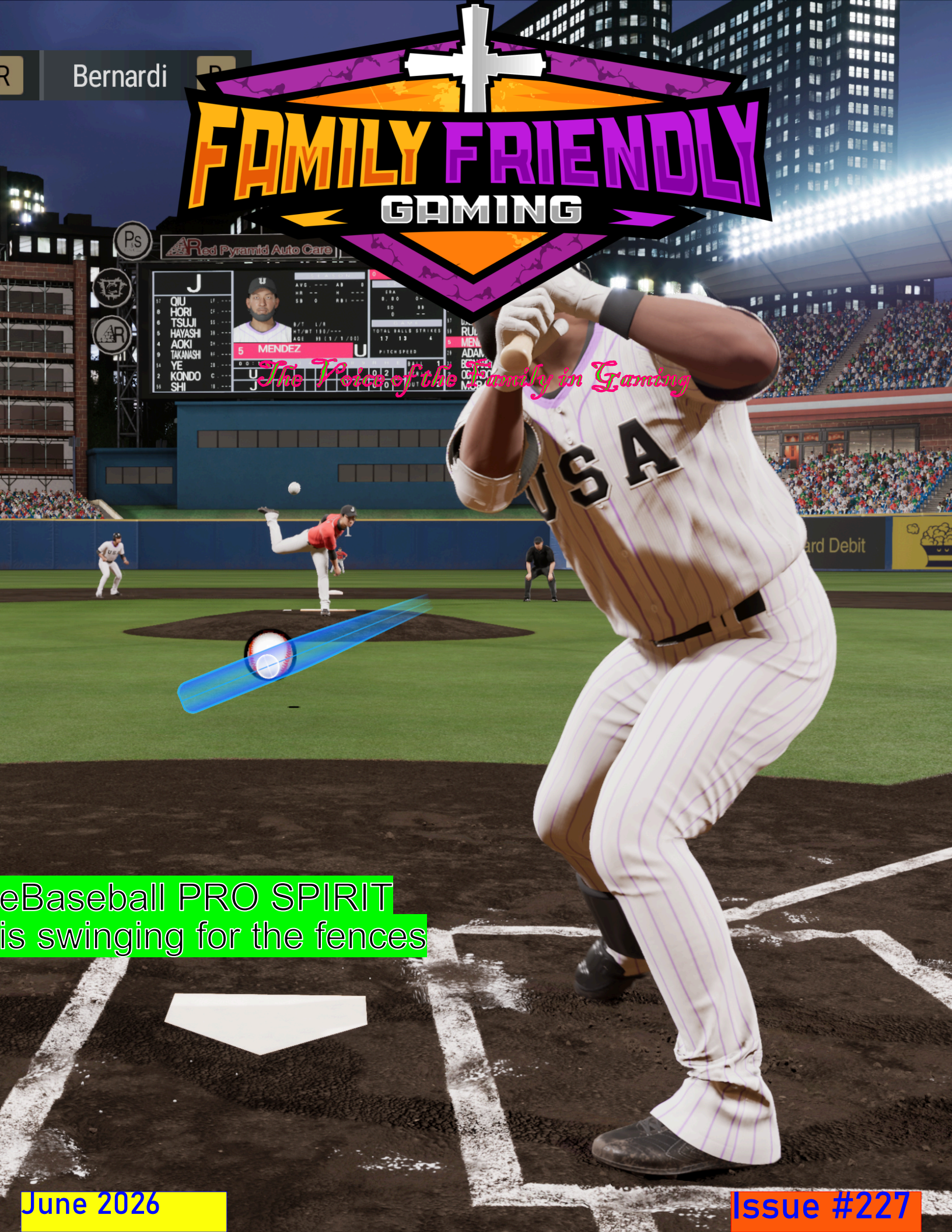

FAMILY FRIENDLY
GAMING
The Voice of the Family in Gaming
eBaseball PRO SPIRIT
is swinging for the fences
June 2026
Issue #227

Contents

JUNE
2026

227

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Editor's Desk

Abuse of Education

Something that has bothered me for a very long time is the abuses that go on in education. How many people are brainwashed and radicalized into the far left idealogy in education? It happened to me and many of my classmates decades ago. Very few escaped it. There are no reparations or even apologizes to us for this. There is no attempt to correct it either. I have worked in education. I know of the hatred of Christians, men, white people, conservatives, and Republicans within education. There are numerous comments attacking those that are diverse from the liberals. Over and over again they brainwash our most impressionable with their venomous hatred. When are they ever held accountable? When do they ever face justice? When is a diverse viewpoint allowed? I have been told in education that the only opinion we are allowed is the one that is rebellion against God. At the same time they claim they want everyone to be whomever they are. Just not on any hot button issues. Just not on anything political. I believe we all deserve better. I believe this abuse of children in education needs to stop. I believe someone needs to fix this extremely broken system. I am starting the ball rolling by talking about it. I bring it up so others can improve it.

- Paul Bury



FEMALE SIDE

Why even bother?

I really wonder about something. Why do the spammers even waste their time? We just immediately block, delete, ban, etc. these accounts. They can make a new one and the same process happens again. Why waste their time and ours? Although to be totally blunt they wind up not really wasting much of our time.

Spammers are like trash on the side of the road. It ultimately clutters things, and someone else picks it up and takes care of it. Or it makes the area look all junky. Spammers make the Internet look like a trash dump. Is that their goal? Are they trying to make the entire Internet look bad? They fail at what they are trying to sell. They fail at whatever they are peddling. They fail at their scams. Maybe they actually do succeed here and there with someone who does not know. I have not met anyone in a great many years that has fallen for any of the scams. So why make the effort? Why not use your skills for something legitimate? Why not try and make the world a better place? Spammers are below used car salesmen on the lowest of the low social status. Maybe they like being on the bottom.

- Yolanda



LESSON-BASED EDUCATION & FUN



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

GRACEWORKS INTERACTIVE

Interactive Bible Series for Windows by GraceWorks Interactive

GRACEWORKS INTERACTIVE

EIKON BIBLE ART

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

14 DVD ROM titles
$10.99 each

Easter 1	EAN 5060209840680
Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus1	EAN 5060209840635
Miracles of Jesus2	EAN 5060209840710
Obedience	EAN 5060209840642
Parables of Jesus1	EAN 5060209840758
Parables of Jesus2	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

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www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

Advertisement

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

@teengamer1757 · 3 hours ago
Very historic
Reply · 1 reply · 2

@FamilyFriendlyGaming · 1 minute ago
thanks
Reply · 1

@StephanKostanecki · 8 hours ago
I know you cuz my teacher uses your videos for just dances
Reply · 0 replies · 1

HPGWellscraft reposted you · 1h

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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!

Splatoon 3

Thank you playing and reviewing Splatoon 3. I completely understand why you are not into that game or that franchise. I agree wtih you about having to pay to play online. Especially after paying for the game. There are plenty of online games that do not cost anything. I saw your VODs of Splatoon 3 that you live streamed. Any plan on going back and finishing that game? You were right on the end boss and almost had him completely beat.

- Wesley



{Paul}: Wesley,

Thank you for your kind words of encouragement. I really appreciate them. There were some questions from some people about playing Splatoon 3 online. I explained that quite well. It is always nice to know there are others that agree with me on those things.

I would love to find time to go back and finish Splatoon 3. I actually went back to the game and discovered I would need to completely play through that entire live stream again to get back to the end boss. What kind of poor design is that? In essence I will need a two hour block of time to be free to play that again. I hope to find that kind of a block in time in the future. I am also still trying to get through Sonic X Shadow Generations in terms of video recordings. On top of that I have not found time to get back to the Nintendo DS and Nintendo 3DS video recordings. It is on my to do list, but behind some things I am not finding time for.

Devotional Books

Thank you for the Family Friendly Gaming Devotional books. They have been such a blessing to me and our entire Bible class. We use your devotional books in our class and everyone really appreciates the wisdom, insight, and amazing spiritual maturity. Any plans on when the next devotional book will be coming out?

- Karla

{Paul}: Karla,



Thank you so much for your amazing words of encouragement. I actually have started

SOUND OFF Continued

work on the Family Friendly Gaming June Devotional book. My goal is to have it released in June. My goal may be a bit on the ambitious side since I have been having problems finding time to work on it. I am close to half way through the book. I pray for more time to get these things done and continue to financially provide for my family.

Want to play a Demo?

I totally get it. You got all kinds of video games to play. You do not have time for all of them. Some of us are not in that situation. Some of us only have one game or two we can purchase a year. That is why I like to play a demo. I get to try the game out a little bit before I buy it. I can see if I want to purchase it or not. That is also why I love to watch streamers like you play games. I can decide if I want to purchase the game or not. It gives me more information on a game. Does that make sense?

- Joe

{Paul}: Joe,

That makes perfect sense. This is why I am crystal clear on the situation I am coming from. I remember being younger and not being able to purchase all of the games I wanted to purchase. I had to scrimp and save and hope the game was decent. There were hits and there were misses. In this day and age there are plenty of different sources for all ya'll to do all kinds of wonderful research on. I am always mindful of that. We keep certain statements on our news stories concerning digital downloads and not all families can pay for a high speed Internet connection. We are constantly mindful of families that are in different situations than we are. The same can be said of the political comments and content we publish. We are reaching out across the aisle and giving those with the opposite opinion a diverse viewpoint. Some people will accept it and some people will not. I wish I had the time for demos. I wish I had the time for all of the different games we purchase. We get through what we can get through in the time God allows us to do this wonderful ministry work.

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

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Look BACK

Family Games

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









Aqua Game

AQUA invites players to dive into the beauty and wonder of the ocean, delivering an incredible variety of game play experience for the whole family. For 1-4 players, this unique game offers solo play and optional modes along with stunning artwork that brings the diversity of the ocean to life.

In Aqua, your starting point is a hot spot that gradually becomes surrounded by expanding coral formations. These corals serve as habitats for small marine animals. By fostering biodiverse habitats, you can then create ideal conditions for attracting the largest marine animals.

Aqua plays over 17 rounds. On your turn you must take a new coral tile from the market and add it to your reef. Then you may also attract animals to your ecosystem if you create the correct patterns of corral.

At the end of the game the player that succeeded in growing the best coral formations, and attracted the most large and small sea animals, will score the most points and be the winner.

Players: 1 to 4, Play Time: 30-40 minutes, Ages: Recommended for ages 8 years and older.



DEVOTIONAL

Sinful Humanity Part 2

The next portion of this series and this chapter is one that some people and some churches like to ignore or attempt to redefine. To me it is pretty clear.
Romans 1:26-27 *Because of this, God gave them over to shameful lusts. Even their women exchanged natural sexual relations for unnatural ones. 27 In the same way the men also abandoned natural relations with women and were inflamed with lust for one another. Men committed shameful acts with other men, and received in themselves the due penalty for their error.*
There is a natural way to do things. There is also an unnatural way of doing things. God wants us to do the natural and not the unnatural. There is a penalty and a price to pay for doing the unnatural things. Just like there is obedience to God and there is rebellion against God. We can clearly see where that lifestyle choice falls when we align ourselves with God's design.

Humans have a horrible capacity to be rebellious.
Romans 1:28-31
Furthermore, just as they did not think it worthwhile to retain the knowledge of God, so God gave them over to a depraved mind, so that they do what ought not to be done. 29 They have become filled with every kind of wickedness, evil, greed and depravity. They are full of envy, murder, strife, deceit and malice. They are gossips, 30 slanderers, God-haters, insolent, arrogant and boastful; they invent ways of doing evil; they disobey their parents; 31 they have no understanding, no fidelity, no love, no mercy. We have seen in our culture the more they accept deceit the more they hate God. The more they hate the people of God. The more evil they become in their attempts to redefine.

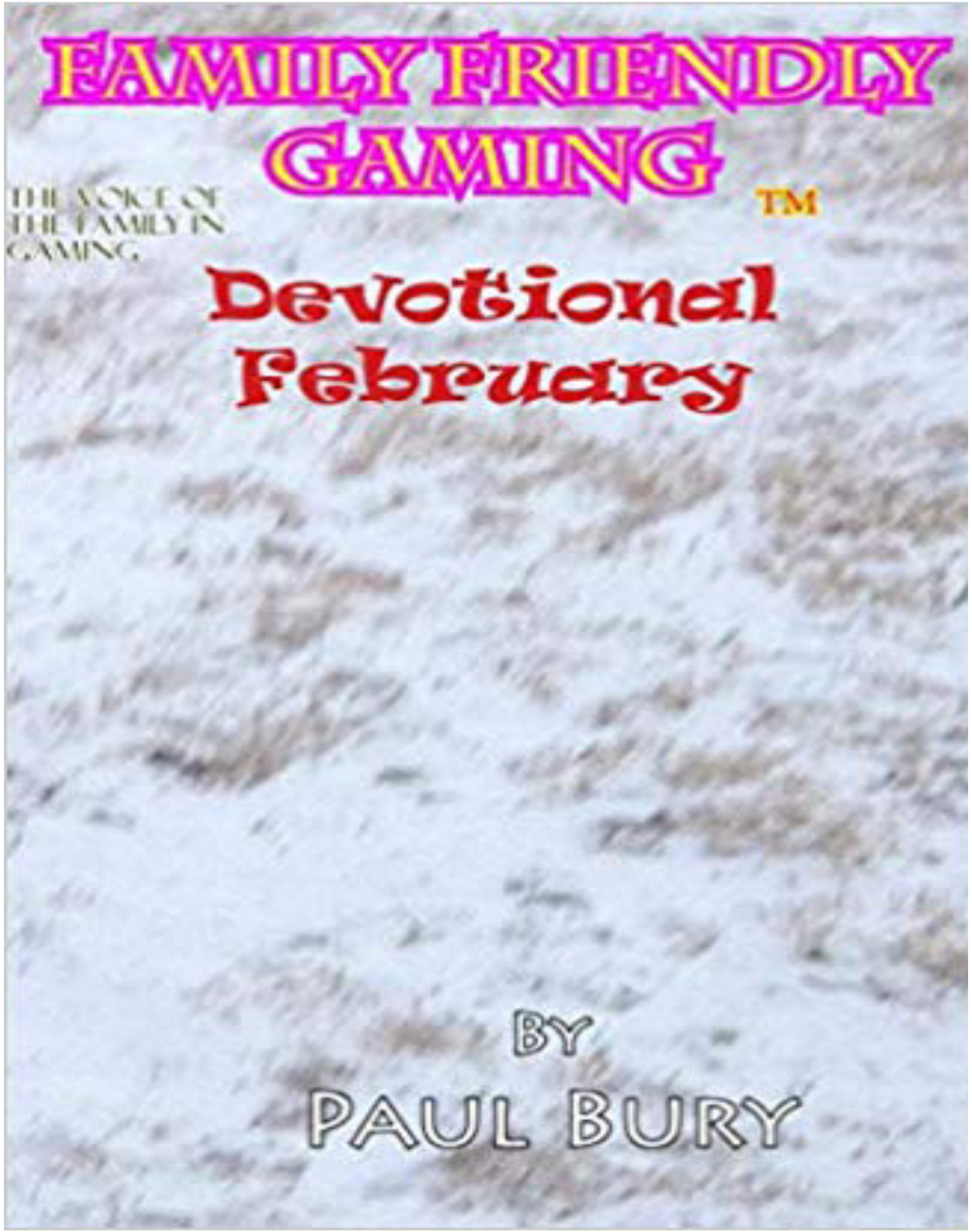
The final part reflects our evil culture right now quite well. Romans 1:32 *Although they know God's righteous decree that those who do such things deserve death, they not only continue to do these very things but also approve of those who practice them.*
Sound familiar? Celebrate those being rebellious against God. Have pride in doing evil, and rebelling against God. Anyone else notice humans follow the same failed patterns again and again?

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 NEWS

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Bus Bound Physical Edition

Let's get this city moving! Publisher Saber Interactive and developer stillalive studios are excited to announce that Bus Bound, the all-new driving-focused sim featuring a vibrant metropolis to explore with a variety of vehicles solo or in online co-op, will be available in a physical edition on PlayStation 5 and Xbox Series on May 28.

Check out the new release date announcement trailer to see what the sleepy neighborhoods and bustling urban intersections of the city have in store!

Microids is responsible for designing and manufacturing the physical edition of Bus Bound for PlayStation 5 and Xbox Series.

Key Game Features

A City Full of Life: Explore a fully simulated, densely inhabited town with a rich history. From bustling intersections to quiet neighborhoods, every area has its own rhythm, and your route will help shape its future.

Drive American Icons: Take the wheel of true-to-life buses from top American manufacturers, including the New Flyer Xcelsior 40ft CNG and the Blue Bird Sigma. With 17 buses available to



choose from at launch, you'll always have the right bus for the job.

Shape the City: You're not just driving, you're improving public life! Upgrade stops, unlock new routes, earn passive perks, and see each district evolve into a more vibrant, pedestrian-friendly space thanks to your bus-driving efforts.

Multiplayer on the Move: Band together with up to three other players in online co-op! Split off to tackle multiple routes simultaneously and help improve your host's home city.

Customize Your Fleet: With each shift, you'll generate goodwill with your riders to unlock new buses, visual styles and upgrades. Whether you prefer a relaxing driving experience or want to master and optimize every detail of your run, the freedom to make each trip your own is yours.

Crusader Kings III on Console Roads to Power Expansion

Major changes are coming to Crusader Kings III on consoles with the release of the major expansion, Roads to Power. Developed by Room 8 Group in partnership with Paradox Interactive, this add-on greatly expands the role-playing opportunities for Crusader Kings III players on Xbox Series X|S and PlayStation 5 consoles by adding a new government type, as well as an entirely new way for your character to experience the medieval world.

On 11 May, your Crusader Kings III character can be a wandering adventurer, tied to no land, but seeking fame and fortune as a mercenary soldier or contractor performing tasks that the nobles are too busy to handle themselves. Build up your camp, seek new adventurers abroad and, maybe, use your accumulated wealth and power to claim a kingdom as your own.

Roads to Power also opens up the Bureaucratic Empire government, based on the Byzantine Empire's system of appointed governors, not the landed vassals of the west. Build a noble estate and compete for power and imperial appointments, undermining your rivals and establishing a power base that can survive a few years out of office.

Features of Crusader Kings III: Roads to Power include:

Administrative Government: Experience medieval rule outside of the feudal system with a new style of empire management. A web of Governors jockeys for position in the empire with intrigue and power, sometimes rewarding merit and sometimes rewarding perfidy. Only a truly skilled Emperor can keep these squabbling forces in line.

The Family Estate: Run and manage a powerful Family Estate, the seat of your House's power, even when you hold no other land. Construct new buildings and improvements to further your power and influence within an administrative empire.

Influence System: Build up a character's influence within an administrative empire to climb the rungs of bureaucracy. Raise your status in the realm and gather more power for yourself. Start as a landless noble on an estate, and compete for valuable provinces to govern before making your bid for the Purple.

A Life of Adventure: Freely roam the map, untied to any realm or holding, going wherever the winds of fortune blow you. Fulfill contracts as a landless adventurer, even through the generations, building up a reputation of your own. Earn gold, prestige and fame travelling the globe until you decide to settle down and claim land you have earned through merit.

In The News Continued

Choose Successor or Caesar: Spend the influence you have gathered to determine the course of the Empire and get the successor you want, whether a royal family member, a powerful noble, a martial hero, or any other candidate you can rally the people behind. The Emperor can even opt to co-rule if the burden of the throne is too much for one person.

New Byzantine Flavor Content: New events, monuments and activities built around the Byzantine theme, including chariot racing.

Cosmetic Additions: A Byzantine-themed UI skin and new court fashions for your characters, new 2D event art, new on-map monuments of the Byzantine world, new on-map holding designs, and a Byzantine throne room for Royal Court sessions, among other aesthetic improvements. New music inspired by Orthodox holy chants is also included.

The 11 May release of Roads to Power will be accompanied by the release of the event pack Wandering Nobles, a new collection of events that are themed around travel. Have new adventures on the road as you make your way on pilgrimage or while you trek across the kingdom to visit your subjects.

Features of Crusader Kings III: Wandering Nobles include:

New Wandering Lifestyle with three new branches:

Inspector: Landed characters can survey and improve their realm, Landless characters can seek environmental specialization.

Wayfarer: Travel to reduce stress and pursue fame for your exploits.

Voyager: Improve linguistic skills and live the life of a tourist and sightseer.

New Activities designed for the new Lifestyle branches:

Inspection: Inspectors can examine their realm and pursue improvements

Hike: Wayfarers can reduce stress with a walk in the wilderness.

Monument Expedition: Voyagers can set forth to see special buildings in other realms

New Events connected to travel, the new lifestyles and the associated activities.

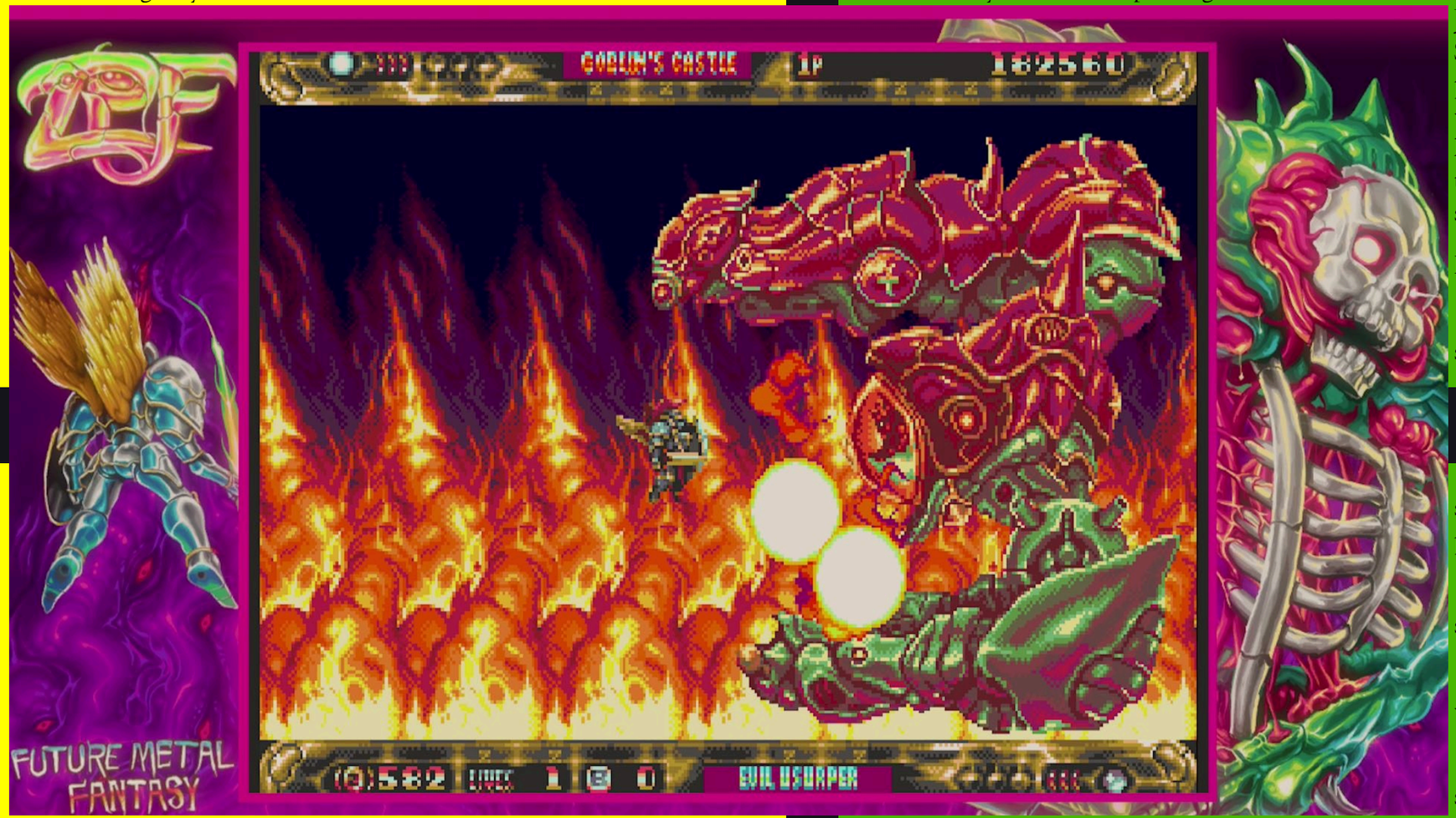


In The News Continued

ZPF Soars onto Steam and Consoles

Creative-first publisher Mega Cat Studios today announced that the surreal, future metal fantasy shoot-'em-up ZPF is now available digitally for $9.99 on Steam, Nintendo Switch, Xbox One, and Xbox Series X|S.

This modern release includes a variety of updates and improvements for current platforms; a full changelog can be viewed here. ZPF is also Steam Deck verified, delivering a seamless handheld experience as players soar through its future metal fantasy realms and take on screen-filling bosses. More information can be found in the game's latest Kickstarter update.



One of the most anticipated shooters of 2025, ZPF earned massive praise from critics and fans of the genre when it soared onto the Genesis and Mega Drive last year following a wildly successful crowdfunding campaign that reached more than 1300% of its Kickstarter goal. Now, ZPF brings its surreal, high-intensity action to modern platforms, inviting even more players to dive into a fever dream of mind-melting visuals, endless layers of parallax, and relentless arcade gameplay inspired by some of the most beloved shooters of the 16-bit era.

"ZPF has always been about pushing the boundaries of what a modern 16-bit shooter can be," said James Deighan, CEO of Mega Cat Studios. "From its origins as a passion project on the Genesis that resonated with backers around the world to its launch on modern platforms, we're thrilled to finally bring this surreal shooter to an even wider audience."

Key Features:

Go head-to-head against hordes of screen-filling bosses

Test your skills with a rewarding scoring system that encourages bold play

Battle through 6+ levels of surreal sci-fi, horror, and fantasy landscapes

Master three unique characters, each with their own play style

Experience a high-energy chiptune soundtrack that amplifies the action

Developed by ZPF Team, ZPF is an explosively energetic shooter inspired by genre classics such as Lords of Thunder, Elemental Master, and Thunder Force III & IV, blending retro sensibilities with modern design to create the ultimate 16-bit shooter experience.

In The News Continued

Construction Simulator Evolution Announced

Publisher astragon Entertainment and the weltenbauer. Software Entwicklung developer team are pleased to announce the latest entry of the popular Construction Simulator® series. Construction Simulator®: Evolution is going to offer the most immersive construction worker experience so far. Simulation fans can look forward to Volvo Construction Equipment and other new license partners. Next to this, the game will offer access to challenging manual labor and impressive demolition works, as well as numerous other brand new and unprecedented features!



With Construction Simulator®: Evolution, publisher astragon Entertainment and the weltenbauer. Software Entwicklung development team are going to introduce the next stage of the popular game series for simulation fans and construction enthusiasts.

Here is a first overview of the most important highlights and new features:

• Most extensive fleet in the series' history: Over 180 officially licensed construction machines, vehicles, and equipment from more than 35 renowned brands.

• New license partners: Numerous new machines from newly added manufacturers such as Ammann, Epiroc, Sennebogen, Volvo Construction Equipment, and others!

• Demolition works: For the first time, players can not only build things, but also tear down buildings!

• Manual labor: The latest installment in the series introduces manual labor works such as plastering walls, the use of hydraulic hammers, table saws, nailguns etc. to the gameplay for the first time!

• 2 Maps / 2 Campaigns: Two brand new maps - one inspired by Germany and one by the US - each with its own challenging campaign!

• Quick Play: The new Quick Play option allows players to start an activity of their choice whenever they want!

• Character Editor: With the new and even more comprehensive character editor, players will be able to customize their characters and equip them with officially licensed workwear from well-known brands such as Strauss and Bobcat.

• Single-player & Multiplayer: Players can choose to play alone or in teams of up to four players in cooperative multiplayer mode - including cross-platform sessions!

• Peripherals: Support for popular input devices and steering wheels.

Construction Simulator®: Evolution is currently in development for PC, PlayStation®5, and Xbox Series X|S. The game will be released as a Standard Edition, Deluxe Edition, and Year 1 Edition. In addition, a limited Collector's Edition with numerous exciting goodies for aspiring builders will become available in stores in selected countries. The release is currently planned for late 2026.

We Would Play That

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?

It absolutely astounds me that some video games companies are so obtuse they refuse to release their games in the physical copy realm. These companies are missing out on sales. What kind of a company says I could get sales in this region but refuse to do so? Take the Seven Deadly Sins video game based on the anime. There are all kinds of anime based video games that are in the physical copy format. They all do extremely well in terms of sales. Why would you want to deny anyone the opportunity to purchase and play your game? Is it because you were brainwashed into the radical far left idealogy of the dumps are filling up? I guess you never drove across America and found hundreds of millions of acres of open land did you? Just believe the lies and think you are doing something good while you are losing sales.

I know some smaller companies feel like they do not have the operating capital to make the games in the physical copy format. I know plenty of smaller companies that feel like they do not have the knowledge or experience to take on such an endeavor. There are companeis like Blaze Entertainment and Limited Run Games that help out companies like that. They get their games in the physical copy format. Maybe you should investigate them. I also know of Play Asia. They will sell European and Asian versions of the games. These games come in the physical copy format. The point is there are ways to make it happen. It does not take a lot of time or effort to make it happen.

I actually went to the Discord server of the company that makes the Seven Deadly Sins video game and gave them a diverse perspective. Can you guess the outcome? I was viciously and hatefully attacked for letting them know I would only purchase the game when they release in the physical copy format. They at least hear they are losing money. Will they adapt? Will they improve? I certainly hope so and soon.

- Paul

Jude 1:5-7

5 Though you already know all this, I want to remind you that the Lord at one time delivered his people out of Egypt, but later destroyed those who did not believe. 6 And the angels who did not keep their positions of authority but abandoned their proper dwelling—these he has kept in darkness, bound with everlasting chains for judgment on the great Day. 7 In a similar way, Sodom and Gomorrah and the surrounding towns gave themselves up to sexual immorality and perversion. They serve as an example of those who suffer the punishment of eternal fire.

Reviews

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

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

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

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

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World of Outlaws Dirt Racing

Score: 68

I live streamed World of Outlaws Dirt Racing on our YouTube channel. I played World of Outlaws Dirt Racing as an one shot. That means I do not plan on playing World of Outlaws Dirt Racing again. In fact I already uninstalled World of Outlaws Dirt Racing after playing it. There are some good things about World of Outlaws Dirt Racing. There are some bad things about World of Outlaws Dirt Racing.

The good thing is that World of Outlaws Dirt Racing looks good. There are thirty-one different vehicles and thirty-one tracks in World of Outlaws Dirt Racing. Some of the content in World of Outlaws Dirt Racing is DLC behind a pay wall. There are indoor and outdoor tracks in World of Outlaws Dirt Racing. There are offline and online modes within World of Outlaws Dirt Racing. This racing game is definitely on dirt.

The bad part of World of Outlaws Dirt Racing is the controls. They are loose and it is very difficult to keep the vehicle going straight. I suppose that has a lot to do with the dirt element to World of Outlaws Dirt Racing. I know of other racing games on dirt that control much better than World of Outlaws Dirt Racing. I was able to win a few races here and there while playing World of Outlaws Dirt Racing.



There is bad language in the lyrics in some of the songs. Due to audio copyright owners trying to steal all of the money from our hard work I had to mute the music. My dad talks about why do these companies even do that anymore? We are giving these companies free advertising by live streaming their games. Numerous viewers purchase games we live stream. Why chop us off at the knees? We need to get paid for our work. So why include this music in the first place?

I had a little fun playing World of Outlaws Dirt Racing. If the controls were better I would have enjoyed World of Outlaws Dirt Racing much more. I like the little short tracks that have a lot of drifting in them. I also learned to try and get the inside track as often as possible in World of Outlaws Dirt Racing. I know there are sequels to this game. I hope the controls got better in those games.
- Noah



System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: iRacing
Developer: Monster Games
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Lyrics}

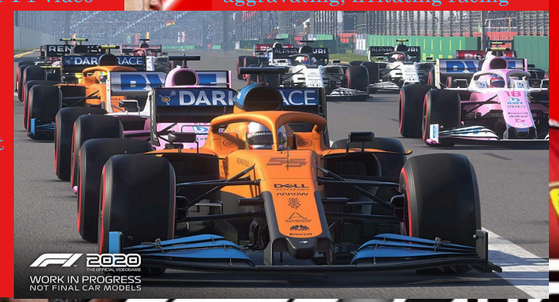
Graphics: 79%
Sounds: 66%
Replay/Extras: 75%
Gameplay: 50%
Family Friendly Factor: 70%

F1 2020

Score: 65

I like to play racing games. I compare many of the racing games to the Forza Horizon franchise. I was warned that the F1 video games are challenging. I found F1 2020 to be extremely hard. I live streamed F1 2020 on our YouTube channel. I expected F1 2020 would be one of those video games I played one time and then I moved on. I also wanted to play F1 2020 because it sat in the pile for quite some time. We only have so much time to work on different video games.

F1 2020 looks decent. I know this game is a few years old so it will not compete with racing games that have been released since then. Plus F1 2020 looks a lot like the other F1 video games I have seen over the last few years. The newer F1 video games do look a bit better than F1 2020. I think Codemasters must slightly improve the games year from year. I must be open, honest and transparent about something concerning F1 2020. I do not like this game.



I had all kinds of problems with the controls in F1 2020. I spent a lot of my time off the track in F1 2020. I also accumulated quite a few penalties in F1 2020. If you want my honest reaction to F1 2020 - then I did not have a good time. F1 2020 was not fun for me. I feel like all I did in F1 2020 was fail over and over again. I am not some snowflake, but F1 2020 should have given me something to make me want to come back.

There is where the rub is for F1 2020. I never want to play this game again. I know Codemasters has an image of making frustrating, aggravating, irritating racing games that make people want to rage quit. Here is the thing. I just decided when I was done with F1 2020 that I would quit. There was no rage involved. F1 2020 did not make me care enough about it to have any rage whatsoever.

There are nice racing sounds in F1 2020. The majority of the voice acting in F1 2020 was to tell me I earned some penalty. It did break up the car sounds I heard while playing F1 2020. Most of the time I was not even sure what I was being given penalties for in F1 2020. This game is not consistent on the cutting corners. Maybe because I was off the track so often. I already lost time for being in the gravel. Then F1 2020 punished me for cutting corners which was not true.
- Noah



System: PC/PS4/Xbox One
Publisher: Codemasters
Developer: Codemasters
Rating: 'E' - Everyone SIX and OLDER ONLY

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

FUTURE GLIMPSES HEART HOME

by

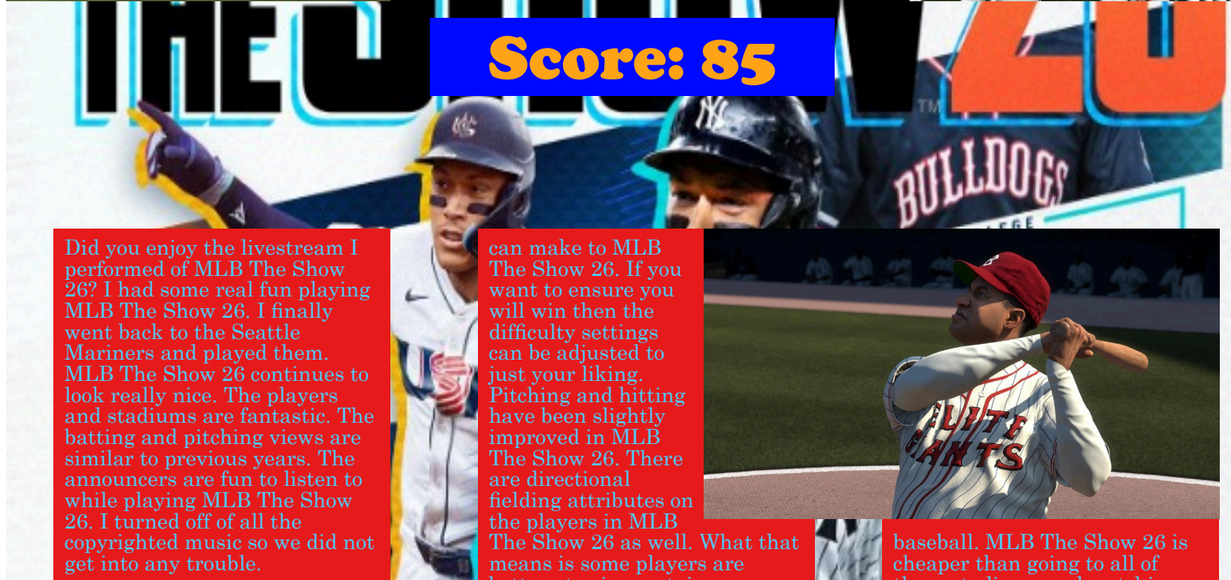
Paul Bury





MLB The Show 26

Score: 85



Did you enjoy the livestream I performed of MLB The Show 26? I had some real fun playing MLB The Show 26. I finally went back to the Seattle Mariners and played them. MLB The Show 26 continues to look really nice. The players and stadiums are fantastic. The batting and pitching views are similar to previous years. The announcers are fun to listen to while playing MLB The Show 26. I turned off of all the copyrighted music so we did not get into any trouble.

The minor league and major league teams are playable in MLB The Show 26. The World Baseball Classic can also be played in MLB The Show 26. If you want to make sure USA wins then you can make that happen in MLB The Show 26. The modes within MLB The Show 26 are Road to the Show, Diamond Dynasty, Franchise Mode, Home Run Derby, Storylines Negro Leagues, online, and offline. I like some of the new stadiums like the Tokyo Dome.

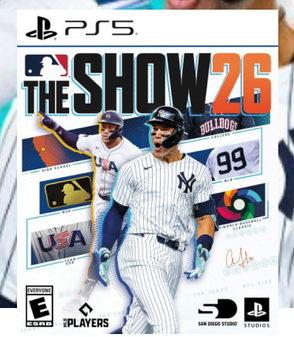
There are all kinds of adjustments players can make to MLB The Show 26. If you want to ensure you will win then the difficulty settings can be adjusted to just your liking. Pitching and hitting have been slightly improved in MLB The Show 26. There are directional fielding attributes on the players in MLB The Show 26 as well. What that means is some players are better at going certain directions over other directions.

I like the clutch ratings in MLB The Show 26. As we all know some players are better in clutch situations than others. MLB The Show 26 feels like baseball, and sounds like baseball. MLB The Show 26 is cheaper than going to all of these stadiums and watching games. Plus I can finish a game of MLB The Show 26 faster than it takes to go to the ballpark and watch a game. No parking fees, and no price gouging on the food.



The cover athlete for MLB The Show 26 is Aaron Judge. Which is another insult to Cal Raleigh after the amazing year he had. I suppose all of these east coast people only care about New York and Los Angeles. At least MLB The Show 26 lets me play the Mariners and ensure they win the World Series in the video game. Now if they could only do the same in the real world. They were close last year.

- Noah



System: Nintendo Switch/PS5/ Xbox Series X
Publisher: Sony Interactive Entertainment
Developer: San Diego Studio
Rating: 'E' – SIX and OLDER ONLY

Graphics: 92%
Sounds: 81%
Replay/Extras: 89%
Gameplay: 82%
Family Friendly Factor: 80%





WWE 2K26

Score: 60



Noah and I had some fun live streaming WWE 2K26 right before WrestleMania. We played many of the matches from WrestleMania with a twist. What I mean by that is we played Roman Reigns versus CM Punk in an Inferno Match. Those are going to have a regular match at Wreslemania. It was fun to try out some of the matches that were brought back in WWE 2K26. I also finally won a Royale Rumble match on a livestream with LA Knight.

The issues families can have with WWE 2K26 are violence, blood, lack of attire, enticement to lust, bad language and more. There is something really odd about WWE 2K26. The women come into the men's matches like the Royale Rumble. I am sorry but the women are not as good as the men. The women would get beat bad in real life in most instance. WWE 2K26 teaches that women can physical compete with men. We all know that it not the real world.

There are a lot of different matches and modes within WWE 2K26. The current systems have been around long enough to include a decent amount of modes. The controls are off and on in WWE 2K26. At times things worked great in WWE 2K26. At other times it was frustrating. The timing on turning around a move can be obnoxious. I also could trigger a charged finisher only to have it broken up easily. It took a lot to charge that.



The match grading in WWE 2K26 is all based on how many different moves are performed. There is no face versus heel concept in that. For example say the heel gets absolutely destroyed in WWE 2K26. In that instance the grading might be half of a star. Yet the crowd in the real world would have loved that match. It might have been hollow but at least a three star in my personal opinion.

WWE 2K26 is a massive installation. The graphics look decent. The audio is nice. Even with turning off the music I ran into a video copyright at the beginning of the game. Noah and I both felt WWE 2K26 is a bit better than the last one. This franchise has been slowly improving in most regards. There are still areas we both feel WWE 2K26 needs to improve. There are still too many characters behind a pay gate even though they are in the game.
- Paul



System: PC/PS4/PS5/Xbox One/ Xbox Series X
Publisher: 2K Sports
Developer: Visual ConceptsRating: 'T' - THIRTEEN and OLDER ONLY {Violence, Blood, Suggestive Themes, Language}

Graphics: 50%
Sounds: 50%
Replay/Extras: 86%
Gameplay: 66%
Family Friendly Factor: 46%

VIDEO GAME LIES



by
Paul Bury

Version 3

Edens Zero #32

Score: 69



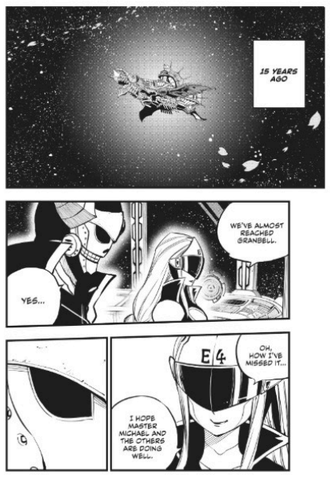




I am excited and sad at exactly the same time. There is one more manga book to go in this series after this one. Edens Zero #32 contains one hundred and ninety-two pages. Chapters two hundred and seventy-six through two hundred and eighty-four are covered within Edens Zero #32. The price of Edens Zero #32 was $10.99. The issues families can have with Edens Zero #32 are violence, blood, lack of attire, enticement to lust, evolution and more.

There will be spoilers in my review of the Edens Zero #32 manga book. Shiki makes his decision in Edens Zero #32. Shiki also has a plan in Edens Zero #32. Shiki picks his friends and mother will vanish. Shiki is planning on using the Chronophage to turn back time before Mother disappears. Shiki plans on turning Mother back into the planet Earth. That way the ether will not completely vanish.

Edens One attacks Edens Zero



in Edens Zero #32. That should not be happening with no crew. However the AI is controlling the ship. Spear of the Wind and Lady Freya attack the ship in Edens Zero #32. They are shown to be very powerful when they first appear in Edens Zero #32. The characters on the Edens Zero are able to quickly dispatch them. Homura does get hurt pretty badly in Edens Zero #32.



There is an interesting revelation in Edens Zero #32. There is a character in the middle of the Chronophage. Shiki is trying to convince this character to take time away from Mother. This character is obsessing over some time that was stolen from them. I am not sure what is going on there. I also wonder if there is time in one more manga volume to explain it. I supposed if it is done in just one chapter.

Ziggy continues the battle in Edens Zero #32. He does chop off the legs to stop the Cat Leaper power. That is assuming that is where that power is coming from. I wonder if Ziggy will finally win that battle or not. I guess I need to read the final volume to find out. I plan on doing just that in the near future. Edens Zero #32 is really picking up the pace. I guess there is a lot to go through and very little space to do it.
- Paul

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



Graphics: 63%
Writing: 69%
Replay/Extras: 69%
Story: 80%
Family Friendly Factor: 63%

My Hero Academia Vol 30

Score: 69



Things are really clicking in My Hero Academia Vol 30. This manga book contains two hundred pages. That is up sixteen pages from the last manga volume. My Hero Academia Vol 30 contains chapters two hundred and eighty-six to two hundred and ninety-five. The issues families can have with My Hero Academia Vol 30 are violence, blood, bad language, lack of attire, enticement to lust, and more. Things swing back and forth in My Hero Academia Vol 30 just like a professional wrestling match.

I will include spoilers in my review of the My Hero Academia Vol 30 manga book. Dabi goes all out in My Hero Academia Vol 30. Dabi reveals who he is, and it shocks some characters. Dabi claims Best Jeanist is dead, and then Best Jeanist shows up. This helps discredit Dabi a bit. Endeavor is shocked to find out Dabi is one of his sons.



Nana Shimura makes an appearance in My Hero Academia Vol 30. Deku is dealing with the past heroes with his power taking over to help him out. Shigaraki is also fighting off the past holder of his power in My Hero Academia Vol 30. This makes for an interesting dynamic in this manga book. The giant is finally brought down in My Hero Academia Vol 30. Lemillion also returns in My Hero Academia Vol 30. Eri worked on her power and was able to rewind him to before his powers were stolen.

There are numerous shocks and twists in My Hero Academia Vol 30. It looks like many of the villains will escape thanks to the Nomu. Both sides are beaten up pretty badly. Both sides need to train up a bit more to be able to be ready for the next battle. Will the next one be the final one? I will need to keep reading to find out for certain. I do not want to spoil it since things are getting very interesting in My Hero Academia Vol 30.

Bakugo calls himself some false god in My Hero Academia Vol 30. It honestly makes no sense to me. Bakugo is injured badly in My Hero Academia Vol 30. Endeavor has had quite the change as the number one hero. Endeavor is thinking of others and helping out. Endeavor still has his past to deal with. Deku continues to push himself past his limits in My Hero Academia Vol 30. I think he needs a treatment from Eri pretty soon. He also needs to train on these new powers.
- Paul

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



Graphics: 61%
Writing: 68%
Replay/Extras: 74%
Story: 78%
Family Friendly Factor: 65%





Star Trek Lower Decks Season 5

Score: 37



I just finished watching Star Trek Lower Decks Season 5 on Paramount+. There are ten episodes that make up Star Trek Lower Decks Season 5. The episodes in Star Trek Lower Decks Season 5 range from twenty-four to thirty-three minutes. I did a little bit of research and found out that this is the final season of this television show. I am happy about that in many regards. There is plenty of bad within Star Trek Lower Decks Season 5. There will be spoilers in this review.

The issues families can have with Star Trek Lower Decks Season 5 are violence, blood, gore, bad language, lack of attire, enticement to lust, promotion of sexual deviancy, false gods, evolution and more. In one episode in Star Trek Lower Decks Season 5 there is an attack on capitalism. It is interesting that Star Trek Lower Decks Season 5 was only made thanks to capitalism and this show bites the hand that feeds it.

Star Trek Lower Decks Season 5 feels more like Star Fleet than any of the previous seasons. There is a bit of humor within Star Trek Lower Decks Season 5. Usually when the Klingons are involved. Beckett Mariner has come complete full circle in this show. Beckett Mariner is now responsible. Beckett Mariner actually takes malcontents under her wing and supports them in Star Trek Lower Decks Season 5.



Boimler is getting more confident and growing as an officer in Star Trek Lower Decks Season 5. Tendi makes it back to the crew in Star Trek Lower Decks Season 5. Rutherford gets rid of his implants in Star Trek Lower Decks Season 5. He goes to becoming completely human at the end of Star Trek Lower Decks Season 5. The captain leaves the ship to go explore the multiverse at the end of Star Trek Lower Decks Season 5.

Ransom becomes the new captain at the end of Star Trek Lower Decks Season 5. He inspires the crew in interesting ways in Star Trek Lower Decks Season 5. There are plenty of issues and problems within Star Trek Lower Decks Season 5. In some ways Star Trek Lower Decks Season 5 does not feel like the same show as the previous seasons. There are less instances of chaos in Star Trek Lower Decks Season 5.

- Paul



System: Paramount+
Publisher: Paramount
Developer: CBS Studios
Rating: 'TV-14' - FOURTEEN and OLDER ONLY {Violence, Language}

Video: 41%
Audio: 35%
Replay: 39%
Functionality: 40%
Family Friendly Factor: 32%



Lilo & Stitch

Score: 75



Noah and I watched Lilo & Stitch the live action movie recently. There were some heart felt moments in this movie. It takes one hundred and eight minutes to watch Lilo & Stitch. If you have not seen this movie or know anything of this franchise then I must warn you there will be spoilers in my review. I saw the animated movie many years back. As always Holly Hate redefined things from the same franchise.

Stitch is Experiment 626 and escapes the Galactic Federation. The scientist that created him and another alien that is an expert on Earth travel to retrieve Stitch. Lilo is a little Hawaiian girl that has no friends. Her parents died and her older sister Nani is trying to keep everything going. Lilo has a knack for getting into trouble early on in Lilo & Stitch. There is a speech that you are not bad but you do bad things sometimes. There is also a lesson that they are broken but still a family.



Expect humor within Lilo & Stitch. Stitch is trying to escape the scientists when he sees a poster about dogs being adopted. So Stitch pretends to be a dog to get Lilo to adopt him. He goes home with her and the two of them get into mischief at Nani's job. Nani gets fired and has challenges finding a new job since she must keep Lilo & Stitch with her during job interviews. At this point Lilo is trying to teach Stitch to be good. He gets the same behavior speech.



Nani was going to be a marine biologist before her parents died and she must work to take care of her little sister. Lilo wants Nani to go to school. The social worker is on Nani's case about giving Lilo a better environment to live in. A man from the CIA is also trying to get ahold of Stitch in Lilo & Stitch. Stitch is very dense and does not do well in the water. At one point Stich almost drowns in Lilo & Stitch.

The Galactic Federation shows up and they decide that Lilo can live out his exile on Earth. The expert on Earth gets to stay and watch over him. A lot of Lilo & Stitch is about redemption. There is also a lesson about getting to do what you want to do. Nani is given an excuse to go back to school. The neighbor lady takes care of Lilo. There are some emotional moments in Lilo & Stitch.

- Paul

System: DVD
Publisher: Disney
Developer: Rideback
Rating: 'PG' for Parental Guidance {For Action, Peril and Thematic Elements}



Video: 70%
Audio: 77%
Replay/Extras: 78%
Functionality: 78%
Family Friendly Factor: 72%

The Turrican Collection

Score: 64













There are times I wonder why Blaze Entertainment makes certain compilation packages. Take The Turrican Collection for example. There are eight games on this compilation package. There are two bonus games. The bonus games are director cuts of some of the games. Some of the games on The Turrican Collection are on different systems. So those games are not that different either. After I live streamed The Turrican Collection I felt like I spent an hour doing almost the same thing.

The games on The Turrican Collection are Turrican, Turrican II The Final Fight, Turrican 3, Sper Turrican, Super Turrican Director's Cut, Super Turrican 2, Super Turrican Score Attack, Mega Turrican, Mega Turrican Director's Cut, and Mega Turrican Score Attack. I remember Mega Turrican from the Sega Genesis, and Super Turrican from the Super NES. The Turrican Collection taught me many of these games were also on the Amiga computers back in the day.

There is plenty of shooting and violence in The Turrican Collection. We blow away evil robots that have taken over planets in most of these games. Some of the games in The Turrican Collection have a grappling hook. I learned that the controls for the grappling hook worked better on the console versions than the computer versions. In fact it took me a few attempts to figure out how to work it on the computer versions.

One of my personal frustrations with The Turrican Collection is the enemies can run into me and do massive damage to me. The enemies took no damage when they did this. I found that really aggravating. The enemies should have taken damage when they performed that maneuver on me the player. The Director's Cut versions are just more challenging. There is an easy mode players can go to in the options if they so choose. I kept it on normal.

Graphically the games in The Turrican Collection range. I did enjoy seeing some of the scaling and rotation on the Super NES versions. I could tell that the developer was enjoying using the newest technology at that time. If you are into older shooting games then The Turrican Collection might interest you. I personally see The Turrican Collection as a pretty niche kind of a compilation package. The manual with information is the most interesting part.
- Paul





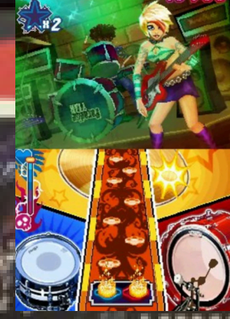
System: Evercade
Publisher: Blaze Entertainment
Developer: Factor 5
Rating: 'NR' - Not Rated

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

Guitar Rock Tour

Score: 73









I am absolutely loving being able to bring back some Nintendo DS and Nintendo 3DS video games that we did not have time for back in the day. Guitar Rock Tour is the latest hand held video game that caught my eye. This music based game contains Quick Play, Career Mode, Tutorial, Multiplayer, Awards, and Options. There are fifteen songs in Guitar Rock Tour. Families can play Guitar or Drum in Guitar Rock Tour.

The three difficultly settings in Guitar Rock Tour are east, medium or hard. There are six characters families can choose from to rock out in Guitar Rock Tour. The back of the case references becoming a false god. There is one character with a lack of attire, enticement to lust issue. There are some lyrical issues and language issues within Guitar Rock Tour. I was familiar with many of the songs in Guitar Rock Tour.

The songs are pretty long in Guitar Rock Tour. I was a bit shocked at how long it takes to get through one song in Guitar Rock Tour. There are powerups that can be triggered in Guitar Rock Tour. Players must tap the buttons at the right point in time to score properly. I did not have any issues with Guitar Rock Tour scoring properly. Why can't some modern music games learn from Guitar Rock Tour?

I enjoyed my time with Guitar Rock Tour. This hand held video game encourages players to play with a headset on. I tried that and Guitar Rock Tour sounds good. I also tried playing Guitar Rock Tour with the sound muted and was able to score just as well if not better. The patterns do repeat in Guitar Rock Tour. I noticed that in the songs. The career modes lets families go all over the world and perform. I thought that was actually pretty cool.

Gamers liked Guitar Rock Tour well enough for a sequel to be released. I may need to look into that game at some point in the future. There are a few mild issues here and there with Guitar Rock Tour. Some of them like the enticement to lust can be avoided. Muting the audio can stop the lyric and language issues in Guitar Rock Tour. Overall I found Guitar Rock Tour to be a fun game and a positive experience. I did pick a different character and mute the audio.
- Paul



System: Nintendo DS
Publisher: GameLoft
Developer: GameLoft
Rating: 'E10+' – TEN and OLDER ONLY Alcohol Reference, Mild Lyrics}

Graphics: 70%
Sound: 68%
Replay/Extras: 75%
Gameplay: 80%
Family Friendly Factor: 70%

SPORTS



System: PC/PS5
Publisher: Konami
Developer: Konami
Rating: ‘E’ - SIX and OLDER ONLY
Release Date: Out Now

The series has continued to change over the two decades since the launch of Professional Baseball Spirits 2004, the very first title in the series released for home consoles in 2004. The games are now powered by the eBaseball™ Engine, a next-gen baseball engine that delivers a hyper-realistic recreation of the baseball experience.

©Konami D

Form Editor

R Camera Controls | Play | OK | Back

eBaseball PRO SPIRIT

OK | Reset

- Batting Form
- Posture
- Hand Position
- Wrist Angle
- Bat Waggle
- Elbow Position
- Waist Position
- Front Leg Position
- Front Leg Angle
- At-bat Routine
- Home Run: Third Base

Hand Position

L	Height	15 / 30
L	Front and back	15 / 30
L1 R1	Distance from body	15 / 30

Current motion

Square 1

Set the hand position.

©Konami Digital Entertainment



System: PC/PS5
Publisher: Konami
Developer: Konami
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

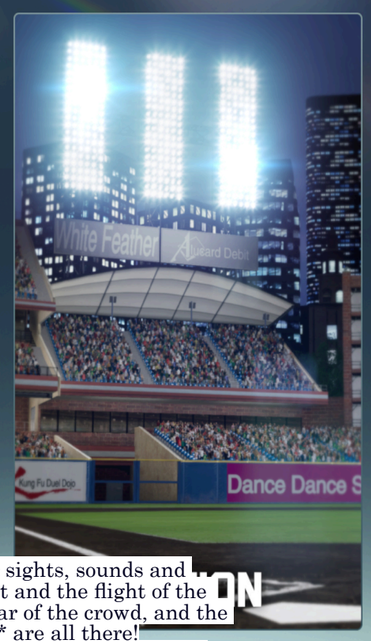
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eBaseball PRO SPIRIT

Announcements | Help | OK





TEAM EDIT

TRAINING

- Tutorials
- Player Data
- Settings

Tutorials

The eBaseball Engine replicates all of the sights, sounds and action of the ballpark. The crack of the bat and the flight of the ball, the athleticism of the players, the roar of the crowd, and the play-by-play audio and color commentary* are all there!
*In English, the audio commentary is provided by Josh Lewin, without a color commentator.

Challenge rivals from around the world and aim for the top in Global tournaments!

©Konami Digital Entertainment

DEVELOPING GAMES

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Star Wars Zero Company

DEVELOPING GAMES

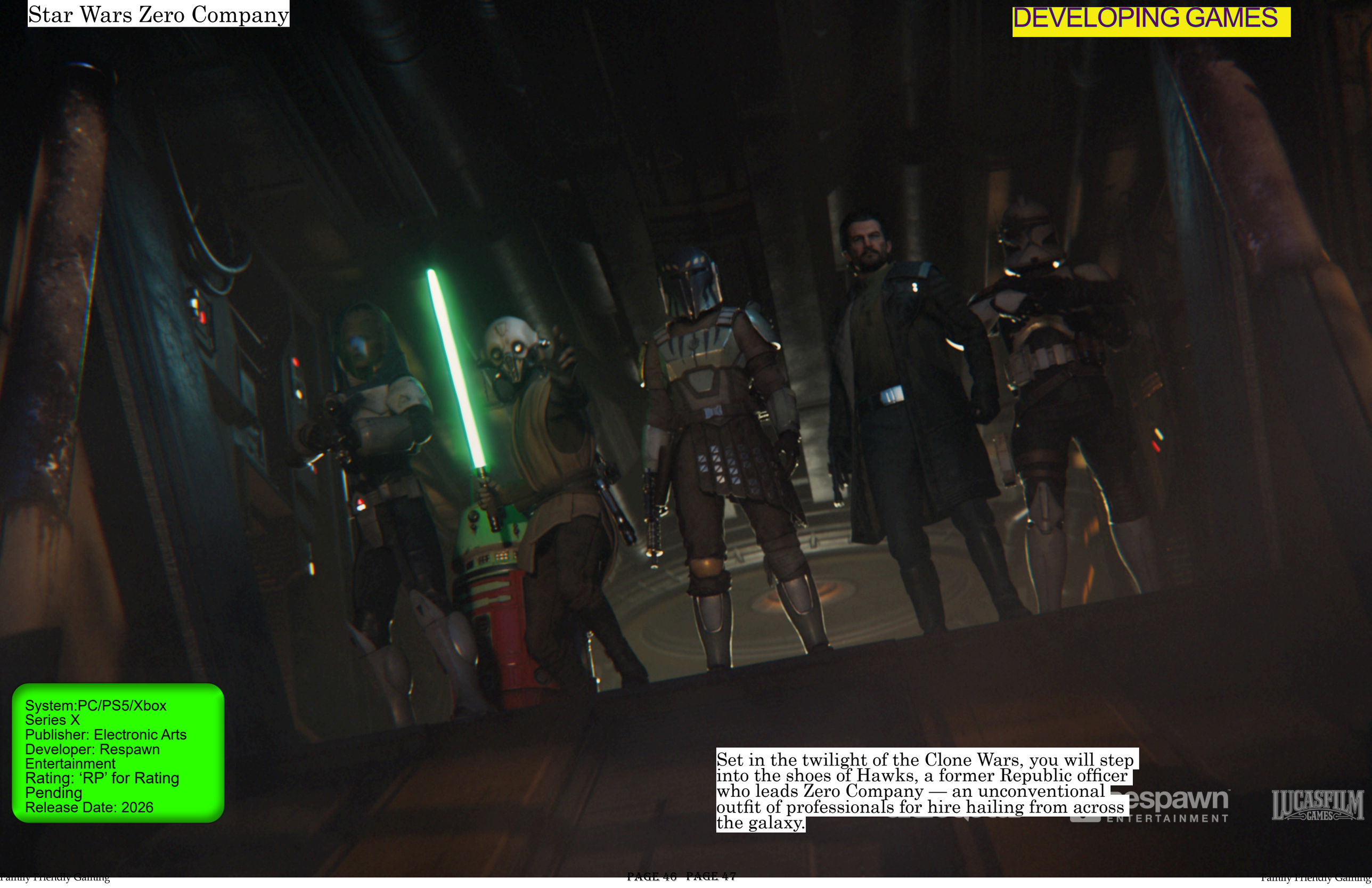


System:PC/PS5/Xbox Series X
Publisher: Electronic Arts
Developer: Respawn Entertainment
Rating: ‘RP’ for Rating Pending
Release Date: 2026

Command an elite squad through a gritty and authentic story in STAR WARS Zero Company™, a single-player turn-based tactics game developed by Bit Reactor in collaboration with Respawn Entertainment and Lucasfilm Games.

Star Wars Zero Company

DEVELOPING GAMES



System:PC/PS5/Xbox Series X
Publisher: Electronic Arts
Developer: Respawn Entertainment
Rating: ‘RP’ for Rating Pending
Release Date: 2026

Set in the twilight of the Clone Wars, you will step into the shoes of Hawks, a former Republic officer who leads Zero Company — an unconventional outfit of professionals for hire hailing from across the galaxy.

Star Wars Zero Company

DEVELOPING GAMES

System:PC/PS5/Xbox Series X
Publisher: Electronic Arts
Developer: Respawn Entertainment
Rating: ‘RP’ for Rating Pending
Release Date: 2026

Hawks and Zero Company are recruited for an operation that pits them against an emerging threat that will consume the galaxy if left unchecked. To succeed, Hawks will lead a team of uneasy allies who must set aside their differences to overcome nearly impossible odds.

DEVELOPING GAMES

PRIMAL BURST

System: Nintendo Switch 2/PC/ PS4/PS5
Publisher: Cygames
Developer: Cygames
Rating: 'T' for THIRTEEN and OLDER ONLY {Mild Suggestive Themes, Violence, Language}
Release Date: July 9, 2026

During their journey, players will unlock the ability to equip and call forth summons, adding a new dimension to battle strategy. Once channeled by Lyria, some summons can be temporarily controlled by the player; but if certain conditions are met, others will make a spectacular entrance alongside a new type of chain burst—the "primal burst."e.

DEVELOPING GAMES



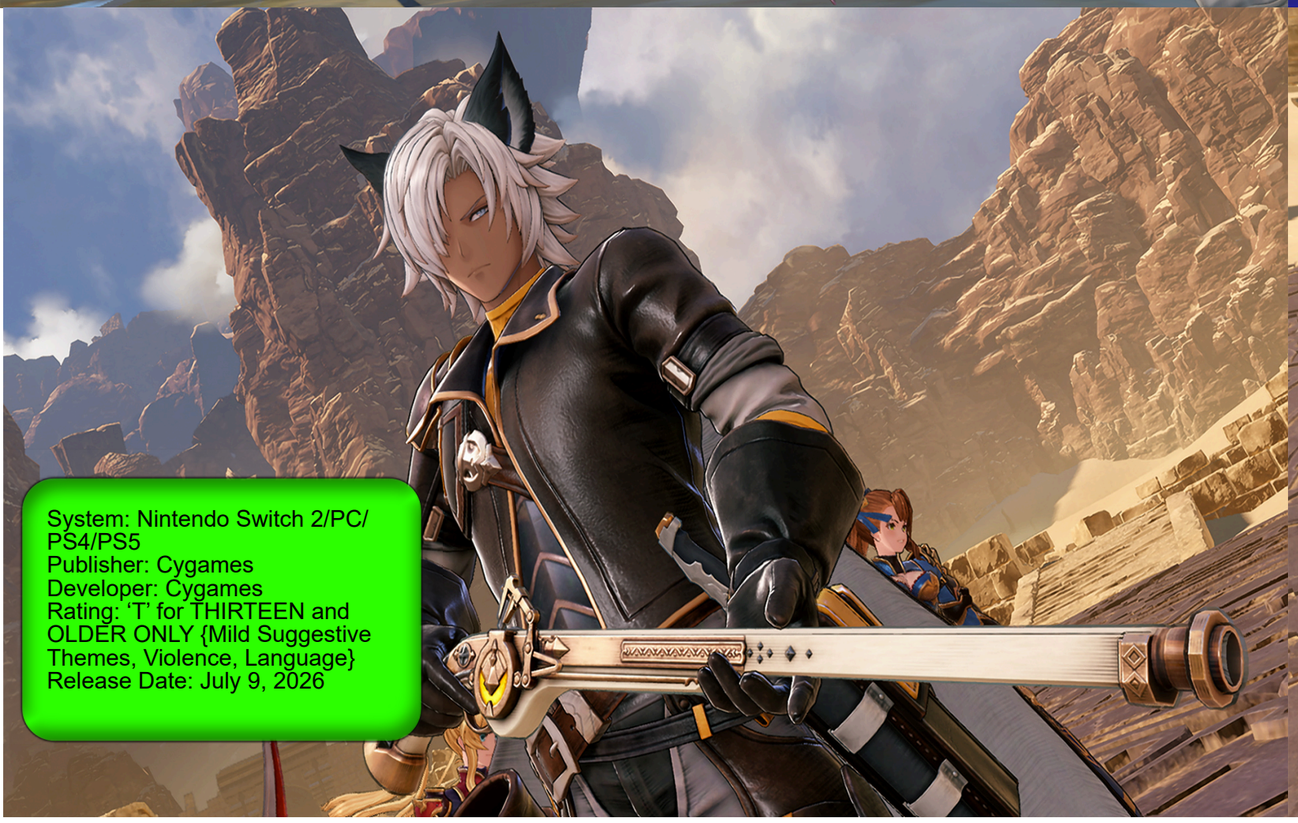
System: Nintendo Switch 2/PC/ PS4/PS5
Publisher: Cygames
Developer: Cygames
Rating: 'T' for THIRTEEN and OLDER ONLY {Mild Suggestive Themes, Violence, Language}
Release Date: July 9, 2026

nown for its dynamic combat, ensemble of versatile characters, and thrilling online co-op, Relink returns with expanded solo and multiplayer content, bringing endless adventure to skyfarers both new and old. From new stories to game modes, Relink has been refined and revamped for the ultimate action RPG experience.

Granblue Fantasy Relink Endless Ragnarok







System: Nintendo Switch 2/PC/ PS4/PS5
Publisher: Cygames
Developer: Cygames
Rating: ‘T’ for THIRTEEN and OLDER ONLY {Mild Suggestive Themes, Violence, Language}
Release Date: July 9, 2026



Although the Astral Lilith's machinations lay thwarted, winds of change begin to stir within the Zegagrande Skydom... Strange beings called the "ragnalia" herald the end times. Mysterious gateways beckon would-be challengers into a realm of chaos. And even the mighty Beelzebub, with his wings of steel, descends upon Zegagrande.

DEVELOPING GAMES

System: PC/PS5/Xbox Series X
Publisher: Bandai Namco
Developer: Game Studio
Rating: 'T' for THIRTEEN and OLDER ONLY {Violence, Blood and Gore, Mild Suggestive Themes, Language}
Release Date: July 10, 2026

tep into the legendary floating castle of Aincrad, a realm of breathtaking beauty and unforgiving danger. What seemed to be a dream adventure has now become a fight for survival. Among thousands of trapped souls, your journey is yours alone; will you rise, endure, and forge bonds that define your destiny? Or will you perish while facing enemies stronger, faster, and more ruthless than you imagined?

Echoes of Aincrad

DEVELOPING GAMES



System: PC/PS5/Xbox Series X
Publisher: Bandai Namco
Developer: Game Studio
Rating: 'T' for THIRTEEN and OLDER ONLY {Violence, Blood and Gore, Mild Suggestive Themes, Language}
Release Date: July 10, 2026

Design your own avatar and craft your path. Customize your appearance, gear, and combat style through variety of weapons and skills. Build synergy with your AI partner, adapt their tactics, and their equipment to create a team dynamic that turns every battle into a triumph.

Echoes of Aincrad





System: PC/PS5/Xbox Series X
Publisher: Bandai Namco
Developer: Game Studio
Rating: 'T' for THIRTEEN and OLDER ONLY {Violence, Blood and Gore, Mild Suggestive Themes, Language}
Release Date: July 10, 2026





Wander across diverse cities and journey through stunning environments, from serene plains to perilous dungeons filled with secrets. Complete quests, hunt rare treasures, and challenge formidable foes in real-time action combat. The map expands as your story unfolds, revealing new areas and dangers at every turn.



System: Nintendo Switch/ Nintendo Switch 2/PC/PS5
Publisher: Nihon Falcom
Developer: Nihon Falcom
Rating: 'RP' for Rating Pending
Release Date: July 16, 2026

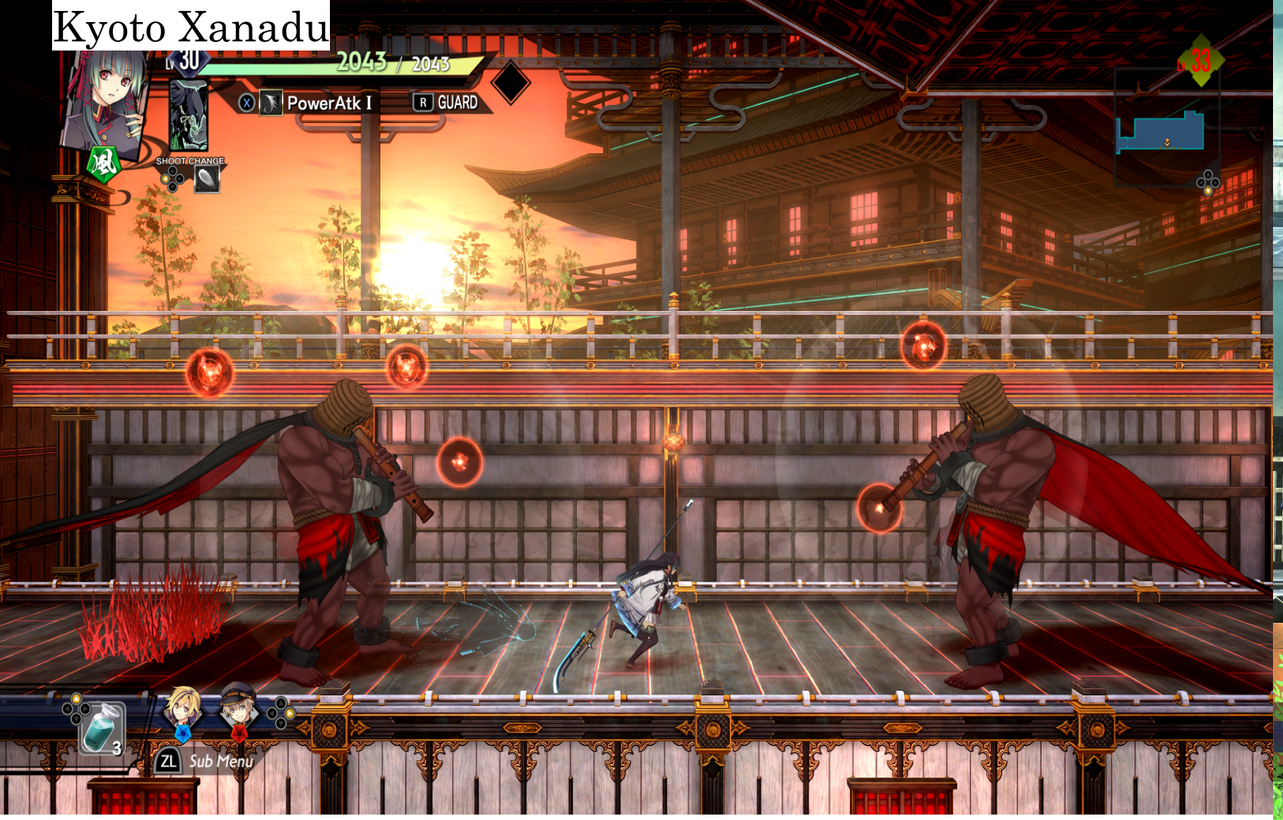
Set in modern-day Japan, where Kyoto has become the capital, the story unfolds as boys and girls awaken as "eligibles" and travel to the other world of Xanadu. Kamiya Rei, a boy who gained the power to fight monsters in the otherworldly labyrinth Xanadu, transfers to "Hirasaka Academy", which aims to conquer Xanadu. Alongside his unique companions, Rei will challenge Xanadu...

DEVELOPING GAMES



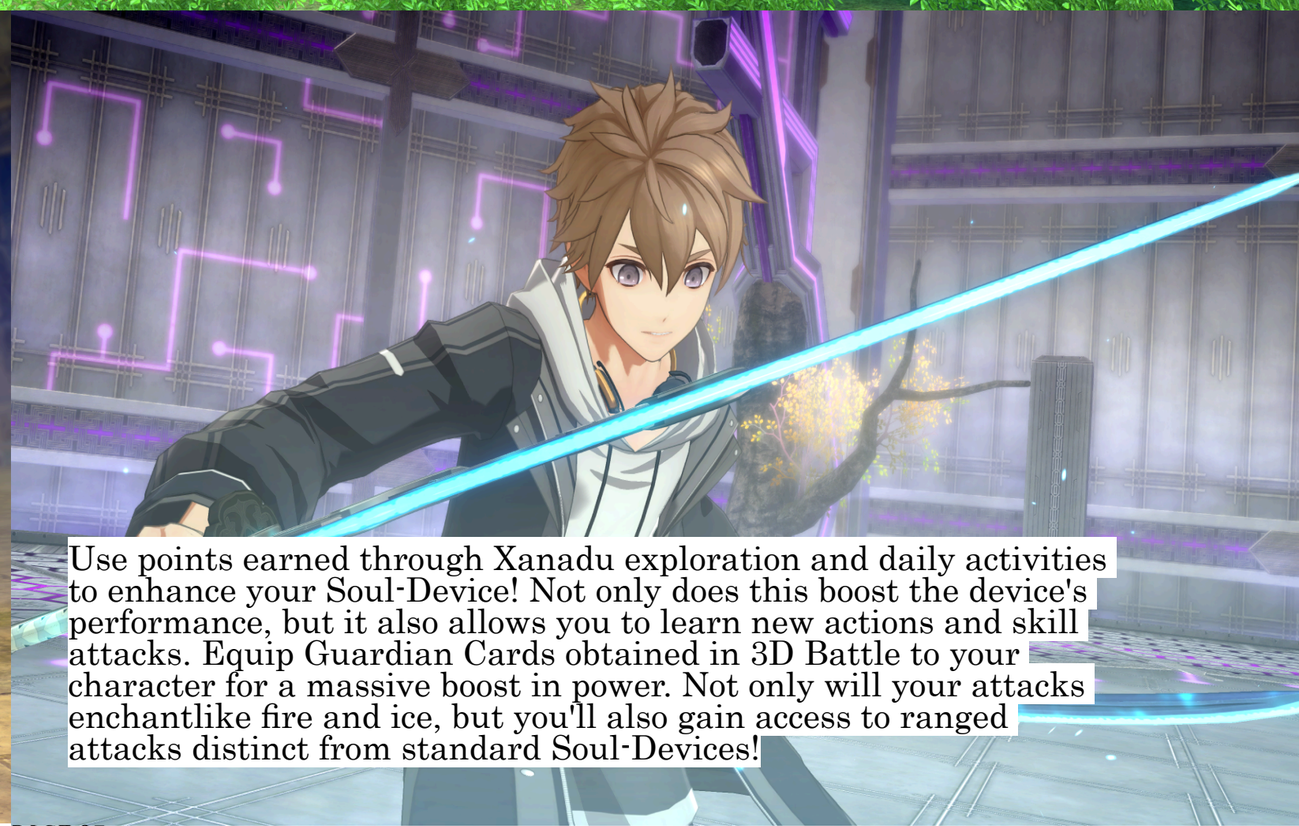
System: Nintendo Switch/ Nintendo Switch 2/PC/PS5
Publisher: Nihon Falcom
Developer: Nihon Falcom
Rating: ‘RP’ for Rating Pending
Release Date: July 16, 2026

Kyoto Xanadu features an innovative combat system combining two distinct actions. "2D Battle" offers classic side-scrolling gameplay as players explore the vast labyrinth beneath the academy. Opening gates that appear at specific points within the labyrinth triggers a shift to "3D Battle", where players engage enemies in 3D combat using diverse skill attacks and technical maneuvers within the gate’s inner space.









Use points earned through Xanadu exploration and daily activities to enhance your Soul-Device! Not only does this boost the device's performance, but it also allows you to learn new actions and skill attacks. Equip Guardian Cards obtained in 3D Battle to your character for a massive boost in power. Not only will your attacks enchantlike fire and ice, but you'll also gain access to ranged attacks distinct from standard Soul-Devices!

NOW

Contents

Product	Pages
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Now Playing



System: Nintendo Switch/PC/ PS5/Xbox Series X
Publisher: Ubisoft
Developer: Digital EclipseRating: ‘E’ for SIX and OLDER ONLY {Alcohol Reference, Mild Fantasy Violence, Use of Tobacco}
Release Date: Out Now

Perform Rayman’s signature punch and helicopter hair glide through colorful worlds, from the Dream Forest and its unforgettable mosquito ride to Band Land’s musical chaos. Rescue the Electoons and save the world from Mr. Dark in a classic platforming adventure with a unique art style that remains as magical today as it was in the '90s.



System: Nintendo Switch/PC/ PS5/Xbox Series X
Publisher: Ubisoft
Developer: Digital
EclipseRating: ‘E’ for SIX and OLDER ONLY {Alcohol Reference, Mild Fantasy Violence, Use of Tobacco}
Release Date: Out Now

Uncover the untold story behind Rayman’s creation in an interactive documentary featuring over 50 minutes of brand-new interviews with the original developers. Dive into rare concept art, early sketches, and design documents that offer exclusive insights into the making of the limbless hero.

Now Playing

NO ARMS, NO LEGS, NO PROBLEM:

THE RAYMAN STORY

BACK PLAY GAMES



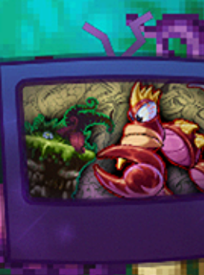
Creating a Character 1994

Alexandra Steible brought her knowledge of the world of traditional cartoon animation to Rayman, working closely with Michel to further develop the characters.



System: Nintendo Switch/PC/ PS5/Xbox Series X
Publisher: Ubisoft
Developer: Digital EclipseRating: ‘E’ for SIX and OLDER ONLY {Alcohol Reference, Mild Fantasy Violence, Use of Tobacco}
Release Date: Out Now

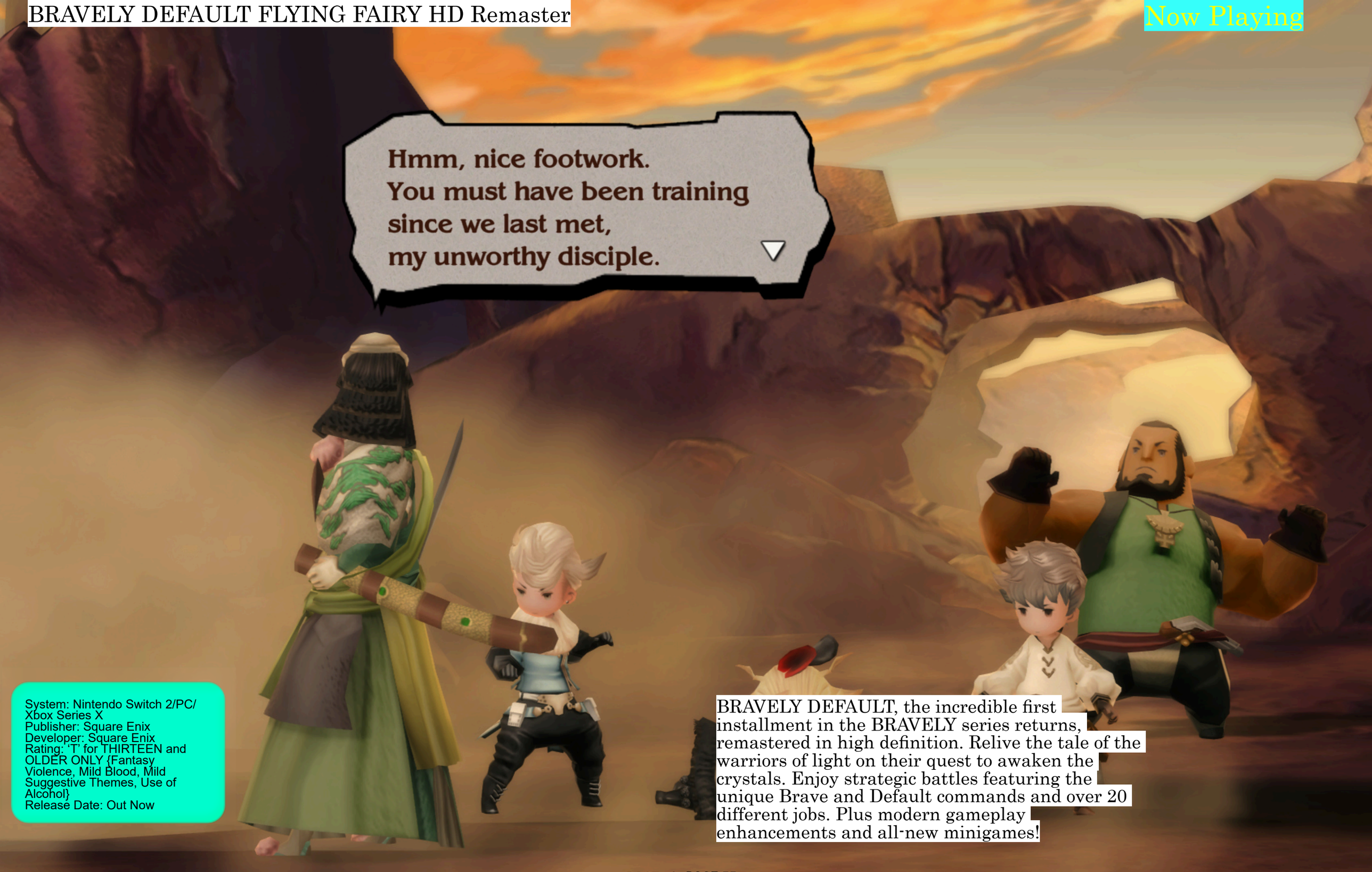




Play the classic adventure across 5 versions (MS-DOS, PlayStation®, Atari Jaguar, Game Boy Color, and Game Boy Advance) now enhanced with an immersive, reimagined soundtrack, plus more than 120 additional levels from Rayman’s New Levels, Rayman 60 Levels, and Rayman By His Fans. And for the first time ever, experience the long-lost SNES prototype, offering a rare glimpse into how Rayman’s innovative gameplay first took shape.

BRAVELY DEFAULT FLYING FAIRY HD Remaster

Now Playing



System: Nintendo Switch 2/PC/ Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: 'T' for THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Blood, Mild Suggestive Themes, Use of Alcohol}
Release Date: Out Now

BRAVELY DEFAULT, the incredible first installment in the BRAVELY series returns, remastered in high definition. Relive the tale of the warriors of light on their quest to awaken the crystals. Enjoy strategic battles featuring the unique Brave and Default commands and over 20 different jobs. Plus modern gameplay enhancements and all-new minigames!



System: Nintendo Switch 2/PC/ Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: 'T' for THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Blood, Mild Suggestive Themes, Use of Alcohol}
Release Date: Out Now

Without warning, the Great Chasm opened a hole in the world. Tiz is the sole survivor of a village swallowed whole by the chasm. In the depths of his despair, he encounters a young vestal named Agnès. Together they set off on a journey with the goal of closing the chasm and freeing the crystals swallowed by darkness.

BRAVELY DEFAULT FLYING FAIRY HD Remaster









Based on the original version, this remaster features high-definition graphics, a redesigned user interface, ability to fast forward event scenes, and other modern conveniences. Networking features from the original version have been retooled for modern networks. Two types of minigames are also newly added.

Movierooms Cinema Management

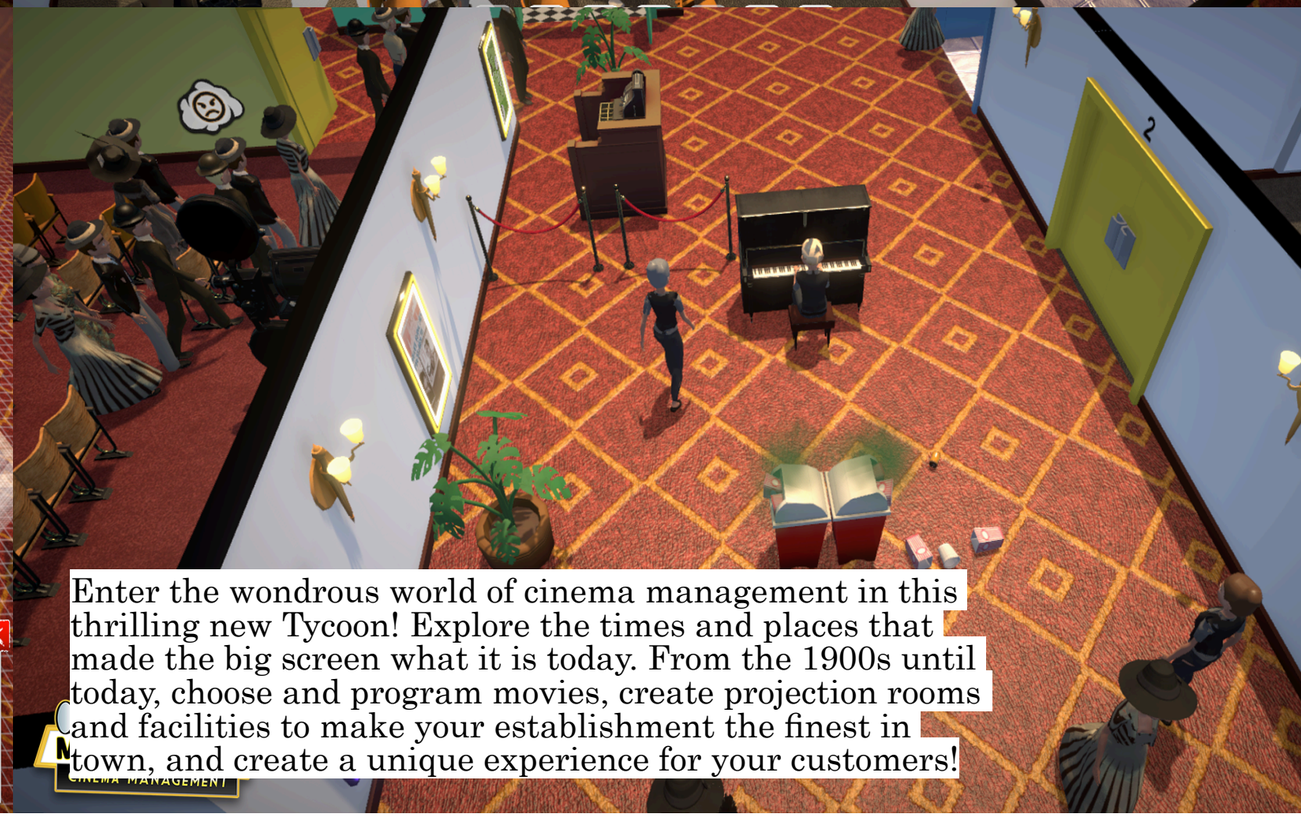


Now Playing





System: Personal Computer (PC)
Publisher: Mad Pumpkins
Developer: Mad Pumpkins
Rating: ‘NR’ for Not Rated
Release Date: Out Now

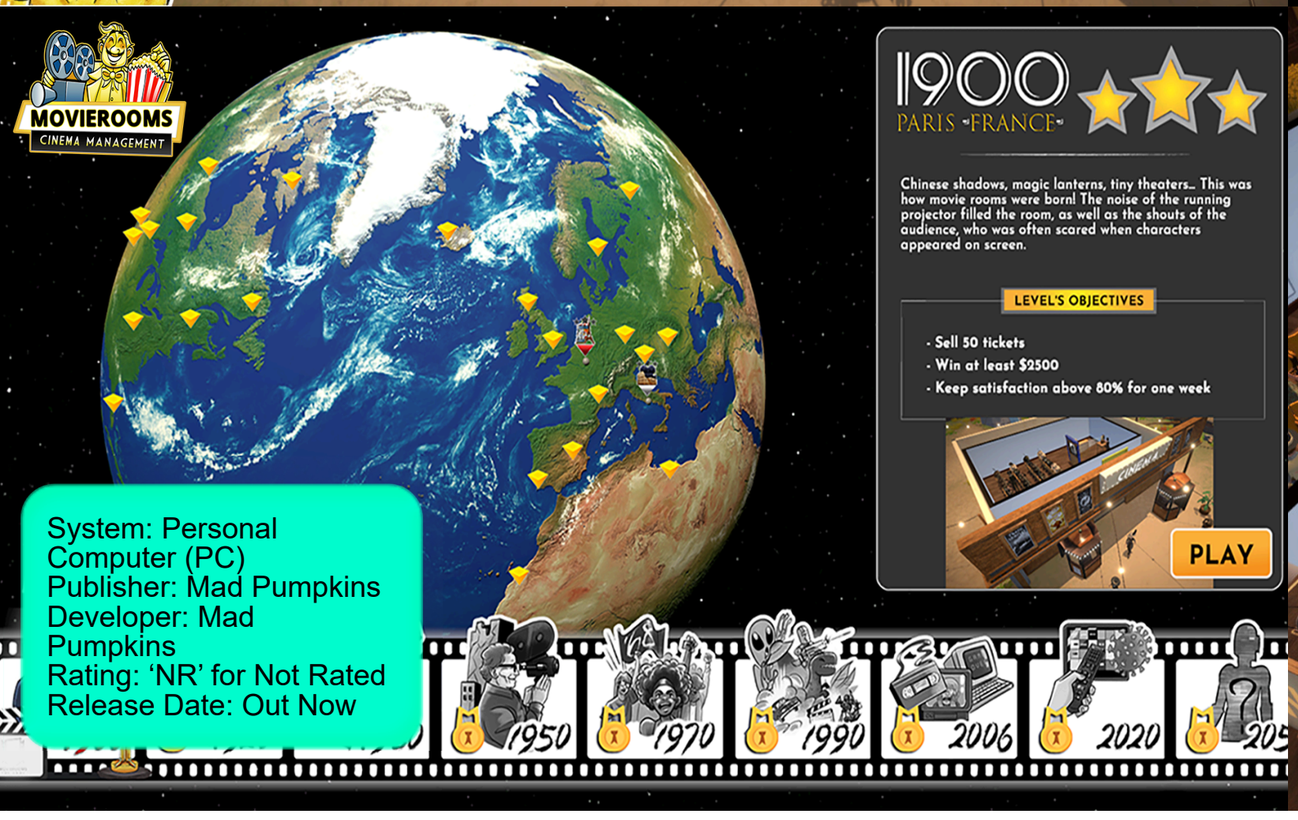


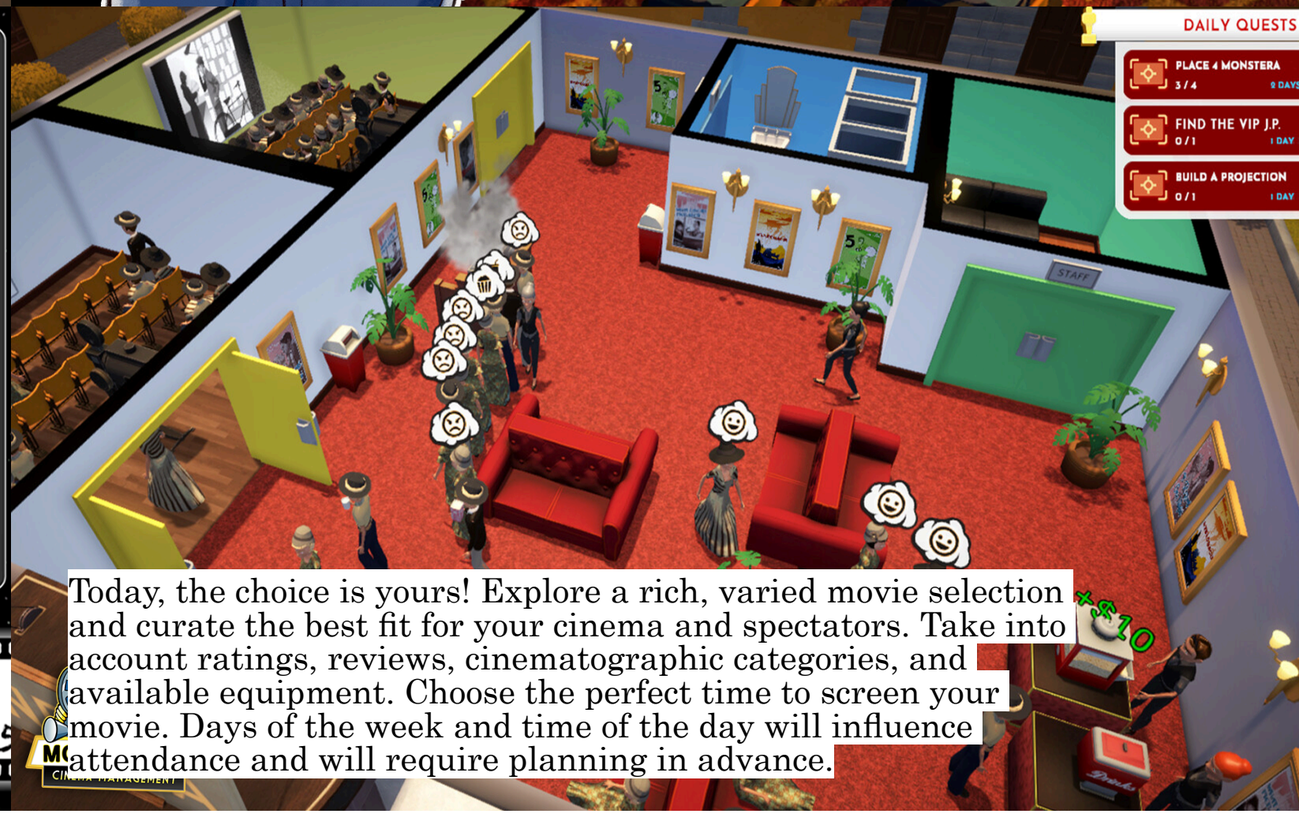
Enter the wondrous world of cinema management in this thrilling new Tycoon! Explore the times and places that made the big screen what it is today. From the 1900s until today, choose and program movies, create projection rooms and facilities to make your establishment the finest in town, and create a unique experience for your customers!

Movierooms Cinema Management









Last Minute Tidbits

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System: Nintendo Switch/ Nintendo Switch 2/PC
Publisher: Wright Flyer Studios
Developer: Wright Flyer Studios
Rating: 'RP' for Rating Pending
Release Date:September 16, 2026

Masato Kato, the creator of numerous RPG classics, presents an epic adventure spanning the past, present, and future! The main story is a richly woven tale with full voice acting, accompanied by a main theme song composed by Yasunori Mitsuda and music incorporating traditional folk instruments and an orchestra by Procyon Studios!

System: Nintendo Switch/ Nintendo Switch 2/PC
Publisher: Wright Flyer Studios
Developer: Wright Flyer Studios
Rating: ‘RP’ for Rating Pending
Release Date:September 16, 2026

For command battles you initiate, creating a balanced party of attackers, supporters, and healers is key to victory! Unleash attacks to fill the Another Force gauge, and activate Another Force to stop enemies from taking action while your characters deliver devastating attacks!

Another Eden Begins

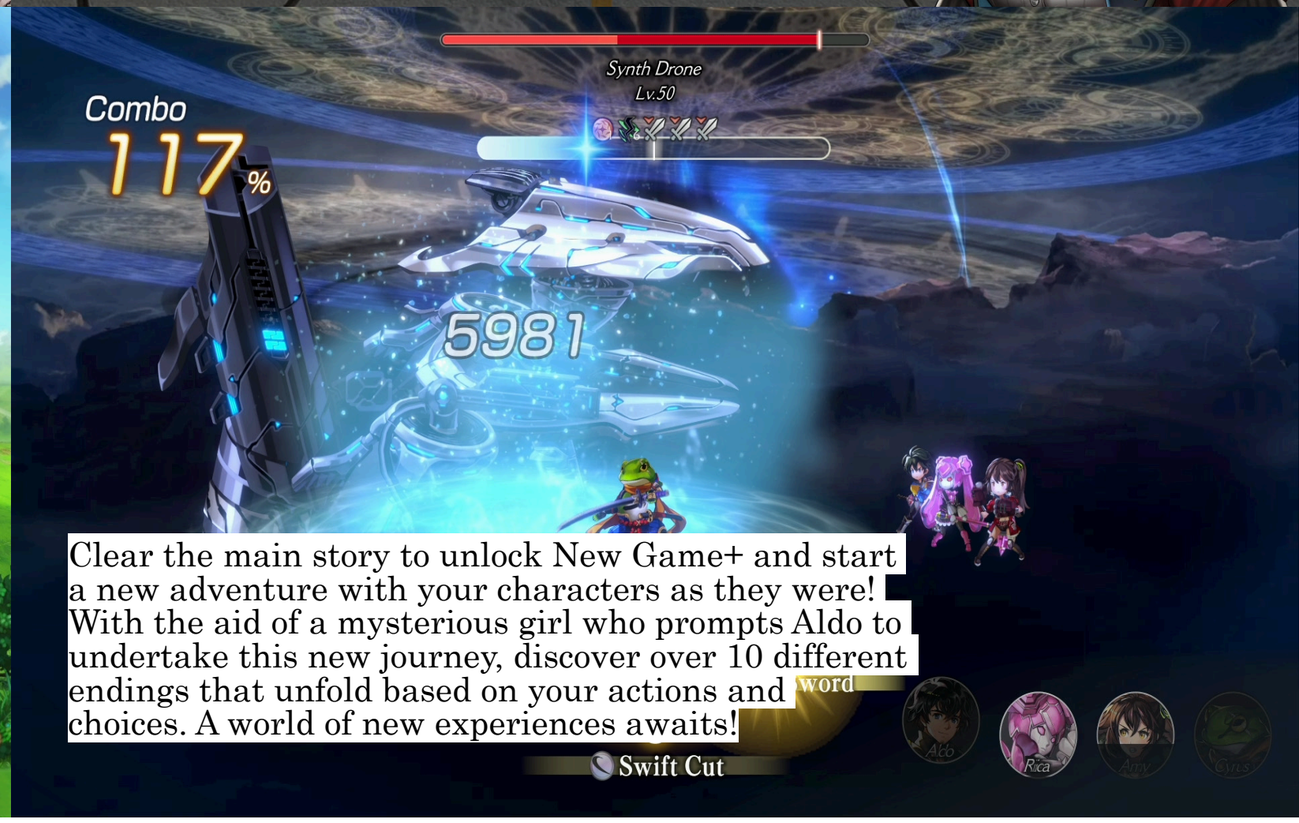


Last Minute Tidbits





System: Nintendo Switch/ Nintendo Switch 2/PC
Publisher: Wright Flyer Studios
Developer: Wright Flyer Studios
Rating: 'RP' for Rating Pending
Release Date:September 16, 2026



Clear the main story to unlock New Game+ and start a new adventure with your characters as they were! With the aid of a mysterious girl who prompts Aldo to undertake this new journey, discover over 10 different endings that unfold based on your actions and choices. A world of new experiences awaits!

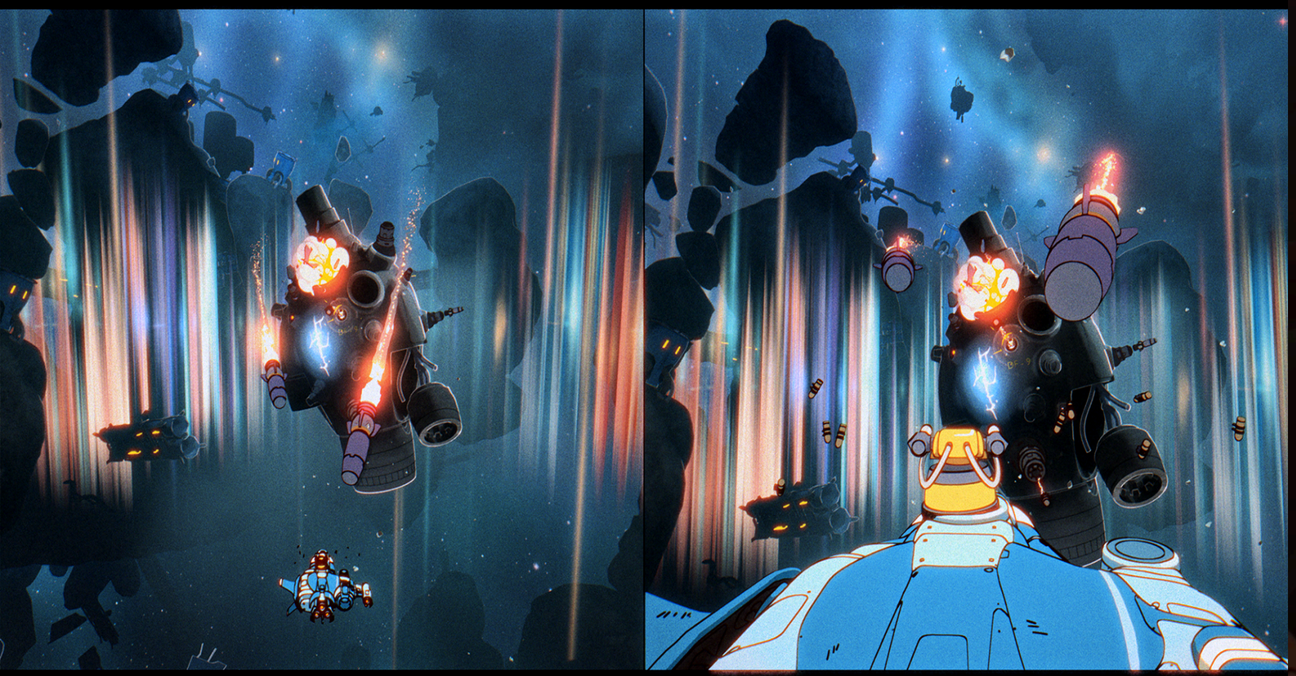
System: Nintendo Switch 2
Publisher: Kepler Interactive
Developer: Shapefarm
Rating: ‘RP’ for Rating Pending
Release TBA 2026

Grab a friend and launch into Orbitals, an intergalactic 2-player co-op adventure set in a wholly new retro anime world.

System: Nintendo Switch 2
Publisher: Kepler Interactive
Developer: Shapefarm
Rating: ‘RP’ for Rating Pending
Release TBA 2026

Team up as Maki and Omura, two inseparable explorers with a whole lot more determination than experience. You’ll brave the perils of space in search of help for their crumbling station home, now trapped within a supernatural cosmic storm.

Orbitals



Last Minute Tidbits





System: Nintendo Switch 2
Publisher: Kepler Interactive
Developer: Shapefarm
Rating: ‘RP’ for Rating Pending
Release TBA 2026



Our duo must venture beyond the storm and into the unknown in a desperate bid to save their home. It’ll take brains, bravery, and teamwork to make it through!



System: Nintendo Switch 2/ PC/PS5/Xbox One/Xbox Series X
Publisher: Coffee Stain Publishing
Developer: Iron Gate
Rating: ‘RP’ for Rating Pending
Release Date: Out Now

Explore a world shrouded in mystery. Discover distinct environments with unique enemies to battle, resources to gather and secrets to uncover! Be a viking, sail the open seas in search of lands unknown, and fight bloodthirsty monsters.



System: Nintendo Switch 2/ PC/PS5/Xbox One/Xbox Series X
Publisher: Coffee Stain Publishing
Developer: Iron Gate
Rating: ‘RP’ for Rating Pending
Release Date: Out Now

Raise viking longhouses and build bases that offer reprieve from the dangers ahead. Customise buildings, both inside and out, with a detailed building system. Progress through building tiers to upgrade, expand and defend your base.

Valheim



Last Minute Tidbits





System: Nintendo Switch 2/ PC/PS5/Xbox One/Xbox Series X
Publisher: Coffee Stain Publishing
Developer: Iron Gate
Rating: 'RP' for Rating Pending
Release Date: Out Now



Struggle to survive as you gather materials and craft weapons, armor, tools, ships, and defenses. Decorate your hearths and sharpen your blades, grow crops and vegetables, prepare food, brew meads and potions, and progress as you defeat more difficult bosses and discover new recipes and blueprints.



System: Nintendo Switch 2
Publisher: Binary Haze Interactive
Developer: Binary Haze Interactive
Rating: ‘T' for THIRTEEN and OLDER ONLY {Violence, Blood}
Release Date: Out Now

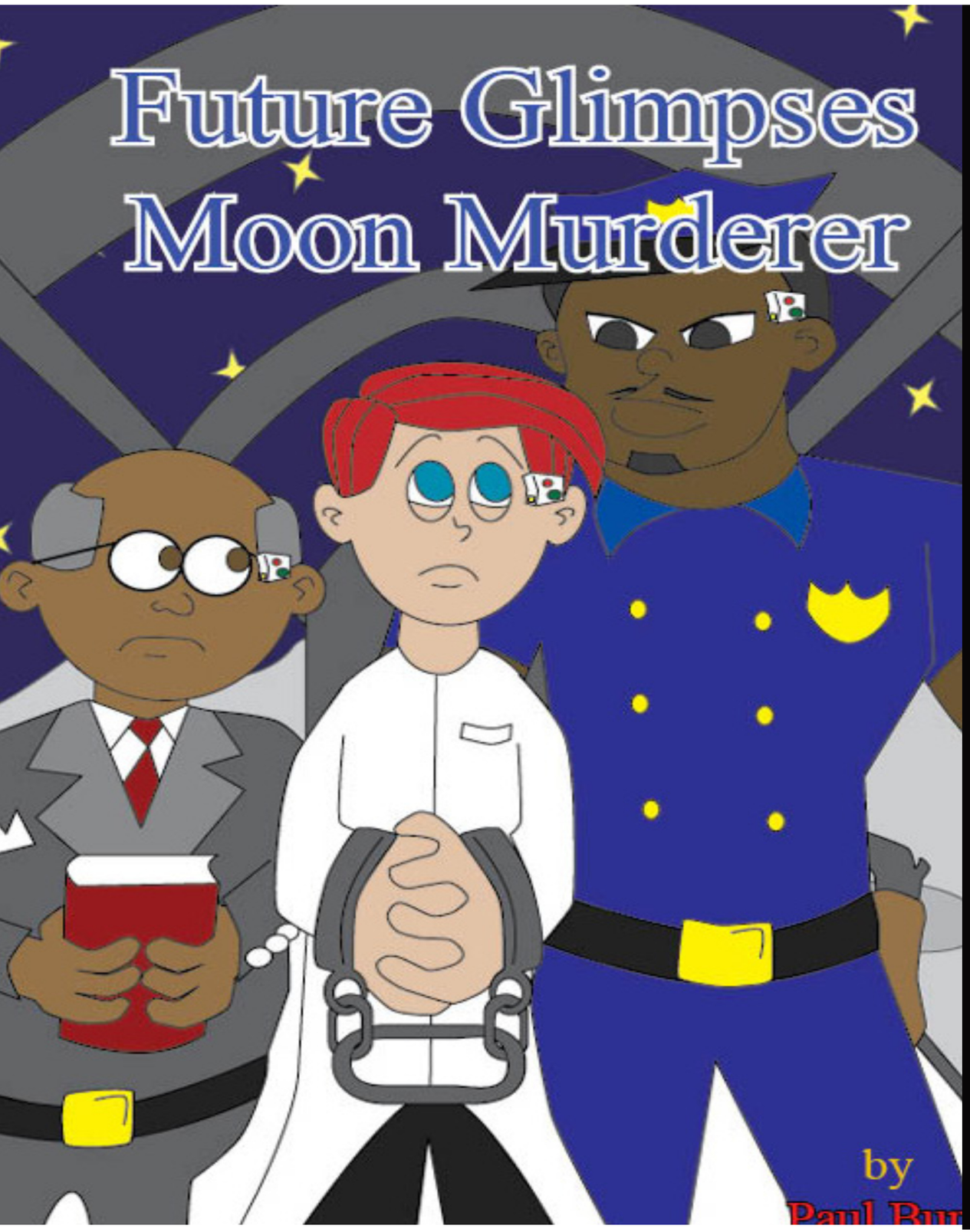
TOKYO SCRAMBLE is a survival puzzle action game set deep underground. When Anne awakens after an accident, she finds herself in a network of subterranean caverns overrun by Zino—mysterious creatures that resemble dinosaurs. Left stranded in this hostile environment where only the strong survive, Anne's only hope is to find a way back to the surface. As her journey continues, Anne comes face-to-face with a diverse and deadly roster of Zino.

TOKYO SCRAMBLE

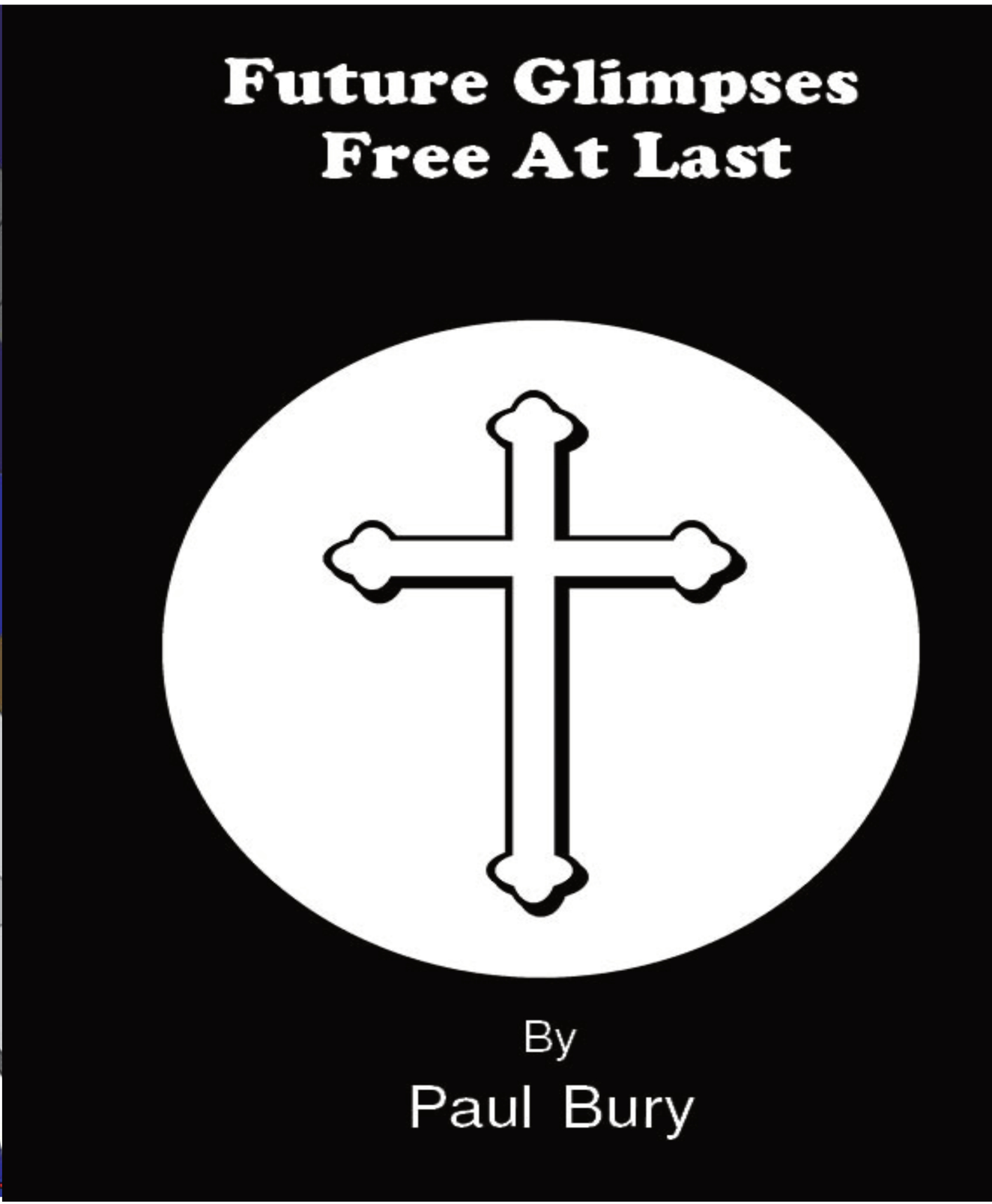
Last Minute Tidbits

System: Nintendo Switch 2
Publisher: Binary Haze Interactive
Developer: Binary Haze Interactive
Rating: ‘T' for THIRTEEN and OLDER ONLY {Violence, Blood}
Release Date: Out Now

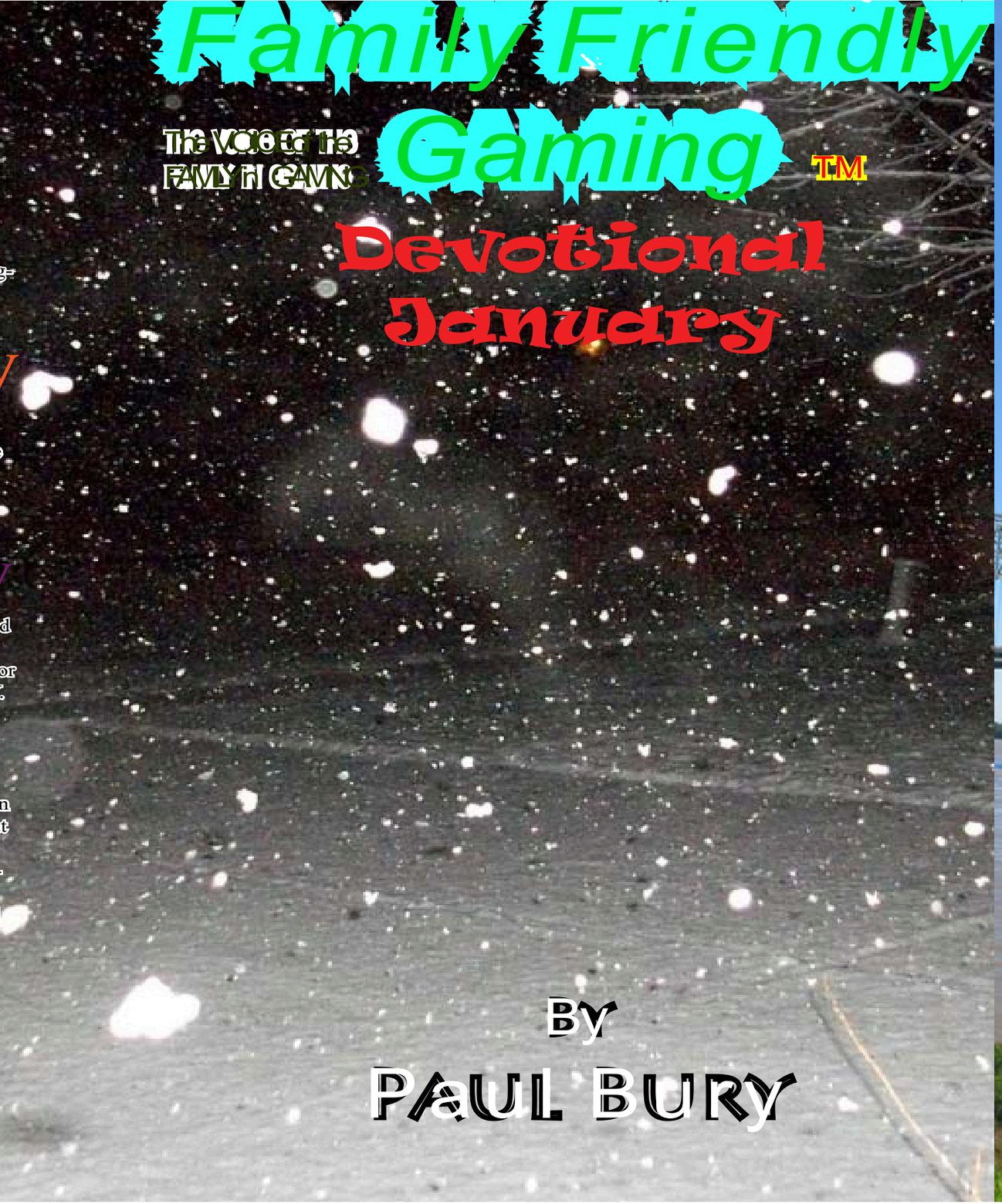
The controls may be simple, but make no mistake—the moment you let your guard down, it's game over! Observe your enemies to learn their strengths and weaknesses, then wait for an opening to make your escape. Keep out of sight and hold your breath as you search for a Zino-free path to safety!

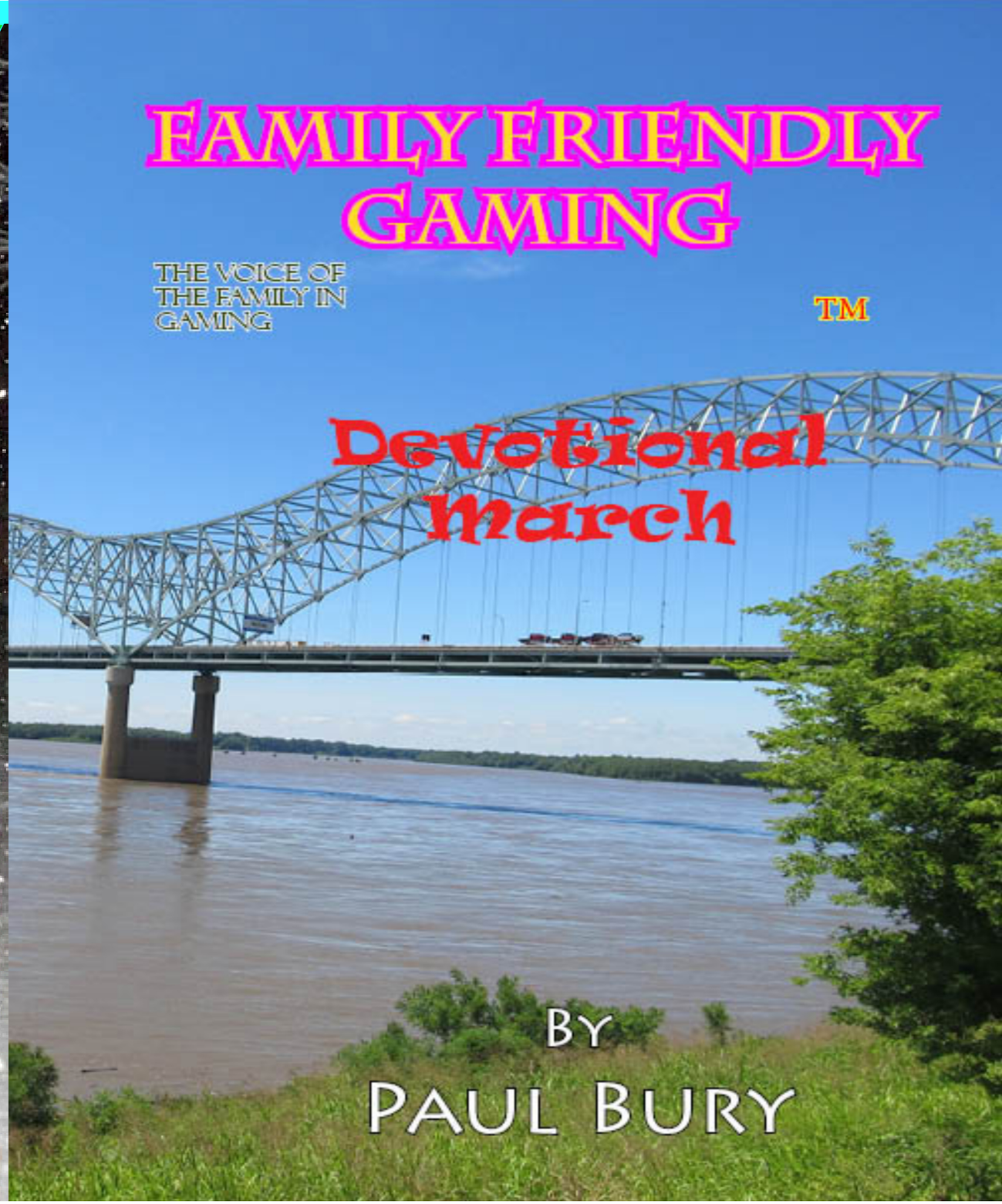


Family Friendly Gaming BUY IT RIGHT NOW HERE



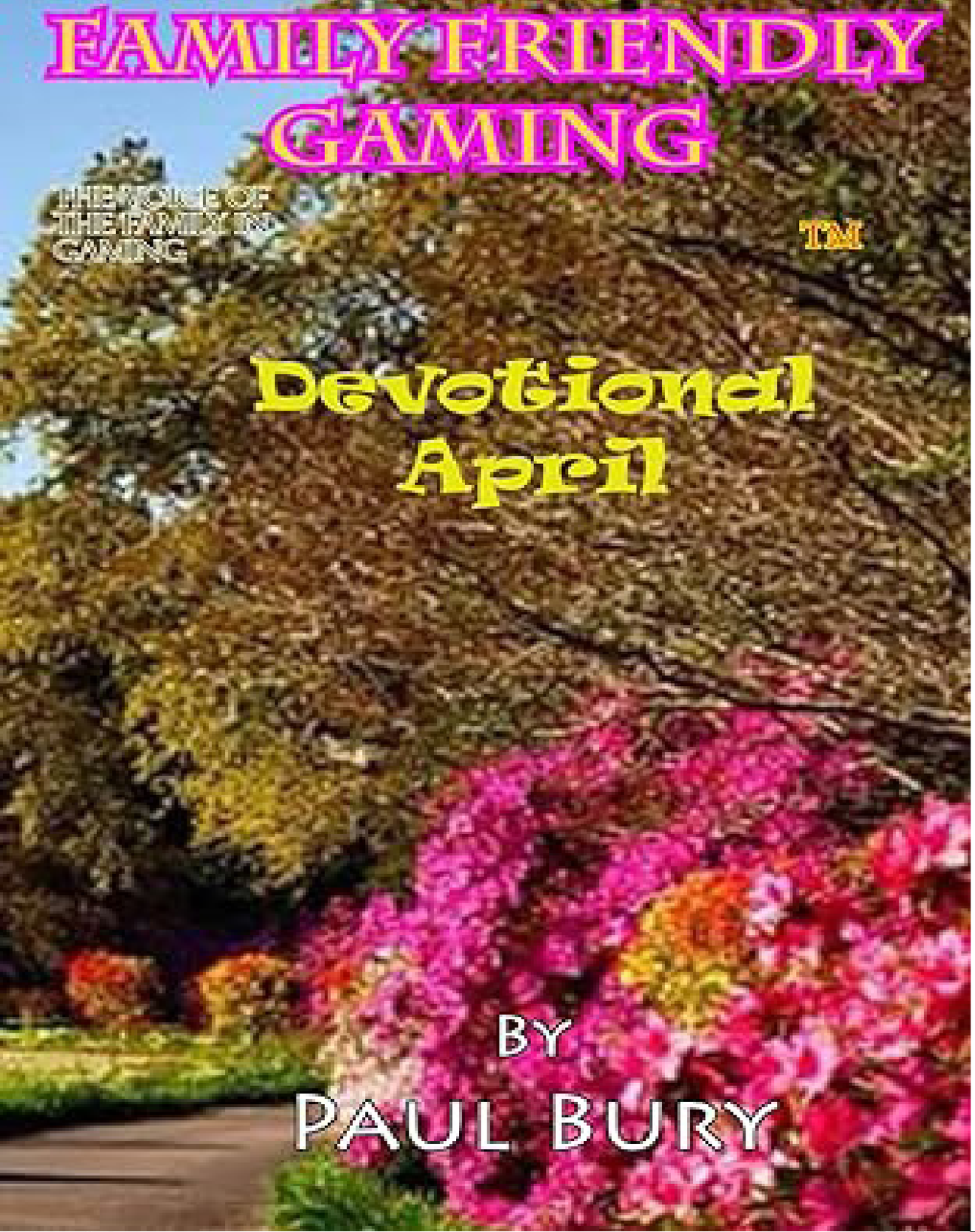
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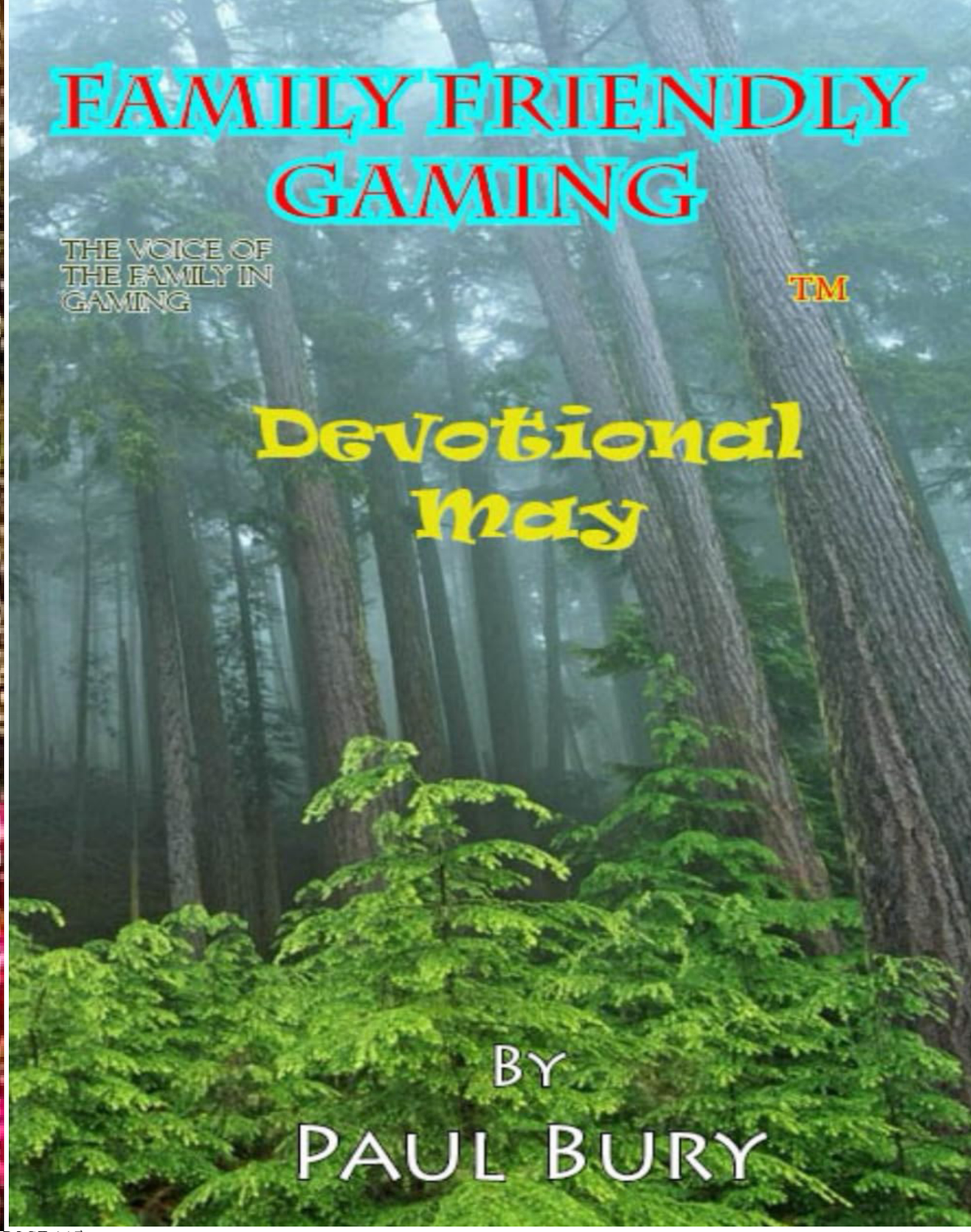




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