

April 2024

Sonic X Shadow Generations sliding in on the rails.

ISSUE #201



FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

TM

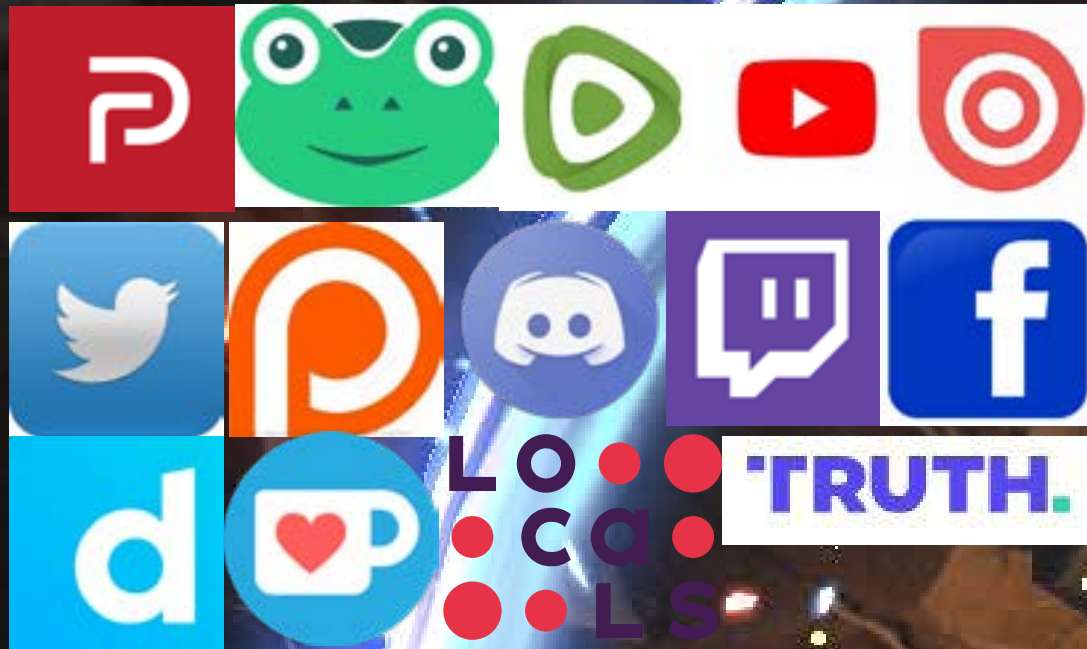


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Editor's Desk

FEMALE SIDE

Budgeting

Budgeting is one of those topics a lot of people hate to discuss. I know a lot of people that hate to even pay any attention to it. Thing is budgeting is extremely important. If you want to reach any of your goals you need to have and follow a budget. That does not mean you religiously follow it and never allow for anything fun. Unless of course that you sacrifice now and then get to the fun later in life. I know people that do that. They make a stringent budget and they follow it. Once they achieve their goal of say no debt then they can save money and spend it on things that want. They cramped and saved until they reached their goal. Then they loosened up a bit.

When I was in high school I would bring a cold lunch to save money. My friends would be given money and they would always buy a hot lunch. I learned that sacrificing that hot lunch I could go and buy tapes like DC Talk and listen to them. My buddies refused to make the sacrifice and did not have the money to buy the new tapes. They thought it was horribly unfair that I had money to buy what I wanted to buy. I pointed out they enjoyed a hot lunch every single day and I did not. Was that fair? Want to know a real interesting detail to this story? My friends were given more money than me weekly. It took me two to three weeks to save up for a new tape. They were given enough money they could have done it in one week if they made a cold lunch instead. We all choose what we do with the money we have coming in.

Have you ever thought about your time? Did you know that you budget your time every single day. I have run into situations where I need more time to get something done. I must then prioritize with my time what I will do. In essence I am budgeting my time. There are all kinds of things that can throw my day for a loop. Even then I am trying to find ways to get my chores done. I may have five minutes here so I can get part of a task done. It always frustrates me when chores do not get done and someone is spending their time on Facebook or some meaningless free app. I am part of the school of get your chores done first and the if there is time you can relax. What happens is some people do more chores while others relax. That leads to arguments and resentment when your on the same team. Be responsible.

I see funny things on the day job related to time budgeting. There are people that complain they do not have enough time to get all of their work done. Yet I see they sit around and shoot the breeze with others for hours during a day. Why not limit the gossiping time? Why not get the work done and

then have a nice conversation about your kids and dogs? Again to me this goes to getting your chores done first and then reward yourself with some shooting the breeze time.

Ultimately I do not control anyone. I make suggestions, recommendations and I write about a plethora of topics that interest me. I also write about what God directs me to write about. The Holy Spirit guides me a great many times when I am writing. You may agree with me. You may disagree with me. I am just thankful you budgeted some time in your day to listen to exactly what I have to say on this topic, and many other topics. So thank you.

God bless,
Paul Bury



Warming Up

I am writing this column near the end of February. I am getting more excited for warmer weather again. I know there will be turmoil to go through to get there. We will have wind storms before it finally settles into a nice warm summer. There is also plenty of rain that will come in the spring time too. I am excited for things like the garden this year. I would like to try and grow some potatoes this year. The biggest concern is getting them in too early, and they get too wet. Noah has asked if we can try to grow some squash this year. We are going to see if we can find any starter plants locally. My one concern about squash is what happened with the pumpkins and the watermelons when we planted them many years ago. These bugs appear and start eating the leaves and lay eggs on the leaves.

In the Mid South we know the weather will get pretty hot. We need to keep these vine plants away from our air conditioner. Those things grow like crazy and try and get into the air conditioner. I guess they are not very bright, but they are plants after all. I never heard anyone say a plant is super intelligent. Unless it is one of those that eats bugs. Anyone else a bit creeped out by plants that eat things? I don't mind them eating bugs. I would hate to get eaten that way personally. I do not think there are plants big enough to eat a human being.

We have been looking into something traditional that we may be implementing at some point in the future. Our grandparents would have plants in the house. A lot of us nowadays talk about how we would just kill plants. I think we should be able to remember to water them on whatever interval they need. This is yet another idea from my hubby. The plants will eat the toxics in the air and give us oxygen. They are supposed to help with asthma and other respiratory issues. It might be a good thing for our family to try. We are making sure the plants we purchase are safe for Princess. That is a big one. There are oxygen producing plants that are bad for animals. We are also wanting to be sure the plants can get enough sunlight in the house. So on a window sill for example. Which means they cannot be that large. It is something we are still investigating.

What kinds of plans does your family have for the summer? Are you planning some kind of a family trip? Is there somewhere you want to go and see? Paul has already talked about trying to go to that McKAY's store again in Nashville. That is only a day trip though. Princess went last year and refused to go to the bathroom at any of the stops though. That was a bit of a disappointment.

Maybe at some point she will be more comfortable going to the bathroom on a road trip. I suppose when she gets desperate enough. She was just too excited with the car ride.

Any plans for making improvements to your house or yard this year? I wish we had the room for a greenhouse on this property. Lord willing it will work on our next property. Paul is laser focused on getting our finances improved so we can move when the time is right. We also know that at some point a two story house with stairs is going to be a problem for our knees. They always seem to get a bit worse as each year goes by. It is something we pray about each and every single day. We are seeking God's will for our lives.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



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



Interactive Bible Series for Windows by GraceWorks Interactive



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

14 DVD ROM titles \$10.99 each

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

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

6 COMIC titles

\$1.50 (issues 1-4) \$2.99 (issues 5,7)

Issue 1 Jonah	ISBN 9781904064947
Issue 2 Samaritan	ISBN 9781907731006
Issue 3 Adam & Eve	ISBN 9781907731013
Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304



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



For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

Mission Statement

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

SOCIAL MEDIA TIDBITS

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 Wild Berry Skittles <https://www.youtube.com/shorts/2piwdCvII1oo> #ffg #video #funny #wow #cool #amazing #family #friendly #gaming #love #cute #berry #skittles #yummy #food #foodblogger #foodlover #foodie #foodvlog #foodshorts #shortvideo #shortsteed #shortsvideo #shorts #short #shortsviral #viral #viralshort #viralvideo #viralshorts #viralvideos #youtuber #youtube #youtubeshorts #youtubeshort #youtubevideo #special #wild

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 Let's Goo!
 REPLY 2 replies 3 likes

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Advertisement

SOUND OFF



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

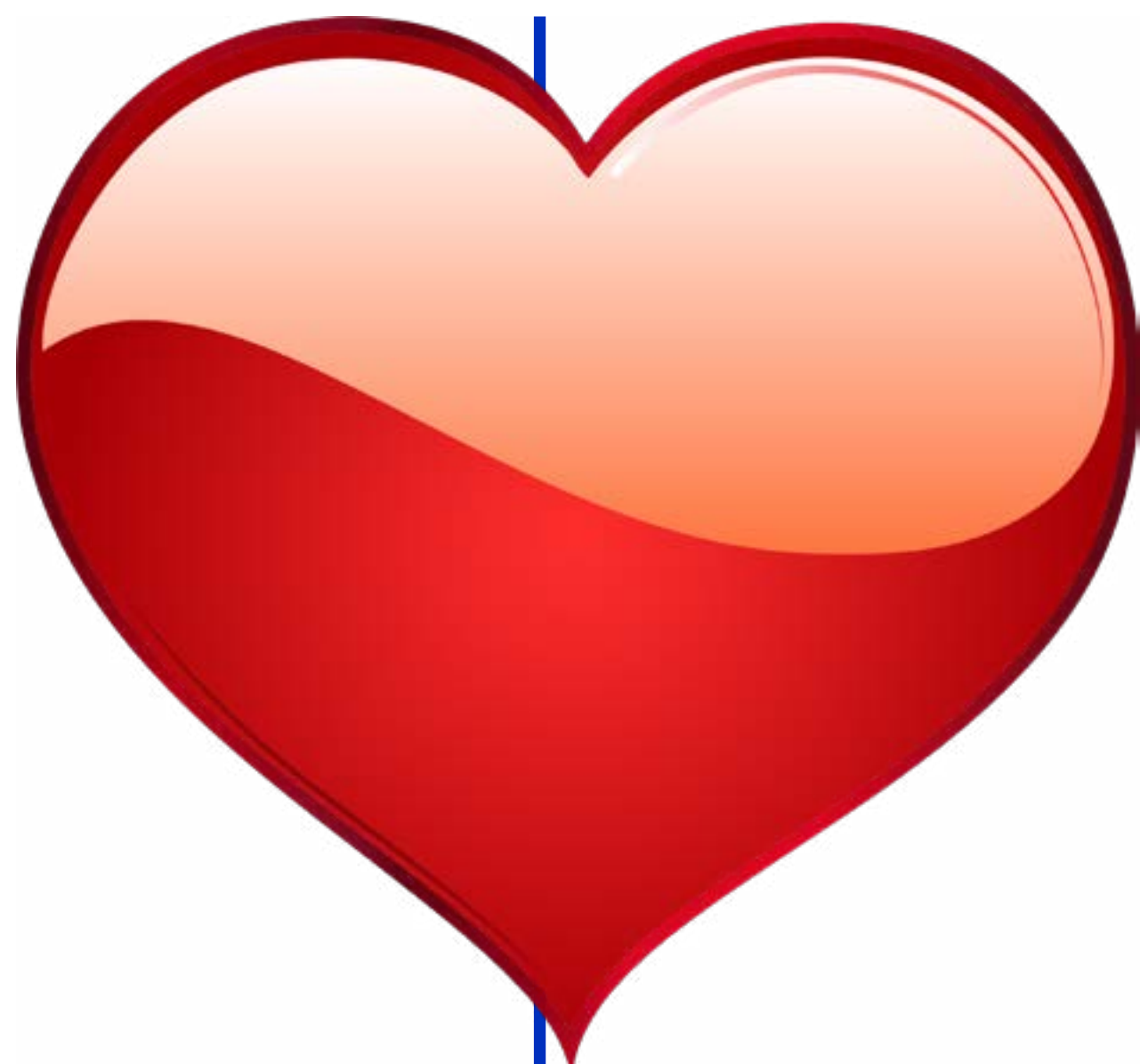
Love em

I love your videos! especially the emote ones they are awesome i learned a lot. they make my whole family laugh! i even danced along now i have the hiccups

- Abbie

{Paul}: Abbie,

Thank you so much for your kind words of encouragement. So glad that you enjoy our videos. The emotes one was an idea that I came up with some time ago. We had some Fortnite live streams and I saw other channels had emote videos with just the emotes. We had also done the FFG Dance videos and the idea hit me. What if we did half the screen of the Fortnite emote and half the screen of



me doing the emote. That is how that series was born. We have now done more FFG Dance Fortnite Emote videos than any other series. I even considered trying some other game emotes too. Maybe someday I will do FFG Dance Fall Guys emotes. I have quite a few of them in the game. I am just thinking out-loud here.

Get Comfortable not Owing Your Games

The coolest thing about the FFG Original articles is the interesting ideas you bring to us. For example I just

finished reading Get Comfortable not Owing Your Games. All gamers should be paying attention to what the video game company higher ups are saying. They act like we will pay them money no matter what they do. They act like we are their slaves and we will do whatever they want. Some of our fellow gamers are the root cause of this problem. We have fellow gamers screaming: "Shut up and take my money." I think the company executives are listening to those gamers only. The consumers especially the conservative ones are not sitting by and handing over money like they used to. Disney is seeing

that, and then blaming their own customers for not buying whatever woke garbage they release. These companies need to provide what we want from them. I know you wrote in the past about telling them how many millions want physical copies. Why aren't they listening to you? Are they trying to run their companies into the ground?

- Tom

{Paul}: Tom,

Thank you so much for reading my articles and then sending over your thoughts on them. It is great that the Get Comfortable not Owing Your Games article reached you and prompted a response. I was pretty shocked when I heard about the comments from Philippe Tremblay at Ubisoft. Like I wrote about I have been going away from digital downloads whenever and wherever I can. I keep asking these companies for physical copy versions of their products. I have been vocal on this topic for a long time.

I think you are right in your assessment that the higher ups in these companies are listening to a certain subset of the population. I have also talked to some younger people that like digital downloads. They don't have to go looking for a case, or worry if the disc gets scratched. They do acknowledge the companies can take away their

property from them at any point in time. They are so focused on whatever new shiny bobble they have in front of them they do not care about nostalgia yet. I think that yet is a real important thing. At some point they will yearn to play something from the past. When they are not able to because servers were shut down I suspect many of them will have an aha moment. They might even start to get on the bandwagon for their consumer rights. There is a whole generation that is not accustom to owning things. I keep working on educating them one day at a time.

Those are excellent questions about why don't these companies listen and are they trying to run their companies into the ground. I cannot say for certain why they do not listen. Some companies have gotten so mad at the concepts I provide them that they stop listening and even remove

our access to their limited press sites. Why would they be so closed minded? It goes to other ideas I have put out in the public forum like - they only want brown nosers. They only want cheerleaders. Tell them what they want to hear and they are happy to keep you around. Challenge them on anything and they are threatened. They are too cowardly to defend their own positions. Instead they want to hide their heads in the sand like ostriches and hope any diversity to them will just go away. We are not going away, and they are not mentally equipped to handle it. So they stick their fingers in their ears and scream: "LA LA LA LA LA LA LA LA LA LA LA LA LA LA LA!!" Yes they are immature. As far running their companies into the ground I think they are not aware of the damage they do. Since they do not listen to voices of diversity on their attacks on God, the

*Get woke
go broke.*

SOUND OFF Continued

family, traditions, Christians, and conservatives they do not see it coming. They are living in a fantasy world and do not comprehend they are creating their own demise. If they opened their minds and actually listened they could survive. I think they have the herd mentality too. I had a company executive accuse me once of trying to destroy the entire video game industry. They think we are trying to destroy everything and they are too big to fail. Other company executives have told me that gamers will buy whatever slop they put on the market. They told me that gamers are helplessly addicted and are not capable of thinking for themselves. Talk about being arrogant and insulting. My question to Family Friendly Gaming Universe is this: "will you let them get away with that?"

Thank you

Thank you, thank you, thank you, thank you, thank you, thank you, thank you, thank you for your book Video Game Lies. I read it on Kindle and it is honestly one of the best books I have read this entire decade. I am going to check out some of your other books too. Please keep writing because you are amazing. I put you up there with C.S. Lewis. I love his books.

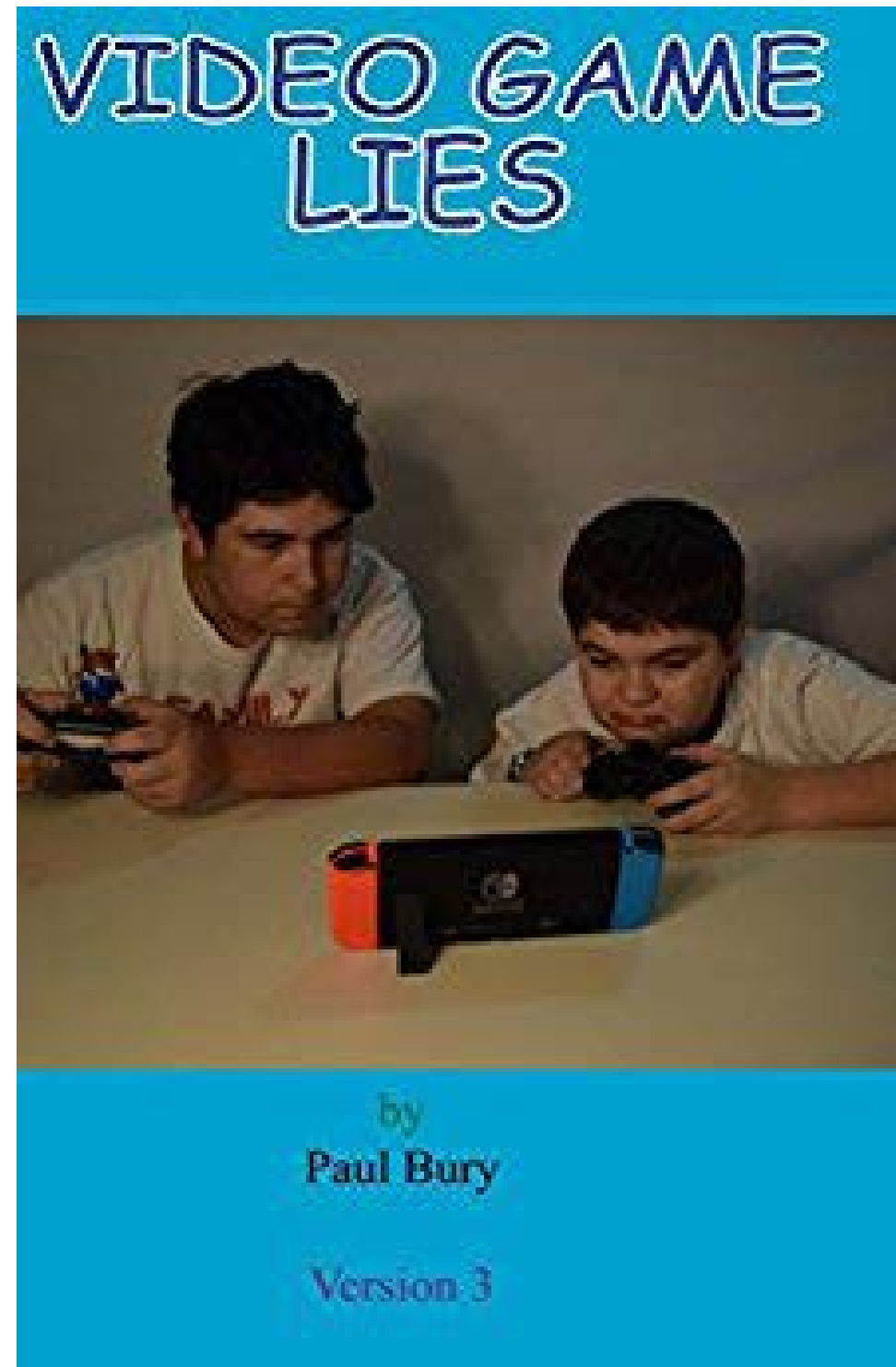
- Robert

{Paul}: Robert,

Thank you so much for your kind words of encouragement. You are making me blush. I am just a flawed man trying to do what God called me to do. I greatly appreciate your wonderful words. For anyone interested in getting a copy of Video Game Lies please go here:

https://www.amazon.com/Video-Game-Lies-Version-Paul/dp/1977575110/ref=sr_1_5?keywords=Video+Game+Lies&qid=1567971769&s=books&sr=1-5

It is my hope and my prayer that my books reach as many people as possible and bring a light to their world as it did for Robert. My goal is to open eyes, minds, and hearts. I desire to point people to God. I want as many people as possible to join me in heaven.



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

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

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

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



Look BACK Family Games

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



Operation: Noah's Ark Edition Game

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



Title: Operation: Noah's Ark Edition Game
By: Rob Anderson



Format: Gift Vendor: Cactus Game Design
Publication Date: 2016
Weight: 1 pound 6 ounces
UPC: 830938007211
Ages: 4-8
Stock No: WW222657

DEVOTIONAL

For Life

The modern day liberal American culture puts a really low value on marriage, vows, and being faithful. Every couple has challenges. God put in place the right way for marriages to stay true to one another.

Matthew 19:3 *Some Pharisees came to him to test him. They asked, "Is it lawful for a man to divorce his wife for any and every reason?"* Even thousands of years ago there were people wanting to do whatever they wanted to do at the moments they wanted to do them.

How do you think Jesus will respond to them? **Matthew 19:4-6** *Haven't you read," he replied, "that at the beginning the Creator 'made them male and female,' 5 and said, 'For this reason a man will leave his father and mother and be united to his wife, and the two will become one flesh'? 6 So they are no longer two, but one flesh. Therefore what God has joined together, let no one separate."* Jesus was clear that marriage is between one man and one woman. Jesus was also clear that God put them together. Do not mess with it. Do not do anything to attack that. Attacking marriage is attacking God.

Who is so arrogant that they think they know better than God?

Now the selfish humans want to know why they were allowed the ability to divorce in the first place. Trying to find some loophole to keep getting their way. **Matthew 19:7** *"Why then," they asked, "did Moses command that a man give his wife a certificate of divorce and send her away?"* How often do we try to find ways around doing what is right? How often do we try and twist things to support our rebellious behaviors? We spend so much time and effort on rebellion versus finding ways to make things work with what we currently have.

God holds us to a high standard. A lot of people fall short on this standard. Just because something is hard we should still strive to reach it. Numerous people also reach it, and keep it. **Matthew 19:8-9** *Jesus replied, "Moses permitted you to divorce your wives because your hearts were hard. But it was not this way from the beginning. 9 I tell you that anyone who divorces his wife, except for sexual immorality, and marries another woman commits adultery."* All kinds of people are

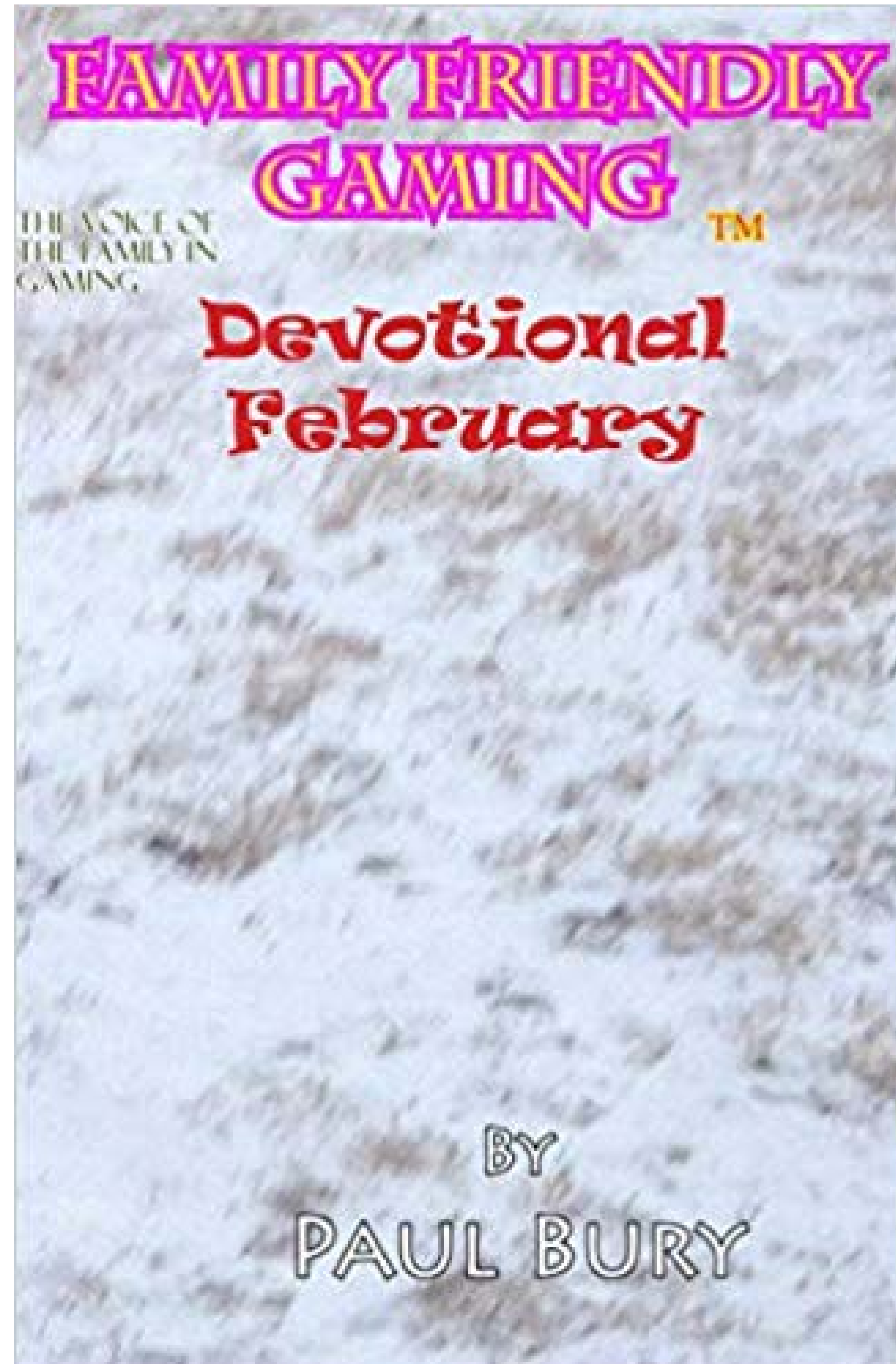
committing adultery. They excuse it with by saying thing like: "I should be happy," or "don't you want me to be happy?" How many different marriages do you need to make you happy? When you are on your third, fourth or fifth marriage maybe you should look in the mirror. Maybe the problem is you and not the person of the opposite sex you are married to. Maybe you should work on your happiness and acceptance with whom God has put in your life. Maybe be a bit more responsible.

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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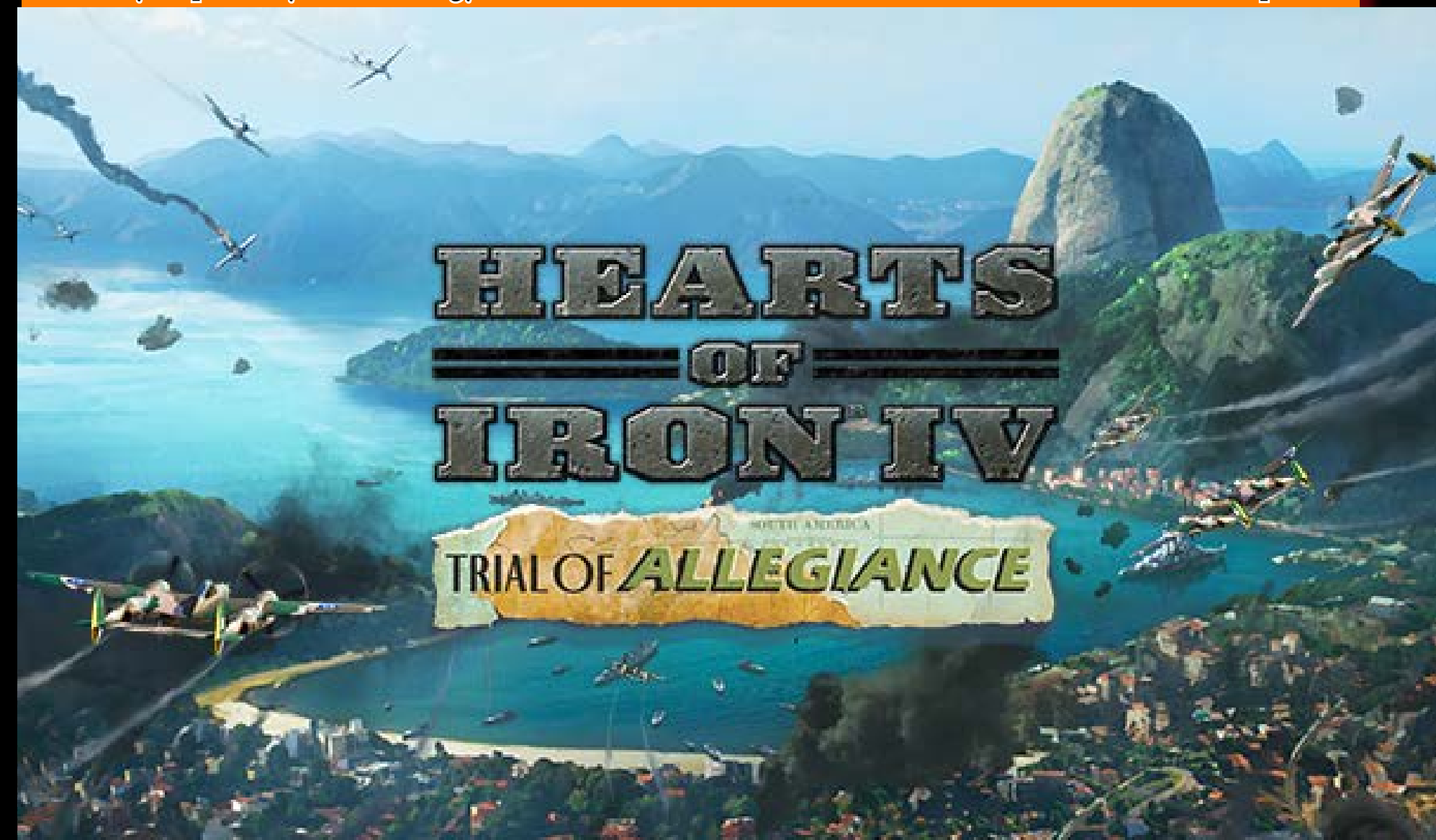
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The Crusader Kings III Content Creator Pack: North African Attire pack is available for a suggested retail price of \$4.99 / £4.29 / €4.99.

Hearts of Iron IV: Trial of Allegiance

When a war goes global, no one is safe. The oceans and distance that once kept nations secure are now crossed by ships in days and ideology in minutes. The countries of South America have their internal prob-



North African Attire Pack Designed by Crusader Kings Modder

Paradox Interactive is happy to announce the release of the Crusader Kings III Content Creator Pack: North African Attire for its award winning game of strategy, intrigue and role-playing in the medieval world. This clothing pack, the first official cooperation between a Crusader Kings III and a community creator, adds new clothing options and styles for North African cultures, including the Berbers.

This art pack is the work of El Tyranos, a community modder whose work on Crusader Kings III has earned a major audience among aficionados of Paradox's highly popular game. Crusader Kings III has been celebrated for its art style and dedication to historically appropriate clothing designs. This work from El Tyranos fits comfortably into the mold set by Paradox artists.

lems, but face pressure to choose a side in the ongoing world war. Prepare a glorious new future for the continent in Hearts of Iron IV: Trial of Allegiance, coming March 07.

Trial of Allegiance is a new content pack for Paradox Interactive's best-selling grand strategy wargame about the climactic years around World War II. In this add-on, the major nations of South America take centre stage as they ensure stability at home in an unstable world. Follow the historical course of action or explore dramatic new alternate histories in three new National Focus Trees.

Features of Hearts of Iron IV: Trial of Allegiance include:

National Focus Tree for Brazil: Challenged by a decade of internal strife and constitutional crises, Brazil can follow the historical path as a late but valuable member of the Allied cause. Alternately, seek continental hegemony under a new government with new priorities.

National Focus Tree for Argentina: Rife with corruption, revolts and worker unrest, Argentina presents a difficult political challenge. Once you've settled the problems at home, you can contribute more on the world stage and help this nation reach its full potential.

National Focus Tree for Chile: Chile is a vigorous republic with a radical tradition that must face domestic fascist parties, the embers of ethnic unrest and the imposing influence of the United States. Chart a course of equality and renewal, pick up the banner of uniting the continent under one flag.

Paraguay and Uruguay: Minor content as well as several new releasable nations.

New Art: New 3D unit sprites for the Brazilian army, as well as new unique 2D art for National Focus trees and units

New Music: Six new songs, with two each for the major nations in the pack.

New Voiceovers: Voiceovers in Brazilian Portuguese, Argentinian Spanish and Chilean Spanish.

Hearts of Iron IV: Trial of Allegiance will be available on 07 March 2024 for the suggested retail price of \$14.99/12.79/€14.99.

Tortuga - A Pirate's Tale Hits the Shores

Ahoy mateys! Fresh off the heels of its one-year anniversary, the scurvy crew at Kalypso Media and in-house developer Gaming Minds Studios (Paderborn) have announced that Tortuga - A Pirate's Tale is on Steam.

Dig up buried treasure and chart a course for the Caribbean Sea, because the hit pirate game of 2023, Tortuga - A Pirate's Tale is now available on Steam for the plundering enjoyment of all seafaring Steam buccaneers. Send those who stand in the way to Davy Jones' Locker and build a stash of stolen booty in tactical turn-based naval battles.

More than 25 hours of swashbuckling adventures await those brave (or foolish) enough to pillage Gold from the fat pockets of the Spanish, Dutch, French, and English colonies during the Golden Age of Piracy. Embark on a treacherous journey in one of 18 customizable and historical pirate ships, each with distinct features and over 360 unique loadouts to upgrade the crew and fleet into the ultimate terror of the high seas.

Ensure victory against unsuspecting enemies by upgrading skills through earned experience and notoriety. Conquer the open seas and hone your power to be as sharp as your cutlass, and parley with some of history's most infamous pirates. But beware - being a pirate isn't always Gold, glory, and rum. Tempers run hot on a ship with a galleon full of exploited pirates; fairly share the spoils of conquest with your ragtag crew of scallywags to maintain peace and avoid the fatal work conditions brought about by mutiny.

Climb aboard and set sail in Tortuga - A Pirate's Tale, is on Steam and available now on the Epic Games Store and on PlayStation 4|5, Xbox Series X|S and Xbox One.

Features:

BECOME THE PIRATE OF ALL PIRATES: You are not born a great pirate, but we give you the tools to make you THE great pirate. Customize your own Flag under which your fleet will sail. As you gain experience, your notoriety and skills will improve. Roleplay with more than 35 distinct pirate skills on your way to claim your pirate throne.

RAID AND VOYAGE THE CARIBBEAN SEA: The Caribbean of the 17th century is dominated by the four colonial powers of the Old World. Being a pirate is not your fault, but it is your responsibility! Take action to relieve the Spanish, Dutch, French and English colonies from their burden of drowning in riches. But be wary! Unless you are sure you are the biggest fish in the sea, don't venture out too early or too far from your trusted hometown port.

ENGAGE IN TACTICAL NAVAL BATTLES: A ship is safe in a harbour, but that's not what ships are made for. Fight in tactical turn-based naval battles on a hexagonal grid of epic proportions. Use your wits when raiding a convoy or a settlement. Victory is determined by a clever combination of your ship's distinct armament with the varying and rough conditions of the sea.

UPGRADE YOUR FLEET: It is your job to maintain and upkeep a formidable fleet before facing the cannon hail of those mighty warships lurking in the seas. Combining distinct upgrades of your ship's basic gear, such as weaponry, hull, mast, or figure-head allows for more than 360 unique load-outs.

MEET YOUR CREW'S NEEDS: As an elected captain of the ship, it is your responsibility to split the spoils and riches with your crew. Agreeing on so-called 'articles of capture' clearly define the objectives you embark on before leaving port. Remember the whispers of mutiny below the decks can lead to nasty outcome. After all, you are an elected captain and not placed by the grace of the Lord.

PARLEY WITH INFAMOUS PIRATE LEGENDS: On your journey to become the most fearsome, most glorious pirate captain, you will have the opportunity to get to know several historic pirates. Choose your foes and companions wisely...

COMMAND HISTORICAL SHIPS: Featuring 18 unique types of ships such as Ship of the Line, Frigate, War Galleon and more.

DROWN IN QUESTS: Sink more than 25 hours into stories set in the Golden Age of Piracy. The world is your oyster after all. Governors and fellow pirate companion provide you with valuable questlines where a few doubloons can be made. Also don't forget to seek out the local tavern and eavesdrop on the latest rumours. A bottle of rum loosens the tongue, showing the way to treasures otherwise hidden...

Boxes Lost Fragments is out on Steam

Brace yourselves for a journey into the unknown as Big Loop Studios, in collaboration with Snapbreak Games, proudly presents the much-anticipated launch of Boxes: Lost Fragments on Steam!

Start a mind-bending adventure, where the echoes of mystery vibrating through a grand mansion, each room holding secrets waiting to be revealed. As a legendary thief, your skills will be put to the ultimate test as you navigate a web of unique puzzle boxes, designed to challenge not only your wits but also your creativity.

This polished 3D cross-platform puzzle escape game promises an immersive experience, blending modern storytelling with a classic, atmospheric setting. Boyko Spasov, CEO of Big Loop Studios, shares his excitement, stating, "With Boxes: Lost Fragments, we aimed to create a world where players are not just solving puzzles; they are living the mystery. It's not just a game; it's an epic experience, a journey that will captivate players from the first box to the last."

Game Highlights:

Explore a Luxurious Mansion: Wander through a grand mansion, its lavish rooms filled with secrets and surprises.

Engage in Immersive Puzzle Solving: Face challenging puzzles within each unique box, testing your mental acuity and creativity.

Discover the Fascinating Story: Piece together an interactive narrative as each puzzle box unveils a fragment of the overarching storyline.

The wait is over, and the boxes await. Are you ready to unlock the secrets within? Dive into Boxes: Lost Fragments today and experience a puzzle adventure like never before!



**Paradox Arc
Announces
Darfall**

Paradox Interactive, a publisher and developer of deep and strategic games for cerebral players, today announces their collaboration with SquareNite to publish Darfall, a roleplaying strategy game with settlement-building mechanics that will be released in Early Access in 2024 under the Paradox Arc publishing initiative.



Darfall is a strategy game where you take control of a hero who must explore and adventure through the land to gain power while simultaneously managing a nascent village in its efforts to expand and grow into a larger town. However, as the sun sets, the dark forces plaguing the land unleash their minions against your base and it is your job as a hero to take a stand in defense of its home. Each night that the forces of evil are thwarted, the more dangerous and numerous the nighttime raids become.

With a mix of RPG, strategy, city-building, and a tower defense game, Darfall is sure to test the players' mettle and resolve in their quest to hold back the tide of darkness.



Crusader Kings III Chapter 3

Paradox Interactive unveiled its 2024 plans for Crusader Kings III, its award-winning grand strategy game about the medieval era, known for its captivating story-telling and character-rich plotting. Chapter III of Crusader Kings III will feature two expansions, including a long-anticipated Byzantine-themed Major Expansion, as well as an event pack and a free cosmetic clothing add-on, which is available for download now - for everyone who pre-purchases the Expansion Pass.

Crusader Kings III: Chapter III includes:

Couture of the Capets (free): Unveil a world of opulence with Couture of the Capets. Available immediately upon purchase of Chapter III, this cosmetic pack introduces new fashions and styles inspired by French royal culture in the High Middle Ages (13th century).

Legends of the Dead: Turn yourself into a figure of legend in this Core Expansion, where great feats and effective propaganda can enhance the power of your bloodline through the centuries. Direct the course of your dynastic legend through Court Chroniclers, and use your growing reputation to build a lasting material legacy. But beware of the growing threat from distant lands as the Black Death builds a legendary legacy of its own.

Roads to Power: The majesty of the Byzantine Empire takes center stage in this Major Expansion. Rule from Constantinople through a new Administrative Government form and experience various Byzantine-themed events and flavors. Or, be truly daring and live a life where your noble reputation is not tied to the land, roaming the map as an adventurer for hire.

Wandering Nobles: Building on the travel system introduced with Tours & Tournaments, this event pack introduces a new Travel Lifestyle and new ways and reasons to travel - incidents and stories related to roaming far from the safety of your court.

"It's very exciting to be able to talk about our plans for 2024," says Crusader Kings III Game Director Alex

Oltner. "We've been working hard on trying to find ways to introduce major historical content like the Black Death and the Byzantine Empire's distinct form of government into CKIII, and we know that our fans have been wanting these as well. Chapter III promises to be one of the biggest phases in the game's history."

The first piece of content of the third Chapter is coming on March 04. Legends of the Dead is a new core expansion for Crusader Kings III that adds many new activities, events, and features to Paradox's award-winning medieval role-playing grand strategy game.

War, disease, and scheming relatives can bring an end to even the most illustrious of rulers. How will you ensure that your fame and reputation survive after you are gone? Nothing burnishes the glory of a royal house like the fame of its ancestors, so it may be wise to invest in the future by singing of your past. In Legends of the Dead, guarantee that stories of your great deeds live after you've shuffled off the mortal coil through propaganda perpetuated by chroniclers and troubadours. But even legendary greatness is challenged by the greatest peril of all - the Black Death, a dangerous plague that threatens the foundations of the medieval world.

Features of Crusader Kings III: Legends of the Dead include:

Legends: Commission an epic retelling of your family history or build your own heroic reputation through great deeds. Promote this legend, far and wide, and see how the stories of the past reverberate through the centuries, and add even more glory to legendary dynasties.

Legendary Playstyle: Leverage your living legend status through new Decisions and actions, keeping the stories of your family in the minds of a continent, strengthening the legitimacy of your rule and allowing further choices.

Legendary Buildings: Your legendary reputation gives you access to new elite buildings, cementing your legacy for future generations.

Legendary Feasts: Poets and bards can ornament your celebrations with songs and odes to your greatness, inspiring your guests to spread the tale of your legendary generosity.



Court Chroniclers: Hire an official historian to spread the story of your dynasty's great accomplishments, or use your poets and musicians to turn your actions into art.

Two New Legacies: A new Heroic dynastic Legacy for the heirs of legendary characters, even using the great deeds of ancestors to justify claims from the distant past, as well as a Legitimacy Legacy that promotes your dynasty as the true rulers of the realm.

Illness and Mourning: New diseases like

the Bloody Flux, Measles and Holy Fire may ravage your court, but you can honor your deceased loved ones with dignified Funeral rites, according to your faith.

The Black Death: The greatest scourge of the Middle Ages strikes down noble and commoner alike, radically transforming the political and social environment. Prepare your realm and prepare your soul, because a rampaging plague may be the strongest enemy facing your rule.

New Art: Both life and death are given new energy with the celebrated art style

that Crusader Kings III fans have come to appreciate. A new exclusive Map Table, new varieties of clothing, unit models and holding designs for extra flavor.

Chapter III for Crusader Kings III can be purchased now for the suggested retail price of \$43.98/£38.48/€43.98. Once purchased, owners can immediately download the Couture of the Capets cosmetic pack for free.

NEO S Wireless Collectible Controller Announced

CRKD™, the new premium collectible gaming brand behind the award-winning Nitro™ Deck, announced today the NEO S™ Wireless Collectible Controller for Nintendo® Switch™, PC, Mobile and Smart TV's.

Combining the streamlined aesthetics of retro gaming controllers with the advanced feature set found in modern day gamepads, the NEO S forges its own path, marrying form and function to create a highly collectible and deceptively powerful piece of hardware.

The NEO S is compatible with Nintendo Switch, yet thanks to advanced Bluetooth® technology, it's just as at home when used with PC, mobile devices, and gaming via Smart TV's.

As much a piece of art as a feature packed gaming controller, the NEO S launches in nine distinct designs, including three Special Editions designed by renowned game controller artist POPeART.

To complement the striking design, the

NEO S is packed with high-end features. Like the Nitro Deck before it, the NEO S is equipped with state-of-the-art Hall Effect Thumbsticks, providing drift free, precision gaming, and adjustable actuation Hall Sensor Triggers allowing gamers to tailor trigger sensitivity to individual preference.

On the rear of the NEO S, a set of Remappable Back Buttons adds extra functionality and can be programmed for each game at the touch of a button. Don't like the feel of the Thumbsticks, or feel them wearing out over time? Thanks to quick-swap system of the NEO S, gamers can quickly swap their Stick Tops for different designs and colors, adding an extra dimension of customization and durability.

Equipped with an internal gyroscope, the NEO S is fully motion control compatible when used with compatible Switch games, and powerful, fully adjustable vibration is also included, affording further immersions with compatible games. The NEO S includes a 'No Deadzone' mode which turns off the Thumbstick deadzones for more responsive gaming, and CRKD have even included Turbo Mode which instantly transforms any button on the NEO S, adding turbo functionality when gamers need it most.

HunterX code name T Releases

Independent games studio ORANGE POPCORN has announced that HunterX: code name T is available now on Nintendo Switch in America and Europe. The Pre-order in Asian eShops will also be available.

HunterX: code name T, the sequel to HunterX, offers players an action-packed adventure featuring fast and stylish combat mechanics. Players can hone their combat skills by utilizing a variety of weapon actions and magic while exploring a vast and ever-expanding world.

Embark on a fateful journey through a world straddling the past and future, as the devil hunter Taiyo seeks to confront his own identity and vanquish formidable foes under the luminous glow of the returning Purple Moon.

Features

A fast, stylish combat in an action-adventure setting.



Customize fighting styles with diverse weapon actions and magic while exploring an expanding world.

Join Taiyo, a devil hunter on a quest to confront memories and hunt devils in a fractured world.

Explore a vast, time-spanning world, encountering gripping stories and challenging adversaries.

Customize combat with various weapons, utilizing specific actions and collecting items to exploit enemy weaknesses.

Every design in the NEO S collection is fully compatible with the CRKD True Collection System App available on iOS™ and Android®, allowing owners to easily register their NEO S to their CRKD collection. Within the App's interface, gamers can unveil essential details such as the product number and rarity rank. Furthermore, future updates will empower users to personalize their NEO S experience by adjusting settings, including button remapping and setting trigger actuation points, among other customization options.

Lee Guinchard, CEO of Embracer Freemode commented, "Our launch of the Nitro Deck was met with an overwhelmingly positive response from the gaming community, and we're excited to grow the brand further with the announcement of the NEO S. An ideal companion to the Nitro Deck, we believe the NEO S sits apart from the sea of mediocre controller designs available, presenting a highly collectible product which houses an array of advanced features. We look forward to introducing the NEO S later this spring and to the continued growth of the CRKD brand."

The NEO S will be available in nine distinctive designs:

- Retro Gold Edition
- Classic Clear Edition
- Atomic Red Edition
- Emerald Green Edition
- Orange Zest Edition
- Electric Pink Edition
- Splatter Edition by POPeART
- Blossom Edition by POPeART
- Junkyard Edition by POPeART

The NEO S Wireless Collectible Controller is available for pre-order today exclusively through CRKD.gg, and is expected to begin shipping to gamers from April 2024.



We Would Play That!

REVIEWS

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

One thing that the modern day American culture has a problem with is perseverance. I can think of a lot of video games that can teach perseverance. You may need to practice some parkour section, or grind to get your characters strong enough to beat a boss. There has been an effort by a great many video game companies to remove the lessons in perseverance. In some cases the games are made insanely difficult where very few people can make it through them. In other cases the video game companies have made things so easy that there is zero challenge whatsoever. Many peo-

ple will take the path of least resistance. Why would you want to take the harder path? What reward is there for doing that? When we live stream video games we want to get through that game as fast as possible so we can get to the next game. If we spend hours failing at the same thing it is not a good live stream, and not a good experience. Grinding is actually a major part of life though.

How many of us must work day jobs we despise? How many of us must smile and go onto a work site when we would just rather work from home and bypass dealing with all of those idiots on the road? Working From Home during the pandemic for day jobs changed a lot of things for a lot of people. So many people despise going into an office and getting less work done while their bosses act like prison guards walking by and making sure they are in their

cells, err offices. The days jobs are there to pay bills.

Grinding has never bothered me. Some of my fondest memories of the Dragon Warrior video games involved grinding. The grinding required in the original Final Fantasy video game on the 8-bit NES also required a lot of grinding. I actually enjoyed doing that. Want to know why? I could do it. There were 2D side scrolling video games I could never complete or beat. I could with enough time beat any RPG that allowed grinding. It had a lot to with how life actually is.

What about you? Would you like to see some video games that encourage perseverance? The reward needs to be worth the time effort. It also might be difficult to get some gamers into that more traditional mind set of putting in the time to reap the reward. Maybe a personalized reward for each player.

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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1 Peter 1:13-17

13 Therefore, with minds that are alert and fully sober, set your hope on the grace to be brought to you when Jesus Christ is revealed at his coming. 14 As obedient children, do not conform to the evil desires you had when you lived in ignorance. 15 But just as he who called you is holy, so be holy in all you do; 16 for it is written: "Be holy, because I am holy." 17 Since you call on a Father who judges each person's work impartially, live out your time as foreigners here in reverent fear.

EA Sports F1 23

SCORE: 82

I hope you were able to catch the live stream I performed of EA Sports F1 23. This racing game contains some interesting things and some annoying this. The back of the case tells players to be the last to brake. I can do that really well in racing games. The problem for me is the tracks have all kinds of curves and I am not able to stay on the tracks being the last one to brake.

There is a story mode within EA Sports F1 23. It is a new chapter in the Braking Point storyline. I played a bit of this and honestly I found it to be like a lot of the reality television shows. There are these characters trying to have all this drama. I am not convinced anyone would actually react that way to the situations presented before them. To me Braking Point is amped up beyond what anyone would actually say or do.

EA Sports F1 23 has a few as-

sists and a few different difficulty settings. If you drop it to the lowest and brake through the corners you should be able to get high placement. I was able to win quite a few races that way. The biggest problem I had was penalties. I could not find a way to turn them off. There is also a skip back button so you can replay a certain section of the race.

A brake assist would have been nice in EA Sports F1 23. Some of the penalties made no sense to me. I went off the track and crashed into a wall. I then had to back up to get back in the race. I got a three second penalty while multiple cars passed me. I can see a penalty for corner cutting and passing. Why grant a penalty when it actually wound up hurting me in the end?

EA Sports F1 23 can be played online if you log into the EA Servers with an EA account. EA Sports F1 23 looks decent and there are multiple camera angles. Players must go into the pause menu screen to change the camera angles. There are enough tracks to race to keep most gamers busy for a week or two. There are different modes, teams, and vehicles within EA Sports F1 23. I had some fun playing EA Sports F1 23. I just needed to keep concentrating on the race track and line every single lap.
- Paul

System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: EA Sports
Author: Codemasters
Rating: 'E' for SIX and OLDER ONLY {Mild Language}



Graphics: 85%
Sounds: 70%
Replay/Extras: 90%
Gameplay: 85%
Family Friendly Factor: 80%

Dreamworks Trolls Remix Rescue

SCORE: 74

I hope you were able to enjoy the live streams I performed of Dreamworks Trolls Remix Rescue. It took me just over six hours to play this video game from start to finish. That includes the end credits. Dreamworks Trolls Remix Rescue comes from GameMill Entertainment and they are known for glitchy video games. I was really hoping that Dreamworks Trolls Remix Rescue did not have any glitches.

The bad news is Dreamworks Trolls Remix Rescue has glitches within it. The biggest issue I had with Dreamworks Trolls Remix Rescue is the on rails parkour sections in some of the levels within Dreamworks Trolls Remix Rescue. I would run into issues with the camera changing on me when I was mid jump and missing it because the camera moves. Other times I would die or lose a heart for getting a little off camera.

There are rhythm levels in Dreamworks Trolls Remix Rescue that are interesting to play. We turned off the music due to copyright issues with the first live stream. I love some music company claiming all the monetization for an hour of a live stream when they had eleven seconds of an audio copyright. Why even include copyrighted music in your video games at this point in time?

Chaz decides everyone needs to listen to his smooth jazz in Dreamworks Trolls Remix Rescue. He winds up using some power that brainwashes all these characters. Your character is immune since you are wearing headphones. The goal in Dreamworks Trolls Remix Rescue is to free all the trolls and stop Chaz. The boss battles are actually easier than some of the level areas.

We do use a spin dash and a hair throw to attack various creatures in this video game.

I ran into all kinds of odd glitches within Dreamworks Trolls Remix Rescue. The camera would kill me. I would fall through the map, or get stuck in spots. I ran into collision detection issues. I ran into lag issues. I ran into problems with certain skills not working right. I also found areas I could cheese the game like run along walls. I ran into spots where I could not progress properly.

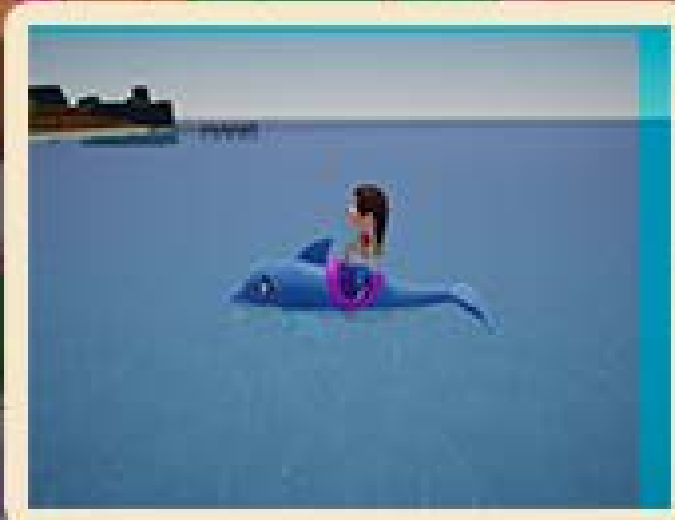
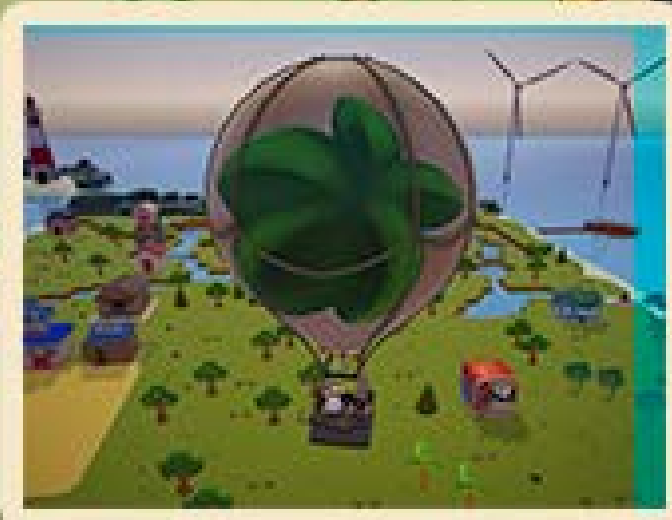
All in all I like Dreamworks Trolls Remix Rescue. I wish the glitches did not drag it down so badly. The voice acting and on screen faces may not match up, but at least there is a bit of humor within Dreamworks Trolls Remix Rescue. The glide is a great skill that works well in the low gravity areas.
- Paul

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: GameMill Entertainment
Developer: Petit Fabrik
Rating: 'E' - SIX and OLDER ONLY {Mild Fantasy Violence}



Graphics: 75%
Sound: 70%
Replay/Extras: 85%
Gameplay: 65%
Family Friendly Factor: 75%

Isla Sinaloa



islasinaloa.com



Barbie Dreamhouse Adventure

SCORE: 83

dreamhouse adventures

Ya'll know me. I am not afraid to play a video game designed for girls. I am not one of those angry hater gamers that throws tantrums playing a video game where I am not the intended audience. I ask myself does it reach the intended audience. I also live streamed Barbie Dreamhouse Adventure on the Nintendo Switch for just over fifty three minutes. If you missed it then you can check it out in the video section of the Family Friendly Gaming website.

In the research I performed on Barbie Dreamhouse Adventure I found it that this video game was an app on iOS and Android and then ported over to the Nintendo Switch. The cool thing is there is a physical copy of Barbie Dreamhouse Adventure on the Nintendo Switch. I love it when video games are given physical copy versions. It is also great to know the Nintendo Switch is powerful enough to run iOS and An-

droid apps.

There are four floors in Barbie Dreamhouse Adventure. We can go around and do a few different things with- in Barbie Dreamhouse Adventure. We can look at the different rooms and select the question mark circles and find out about the different areas. We can cook food, grow vegetables, and place characters in certain areas. The characters will lightly interact with the areas. Put two of them in chairs in the pool area and they will emote at one another.

Barbie Dreamhouse Adventure also lets players make changes to the house. We can change the wall colors and furniture in certain areas. We can put characters on a train and watch them go around this area. We can give the characters different things and have them interact. When



characters go into the pool or shower they put on a bathing suit. The animals can also be put places and they will have certain poses.

Barbie Dreamhouse Adventure is a cute little video game for girls. There is not a lot to do in my opinion. We can plant, water, and cook but there is no need to do any of it. We can make greeting cards for characters. There are plenty of characters we can put in the rooms in Barbie Dreamhouse Adventure. There are some neat things like no girls allowed in the bathroom if there are boys already there.

I find Barbie Dreamhouse Adventure to be a bit small for a video game on the Nintendo Switch. At the same time if you want to play around with Barbie in a virtual environment Barbie Dreamhouse Adventure is pretty good at that.
- Paul



System: Nintendo Switch
Publisher: Budge Studios
Developer: Budge Studios
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 85%
Sound: 80%
Replay/Extras: 70%
Gameplay: 90%
Family Friendly Factor: 90%



Detective Pikachu Returns

PIKACHU
SCORE: 72



I enjoyed live streaming Detective Pikachu Returns from start to finish. It took me between twelve and thirteen hours to complete Detective Pikachu Returns. I did not do

many of the side quests. I performed a few early on and then focused on the main storyline. There will be spoilers in this review of Detective Pikachu Returns. We finally learn what happened to Tim's dad Harry in Detective Pikachu Returns.

There is a bit of violence within Detective Pikachu Returns. There are some Pokemon that fight it out in this game. Other Pokemon are injured and must be helped. I was totally right about where Harry went in Detective Pikachu Returns. Harry's consciousness was put into Pikachu thanks to MewTwo. At the very end of Detective Pikachu Returns they are separated and Harry goes back to his body which is just fine without any fluids or anything to sustain him. Yes I know this game is fantasy.

The gameplay in Detective

Pikachu Returns consists of walking around and talking to people. We also investigate clues. When we have enough clues we can make a deduction on what happened. At times I knew what happened but had to find the right clue. At the end of the chapter we must present our findings to reveal who the culprit is. Some characters sure changed their tune really fast in Detective Pikachu Returns.

There are numerous side quests that can be performed in Detective Pikachu Returns.

The graphics look okay in Detective Pikachu Returns. Honestly I expected better looking graphics. The voice acting is decent. There is all kinds of dialogue about humans and Pokemon living together in harmony in Detective Pikachu Returns. Detective Pikachu is framed and eventually escapes from prison when evidence is provided that he is not guilty of the crime. A Ditto did it if you wondered.

There is some disturbing content in memories about Harry wanting to get a divorce. I think he wanted a divorce to protect his family. This is the strangest reason I could think of. Plus it is not clear to me why he thought his family was in great danger. That is not resolved at the end of Detective Pikachu Returns. It probably dealt with the R incident. Cubes are used in Detective Pikachu Returns to control Pokemon. That way they cannot go berserk ever again.

The family sits down to have meals together in Detective Pikachu Returns which is really great to see.

Tim is respectful to others in this game too.
- Paul

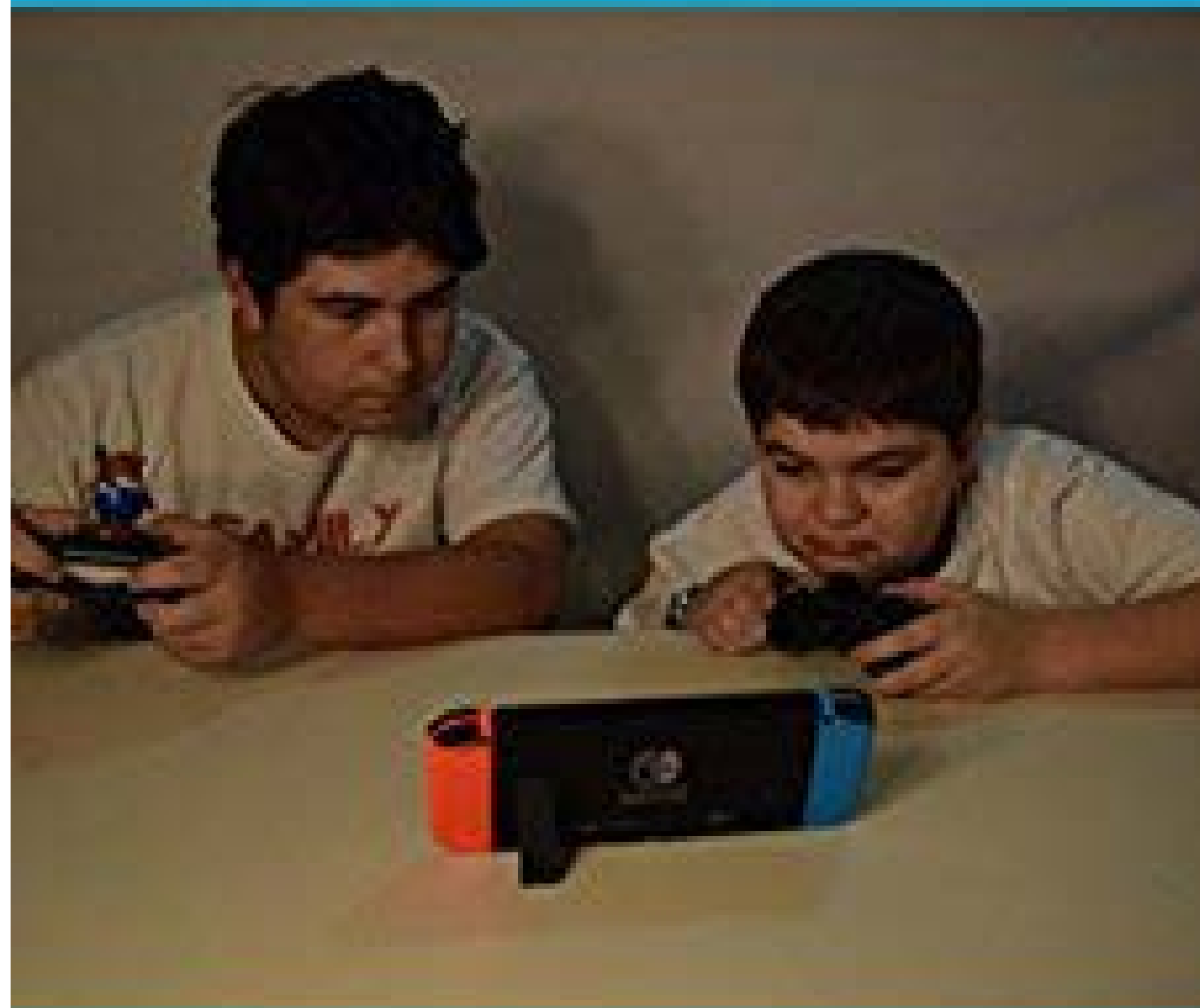


System: Nintendo Switch
Publisher: Nintendo
Developer: Creatures
Rating: 'E' - SIX and OLDER ONLY
{Mild Fantasy Violence}



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

VIDEO GAME LIES



by
Paul Bury
Version 3

BUY IT NOW RIGHT HERE

Edens Zero #7

SCORE: 60

I am very thankful I had the \$10.99 to purchase a copy of the Edens Zero #7 Manga book. Chapters fifty-one through fifty-nine are included within Edens Zero #7. There will be spoilers in this review. Shiki and Homura are deemed to be sub criminals because they used violence against the thieves attempting to rob the casino. They must mine one hundred thousand ore from the planet. That is actually monsters they must defeat.

Edens Zero #7 teaches us that Shiki is a bit scared of bugs. The first monsters they run into that contain the ore they must mine are bugs. Kill the bugs and the ore goes to the ruler of the planet. We finally catch up with Valkyrie in Edens Zero #7. She died protecting others against Madame Kurenai. We also learn that Madame Kurenai is the mother of Homura and she used Valkyrie to gain power for herself. That is one selfish mama if you catch my drift. She left her kid behind for others to care for and went gambling. She could not pay off her debt



so she had to work it off. Then Valkyrie saves her and she goes off and marries the leader of the world and has him killed so she can grab power.

The issues families will have with Edens Zero #7 are lack of attire, enticement to lust, violence, blood, bad language, perverted characters and more. Shiki and Homura learn that even if you mine all of the ore your collar will just reset and demand it again. Thank-

fully there is a character with a steal ability that can remove the collars. At the end of Edens Zero #7 Shiki is coming after Madame Kurenai. It should get interesting going forward in the next volume. I am a bit concerned that Valkyrie is no longer functioning. It sounds like they cannot bring her back



in Edens Zero #7. Maybe that will change.

Rebecca runs into issues of her own in Edens Zero #7. She is trying to get to the Labor District to help out her friends Shiki and Homura. Labilia claims she can help and just wants to do a collaboration video. Rebecca agrees and gets totally pranked in Edens Zero #7. There definitely are some sick and selfish people out there. I have run into quite a few of them myself. Thankfully another B-Cuber does help out Rebecca because he is thankful for her anime cosplay. He thinks anime will save the world one day. I am not so sure about that. I would love for their to be more American made anime styled content personally.

The storyline in Edens Zero #7 takes a few swerves but otherwise it is progressing as expected. I am most concerned about the death of Valkyrie. There must be some way to repair her. I guess I will keep reading to find out. Numerous characters cry in this manga. - Paul

System: Manga
Publisher: Viz Media
Author: Hiro Mashima
Rating: "T" for THIRTEEN and OLDER ONLY {Fantasy Violence}



Graphics: 55%
Writing: 62%
Replay/Extras: 64%
Story: 64%
Family Friendly Factor: 55%

Edens Zero #8

SCORE: 61

I am very thankful I had the \$10.99 to purchase a copy of the Edens Zero #8 manga book. This manga book contains chapters sixty through sixty-eight. There is some very interesting story progress in Edens Zero #8. There will be spoilers in this review. We are introduced to Arsenal in Edens Zero #8. We already know the character since it is Weisz, but he has this cool armor that uses his ether. Unfortunately he uses it all up and winds up naked. There is a pervert character that steals things like women's underwear in Edens Zero #8.

The issues families can have with Edens Zero #8 are violence, lack of attire, enticement to lust, blood, magic and more. Madame Kurenai is brought to her daughter against her will.

Homura gets to decide her fate. Homura thanks her mother for bringing her into the world and then in essence banishes her. A group of men wind up grabbing



her mother and making her their slave near the end of Edens Zero #8. We find out that Vaklyrie is in essence totally and completely dead. The body is left on the planet since it is a symbol of resistance to the people. All of the slaves in the labor district are freed in Edens Zero #8. They can work and actually get paid going forward.

The bad characters trying to steal Edens Zero find out they were following a hologram. So Shiki and his crew wind up getting away from that danger. Homura decides she will become the next Valkyrie going forward. So they now have the four key characters they need near the end of Edens Zero #8. Shiki looks really powerful in Edens Zero #8. He finishes off that mech with his bare hands. Even though that mech has an ether coating



that protects it. Shiki finds a way around this problem and wins the fight pretty easily. Anime will save the universe is a theme within Edens Zero #8. I honestly find that a strange concept. I would love for some American made anime that reflects our culture and values personally.

Rebecca awakens her Leap-er ability and has just barely begun to scratch the surface. Rebecca also realizes something about fights they had in the past and how they were connected to the fights they were currently engaged in. The artwork is decent within Edens Zero #8. There is plenty of action but just enough talking to understand what is going on in the storyline. I am curious to see where this franchise goes from here. They are still wanting to go out into the galaxy to find that large woman. Edens Zero #8 does not deal with that very much though. - Paul

System: Manga
Publisher: Viz Media
Author: Hiro Mashima
Rating: "T" for THIRTEEN and OLDER ONLY {Fantasy Violence}



Graphics: 55%
Writing: 63%
Replay/Extras: 63%
Story: 64%
Family Friendly Factor: 60%



Ant-Man and the Wasp Quantumania



SCORE: 65

I am very thankful I had the money to purchase a copy of Ant-Man and the Wasp Quantumania on Blu-ray on Black Friday 2023. It recently made it into my pick for one of the movie nights me and the boys had. There are all kinds of stories surrounding Ant-Man and the Wasp Quantumania. It was a major success, or it was a flop. From the research I performed it looks like this movie ended up making a little bit of money. So I would not put Ant-Man and the Wasp Quantumania in the flop column. It certainly did have a major drop after the first weekend and it under performed the previous movies.



some disturbing relationship discoveries in this movie. Both Hank Pym and his wife Janet admit to cheating when they were in different realms.

Kang the Conqueror has taken of the Quantum Realm in Ant-Man and the Wasp Quantumania. The Ant-Family gets sucked down there thanks to Modok. Cassie was mapping the Quantum Realm with a device that allowed them to get sucked in. Ant-Man and the

The issues families can have with Ant-Man and the Wasp Quantumania are violence, blood, gore, bad language, lack of attire, enticement to lust, and more. Ant-Man and the Wasp Quantumania is starting to feel like Ant-Family to me. We have an elderly statesman who talks to ants, the current Ant-Man, Wasp, and now Cassie who happens to be Scott Lang's daughter. There are



Wasp Quantumania promotes the multiverse belief. Different Kang's sent one down to the Quantum Realm. Once the movie is done we see a lot of Kang's grouped together.

Since the action playing Kang got into some cancel culture trouble it is up in the air what will happen with his character in the future. Ant-Man and the Wasp Quantumania contains quite a bit of humor within it. The first and ending scenes are a great example. Kang is defeated and it looks like he might be dead. Or maybe he got shrunk even further. Modok is horrible looking in Ant-Man and the Wasp Quantumania.

It took me 125 minutes to watch Ant-Man and the Wasp Quantumania from start to finish. I actually enjoyed quite a bit of this movie. It was neat to see a father trying to protect his daughter. It is great to see

Kang overthrown in Ant-Man and the Wasp Quantumania. I am not big on the bad language and cheating in Ant-Man and the Wasp Quantumania. Both of those could have been left out.
- Paul

System: Blu-ray
Publisher: Disney
Developer: Marvel Studios
Rating: 'PG-13' for Parents Strongly Cautioned {For Violence/Action and Language}



Video: 63%
Audio: 60%
Replay/Extras: 65%
Functionality: 75%
Family Friendly Factor: 60%



Star Trek Strange New Worlds Season One



SCORE: 65

I am very thankful I received a copy of Star Trek Strange New Worlds Season One as a gift on DVD. It takes five hundred and twenty-four minutes to watch Star Trek Strange New Worlds Season One from start to finish. The ten episodes of Star Trek Strange New Worlds Season One are on four discs. There are also some interesting behind the scenes videos to watch on the Star Trek Strange New Worlds Season One discs.

There will be spoilers in this review. The issues families can have with Star Trek Strange New Worlds Season One are lack of attire, enticement to lust, sex outside of marriage, violence, blood, promotion of sexual deviancy and more. Captain Pike knows his future and knows he will have this great accident. He also knows cadets that will die in that accident in the future.

I found it interesting to see the origins of some of the characters in Star Trek Strange New Worlds Season One. Spock is a great example. It is interesting to see Spock and his engagement. We know how that goes from the original Star Trek series. Captain Pike believes we are better together. That is a theme in this show. They face all kinds of interesting enemies in Star Trek Strange New Worlds Season One.



The Gorn are fascinating in Star Trek Strange New Worlds Season One. They are some neat CGI monsters that breed in crazy ways. They do not look like they did in the original Star Trek

television show. Captain Pike is a bit on the weak side in terms of leadership. He asks people to do things in an almost apologetic way. There is little to no strength in this character. With that said I actually like Captain Pike. His struggle with knowing his future is fascinating.

The engineer in Star Trek Strange New Worlds Season One does not even last the entire season. The Gorn infest him with their eggs and they have this Aliens kind of gestation where they burrow out of the body they are in. It is pretty gross actually. I sort of liked that blind engineer. Uhura is an interesting cadet in Star Trek Strange New Worlds Season One. She is running away, and Star Fleet is so exclusionary. She seems to find a family there on Enterprise though.
- Paul



System: DVD
Publisher: Paramount
Developer: CBS Television Studios
Rating: 'NR' for Not Rated



Video: 60%
Audio: 60%
Replay: 70%
Functionality: 75%
Family Friendly Factor: 60%

Sydney Hunter Collection

SCORE: 64

I am thankful I had the money to purchase a copy of the Sydney Hunter Collection cartridge on the Evercade systems. There are four games on Sydney Hunter Collection. The four games are Sydney Hunter and the Shrines of Peril, Sydney Hunter and the Sacred Tribe, Sydney Hunter and the Caverns of Death, and Jester. These are four retro video games.

Sydney Hunter and the Shrines of Peril is a game that was recently made for the Intellivision. Sydney Hunter and the Sacred Tribe and Jester are 8-bit video games. Sydney Hunter and the Caverns of Death is a 16-bit video game. Three of the games on the Sydney Hunter Collection are Sydney Hunter video games. Jester is a completely different video game that does not really seem to fit this compilation in my opinion. The three Sydney Hunter video games are 2D side scrollers. Jester is this maze video game where

we must be fast to get through before we run out of things like light.

My initial reaction to Sydney Hunter Collection was very negative. I spent some time live streaming Sydney Hunter Collection on our Rumble channel and these games wound up growing on me. There are some control issues and confusion within Sydney

Hunter Collection. Some of the enemies can be difficult to see in Sydney Hunter Collection as well. There is some violent content within Sydney Hunter Collection as well. False gods are also a part of the Sydney Hunter Collection video game.

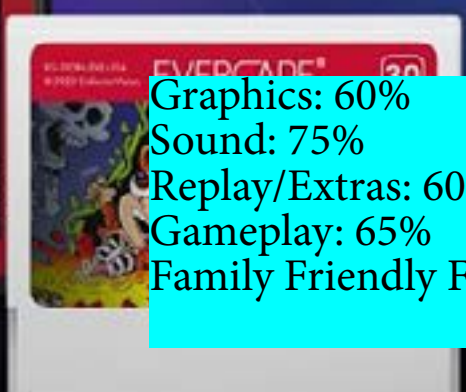
The treasure hunter nature of Sydney Hunter Collection reminds me of Indiana Jones. Sydney Hunter and the Caverns of Death is my favorite video game in the Sydney Hunter Collection. Collision detection is a bit questionable in some of the games on the Sydney Hunter Collection cartridge. I like how the manual explains a bit about these games and the developer. I wanted to like Jester so bad in Sydney Hunter Collection.

Sydney Hunter Collection reminds me of how many newer video games can be made done on retro systems. There is plenty of life left on these older systems. Even if they are not perfect. - Paul

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



Graphics: 60%
 Sound: 75%
 Replay/Extras: 60%
 Gameplay: 65%
 Family Friendly Factor: 60%



Sunsoft Collection 1

SCORE: 68

I continue with my quest of getting caught up on the Evercade cartridges. Thankfully I had the money to purchase a copy of the Sunsoft Collection 1. The PR and Marketing representatives failed our close to ten million readers. Do not fret because we got you in spite of them. The six games on the Sunsoft Collection 1 cartridge are Mr. Gimmick, Blaster Master, Blaster Master Boy, Aero the Acro-Bat, Journey to Silius, and Arabian.

I got so excited when I heard about Sunsoft Collection 1. I expected those older Batman video games. Sadly they are not included, and a second collection for Sunsoft has been announced and they are still not included. Pretty lame if

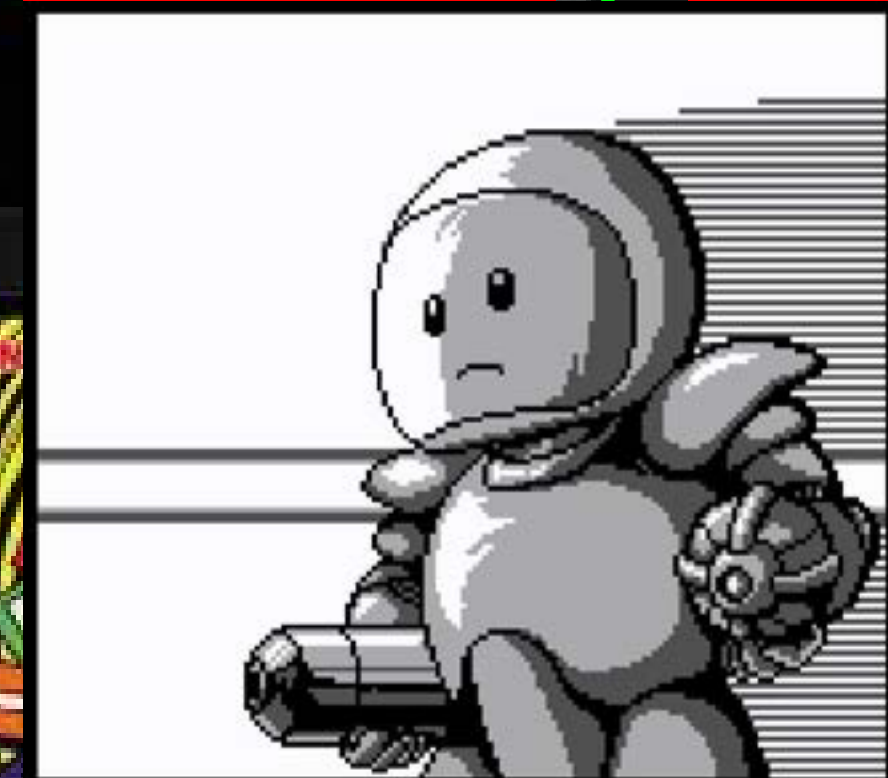
you ask me. Mr. Gimmick was never released outside of Japan. So that game is interesting to see and play. After playing Mr. Gimmick I can see why it was not released outside of Japan. Some of the controls are annoying.

We get two Blaster Master video games on the Sunsoft Collection 1 cartridge. We shoot all kinds of things in those games. All of the games (with the exception of Arabian) have some sort of violence within them. Speaking of Arabian this is one of those one screen kind of video games where we collect certain items and then get another one screen. The random nature of the computer

controlled characters can be very annoying. I found myself trapped in Arabian a lot with nowhere to go.

Aero the Acrobat would be the biggest name in Sunsoft Collection 1. I vaguely remembered this game from the 16-bit era. I got to spend more time with Sunsoft Collection 1 thanks to live streaming this collection on Rumble. Aero the Acrobat confused me as to what to do (at first). There is also confusion on what objects you can interact with and what are just background graphics.

There are only six games on the Sunsoft Collection 1 cartridge which makes it pretty light compared to others. We blow away quite a few things. I did find the Blaster Master Boy game interesting. - Paul



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



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

MR. GIMMICK!

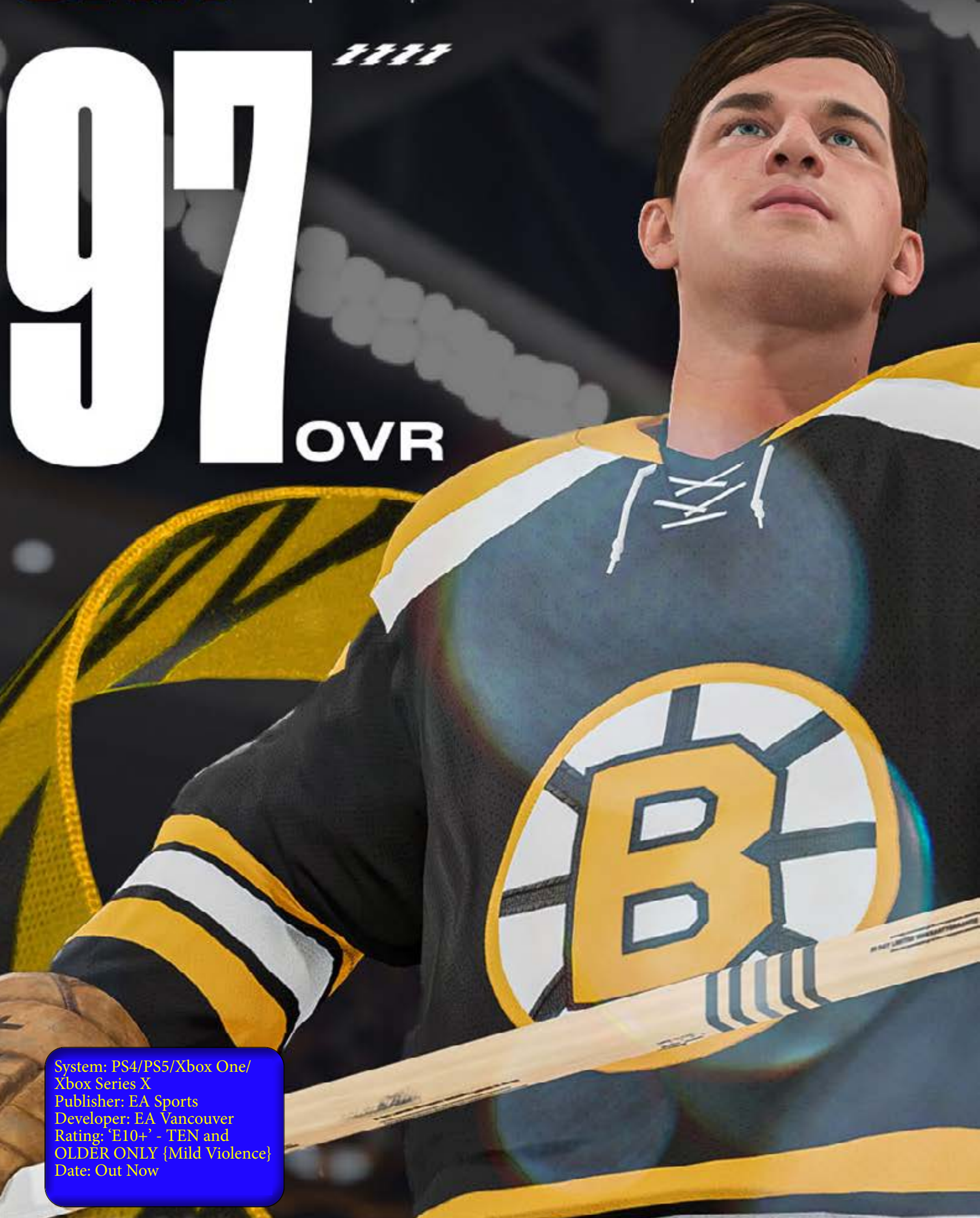
SPORTS

BOBBY
ORR

#04

BOSTON BRUINS

97
OVR



System: PS4/PS5/Xbox One/
Xbox Series X
Publisher: EA Sports
Developer: EA Vancouver
Rating: 'E10+' - TEN and
OLDER ONLY (Mild Violence)
Date: Out Now



Overhauled physics and animations revolutionize physical contact and deliver realistic body checks like never before. New rag-doll and animation-based reactions create big moments at any point in the game.

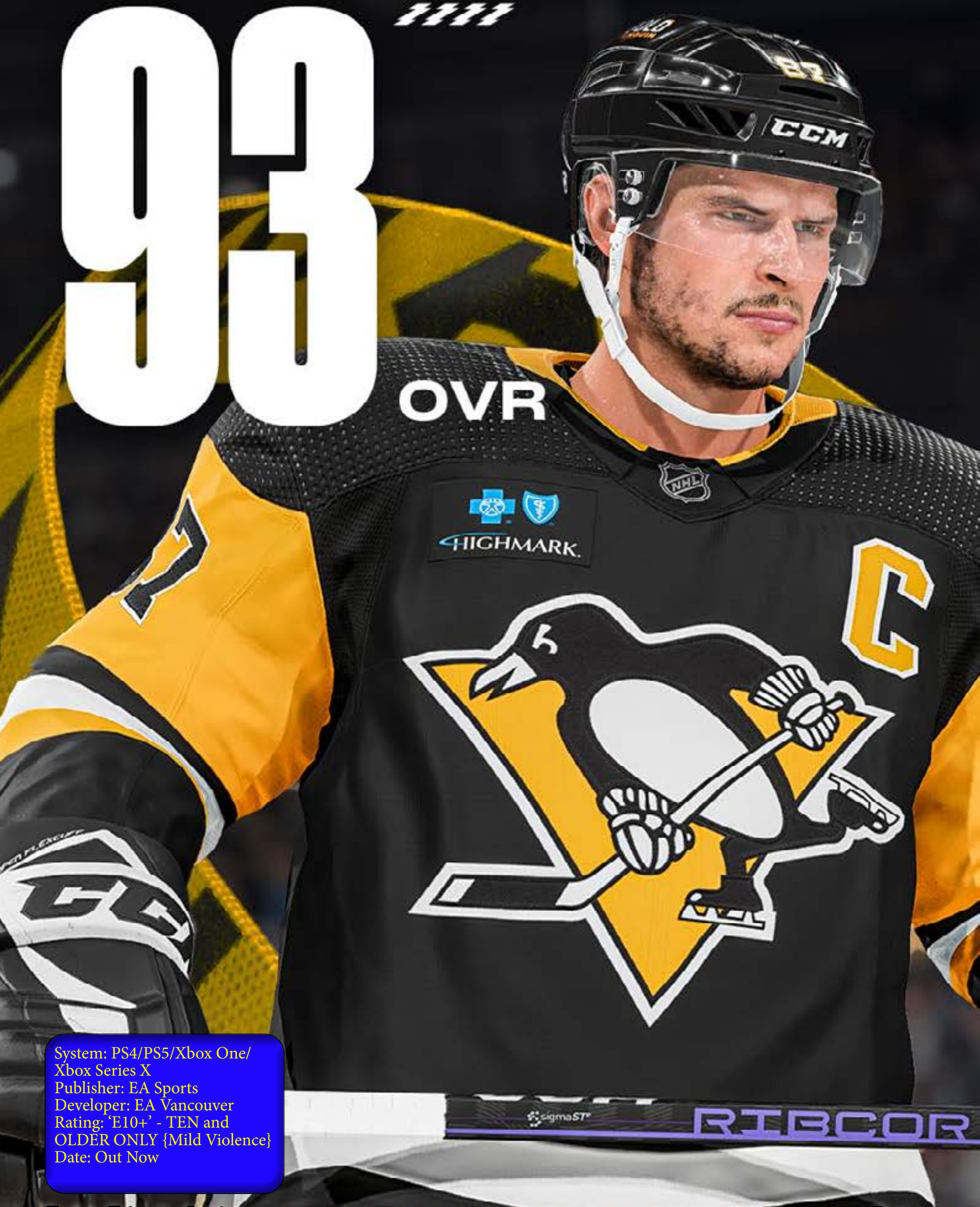
SIDNEY
CROSBY

#87

PITTSBURGH PENGUINS

93

OVR



System: PS4/PS5/Xbox One/
Xbox Series X
Publisher: EA Sports
Developer: EA Vancouver
Rating: 'E10+' - TEN and
OLDER ONLY (Mild Violence)
Date: Out Now



PAVEL BAR

A complete refresh of the control setup makes using high-light-reel moves more intuitive and accessible. Plus, we've added a new ability to fake, pass, or deke out of every move, opening up a whole new level of creativity and strategy for players.

DEVELOPING

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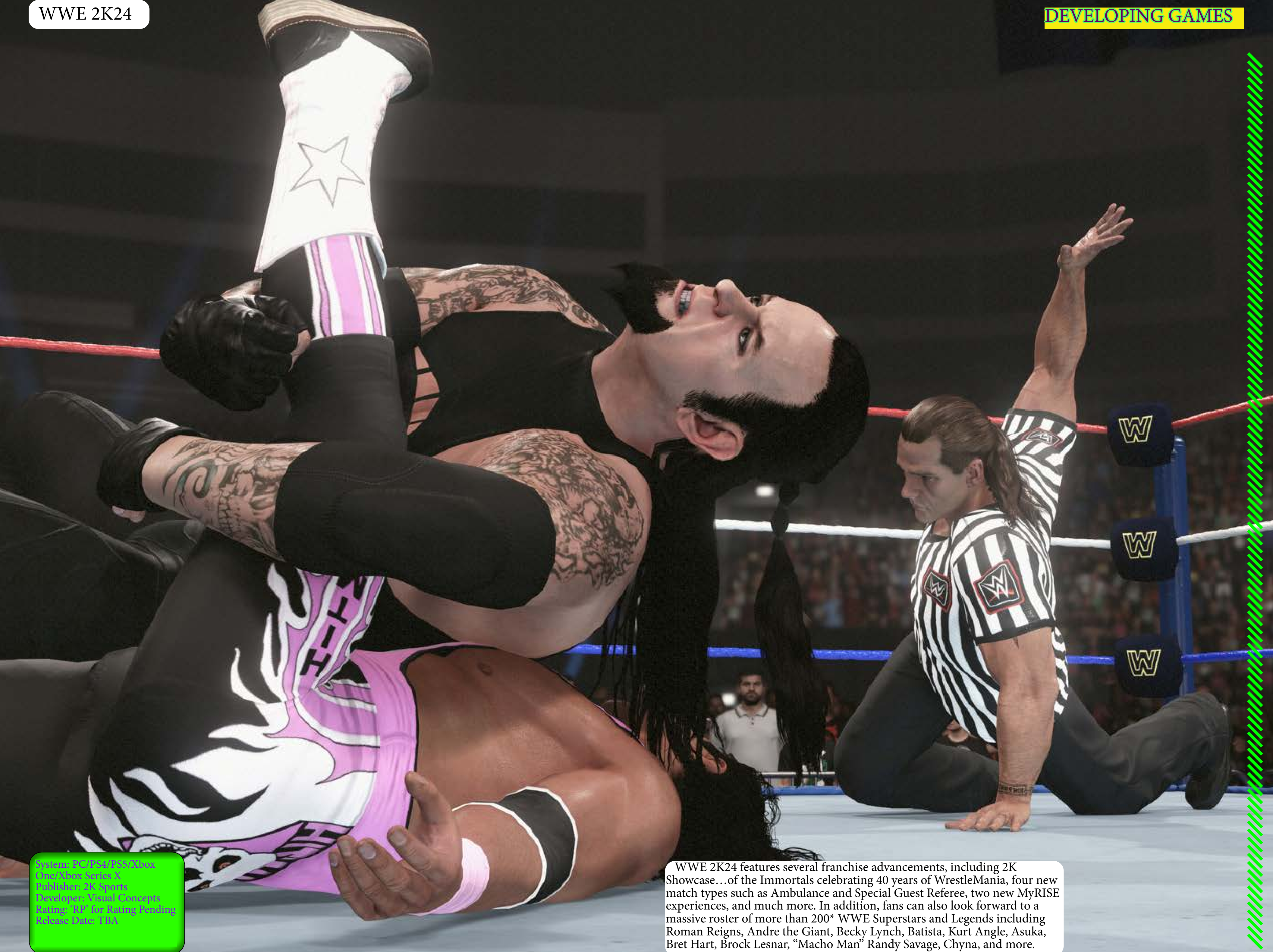
GAMES





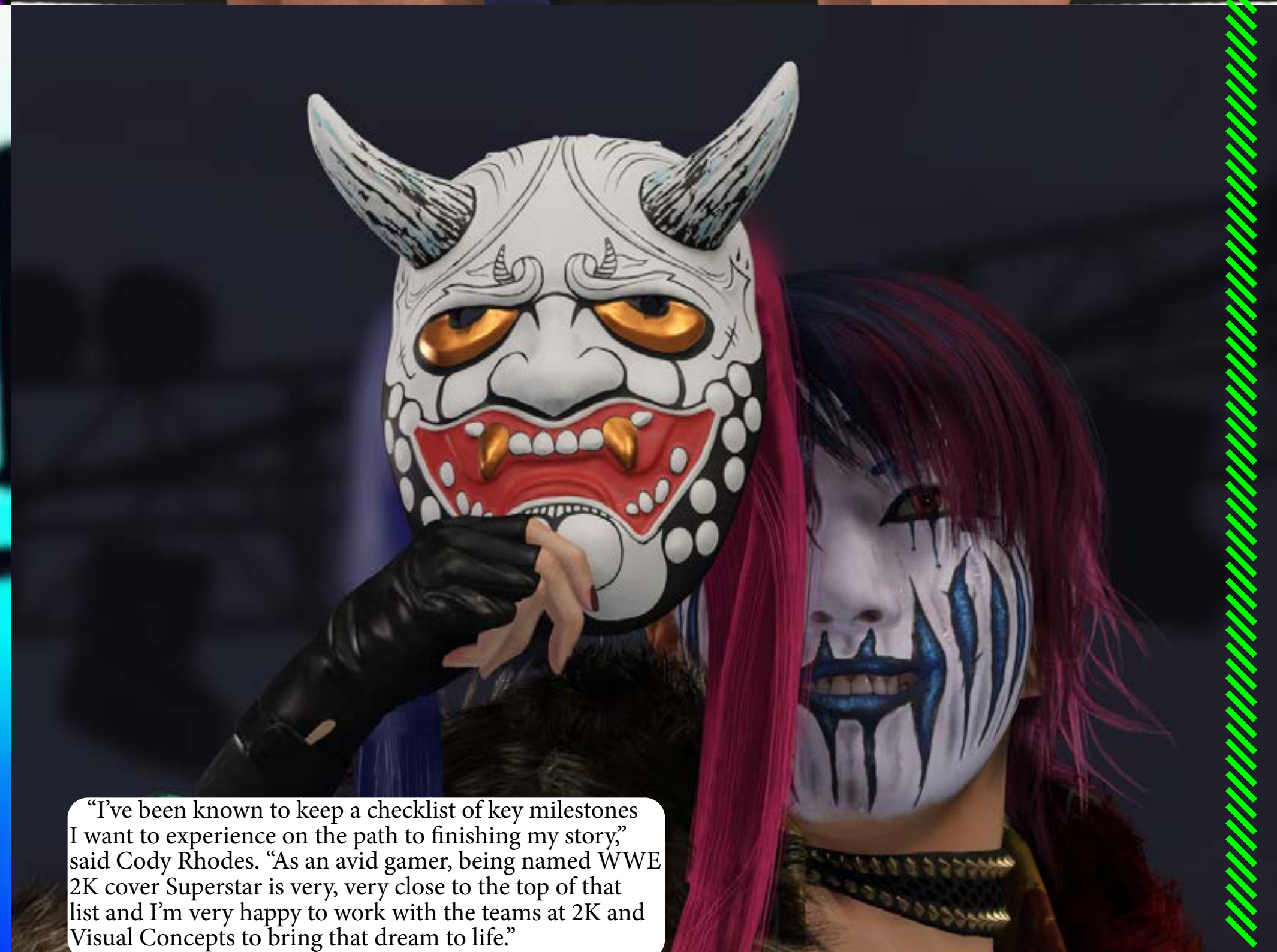
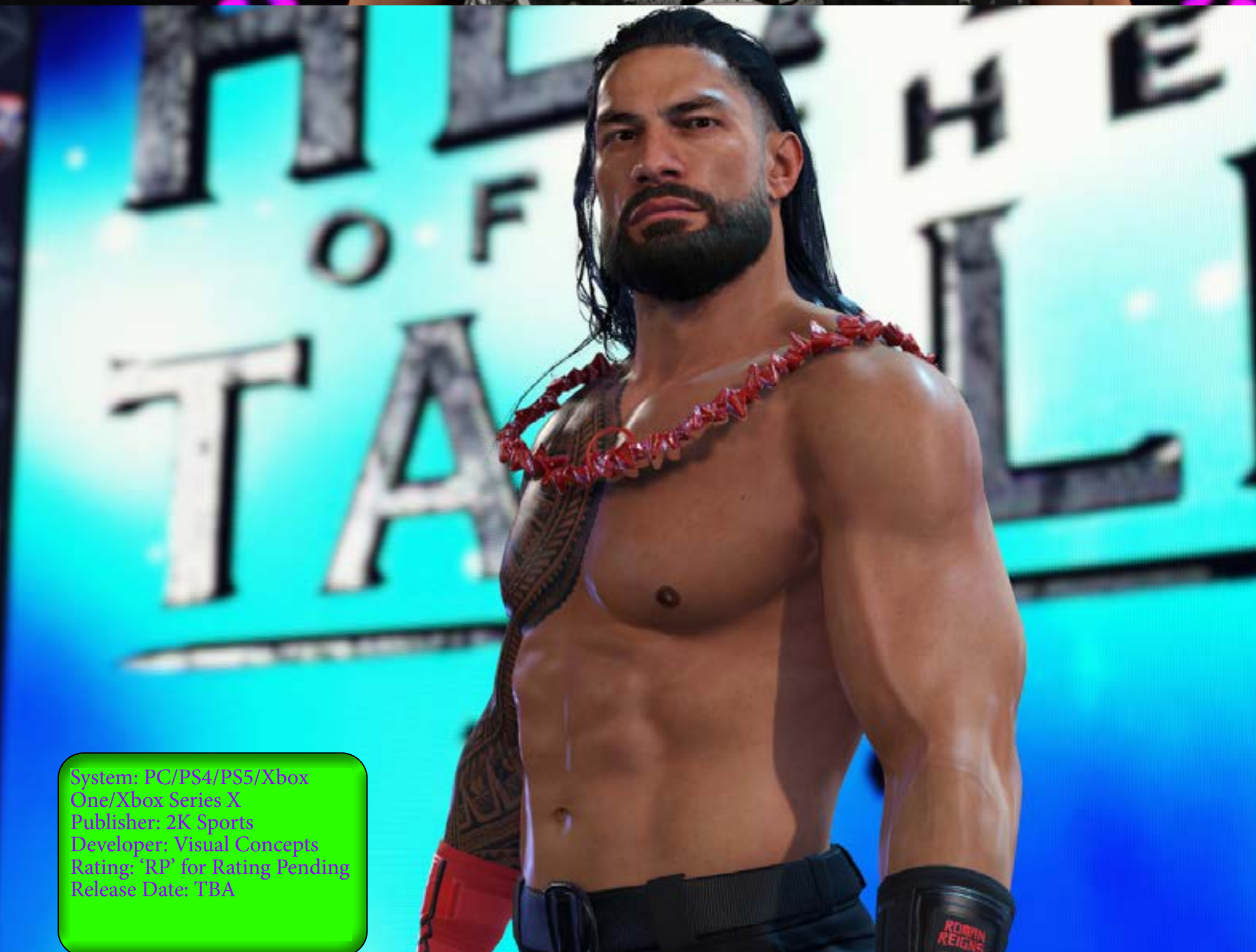
System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: 2K Sports
 Developer: Visual Concepts
 Rating: "RP" for Rating Pending
 Release Date: TBA

As he burns a path through WWE in an effort to claim world championship gold and fulfill his destiny, "The American Nightmare" Cody Rhodes will be featured on the Standard Edition cover. Multi-time champions and Women's Royal Rumble winners Bianca Belair and Rhea Ripley share the Deluxe Edition cover, marking the first time in history two women have graced a dedicated WWE 2K cover, while the Forty Years of WrestleMania Edition cover features original artwork celebrating the most iconic Superstars and Legends in WrestleMania history, including The Rock, The Undertaker, Hulk Hogan, "Stone Cold" Steve Austin, and more.



System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: 2K Sports
 Developer: Visual Concepts
 Rating: "RP" for Rating Pending
 Release Date: TBA

WWE 2K24 features several franchise advancements, including 2K Showcase...of the Immortals celebrating 40 years of WrestleMania, four new match types such as Ambulance and Special Guest Referee, two new MyRISE experiences, and much more. In addition, fans can also look forward to a massive roster of more than 200* WWE Superstars and Legends including Roman Reigns, Andre the Giant, Becky Lynch, Batista, Kurt Angle, Asuka, Bret Hart, Brock Lesnar, "Macho Man" Randy Savage, Chyna, and more.



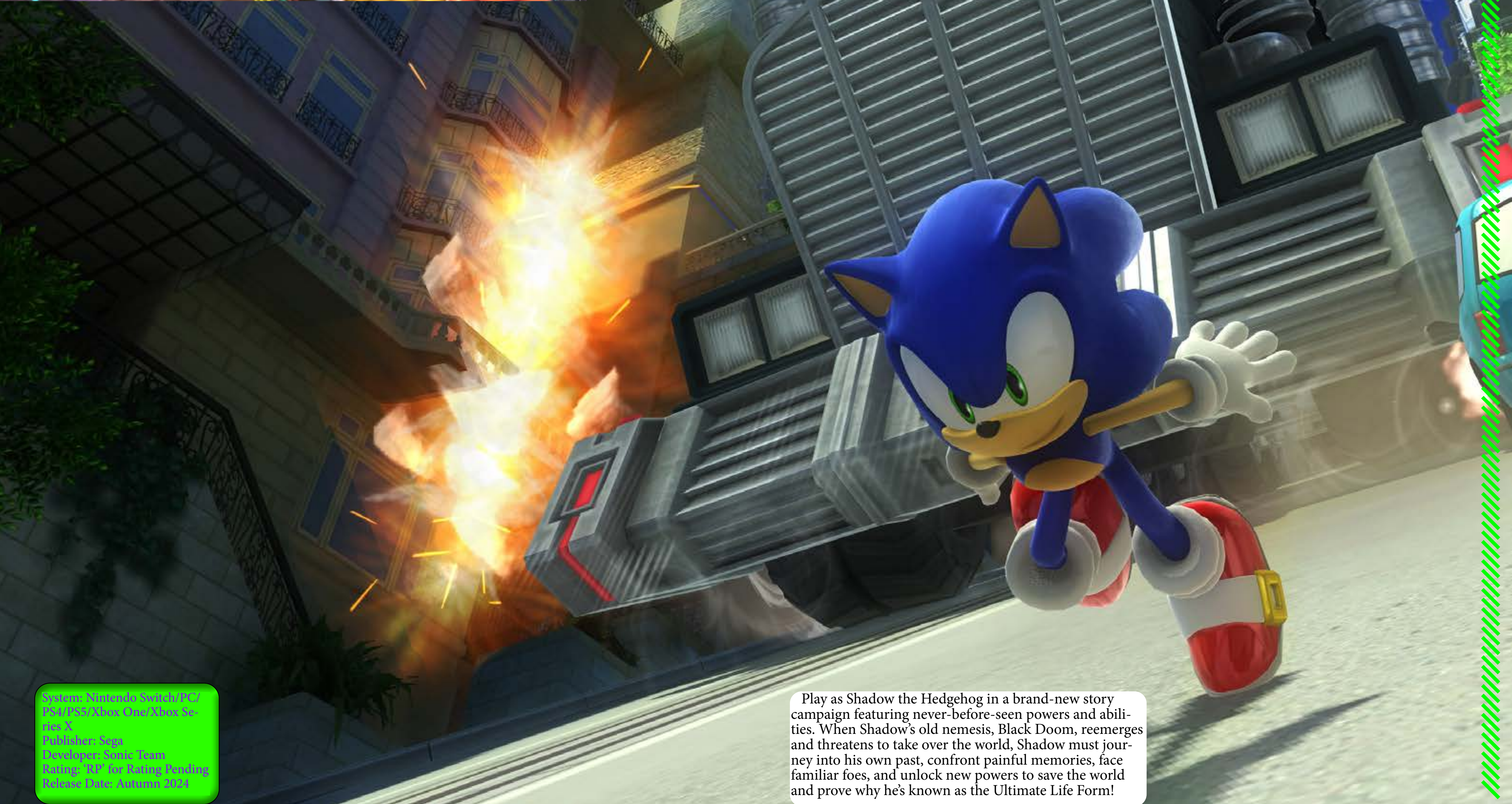
System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: 2K Sports
 Developer: Visual Concepts
 Rating: 'RP' for Rating Pending
 Release Date: TBA

"I've been known to keep a checklist of key milestones I want to experience on the path to finishing my story," said Cody Rhodes. "As an avid gamer, being named WWE 2K cover Superstar is very, very close to the top of that list and I'm very happy to work with the teams at 2K and Visual Concepts to bring that dream to life."



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Sega
 Developer: Sonic Team
 Rating: "RP" for Rating Pending
 Release Date: Autumn 2024

Shadow the Hedgehog is back and teaming up with Classic and Modern Sonic in SONIC X SHADOW GENERATIONS, an all-new collection featuring two unique experiences!



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Sega
Developer: Sonic Team
Rating: "RP" for Rating Pending
Release Date: Autumn 2024

Play as Shadow the Hedgehog in a brand-new story campaign featuring never-before-seen powers and abilities. When Shadow's old nemesis, Black Doom, reemerges and threatens to take over the world, Shadow must journey into his own past, confront painful memories, face familiar foes, and unlock new powers to save the world and prove why he's known as the Ultimate Life Form!



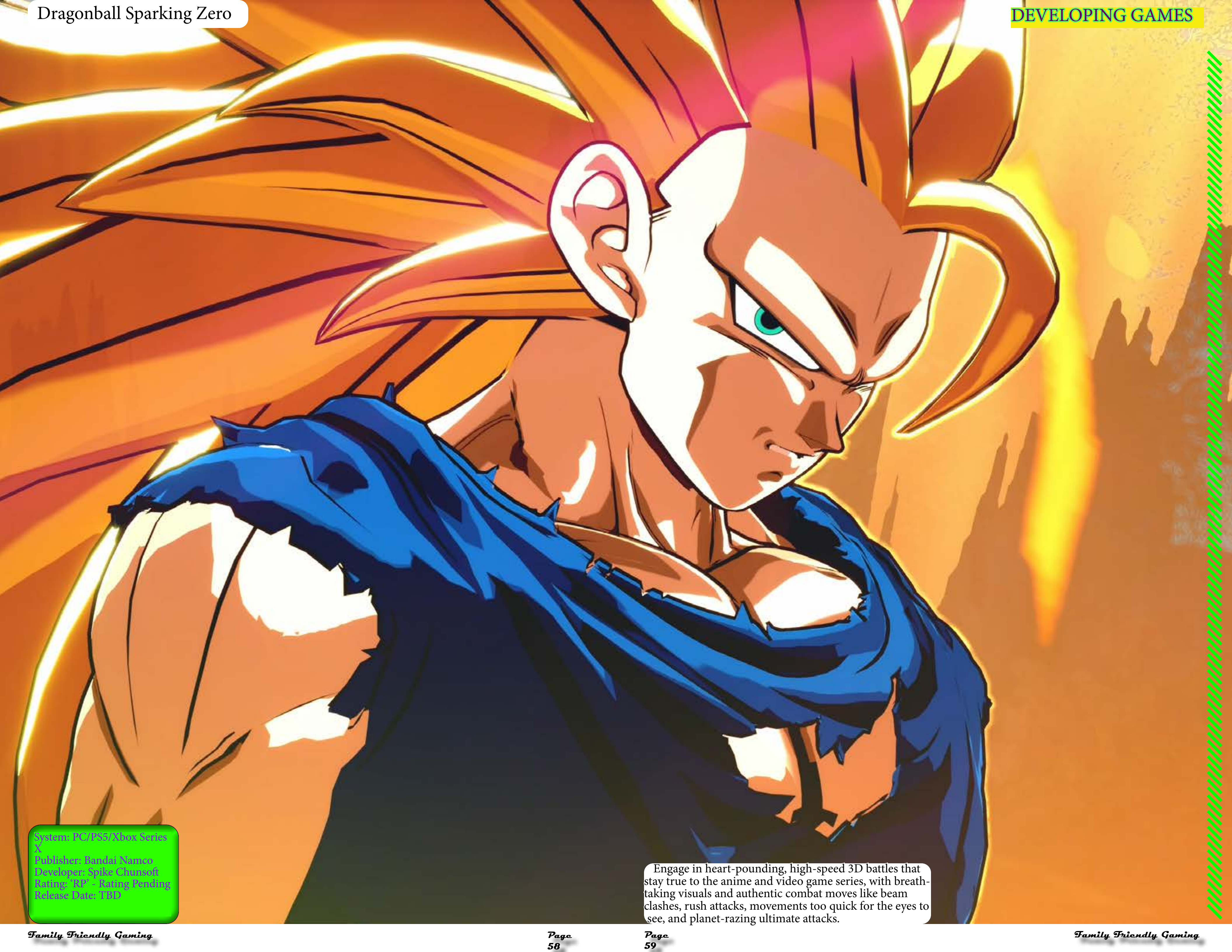
System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Sega
 Developer: Sonic Team
 Rating: 'RP' for Rating Pending
 Release Date: Autumn 2024

SONIC X SHADOW GENERATIONS also includes a complete remaster of the classic hit SONIC GENERATIONS, featuring newly remastered versions of iconic 2D and 3D stages with upgraded visuals and bonus content.



System: PC/PS5/Xbox Series X
Publisher: Bandai Namco
Developer: Spike Chunsoft
Rating: "RP" - Rating Pending
Release Date: TBD

DRAGON BALL: Sparking! ZERO takes the legendary gameplay of the Budokai Tenkaichi series and raises it to whole new levels. DRAGON BALL: Sparking! ZERO has an incredible number of playable characters, each with signature abilities, transformations and techniques. Unleash the fighting spirit within you and take the fight to arenas that crumble and react to your power as the battle rages on.



System: PC/PS5/Xbox Series X
Publisher: Bandai Namco
Developer: Spike Chunsoft
Rating: "RP" - Rating Pending
Release Date: TBD

Engage in heart-pounding, high-speed 3D battles that stay true to the anime and video game series, with breathtaking visuals and authentic combat moves like beam clashes, rush attacks, movements too quick for the eyes to see, and planet-razing ultimate attacks.



System: PC/PS5/Xbox Series X
 Publisher: Bandai Namco
 Developer: Spike Chunsoft
 Rating: "RP" - Rating Pending
 Release Date: TBD

Step into an arena that reacts to your every action. As you transform or unleash your most devastating attacks, watch the environment respond with stunning realism. Leave a trail of destruction in your wake as you battle to your heart's content.



SUBJECT 0025
 ID: R11811-00-2

AGE	N/A
GENDER	N/A
NATIONALITY	N/A

TEST STATUS MONITORING
 MEDICAL RECORDS
 ECG WAVEFORM

HEART RATE


HR 74
SP02 96
SYS BP 121
DIA BP 80

BREATH RAYS


CONDITIONS: NORMAL
 (A) COMPENSATION: 45

HEMODYNAMICS MONITORING

HM01
 CARDIAC OUTPUT: NORMAL
 2.5 L/MIN

HM02
 VASCULAR RESISTANCE: NORMAL
 1.5 L/MIN

HM03
 VISCOSITY OF PLASMA: NORMAL
 1.5 L/MIN

HM04
 VELOCITY: NORMAL
 1.5 L/MIN



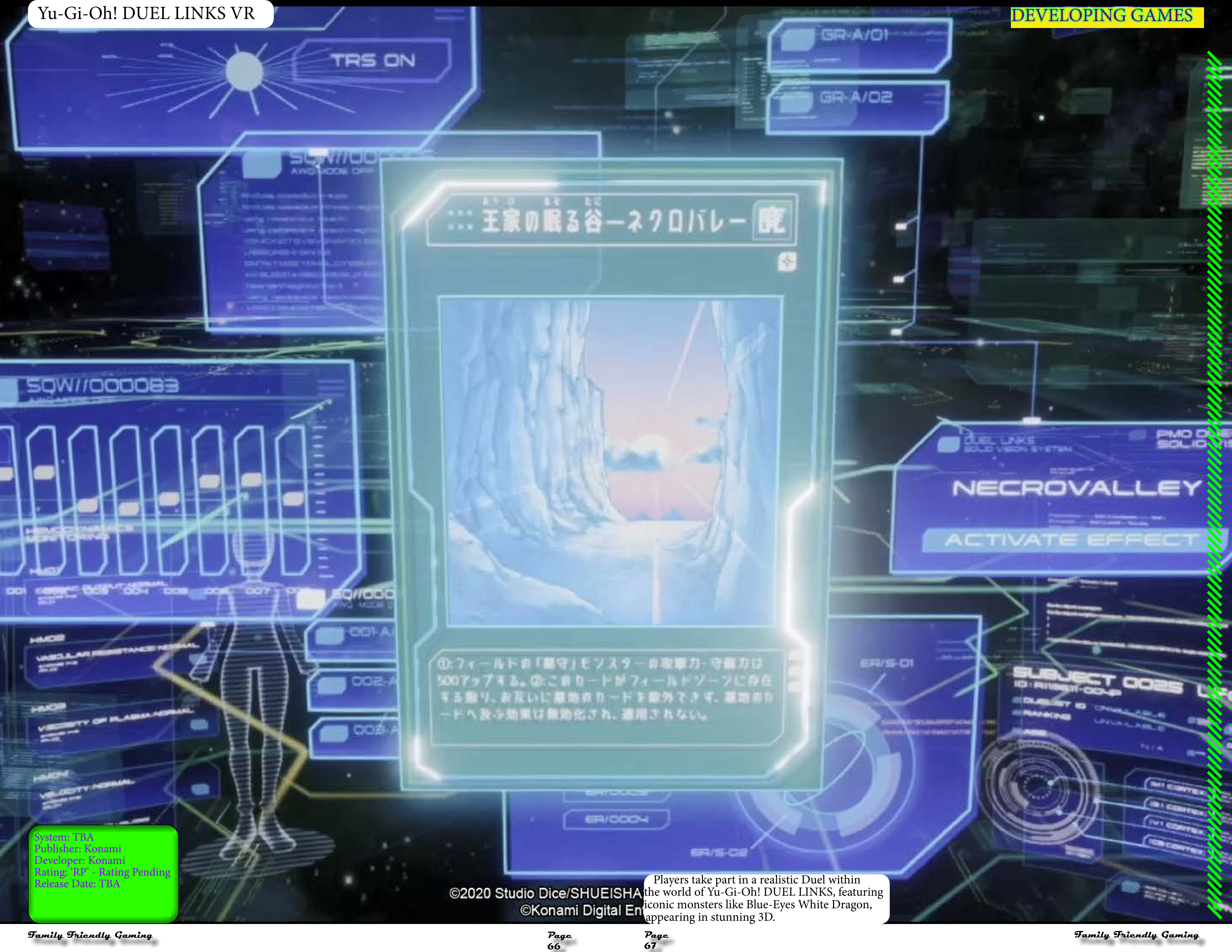
System: TBA
 Publisher: Konami
 Developer: Konami
 Rating: "RP" - Rating Pending
 Release Date: TBA

At the "Yu-Gi-Oh! Duel Monsters: The Legend of Duelist Quarter Century" event, attendees were able to step into a brand-new Yu-Gi-Oh! experience which combines the world of the mobile and PC game Yu-Gi-Oh! DUEL LINKS with VR technology.



System: TBA
 Publisher: Konami
 Developer: Konami
 Rating: "RP" - Rating Pending
 Release Date: TBA

©2020 Studio Dice/SHUEISHA
 ©Konami Digital Entertainment
 "Yu-Gi-Oh! Duel Links Presents SOLID VISION EXPERIMENT" takes the illustrations from the cards and brings them to life in an immersive VR space.



System: TBA
Publisher: Konami
Developer: Konami
Rating: "RP" - Rating Pending
Release Date: TBA

©2020 Studio Dice/SHUEISHA
©Konami Digital Entertainment
Players take part in a realistic Duel within the world of Yu-Gi-Oh! DUEL LINKS, featuring iconic monsters like Blue-Eyes White Dragon, appearing in stunning 3D.

NOW

PLAYING

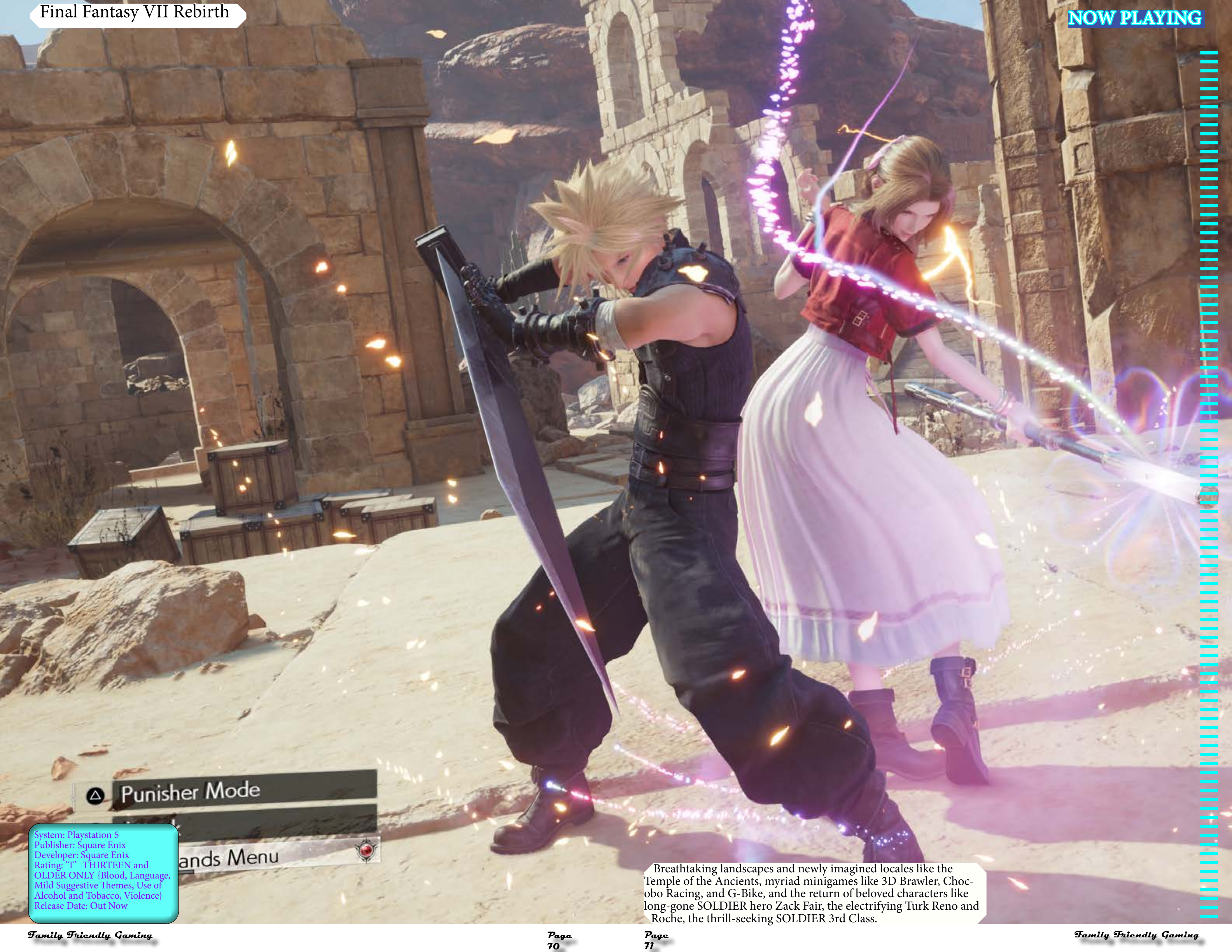
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△ Punisher Mode

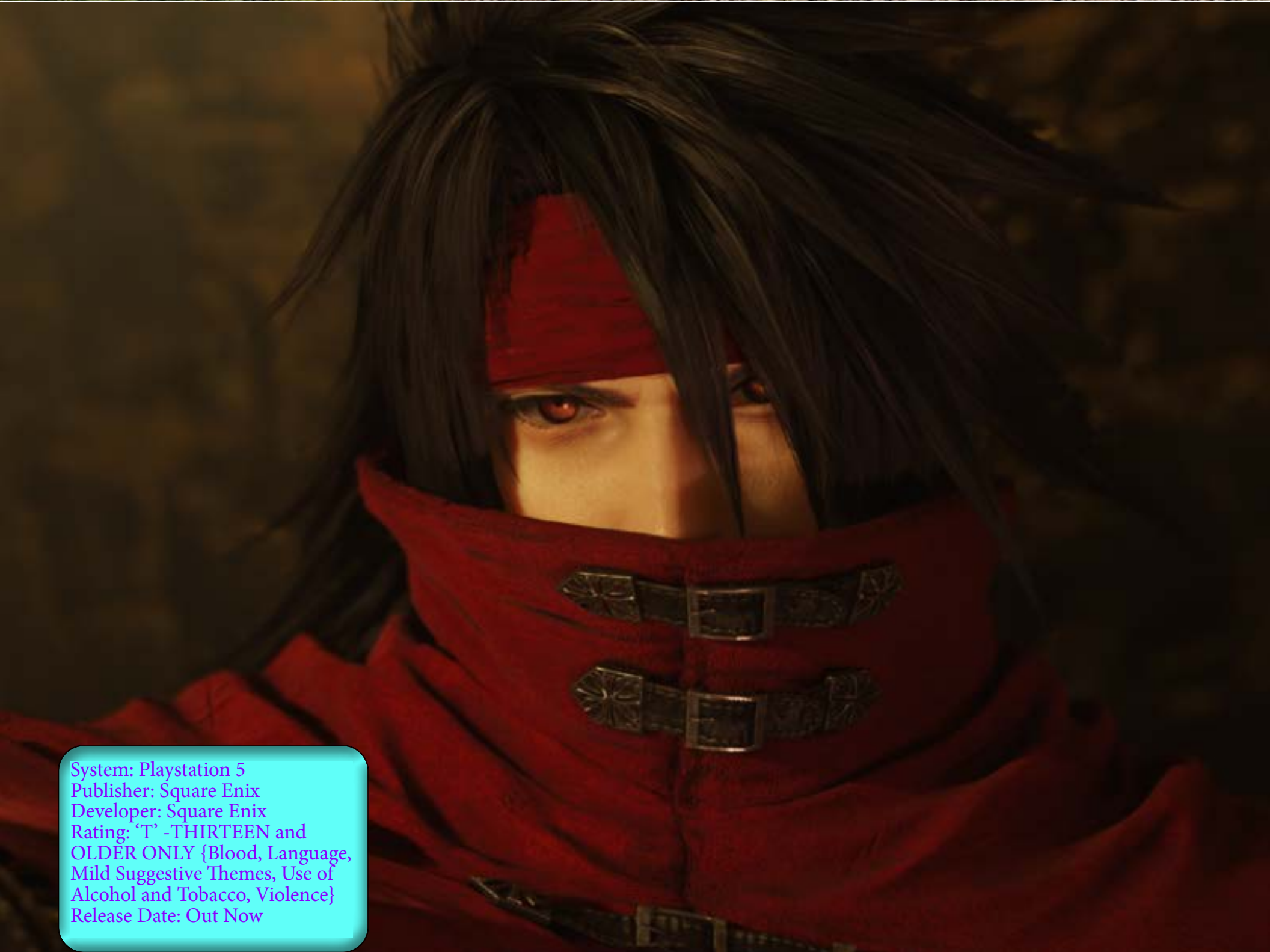
lands Menu

System: Playstation 5
Publisher: Square Enix
Developer: Square Enix
Rating: "T" -THIRTEEN and OLDER ONLY (Blood, Language, Mild Suggestive Themes, Use of Alcohol and Tobacco, Violence)
Release Date: Out Now

Breathtaking landscapes and newly imagined locales like the Temple of the Ancients, myriad minigames like 3D Brawler, Chocobo Racing, and G-Bike, and the return of beloved characters like long-gone SOLDIER hero Zack Fair, the electrifying Turk Reno and Roche, the thrill-seeking SOLDIER 3rd Class.



- △ Whirling Uppercut
- Attack
- ⊗ Commands Menu



System: Playstation 5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: "T" -THIRTEEN and OLDER ONLY (Blood, Language, Mild Suggestive Themes, Use of Alcohol and Tobacco, Violence)
 Release Date: Out Now



Cloud	HP 2083	MP
Red XIII	2598	
Aerith	1475	

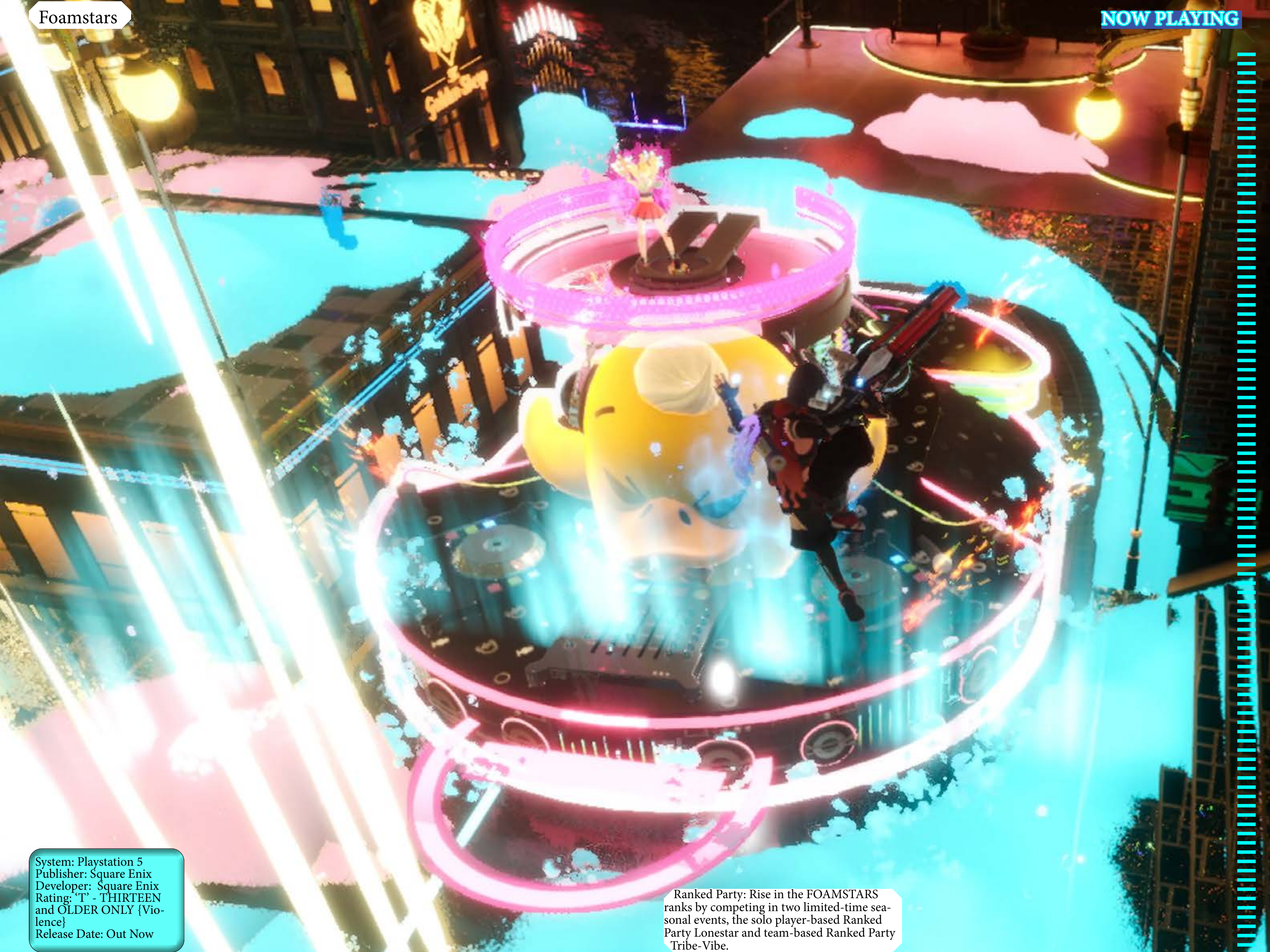
Take control of a younger version of main protagonist Cloud Strife and the legendary Sephiroth as the two SOLDIER heroes investigate the sudden appearance of monsters in the mountains above Cloud's hometown. When a dark truth comes to light, the course of their lives and the fate of the planet will change forever.



System: Playstation 5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: "T" -THIRTEEN and OLDER ONLY (Blood, Language, Mild Suggestive Themes, Use of Alcohol and Tobacco, Violence)
 Release Date: Out Now



The Junon area featured in this demo has been altered to make the content more compact, so progress cannot be carried over to the full game. However, fans and newcomers will get a chance to experience new forms of exploration, new synergy attacks and the powerful character bonds expressed through thrilling combat.



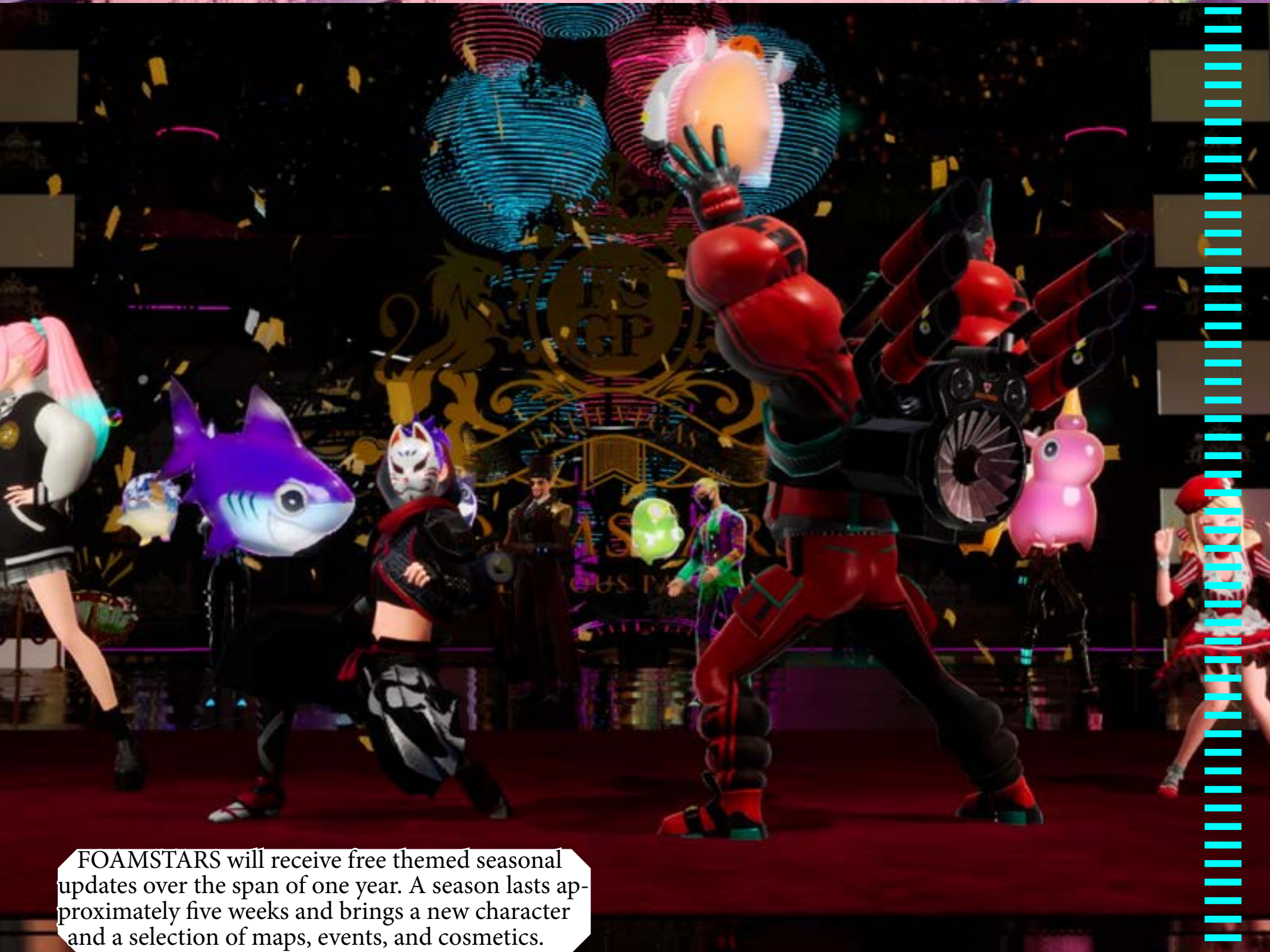
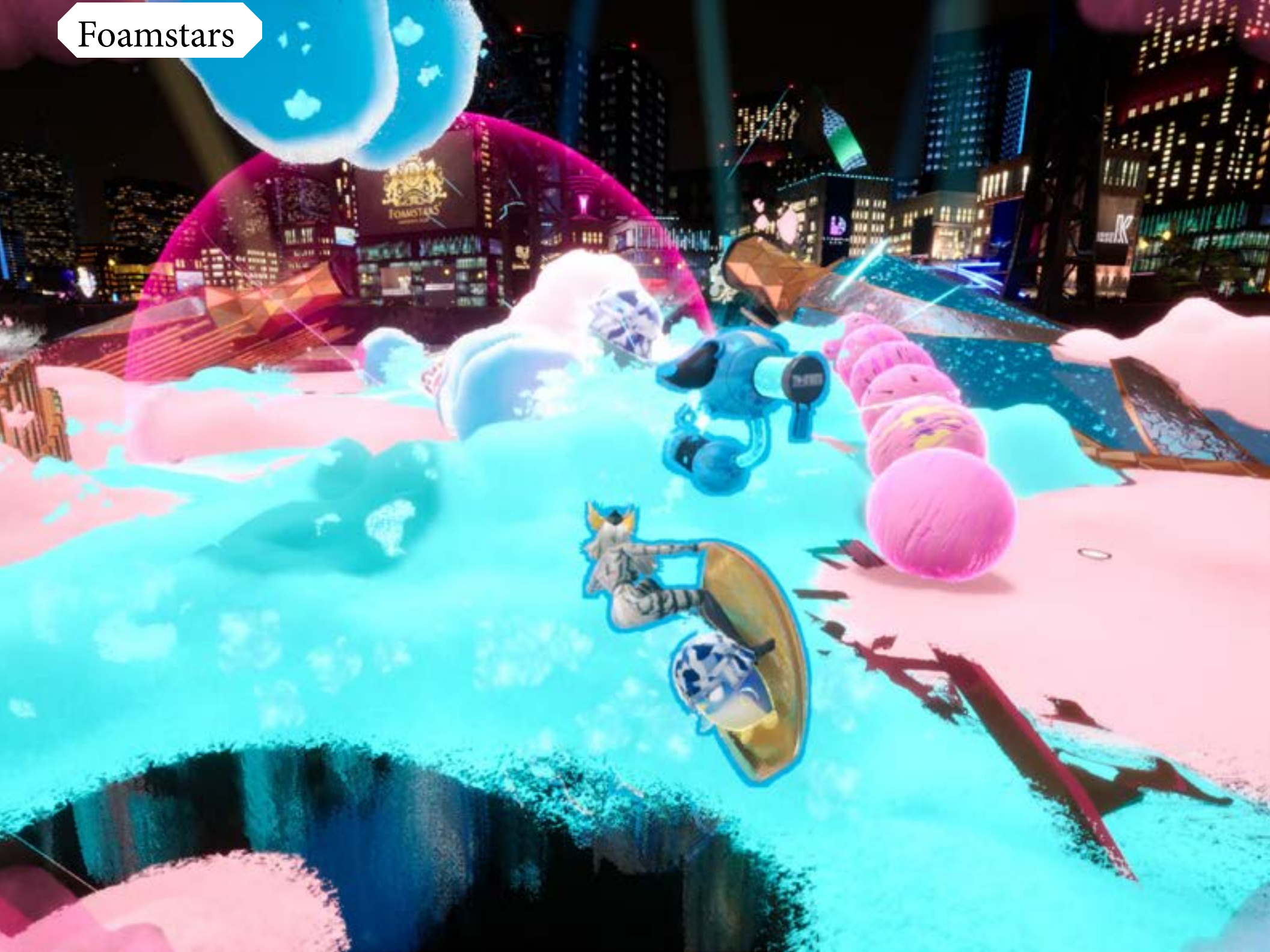
System: Playstation 5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: 'T' - THIRTEEN
 and OLDER ONLY {Violence}
 Release Date: Out Now

Ranked Party: Rise in the FOAMSTARS ranks by competing in two limited-time seasonal events, the solo player-based Ranked Party Lonestar and team-based Ranked Party Tribe-Vibe.



System: Playstation 5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: 'T' - THIRTEEN
 and OLDER ONLY {Violence}
 Release Date: Out Now

Extreme Party: Challenge players in two special themed modes; the All Mel T Party - where every player battles it out as Mel T, and the Invisible Party, where everyone is invisible.



System: Playstation 5
 Publisher: Square Enix
 Developer: Square Enix
 Rating: 'T' - THIRTEEN
 and OLDER ONLY {Violence}
 Release Date: Out Now

FOAMSTARS will receive free themed seasonal updates over the span of one year. A season lasts approximately five weeks and brings a new character and a selection of maps, events, and cosmetics.



System: PC/PS5/Xbox Series X
Publisher: Ubisoft
Developer: Ubisoft Mainz
Rating: 'E' - Everyone SIX and
OLDER ONLY {Alcohol and
Tobacco, Language, Mild Violence}
Release Date: Out Now

Welcome to the 19th century, a time of industrialization, diplomacy, and discovery. Rich with technological innovations, conspiracies, and changing allegiances, this era presents the perfect setting for classic Anno gameplay. Anno 1800 provides players ample opportunity to prove their skills as a ruler as they create huge metropolises, plan efficient logistic networks, settle an exotic new continent, send out expeditions around the globe, and dominate their opponents by diplomacy, trade, or warfare.



System: PC/PS5/Xbox Series X
 Publisher: Ubisoft
 Developer: Ubisoft Mainz
 Rating: 'E' - Everyone SIX and OLDER ONLY {Alcohol and Tobacco, Language, Mild Violence}
 Release Date: Out Now

Discover the rich city-building traditions of the Anno brand! Guide your cities to prosperity and discover ambitious features through different expeditions. Send crews of specialists to seek fame and fortune across the globe. The workforce feature will make the management of your factories more demanding and realistic than ever!

Last Minute

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あんたたち……
 さっきからムダに声が大さいのよ。

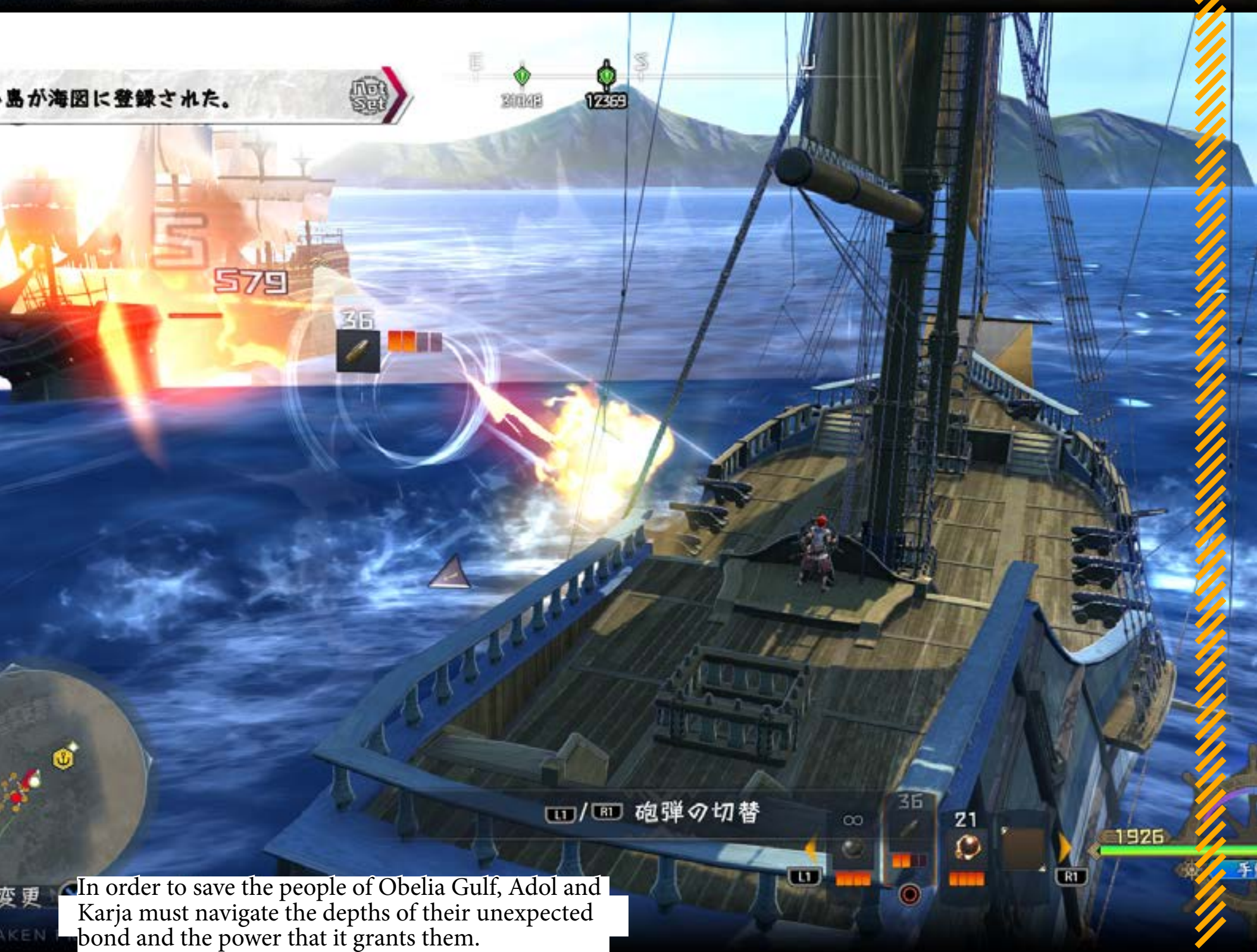
System: Nintendo Switch/
 PC/PS4/PS5
 Publisher: NIS America
 Developer: Nihon Falcom
 Rating: 'RP' - Rating Pending
 Release Date: Fall 2024

Following their tenuous encounter at sea, the young red-haired adventurer Adol Christin and the proud pirate Karja Balta find themselves bound by fate – and the mysterious power of Mana!



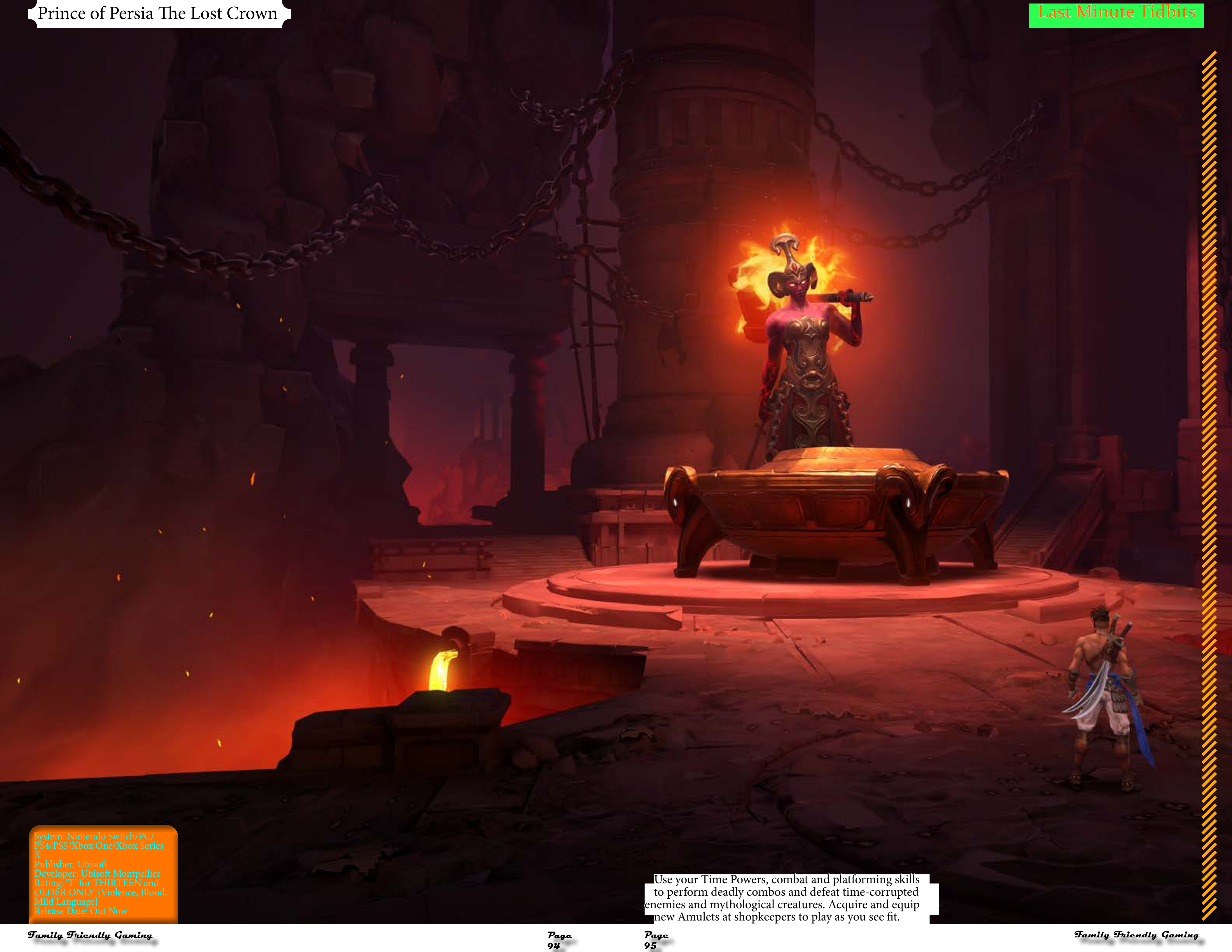
System: Nintendo Switch/
 PC/PS4/PS5
 Publisher: NIS America
 Developer: Nihon Falcom
 Rating: 'RP' - Rating Pending
 Release Date: Fall 2024

As they search for a way to undo the mystical ties that bind them, they soon find themselves caught up in a conflict between two factions: the seafaring warriors known as the Normans and the enigmatic and seemingly immortal Griegr.



System: Nintendo Switch/
PC/PS4/PS5
Publisher: NIS America
Developer: Nihon Falcom
Rating: 'RP' - Rating Pending
Release Date: Fall 2024

In order to save the people of Obelia Gulf, Adol and Karja must navigate the depths of their unexpected bond and the power that it grants them.



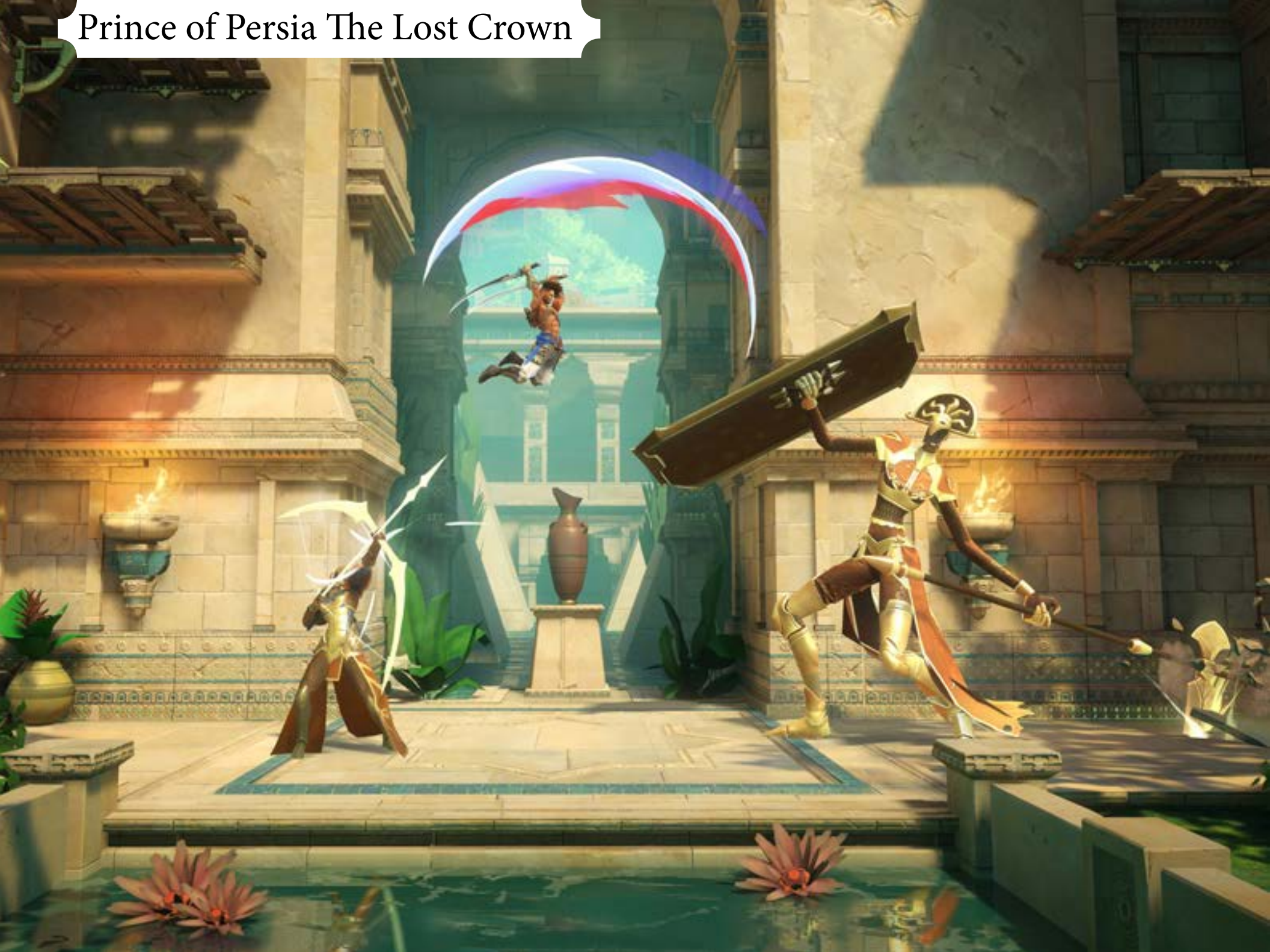
System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series
 X
 Publisher: Ubisoft
 Developer: Ubisoft Montpellier
 Rating: "T" for THIRTEEN and
 OLDER ONLY (Violence, Blood,
 Mild Language)
 Release Date: Out Now

Use your Time Powers, combat and platforming skills to perform deadly combos and defeat time-corrupted enemies and mythological creatures. Acquire and equip new Amulets at shopkeepers to play as you see fit.



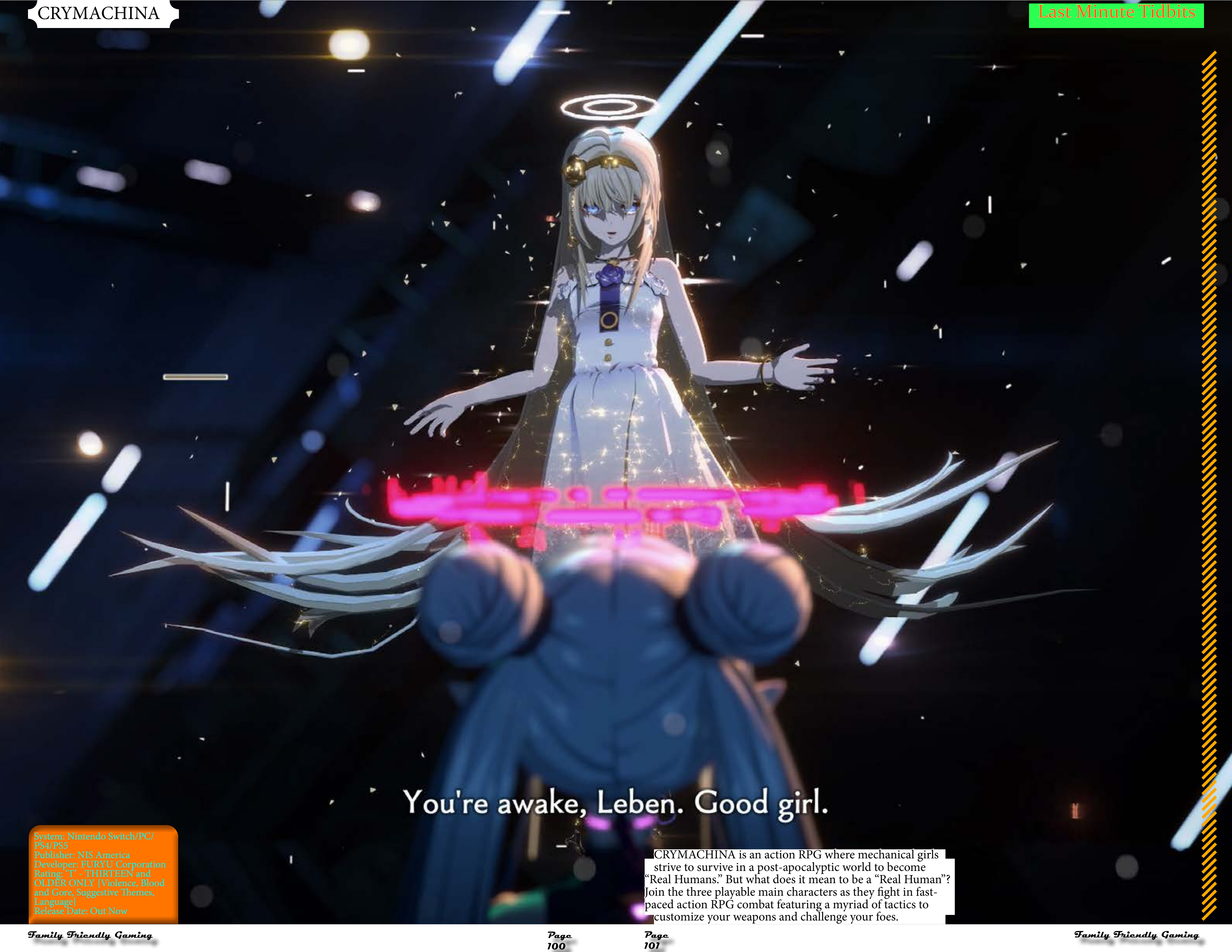
System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Ubisoft
Developer: Ubisoft Montpellier
Rating: "T" for THIRTEEN and
OLDER ONLY (Violence, Blood,
Mild Language)
Release Date: Out Now

Discover a cursed Persian-inspired world filled with bigger-than-life landmarks. Explore a variety of highly detailed biomes, each with its own identity, wonders and dangers. Use your wits to solve puzzles, find hidden treasures and complete quests to learn more about this corrupted place.



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series
 X
 Publisher: Ubisoft
 Developer: Ubisoft Montpellier
 Rating: "T" for THIRTEEN and
 OLDER ONLY (Violence, Blood,
 Mild Language)
 Release Date: Out Now

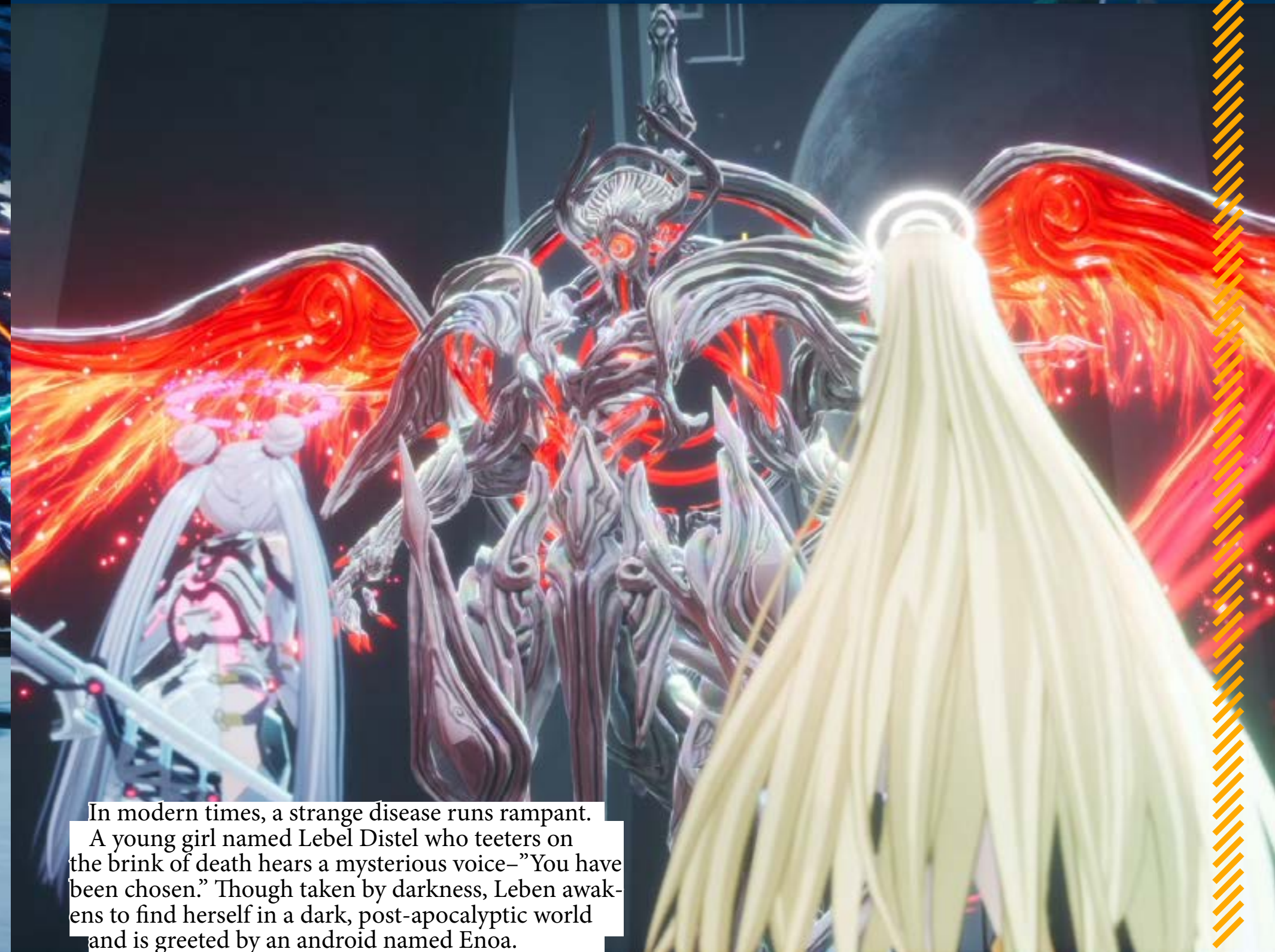
Immerse yourself into a Persian mythological fantasy through an intriguing and original story. Cross paths with colorful characters to better unravel the mysteries of Mount Qaf.



You're awake, Leben. Good girl.

System: Nintendo Switch/PC/
PS4/PS5
 Publisher: NIS America
 Developer: FURYU Corporation
 Rating: "T" - THIRTEEN and
 OLDER ONLY (Violence, Blood
 and Gore, Suggestive Themes,
 Language)
 Release Date: Out Now

CRYMACHINA is an action RPG where mechanical girls
 strive to survive in a post-apocalyptic world to become
 "Real Humans." But what does it mean to be a "Real Human"?
 Join the three playable main characters as they fight in fast-
 paced action RPG combat featuring a myriad of tactics to
 customize your weapons and challenge your foes.



System: Nintendo Switch/PC/
PS4/PS5
Publisher: NIS America
Developer: FURYU Corporation
Rating: "T" - THIRTEEN and
OLDER ONLY (Violence, Blood
and Gore, Suggestive Themes,
Language)
Release Date: Out Now

In modern times, a strange disease runs rampant. A young girl named Lebel Distel who teeters on the brink of death hears a mysterious voice—"You have been chosen." Though taken by darkness, Lebel awakens to find herself in a dark, post-apocalyptic world and is greeted by an android named Enoa.



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series
 X/Meta Quest
 Publisher: Thunderful
 Developer: ClockStone Studio
 Rating: E for SIX and OLDER
 ONLY [Mild Fantasy Violence]
 Release Date: Out Now

In LEGO® Bricktales, discover an innovative brick-by-brick building mechanic to design puzzle solutions from your own imagination. See your creations brought to life in a beautiful LEGO world where every problem has a constructive resolution.



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series
 X/Meta Quest
 Publisher: Thunderful
 Developer: ClockStone Studio
 Rating: 'E' for SIX and OLDER
 ONLY [Mild Fantasy Violence]
 Release Date: Out Now

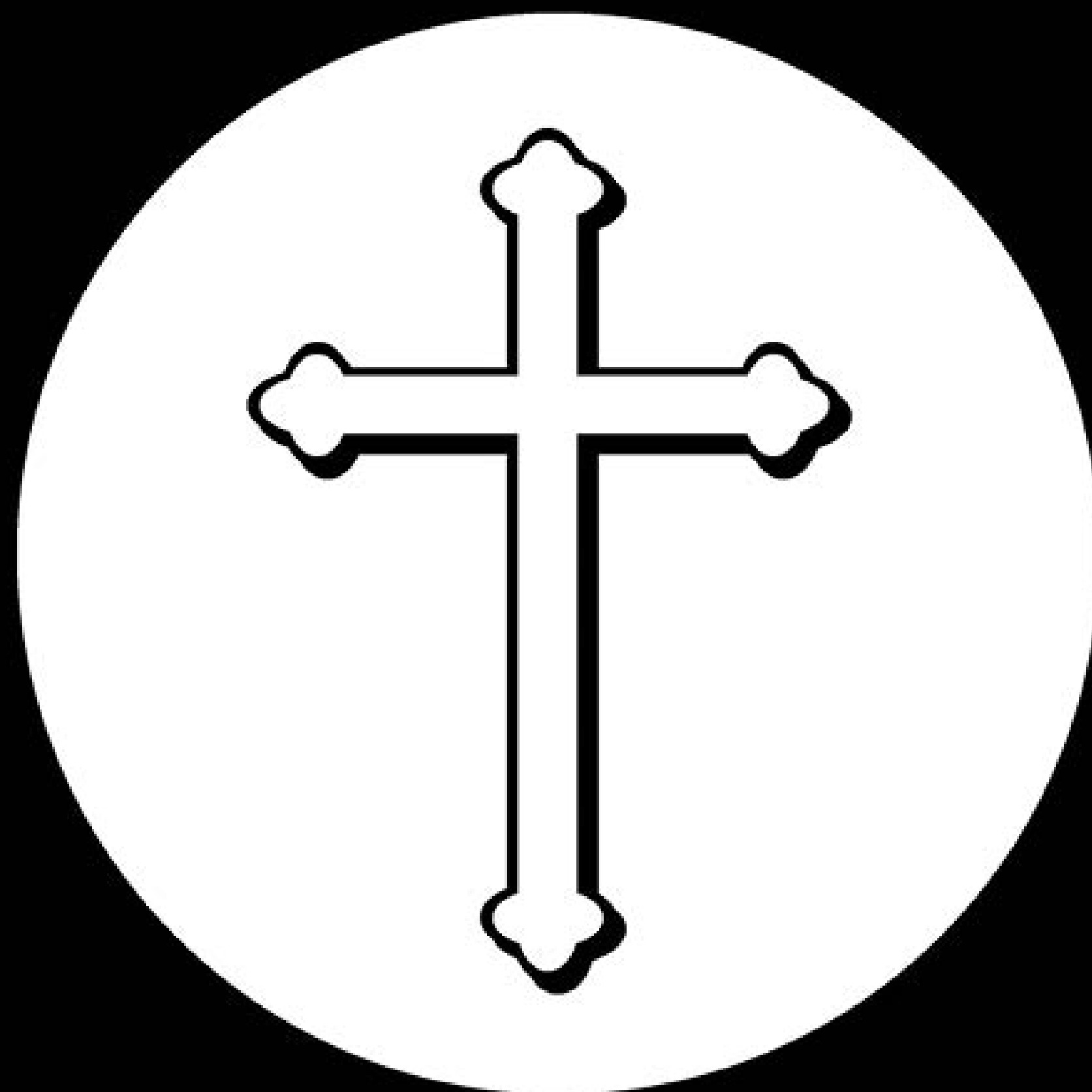
Embark on an epic adventure across a world of beautiful LEGO diorama biomes crafted brick by brick as you search for inspiration to help your grandfather reinvigorate his rundown amusement park with your little robot buddy in tow. Your journey will take you to the deepest jungle, sun-drenched deserts, a bustling city corner, a towering medieval castle, and tropical Caribbean islands.

Future Glimpses Moon Murderer



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Paul Bury

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