

November 2024

Ready for Dragon Quest
III HD-2D Remake?

ISSUE #208

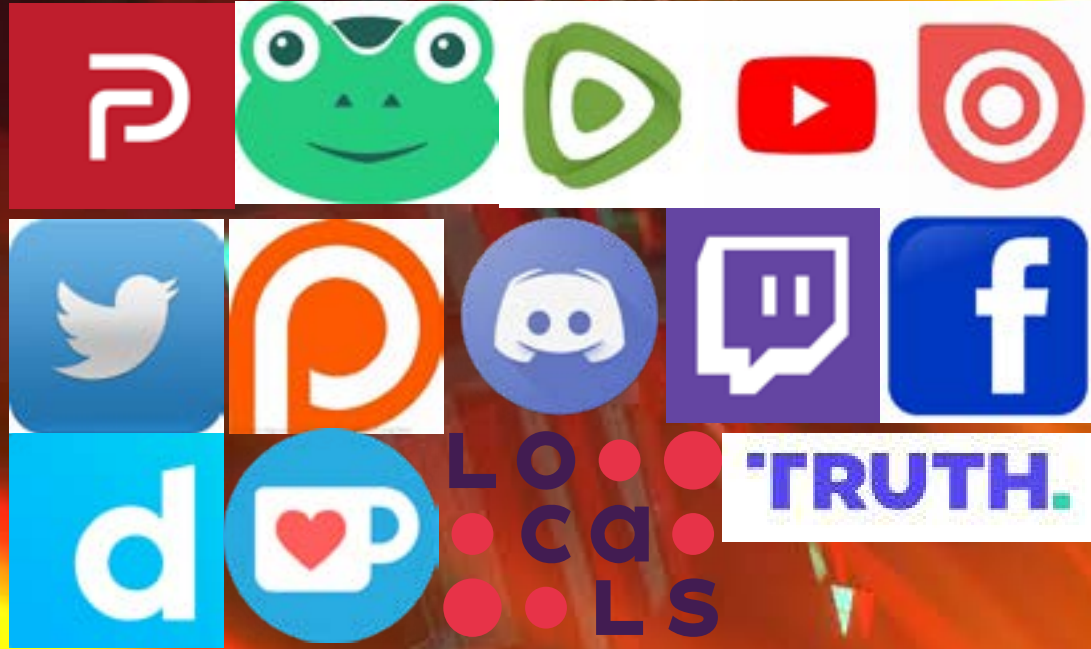


The VOICE of the FAMILY in GAMING

TM



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Editor's Desk

FEMALE SIDE

Obedience to God

One thing that has been a pillar for me in terms of Family Friendly Gaming is obedience to God. There are so many things I would do differently. The thing is - being obedient to God is a better way to live. I like it, I love it, I want more of it. When I get to heaven I want to hear: "Well done, good and faithful servant." I know there are plenty of people in entertainment that live for themselves. They get all of their rewards on Earth and have nothing stored up in heaven. Would you rather have a lot waiting for you in eternity or nothing? Would you prefer to be near God's love in heaven or in the lake of fire for eternal torment and punishment? I know what I prefer. I know what I choose. I choose the obedience to God again and again.

We get emails and comments all of the time thanking us for the wonderful work we do that has helped millions upon millions of families. We are so appreciative of all of those messages. We know that slowly we are shining a light in a very dark industry. We keep on keeping on because it is what God asks of us. Sure there are days I am so exhausted, and there are more things to get done. Sure there are aggravations, frustrations and problems to face every single day. There are times I want to curl up into a ball and just lay down. There are hateful, evil, vile, and wicked attacks from those brainwashed by the worldly. There are people that show how nasty they can be demanding we joining them in rebellion against God. There are hateful attacks on our family. There are vicious attempts to redefine thing. There are days I sigh at the stupidity and ignorance of those openly serving Satan but have no idea that is what they are actually doing. I keep obeying God. I keep doing the right thing. I keep taking it one day at a time. I take it one step at a time.

God called me to this ministry. God leads, guides and directs me. I put my measly talents to work for God day in and day out. If you have a problem with what Family Friendly Gaming does then you need to take it up with God. I find it hilarious that people who claim to celebrate diversity attack Family Friendly Gaming. Are we not diverse from you? Should you not celebrate our diversity? Who do you really have a problem with? Truth be told your problem is with God. Not with us. Sure we point people to God. Sure we direct people to God. Sure we remind people to include God in their lives. The core of your issue is with God, and not with us. I know the angry, psycho haters in cancel culture want to destroy anything and everything that does not encourage their rebellion against God. We will not bow to their terrorism. We will not grant them their way. We will not deny Jesus

Christ. Not today, and not ever.

God gives us so much joy. I am amazed at how happy I am and how happy I continue to be day in and day out. I wonder if that is what bothers some people. They are miserable and they want everyone to be miserable like them. 2024 has been a bad year for us on so many fronts. Yet I still have my hope, faith, love, and joy in God. I still believe in better days are ahead for us. I still feel like greatest is just around the corner. Maybe it is on Earth or maybe it is in heaven. I am fine with either way. I am content with whatever God decides for this ministry and for me personally. Can you say the same thing in your life?

God bless,
Paul Bury



Corruption in Memphis

I am getting so tired of the corruption in Memphis, TN. It is getting really old. For over a year now we have had issues with renters living a few houses down. The owner that lives in New York refuses to do anything about the problems. The renters are rude, hateful, and nasty to all of the neighbors that have tried to talk to them. Their dogs are being abused and not fed. So the dogs eat through their wooden fence, and escape. Can you guess what they do in the neighborhood? They are hungry, and very aggressive. They go after anyone and anything they can find. Imagine being terrorized just trying to get from your house to your car in the driveway. Or opening your garage door to three angry dogs coming after you. Would you like to live that way? We have called the police who directed us to Animal Control. Our neighbors have done the same thing. Animal Control has been out many times. One instance they were going to break the lock on the gate and take the dogs away. Then all of a sudden someone high up in Animal Control puts a stop to it and lies - says it is not their dogs. Our neighbors have camera footage of the dogs leaving through the holes in the fence. We have pictures of the dogs out and about in the street. The only conclusion we can come to is one of the renters has an inside person at Animal Control that protects them. Our biggest concern is one of these dogs is going to physical attack someone or another dog. What kind of justice will we get in this already proven to be corrupt system. Also there is a very important question we ask. Why have dogs if you are not going to take care of them? This is something we have to deal with daily. The people that pick up Noah to go to his internship refuse to stop when the dogs are running around being aggressive. So it causes us issues there as well. The renters do not care. They do not answer the door when anyone knocks - like the police or Animal Control. Even though four people are living there. And all four cars are in the driveway or on the street. When we have had conversations with them they are just profane, nasty, hateful, and threatening. Obviously they act like their father Satan.

We had another incident recently that is sadly all too common in Memphis, TN. There are people that do not do their jobs and lie about it. Noah gets picked up by MATA when he goes into his internship. He has a specific pick up time that is scheduled three days in advance. There was a recent morning where we saw the MATA bus drive by our house. There was a missed call where the driver claimed to be sitting in front of our house. They were not in front of our house. Maybe the wrong address? We like to give people the ben-

efit of the doubt at first. So Noah and I walked outside and looked around. The vehicle was parked in front of the church - our neighbor. We went over there to get Noah on the bus. The driver saw us coming and drove away. When MATA opened an hour later and I could talk to someone they were like the driver went to your door and no one answered. That was a total and complete lie. I told them as such. I also let them know we have camera footage of the vehicle driving by and not stopping. We have footage of that exact time and no vehicle in front of our house. Too many people in Memphis, TN do not want to do their jobs and then lie about it. It gets very aggravating. This one instance is something that happens multiple times a week all over the place in Memphis, TN.

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

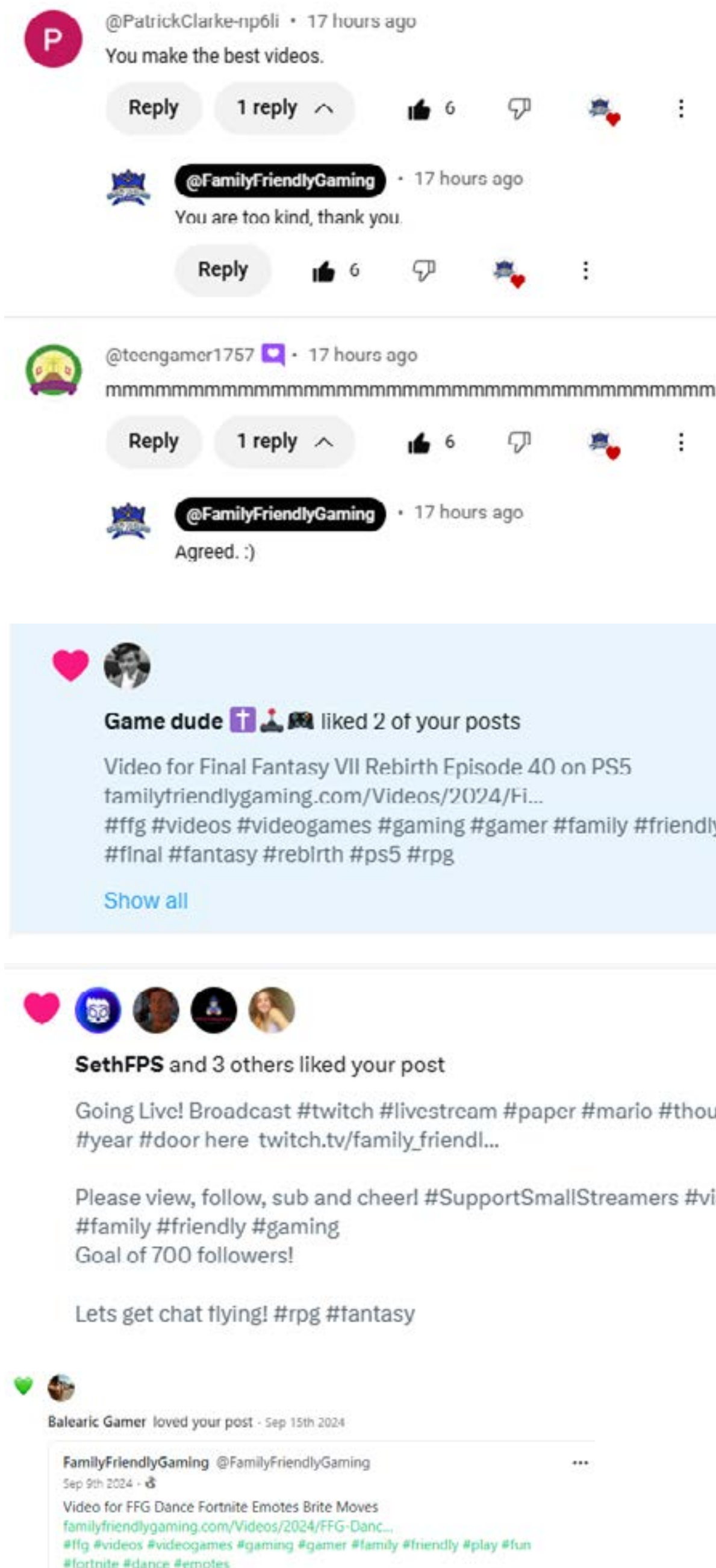
www.homeschoolstore.com

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



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!

Disney+

Thank you for doing the free months of Disney+ and reviewing so many interesting shows and movies. We are big supporters of the physical copy movement in our family mainly thanks to Family Friendly Gaming. We look to see what shows and movies are in the physical copy realm and make purchases. Your reviews help us decide what to buy. Our family is not happy with all of the attacks Disney has made on the families. So when we hear this show has this problem, or this movie attacks our values it helps us decide whether we will spend money on it.

I am also very appreciative of you letting us know about the advertisements, lag and glitches on streaming services

like Disney+. Are the other services better? Like Hulu and Netflix? Are you looking at any Christian streaming services?

- Charles

{Paul}: Charles,

You are so very welcome. We purchase physical copies of many of the shows that we are interested in. It is lame when there is no physical copy of a show or movie. This is one of the reasons we do these free months. We get complaints from others that we should not interact with Disney at all ever. I completely hear you about the attacks on the family by Disney. I am not happy with Disney and neither is anyone else at Fam-

ily Friendly Gaming.

Hulu has some glitches here and there. There are no ads with the plan we are on with Hulu. Netflix is better than all of the others. We rarely have issues with Netflix. Also no ads on our plan with Netflix. We have looked into some of the Christian ones before. We either have the majority of their libraries in physical copies or we are looking at them. Angel Studios is one I want to get to once I get through some physical copies that are awaiting my attention. There are also a couple of Netflix shows I want to watch since new seasons came out. It is definitely on my radar. My hope would be late 2024 or early 2025 I will be able to do that. There are

some movies and shows on Angel Studios that caught my eye.

Where is the Creativity?

I just read your Where is the Creativity? article. You keep putting out some amazing thoughts, ideas, and perspectives. I never thought of that before. I see some of those games and usually ignore them. If a game is called just Cooking I move on. I feel like the game must not be very good.

I have an all important question for you. Why don't more of these video game companies hire you to help them make names of their games? Why don't they hire you as

a consultant to help them make more money? I can tell from your ideas that you would make them a whole lot of money. What is going on there?

- Bonnie

{Paul}: Bonnie,

You are too kind to me. I am merely a man with all kinds of failings, flaws, issues, and problems. The ideas that come to me are all thanks to the Holy Spirit. God inspires me with a different set of eyes when looking at the different problems



and issues faced in our world, and in the different industries I have been blessed to interact with. God gave me a mind to analyze things and get to the core issues. The only downside is I am unable to turn it off. I go to the grocery store and analyze things there too. I have learned to keep my mouth shut in a

great many instances because not everyone is receptive to constructive criticism.

Why don't these video game companies hire me to help them make more money? I do not know their hearts, minds, or motives. I have some thoughts on it. It could be they do not have the mon-



SOUND OFF Continued

ey for that. They might be tired and burned out. They may think their idea is clever and not realize how they actually come across. I know there are plenty of moochers in the video game industry that are looking to be given free ideas. They want the ideas to make more money but they do not want to pay for it. So there could be some greedy Scrooges out there too. I met plenty of selfish people in the video game industry. They want us to do all of this work publishing all of this content that makes them all of this money. They share nothing with us. There are other companies that are filled with angry, hateful people that discriminate against Christians and conservatives. We have run into plenty of those over the years. There are companies that still black list us because we have a relationship with Jesus Christ and refuse to join them in rebellion against God.

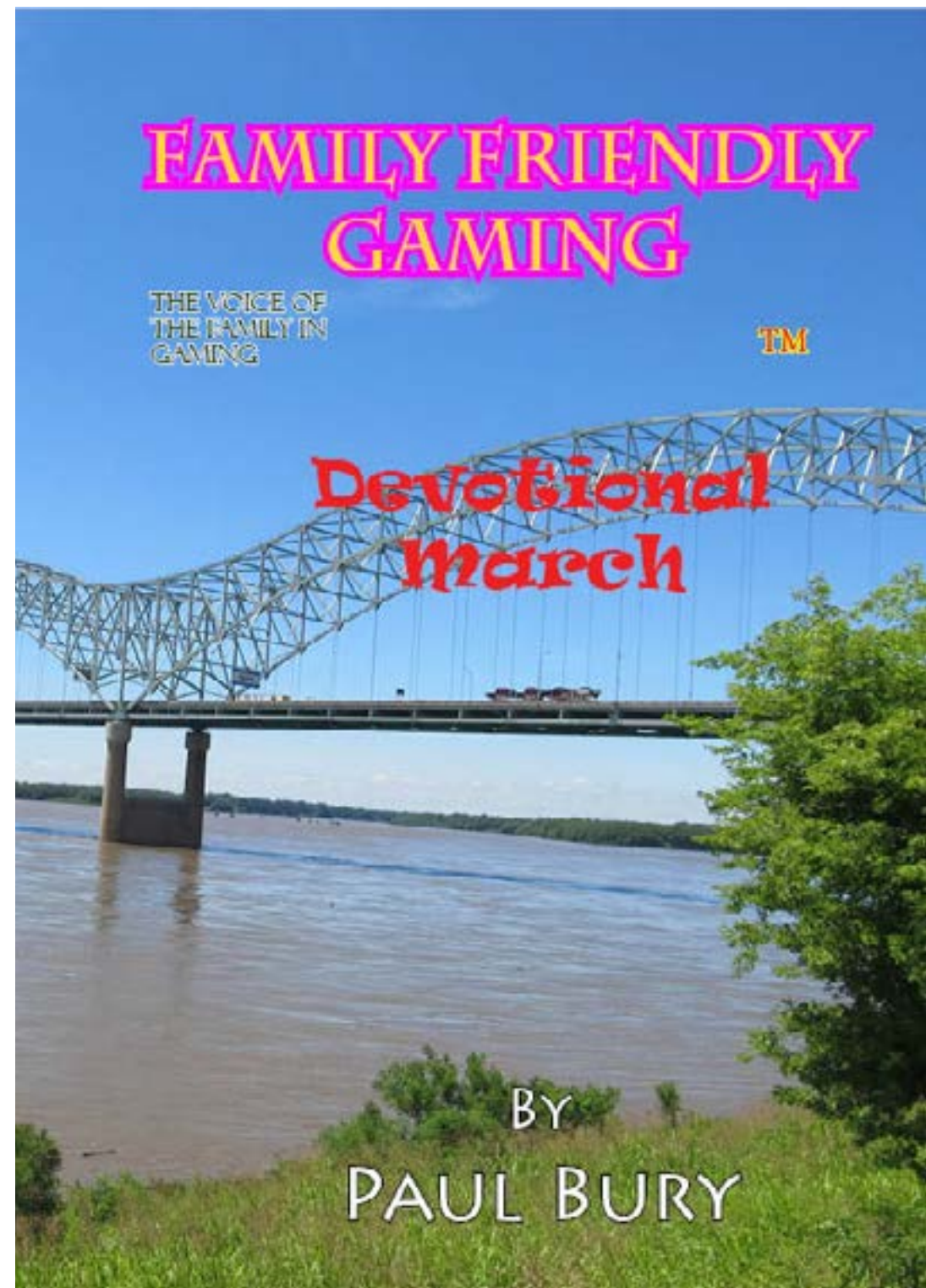
Next Devotional Book?

Thank you so much for your devotional books. I purchased and read January, February and March. When will April be coming out? I am very excited to purchase the next one. Can you please respond and let me know your timeline? Please!!!

- Samantha

{Paul}: Samantha,

Thank you so much for your support of the Devotional books. I just recently finished the writing of the third Future Glimpses book. The next step is to get the proofing done. Then I will find an artist for the front cover and finally get the book published. Once all of that is done then I will start working on the Family Friendly Gaming April Devotional. My hope is to get started in December of 2024, or January of 2025. I hope (fingers crossed) to get the next devotional book published near the end of the first quarter of 2025. After that I am considering trying to work on my own video game. So it might be a bit before the May devotional book is worked on. Just know I am working really hard on all of this.



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

Want to advertise in Family Friendly Gaming?

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

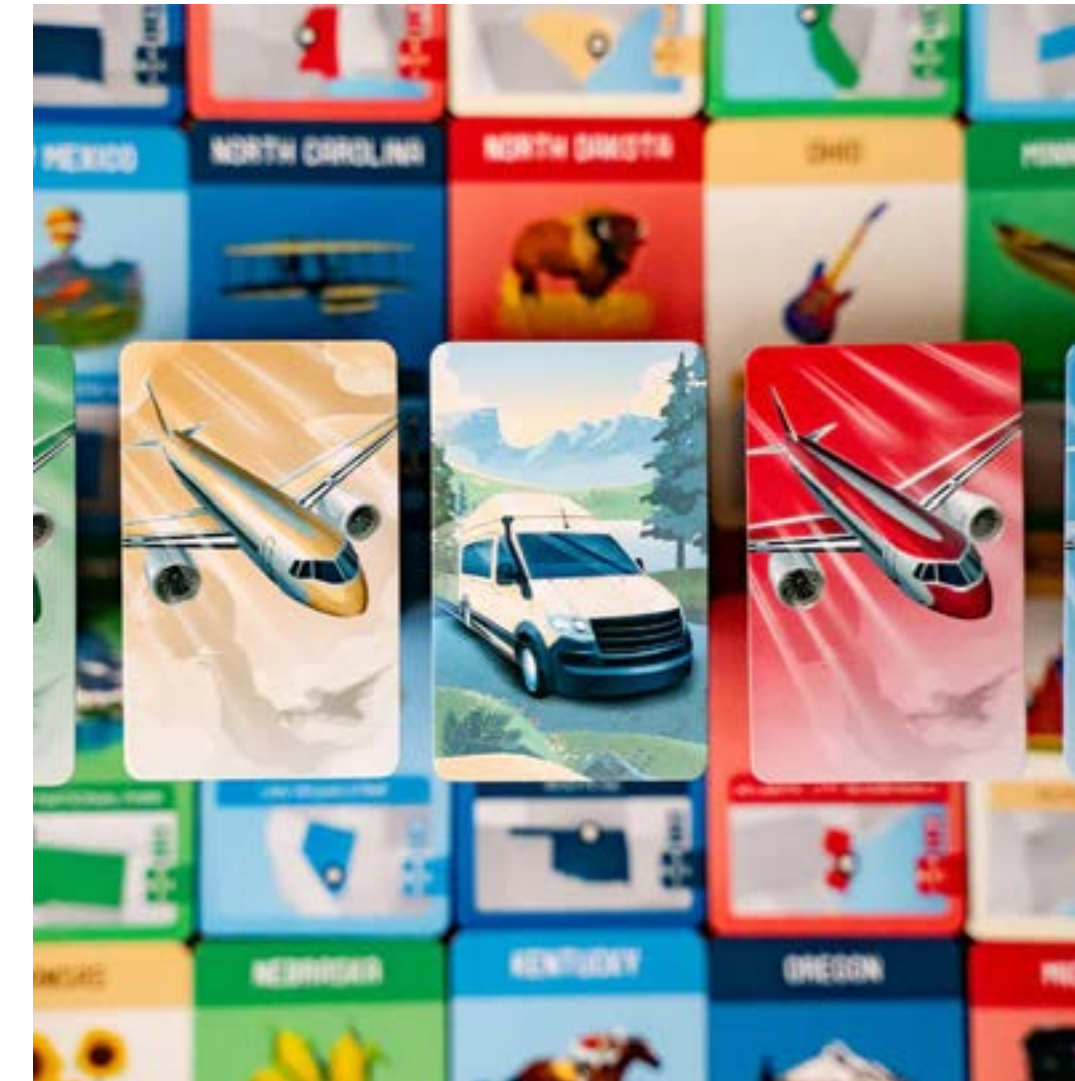
Current rates can be found on the Advertise page of the website

Send us an email at SoundOff@familyfriendlygaming.com. 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.



10 Days in the USA Game

You have 10 Days in the USA to embark on an exhilarating road trip across the vast landscapes of the United States!

Whether you're jet-setting, cruising by car, or strolling on foot, you must strategize your route meticulously by arranging destination and transportation cards, and with a dash of luck and ingenious planning, you could outsmart your fellow travelers to win the game!

Players: 2 to 4, Play Time: 30 minutes, Ages: Recommended for ages 8 years and older.

Title: 10 Days in the USA Game
By: Alan R. Moon, Aaron Weissblum

Format: Gift
Vendor: USAopoly
Publication Date: 2024



Weight: 1 pound 11 ounces
UPC: 700304158123
Ages: 8-12
Stock No: WW4158123



DEVOTIONAL

Sue Me

We have a church for a neighbor. We share a fence on the property line with us and the church. TN state law is both parties are required to pay half of the fence repairs since both benefit from the fence. I have gone to this church neighbor after I paid all of the costs for every single fence repair for them to obey the law and pay their half. They refuse, and even told me to sue them. **1 Corinthians 6:1-6** *If any of you has a dispute with another, do you dare to take it before the ungodly for judgment instead of before the Lord's people? 2 Or do you not know that the Lord's people will judge the world? And if you are to judge the world, are you not competent to judge trivial cases? 3 Do you not know that we will judge angels? How much more the things of this life! 4 Therefore, if you have disputes about such matters, do you ask for a ruling from those whose way of life is scorned in the church? 5 I say this to shame you. Is it possible that there is nobody among you wise enough to judge a dispute between believers? 6 But instead, one brother takes another to court—and*

this in front of unbelievers! I guess this place that calls itself a church, and the pastor, and deacons are completely disobedient to God and the Holy Bible. Maybe they are completely ignorant to what the Holy Bible teaches. And they are leading people to which after-life then?

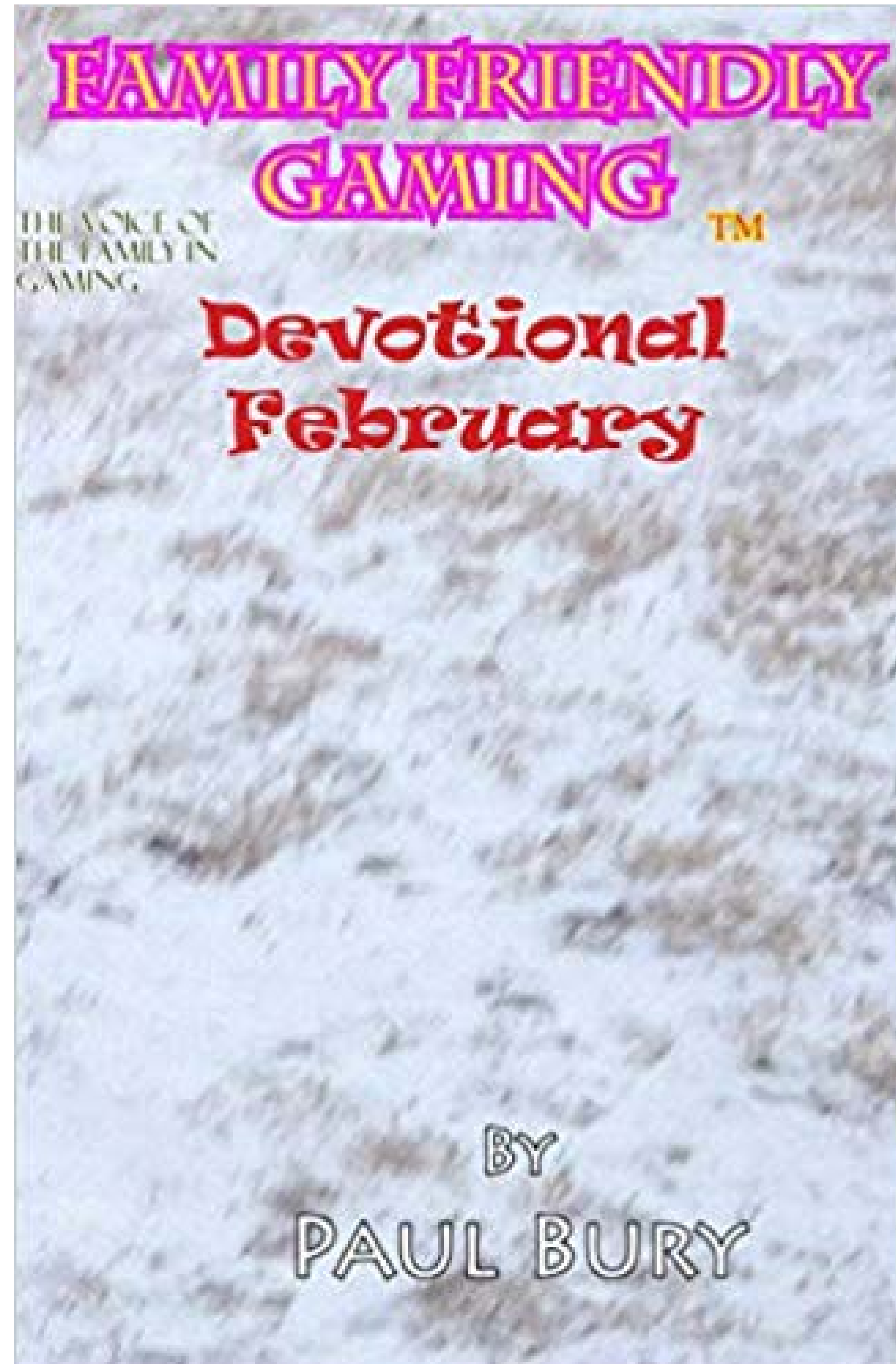
I refuse to join them in selfishness. I refuse to join them in rebellion against God. I choose obedience to God. **1 Corinthians 7:11** *The very fact that you have lawsuits among you means you have been completely defeated already. Why not rather be wronged? Why not rather be cheated? 8 Instead, you yourselves cheat and do wrong, and you do this to your brothers and sisters. 9 Or do you not know that wrongdoers will not inherit the kingdom of God? Do not be deceived: Neither the sexually immoral nor idolaters nor adulterers nor men who have sex with men[a] 10 nor thieves nor the greedy nor drunkards nor slanderers nor swindlers will inherit the kingdom of God. 11 And that is what some of you were. But you were washed, you were sanctified, you were justified in the name of the Lord Jesus Christ and by the Spirit of our God. I will not sue them. I will*

not take them to court. I will be wronged and God will judge them in heaven for their horrible, wicked, evil, vile hatred of the proper way to live. I will be that shining example of doing right while they are a rusted example of doing it wrong. I will be a good ambassador for Christ. They continue to be a bad one. They might laugh and think they are getting away with something here on Earth. If they even join me in heaven they will face the music for their bad choices here.

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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the essence of our iconic monsters, bringing them to life in ways that will captivate players of all ages. We are grateful for the amazing partnership with these innovative game developers and are delighted to see the Monsterverse come alive in so many exciting new ways.”



Monsterverse Celebrates Trio of Upcoming Video Games

Fans of Legendary’s Monsterverse are in for a colossal treat this year with the launch of three new video games, set to tide them over until the next big-screen installment, recently announced for March 26, 2027. These exciting new games offer fans a thrilling opportunity to engage with Godzilla and Kong right in the palm of their hands. Whether you’re a strategy enthusiast, action gamer or mobile gaming fan, there’s a Monsterverse experience waiting for you.

“We are thrilled to be offering our fandom not just one, but three exciting new video game experiences inspired by the Monsterverse,” said James Ngo, EVP, Franchise Management at Legendary Entertainment. “Our collaborations with Tilting Point, 7Levels, and Supersocial exemplify our commitment to delivering challenging, immersive and entertaining experiences for our fans across the globe. Each game uniquely captures

KONG: SURVIVOR INSTINCT

In collaboration with Legendary Entertainment, 7Levels unveils an upcoming 2.5D action-adventure game for PC and consoles. Set shortly after the events of Godzilla vs. Kong, players navigate a shattered city through the eyes of a father searching for his missing daughter. This game promises a compelling narrative and thrilling gameplay. Available on PC, PlayStation 5, and Xbox Series X|S later this year.

“The opportunity to work on the hugely popular Monsterverse IP has been an exciting and formative experience for all of us at 7Levels. Not only did we have a chance to show some of the fan-favorite Titans from a unique perspective, but we also found committed and supportive partners in the exceptional people at Legendary. Their deep understanding of the Monsterverse lore and what makes it so captivating to so many people around the world allowed us to recapture that essence and recreate it in our game,” said Paweł Biela, Co-Founder - 7Levels.

GODZILLA x KONG: TITAN CHASERS
Embark on a thrilling adventure with Godzilla x Kong: Titan Chasers, a 4X strategy mobile game published by Tilting Point LLC and developed by Hunted Cow Games. Set in the newly emerged Siren Isles, players will build bases, form alliances, and engage in tactical, turn-based combat with their Titan Chaser squads, as well as with creatures they've collected from across the Monsterverse like Skullcrawlers, Mother Longlegs and many other fascinating monsters, and ultimately find ways to engage with and support Godzilla & Kong themselves. Available now for pre-order on iOS and Android.

Tomas Gonzalez, Sr. Game Manager at Tilting Point had this to say about the game, "Godzilla x Kong: Titan Chasers invites fans to take control of the iconic Monsterverse, guiding their veteran Chasers on a path of intrigue while also harnessing the power of captured Titans for massive destruction. The Siren Isles are just a small sliver of the world created by the films, but the story that will be uncovered, and the conflict unleashed by players and their competing alliances, promises to be no less momentous. Between the creative license we've been granted by Legendary, and our longstanding, prosperous collaboration with Hunted Cow Games, it's been a thrill watching this ambitious title come to life."

MONSTERVERSE SUPERSOCIAL ROBLOX EXPERIENCE
Experience the Monsterverse in a fully immersive Roblox game where players become Monarch operatives interacting with fan-favorite Titans. Developed in partnership with Supersocial, this experience offers a unique virtual world where players can engage with the Monsterverse in innovative ways. Coming to Roblox later this year.

"We're thrilled to introduce the first-ever persistent licensed Monsterverse on Roblox. This experience will allow superfans of all ages all over the world to connect with their favorite Titans in ways never before possible. Partnering with Legendary on this project is an incredible opportunity to bring such an iconic IP to Roblox and the 3D internet. Our goal is to bring the epic scale and excitement of the Monsterverse to life, offering an immersive virtual world where fans can truly engage with this iconic universe. We can't wait to open the doors to this one-of-a-kind experience," said Yon Raz-Fridman, CEO and founder, Supersocial - a Roblox developer.

Caravan Sandwich Launches

Dear Villagers and Studio Plane Toast had the pleasure to announce that their cozy, semi-open world exploration adventure Caravan Sandwich launched on PC, PS5 and Nintendo Switch platforms. The title sets the player in a Sci-Fi Provence-like world, driven by a mystery through your missing sister that unfolds with each step you take. Players will traverse a rich landscape in their customizable van, interacting with various inhabitants and uncovering the mysteries of Cigalo.

With an emphasis on inclusivity and environmental themes, the life in Caravan Sandwich is simple: no combat, no death, no timer, just you, your van, and the world.

KEY FEATURES

Explore a Provence-like World

Equipped with your van and an array of essential tools, you set out on a quest to find your missing sister. Upgrade your van throughout your adventure and explorations to open up new passages and ruins. From navigating treacherous terrain to uncovering ancient ruins, every step of your journey brings you closer to unraveling the truth behind your sister's disappearance.

An hopeful Post-Apocalypse

From a green planet to a desertsic one due to human activities and sur-exploitation; discover on Cigalo the impact of humans and its population through your road trip. Meet the Reinetos, an old aboriginal species, the Robots left behind after the planet exploitation, the humans who stayed after everyone left for another planet, and the mysterious SandWitch. All of them live peacefully in Cigalo and help each other in this unwelcome environment.

Meet a diverse cast of characters

As you interact with the diverse characters you meet along the way, you'll come to understand that your community is your home. Help everyone and contribute your piece to the edifice, enabling everyone to live in harmony in an environment hostile to all civilizations due to over-exploitation.

Accessibility options are available for this video game.

Snow Bros Wonderland Release Date

Clear River Games, a video game publisher specialising in classic and retro games, in conjunction with TATSUJIN, a leading Japanese developer, today announced that the long-awaited Snow Bros. Wonderland is set to snowball to PS4™, PS5™ and Nintendo Switch™ worldwide starting November 28, 2024!

A sequel decades in the making, it's been nearly 30 years since Nick and Tom, the twin brothers with a heart of cold, first enchanted gamers with their unique blend of addictive platforming action and loveable collection of characters. Now, it's time to let the kids in on the action, as Nick Jr. and Tom Jr. take centre stage in a sequel that's destined to become a stone-cold-classic! Snow Bros. Wonderland sees our bold, cold heroes thrust into an all-new adventure as they're tasked with defending Snow Land from The Great King of Evil, Atchich.

Watch the brand-new Snow Bros. Wonderland Trailer Here!

Snow Bros. Wonderland is a true evolution of the franchise, presenting gamers with new moves, power-ups and gameplay mechanics, as you explore a variety of new landscapes alone, or with up to three friends, battling the many minions of King Atchich across a unique 3D isometric viewpoint.

The journey ahead is snow joke, but the brothers have come locked and loaded, armed with an endless supply of ice pellets, which can be used to turn the freezing fiends into snowballs. Gamers can then deploy the snowballs to chain attack entire swaths of icy idiots, bringing peace back to Snow Land and banishing King Atchich forever!

Huge and hilarious bosses will try and thwart you every step of the way, and players will need to stay cool and collected as they traverse the ever-changing hazards of Snow Land.

Snow Bros. Wonderland will be released starting on November 28, 2024, worldwide. Physical versions will be released for PS5 and Nintendo Switch, and digital versions will be available for PS4, PS5 and Nintendo Switch.

Visions of Mana Releases

SQUARE ENIX® released Visions of Mana™, the first mainline installment in the Mana series in more than 15 years, on PlayStation®5 (PS5™), PlayStation®4 (PS4™), Xbox Series X|S and PC (via Microsoft Store and Steam™). Visions of Mana returns to the series' action-RPG roots, taking players on a new adventure with protagonist Val, a newly appointed soul guard, on his journey to accompany his childhood friend and the Alm of Fire, Hinna, to the Tree of Mana in order to rejuvenate the mana flow.

"It is so exciting to bring players a new



In The News Continued

mainline entry in the Mana series after 15 years,” said Mana Series Producer Masaru Oyamada. “We hope fans are as excited to return to the world of Mana as we are. We put so much work into making this new entry feel like a return home for existing fans while welcoming new players into the series. As you feel the world of Mana teeming with the breath of the elemental spirits, we hope that you’ll bear witness to the story that awaits Val and his friends on their journey.”

Since the series debuted in 1991 as FINAL FANTASY ADVENTURE™, a spin-off of the FINAL FANTASY™ series, Mana games have immersed players in bright vibrant worlds, breathtaking environments, heartwarming characters and high-fantasy storylines across many genres and platforms. Based on 30 years of legacy, Mana Series Producer Masaru Oyamada and his team incorporated everything they have learned from the last 17 Mana games to ensure that Visions of Mana is a faithful addition to the series that fans know and love, while also offering fans and newcomers a fresh experience with a new story, new characters and new gameplay mechanics.

For those wanting to get a taste of Visions of Mana before jumping head-first into the full game, a free demo is available on all platforms. Players with save data from the demo and who purchase Visions of Mana will receive three weapons* for Val, including the Gladius, Falx and Horn Lance, by starting their playthrough of the full game and proceeding as far as Chapter 1** where Val becomes playable.

The game is rated T (Teen) by the lenient ESRB.

* Falx and Horn Lance will be available to equip once it becomes possible to change classes to the wind class (Falx) and to the moon class (Horn Lance), while Gladius can be equipped once Val becomes playable in Chapter 1. These bonus items can also be acquired by progressing through the game.

** Save data from the demo must be present on the system to claim the demo incentive weapons.

Cuisineer expands its menu

Following its appearance on Nintendo Indie World showcase, Marvelous Europe alongside XSEED Games and BattleBrew Productions announced that tasty roguelite-flavoured dungeon crawler, Cuisineer, is coming to the Nintendo Switch™ system, PlayStation®5, and Xbox Series X|S consoles on January 28, 2025.

Elevating its lauded recipe on PC, the beloved roguelite/restaurant sim now plates its enticing gameplay with fresh ingredients like new weapons, year-round festivals, a wardrobe feature, and more tasty inclusions that are sure to spice things up.

Pre-orders will be starting soon for the physical editions of Cuisineer in Europe and Australia through participating retailers. Details on digital editions will be announced at a later date.

The new content and features will also be made available to the PC version of Cuisineer simultaneously with the release of the console editions.

Cuisineer’s food-focused action challenges you to earn your dinner the hard way: by fighting it in a dungeon. Pursue adventure in the world outside Paell, wielding your cooking utensils against giant chickens, artillery shrimps, fire-breathing peppers, and other pesky perils, sipping boba tea along the way. Work with local artisans to customize your kitchen, and tailor your dining hall to the needs of loyal patrons eager to experience the rare recipes you’ve cooked up. The delectable gameplay of Cuisineer is a mélange of flavors sure to please your palate, whether it’s your first bite or a second serving.

Developed by BattleBrew Productions and published by Marvelous Europe in Europe and Australia, Cuisineer will be available for the Nintendo Switch™ system, PlayStation®5, and Xbox Series X|S consoles on January 28, 2025. Previously co-published globally by Marvelous Europe and XSEED Games, Cuisineer released on November 9, 2023 on Windows PC via Steam.

In The News Continued

Foamstars to go Free-to-Play

SQUARE ENIX® announced that FOAMSTARS™, the vibrant, online 4v4 foam party shooter, will transition to a free-to-play model on PlayStation®5 (PS5™) and PlayStation®4 (PS4™) starting October 3 at 6:00 PM PDT.

Players with or without a PlayStation®Plus subscription can soon jump straight into the game to get into the sudsy fun for absolutely no entry charge. Players who downloaded FOAMSTARS before the free-to-play transition can continue their soapy adventure with no disturbances to their playtime, but they will receive a free “Legacy Gift” to enhance their experience, which includes 12 exclusive color-variant Bubble Beastie skins, one exclusive Slideboard design, and one title: “Legacy.” More details on how to obtain the Legacy Gift



to come soon.

Leading up to the free-to-play launch, players can enjoy the seventh season for FOAMSTARS, GOLDEN BEATS, which brings festive fun from today until October 3.

In GOLDEN BEATS, players can look forward to the debut of new Foamstar, Bublo, and two new seasonal events including RANKED PARTY where players compete to climb the ladder of one of the seven ranked modes with teams or solo and EXTREME PARTY which features multiple events, all with special rules!

With a GOLDEN BEATS Season Pass, players will receive Bublo, as well as the Ramzey foam gun skin, and the Coiff Guy character skin for free. Players can also obtain XP by completing battles, missions, and Weekly Challenges to advance through the season tiers and earn various rewards such as additional skins and items. Players who purchase a Premium Season Pass, which is available for \$5.99, will unlock even more rewards as all rewards up to each player’s current tier will be unlocked immediately.

FOAMSTARS is rated T for Teen by the ESRB.
An internet connection is required to play FOAMSTARS.

Minecraft TUBBZ Collectibles & Gaming Accessories

Brace yourselves Minecraft fans, Creeper and Steve have entered a whole new world, the quirky world of TUBBZ cosplaying rubber duck collectibles. With Minecraft being the best-selling video game of all time, these iconic characters are a welcome addition to TUBBZ and will look block-tastic in any fans merch collection.

Steve and Creeper are available as special First Editions (when they're gone, they're gone) and as Mini TUBBZ, half the size of First Editions but with the same epic detail.

TUBBZ are quacking tributes to legends from the world of pop culture. Skillful design creates quirky cosplaying duck replicas that are super fun for fans to collect. Creeper and Steve are the latest recruits and the essence of this Minecraft duo has been captured to perfection, who knew they could look so perfect in a rubber duck form?

Steve and Creeper: First Edition TUBBZ

First Editions come in a display 'bathtub'

featuring the Minecraft logo. 'First Edition' is stamped on the base of the duck with First Edition sticker on the packaging. First Editions sell quickly and when they're gone, they're gone. Steve, complete with brown hair, jeans and blue shirt nails it and Creeper, with his green pixelated skin, is instantly recognisable even as a cosplaying duck.

Steve and Creeper: Mini TUBBZ

Super cute Mini TUBBZ are half the size, (just 2 inches tall), with



all the detail and come in a mini bathtub to easily sit on any gaming desk. Plus, they're at pocket money prices, perfect for younger Minecraft fans.

Gaming Space Glow Up!

Numskull Designs, creators of TUBBZ, also have some new official Minecraft gaming accessories. De-clutter your gaming area, to make room to display your new collectibles, with these storage solutions:

Gaming Locker – the pixelated design pays tribute to Creeper. This holds up to 10 gaming cartridges with handy drawers to keep cables and other bits and pieces tidy. Head-phones sit neatly on top and controllers can be hung on the sides.

Light Locker – as above with the front of this gaming locker illuminating to reveal a Minecraft scene for something extra striking.

Storage chair – perfect for small spaces. Stash gaming gear away in the base of the box which doubles up as a gaming chair. Just flip up the hidden panel in the top of the box to turn it into a chair complete with back rest and game on!

Stellaris Expansion Cosmic Storms on PC

Paradox Interactive launched Cosmic Storms, the new mechanical expansion for its sci-fi strategy game Stellaris, developed in collaboration with Behaviour Interactive. Cosmic Storms is available on PC for €12,99/\$12,99/£10,99 or as part of Stellaris Season 08, which encompasses three additions for Stellaris releasing this year and the exclusive "Rick the Cube" portrait. Additionally, it is part of the Expansion subscription offer that includes all additional content for Stellaris for a monthly fee. Cosmic Storms is launching alongside the free 3.13 "Vela" update featuring many bug fixes, gameplay improvements, and UI updates.

Face or embrace the wild power of the Cosmic Storms through these new features:

NEW STORMS

This expansion adds 8 types of Cosmic Storms (Electric, Particle, Gravity, Magnetic, Radiant, Stardust, Shroud, and Nexus) that replace the existing Space Storms. They spawn randomly on the map and travel the galaxy at various speeds, growing and

shrinking with time.

STORM CHASER ORIGIN

The Storm Chasers are an empire of people who seek to push themselves beyond their limits. They believe enlightenment is found in engaging with the universe's greatest force: the Cosmic Storms.

3 NEW CIVICS

Astrometeorology
Storm Devotion
Environmental Architects

2 PRECURSOR NARRATIVES

Discover the stories of the Ancients, vanished masters of the storms: Weather Manipulators and the adAkkaria Convention of Benevolence. Completing these narratives will unlock a new relic for each.

On top of that, Cosmic Storms adds technologies dedicated to storms, Galactic Community Resolutions, Anomalies, Arc Sites, and Weather Forecast Map Mode. It also adds a new Galactic Weather Control ascension perk that makes it possible to create Cosmic Storms with science ships.

The free 3.13 "Vela" update launches along-

side Cosmic Storms. In addition to standard updates and bug fixes, this patch also improves the Thrall and Prison worlds, including new districts and jobs, and changes to

tooltips and themes. It also brings updates to the megastructure selection UI, among many other UI and gameplay improvements.



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?

Reading The Christ comic books got the mental juices flowing here at Family Friendly Gaming. What if there were video games based on this franchise. The comic books are amazing. The comic books are great. Could you imagine getting to play video games based off of the Holy Bible? Playing video games where you got to learn about the life of Jesus Christ. Bear in mind Kingstone Comics has done more comic books than just the ones on Jesus Christ. There are a wide array of topics this comic book company has taken. The history of that company has been full of challenges. Just

like we have had here at Family Friendly Gaming. Doing God's will can be challenging at times. We continue to put our faith, hope and trust in God. We will keep doing it day in and day out. Pointing fellow believers to other Christian companies is something we consistently do here at Family Friendly Gaming. Kingstone Comics does not even know we are doing this article. They may not even know we bought some of their comic books and have been releasing reviews. We do not look for reciprocation. We do what is right. We have faith that God works on that hearts of others. Sure Sherwood Pictures abused that, and got too big for their britches. We do not stop doing what is right because others are self-centered and self-absorbed.

A related idea would be a video game based off of the Future Glimpses books and Christian science fiction fan-

tasty world. There is so much creativity out there to make interesting and fascinating games that would be great for families to play. Would you play games based on either franchises?

To be fair there are plenty of Christian video games based on a plethora of different areas of the Holy Bible. Most of them are on PC. A lot of the current ones are on Steam. We know a lot of families are not PC gamers. It costs these Christian companies less to make a game on PC than say the consoles. There is also more of a freedom in terms of content on the PC than many of the consoles. Sadly the console companies have been known to discriminate against Christians and Christian video games in the past. They will say quality control, but there are plenty of worse looking and playing worldly games that they allow on their consoles.

Romans 8:5-8

5 Those who live according to the flesh have their minds set on what the flesh desires; but those who live in accordance with the Spirit have their minds set on what the Spirit desires. 6 The mind governed by the flesh is death, but the mind governed by the Spirit is life and peace. 7 The mind governed by the flesh is hostile to God; it does not submit to God's law, nor can it do so. 8 Those who are in the realm of the flesh cannot please God.

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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Jumanji Wild Adventures

SCORE: 63

I had some fun live streaming Jumanji Wild Adventures from start to finish on our YouTube channel. It took me four and a half hours to get through Jumanji Wild Adventures. Then the credits took half an hour. I need to get something out of the way here. The end credits roll so slow and players are not able to speed them up. Plenty of other video games let us speed up the credits. I did completely bypass one entire area on the map in Jumanji Wild Adventures. I am not sure why this game let me skip that area. I am also not sure how to even get to it.

The issues families can have with Jumanji Wild Adventures are violence, lack of attire, false gods, and more. The four characters get sucked back into Jumanji to save the day because the jewel got stolen. There is plenty of humor within Jumanji Wild Adventures. We get a map screen where we drive around a vehicle. There are secrets on this screen as well as within the levels. We can collect the letters that spell

these glitches and bugs but I could. I think I deserve some of their pay. Jumanji Wild Adventures is better than the last Jumanji video game that Outright Games releases. Jumanji Wild Adventures does still have plenty of areas open for improvement though.

There are plenty of explosive barrels in Jumanji Wild Adventures that hurt the player and enemies. Jumanji Wild Adventures contains a decent amount of enemies to take out. The different characters have different power ups. The power ups can change in the levels though. Take Dr. Smolder for example - he can get a boomerang, a pillar, or turn into stone. Multiple family members can play Jumanji Wild Adventures at the same time.

Jumanji and other quests in Jumanji Wild Adventures. There are things like kill all enemies, or break four animal statues in Jumanji Wild Adventures. There is not a lot of variety there. I did receive plenty of achievements in Jumanji Wild Adventures.

The camera can be a pain at times. Players have zero control over the camera. There were also a plethora of glitches in Jumanji Wild Adventures. All of those paid QA Testers and managers could not find

to increase or decrease the water level, fight enemies, collect keys, or be on a moving raft level. I enjoyed parts of Jumanji Wild Adventures. - Paul

Jumanji Wild Adventures contains some decent game play diversity. We may need

to increase or decrease the water level, fight enemies, collect keys, or be on a moving raft level. I enjoyed parts of Jumanji Wild Adventures. - Paul

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: Outright Games
 Developer: Cradle Games
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}

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



EA Sports Madden NFL 25

SCORE: 83

Another year and another EA Sports Madden NFL video game. This year it is EA SPORTS Madden NFL 25. I am very thankful I had the money to purchase a copy of this video game on the Xbox Series X. This sports video game has a similar feel to it from previous years. EA SPORTS Madden NFL 25 also reminds me of the EA Sports College Football 25. The play selection menu screens are a great example. There are different main modes in EA SPORTS Madden NFL 25 though.

I loved having the time and equipment to live stream EA SPORTS Madden NFL 25 for our viewers on YouTube. Viewers even got to pick the teams I played. It was on the rookie setting so I absolutely stomped the other teams. I probably need to bump the difficulty up one in the future. I did great on offense and

defense no matter the team I played and whom I played against. EA SPORTS Madden NFL 25 looks good and it sound good. There were times I waited to listen to the announcers finish what they were saying because it was so interesting.

I did notice some minor glitches in EA SPORTS Madden NFL 25 like one players arm would be sticking out and through another players chest. The controls are easy to pick up and learn. There are even on screen prompts for the players in EA SPORTS Madden NFL 25. The camera does a good job keeping the player in the middle of the action no matter where they are. I had fun playing EA SPORTS Madden NFL 25. The presentation

in EA SPORTS Madden NFL 25 is really good. I do believe there is some room for growth though. EA SPORTS Madden NFL 25 could be so much better if there was some kind of a half time show. I think I said the same thing about EA Sports College Football 25. Give us the announcers in the booth.

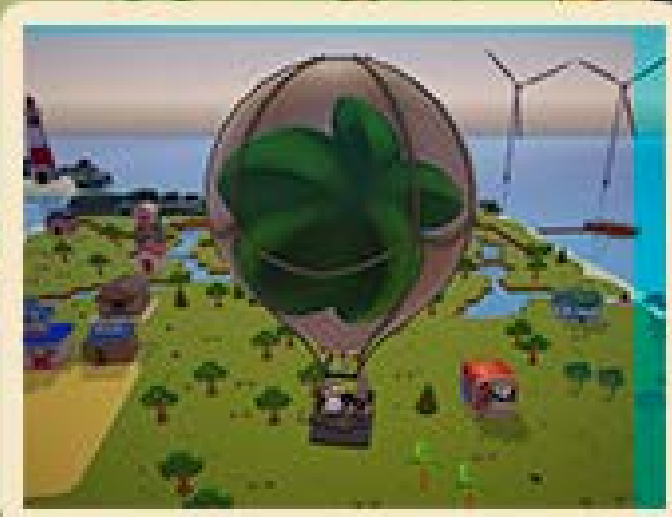
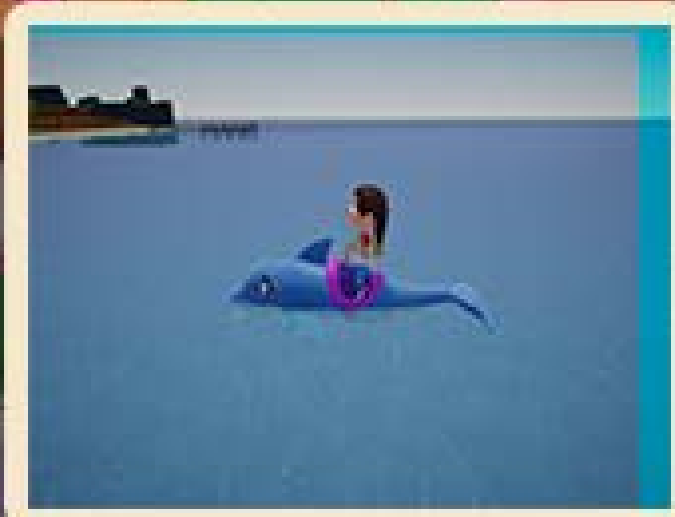
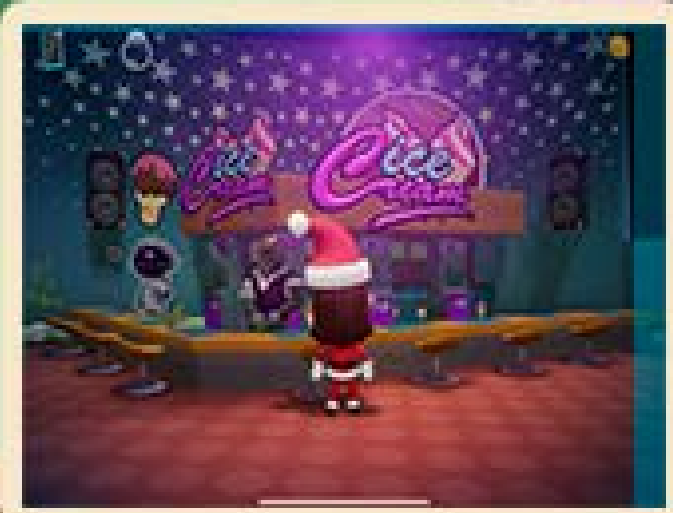
I know the NFL has had some controversy in the past. I live stream these games, play them a bit, and then write a review. If you are part of the NFL boycott I get it. I am on your side. At the same time there are families looking for family friendly video games, and looking for sports video games. EA SPORTS Madden NFL 25 is the only real game in town when it comes to football video games. I wish there was some competition. I really do. - Paul

System: PC/PS5/Xbox Series X
 Publisher: EA Sports
 Developer: EA Tiburon
 Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Lyrics}

Graphics: 90%
 Sound: 74%
 Replay/Extras: 90%
 Gameplay: 85%
 Family Friendly Factor: 77%



Isla Sinaloa



islasinaloa.com

Construction Simulator

SCORE: 72

I wanted to like Construction Simulator so bad. I even live streamed Construction Simulator multiple weeks in a row. The one glaring issue with Construction Simulator finally had me stop playing this game altogether. Construction Simulator looks okay, and it sounds really nice. There are all kinds of different pieces of equipment that families can work with. The whole construction aspect in Construction Simulator is fantastic.

The biggest problem with Construction Simulator are the controls. The controls in Construction Simulator are not intuitive. The controls are generally frustrating, irritating, aggravating, and annoying. At the end of the day the controls are pretty important to a video game like Construction Simulator. If I struggle doing anything on every single job then why would I keep playing this

game?

There are so many things in Construction Simulator that were done right.

We get jobs, and we drive out to the site. We get into different vehicles and work the job. I tried to go into the menus and look at the controls in Construction Simulator. Sadly not everything is covered there. I ran into issues with extending or retracting the arms in some vehicles in Construction Simulator. Resetting the controls when I needed to retract them worked the best. How sad is that?

The Xbox Series X version of Construction Simulator is the Gold

Edition. I know Construction Simulator has been on other machines in the past as well. I love how Construction Simulator has over one hundred different machines we can use on three different large maps. I love getting instructions on what I am supposed to do. I love how Construction Simulator will highlight items we need to work with and on.

The view will change in Construction Simulator depending on where you are. If you are in a vehicle then you will have one view. If you are walking around with your character that you created then you will have a different view. Construction Simulator does this view swapping really well. I had fun playing Construction Simulator as long as I was not controlling any of the vehicles. - Teen Gamer

System: PC/PS5/Xbox Series X
 Publisher: astragon Entertainment
 Developer: weltenbauer, Software, Entwicklung
 Rating: 'E' Everyone SIX and OLDER ONLY



Graphics: 70%
 Sounds: 80%
 Replay/Extras: 80%
 Gameplay: 50%
 Family Friendly Factor: 80%

Transformers Earthspark Expedition

SCORE: 76

The live streams I performed of Transformers Earthspark Expedition from start to finish were fantastic. It took me between five and six hours to play through Transformers Earthspark Expedition. There are three different areas within Transformers Earthspark Expedition. We must conquer enough of the map in each area to open the way to the boss of that area.

There are plenty of characters to interact with in Transformers Earthspark Expedition. We do only play as Bumble Bee though. There will be some spoilers in my review of the Transformers Earthspark Expedition video game. I played Transformers Earthspark Expedition on the Xbox Series X. There were a few glitches here and there in Transformers Earthspark Expedition. Like trying to jump on certain objects for example. Another example would be a cord showing as lit even though it was not.

Optimus guides Bumble Bee to the different locations.

I predicted quite a bit of what happens in Transformers Earthspark Expedition. I expected Optimus Prime to be the end boss and I was right. There was so much foreshadowing in Transformers Earthspark Expedition about allies having the mind control patches on them. The end boss was a good fight in Transformers Earthspark Expedition too. I thoroughly enjoyed it.

There are plenty of things to find on the three maps. There are side missions, cards, bases and more. The items we collect in the three large areas will help us purchase health items, and power ups. There are also shield, and power strengthening items in Transformers Earthspark Expedition. All in all Transformers Earthspark Expedition is a solid platformer for those ten and older.

- Paul

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Outright Games
Developer: Tessera Studios
Rating: 'E10+' for Everyone TEN and OLDER ONLY {Fantasy Violence}



Graphics: 70%
Sound: 79%
Replay/Extras: 79%
Gameplay: 80%
Family Friendly Factor: 70%

VIDEO GAME LIES



by Paul Bury
Version 3

BUY IT NOW RIGHT HERE

Edens Zero #13

SCORE: 65

Things are starting to finally pick up in Edens Zero #13. Edens Zero #13 contains chapters one hundred and five to one hundred and thirteen. There is also an afterword about different mistakes the creator made. Some of them have to do with using the same characters from other franchises he created. I have discussed this topic in previous reviews of this and Fairy Tail.

There will be spoilers in my review of the Edens Zero #13 manga book. The crew of the ship are able to leave the Sakura Cosmos. The crew then goes to the Aoi Cosmos. There are some strange and interesting planets in this Aoi cosmos. Edens Zero #13 explains that the word demon to the Japanese means magical. I cannot comprehend how demon only

means magical to them when there is such a history of demons being evil. The issues families can have with Edens Zero #13 are lack of attire, enticement to lust, violence, bad language, perverts, and more. The narrator makes another appearance in Edens Zero #13 to help the book transition. There are plenty of dead dragons. The Edens One cut a path

through the dragons, and that allows Edens Zero to follow and get through easier. Otherwise I am not sure this crew would have made it past all these

dragons. Edens Zero #13 takes us to a water planet and we learn that the mother character left certain items that will guide adventurers to her. Ultimately what happens is you find one item, and it will point to another one. At some point by collecting these items the person will get pointed to where mother actually is. The concept is interesting and simple. The water planet is interesting in Edens Zero #13.

The next planet in Edens Zero #13 involves more nature.

The robots have conquered the humans and are treating them like pets. Shiki and his crew will need to fight these bots to maintain their own freedom. Ziggy hacked the bots on this nature planet and made them attack the humans. Shiki and his crew must deal with this before being able to find the item, and continue their quest. Edens Zero #13 ends making readers want to keep reading. - Paul

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

Graphics: 60%
Writing: 68%
Replay/Extras: 67%
Story: 69%
Family Friendly Factor: 60%



My Hero Academia #11

SCORE: 70

My Hero Academia #11 finally wraps up a major story arc. There will be of course new angles for the story to go after My Hero Academia #11. There will be spoilers in my review of the My Hero Academia #11 manga. Thankfully I had the \$9.99 to purchase a copy of the My Hero Academia #11 manga book. Chapters ninety through ninety-nine are found within My Hero Academia #11.

The issues families can have with My Hero Academia #11 are violence, bad language, blood, and more. All Might and One For All go at it in My Hero

same time All Might uses the embers of the power he has left and must retire after My Hero Academia #11.

Once the fighting is done in My Hero Academia #11 we learn that villains feel like they got a victory by forcing All Might

Academia #11. The fight gets brutal at times too as both go all out. All Might goes beyond his limits. One For All is defeated in My Hero Academia #11. At the



to retire. The goals of the villains are not exactly always straightforward in this manga. It is like the villains are working a long game. The fight is not the end all be all. The villains are still working on changing the society as a whole with their concepts.

UA makes a decision in My Hero Academia #11. They are bringing the students on campus into dorms. The parents must consent to this. Deku's mom is one that surprised me. She was against it at first but went all in on it later in My Hero Academia #11. Midoriya will get to stay in the dormitory at UA going forward. The school can have

better security and hopefully find their mole. The last two chapters of My Hero Academia #11 are devoted to showing off the rooms of the different characters. We learn about the personalities of these characters based off their room. A competition is then enacted to see who has the best room in My Hero Academia #11. The winner is the one that fed cake to all of the girls. They voted for him based on that alone. It was still a fascinating endeavor. - Paul

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

Graphics: 66%
Writing: 69%
Replay/Extras: 73%
Story: 75%
Family Friendly Factor: 66%



Star Wars The Acolyte Season One

SCORE: 53

I just finished watching Star Wars The Acolyte Season One on Disney+. There were ads, crashes, lag, and other glitches while streaming this television show. Star Wars The Acolyte Season One was a highly divisive and controversial show with all kinds of problems. I will get into those in just a little bit. There will be spoilers in my review of this television show.

The issues families can have with Star Wars The Acolyte Season One are violence, blood, suicide, magic, promotion of sexual deviancy, lack of attire, enticement to lust and more. There is sexism against men, and racism against white people in Star Wars The Acolyte Season One. I love how liberals will complain some show does not have representation of one group, and then completely ignore when there is no one the majority can identify with. Nice double standard.

There are eight episodes in Star Wars The Acolyte Season One.

son One. The episodes range from thirty-five minutes to forty-nine minutes. The Jedi are shown as the bad guys while the witches, and Sith are shown as the good guys in Star Wars The Acolyte Season One. The evil, dark characters just want to exist and do whatever they want to do. Star Wars The Acolyte Season One does not address the evil the Sith and witches want to do. Star Wars The Acolyte Season One is a complete attack on the Jedi from start to finish. More of

the calling good evil, and evil good that the Holy Bible warns us about.

Star Wars The Acolyte Season One revolves around an incident where Jedi were trying to protect these girls that were created by someone using the Force. One of the Jedi's killed the leader in Star Wars The Acolyte Season One. This leader turned into a mist and was coming at him. I would take that as an attack as well. He pulled out his light saber and she died. Another way of looking at it would be suicide by cop. Certainly nothing to feel bad about in my opinion.

The two sisters swap places at the end of Star Wars The Acolyte Season One. One loses her memory while the other goes to train with a Sith. The Jedi hide all of this from the Jedi Council and the Senate. One senator is trying to get to the

bottom of the Jedi conspiracies in Star Wars The Acolyte Season One. It was spiritually draining to watch this show. - Paul

System: Disney+
Publisher: Disney
Developer: Lucasfilm
Rating: 'TV-14' for FOURTEEN and OLDER ONLY {intense Violence}

Video: 50%
Audio: 60%
Replay/Extras: 55%
Functionality: 50%
Family Friendly Factor: 50%

I Am Groot Season Two

SCORE: 76

I just finished watching I Am Groot Season Two on Disney+. There were advertisements, lag and glitches since this is on a streaming service. I did not find any official physical copy releases of I Am Groot Season Two. I also question why this was separated into two seasons. There are six episodes in I Am Groot Season Two. The episodes in I Am Groot Season Two range from four minutes to six minutes. It takes like half an hour to watch the entire season.

There will be spoilers in my review of the I Am Groot Season Two television show. The episodes in I Am Groot Season Two - Are You My Groot? Groot Noses Around, Groot's Snow Day, Groot's Sweet Treat, and Groot and the Great. There is plenty of humor within I Am Groot Season Two. What is scary is even though these

episodes are really short they can also be very forgettable.

In the first episode Groot befriends a little bird. He shares snacks with this bird, and even takes care of it. There is some gross humor as Groot steps in bird poop multiple times in this episodes. There is also some real character and care as Groot bonds with this bird. In Groot Noses around Groot is playing video games and looking for some batteries. Groot gets a nose stuck on his face and can all of a sudden smell things. This almost prompts Groot to clean his really messy room.

The third episode in I Am Groot Season Two is Groot's Snow Day. The

ship lands on an ice world and Groot goes out to play in the snow. Groot builds a snowman, puts in tech from the ship and the robot starts shooting at him. Groot eventually gets the snowman to launch like a rocket and explode just like fireworks. There is a bit of violent content in I Am Groot Season Two as well.

In Groot's Sweet Treat we see Groot go to great lengths to get some money to buy from a space ice cream truck. Groot does get the frozen treats but also winds up causing a lot of damage. The final episode Groot and the Great has the Watcher in it. Groot needs to save this egg for a new era to be ushered in. Groot fails at this mainly because he sets off every single trap in this temple. The egg is destroyed by lava. The Watchers reaction is hilarious. - Paul

System: Disney+
Publisher: Disney
Developer: Marvel Studios
Rating: 'TV-G' - for General Audiences

Video: 80%
Audio: 80%
Replay/Extras: 55%
Functionality: 80%
Family Friendly Factor: 85%

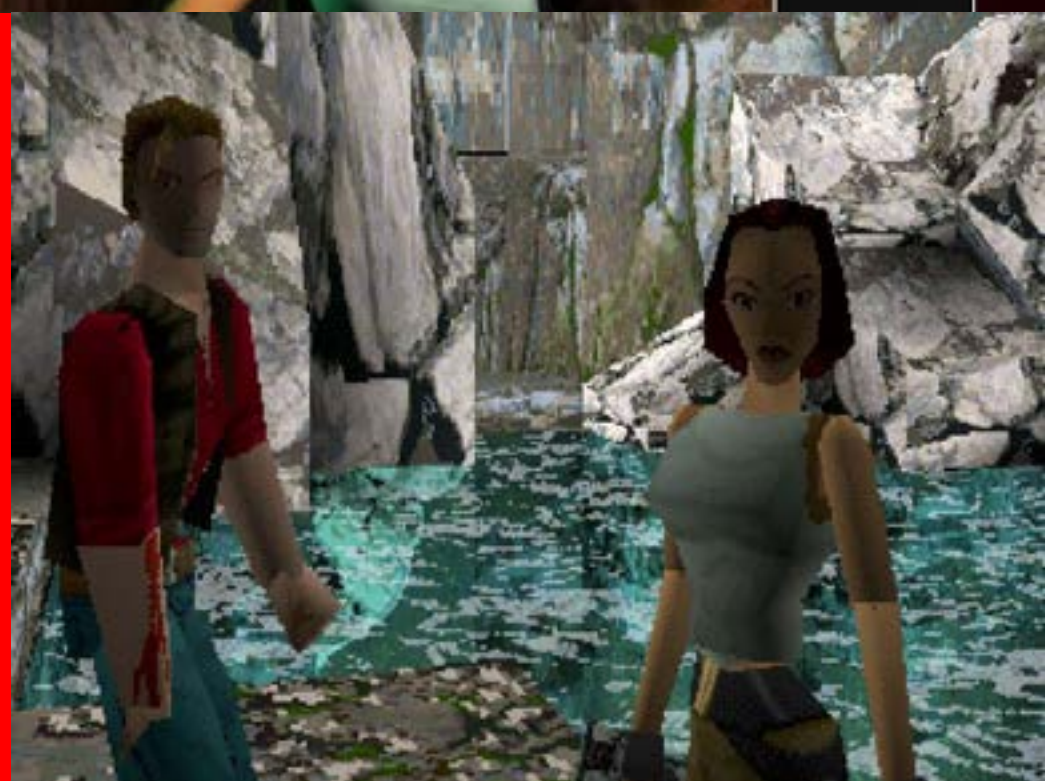
Tomb Raider Collection 1

SCORE: 65

I had some fun and some frustration playing Tomb Raider Collection 1 on the Evercade. This collection contains

Tomb Raider, Tomb Raider II, and Tomb Raider III. All three of these video games were on the original Sony Playstation. I remember playing some of these Tomb Raider video games back in the day. I also remember a real irritation, frustration and aggravation over the controls.

Want to hear something crazy? I feel like the original and first Tomb Raider is the best one. I live streamed all three of these video games on our Twitch channel. That live stream is being processed into videos for our video channels. I played more of the original Tomb Raider than the sequels. I got farther in the original Tomb Raider than the sequels. I liked the original better than the



sequels.

The controls can be slow and sluggish in Tomb Raider Collection 1. Especially when we must press left or right to slowly turn our character to a different angle before moving the character forward. This was exceptionally challenging when I needed to get from a switch to a door quickly.

Jumping can be a pain and a problem in Tomb Raider Collection 1. I got completely stuck near the beginning of the first area of Tomb Raider II. I gave up on the game. I did research later that I needed to figure out how to do a standing jump to get to that platform.

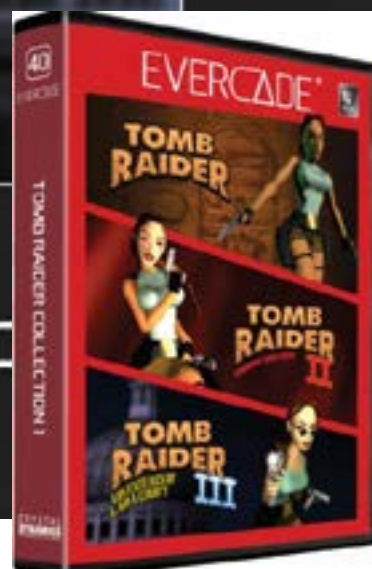
The graphics in Tomb Raider Collection 1 can hurt your eyes. Noah came downstairs while I was playing Tomb Raider Collection 1 and made that comment. It does not get much better in the sequels. In fact the third game had solid looking ground that was actually some kind of a liquid. It did not look any different. I found lots of ways to die in the third game in Tomb Raider Collection 1.

If I ever go back and play any of the games in Tomb Raider Collection 1 it will be the first one. I like how we are not limited on our bullets in Tomb Raider Collection 1.

We can shoot animals forever. I do question how these animals are alive while trapped in these dungeons? What are they eating? Tomb Raider Collection 1 cost twenty-five dollars due to the larger memory of the games.
- Paul



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



Graphics: 60%
Sound: 75%
Replay/Extras: 75%
Gameplay: 55%
Family Friendly Factor: 60%

Drakhen

SCORE: 67

I played Drakhen on the Evercade and the Super NES. Back in the day I played Drakhen on the 16-bit Super NES. Then when Drakhen was released on the Evercade I played it again. The second time I played Drakhen I wound up doing it on a live stream and then made a video out of that recording. If you are looking for Drakhen on the Evercade then look at the Piko Interactive Collection 1. I struggled with Drakhen both times I played it.

The scrolling and rotation was the big selling point back in the day for Drakhen. We can walk around with four characters and fight monsters. There are also puzzles to solve within Drakhen. My biggest problem with Drakhen is it is difficult to figure out what to do in this retro role playing video

game. I had to look up how to do this and how to do that. After awhile Drakhen makes you feel like you can never figure out anything. At least that is how Drakhen made me feel.

The graphics are okay for the era and the day. The lack of detail on say the faces of the characters sticks out for me. The music in Drakhen is pleasant to listen to. There is violence, and false gods within Drakhen. The lore of this fantasy world is deep. Certain characters have magical abilities in Drakhen. The scrolling and the rotation may look bad now, but back then it was actually pretty decent.

This was one of the major selling points of the Super NES. Drakhen was developed back in an era before video game companies offered gamers assists to be able to play the game. Drakhen



is one of those where you need to figure it out for yourself, stay stuck, or die.

If you can get into Drakhen and keep your characters alive then you may find lots of replay. There are plenty of places to explore in Drakhen. Grinding is very important in this role playing video game. I am not big on how Drakhen controls personally. I wish there was more interactivity from the player. The characters go off and do their own thing quite often. We can give them some limited commands, but Drakhen really needed improvements in this portion. If you are a historical gamer and interested in how RPGs were from the past then Drakhen may interest you. I enjoyed the struggles with Drakhen personally.
- Paul



SPORTS



System: PS5/Xbox Series X
Publisher: EA Sports
Developer: EA Vancouver
Rating: 'E10+' - TEN and OLDER ONLY {Mild Violence}
Release Date: Out Now

A trio of new features gives players more control over the action than ever before, a major upgrade to the reliability and accuracy of CPU players, and a massive new animation set that makes gameplay a more seamless and realistic experience.



System: PS5/Xbox Series X
 Publisher: EA Sports
 Developer: EA Vancouver
 Rating: 'E10+' - TEN and OLDER ONLY {Mild Violence}
 Release Date: Out Now

An on-ice growth that provides fresh abilities, improvements, and a user-initiated skating mode that ups the responsiveness, explosiveness, and expression on the ice for human and AI players alike.

DEVELOPING

GAMES

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Well, I must warn you—Ibis is a dangerous place. Our ancestors, who built the great structures you now see ruined, did not take kindly to nosy adventurers.

Product Name

Page(s)

Little Nightmares III
Dragon Quest III HD-2D Remake
Heroes of Might and Magic Olden Era
Two Point Museum

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System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Bandai Namco
 Developer: Supermassive Games
 Rating: 'RP' for Rating Pending
 Release Date: 2025

In Little Nightmares III, you follow the journey of Low & Alone, as they search for a path that could lead them out of the Nowhere. Trapped within the Spiral, a cluster of disturbing places, the two friends will have to work together to survive in a dangerous world full of delusions and escape the grasp of an even greater threat lurking in the shadows.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Bandai Namco
Developer: Supermassive
Games
Rating: 'RP' for Rating Pending
Release Date: 2025

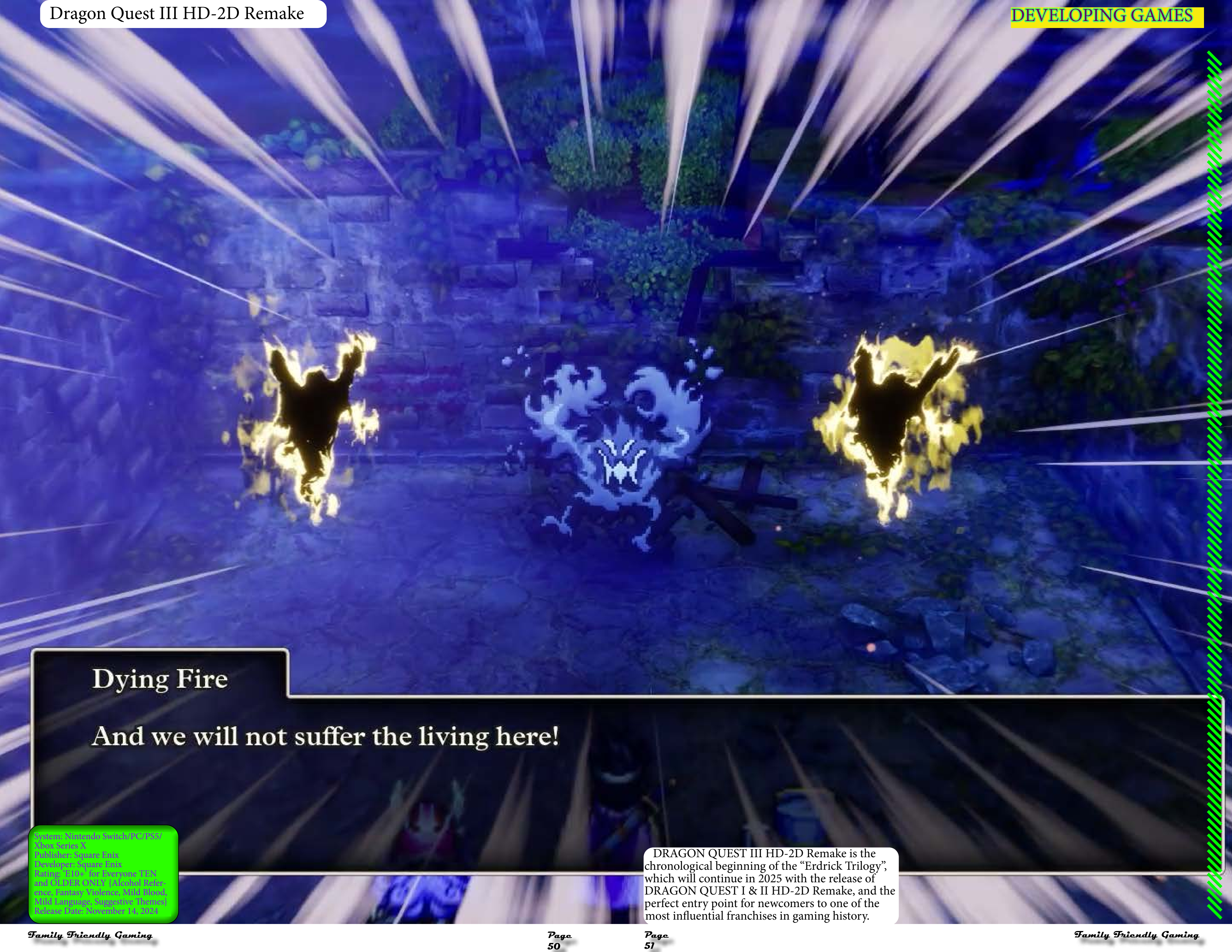
Discover places as diverse as the mysterious desert of Necropolis, an unsettling fun fair, a gloomy factory, and who knows what else.

Run away from a new cast of foes ranging from ominous beetles to a giant baby, and so many more.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Bandai Namco
Developer: Supermassive
Games
Rating: 'RP' for Rating Pending
Release Date: 2025

Choose from two brand-new characters, each equipped with their own iconic items.
Play solo with an AI or with your friend using online co-op and work together to solve intricate puzzles and defend yourself against smaller enemies .

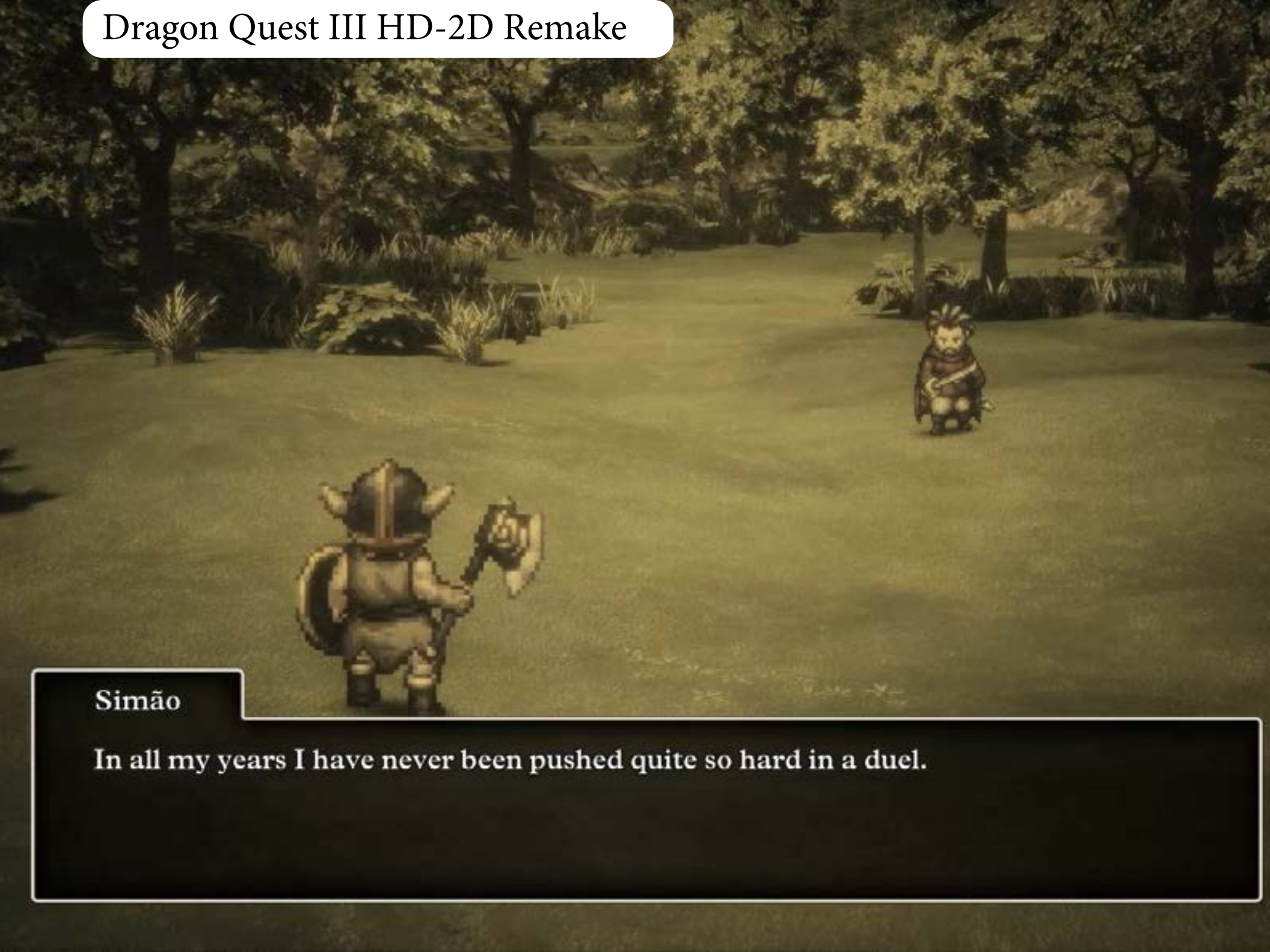


Dying Fire

And we will not suffer the living here!

System: Nintendo Switch/PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: E10+ for Everyone TEN
and OLDER ONLY (Alcohol Refer-
ence, Fantasy Violence, Mild Blood,
Mild Language, Suggestive Themes)
Release Date: November 14, 2024

DRAGON QUEST III HD-2D Remake is the chronological beginning of the “Erdrick Trilogy”, which will continue in 2025 with the release of DRAGON QUEST I & II HD-2D Remake, and the perfect entry point for newcomers to one of the most influential franchises in gaming history.



Simão

In all my years I have never been pushed quite so hard in a duel.



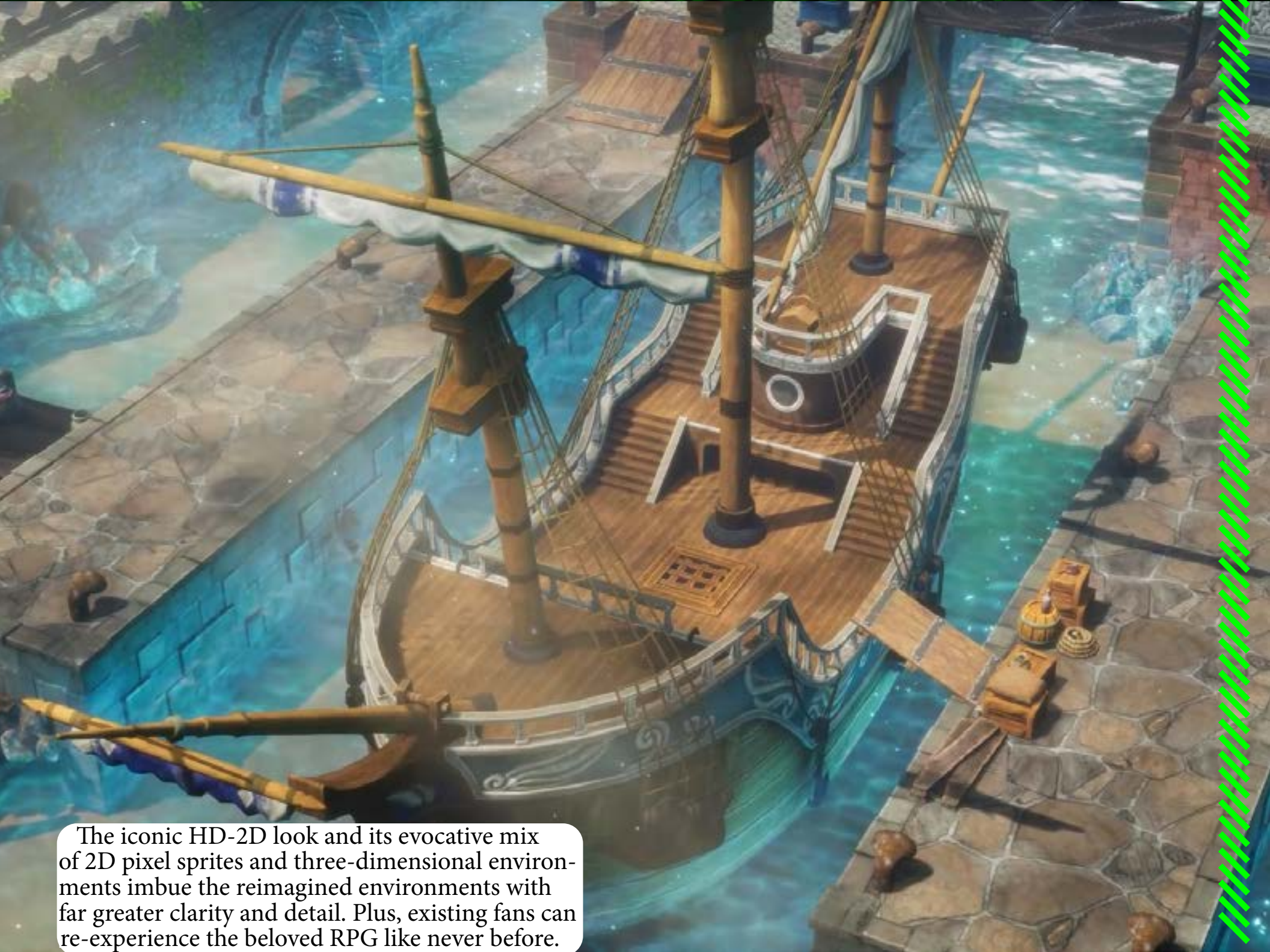
*: Ortega, I think that helm of yours might have had its time...



Garboyle

...one time since one of your kind dared come here.

System: Nintendo Switch/PC/PS5/
 Xbox Series X
 Publisher: Square Enix
 Developer: Square Enix
 Rating: E10+ for Everyone TEN
 and OLDER ONLY (Alcohol Refer-
 ence, Fantasy Violence, Mild Blood,
 Mild Language, Suggestive Themes)
 Release Date: November 14, 2024



The iconic HD-2D look and its evocative mix of 2D pixel sprites and three-dimensional environments imbue the reimagined environments with far greater clarity and detail. Plus, existing fans can re-experience the beloved RPG like never before.



*: With a boat at your command, you could sail the world, and procure many exotic cargoes. Ooo, just imagine...



Enjoy auto-saves and plentiful new save points throughout the journey, customizable battle speed, an auto-battle function, a modernized UI and quality-of-life conveniences across the entire game. Confront challenging new boss fights in new story episodes chronicling the origins of Ortega, the protagonist's father.

System: Nintendo Switch/PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: E10+ for Everyone TEN
and OLDER ONLY (Alcohol Refer-
ence, Fantasy Violence, Mild Blood,
Mild Language, Suggestive Themes)
Release Date: November 14, 2024



System: Personal Computer
 Publisher: Ubisoft
 Developer: Unfrozen
 Rating: 'RP' - Rating Pending
 Release Date: Q2 2025

Heroes of Might & Magic Olden Era is a new installment of the renowned series of turn-based strategy games, where action takes place in Enroth, on the continent of Jadame, mentioned but never explored in a Heroes of Might & Magic game before.



System: Personal Computer
 Publisher: Ubisoft
 Developer: Unfrozen
 Rating: "RP" - Rating Pending
 Release Date: Q2 2025

Traverse a vibrant and living fantasy world full of wonders and dangers, build magnificent capital cities, raise massive armies and clash in epic, highly tactical battles of heroes and mythical creatures.



System: Personal Computer
 Publisher: Ubisoft
 Developer: Unfrozen
 Rating: "RP" - Rating Pending
 Release Date: Q2 2025

Play solo with a new campaign, multiple single maps and limitless randomly generated scenarios, or engage in battle of wits and magic with other players — rivals or allies — in multiplayer mode. There is also an option to build your own story with the map editor tool, which you may make available to all the players around the world or keep to yourself.



System: PC/PS5/Xbox Series X
 Publisher: Sega
 Developer: Two Point Studios
 Rating: 'RP' - Rating Pending
 Release Date: TBA

As fledgling curators, you have the task of designing and refining your very own museums to create the ultimate guest experience. Coordinate Experts on far-flung expeditions to discover new Exhibits, generating Buzz to entice droves of knowledgeable guests who will expect top info-tainment if they're to leave impressed. This is all while you keep your Exhibits safe, rooms clean, staff happy... and children off the dinosaur bones.



System: PC/PS5/Xbox Series X
 Publisher: Sega
 Developer: Two Point Studios
 Rating: 'RP' - Rating Pending
 Release Date: TBA

As Curator, the design and management of your expanding museum is in your hands! Send your team of partially trained Experts on Expeditions in search of rare and mostly well-preserved artefacts. When (and hopefully not if) your Experts return from their adventure, proudly display their fantastic finds in your museum.



System: PC/PS5/Xbox Series X
 Publisher: Sega
 Developer: Two Point Studios
 Rating: 'RP' - Rating Pending
 Release Date: TBA

Your work doesn't end there; Exhibit maintenance is crucial. While some Experts are gallivanting across Two Point County and beyond, you're in charge of managing staff back home to ensure Exhibits and the museum stay in tip-top condition. If taking care of the carnivorous Chomper isn't enough, there are also meddling thieves to watch out for.

NOW

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PLAYING



Product Name

SONIC X SHADOW GENERATIONS
MySims Cozy Bundle
The Princess Bride Pinball

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System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Sega
Developer: Sonic Team
Rating: E10+ - TEN and OLDER
ONLY (Fantasy Violence)
Release Date: Out Now

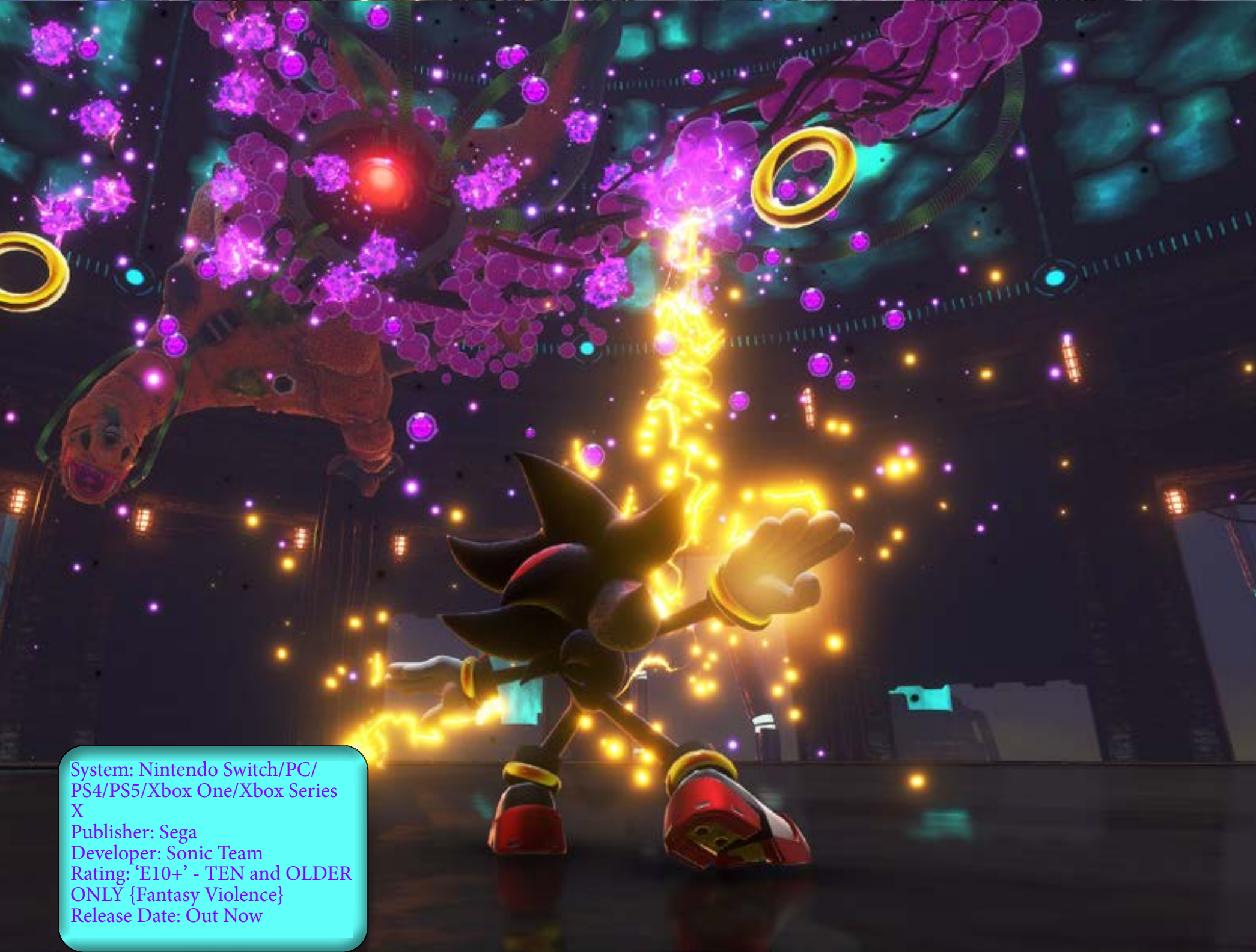
Harness Shadow's new Doom Powers to battle hordes of enemies and tackle platforming challenges like never before. Surf on water, fly over obstacles, and stop time with the return of Chaos Control!



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Sega
Developer: Sonic Team
Rating: E10+ - TEN and OLDER
ONLY (Fantasy Violence)
Release Date: Out Now



Experience the ultimate show-down between Shadow and Black Doom in a new boss battle that will test your skills and reflexes. Use all of Shadow's abilities to defeat Black Doom and save the world!



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Sega
Developer: Sonic Team
Rating: 'E10+' - TEN and OLDER
ONLY (Fantasy Violence)
Release Date: Out Now

Stretch your legs in an all-new
hub world inspired by the open-zone
gameplay of Sonic Frontiers. As Shad-
ow gains new powers, he can explore
further and uncover the secrets hid-
den throughout!



System: Nintendo Switch
Publisher: EA
Developer: BioWare
Rating: 'E' - Everyone SIX
and OLDER ONLY
Release Date: November 19,
2024

Relax with lovable tales of creativity and discovery. There are two worlds waiting that are full of mysteries to solve, locations to unlock, and quirky townies in need of help. MySims™ - Mayor Rosalyn needs help restoring a town. Rebuild, beautify, and attract new residents to befriend.



System: Nintendo Switch
 Publisher: EA
 Developer: BioWare
 Rating: 'E' - Everyone SIX
 and OLDER ONLY
 Release Date: November 19,
 2024

MySims™ Kingdom - Help King Roland's kingdom thrive! Travel to islands with playful themes, meet unique characters, and solve puzzles. Create adorable Sims and customize the worlds around them! Unlock clothes and build options as you complete different tasks; there are so many options to discover.



System: Nintendo Switch
 Publisher: EA
 Developer: BioWare
 Rating: 'E' - Everyone SIX
 and OLDER ONLY
 Release Date: November 19,
 2024

MySims™ - Building and decorating your own house is just the beginning. Develop a whole town, craft furniture, and track down Blueprints to unlock more building types. MySims™ Kingdom - Collect Mana and use it to create items, furniture, and house parts for a variety of fun locations.



System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Zen Studios
Developer: Zen Studios
Rating: 'T' - THIRTEEN and
OLDER ONLY {Blood, Violence}
Release Date: Out Now

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



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Pinball



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Pinball



Pinball

System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series
X
Publisher: Zen Studios
Developer: Zen Studios
Rating: "T" - THIRTEEN and
OLDER ONLY (Blood, Violence)
Release Date: Out Now

- Climb the Cliffs of Insanity and start a Duel with Inigo Montoya
- Give the right answer to Vizzini in the Battle of Wits mode and see your scores rise
- Free Westley from the Machine by shooting the lit lanes
- Prove your skill by going through the Super-Mega-Multi-Monster skillshots
- Storm the castle in the Wizard Mode and let true love prevail

Last Minute

Tiddbits

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Catch all the falling Flames by moving left and right!

Product Name

Another Crabs Treasure
Escape From Ever After
Battle Vision Netwotr
Arranger

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System: Nintendo Switch/PC/
 PS5/Xbox One/Xbox Series X
 Publisher: Aggro Crab
 Developer: Aggro Crab
 Rating: T - THIRTEEN and
 OLDER ONLY (Blood, Crude
 Humor, Language, Use of Tobac-
 co, Violence)
 Release Date: OUT NOW

In this undersea society, trash is not only a way of life, but a valuable resource, used for everything from fashion to firearms. But with the presence of trash comes a mysterious infection known as the Gunk, which could spell doom for the entire ocean.



System: Nintendo Switch/PC/
 PS5/Xbox One/Xbox Series X
 Publisher: Aggro Crab
 Developer: Aggro Crab
 Rating: 'T' - THIRTEEN and
 OLDER ONLY (Blood, Crude
 Humor, Language, Use of Tobac-
 co, Violence)
 Release Date: OUT NOW

As Kril explores the ocean, he'll gain a variety of Umami Techniques—powerful attacks learned from the denizens of the seas. Punch your enemies with the overwhelming might of a Mantis Shrimp, ensnare them with the horrifying Bobbit Worm, and much more.





System: Nintendo Switch/PC/
 PS5/Xbox One/Xbox Series X
 Publisher: Aggro Crab
 Developer: Aggro Crab
 Rating: T - THIRTEEN and
 OLDER ONLY (Blood, Crude
 Humor, Language, Use of Tobac-
 co, Violence)
 Release Date: OUT NOW

The ocean goes deeper than one can imagine. Fight your way through kelp forests, coral reefs, sand castle cities, and even the unfathomable darkness of the deep-sea trenches, all in the name of getting back your prized shell.





System: Nintendo Switch/PC/
 PS5/Xbox Series X
 Publisher: Sleepy Castle Studio
 Developer: Sleepy Castle Studio
 Rating: 'NR' - Not Rated
 Release Date: To Be Announced

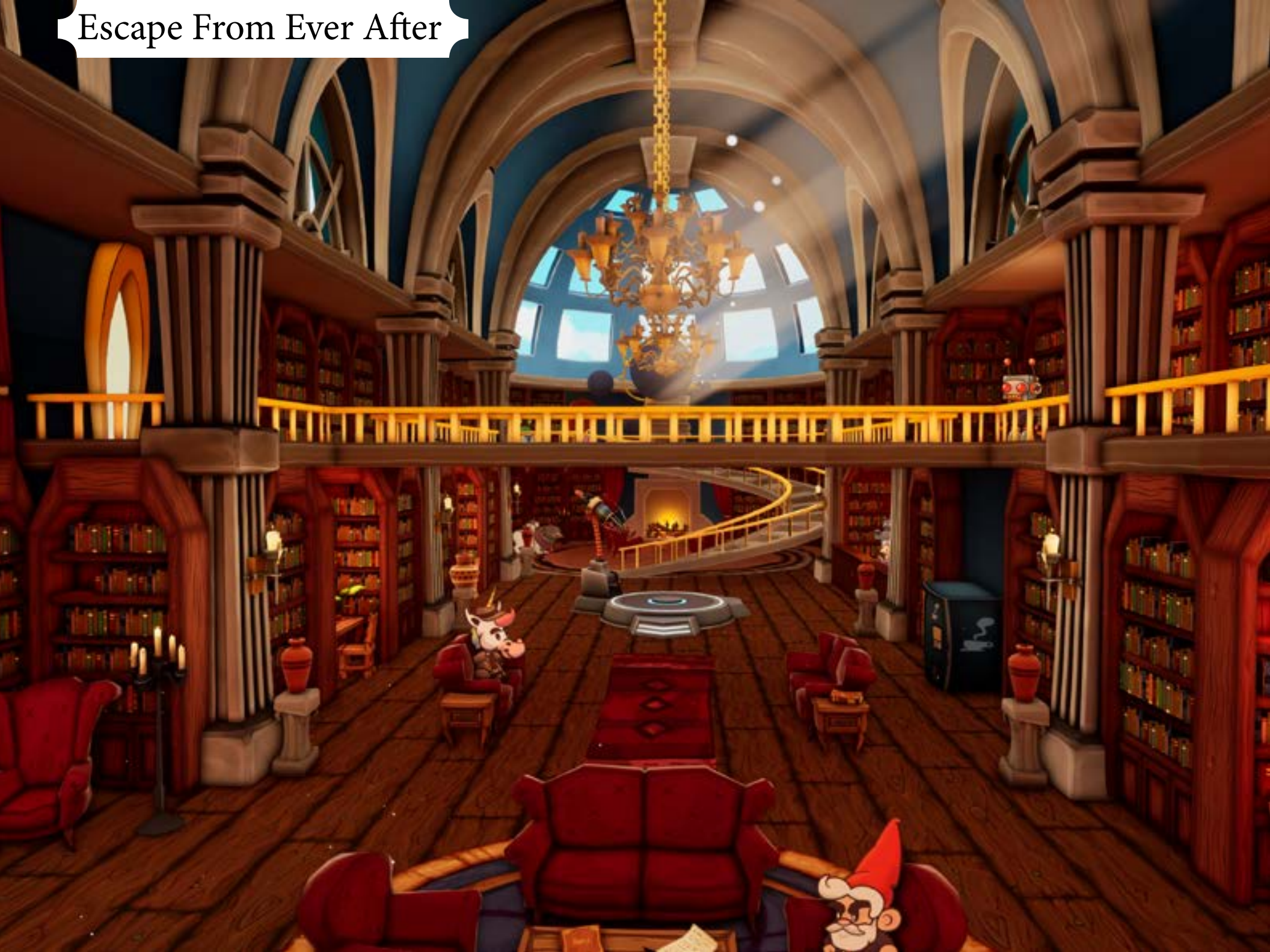
Escape from Ever After is an RPG-adventure game featuring snappy, stylish turn-based combat, genre-bending storybook worlds, and heaps of cartoony charm! When a greedy megacorp with the power to enter storybooks takes over Flynt Buckler's fairytale world, he must get a job to sabotage them from within!



System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Sleepy Castle Studio
Developer: Sleepy Castle Studio
Rating: 'NR' - Not Rated
Release Date: To Be Announced



Dive into twisted tales from sweeping sci-fi to noir murder mystery—one moment you'll be fleeing Lovecraftian terrors, and the next you'll be up against villainous versions of the three little pigs—the rules are always changing! Battles are lively, spoils are abundant, and surprises are around every corner in the scattered storybook worlds of Escape from Ever After!



System: Nintendo Switch/PC/
 PS5/Xbox Series X
 Publisher: Sleepy Castle Studio
 Developer: Sleepy Castle Studio
 Rating: 'NR' - Not Rated
 Release Date: To Be Announced

Fight in a fun, fast-paced battle system that rewards experimentation and strategy
 Build and customize your party—every character has unique skills that can be equipped and upgraded throughout your journey
 Engage in office banter, help your storybook coworkers, and decorate your office as you climb the corporate ladder
 Explore vast storybook worlds brimming with sidequests, treasures, and secrets



System: Personal Computer
 Publisher: Capybara Games
 Developer: Capybara Games
 Rating: "RP" - Rating Pending
 Release Date: 2025

Take turns launching attacks by creating color-matching formations. Vertical matches create attackers, horizontal ones defenders. Rapid-fire matches are 5 minutes and gameplay is simple to jump into. Endless depth of strategy emerges with advanced play.



System: Personal Computer
 Publisher: Capybara Games
 Developer: Capybara Games
 Rating: 'RP' - Rating Pending
 Release Date: 2025

Climb the intergalactic ranks and discover a giant roster of units with unique abilities. Choose between multiple teams bursting with style. Recruit charismatic captains who run the playfield with big personalities and tide-turning special abilities.



CLUTCH VALENTINE

Welcome all galactic beings! If you're just tuning in this is another glorious BattleVision matchup!

Fierce competition requires fierce customization. Ascend the win ladder and discover show-stopping new looks for your captains, expressive emojis and custom win screens to taunt your rivals, and surprises along the way.

System: Personal Computer
Publisher: Capybara Games
Developer: Capybara Games
Rating: 'RP' - Rating Pending
Release Date: 2025



System: Nintendo Switch/PC/
PS5/Netflix
Publisher: Furniture & Mattress
Developer: Furniture & Mattress
Rating: E - SIX and OLDER
ONLY (Mild Fantasy Violence,
Mild Language)
Release Date: Out Now

Follow the story of Jemma, a small-town misfit on a journey of self-discovery. Venturing out beyond her stiflingly cozy confines, she finds an inspiring world - but also one ruled by fear, and a strange, immovable 'static' force. Can she disrupt a culture of stagnation, and find a place to fit into it?



System: Nintendo Switch/PC/
PS5/Netflix
Publisher: Furniture & Mattress
Developer: Furniture & Mattress
Rating: E - SIX and OLDER
ONLY (Mild Fantasy Violence,
Mild Language)
Release Date: Out Now

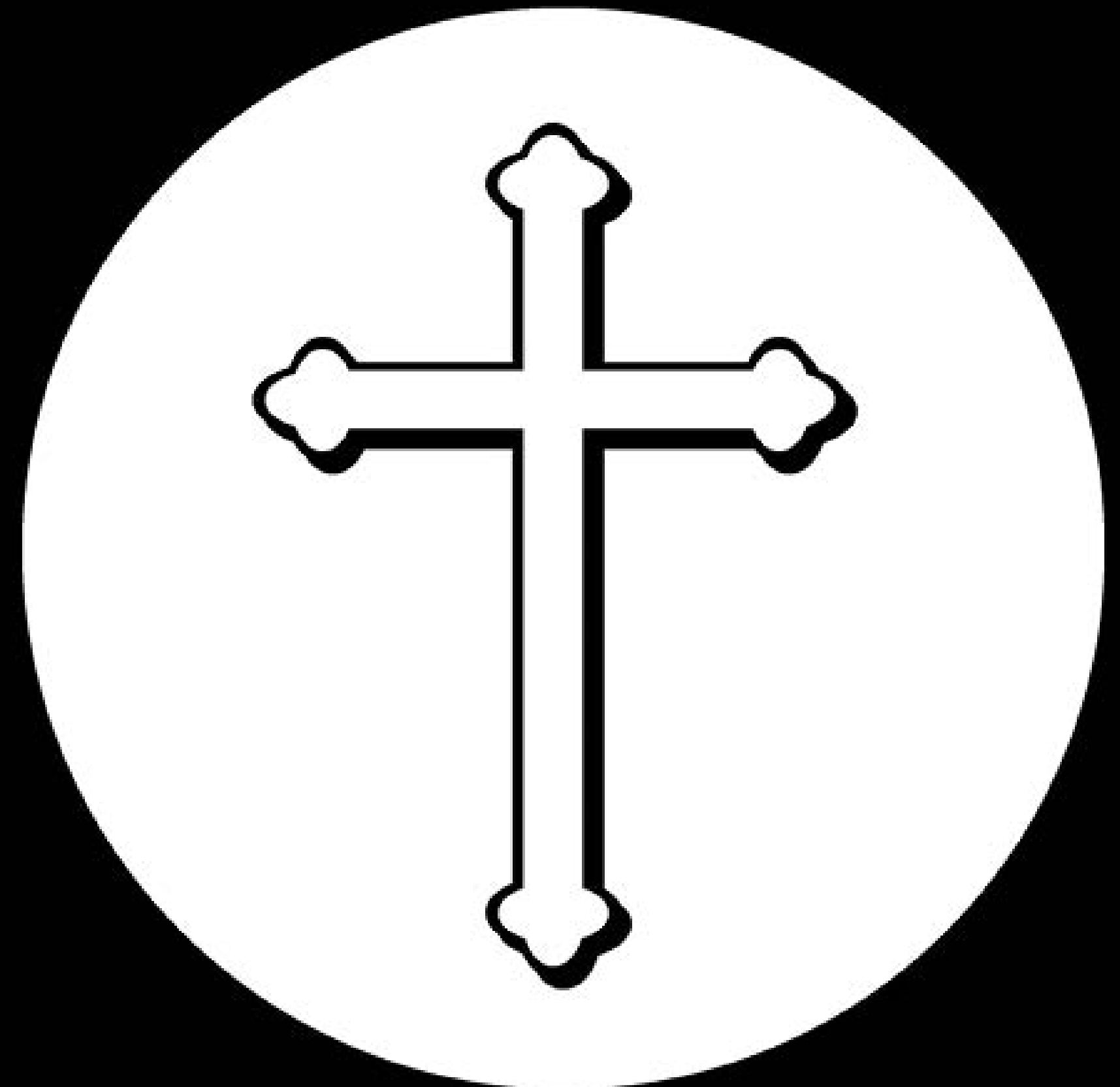
Gameplay takes place on a unique, interconnected 'grid' that spans the entire world, snappily uniting movement, exploration, and combat. Anything on the same row or column as Gemma moves when she moves, and can 'loop' around the edge of the grid - creating both a playful sense of chaos, and a regular stream of small, thoughtful puzzles that twist and play with the central mechanic.

Future Glimpses Moon Murderer



BUY IT RIGHT NOW HERE

Future Glimpses Free At Last



By
Paul Bury

BUY IT NOW RIGHT HERE

FAMILY FRIENDLY

THE VOICE OF THE
FAMILY IN GAMING

GAMING™

Devotional January

BY
PAUL BURY

BUY IT RIGHT HERE

FAMILY FRIENDLY GAMING

THE VOICE OF
THE FAMILY IN
GAMING

™

Devotional March

BY
PAUL BURY

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