FAMILY FRIENDLY
GAMING
The Voice of the Family in Gaming
EA SPORTS College Football 27!
November 2026
Issue #232

Contents

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STAFF:

Editor in Chief:	Paul Bury
Art Director	Yolanda Bury
Sports:	Frank
Music	Shirley
History	**Patricia**
Gaming Journalist:	**Sam**
Working Man Gamer:	**Secret**
Teen Gamer:	**Secret**

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Family Friendly Gaming
7910 Autumn Creek Drive
Cordova, TN 38018
Pbury@familyfriendlygaming.com

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Editor's Desk

Clear Communications

I am shocked and slightly dismayed that there are people in our world that still consider lies and deceit as normal behavior. It is not. I am also stunned that some people cannot be clear with their communications. I am thinking about examples of someone telling one group of people one thing and another group a completely different thing. Jesus Christ was very clear in Matthew 5:37

All you need to say is simply 'Yes' or 'No'; anything beyond this comes from the evil one.

There are too many people that seem to think talking constantly makes them look important. There is no need to go beyond the yes and the no on some of these things. Yet I see it again and again from some people. They drone on over and over again. I remember someone saying something to me a long time ago - "stick with the truth it is easier to remember." Plus you have to keep track of whom you said what to. If you tell this person one thing and someone else the opposite it can be easy to confuse whom you told what to. I prefer to keep it honest, genuine, true, and transparent. This article is a great example of keeping the communications clear, and transparent. No beating around the bush.

- Paul Bury

FEMALE SIDE

Recovery

As many of ya'll know I am recovering from a surgery. It has been challenging dealing with it. The good news is the pain is no longer screaming up my arm to my shoulder like it was before. This has been a definite improvement. I am now on the mend, and getting better day by day. I do not know why God did not heal me, and allowed man made medicine to do this. I know I would prefer a miracle. For whatever reason it did not come for me. Trust me I prayed about it quite often. I had elders pray over me. Yet for whatever reason God wanted us there. Maybe one of the nurses lives will be changed. I do not know. What I do know is that day by day things get better. It will continue to take time to get over the operation. Maybe that is a lesson there. That operations take time for the body to heal. Maybe I should have been more patient waiting on God. It is definitely something for me to meditate upon. I will continue to pray about it. It also shows me how much my hubby does for me on a daily basis. He is like the Energizer Bunny. He just keeps on working on making things better for our family, home, and of course this ministry work Family Friendly Gaming. I find others in our community to help. Right now I need to go help my mother.

- Yolanda Bury

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.

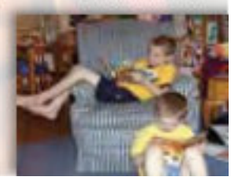
14 DVD ROM titles
$10.99 each

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

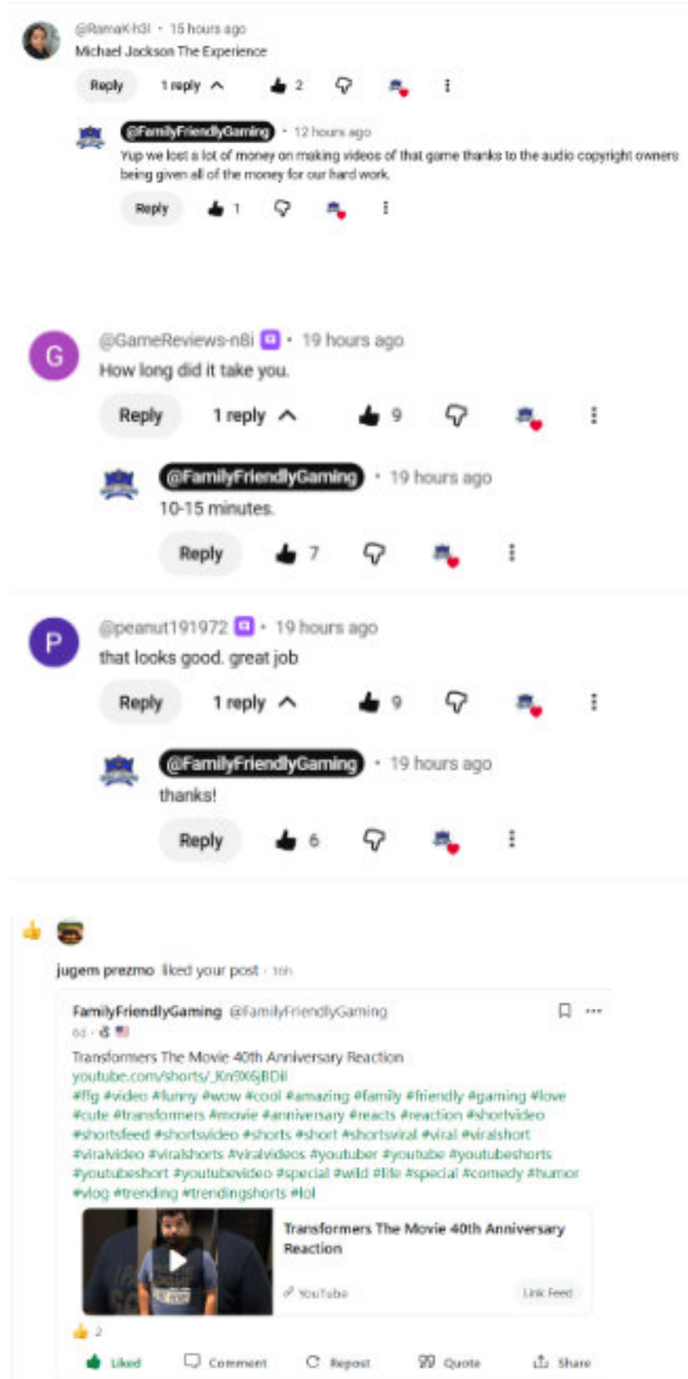
Products can be ordered from your local Homeschool Retailer.

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



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!

NOT WAITING

I just read your not waiting article and absolutely loved it. That makes perfect sense to me. You were making plans and waiting for certain things to happen. Why wait? Start working on things now. I think you said something similar as advice to anyone wanting to live stream. Do not wait for the perfect setup. Start now, and learn along the way. You will make mistakes. There will be lessons to be learned. Have you been learning any lessons thus far with the things you started? I saw your really cool Build It Greenhouse short. That shows me that you are a man of your word. You are putting your money where you mouth is. Keep it up brother.

- Shawn

{Paul}: Shawn,

Thank you so much for your kind words of encouragement. One of the reasons we connect with so many millions of families is that we are real. We share real issues, problems, awards, successes, and more. We do not hide. We are not fake. The reactions are genuine. I have

felt like I have been in a holding pattern a great many times in my lifetime. I am ready to go for it, learn, and improve. Part of that mentality is we will be using a lof of this as a practice run. We plan on getting more when we get some land out in the country. For example more blueberry bushes, more strawberry plants, etc.

We have actually already learned a few things from that little greenhouse we purchased. We have these deep sort of long rectangle pots. They are so deep that there is not much room between them and the next level. So we will need to look into ones that are not as deep going forward. Planters that are shorter in terms of the height. That was the first lesson learned. We also plan on using this to do starters for the plants before they go in the garden. Thus far the little greenhouse is fantastic and we are really enjoying it.

June Devotional

Thank you for writing the Family Friendly Gaming June Devotional. That book is such a blessing to me and my entire family. God has seriously blessed you with such an amazing gift of writing. I am curious about the Future Glimpses books. Are they good for a Christian to read?

- Martha

{Paul}: Martha,

Thank you so much for your kind words of encouragement. I am so happy to hear that the Family Friendly Gaming June Devotional has been a blessing to you and your family. I keep working on those books as time allows. If sales of the books would pick up I could get even more of them done. My goal is to have the entire year finished before God takes me home. Lord willing that will happen.

I feel that the Future Glimpses books are great for any fellow believer to read. I wanted to do a Chrstian science fiction. I looked at our world under President Obama and extrapolated where things were going. I realized that two separate societies was a possible outcome. I decided to follow more of the path of those that follow God versus those that are disobedient to God. What would that society look like? What

SOUND OFF Continued

kinds of things could be done? At the same time I threw in some interesting things like a Civil War II in America. This time the South wins. How would America split up in that kind of a scenario. From there I started on the moon. There is the first ever moon murder, and things are not what they seem. Throw in some cool science fiction technology, and a pastor being part of the law enforcement team. Things get very interesting. I do not want to spoil all of it.

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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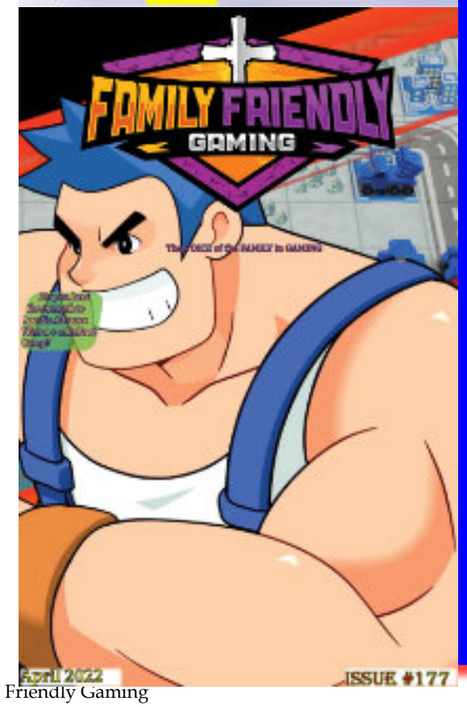
Look BACK Family Games

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.



Blank Slate: The Game Where _____ Minds Think Alike

Blank Slate Game from USAOPOLY

Recommended for ages 8 years and older

A party game where you predict what others are thinking

Includes 8 slates, markers, and 250-double-sided cue cards

The goal is to complete phrases with any word, but you score points for matching your word with any one other player

Approximate play time:
30 minutes

Title: Blank Slate: The Game Where _____ Minds Think Alike.

Format: Gift

Vendor: USAopoly

Publication Date: 2019

Dimensions: 10 X 3 X 10 (inches)

Weight: 2 pounds 1 ounce

UPC: 700304049803

Ages: 8-14

Stock No: WW049803

DEVOTIONAL

Who is Righteous? Part 5

How difficult is it to hope for something you cannot see? How patient are you to wait on God and His perfect timing? I myself know this can be challenging to wait for years and they stretch into decades. **Romans 4:18** *Against all hope, Abraham in hope believed and so became the father of many nations, just as it had been said to him, "So shall your offspring be."* Abraham continued to believe even though he had no children. As Abraham got older and older do you think it was easy for doubt to creep in?

It comes down to whether or not you believe God has the power to make the impossible happen. Do you believe in miracles? Have you seen, heard, or read about miracles? Does that make it easier to believe? **Romans 4:19** *Against all hope, Abraham in hope believed and so became the father of many nations, just as it had been said to him, "So shall your offspring be."* It can challenging at times to keep the faith and hope alive when Satan is attacking again and again. Other humans are wanting you to just give up.

Abraham gives us an example of how to behave in those situations. **Romans 4:20-21** *Yet he did not waver through unbelief regarding the promise of God, but was strengthened in his faith and gave glory to God, 21 being fully persuaded that God had power to do what he had promised.* All you need to do is put your faith, hope and love in God. Trust God.

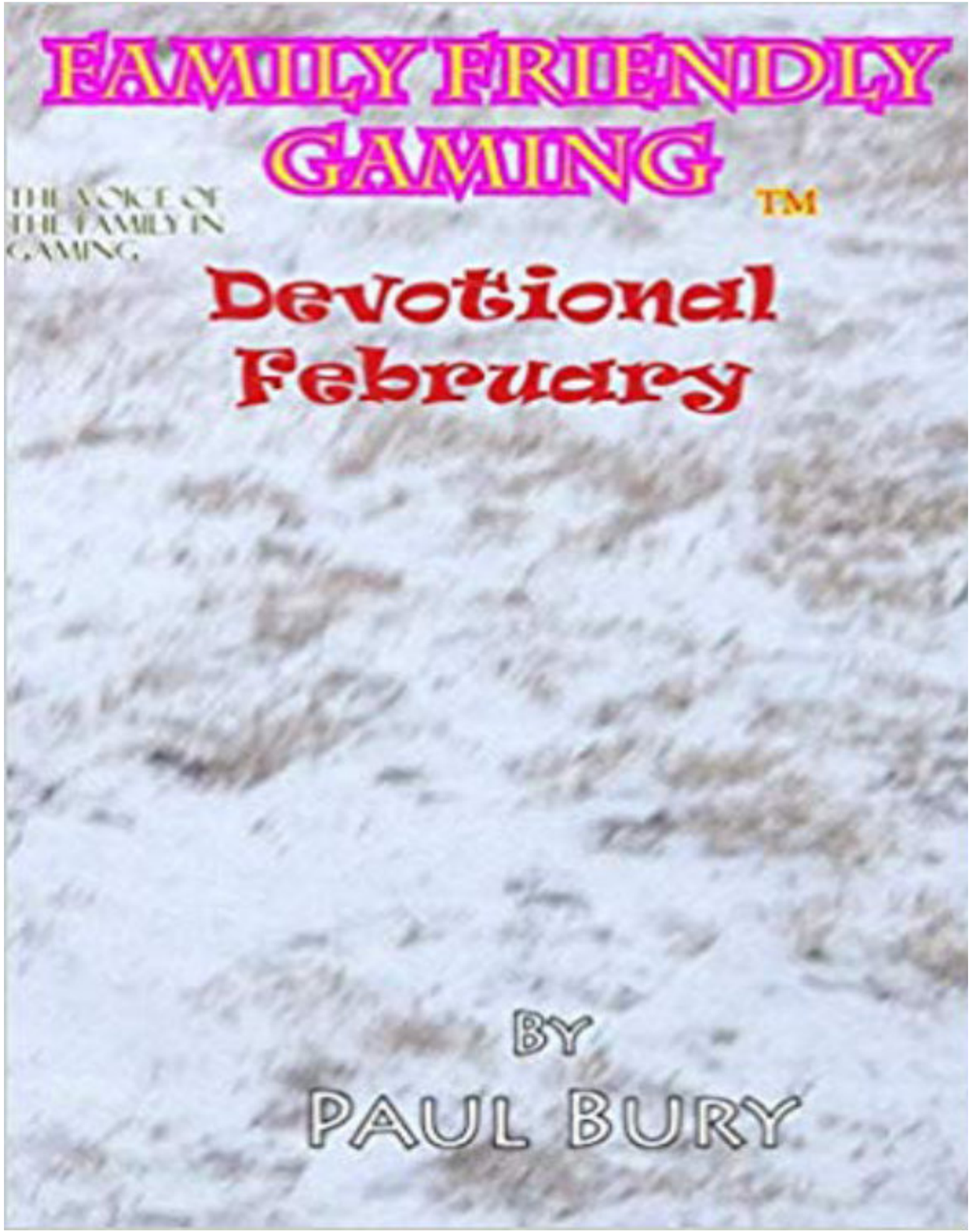
The example of Abraham can be directly connected to Jesus Christ. **Romans 22-25** *This is why "it was credited to him as righteousness." 23 The words "it was credited to him" were written not for him alone, 24 but also for us, to whom God will credit righteousness—for us who believe in him who raised Jesus our Lord from the dead. 25 He was delivered over to death for our sins and was raised to life for our justification.* What kinds of credits are on your account with God? Do you have faith in Jesus Christ? Do you believe in Him? It all comes down to a choice that you make. Do you make the one that puts faith, hope, trust, and love in God?

God Bless,
Paul Bury

PRAYER

Jesus,

I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.



In The NEWS

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8BitDo Unveils the Ultimate 3E

Game Outlet Europe®, an independent distributor of video games and gaming accessories, announced today the opening of pre-orders for the 8BitDo Ultimate 3E Controller for XBOX and PC.

The Ultimate 3E represents 8BitDo's most advanced controller to date. Engineered for players that demand precision, durability and customisation, The Ultimate 3E features the Hall-Effect impulse triggers you've come to expect from 8BitDo's controllers, now paired with cutting-edge TMR (Tunneling Magnetoresistance) technology to deliver enhanced precision and stability. In addition, a new hot swappable ABXY Module, D-pad and three thumb-stick combinations allow gamers to craft their gaming experience to their own individual preference..

Officially licensed for XBOX and compatible with XBOX Series X|S and XBOX One consoles via 2.4GHz low-latency wireless and wired connectivity for XBOX X|S and XBOX One consoles. Low-latency 2.4GHz wireless and wired support for Windows™ 10/11, and Bluetooth® connectivity for iOS, iPadOS, and Android® devices. The Ultimate 3E also includes a built-in 3.5mm audio jack with dedicated on-controller volume and mic muting controls for connected headsets.

Pro Precision Meets Total Modular Customization

The 8BitDo Ultimate 3E sets a new benchmark for competitive third-party gamepads:

Next-Gen TMR Joysticks: Powered by Tunneling Magnetoresistance sensors, delivering sub-millimeter precision, zero stick drift, and significantly improved power efficiency over traditional potentiometers.

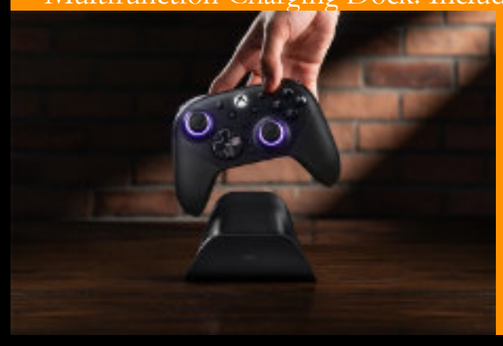
Modular Magnetic Faceplate & Accessory Pack: Tailor ergonomics on the fly. Players can swap between silicone membrane and tactile micro-switch ABXY modules, alternate between circular and classic D-pads, and hot-swap analog stick heights and caps.

Hall-Effect Impulse Triggers & Quick-Stops: Magnetic Hall-effect triggers offer friction-free smoothness, customizable rumble feedback, and two-stage physical trigger stops for instant hair-trigger response in competitive shooters.

Expanded Pro Controls: Equipped with two ergonomic remappable rear paddles and dedicated fast-action top shoulder bumpers (L4/R4) for low-latency inputs without lifting thumbs from the sticks.

Competitive PC Performance: Features up to a 1000Hz polling rate and 6-axis gyro motion control when connected to PC.

Multifunction Charging Dock: Includes an integrated wireless charging dock with an embedded 2.4G receiver chamber, keeping the controller protected, charged, and paired seamlessly.



Keep the drift in your favourite racing game, where it belongs.

Pre-orders are open now, with retail availability October 23, 2026 across Europe and the UK, with an MSRP of €139.99 / £119.99.

Prinny Party Going Overboard! Release Date

NIS America is excited to announce that Prinny Party: Going Overboard! is coming to Nintendo Switch 2, Nintendo Switch, PlayStation 5, and Steam on November 11.

Have a taste of Prinny Party: Going Overboard! in the new sweet and spicy Demo, available now on Nintendo Switch 2, Nintendo Switch, PlayStation 5, and Steam.

In Super-Spicy Mode, players will tackle a challenging take on Prinny Party unique to this demo! Players must clear the demo using Prinny and a limited set of tools. Try this one out if you like it hot!

In the standard mode, players will play a truncated version of the standard game. Pick from Prinny, Warrior, Archer, or Ninja as you throw, build, and fight your way to victory. While the Protago-Knights won't show up, you'll still get to fight an adjusted Laharl—and then fight over his body!

(*Build options, Boardroom Assembly options, and more will also be limited.)

Remember: in Prinny Party: Going Overboard!, you're friends until you're not. Fight together, fall apart, and climb to the top of the heap. Just don't all die at once, or it's game over! This prinny-perfect experience is an RPG and a party all in one!

About Prinny Party: Going Overboard!

In Prinny Party: Going Overboard!, a 4-player party game, you and your friends will do whatever it takes to defeat the Supreme Overboard and his Protago-Knights! In practice, it's quite simple: move around the board, earn experience, acquire more powerful equipment, and turn in quests to stay ahead of the curve. Then, when a boss spawns, work together to take him down!

But friendships don't last long in Prinny Party. Only the player who brings the boss back to spawn gets the credit, so do whatever it takes to be the hero!

Throw, fight, and squabble your way to victory! Whatever you do, just don't die all at once, or it'll be game over—for everyone!

Features:

Huck, Chuck, Boom!: Pick up and throw your friends, enemies, and frenemies to put things in their place. As always, be careful when handling Prinnies!

Build a Better Tomorrow: By landing on a build space, you can build and upgrade facilities, such as hospitals or armories. Just remember: other players will be able to shop there, too!

It Pays to Pass Some Bills: Triple your damage, move again, or build a cannon capable of wiping out even the most powerful demons. Everything is possible when you pass bills at the Assembly!

Prinny Party: Going Overboard! features GameShare, so you can play with your friends even if they don't own a copy of the game!

Title: Prinny Party: Going Overboard!

Release: November 11, 2026

Platforms: Nintendo Switch 2, Nintendo Switch, PlayStation 5, Steam

Genre: Party

Players: 1-4

Text Languages: English

Audio Languages: English, Japanese

In The News Continued

ESRB Rating: EVERYONE 10+

Publisher: NIS America, Inc.

Developer/Licensor: Nippon Ichi Software, Inc.

Transport Fever 3 Tycoon Gameplay

Swiss developer Urban Games and publisher Paradox Interactive today released a new Tycoon Gameplay Overview video for Transport Fever 3, the highly anticipated sequel to the award-winning transport management series which launched across PC and Consoles. The video takes an in-depth look at the game's improved User Interface (UI) and usability, while showcasing the expanded tycoon gameplay and new systems that give players more control over their growing networks.

Following the recent First Look series, the new gameplay overview brings many of Transport Fever 3's interconnected systems together and shows how they shape a full game. Building a profitable transport network remains essential, but financial success is now a means towards a bigger goal: helping towns prosper, increasing the population of the world, and progressing through the ranks of the player's logistics company.

The Tycoon Gameplay Overview highlights the many ways players can build and grow their transport empire, from managing citizen happiness to balancing cargo demands, traffic, pollution, and noise. New municipal areas give players greater control over the impact of their networks, with tools such as noise barriers, underground railways, greenification, and pollution plants helping towns thrive. Players can also invest in unique landmarks, each offering strategic benefits to the municipality it has been constructed in.

Successful town development contributes directly to company progression. Ranking up unlocks headquarters upgrades, landmarks with unique bonuses, resource prospection, marketing campaigns, pollution reduction, and more. Optional contracts and subsidies provide additional opportunities to earn money, reputation, and town experience along the way.

Maintenance has also been expanded. Vehicles are maintained automatically when operating within range of the appropriate facilities, while neglected fleets will gradually slow down and produce more noise and pollution.

Transport Fever 3 gives players extensive control over how deeply they want to engage with these systems. Whether completing campaign missions, experimenting in free play and sandbox, or creating custom landscapes with the map editor, Transport Fever 3 offers players the freedom to build their empire their way.

Transport Fever 3 is set to release on September 29 across PC, Mac, and Linux via Steam, The Epic Games Store and GOG, as well as for PlayStation®5 and XBOX Series X|S.

In The News Continued

The Legend of Heroes Trails from Zero and The Legend of Heroes: Trails to Azure Available Now on Nintendo Switch 2 and PlayStation 5

NIS America is excited to announce that the renowned The Legend of Heroes Crossbell JRPG duology, The Legend of Heroes: Trails from Zero and The Legend of Heroes: Trails to Azure, are now available on Nintendo Switch 2 and PlayStation 5.

The Nintendo Switch 2 and PlayStation 5 versions of The Legend of Heroes: Trails from Zero and The Legend of Heroes: Trails to Azure feature a variety of performance enhancements, including 4k resolution. The Nintendo Switch 2 versions even include mouse input support.

The Legend of Heroes: Trails from Zero

Revisit Crossbell in this exciting chapter from the renowned The Legend of Heroes series! The site of an ongoing territorial struggle between the Erebonian Empire and the Republic of Calvard, Crossbell has developed into a prosperous city-state and one of the continent's leading economic centers.

After three years away from his hometown, Lloyd Bannings returns in order to follow his late brother's footsteps and join the Crossbell Police Department. However, when he arrives, he finds he's been assigned to the Special Support Section, a new division that handles odd jobs and minor requests. He meets his new teammates, which include Elie MacDowell, the granddaughter of the city's mayor; Randy Orlando, a womanizing ex-soldier; and Tio Plato, a young tech genius.

Features:

Welcome to Crossbell: An exciting story arc in the Trails universe is about to begin in this iconic city-state! Experience a rich and refreshing game world that is teeming with secrets and adventures.

A Scenic City: With enhanced visuals and HD textures, the city-state of Crossbell has never looked better. The new consoles can support up to 120 FPS and even up to 4k resolution! Switch between original and upscaled textures.

Your City, Your Story: High-Speed Mode lets you cruise through the city at your preferred pace. Blaze through battles or savor the story—you decide! Nintendo Switch 2 features mouse support, too!

The Legend of Heroes: Trails to Azure

The story of aspiring hero Lloyd Bannings continues in Trails to Azure!

Set just a few months after the events of Trails from Zero, a temporary peace has settled over Crossbell and the Special Support Section find themselves with newfound fame and status, thanks to their heroic actions.

However, the peace is soon broken with the rise of multiple organizations with ulterior motives. Framing these growing tensions is the increasing pressure from the Erebonian Empire and the Republic of Calvard, with Crossbell caught between them. With the safety of their home and the foundations of their team now on the line, Lloyd and his allies must gear themselves for the threats that loom ahead. Little do they know that Crossbell will soon become the stage for a climactic conflict that will determine its future...

Features:

The Fate of the City-State: Play through the finale of the Crossbell arc, a key thread within the Trails universe. What lies ahead for Lloyd Bannings and his ragtag squad of allies?

Crossbell's Finest Forces: Experience new combat features introduced by Trails to Azure, including Burst, Back Attack, and even your own customizable car. Also, meet a few familiar faces from the Trails of Cold Steel series!

Power from the Past: Import save data from Trails from Zero for a different story experience, including additional conversations and alternate dialogue!

Enjoy this sequel with up to 120 FPS or at 4K resolution using either original or upscaled textures.

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?

Do you know what the video game industry needs? It needs a Worm Simulator. There are Worms video games, but they are going to war. There is a Worm Simulator but it is not actually doing what a worm does. Instead it is being a worm in the human world. I want to real and geniune worm simulator that explains to us what worms do. All of us could learn what worms are good for in the soil. There could be dangerous situations like coming out of the earth and trying to avoid a bird for example. I see dead worms on the sidewalk all of the time. Maybe the Worm Simulator could teach us what it is about the concrete sidewalk that kills the worms, I also noticed the birds avoid worms that get cooked on the sidewalk. There is something fascinating about that to us. When we see a live worm on the sidewalk we help it over to the grass where it can get back into the earth and have a little longer life. Speaking of which, anyone know how long a worm winds up living? Maybe the video game could teach us that. I am sure I could look it up. It would be so much more fun to play it in a video game though. I know this idea may not sound appealing at first. There are all kinds of other simulators. If you enjoy farming, sewing, repairing cars, or more then you might enjoy a Worm Simulator. There is a lawn mowing simulator for goodness sakes. I saw something about a leaf blowing simulator. Is a Worm Simulator so much more than any of those?

What say you? Would you want to play a Worm Simulator? Are you interested in learning about how worms go about their daily lives? This is the kind of a simulator that could really open up a whole genre. Imagine learning how a plethora of different animals live their lives. Learn about what they need to avoid in terms of predators. I just had penguins flash across my mind as another one that might be interesting. If you take my idea and make a game, be sure to send me some royalties.

- Paul

1 John 4:13-16

13 This is how we know that we live in him and he in us: He has given us of his Spirit.
14 And we have seen and testify that the Father has sent his Son to be the Savior of the world.
15 If anyone acknowledges that Jesus is the Son of God, God lives in them and they in God.
16 And so we know and rely on the love God has for us.

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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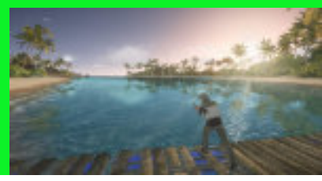
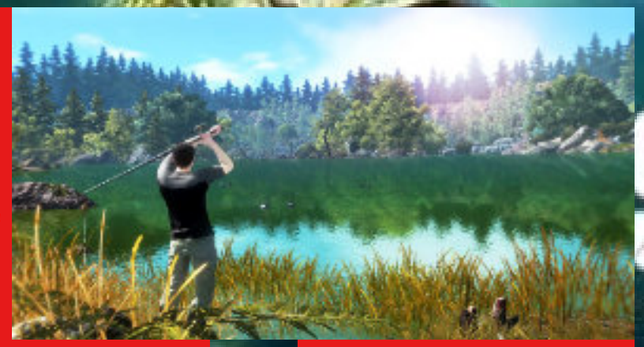


Pro Fishing Simulator

Score: 81



My dad was really cool helping me find a game to play after I finished Lego Batman Legacy of the Dark Knight. He knows the kinds of games I like to play. He actually suggested this game to me. I decide to play it and see. After live streaming Pro Fishing Simulator for a little over an hour I decided I had a good feel for this fishing video game. I decided I could move on and make Pro Fishing Simulator an one shot.

Pro Fishing Simulator looks decent even though it is a few years old. There are plenty of places to go to in Pro Fishing Simulator. Sadly some of them cost more money. I played Pro Fishing Simulator from the physical copy which we already paid for. So it is a bit lame to pay more for content included in the game. I do like the feel of Pro Fishing Simulator. This feels like a fishing video game.

A lot of fishing games force players to stay in the boat. I could run around the lake and pick different places to fish from in Pro Fishing Simulator. There are some amazing sounds in Pro Fishing Simulator. I loved hearing the bird chirp. The elevator music in Pro Fishing Simulator is very relaxing. It can be difficult to find fish in some places in Pro Fishing Simulator. I guess it is like real life that way.

The running around sounds can feel a bit off in Pro Fishing Simulator. I am not sure what that was about. There are seventy-nine different fish to find in Pro Fishing Simulator. This video game claims that the fish act realistic in Pro Fishing Simulator. I have not gone fishing for many of these fish in the real world so I have no idea one way or the other on that particular claim.

I had fun playing Pro Fishing Simulator. I enjoyed looking around these really big areas, catching fish, and enjoying nature. Pro Fishing Simulator makes me want to try this in the real world. The only thing is we have to pay the government for a license, and purchase all of the gear. Pro Fishing Simulator certainly costs less than trying to go out there and do it in the real world.
- Noah

System: PC/PS4/Xbox One
Publisher: Maximum Games
Developer: Bigben Interactive
Rating: 'E' for Everyone SIX and OLDER ONLY

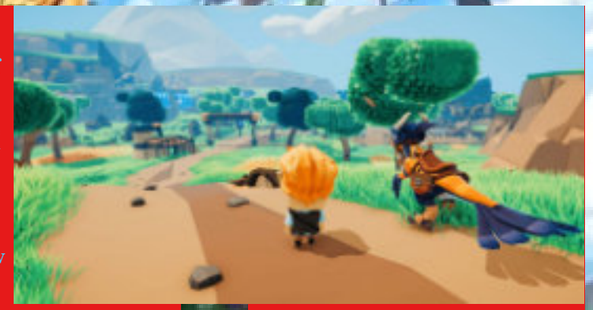
Graphics: 85%
Sound: 75%
Replay/Extras: 80%
Gameplay: 80%
Family Friendly Factor: 85%

Epic Chef

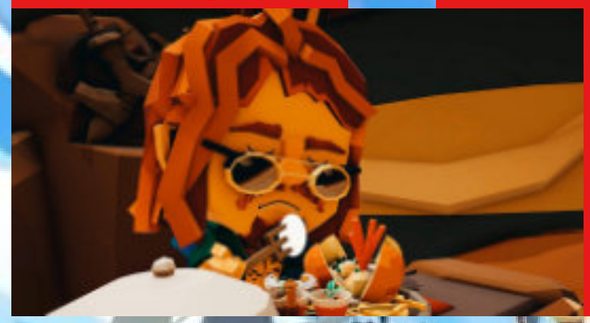
Score: 70

How many times I live stream a video game can help you understand how I feel about it. For example I live streamed a Rune Factory game fifty-two times. A full year playing that game once a week. Epic Chef is a different experience though. I live streamed Epic Chef three times and I had enough of this simulation video game. Players will plant, grow, harvest, fish, and craft their way through Ambrosia in Epic Chef. We must cook to the likes of different characters in Epic Chef. This led to my first frustration with Epic Chef.

This video game wanted me to find, grow, or craft certain things. That took time, or I plain had problems figuring out how to get one of those items. If that were not enough there are annoying bugs in Epic Chef. Can't use all of my slots, and invisible walls aggravated me to no end. Why are those things there? Exploring Ambrosia can be fun for a few minutes in Epic Chef. There are some chef battles in Epic Chef.



The issues families can have with Epic Chef are violence, bad language, lack of attire, enticement to lust, sexual comments, mischief, and more. The blocky look to Epic Chef reminded me of Funco Pop. In fact if this had been Funco Pop Chef it might have done a bit better. Or it could have had even more bugs. There are worse cooking games. There are worse simulation games. There are also much better ones.

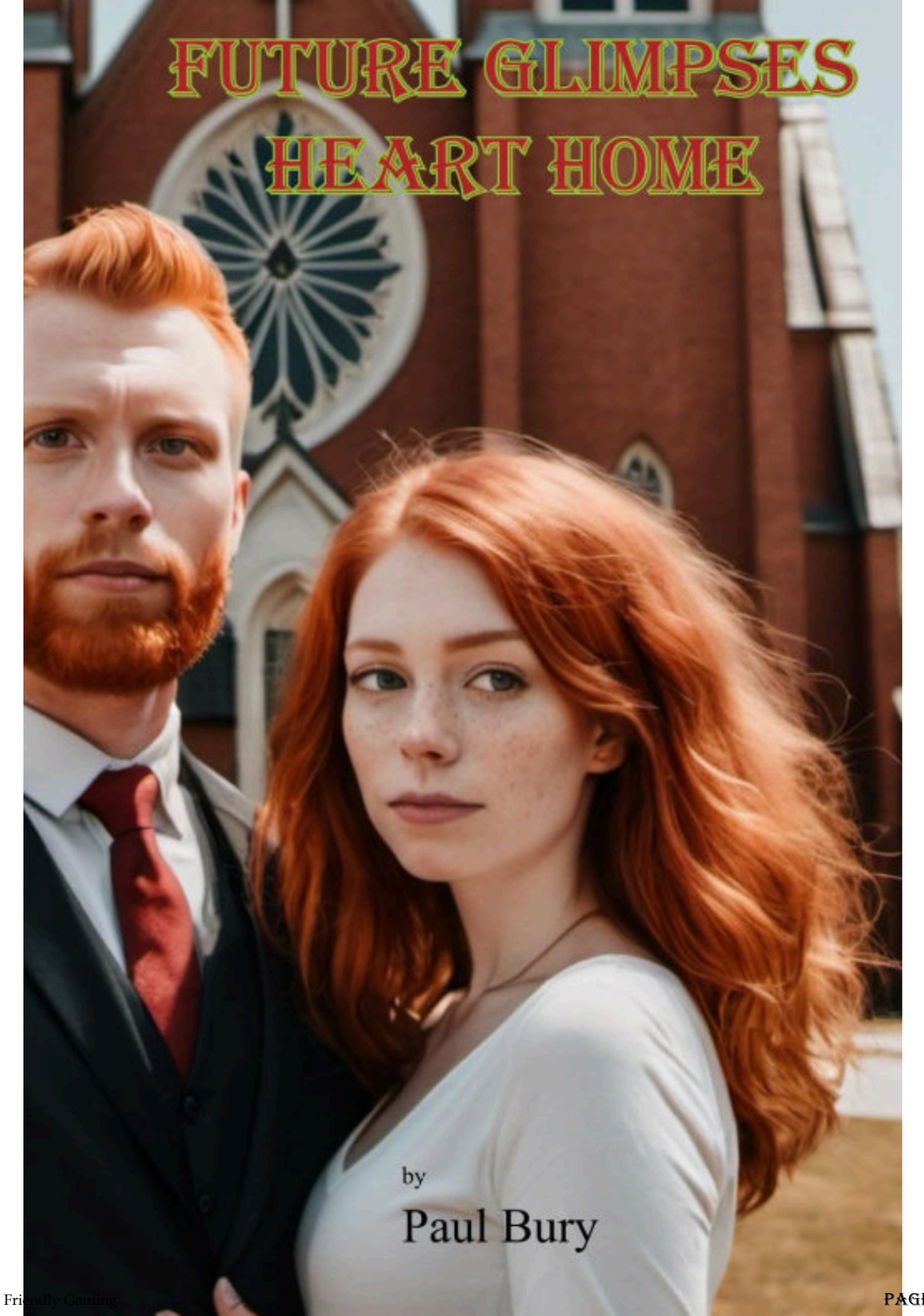


The biggest problem for Epic Chef is it never really retained my interest. There are plenty of attempts at humor within Epic Chef. I found it was hit or miss. Some people found Epic Chef funny and others did not. I fall into the second category there. Just like the family friendly concepts within Epic Chef/ Parts of Epic Chef are decent and parts made me want to cringe.

Epic Chef sat in our pile for quite some time. The marketing and PR department for Team17 could have made a better impression. They could have tried to get us interested in Epic Chef. The age of Epic Chef may have something to do with my reaction to it. There have been no sequels to this game either.
- Noah

System: Nintendo Switch/PC/PS4/Xbox One
Publisher: Team17
Developer: Infinigon Games
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Mild Cartoon Violence, Mild Suggestive Themes, Mild Language, Alcohol Reference, Comic Mischief)

Graphics: 65%
Sound: 68%
Replay: 75%
Gameplay: 70%
Family Friendly Factor: 70%



Revenant Saga & Revenant Dogma

Score: 66

I have not done much with Kemco video games in some time. One of the reasons is they feel the same, and feels like it was done with RPG Maker. There are two games on this compilation that contains two different video games. The graphics in Revenant Saga & Revenant Dogma are pretty retro. The map and moving around screens in Revenant Saga & Revenant Dogma look like they are 16-bit. The battle screens in Revenant Saga & Revenant Dogma look like they are thirty-two bit.

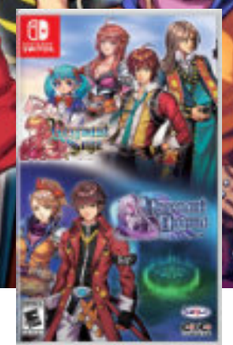
The music in both games in Revenant Saga & Revenant Dogma are nice. The issues families can have with Revenant Saga & Revenant Dogma are violence, magic, lack of attire, enticement to lust, false gods, and more. There is a whole lore and world. The two games in Revenant Saga & Revenant Dogma share the same world. The stories are contained so you can play the games in whatever order you feel like.

There are humans and Therians in Revenant Saga & Revenant Dogma. As the story unfolds in each of the games in Revenant Saga & Revenant Dogma players will learn more about the world, characters, races, and more. There is of course conflict. I like how Revenant Saga & Revenant Dogma lets players enjoy multiple different difficulty settings. The easier you make the Revenant Saga & Revenant Dogma the faster you can get through. Also the less grinding you will need to do.

I felt like the loading times were long in Revenant Saga & Revenant Dogma. I really enjoyed the music in both games on the Revenant Saga & Revenant Dogma cartridge. I also love having a physical copy of this game. I have more of these from Kemco in my pile and plan on getting to them as time allows. I am not a fan of the false gods. It seems like Japanese RPG's really shove their beliefs down our throats. They do not localize or regionalize for a Christian nation.

It can take around fifteen hours to beat each of the games in Revenant Saga & Revenant Dogma. That means thirty hours for the entire package. There are plenty of additional things to do and try in Revenant Saga & Revenant Dogma if you want to spend even more time. I honestly got exhausted with this world, and the characters. At times Revenant Saga & Revenant Dogma felt like a visual novel with so much dialogue.
- Paul

System: Nintendo Switch
Publisher: Kemco
Developer: EXE Create
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Alcohol Reference, Fantasy Violence, Suggestive Themes}

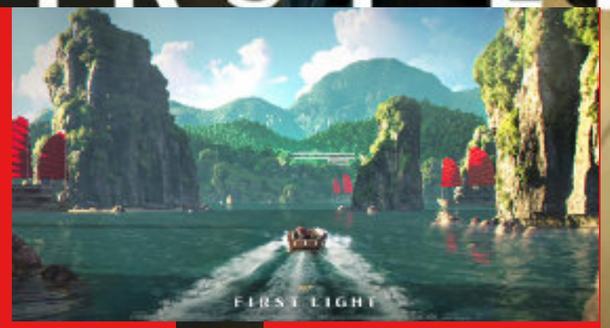


Graphics: 60%
Sound: 60%
Replay: 80%
Gameplay: 70%
Family Friendly Factor: 60%

007 First Light

Score: 61

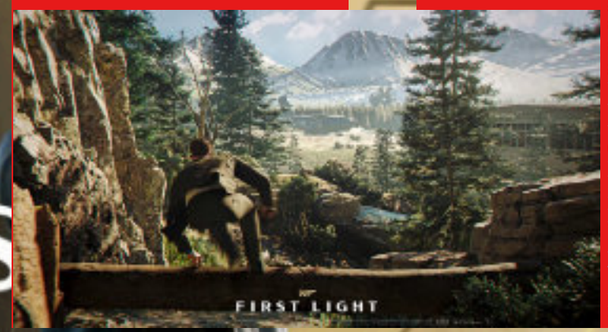
FIRST LIGHT



I live streamed 007 First Light from start to finish. There is supposed to be a sequel. I will play it if they keep it in the 'T' rating, and provide a physical copy version to play. There are plenty of interesting moments in 007 First Light. This is sort of a prequel to all of the movies but done in modern day. It is also interesting how this game gets him to the 007 number at the end. He was the seventh recruit.

The issues families can have with 007 First Light are violence, blood, bad language, lack of attire, enticement to lust, sex outside of marriage and more. There are areas where players are given a choice. We can go in guns blazing or we can try and use stealth to avoid detection. There are license to kill areas where we must take out the different characters to progress. There are also driving and boating areas within 007 First Light. When caught trespassing players can bluff their way through the guards. We can also blind them or hit them with a dart that makes them sick.

The watch is what contains the different items that can be used like the laser, mine, missile, and more. We can only have a certain number of them before going on a mission. I hated that because I did not know what I was facing. Hard to make an educated choice on what would work better in situations I had not seen. There are also areas that irritated me. The game would want me to go somewhere but it was blocked or locked. I had to find some other way in. At times this was challenging to figure out. I could see a way to go but the game would not let me. Sometimes I had to turn on a vacuum cleaner to get the guard to leave his post.



007 First Light was an adventure and one of those challenging games that stretches me. I am not fond of 'M' in 007 First Light. The bad guys made some sort of sense in this game. There was an open thread left at the end of 007 First Light. Fist fighting is a part of 007 First Light that I got better at as I played.
- Paul

System: Nintendo Switch 2/PC/ PS5/Xbox Series X
Publisher: IO Interactive
Developer: IO Interactive
Rating: 'T' for THIRTEEN and OLDER ONLY {Violence, Blood, Suggestive Themes, Language}

Graphics: 50%
Sound: 56%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Factor: 59%

VIDEO GAME LIES

by
Paul Bury

Version 3

Hunter x Hunter Vol 19

Score: 67

The Japanese manga and anime content many times follow the same pattern again and again. Dragon Ball Z is a great example of this. The heroes are grossly overmatched but have some time to train. They train and get stronger only to defeat the bad guy when they fight him or her. Then we have a bit of celebration, and the cycle begins anew. Hunter x Hunter has already followed this pattern, and is right back at it again.

There are two hundred and eight pages within Hunter x Hunter Vol 19. Chapters one hundred and eighty-eight through one hundred and ninety-nine can be found in Hunter x Hunter Vol 19. There are some character pages near the start of this manga book. The issues families can have with Hunter x Hunter Vol 19 are violence, blood, bad language, lack of attire, enticement to lust, teachings of reincarnation and more.

I promise to include spoilers for the rest of this review. Kite, Gon, and Killua show up at the NGL country looking for Chimera Ants. While they are arriving and searching other hunters are fighting the Chimera Ants that have gotten stronger thanks to eating humans. These creatures look strange in Hunter x Hunter Vol 19. Some of them look more like animals than anything insect. Which is a bit odd.

The Chimera Ants are learning and growing as they come across hunters in Hunter x Hunter Vol 19. Numerous hunters are killed in Hunter x Hunter Vol 19. The Chimera Ants eat them and gain more powers. One captured hunter teaches the Chimera Ants about Nen. Kite saves Gon and Killua in Hunter x Hunter Vol 19. Sadly Kite is dead at the end of Hunter x Hunter Vol 19. Three Nen masters show up at the end of the Hunter x Hunter Vol 19 manga book to fight these monsters.

Gon and Killua are given instructions to find someone and train. Gon and Killua will train and get stronger in the next manga book. Notice how the cycle I referenced in the first paragraph is happening again. They had to train to get stronger in Greed Island, and they have to train and get stronger in this story arc. I must admit this whole story arc does not interest me much. The drug dealers in this country were interesting.
- Paul

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

Graphics: 60%
Writing: 65%
Replay/Extras: 77%
Story: 74%
Family Friendly Factor: 61%

My Hero Academia Vol 35

Score: 70

Someone recently asked me if I got tired of the same things month after month. I told this peron no, because I keep making progress. My Hero Academia Vol 35 moves along the story and I know I am one closer to the end. When I finish this series I will need to figure out what to read next. I do not fret about that now because there is a lot of time to go through to get to that point. My Hero Academia Vol 35 contains one hundred and ninety-two pages just like the last volume. The chapters in My Hero Academia Vol 35 are three hundred and forty to three hundred and fifty.

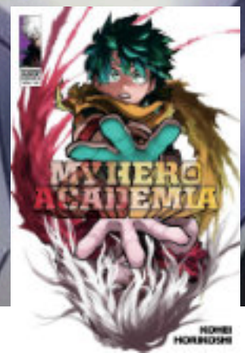
The issues families can have with My Hero Academia Vol 35 are violence, lack of attire, enticement to lust, bad language and more. I will include spoilers in my review of the My Hero Academia Vol 35 manga book. The heroes start out with a plan in My Hero Academia Vol 35. They are going to split up the villains and in essence divide and conquer.

Aoyama is a big part of the plan in My Hero Academia Vol 35. The heroes are going to use him to draw out All For One in My Hero Academia Vol 35. They trick the villain thanks to a quirk by Shinso. He improved his quirk so he could make people he was controlling talk. This is how they avoided the detection of any falsehood or emotional compromise. Pretty clever if you think about it.

The heroes bait the trap in My Hero Academia Vol 35. The heroes these use warp gates to put the villains in different places. Shigaraki is in a floating UA where the ground will rise if he tries to use the decay. There are heroes that are putting more concrete back out there. Unfortunately Deku got grabbed and is in the wrong place in My Hero Academia Vol 35. Deku decides to fly off to get where he needs to be though.

The battle with the villains has begun in My Hero Academia Vol 35. We get a flashback related to Dabi near the end of My Hero Academia Vol 35. He wanted to go back to his family but the villains poisoned his mind. He would not have been a good vessel though.
- Paul

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



Graphics: 67%
Writing: 66%
Replay/Extras: 74%
Story: 78%
Family Friendly Factor: 67%

Knight Rider Season Three

Score: 71

It is always awesome to complete another season of a television show. I just wrapped up watching Knight Rider Season Three on DVD. There are twenty-two episodes that make up Knight Rider Season Three. It can take around seventeen hours to watch Knight Rider Season Three from start to finish. There is an interesting development within Knight Rider Season Three as well. Patricia McPherson comes back to play Dr. Bonnie Barstow.

I did some research on why Bonnie was gone for season two of this television show. The people behind the show wanted a woman that was more attractive so they went that direction in season two. The fans called and wrote in because they wanted Bonnie back. They called her to come back for season three. One of the cool things about watching these older shows is finding out these historical facts.

The issues families can have with Knight Rider Season Three are violence, blood, lack of attire, enticement to lust, Halloween, curses, witches, demon, sex outside of marriage and more. Plenty of the bad characters from the past return in Knight Rider Season Three. KARR is back but with a different voice actor in Knight Rider Season Three. My research did not explain why that change was made in this show. The producers really changed a lot in this show quite often.

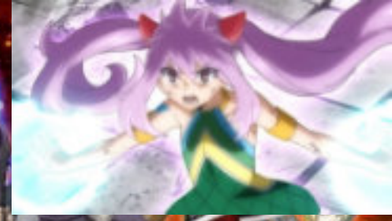
KITT is a lot more vulnerable in Knight Rider Season Three. Lasers and other rays are able to damage KITT. There are also numerous explosions. Knight Rider Season Three introduces viewers to some international bad guys that are trying to commit crimes that will make them rich. There are numerous heists stopped by Michael Knight in Knight Rider Season Three. KITT is almost destroyed in acid, and loses his nerve after being rebuilt.

Expect some of the same humor within Knight Rider Season Three. There are different characters that interact with KITT. I loved the one about the kid skipping school and KITT gets him interested in history. There is some old guy that hits KITT while he is parked in Knight Rider Season Three. This guy wants all kinds of money for his claim that KITT hit him. Multiple radical far left causes are championed in Knight Rider Season Three.

- Paul

System: DVD
Publisher: Mill Creek Entertainment
Developer: Universal Television
Rating: 'NR' - Not Rated

Video: 66%
Audio: 72%
Replay/Extras: 75%
Functionality: 76%
Family Friendly Factor: 64%



Fairy Tail Final Season Part 24

Score: 47

It took me a couple of nights to get through Fairy Tail Final Season Part 24. There are thirteen episodes that make up Fairy Tail Final Season Part 24. Episodes 291 through 303 are covered in Fairy Tail Final Season Part 24. It can take three hundred and ten minutes to watch Fairy Tail Final Season Part 24 from start to finish. There is one eleven minute bonus feature included on the Fairy Tail Final Season Part 24 discs.

There are two discs in the package I purchased from across the pond. It is crazy we can only buy this show in the physical copy from foreign nations. The issues families can have with Fairy Tail Final Season Part 24 are violence, blood, bad language, false gods, sexual deviancy, lack of attire, enticement to lust, magic and more. There is plenty of humor within Fairy Tail Final Season Part 24. There are references to things like strip poker in this show.

Many of the bad characters like to do things to embarrass and humility the women in Fairy Tail Final Season Part 24. They will slice up their clothing or make the clothing invisible as examples. Natsu makes an interesting point in Fairy Tail Final Season Part 24 about Lucy not wearing a lot of clothing normally. The Spriggan 12 are strongly used within Fairy Tail Final Season Part 24.

I will include spoilers for the rest of this review. Natsu confronts Zeref in Fairy Tail Final Season Part 24. It looks like Natsu may take Zeref down and end things. This is where we find out that Natsu is actually the Book of E.N.D. If Natsu kills Zerek then Natsu will also die right afterward. Happy stops Natsu and then Natsu winds up unconscious for a few episodes. Numerous members of the Spriggan 12 are defeated in Fairy Tail Final Season Part 24.

Gajeel winds up getting sucked away into a vortex in Fairy Tail Final Season Part 24. There are numerous character pairings in Fairy Tail Final Season Part 24. This season ends with Erza's mom Irene completely resetting the land. The next season will start with all kinds of changes to the land. Acnologia is actively involved in Fairy Tail Final Season Part 24. The heroes are holding off the invasion thus far.

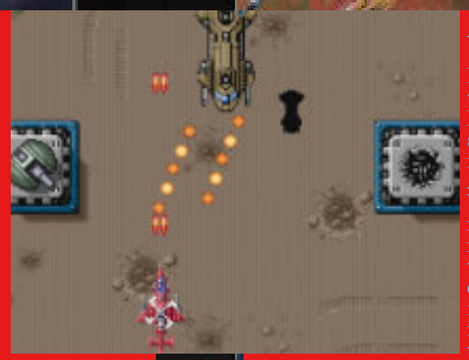
- Paul

System: Blu-ray
Publisher: Funimation
Developer: Hiro Mashima
Rating: 'TV-14' for FOURTEEN and OLDER ONLY

Graphics: 57%
Sound: 69%
Replay/Extras: 54%
Functionality: 70%
Family Friendly Factor: 50%

Visco Arcade 1

Score: 65



I love the fact that Evercade is releasing these arcade compilations in the physical copy format. I live streamed all of the games on Visco Arcade 1 for our Twitch audience. Each game will get a video that will wind up going to our different video sites and of course appear on the Family Friendly Gaming website in the video section. I did not know much about Visco before purchasing and playing this compilation. The manual gives some interesting information on this company.

There are eight games on the Visco Arcade 1 cartridge. the games on Visco Arcade 1 are Andro Dunos, Ashura Blaster, Asuka & Asuka, Drift Out, Galmedes, Earth Joker U.N. Defense Force, Goal! Goal! Goal!, and Maze of Flott. There are five shooters, one racing, one sports, and one action title in Visco Arcade 1. The shooter heavy compilation did get to me while I was live streaming Visco Arcade 1.

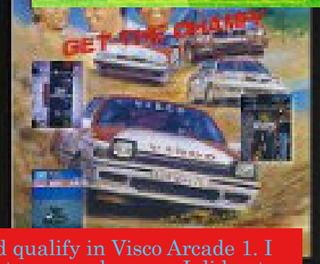
I wanted to like Drift Out so badly in Visco Arcade 1. We are rally racing, where the core mechanic is rotating the screen around. I actually was getting a bit dizzy and sick thanks to this rotation mechanic in Drift Out. To make matters worse I would get stuck on walls and get passed again and again. I never did qualify in Visco Arcade 1. I just gave up because I did not want to get sick in the real world from this game.

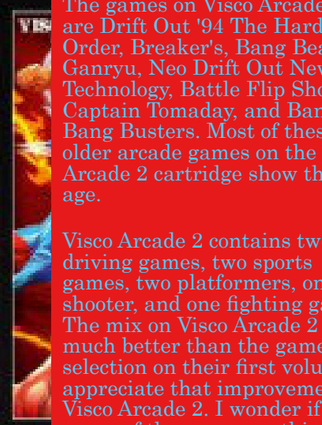
I think I might like Goal! Goal! Goal! if I put enough time into it. I did learn while playing how to pass, take a shot, and power up a shot in this soccer video game. I have played plenty of soccer video games, and Goal! Goal! Goal! is on the lower side. In fact there are many more I would go back and play again before this one. Maze of Flott was really confusing. We go around a maze, collect treasure, and must find gas somewhere.

The five shooters in Visco Arcade 1 are not horrible for shooters. We can continue, and keep adding credits to get through the levels. Some of the shooters are more intense on Visco Arcade 1 than others. I just wishing holding the fire button down would keep firing. I got tired of pressing the button. There is some violence, lack of attire, enticement to lust, and more within Visco Arcade 1.
- Paul

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

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





I am extremely thankful I had the money to purchase a copy of the Visco Arcade 2 cartridge on Evercade. There are eight arcade games on Visco Arcade 2. The games on Visco Arcade 2 are Drift Out '94 The Hard Order, Breaker's, Bang Bead, Ganryu, Neo Drift Out New Technology, Battle Flip Shot, Captain Tomaday, and Bang Bang Busters. Most of these older arcade games on the Visco Arcade 2 cartridge show their age.

Visco Arcade 2 contains two driving games, two sports games, two platformers, one shooter, and one fighting game. The mix on Visco Arcade 2 is much better than the game selection on their first volume. I appreciate that improvement on Visco Arcade 2. I wonder if many of the games on this cartridge are clones of other games. For example Bang Bang Busters is a lot like the Bubble Bobble video games.

Both of the driving games on Visco Arcade 2 are challenging. I had difficulty making the time in most of the races I attempted in Visco Arcade 2. I would try again and again. I might do a little bit better, but I still failed again and again. I feel like the learning curve in the racing games on the Visco Arcade 2 cartridge is not that good. I get that it was a quarter muncher, but they could have thrown gamers a bone here or there.

Captain Tomaday is one of the strangest shooters I have ever played. Yes I have played Cotton before. In Captain Tomaday players are flying with a character that reminds me of the 7-Up Dot character. We throw our hands out so far to attack. I learned I could hold two buttons down for constant fist launching. The enemies take a lot of hits in Captain Tomaday before they go down. Breaker's is a decent 2D side scrolling fighting game with some fun characters.

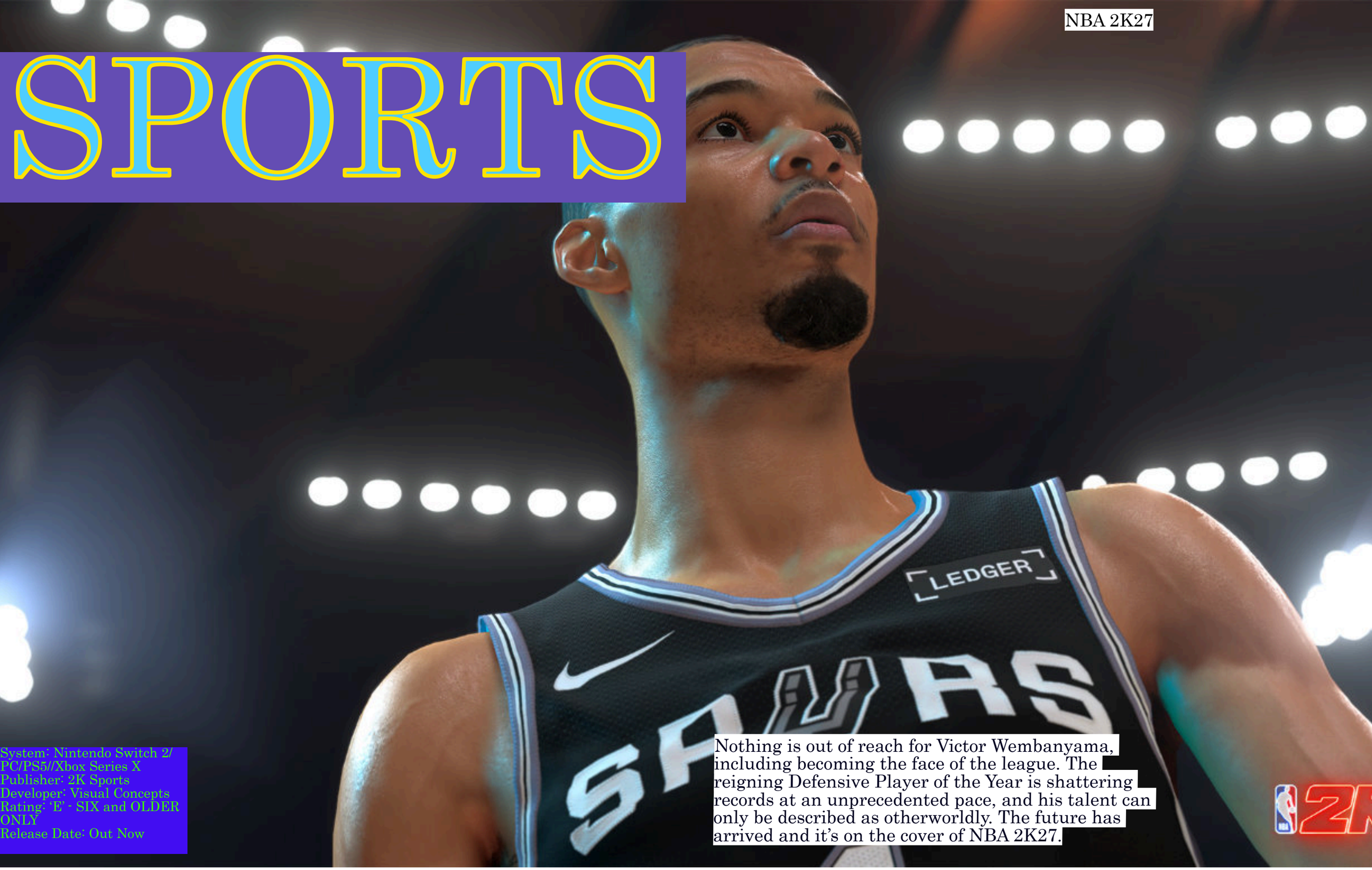
The issues families can have with Visco Arcade 2 are violence, blood, lack of attire, enticement to lust, bad language, false gods, and more. Battle Flip Shot, and Bang Bead are Pong like games with characters, special powers, and items behind the player. Hit all of the opponent's items to win or open the way to score a point. I liked these two gams as well. Overall I liked Visco Arcade 2 much better than the first one.
- Paul

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

Graphics: 65%
Sound: 75%
Replay/Extras: 70%
Gameplay: 75%
Family Friendly Factor: 65%

SPORTS

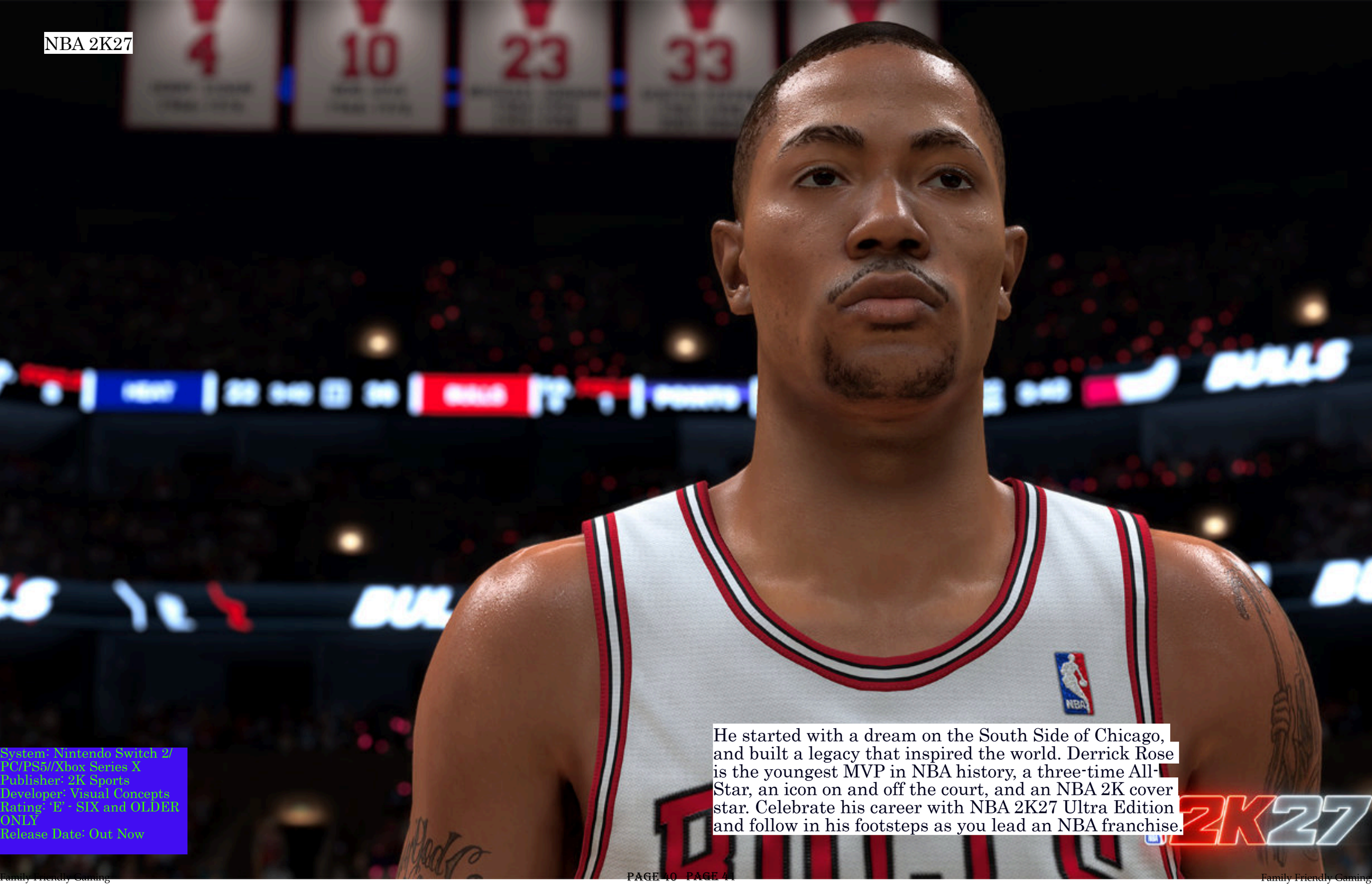
NBA 2K27



System: Nintendo Switch 2/ PC/PS5//Xbox Series X
Publisher: 2K Sports
Developer: Visual Concepts
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

Nothing is out of reach for Victor Wembanyama, including becoming the face of the league. The reigning Defensive Player of the Year is shattering records at an unprecedented pace, and his talent can only be described as otherworldly. The future has arrived and it's on the cover of NBA 2K27.

NBA 2K27



He started with a dream on the South Side of Chicago, and built a legacy that inspired the world. Derrick Rose is the youngest MVP in NBA history, a three-time All-Star, an icon on and off the court, and an NBA 2K cover star. Celebrate his career with NBA 2K27 Ultra Edition and follow in his footsteps as you lead an NBA franchise.

System: Nintendo Switch 2/ PC/PS5//Xbox Series X
Publisher: 2K Sports
Developer: Visual Concepts
Rating: 'E' - SIX and OLDER ONLY
Release Date: Out Now

DEVELOPING GAMES

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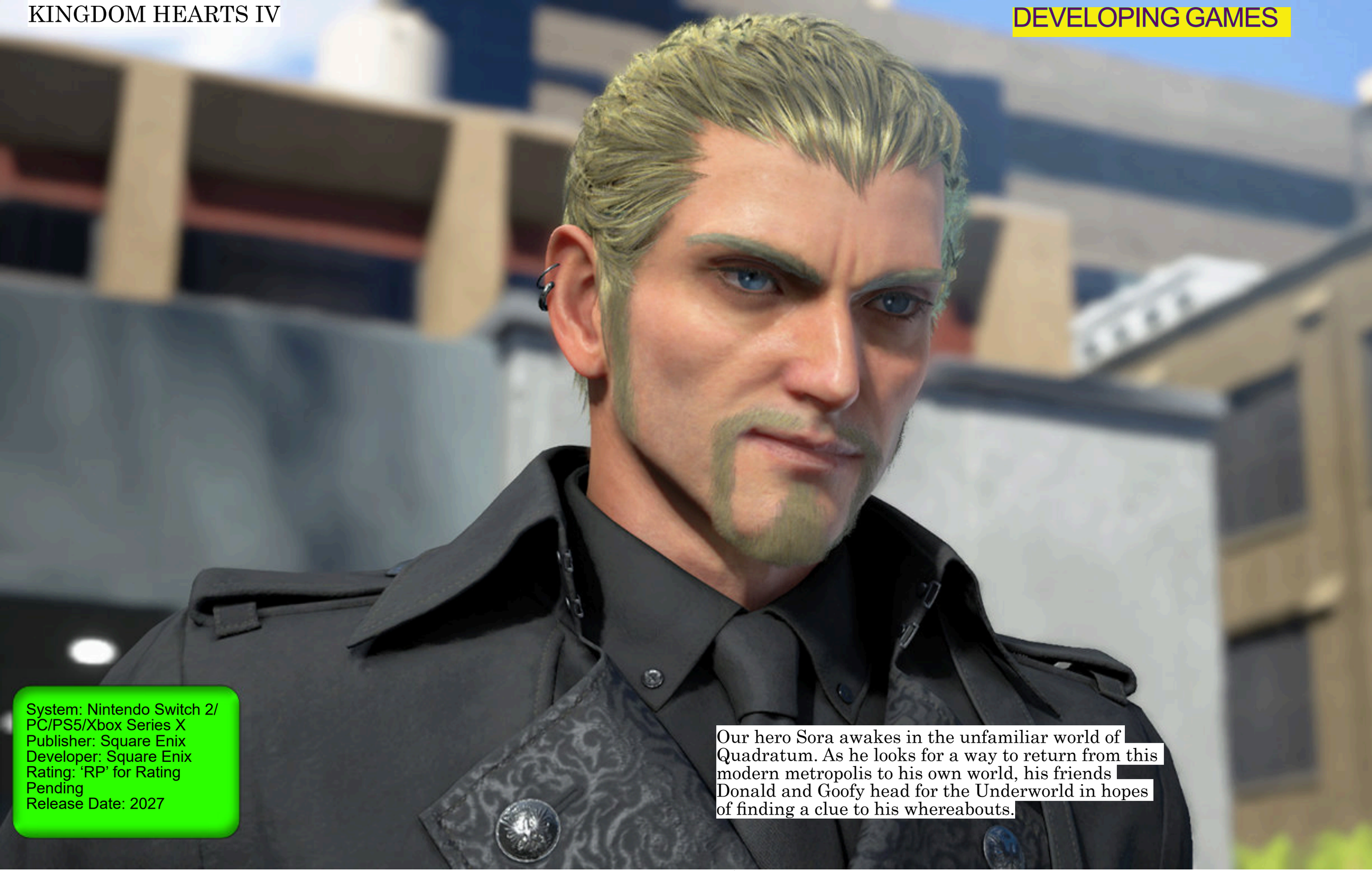
DEVELOPING GAMES



System: Nintendo Switch 2/ PC/PS5/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: ‘RP’ for Rating Pending
Release Date: 2027

Our hero Sora awakes in the unfamiliar world of Quadratum. As he looks for a way to return from this modern metropolis to his own world, his friends Donald and Goofy head for the Underworld in hopes of finding a clue to his whereabouts.

System: Nintendo Switch 2/ PC/PS5/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: ‘RP’ for Rating Pending
Release Date: 2027

Our hero Sora awakes in the unfamiliar world of Quadratum. As he looks for a way to return to his world, his friends Donald and Goofy head for the Underworld to try to find him. Wield the Keyblade in fast-paced battles that match to your own play style.

KINGDOM HEARTS IV

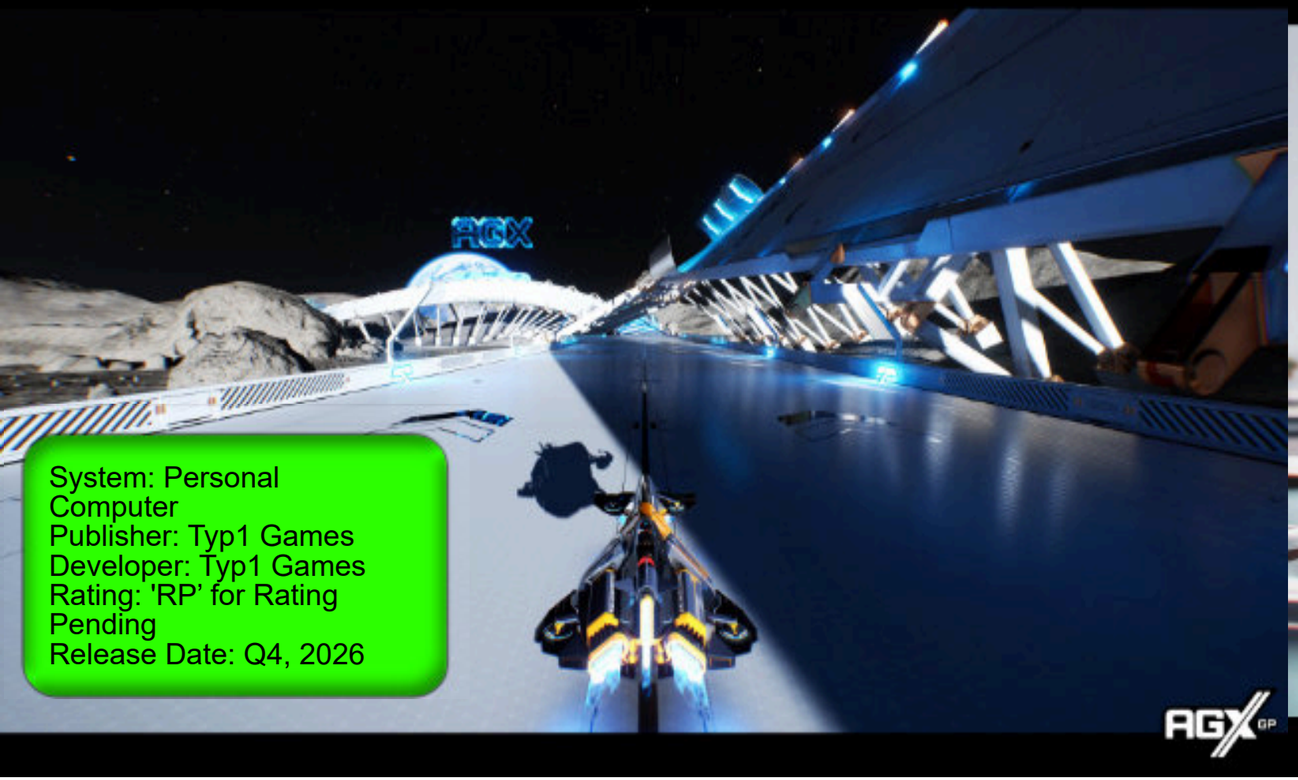
DEVELOPING GAMES

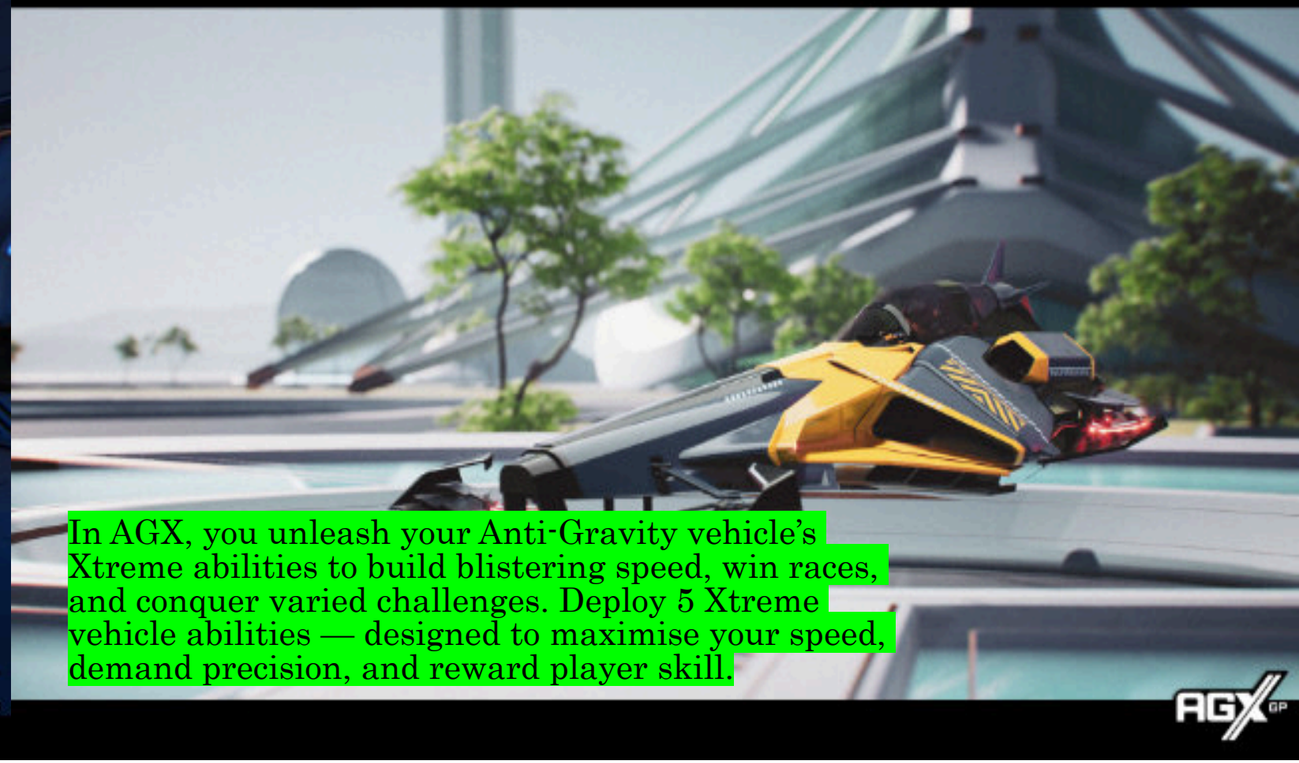
System: Nintendo Switch 2/ PC/PS5/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: ‘RP’ for Rating Pending
Release Date: 2027

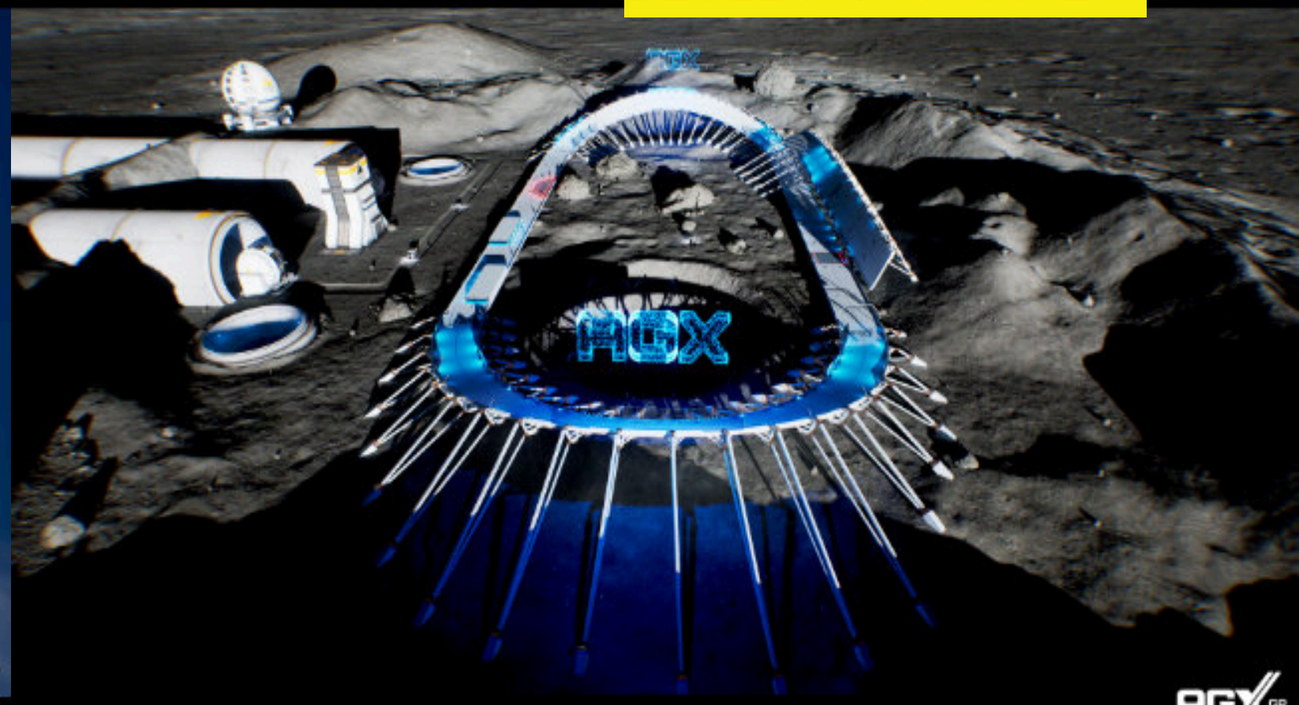
The dynamic, fast-paced battle system allows you to effortlessly combine attacks and magic, as well as build combos with a brand-new battle featureChange the Keyblade Sora wields to unleash unique attacks, matching the flow of battle to your own strategies and play style.

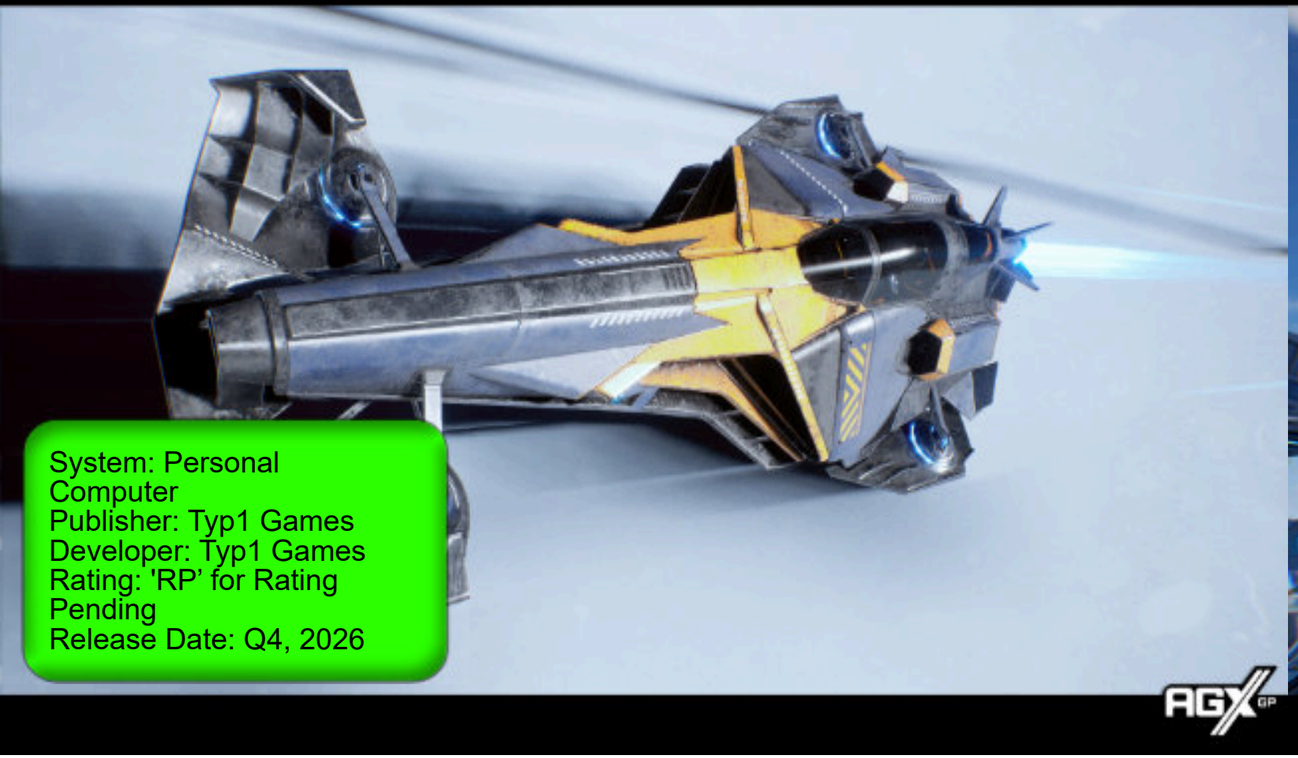
System: Personal Computer
Publisher: Typ1 Games
Developer: Typ1 Games
Rating: 'RP' for Rating Pending
Release Date: Q4, 2026

AGX is a heart thumpingly fast, Anti-Gravity racing game. It's lightning-fast action and Xtreme ability-based gameplay, will push your reactions and skills to the limit! Welcome To AGX!


AGX
System: Personal Computer
Publisher: Typ1 Games
Developer: Typ1 Games
Rating: 'RP' for Rating Pending
Release Date: Q4, 2026


In AGX, you unleash your Anti-Gravity vehicle's Xtreme abilities to build blistering speed, win races, and conquer varied challenges. Deploy 5 Xtreme vehicle abilities — designed to maximise your speed, demand precision, and reward player skill.





System: Personal Computer
Publisher: Typ1 Games
Developer: Typ1 Games
Rating: 'RP' for Rating Pending
Release Date: Q4, 2026

25+ adrenaline-fueled, highly replayable tracks — with deceptively simple mechanics that immerse you into a true competitive “flow state.” Conquer 125+ challenges across 7 diverse game modes in 3 different speed classes creating more than 375 events — From full-scale Racing Championships to competitive skill based trials, every event pushes your abilities to the limit.

System: Personal Computer
Publisher: Raw Fury
Developer: Le Rado
Rating: 'RP' for Rating Pending
Release Date: 2026

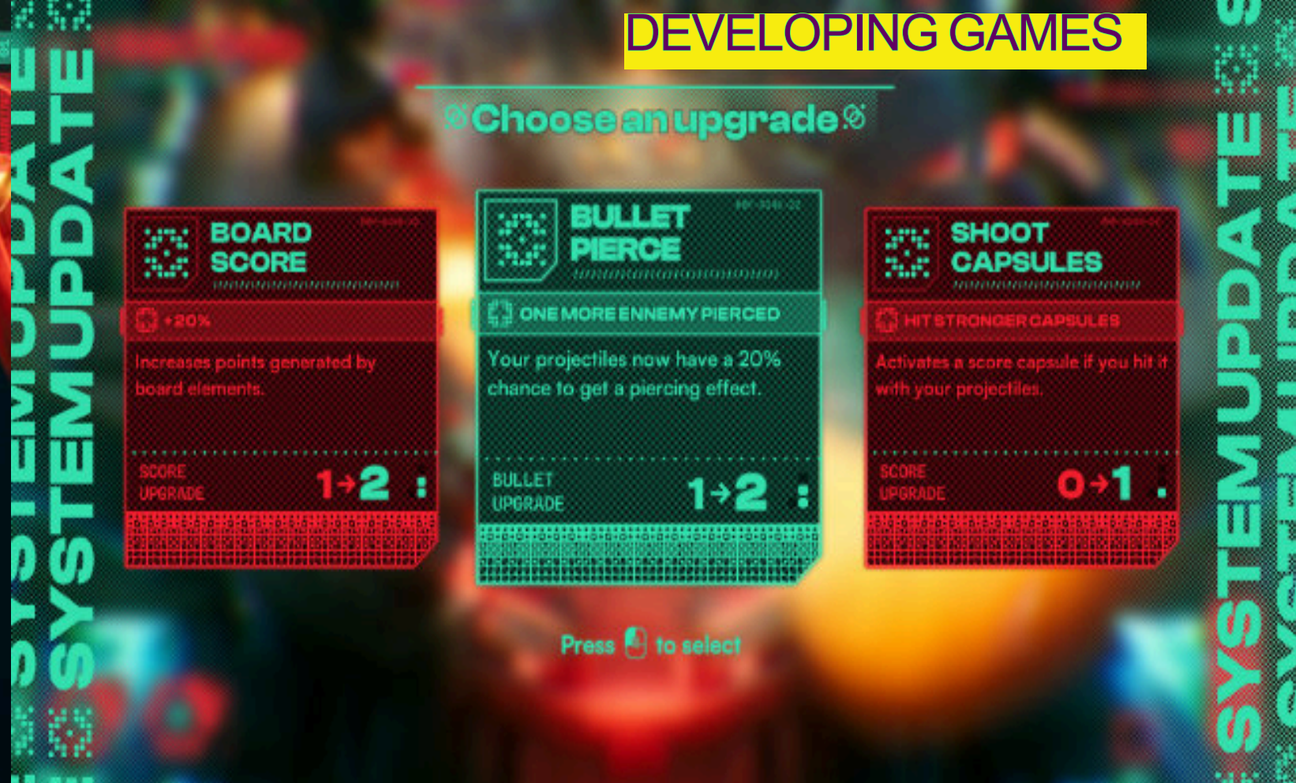
Dive into this intense roguelite shooter that puts a unique twist into classic pinball mechanics.Your mission is to defend the fleet of Vektor Dynamics, but guns are not the only thing giving you the edge. Special perks earned during your adventure will power up your ball. Need more recoil when firing? To ram your enemies with increased close-range strength? Or maybe the ability to slow down time to create a flawless combo move? Try multiple options until you create the perfect build!

Appulse

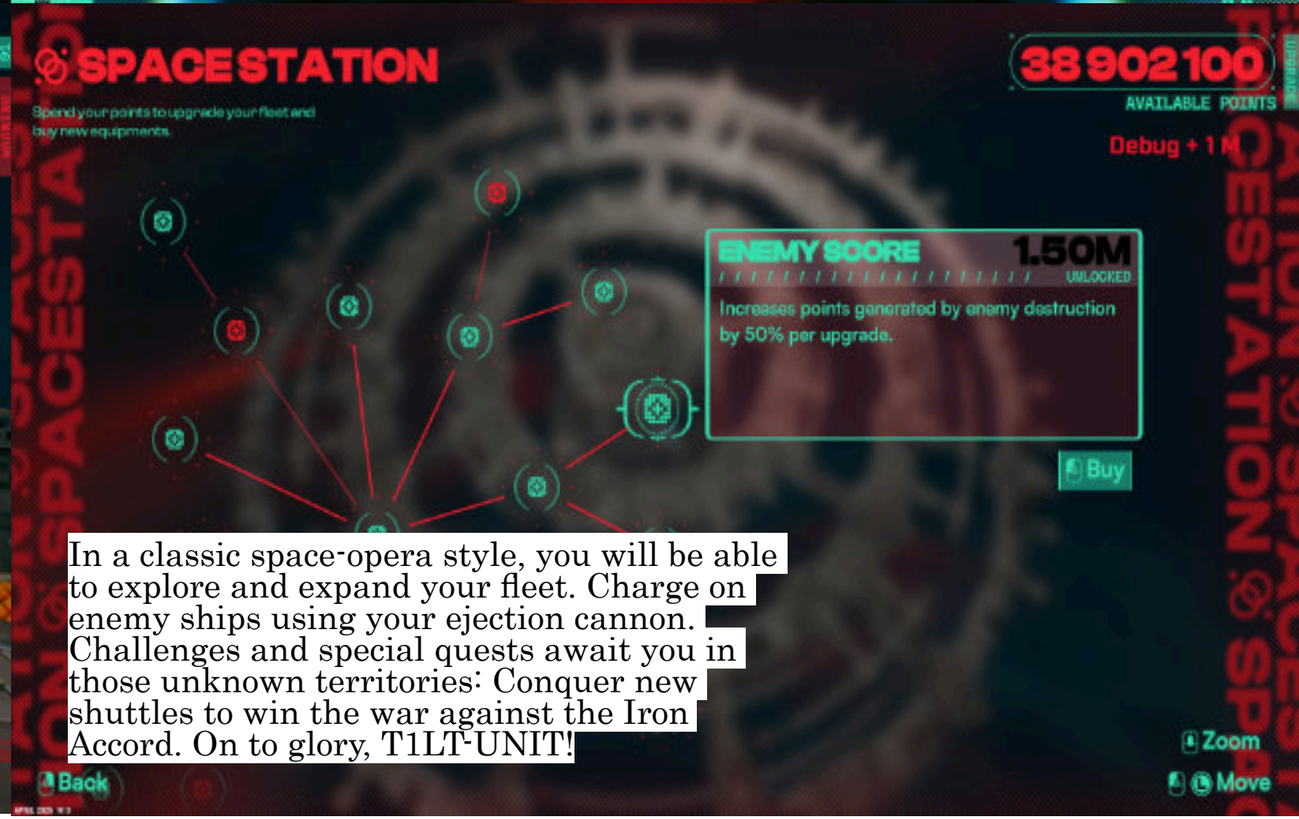
System: Personal Computer
Publisher: Raw Fury
Developer: Le Rado
Rating: 'RP' for Rating Pending
Release Date: 2026

In Appulse, the twist is the added recoil when firing your guns. Each shot will push you in the opposite direction, allowing you to control the ball after using the flippers. There's no luck involved, only your skills: Learn how to leverage every part of the board, get rewards, and you will be able to go anywhere you want… including the top of the leaderboard, of course.

Appulse



System: Personal Computer
Publisher: Raw Fury
Developer: Le Rado
Rating: 'RP' for Rating Pending
Release Date: 2026



In a classic space-opera style, you will be able to explore and expand your fleet. Charge on enemy ships using your ejection cannon. Challenges and special quests await you in those unknown territories: Conquer new shuttles to win the war against the Iron Accord. On to glory, T1LT-UNIT!

Dreadmoor

DEVELOPING GAMES

System: Personal Computer
Publisher: Digital Vortex Entertainment
Developer: Dream Dock
Rating: ‘RP’ for Rating Pending
Release Date: Q4 2026

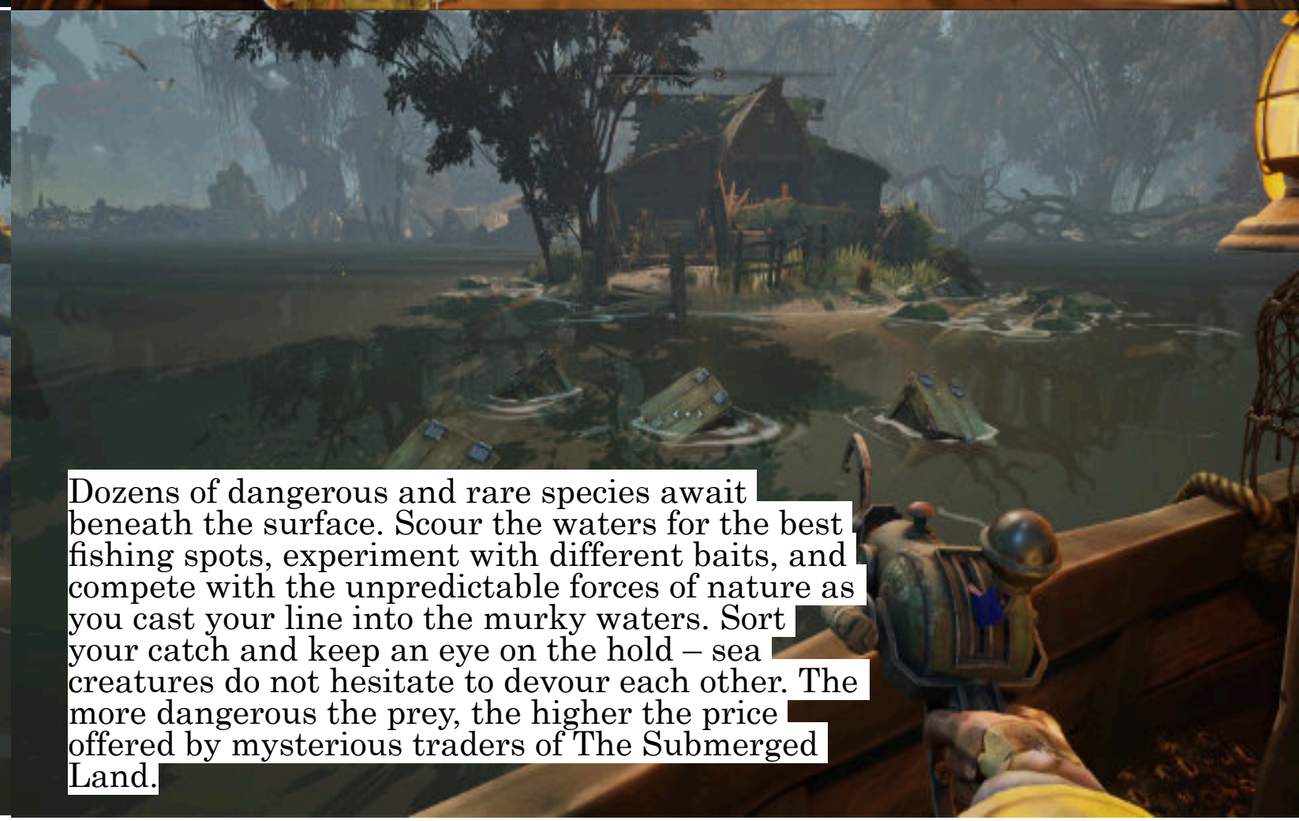
DREADMOOR is an atmospheric first-person fishing adventure game set in a flooded world. Skill-based fishing, survival crafting, real-time combat, and exploration through rotting wetlands define your journey across land claimed by sea and decay.

System: Personal Computer
Publisher: Digital Vortex Entertainment
Developer: Dream Dock
Rating: 'RP' for Rating Pending
Release Date: Q4 2026

Take the helm of a fishing trawler and explore a world flooded by a catastrophic human mistake. Coastal regions have sunk beneath the water, and much of the remaining land has been submerged underwater. Travel between scattered settlements, catch fish to trade, upgrade your vessel, and craft essential equipment. Face mutated creatures across sea and land and move carefully through a divided world where resources are scarce, and trust is fragile.

Dreadmoor

System: Personal Computer
Publisher: Digital Vortex Entertainment
Developer: Dream Dock
Rating: ‘RP’ for Rating Pending
Release Date: Q4 2026



Dozens of dangerous and rare species await beneath the surface. Scour the waters for the best fishing spots, experiment with different baits, and compete with the unpredictable forces of nature as you cast your line into the murky waters. Sort your catch and keep an eye on the hold – sea creatures do not hesitate to devour each other. The more dangerous the prey, the higher the price offered by mysterious traders of The Submerged Land.

NOW PLAYING

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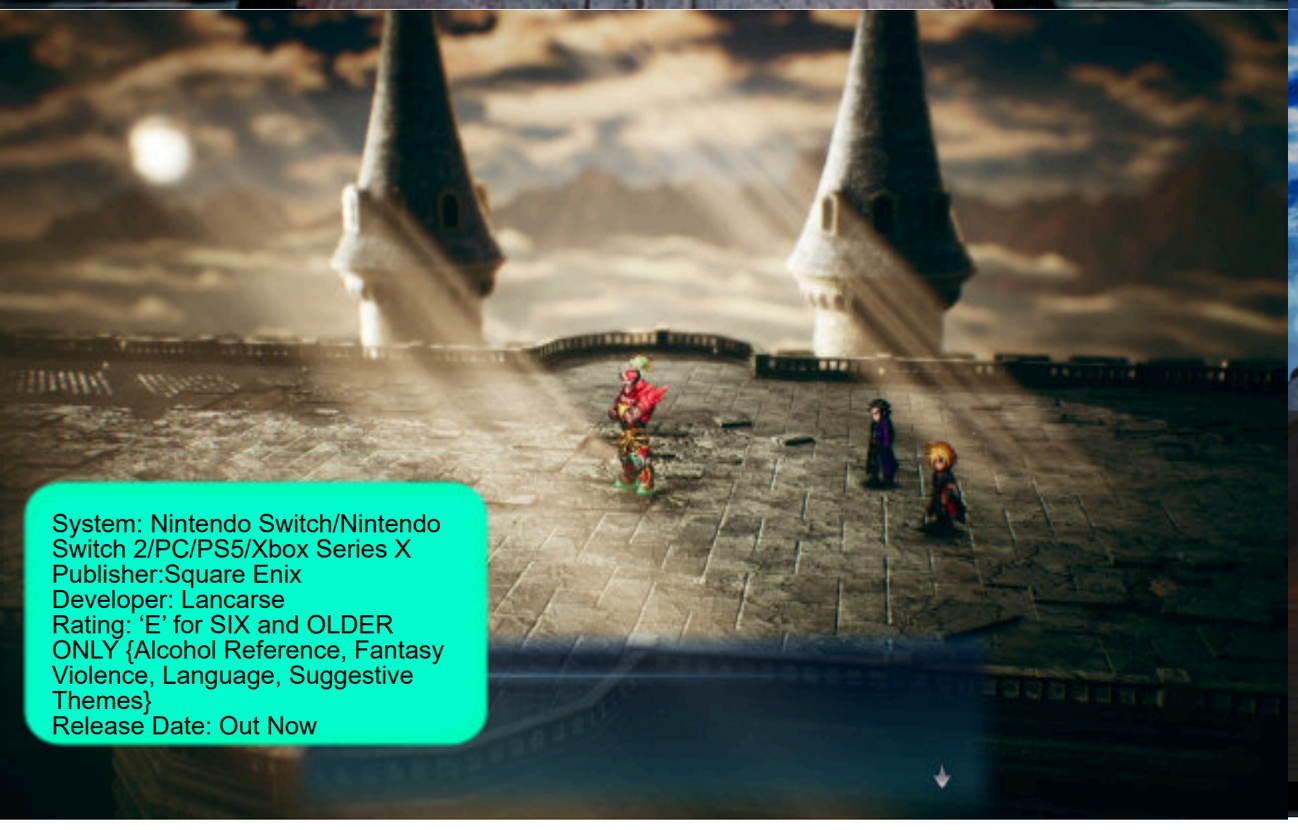
Final Fantasy Resonance

Now Playing

System: Nintendo Switch/Nintendo Switch 2/PC/PS5/Xbox Series X
Publisher:Square Enix
Developer: Lancarse
Rating: ‘E’ for SIX and OLDER ONLY {Alcohol Reference, Fantasy Violence, Language, Suggestive Themes}
Release Date: Out Now

Final Fantasy Resonance



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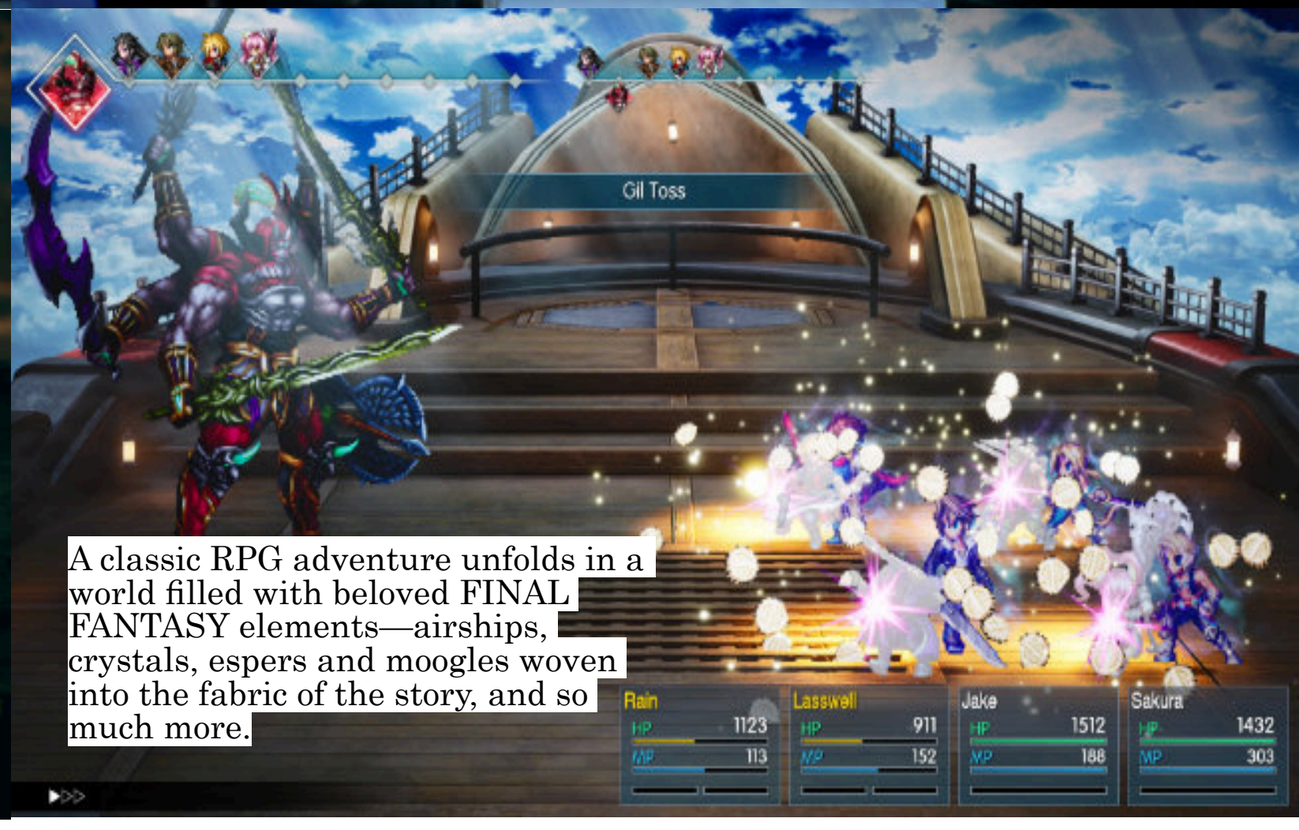
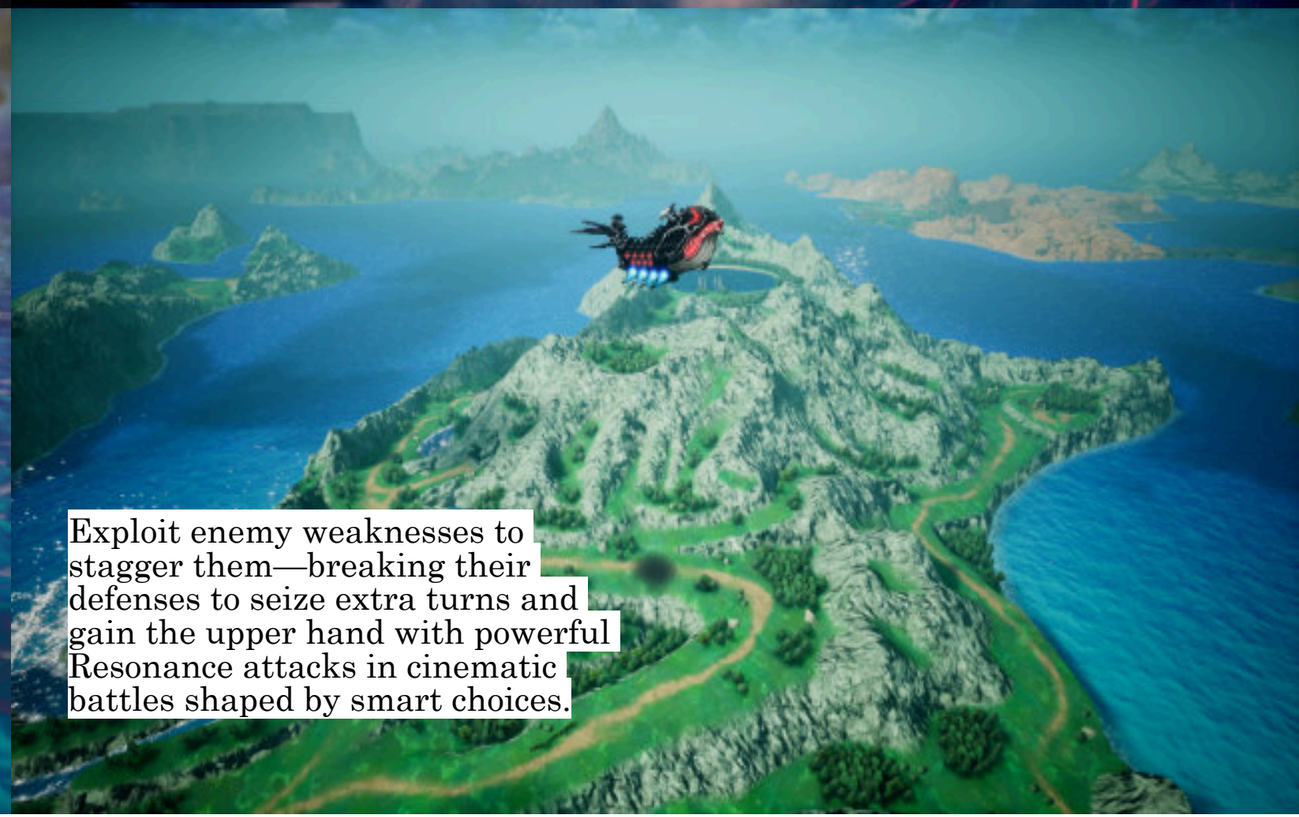


A classic RPG adventure unfolds in a world filled with beloved FINAL FANTASY elements—airships, crystals, espers and moogles woven into the fabric of the story, and so much more.

Final Fantasy Resonance

System: Nintendo Switch/Nintendo Switch 2/PC/PS5/Xbox Series X
Publisher:Square Enix
Developer: Lancarse
Rating: ‘E’ for SIX and OLDER ONLY {Alcohol Reference, Fantasy Violence, Language, Suggestive Themes}
Release Date: Out Now



Exploit enemy weaknesses to stagger them—breaking their defenses to seize extra turns and gain the upper hand with powerful Resonance attacks in cinematic battles shaped by smart choices.

EA SPORTS College Football 27

Now Playing

System: PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Tiburon
Rating: ‘E’ for SIX and OLDER ONLY
Release Date: Out Now

Feel the difference of standout athletes impacting every play, from smarter route running and coverage to explosive WR vs. DB battles, while more streamlined, customizable pre-play adjustments fuel strategic and electric on-field action.

COLIN
SIMMONS

L1 Overview Ratings Mentals Physicals Health More R1

95 OVR

NO MENTALS

POSITION
REDG #1

ARCHETYPE
Speed Rusher

CLASS
Junior (JR)

STAR RATING
★★★★★

HEIGHT
6'3"

WEIGHT
245 lbs

PIPELINE
North Texas

HOMETOWN
Dallas, Texas

DEVELOPMENT TRAIT:
Star

Develops faster than impact rate.

DEALBREAKER:
Playing Style

C

Dealbreaker Grade

PHYSICALS

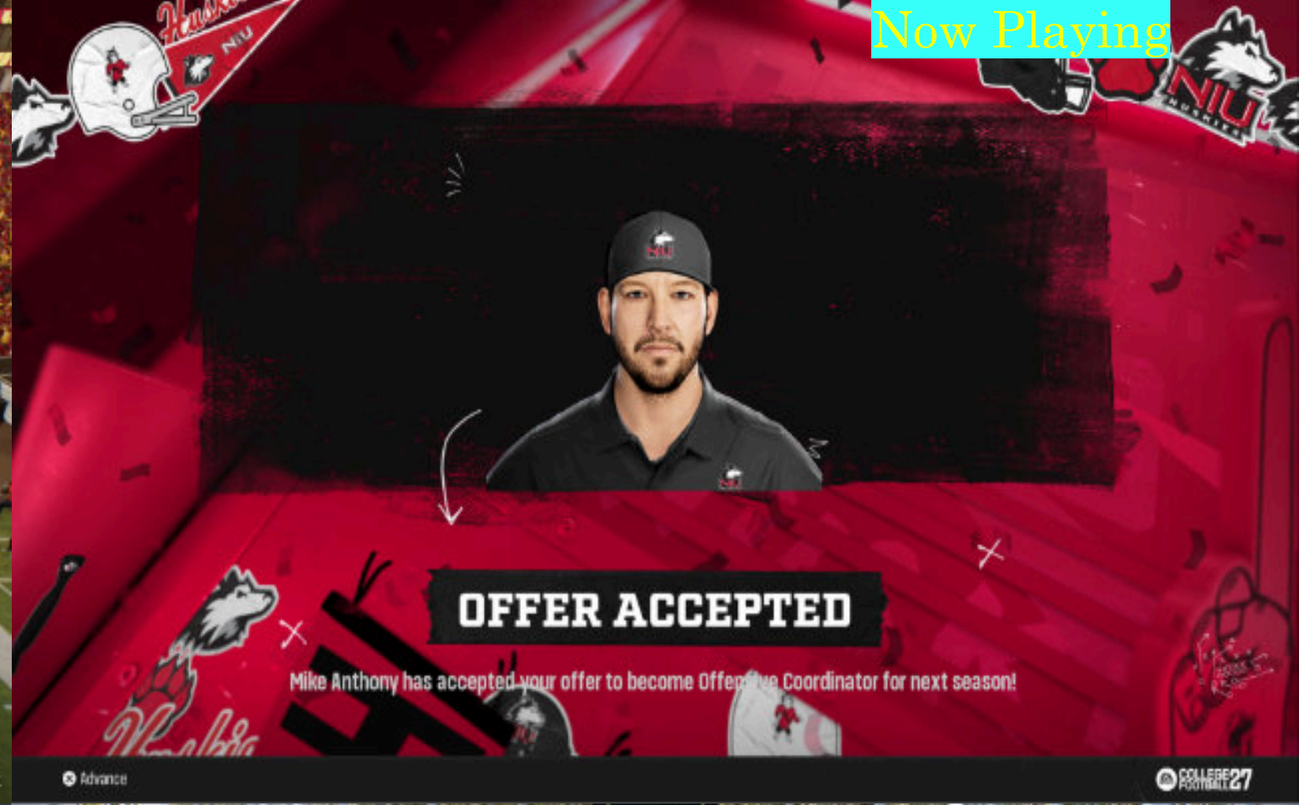
- Quick Jump
- Duress
- Take Down
- Pocket Disru
- Recoup

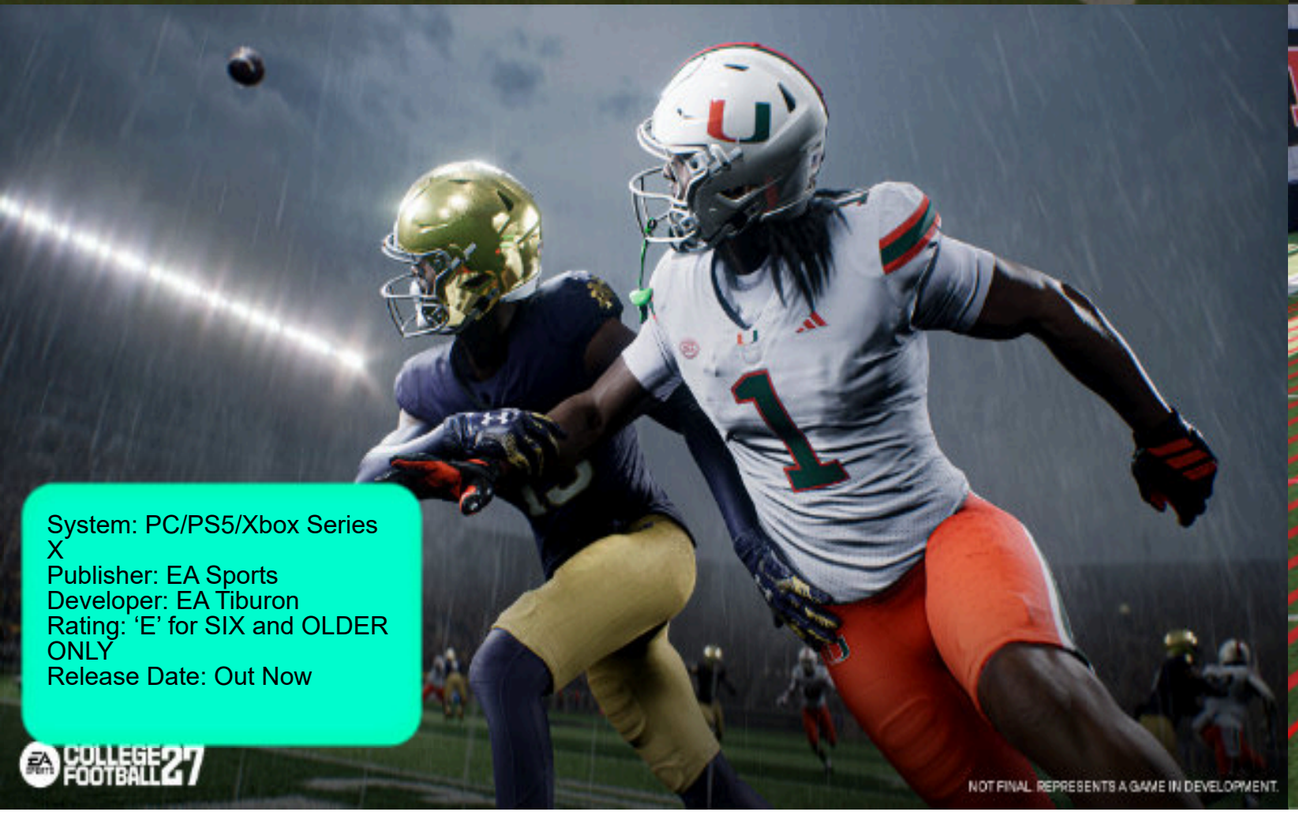
System: PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Tiburon
Rating: 'E' for SIX and OLDER ONLY
Release Date: Out Now

All-new Dynasty Blueprint puts you in control of your program's future. Navigate Athletic Director Expectations and use Dynasty Points for recruiting, NIL, staff, and facilities to build your college football powerhouse.

Back

EA SPORTS College Football 27





System: PC/PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Tiburon
Rating: 'E' for SIX and OLDER ONLY
Release Date: Out Now

Define your path in Road to Glory and experience new customization options and positions as you build your player. Earn NIL deals, chase the Heisman, develop your Draft Stock, and raise your Legacy Score with each decision you make.

An Eggstremely Hard Game

Now Playing

System: Personal Computer
Publisher: Devotion Interactive
Developer: BBear Studio
Rating: ‘NR’ - Not Rated
Release Date: Out Now

Two geese. One fragile egg. Infinite chaos.Work together to carry it through unpredictable challenges without breaking it, every crack makes it harder, every mistake more hilarious. A co-op physics game about teamwork, clumsiness, and the unstoppable power of honking.

An Eggstremely Hard Game

System: Personal Computer
Publisher: Devotion Interactive
Developer: BBear Studio
Rating: ‘NR’ - Not Rated
Release Date: Out Now

Cracks = Chaos

With every crack, the egg becomes harder to control and easier to lose. Each impact makes it wobblier, bouncier, and far more unpredictable. Handle it carefully, or watch it explode in a glorious mess.

Last Minute Tidbits

Contents

Product	Pages
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I'm hosting a garden party at the family cottage, but most of my dresses have paint stains. Can you make me something cute and full of life? My budget is ●800.

Requirements

- Quality: 70
- Flowers: 60
- Cute: 30
- Romantic: 45

Queen Anne Bodice

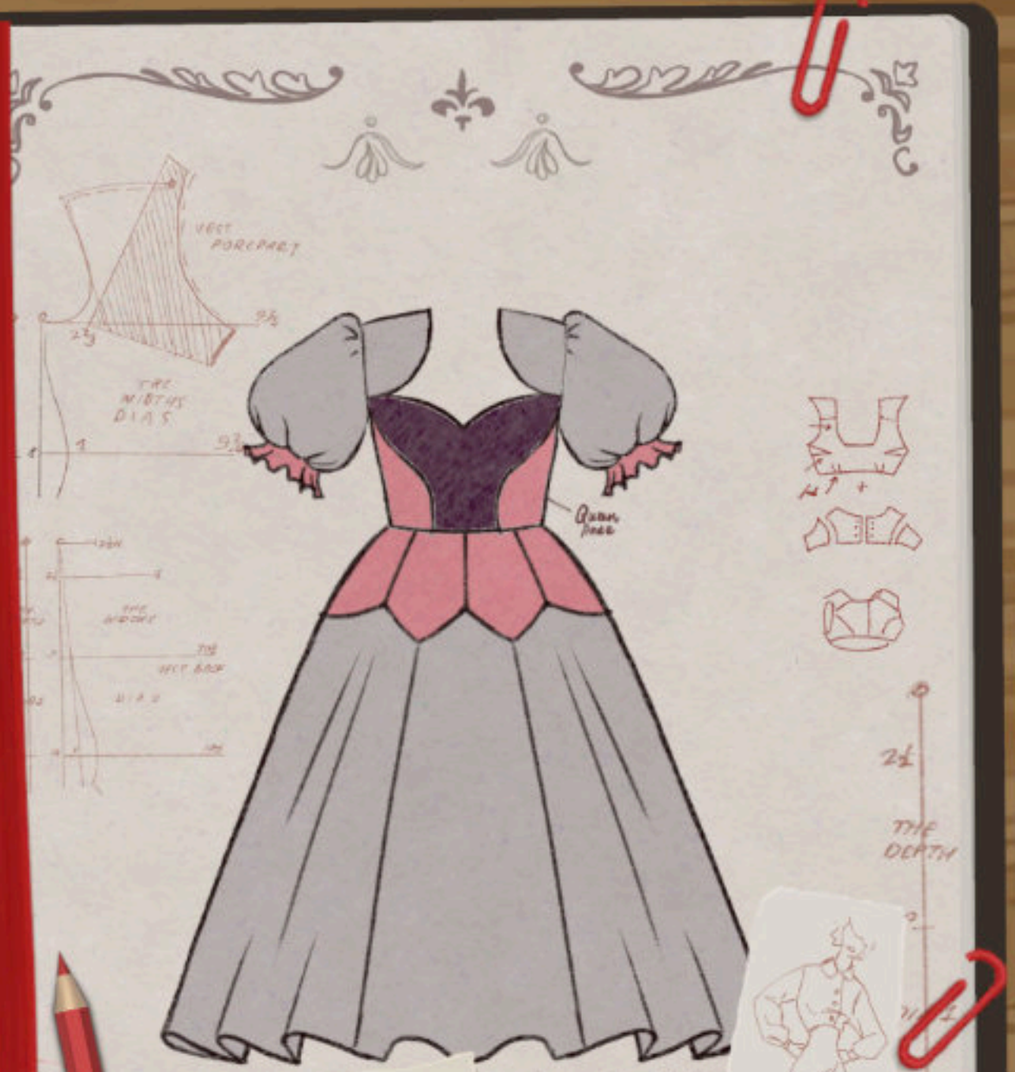
Upright Frill Collar

Fae Sleeve

Petal Peplum Skirt

Approx. 4.73m fabric required

Draft Pattern



Add fabric swatches to the sketchbook to see a preview of tags!

Fabrics

Charcoal Grey C

Cool Grey Linen

Barbara Pink Sil

Cool Blush Silk

Champagne Whi

Paisley Plum Sil

Dusty Pink Silk

Blush Pink Velv

System: Personal Computer
Publisher: Free Lives
Developer: Cozy Lives
Rating: 'NR' for Not Rated
Release Date: Out Now

Choose fabric, arrange and cut out patterns, sew garments and add decorations. Dressmaker is a cozy simulation game where every part of making a dress is under your control.

System: Personal Computer
Publisher: Free Lives
Developer: Cozy Lives
Rating: ‘NR’ for Not Rated
Release Date: Out Now

Whether your pattern is aligned to the grain or cut on bias, how you choose to arrange and cut out your fabric is what appears on the final dress. Take full control over what fabric to use for each panel of your garment.

System: Personal Computer
Publisher: Free Lives
Developer: Cozy Lives
Rating: ‘NR’ for Not Rated
Release Date: Out Now

Decorate your dress with buttons, bows and appliqué. Add lace trims and other accessories wherever you like with complete creative freedom. Feed your fabric through the sewing machine to stitch it together.

System: Nintendo Switch 2/ PC/PS5/Xbox Series X
Publisher: Panic
Developer: House House
Rating: ‘E’ for SIX and OLDER ONLY {Users Interact}
Release Date: Out Now

Set out with your friends through a wide-open world full of challenges, puzzles, and discoveries. You’ll need to work together to find your way around, stay in contact using an assortment of tools and toys, and figure out new ways to communicate when you suddenly find yourself speechless.

System: Nintendo Switch 2/ PC/PS5/Xbox Series X
Publisher: Panic
Developer: House House
Rating: ‘E’ for SIX and OLDER ONLY {Users Interact}
Release Date: Out Now

Set out with your friends through a wide-open world full of challenges, puzzles, and discoveries. You’ll need to work together to find your way around, stay in contact using an assortment of tools and toys, and figure out new ways to communicate when you suddenly find yourself speechless.

Big Walk

Last Minute Tidbits

System: Nintendo Switch 2/ PC/PS5/Xbox Series X
Publisher: Panic
Developer: House House
Rating: ‘E’ for SIX and OLDER ONLY {Users Interact}
Release Date: Out Now

Set out with your friends through a wide-open world full of challenges, puzzles, and discoveries. You’ll need to work together to find your way around, stay in contact using an assortment of tools and toys, and figure out new ways to communicate when you suddenly find yourself speechless.

System: Personal Computer
Publisher: Fireshine Games
Developer: ACE Entertainment
Rating: ‘NR’ for Not Rated
Release Date:Out Now

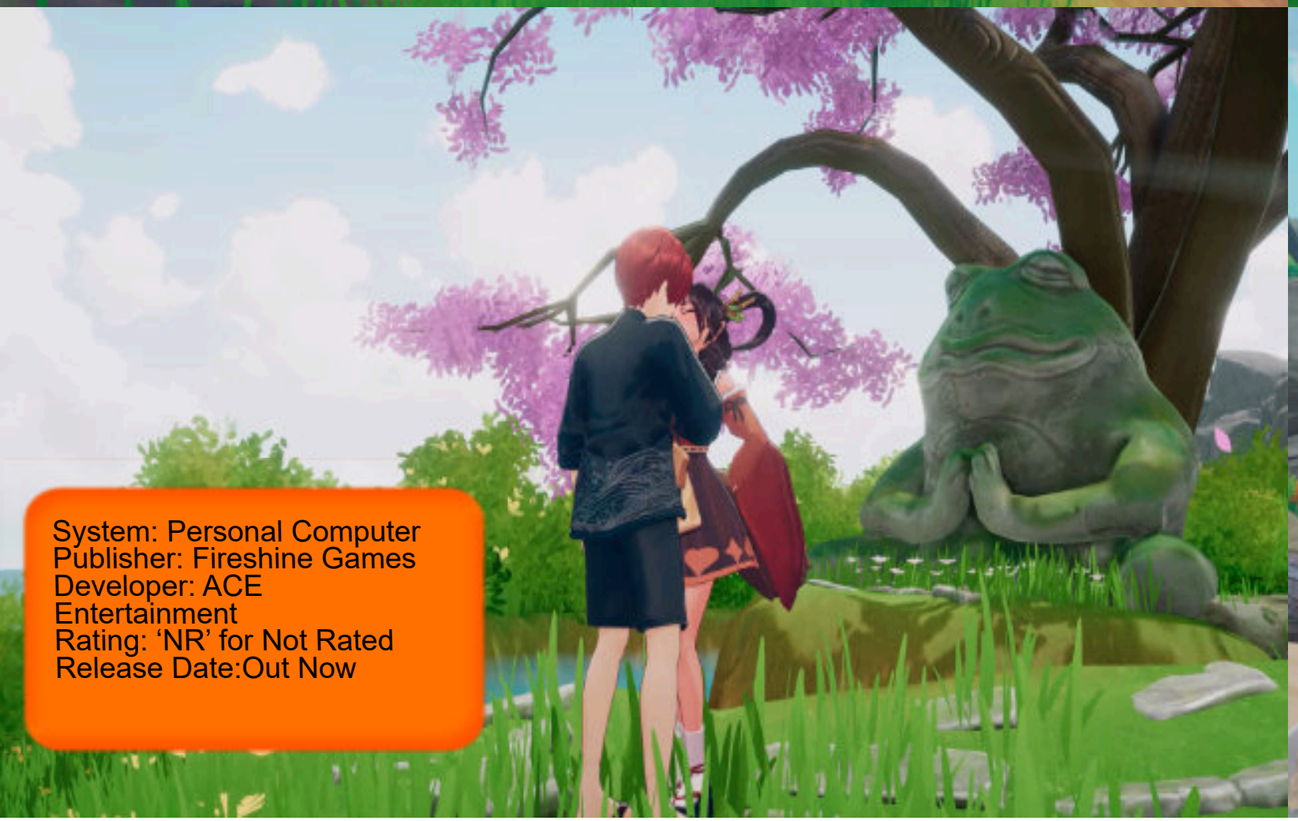
You and your sister begin your new lives in an old farmhouse - a place filled with memories, and room to begin anew. There's always something to tend, someone to chat with, or a quiet corner you haven't discovered yet.

System: Personal Computer
Publisher: Fireshine Games
Developer: ACE Entertainment
Rating: ‘NR’ for Not Rated
Release Date:Out Now

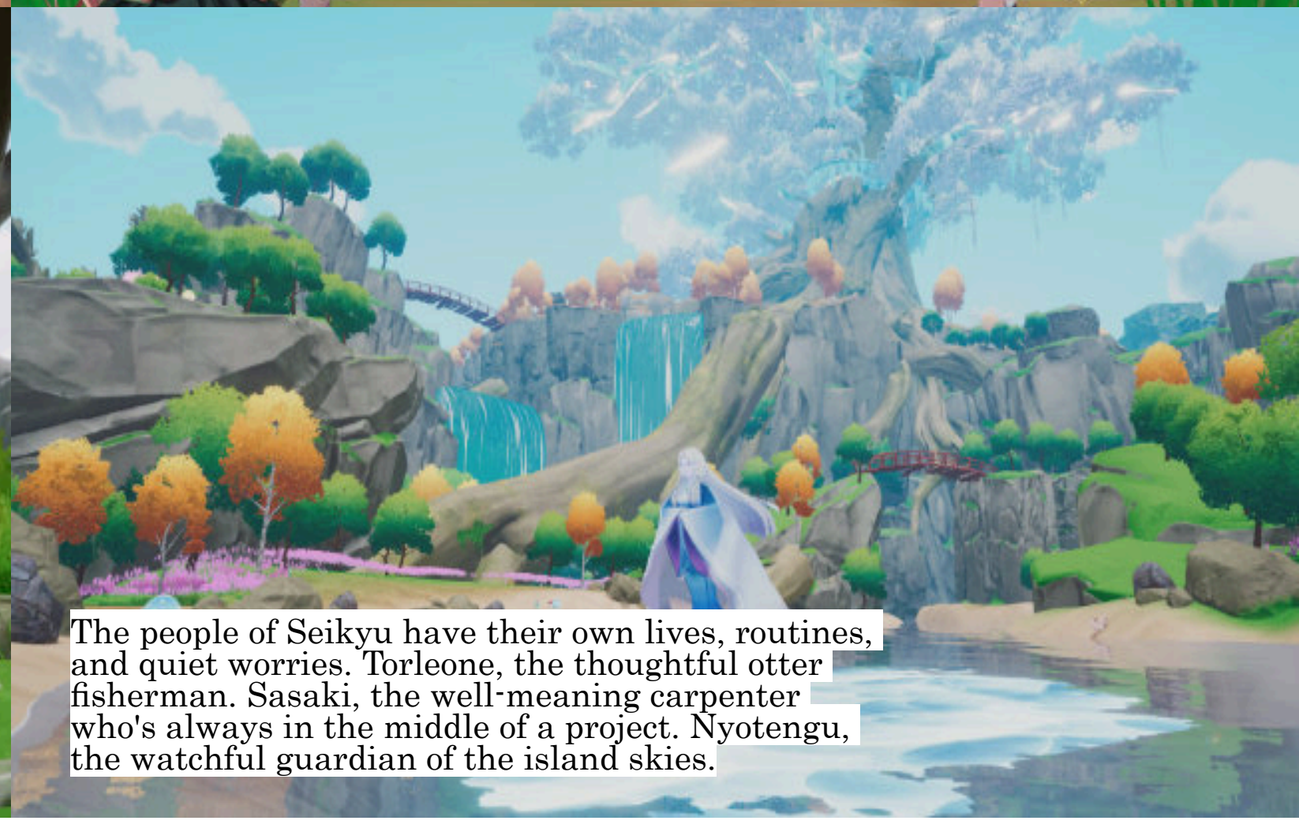
Your days follow a rhythm you create. Tend the farm, wander into town, or follow a path you haven't explored before. Some days you'll harvest. Some days you'll decorate. Some days you'll stumble across something you weren't expecting.

Tales of Seikyu

Last Minute Tidbits



System: Personal Computer
Publisher: Fireshine Games
Developer: ACE Entertainment
Rating: 'NR' for Not Rated
Release Date:Out Now



The people of Seikyu have their own lives, routines, and quiet worries. Torleone, the thoughtful otter fisherman. Sasaki, the well-meaning carpenter who's always in the middle of a project. Nyotengu, the watchful guardian of the island skies.

System: Nintendo Switch/PC/PS4/
PS5/Xbox One/Xbox Series X
Publisher:Zen Studios
Developer: Zen Studios
Rating: 'T' for THIRTEEN and OLDER
ONLY {Crude Humor, Fantasy
Violence, Language, Mild Blood, Use
of Alcohol and Tobacco}
Release Date: Out Now

The Princess Bride Pinball – Not just your basic, average, every day, ordinary, run-of-the-mill, ho-hum pinball table. Jump into a world of treachery, peril, revenge… and a bit of kissing.

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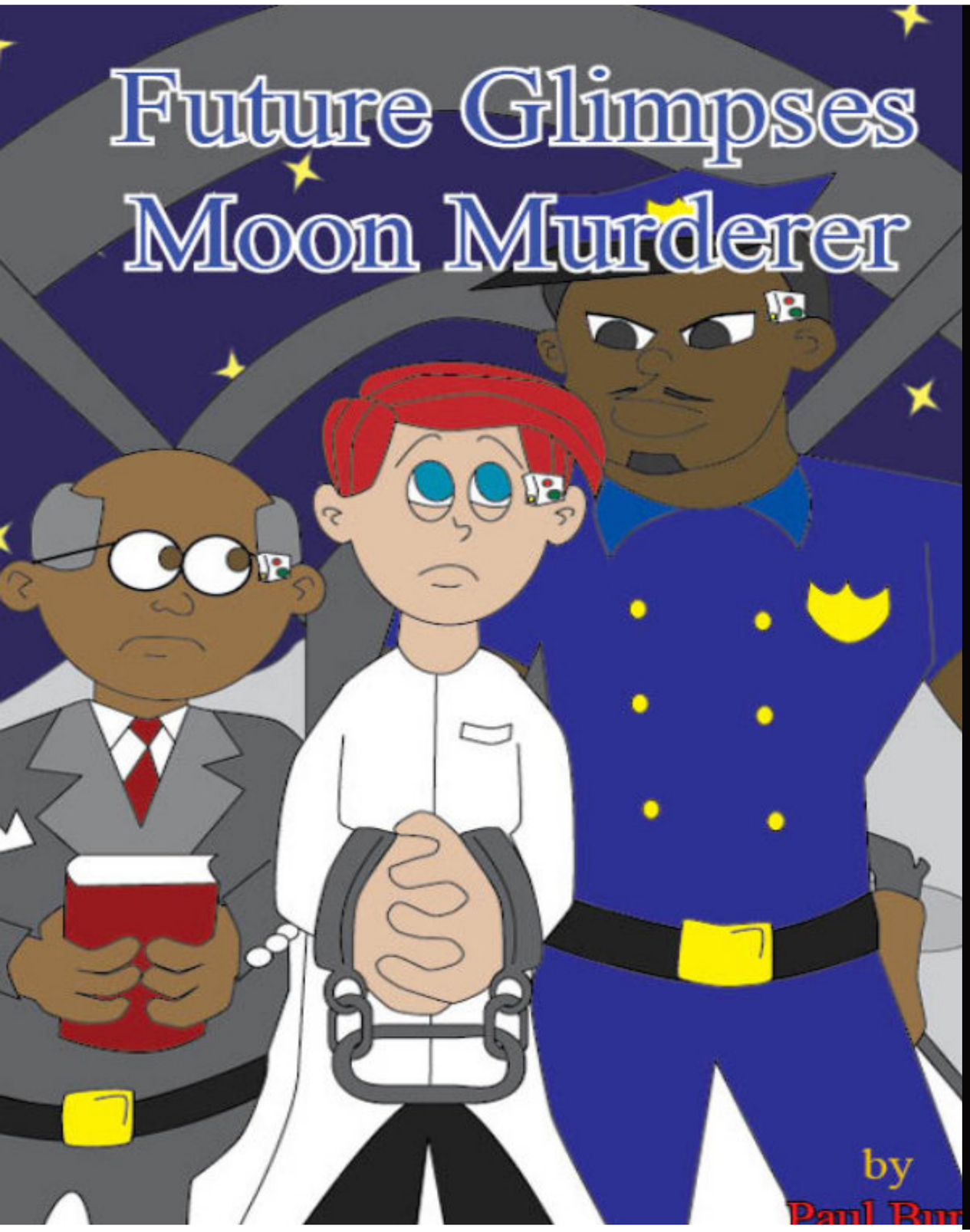
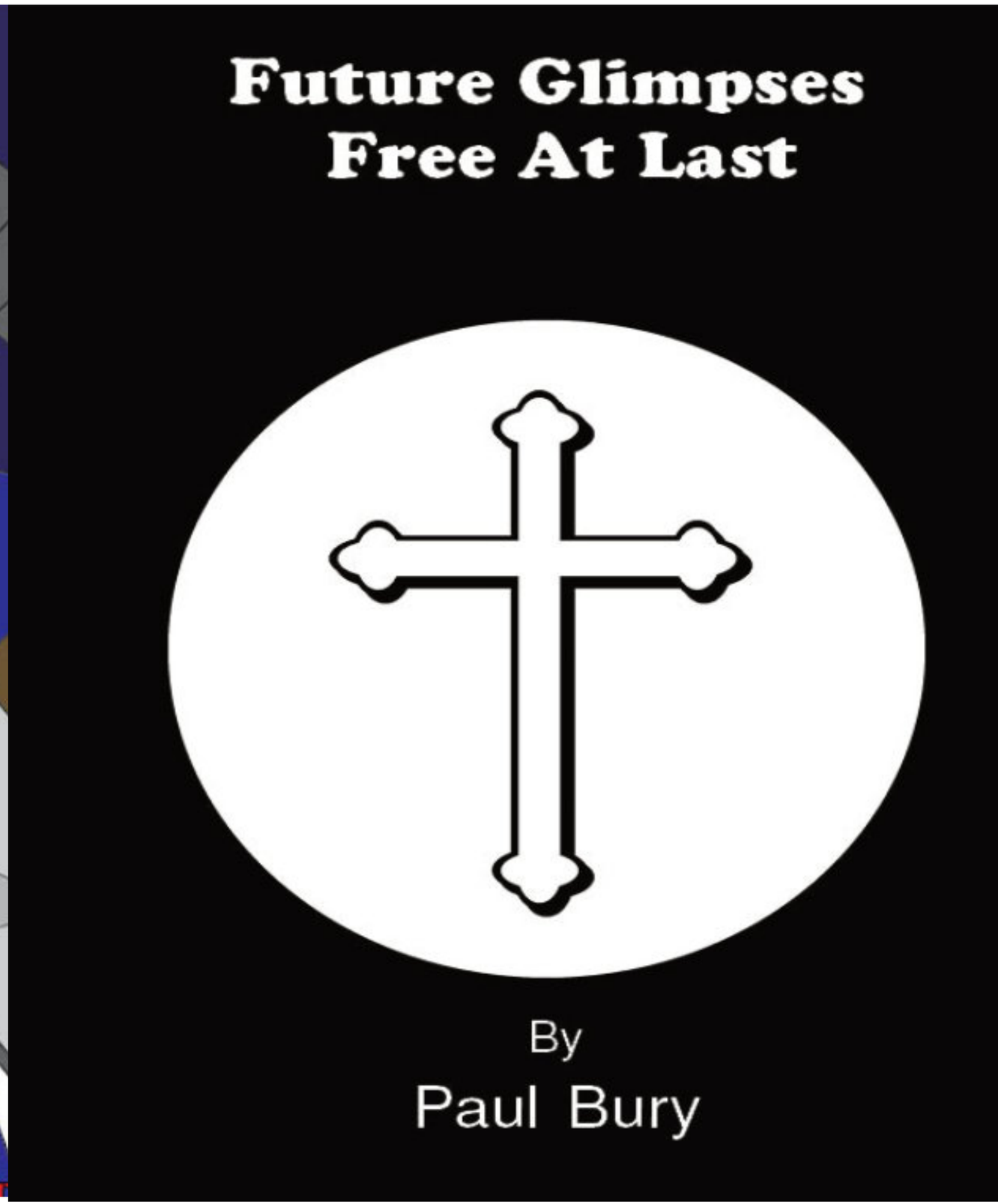
The Princess Bride Pinball

System: Nintendo Switch/PC/PS4/
PS5/Xbox One/Xbox Series X
Publisher:Zen Studios
Developer: Zen Studios
Rating: 'T' for THIRTEEN and OLDER ONLY {Crude Humor, Fantasy Violence, Language, Mild Blood, Use of Alcohol and Tobacco}
Release Date: Out Now

Last Minute Tidbits

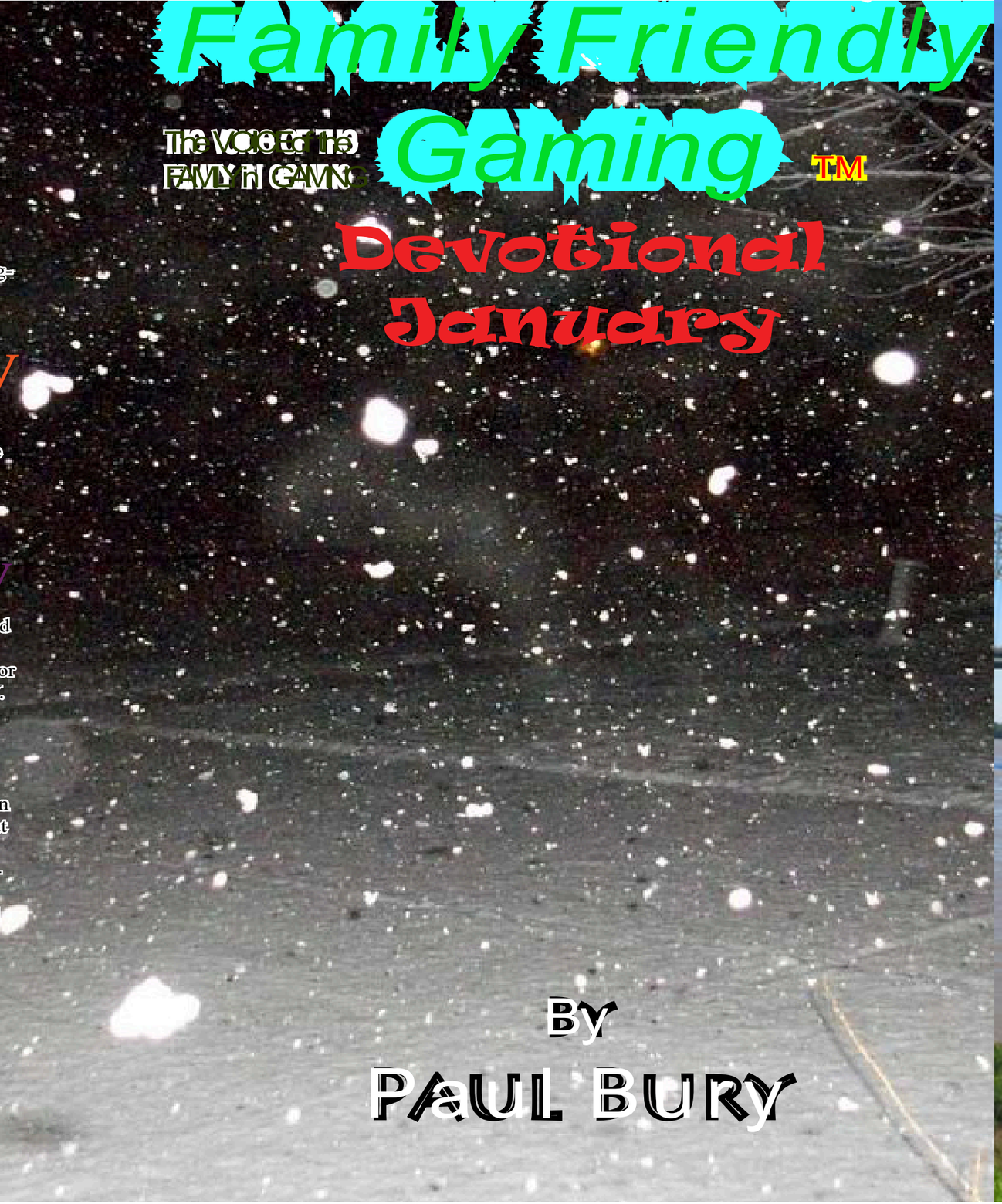
– Climb the Cliffs of Insanity and start a Duel with Inigo Montoya
– Give the right answer to Vizzini in the Battle of Wits mode and see your scores rise
– Free Westley from the Machine by shooting the lit lanes

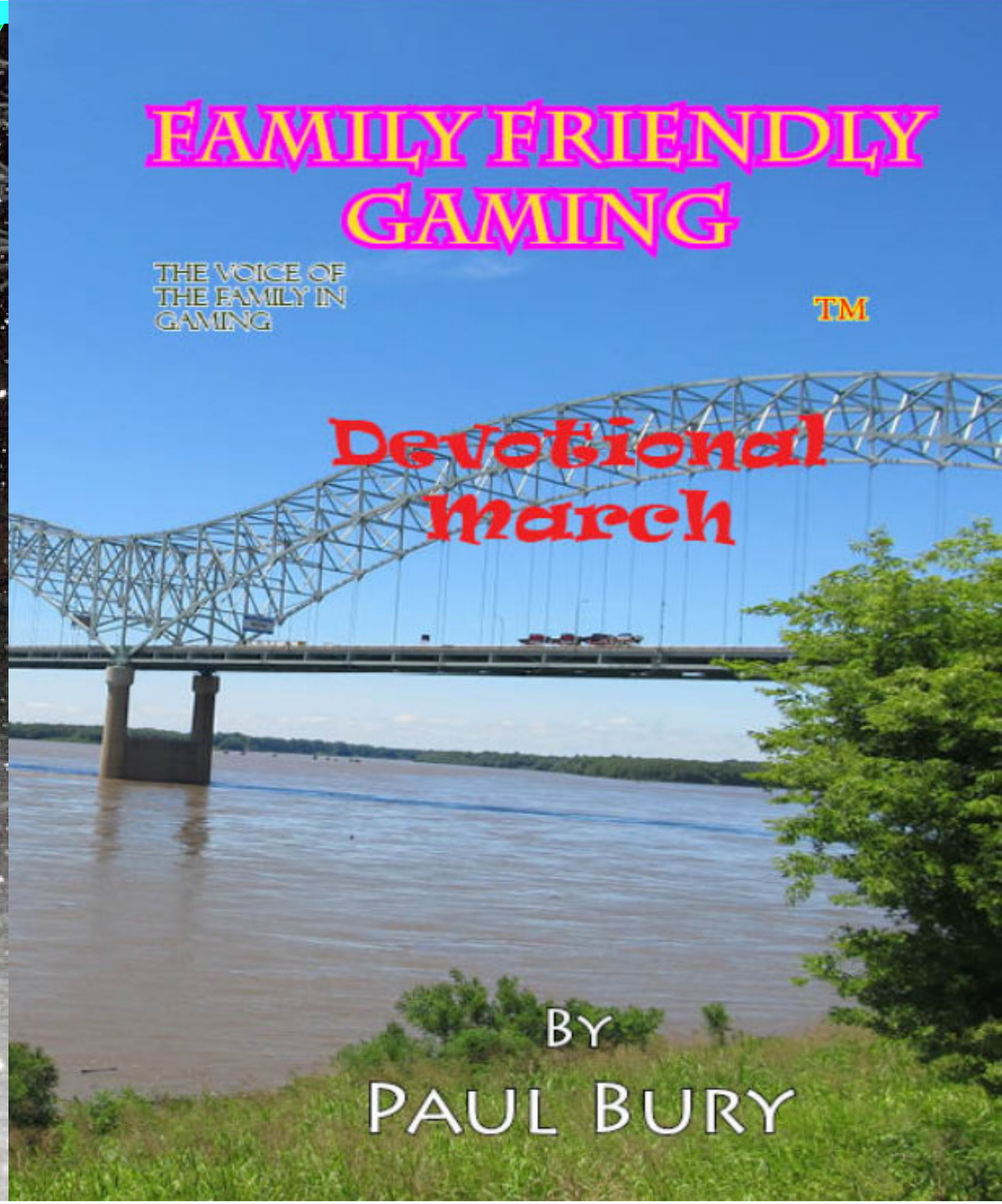




Family Friendly Gaming BUY IT RIGHT NOW HERE

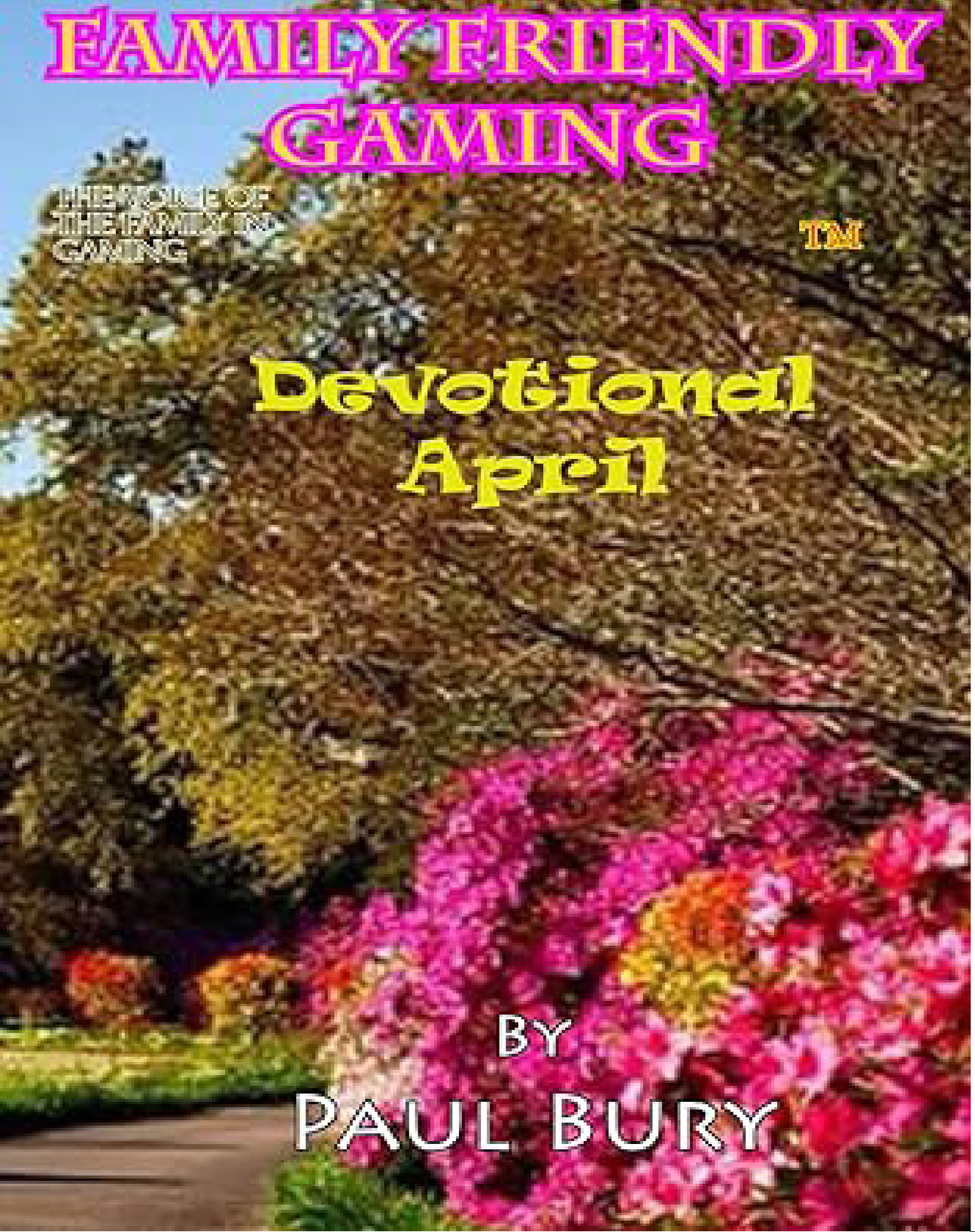
BUY IT NOW RIGHT HERE Family Friendly Gaming

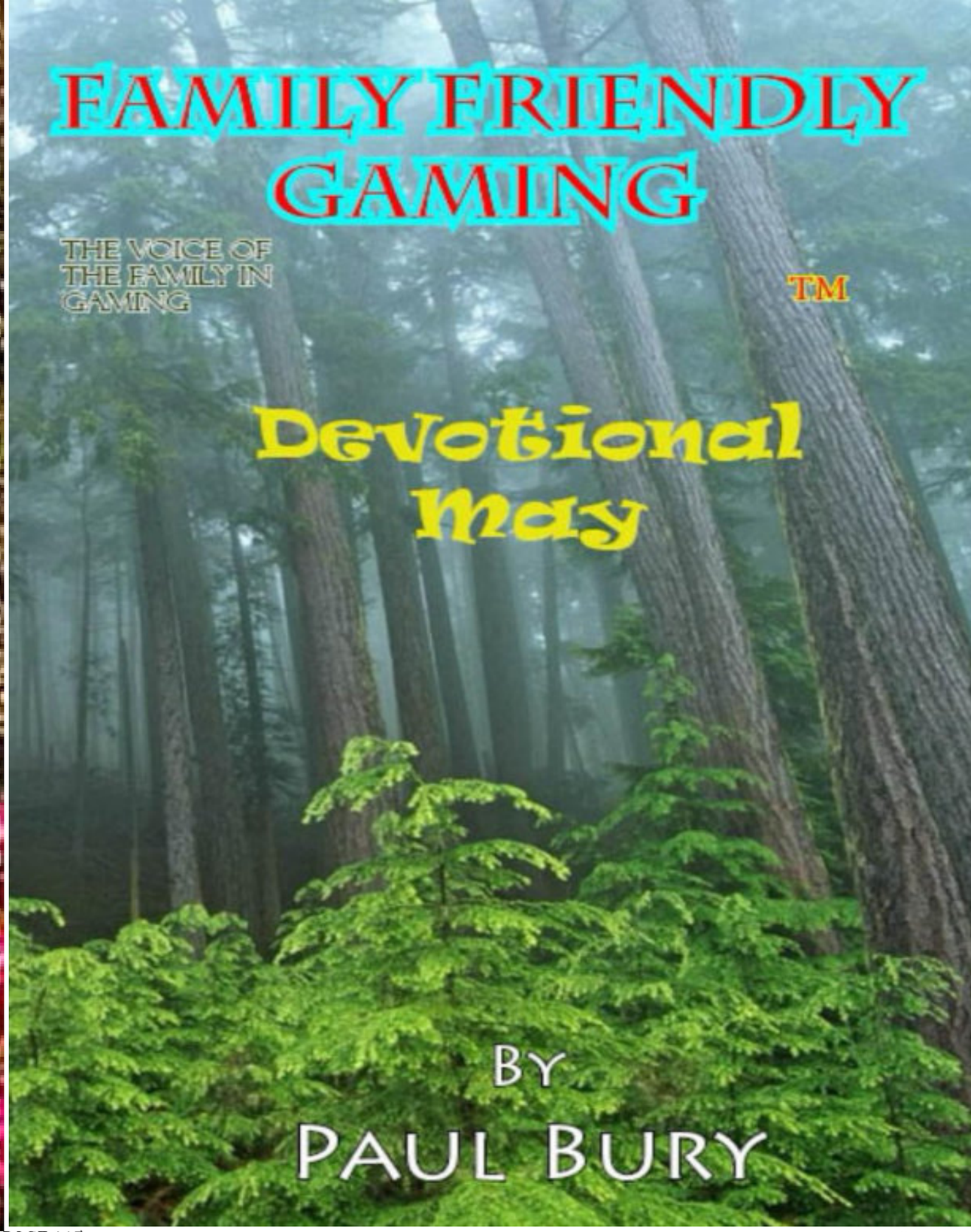




BUY IT RIGHT HERE

BUY IT RIGHT HERE


FAMILY FRIENDLY GAMING
THE VOICE OF THE FAMILY IN GAMING
TM
Devotional April
BY
PAUL BURY


FAMILY FRIENDLY GAMING
THE VOICE OF THE FAMILY IN GAMING
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