



FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

TM

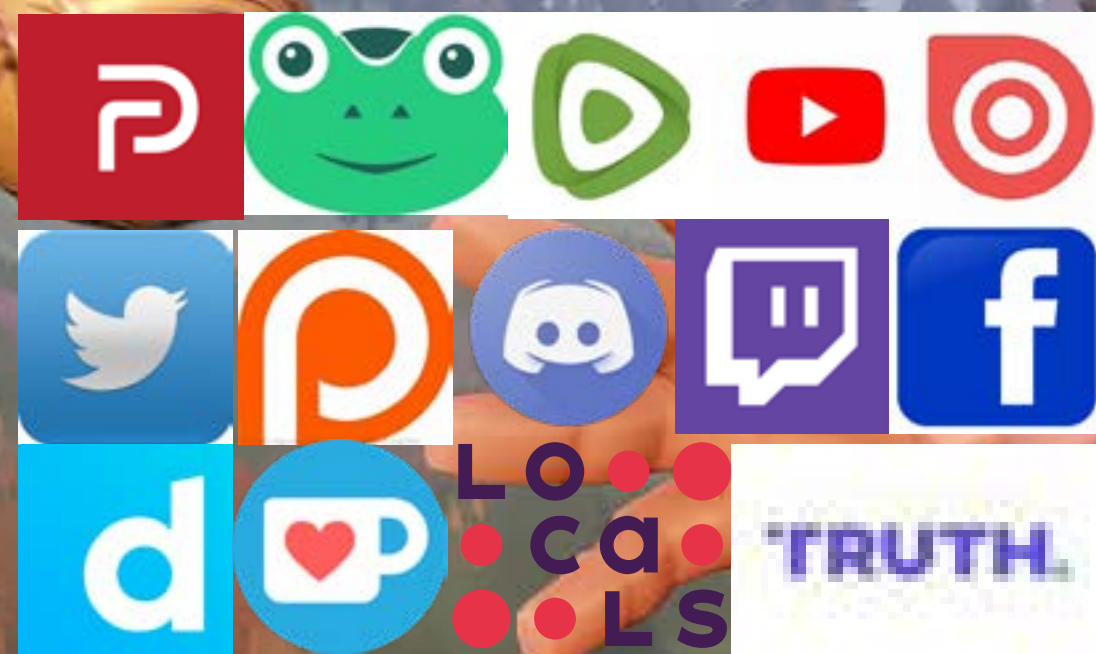
*FANTASIAN Neo
Dimension is on consoles as
we speak.*

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February
2025

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Editor's Desk

Why are so many so selfish?

I am writing this a day after Christmas. I am shocked and dismayed that there are so many selfish people out there. From what I see from people driving in traffic to all of the people at the different stores. I have seen incident after incident showing how self-centered and self-absorbed too many people are. I do nice, pleasant, and kind things for others again and again. Yet they are not learning from my fine example. At least not when and where I can see. Waiting an hour to get on base to get my VA card corrected and someone cuts in line. Point it out and they all ignore me. People going twenty miles per hour under the speed limit in the fast lane. Did you know there are other people on the planet trying to use the passing lane to pass? I wind up passing in the far right lane because there are too many selfish people going way below the speed limit in the passing lanes. They are not passing either. What is wrong with these people? It is like they are purposely being a problem to others. Why? They only think of themselves and could care less about others.

If you saw the Merry Christmas vertical short I did on Christmas then you know some of the issues we ran into on Christmas. The morning of Christmas went wonderful. We were scheduled to go over to the nieces house for just us and them at noon. Then it was 1 PM, 2PM, 3PM, and we finally ate at 4PM. How are you four hours late cooking six different food items? Many of the food items were done in the stove. The excuse was there were only two eyes on the stove working. We cooked the ham and roast beef at our house and brought it over. Again we are showing others the way. Did any of them figure out that idea? Nope. How about eating what was cooked and then come back for something else later? Nope. By the way there were a ton of people there. So we were misled on that too. Then there was the rudeness of getting stepped on because where we were sitting became a hallway, even though there was a path wide enough behind the couch. Instead just step on us, and whack us in the face with items. How rude can some people be?

A real irritation for me is to give, give, give, and give some more. Yet other people are not learning from my fine example. I gave all kinds of things to all kinds of different people. Not one will lift one finger to do anything to help us. Why? Imagine in Christmas giving to all these different people and they give nothing back. Don't even feel like they should. How rude and selfish is that? They only think of themselves. That is a theme that is getting worse in this day and age. In the past someone would apologize for not having something to give you in return. Or they would get something and

give it to you the next time they saw you. Now-a-days I am noticing these people expect to receive and have no inclination to give anything. The selfishness is getting really annoying. I am about to cut a lot of people off. When they say something I will tell them that I am following their fine example of not giving. Let us see how they like that. I do not have the time or the money to constantly take care of everyone. I feel like they are taking advantage of my kind heart that believes in obedience to God. I am feeling unequally yoked here. My frustration level with this is getting really high. I write about it. I talk about it. Yet I feel like I am getting nowhere in terms of progress. Do you see it too?

God bless,
Paul Bury



FEMALE SIDE

Always Growing - Something to Do

One of the cool things about Family Friendly Gaming is we are always growing. There is always something for us to do. We always have projects awaiting our time and attention. The downside to this is there are times things get forgotten. For example we had comments asking for more FFG Politics videos. Paul had a plethora of ideas for videos but just needed to carve the time out to get them done. I know there are a wide array of different cooking videos I could be doing. I also have an idea to do some financial related videos. We will see if I can find the time and energy to get some of those done in 2025.

We also like to explore with different ideas for videos. For example the FFG Haul video for December 2024 was done on a phone in the vertical live stream mode. YouTube has been pushing that lately so we have looked for opportunities to do more of them. The Haul and other FFG Original videos constantly change, morph, develop, and grow. We use different technology and see how it goes. Some things work really well and we try more of them. Some things do not work so well so we try something different. At times something will work and then not do so well later. For example the shorts we did on gummies got insane views at first. Then all of a sudden one absolutely flopped. But the next day it flew above and beyond the others. Why did it happen that way? We honestly have no clue.

Paul has a really cool idea to do some episodic videos based on a story. Hopefully he can find the time to get it done in the first or second quarters of 2025. Maybe one will be online by the time this issue gets released. Again time will tell. He has so many projects swirling around in his brain that it is amazing he can ever get any sleep. He does complain about needing sleep and wanting to get even more done. He is driven to accomplish things day after day. I know some of ya'll can relate. I know others have no clue what it is like to get so many things done. Some of the people at Paul's day job call him a Renaissance Man because he has done so many different things. Think about it for a minute. He has come up with a website, magazine, seven books, live streaming, videos, shorts, and more. He constantly looks for opportunities to do interesting things and bring clean entertainment to your eyeballs.

We are getting really close at the end of December 2024 getting caught up on the comic books. I asked my wonderful hubby what was next?

Would he want to take another trip to McKay's? He wants to get caught up on the graphic novels next. He also wants to be able to focus on some other projects as the time allows. We are still purchasing new comic books, but we do not plan on having a massive pile of them awaiting our time and attention for years. It took years to get to this point. Slow and steady wins the race. Chip away at it one day at a time. Do not stress over the mountain awaiting your attention. Instead take it one day at a time. Get done what you can get done and when opportunity presents itself move on to the next project. That is my advice to all ya'll. It took me some years to learn that lesson. Can you guess who taught me? If you guessed Paul then you would be one hundred percent correct.

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



EIKON BIBLE ART

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

14 DVD ROM titles \$10.99 each

Easter 1	EAN 5060209840680
Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of 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

@jikerjoker860 · 3 hours ago

Reply 0 replies 1

@GameReviews-n8i · 19 hours ago

thank you for this video.

Reply 1 reply 6

@FamilyFriendlyGaming · 19 hours ago

You are so welcome.

Reply 6

sassymum liked your reply · 17h

What happened to Poland?

vanetten790nancy followed you · Dec 17

.irish. liked your post · 24h

FamilyFriendlyGaming @FamilyFriendlyGaming

Dec 13th 2024 · 📍

Apple Pie Toast Crunch

youtube.com/shorts/i2KnbjH3z9c

#ffg #video #funny #wow #cool #amazing #family #friendly #gaming #love #cute #apple #pie #toast #crunch #breakfast #cereal #princess #dog #doglover #dogs #dogshorts #puppy #animals #cute #pet #yummy #food #foodblogger #foodlover #foodie #foodvlog #foodshorts #good #goodeats #shortvideo #shortsfeed #shortsvideo #shorts #short #shortsviral #viral #viralshort #viralvideo #viralshorts #viralvideos #youtuber #youtube #youtubeshorts #youtubeshort #youtubevideo #special #wild #life #special #comedy #humor #vlog #trending #trendingshorts #lol

Apple Pie Toast Crunch #food

YouTube Link Feed

2

Liked Comment Repost Quote Share

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!**

Future Glimpses Heart Home

I just finished reading Future Glimpses Heart Home. What an amazing book. Thank you for writing it. I loved it and all of the amazing messages you put into it. Your writing gets better each and every single time. Thank you for writing that book. How long did it take you to write Future Glimpses Heart Home? What an amazing front cover too. How did you make it? What is your plan for the next book in the series? Will you have other projects first? Will you do any more Devotional books? Sorry if I am asking too many questions. I am really curious. I love the Future Glimpses series. It is so cool that we finally have the kind of science fiction I always wanted to read. I love

them so much.

- Craig

{Paul}: Craig,

Thank you so much for your amazing words of encouragement. Everyone else interested in getting a copy of the Future Glimpses Heart Home book can go here right now:

[Future Glimpses Heart Home](#)

That book was a real labor of love. It took me a year to get that book completely done. There were so many obstacles and challenges. The first one having to work a day job. Then we have the live streams, videos, magazine, and website work to do. I rarely ever get to relax. I may get thirty minutes here or there to relax and someone needs something from me. I continue to pray for enough sales that I no longer need to work a day job. Thus far that has not been part of God's plan for my life.

The front cover came from a free AI image generation site. The Kindle and the paperback versions also have completely different covers. That came about due to the self publishing and not having a copy of the original picture. I think it is sort of cool having different covers for different versions of the book. I also set up the series on Amazon self publishing so everyone knows this is a series of books. I have no



thoughts or ideas for the next copy in the series of Future Glimpses just yet. I will need to brainstorm some ideas for the next book in the series. I do plan on trying to get another Devotional book done in 2025. After that I really want to work on a video game project. Someone asked me about software to create video games and I found some cool free stuff out there. I decided that I need to explore some of my ideas in video games and wanted to mess around with some of that software myself. That is what I would like to do next. Will it happen? I have no idea. I have all kinds of ideas and so little time to get all of them implemented.

You are fine with the asking of questions. I do not mind one bit. In fact I wish there were more people like you out there. There are some days, weeks, months I wonder if anyone cares. Especially after putting so much time, work, and effort into creating things. I continue to pray that God will bless these books. I would love for so many more people to read the books and enjoy them.

Thank you for your kind words on my talents. I continue to use them for God, and His Kingdom. At the very least I am stor-

ing up treasures for myself in heaven. You have as well for supporting us.

Christmas Buying Guide

Thank you for the Christmas Buying Guide. It gave our family some wonderful ideas for our kids. I love how many of the items you find are priced well too. I am so sick of all of those other websites that only show the most recent products released that are really expensive. At those prices we can only get one or two products for all of our kids. Don't they care about families on a budget? What about retirees on a fixed income?

I also want to thank you for your videos and live streams. We are unable to donate (not enough money) but we do watch, like, and leave comments to help you out with the advertisers. We also make sure to click on every single story that we see on the Family Friendly Gaming website. We learned about that thanks to your Help Us page.

Keep up the amazing work!!

Eternally appreciative
- Haley

{Paul}: Haley,

So very pleased that we could help your family with our Christmas Buying Guide this year. We are well aware of

SOUND OFF Continued



never played it then it is new to you.

Thank you for your support on our videos, livestreams and website. Thank you for checking out the How You Can Help Us page -

<https://www.familyfriendlygaming.com/How-you-can-help.html>

Watching the videos, giving them a like, commenting, and clicking on the different pages on the Family Friendly Gaming website really help us. Also clicking on advertisement links on the video pages, and our website also help us. If more families would spend a few minutes doing this every day we could do this full time. Thank you for leading the way and showing others what to do that can help us continue to exist. We appreciate you greatly.

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

how the industries work. In fact we have all these companies that send us emails about what Christmas products we can include. We point them to our standards and video on how we select items. They try and pressure us to include whatever. We tell them that we need to review a physical copy of the

product. Most of them go away at that point. They just want a quick in and out and not put forth any effort. We notice their behaviors and happily pass them along to you. We are extremely mindful of prices. We know costs have gone way up. We look for deals. If a game came out a year or two ago and you

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.



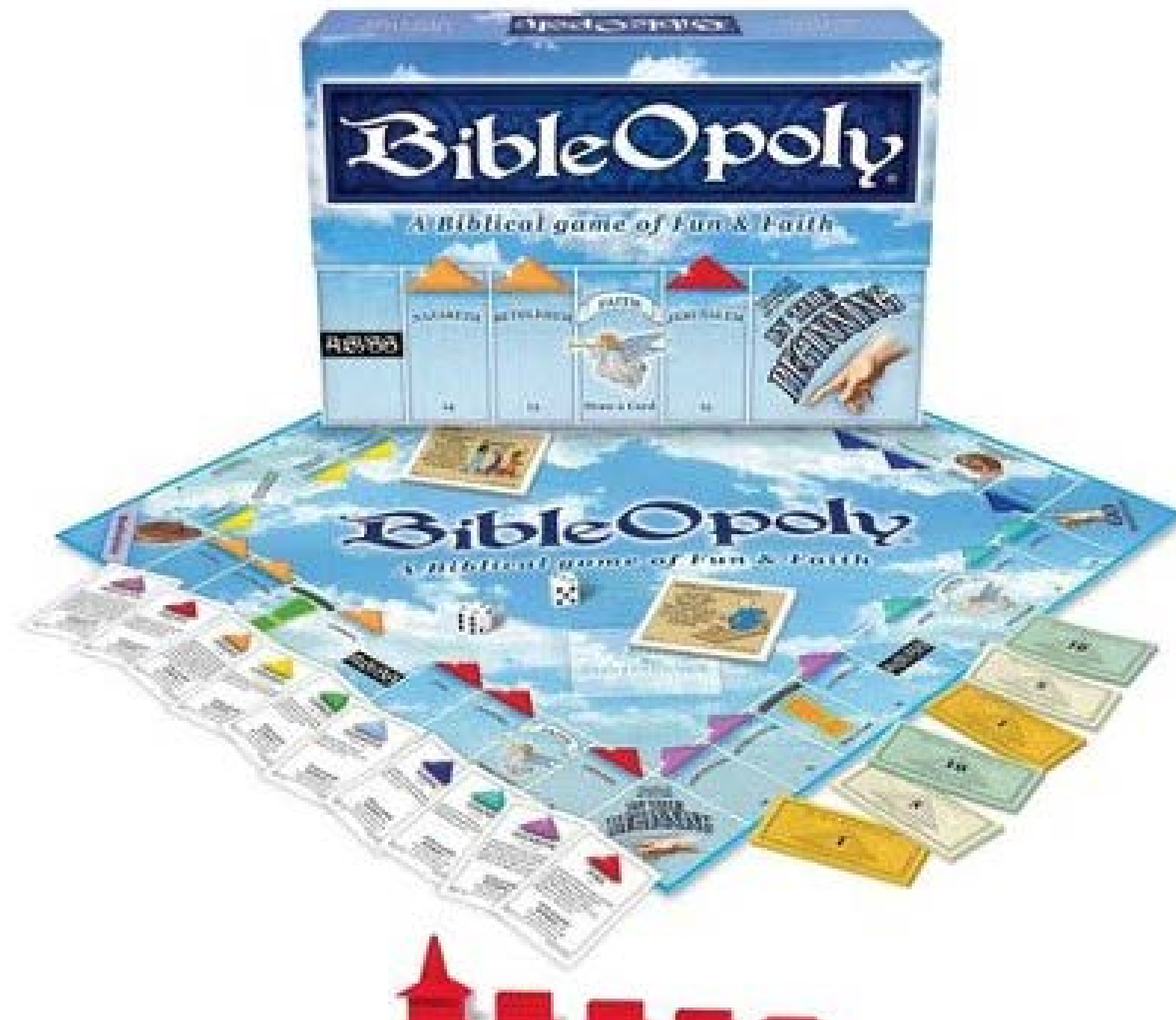
Bibleopoly: A Biblical Game of Fun & Faith

With Bibleopoly, you can enjoy the fun of a property trading game while learning about the remarkable cities of the Bible! Start "In the Beginning", and travel through biblical cities of Meditation, Community Celebration, and occasionally the Abyss! You can earn a Cornerstone by helping a fellow player, or but doing community service, and make offerings in order to earn the bricks and steeple you need to build a church. Watch out for the "Go Meditate" spot on the board, though--you'll lose three turns! Also, though good deeds are rewarded, sometimes "Faith Cards" intervene. Recommended for 2 to 6 players, ages 8 to adult.

Vendor: Late For the Sky Production.

Weight: 1 pound 16 ounces.

Ages: 8-12.



DEVOTIONAL

The Birth Part 1

I do not think I have done much with the birth of Jesus Christ. So I decided to remedy that. *Luke 2:1-7* In those days Caesar Augustus issued a decree that a census should be taken of the entire Roman world. 2 (This was the first census that took place while Quirinius was governor of Syria.) 3 And everyone went to their own town to register. 4 So Joseph also went up from the town of Nazareth in Galilee to Judea, to Bethlehem the town of David, because he belonged to the house and line of David. 5 He went there to register with Mary, who was pledged to be married to him and was expecting a child. 6 While they were there, the time came for the baby to be born, 7 and she gave birth to her firstborn, a son. She wrapped him in cloths and placed him in a

manger, because there was no guest room available for them. The humility it took to be born there is something scholars marvel at this very day.

I love who God announced this too as well. *Luke 2:8-14* And there were shepherds living out in the fields nearby, keeping watch over their flocks at night. 9 An angel of the Lord appeared to them, and the glory of the Lord shone around them, and they were terrified. 10 But the angel said to them, "Do not be afraid. I bring you good news that will cause great joy for all the people. 11 Today in the town of David a Savior has been born to you; he is the Messiah, the Lord. 12 This will be a sign to you: You will find a baby wrapped in cloths and lying in a manger." 13 Suddenly a great company of the heavenly host appeared with the angel, praising God

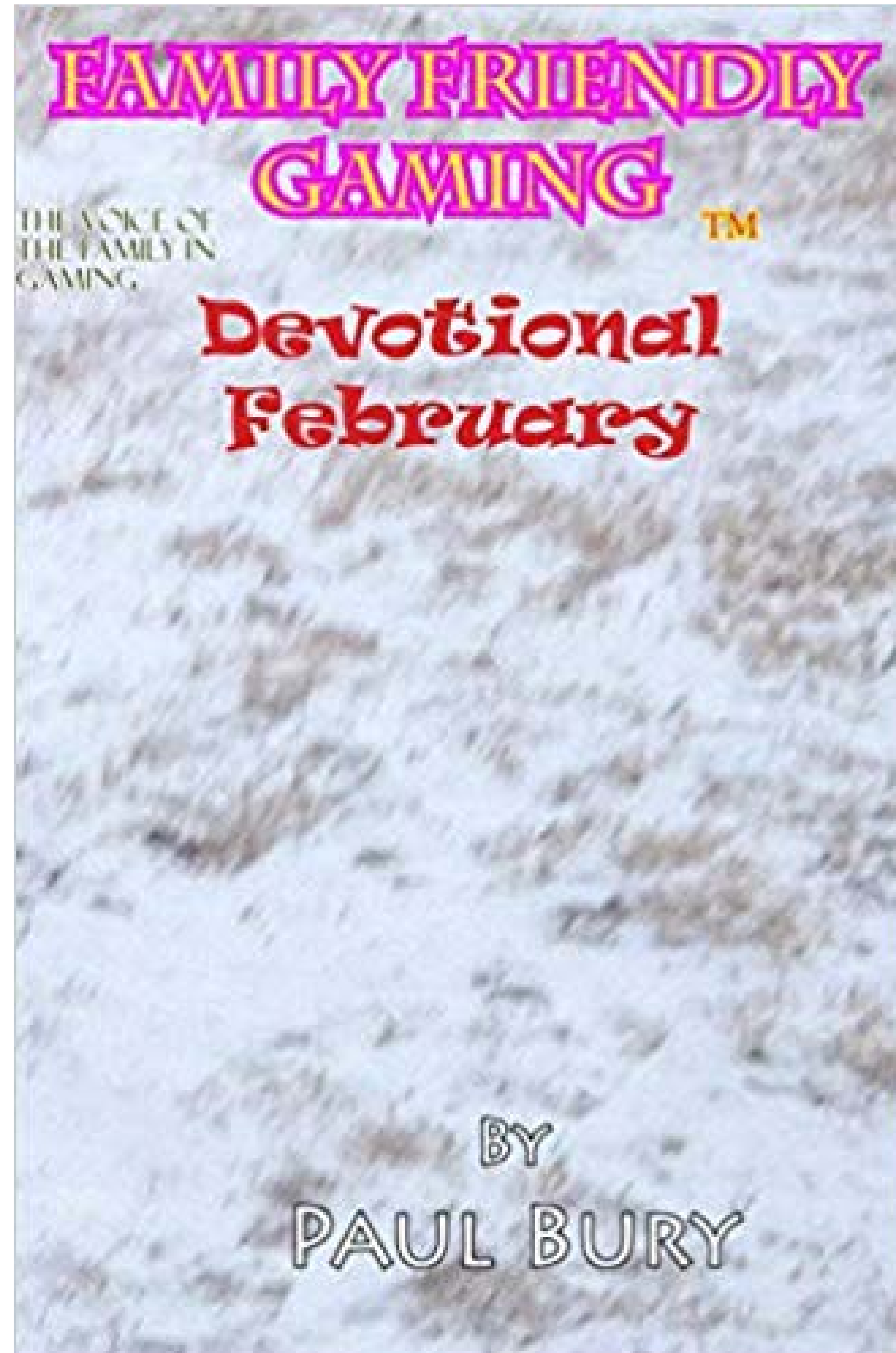
and saying, 14 "Glory to God in the highest heaven, and on earth peace to those on whom his favor rests." Shepherds were on the low end of the scale in that society. God let them know before any kings. Think about that when you are bragging about how great you are. If you think you are someone here on Earth then realize you are most likely nobody when it comes to heaven. Where would you rather be someone? Here on Earth for a limited time or an eternity in heaven?

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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In "Urban Promenades," content creator Feindbold brings the essence of modern city life to players with new mixed housing buildings, with commercial spaces on the ground floor and stunning rooftop terraces. 60 mixed housing assets, together with 5 new urban service buildings that can fit in compact spaces within a bustling urban center, will give players new ways to add energy and life to their growing cities.

"Modern Architecture" from content creator Richard Shi adds new ways to cater to both residents and tourists with 21 new service buildings, from new bus stations all the way up to universities and city plazas. Education, arts, transportation and more can take on a sleek, cutting-edge, modern aesthetic and bring the latest styles to any town.

With the energy and spirit of rock paired with a relaxed, soothing delivery, "Soft Rock Radio" is the perfect accompaniment to realize players' urban aspirations. This radio infuses your adventure with mellow guitar strums and gentle vocal harmonies, creating a musical landscape that uplifts and energizes.

Powerwash Simulator Adds Free Christmas Map

Square Enix Collective® and FuturLab® are spreading cheer with the release of a new Seasonal Special map that enlists players to restore Muckingham's local ice rink to its pristine glory, just in time for Christmas! The free map is available now via a patch on PC, Xbox Series X|S, Xbox One, Nintendo Switch™, PlayStation®4 (PS4®), and PlayStation®5 (PS5®).

Players should put their party plans on ice, as this is no rinky-dink clean up. With the grand reopening of the Ice Rink just around the corner, and the place nothing short of a glacial grime-fest, it's time to throw on some skates and become the power washer wielding hero Muckingham needs.

Peel back the muck with each swipe of high-pressure water and shed a year's worth of messes to unwrap a

New Creator Packs Available Now for Cities Skylines II

Paradox Interactive today released two new Creator Packs and a new Radio Station for Cities: Skylines II, the sequel to Paradox's best-selling city-builder game. The "Urban Promenades" Creator Pack, featuring mixed housings with stunning rooftop terraces at the top, accompanied by urban promenades with expanded sidewalks below and the "Modern Architecture" Creator Pack, which adds a broad variety of sleek, modern buildings for service, transportation, and more, are available alongside with a new Radio Station, "Soft Rock Radio". The three new DLC are available for sale separately, or all together in the Modern City Bundle for \$17.99/€17.99/£14.99. These DLC are also included as part of the Cities: Skylines II - Waterfronts Expansion Pass and Ultimate Edition, and will be downloadable to owners of those editions upon release for no additional cost.

wondrous winter wonderland beneath, giving Muckingham's townsfolk the gift of their favourite festive pastime.

Yuletide cheer and cosy cleaning await, under a magical aurora-mottled sky, spangled with gnome constellations that sparkle like the twinkliest of fairy lights - don't worry, there are plenty of those too! The Ice Rink is also home to some cute animal mascots, that have been perfectly crafted for maximum heart-melting with minimal ice-melting.

Dress for the occasion with all-new gifted garments, from us to you. Snuggle up in a suave snowflake suit and deck out your power washer in a new candy-cane themed cosmetic, for minty fresh cleaning!

The latest Seasonal Special map is out now via a free patch on PC (via Steam and Windows), Xbox Series X|S, Xbox One, Nintendo Switch™, PlayStation®4 (PS4®), and PlayStation®5 (PS5®).



AND if players are wanting to dip their toes into washing first before purchasing the full game – the FREE demo for PowerWash Simulator is also available now on PC (via Steam and Windows), Xbox Series X|S, Xbox One, Nintendo Switch™, and PlayStation®5 (PS5)! Join the 200,000+ aspiring washers already playing the Demo - fire up your power washer and blast away every speck of dirt and grime you can find on 2+ levels and get a taste of that simple satisfaction of power-washing to a sparkling finish.

POWERWASH SIMULATOR lets players wash away their worries with the soothing sounds of high-pressure water. Players can build their very own power washing business and blast away every speck of dirt and grime that they can find. With a unique take on the simulation genre, POWERWASH SIMULATOR focuses on player relaxation and escapism.

FANTASIAN Neo Dimension Releases

SQUARE ENIX® announced that FANTASIAN Neo Dimension, the single-player RPG from legendary game Producer Hiironobu Sakaguchi and renowned Composer Nobuo Uematsu, is now available physically and digitally for the Nintendo Switch™ system and the PlayStation®5 (PS5™) console, as well as digitally for the PlayStation®4 (PS4™) console, Xbox Series X|S consoles, and PC via Steam®. The game is also Steam Deck Verified, allowing players the ability to play the PC version of the game portably.

FANTASIAN Neo Dimension, brings the acclaimed original RPG story and modern turn-based gameplay of FANTASIAN, initially released for Apple Arcade in 2021, to new platforms with 4K support for current



eFootball Collaborates with Captain Tsubasa

Konami Digital Entertainment, Inc. announced the launch of its collaboration with football comic series “Captain Tsubasa”. During the campaign, users can launch eFootball™ and receive a host of great items just for logging in, as well as competing in new events where they will actually control “Captain Tsubasa” characters.

consoles and PC. The game also introduces brand-new features including English and Japanese voiceovers, an additional difficulty level and a battle music option called “Collaboration BGM,” which allows players to swap out FANTASIAN Neo Dimension battle tracks with select songs from popular FINAL FANTASY™ games including the FINAL FANTASY pixel remaster series (I-VI), FINAL FANTASY VII REMAKE, FINAL FANTASY VII REBIRTH, FINAL FANTASY XIV: Endwalker, FINAL FANTASY XIV: Dawntrail, and FINAL FANTASY XVI.

In FANTASIAN Neo Dimension, players assume the role of Leo as he journeys to recover his memories and solve the mystery of a strange mechanical infection destroying his world. Experience an original and modern take on the beloved turn-based battle system with a wealth of unique mechanics and strategic combat that shake up the classic RPG formula, and explore a multi-dimensional universe set against the backdrop of over 150 charming hand-crafted dioramas.

FANTASIAN Neo Dimension is rated E10+ by the lenient ESRB.

Special Cards from Yoichi Takahashi

Takahashi, the author of “Captain Tsubasa”, drew brand new Illustrations of both eFootball™ ambassadors Lionel Messi and Takefusa Kubo. In the drawings, both players are wearing eFootball™ original uniforms inspired by the “Nankatsu Junior High School” from the original comic.

By completing other events, users can also obtain cross-over cards with characters and real-life players including “Hikaru Matsuyama” x Joshua Kimmich and “Ryo Ishizaki” x Dayot Upamecano.

In-game events featuring “Captain Tsubasa”

In the ‘Time Attack Event’, users can control characters from “Captain Tsubasa”, such as “Tsubasa Ozora” himself and “Taro Misaki”. They will compete against the clock to reach the goal. At each stage, users will collect ‘pieces’ that come together to complete a piece of “Captain Tsubasa” artwork. These can lead to users acquiring unique avatars for their profiles in addition to various in-game items gathered too.

In the ‘Daily Bonus’, users can control the anime characters to score penalty kicks and earn rewards.

A total of 10 “Captain Tsubasa” characters will be available to use at random including “Tsubasa Ozora”, “Kojiro Hyuga”, and “Hikaru Matsuyama”.

There are no physical cop versions of this game at this time.



Dog Man Mission Impawsible Releases

Mindscape and bestselling author Dav Pilkey are thrilled to announce the release of Dog Man: Mission Impawsible! Available now on PlayStation 4, PlayStation 5, Nintendo Switch, PC (Steam), Xbox Series X|S and Xbox One, this action-packed debut game invites players to step into the hilariously heroic world of Dog Man. Join him, Li'l Petey, and 80-HD as they transform into the unstoppable Supa Buddies, The Bark Knight, Cat Kid, and Lightning Dude on a mission filled with humor, heart and heroics. This debut action platformer combines family-friendly fun with the hilarious charm of Pilkey's iconic series.

To mark the release, the official launch trailer has also dropped. Players can immerse themselves in the comi-



cally adventurous world of Dog Man, set to expand even further with the highly anticipated Dog Man movie premiering in January, 2025!

With a focus on problem-solving, Dog Man: Mission Impawsible offers an engaging experience perfect for kids and families.

About Dog Man: Mission Impawsible

Dog Man: Mission Impawsible lets players explore 50 unique levels inspired by Dog Man's familiar locations, such as City Hall, the Giant Marshmallow Factory, and the Police Station. Each area is packed with platforming puzzles, hidden secrets, and comedic interactions in Pilkey's signature style. Players can seamlessly switch between Dog Man, Li'l Petey, and 80-HD, taking advantage of each Supa Buddy's special abilities, such as The Bark Knight's gliding ability, Cat Kid's agility, and Lightning Dude's strength. With gadgets like grappling hooks and rocket boots at their disposal, players face off against familiar villains, tackle obstacles, and use teamwork to overcome every "impawsible" obstacle.

Key Features:

50 Levels of Adventure – Embark on a journey through Dog Man's world, packed with platforming challenges across familiar locales.

Supa Buddy Teamwork – Swap between Dog Man, Li'l Petey, and 80-HD to unleash their Supa Buddy forms: The Bark Knight, Cat Kid, and Lightning Dude.

Unlockable Gadgets – Discover new gadgets like rocket boots and grappling hooks to navigate and uncover secrets in each level.

Replayability and Collectibles – Revisit levels with new abilities to access hidden areas, rescue Comic Club members, and earn more rewards.

Comic-Inspired Animation – Enjoy animation pulled directly from Pilkey's iconic style, with comic sound effects and visual humor.

Yu-Gi-Oh! EARLY DAYS COLLECTION Lineup

Konami Digital Entertainment, Inc. (KONAMI) reveals the full lineup for Yu-Gi-Oh! EARLY DAYS COLLECTION today. This includes several more Gameboy Advance and Color titles including the highly anticipated Yu-Gi-Oh! Monster Capsule GB, which will release outside of Japan for the first time. Additionally, digital pre-orders are now live in North and Latin America via Nintendo eShop and Steam® ahead of the retro collection's launch on Feb. 27.

Previously never released outside of Japan, 2001's Yu-Gi-Oh! Monster Capsule GB diverges from traditional Dueling by focusing on strategic monster battles. Duelists can explore a world while competing with other Duelists but instead of cards using Monster Capsules on a grid-based battlefield, emphasizing tactical position and movement. It offers a special twist to the Yu-Gi-Oh! formula, appealing to fans of strategy games.

Originally released in 2003, Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel focuses on replicating the Yu-Gi-Oh! TRADING CARD GAME experience with accurate rules and card effects. It features an extensive roster of opponents from the anime series and allows players to compete in various in-game tournaments such as Challenge Cup, KaibaCorp Cup, Weekend Tournaments and Limitation Tournaments. This title was essential for fans seeking an authentic Dueling experience.

Gameboy Advance title Yu-Gi-Oh! Dungeon Dice Monsters offers a fresh take on the franchise by incorporating dice-based mechanics into Dueling, based on the anime arc featuring Duke Devlin or Ryuji Otogi in the manga. Duelists roll the dice to build dungeons and summon monsters to battle opponents. This innovative approach provides a new layer of strategy and appealed to those interested in board games.

Yu-Gi-Oh! World Championship Tournament 2004 emphasizes competitive play with its tournament-style format. It features a wide selection of cards from various sets and allows players to test their skills against challenging in-game opponents. The game's focus on competition made it popular among dedicated Duelists.



Yu-Gi-Oh! Destiny Board Traveler blends board game mechanics with traditional Dueling elements.

Duelists navigate a game board while engaging in card battles, adding a strategy layer to movement decisions. Its unique gameplay style offers a fun diversion from standard Duelling formats.

Finally, Yu-Gi-Oh! 7 Trials to Glory: World Championship Tournament 2005 continues the competitive theme but expands on its predecessor's tournament structure with updated rules and cards.

The nostalgic package of retro Yu-Gi-Oh! Digital Games on the Game Boy platforms from the late 1990s and early 2000s will launch on the Nintendo Switch™ and Steam® Feb. 27. The physical edition in the USA and EMEA also comes with one of two Quarter Century Secret Rare "Harpie's Feather Duster" cards.

The Yu-Gi-Oh! EARLY DAYS COLLECTION commemorates the 25th anniversary of the Yu-Gi-Oh! Card

In The News Continued

Game and brings back iconic Yu-Gi-Oh! Digital Games originally released between 1998 and 2004. The complete line-up of the iconic titles is listed below.

Yu-Gi-Oh! EARLY DAYS COLLECTION

Yu-Gi-Oh! Duel Monsters (1998/GAME BOY)

Yu-Gi-Oh! Duel Monsters II: Dark Duel Stories (1999/GAME BOY, GAME BOY COLOR)

Yu-Gi-Oh! Dark Duel Stories (2000 JP, 2002 US, 2003 EU/GAME BOY COLOR)

Yu-Gi-Oh! Duel Monsters 4: Battle of Great Duelist (2000/GAME BOY COLOR. Includes online battles support).

Yu-Gi-Oh! Monster Capsule GB (2000 JP/GAME BOY COLOR)

Yu-Gi-Oh! Dungeon Dice Monsters (2001 JP, 2003 US and EU/GAME BOY ADVANCE)

Yu-Gi-Oh! Duel Monsters 6, Expert 2 (2001/GAME BOY ADVANCE)

Yu-Gi-Oh! The Eternal Duelist Soul (2001 JP, 2002 US, 2003 EU/GAME BOY ADVANCE)

Yu-Gi-Oh! The Sacred Cards (2002 JP, 2003 US, 2004 EU/GAME BOY ADVANCE)

Yu-Gi-Oh! Reshef of Destruction (2003

JP, 2004 US and EU/GAME BOY ADVANCE)

Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel (2003 JP, US, EU/GAME BOY ADVANCE)

Yu-Gi-Oh! World Championship Tournament 2004 (2004 JP, US, EU/GAME BOY ADVANCE)

Yu-Gi-Oh! Destiny Board Traveler (2004 JP, 2005 US/GAME BOY ADVANCE)

Yu-Gi-Oh! 7 Trials to Glory: World Championship Tournament 2005 (2004 JP, 2005 US/GAME BOY ADVANCE)

The collection will include a save/load anywhere feature – a feature not available at the time of their original releases. There will also be support for online battles in Yu-Gi-Oh! Duel Monsters 4: Battle of Great Duelist. After release, some titles will be updated to support online battles.

Iconic Yu-Gi-Oh! Digital Games optimized for modern play:

The Yu-Gi-Oh! EARLY DAYS COLLECTION packs quality-of-life improvements that elevate classic games for modern gaming platforms. Control button layout customization and background settings will also be supported.

Split Fiction Announced

Electronic Arts Inc. and Hazelight Studios revealed Split Fiction, an action-adventure game that pushes the boundaries of the co-op genre further than ever. Developed by Hazelight Studios, the imaginative minds behind the 2021 Game of the Year winner with more than 20 million units sold worldwide, It Takes Two, comes a unique co-op action-adventure split screen game where players will jump between sci-fi and fantasy worlds. With a wide range of ever-changing abilities, players will take on the roles of Mio and Zoe as they work together to take back their creative legacies and discover the power of an unexpected friendship.

“At Hazelight, we’ve been building co-op games for 10 years, and with every game we push beyond what players expect for action-adventure co-op games. I’m so proud of what we have built with Split Fiction. Let me tell you guys, it’s going to blow your mind,” said Josef Fares, Founder of Hazelight Studios. “Because Mio and Zoe jump back and forth between sci-fi and fantasy worlds, we’ve been able to do some really wild things with gameplay and storytelling. This is definitely our most epic co-op adven-



ture yet.”

In Split Fiction, players will discover a variety of sci-fi and fantasy mechanics and

abilities. Escape a sun that’s going supernova, challenge a monkey to a dance battle, try out some cool hoverboard tricks, fight an evil kitty and ride everything from gravity bikes to a sand-shark. With worlds that are entirely

different from each other, surprising challenges await players at every turn.

Mio and Zoe are contrasting writers, one of

In The News Continued

Prisma Announced

Dreams Incorporated has revealed the upcoming JRPG Prisma as part of the Latin American Games Showcase. The single player, turn-based JRPG features Alma, a journalist who searches for truth through the lens of her camera. Transported by a magical Prism Shard, Alma finds herself in a strange world alongside other Almas from other universes who may be allies or rivals. Can you bring together a party of Almas, bond with them to fight enemies and unlock new quests, and find a path home.

The journey takes place in the Latin American-inspired world of Domacon, where magical realism is part of everyday life. Domacon is populated with folks who can turn hostile, talking animals, and Almas that have integrated into this society. Alma uses her camera to see the true nature of the world, interacting with other Almas and inhabitants to gain allies, enemies, or quests to discover more Prism Shards. The player’s decisions shape Alma and her experiences in Domacon.

“We wanted to play with perspective and the idea that truth is in the eye of the beholder,

so we created Alma, a journalist who carries her camera everywhere,” says Carlos Rocha, CEO of Dreams Incorporated. “She finds herself in a world where there are multiple versions of herself, with different outlooks and goals. The choices she makes—and does not make—create her circumstances and possibilities.”

Players form parties with different Almas, who will try to align your opinion with their viewpoints. Each decision will make your bond stronger, allowing for unique conversation options. Strong bonds unlock new combo moves, story branches, and side quests. Your main rivals will be other Almas, each with their own agenda trying to steal your shards. Almas can also be regular NPCs, giving quests and information. Other enemies throughout Domacon are inspired by Latin American folklore.

Alma views combat through the lenses of her camera. Changing lenses changes the perspective of the world and alters the attacks. Each Alma has their own set of skills, and by using the Prism Shards, they can be leveled up, gaining or removing abilities. Make use of each Alma’s skills, unlock combos and defeat enemies.

sci-fi and the other of fantasy, who become trapped in their own stories after being hooked up to a machine designed to steal their creative ideas. Jumping back and forth between worlds, they’ll have to work together and master a variety of abilities in order to break free with their memories intact.

“Friendships and great memories are made through playing amazing co-op games together - and no one does it better than Hazelight,” said Jeff Gamon, General Manager of EA Partners. “We’re excited to continue our long-term partnership with Josef and his talented team to bring another innovative, collaborative adventure to life; one that continues to push the boundaries and redefine what players can experience together on and off the screen.”

A Hazelight Studios staple feature, Friend’s Pass, which allows one player who owns the game to invite a friend to play for free, is back and pushed even further with crossplay options enabled for PlayStation, Xbox and PC via Steam.

Split Fiction releases on March 6, 2025 on PlayStation 5, Xbox Series X|S and PC via Steam, Epic Games Store and EA app for \$49.99.

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?

There are lots of people on this planet that do all kinds of wild and crazy things. It would be wonderful to have a video game that encouraged doing the right thing. Years ago I heard about a program where a police station would go out and give gift cards to drivers that did the right thing. Say the person made a full and complete stop at a stop sign and the police officer saw it. The police officer would pull them over and give them a gift card and thank them for being a good driver and doing the right thing. Sadly the program got shut down because too many people were freaking out

over being pulled over. Too many of the people were used to being pulled over as a bad thing. They did not expect to be thanked and rewarded.

Yolanda and Paul were on a short road trip and the highway patrol had a check stop. The officers were making sure people had their seat belts on. Of course our amazing founders did and were thanked for it. Paul did have to recount the story of how the politicians promised when seat belts laws were made into law that they would never ever pull anyone over for it. They also promised they would never ever check for just that. So the politicians need to be held accountable for their lies, while the rest of us are being rewarded for doing the right thing. Sadly Paul and Yolanda were not rewarded in any way, shape or form for doing the right thing. Even if they find the laws totally and completely unconstitutional. That is another point for an-

other article.

Can you think of ways to reward people for doing the right thing? Maybe within video games. Give a gift card for purchasing of skins in Fall Guys for players that do not grab and try and mess over other players. How about give Fortnite players V-Bucks for playing fairly and not cheating? There are all kinds of things that could be done for all kinds of players of a plethora of video games if someone had the same perspective and mentality we do at Family Friendly Gaming. Did you know that when you purchase five sponsorships within a six month time frame you get a sixth one for free? Family Friendly Gaming is already doing nice things for those that do the right thing. Do you think it will encourage others to do the right thing? Do you think they would start to do the right thing just for the reward?

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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James 4:11-12

11 Brothers and sisters, do not slander one another. Anyone who speaks against a brother or sister or judges them speaks against the law and judges it. When you judge the law, you are not keeping it, but sitting in judgment on it. 12 There is only one Lawgiver and Judge, the one who is able to save and destroy. But you—who are you to judge your neighbor?

Miraculous Rise of the Sphinx

SCORE: 66

My dad warned me that Gamemill Entertainment had a bad image and a bad name in the video game industry. I did not believe it until I played Miraculous Rise of the Sphinx. This game is annoying, irritating, frustrating, aggravating, and at times broken. I see how and why Gamemill Entertainment got their image. The thing is they have made a few games that are not horrible.

I like to call Miraculous Rise of the Sphinx the ladybug game. I did that multiple times while I live streamed this video game on our YouTube channel. Miraculous Rise of the Sphinx likes to promote the two player gamer experience. One player can swap between characters in Miraculous Rise of the Sphinx. This is needed since each character has a special skill that is required to progress through the areas.

Miraculous Rise of the Sphinx does contain some violence as

we bash all of these characters that look the same in area after area. There are puzzle portions of Miraculous Rise of the Sphinx and fighting portions. I found the ability to take only four hits to be a bit frustrating in Miraculous Rise of the Sphinx. I wish Miraculous Rise of the Sphinx included an easier game play mode. Also one where things are not broken.

Players are not able to move the camera around in Miraculous Rise of the Sphinx. We must go with whatever view the game gives us. The graphics and art in Miraculous Rise of the Sphinx are nothing to write home about either. The sounds and music are okay in Miraculous Rise of the Sphinx. Those sounds and music can get a bit repetitive. There are areas in Miraculous Rise of the Sphinx where we read the story text and others with some voice acting.

I did not like Miraculous Rise of the Sphinx. Not one bit. I am not familiar with the franchise. Miraculous Rise of the Sphinx does not encourage me to check out more of this franchise. In fact Miraculous Rise of the Sphinx makes me want to run far away from it. Yes bad games can hurt the franchise they are made off of. No sequels are needed for Miraculous Rise of the Sphinx. - Teen Gamer

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: Gamemill Entertainment
 Developer: Magic Pockets
 Rating: 'E10+' - TEN and OLDER ONLY {Fantasy Violence}



Graphics: 70%
 Sound: 70%
 Replay/Extras: 70%
 Gameplay: 55%
 Family Friendly Factor: 65%

Super Mario Party Jamboree

SCORE: 80

I hope you were able to enjoy the speed board when I live streamed Super Mario Party Jamboree on our Twitch channel. That video content is being transformed into videos and will appear on our video channels when the financial and temporal resources become available. I had some fun playing Super Mario Party Jamboree. I am also shocked at how much different content is included in this party video game.

The colors are bright and fun in Super Mario Party Jamboree. I put this video game on the easiest setting and still lost the board. The thing is it took me close to ninety minutes to play the shortest game in Super Mario Party Jamboree. I am a bit disappointed there are not some even shorter board modes in Super Mario Party Jamboree. I also ran into some control issues in some of the

mini games.

There are allies that will appear on the boards in Super Mario Party Jamboree. There are all kinds of ways for this game to mess over a player. Characters can steal your coins or stars in Super Mario Party Jamboree. We can purchase items that help us or hurt another player. The computer controlled characters really liked to tag team against me. I found that pretty lame. I also noticed we are forced into motion controls most of the time.

There are different monetary items we can collect in Super Mario Party Jamboree.

Those are then spent on other bonus related content. One of them provides items and currency as we achieve certain goals. I found luck had a lot to do with Super Mario Party Jamboree. You could have a star appear right in front of you in Super Mario Party Jamboree. Or maybe right behind you. By the way we can only go one direction.

There are all kinds of fun different modes up to four family members can enjoy in Super Mario Party Jamboree. I see some issues with Super Mario Party Jamboree. At the end of the day I had fun even though I got second place on the easiest setting. I did win most of the mini games so I think that is all the difficulty impacts. Wait for this game to come down in price and then check it out. - Paul

System: Nintendo Switch
 Publisher: Nintendo
 Developer: Nintendo Cube
 Rating: 'E' for Everyone {Mild Fantasy Violence}



Graphics: 77%
 Sound: 82%
 Replay/Extras: 95%
 Gameplay: 60%
 Family Friendly Factor: 84%

FUTURE GLIMPSES

HEART HOME



by
Paul Bury



The Legend of Zelda
Echoes of Wisdom



SCORE: 68

I am very thankful I had the money to purchase a copy of The Legend of Zelda Echoes of Wisdom on the Nintendo Switch. I purchased the retail version of this video game. I had some fun and some frustrations live streaming The Legend of Zelda Echoes of Wisdom on our YouTube channel. There are certain bosses and spots in The Legend of Zelda Echoes of Wisdom that there is one way to progress. Which is annoying considering the premise of The Legend of Zelda Echoes of Wisdom.

We learn echoes of a lot of the different enemies and objects within The Legend of Zelda Echoes of Wisdom. We can then put those echoes down and use them. In fact it is better to use the echoes of monsters in The Legend of Zelda Echoes of Wisdom than to fight them yourself? Why is that so? We can turn into someone that can fight but

there is a bar that drains really quickly. We must then earn items from defeating enemies to build that bar back up. I learned to put down monsters and get out of the fighting.

We play as Zelda for the super majority of The Legend of Zelda Echoes of Wisdom. I know the DEI Woke crowd will celebrate thing. I must say the experience is not as good and it does not feel like a Zelda video game to me. The issues families can have with The Legend of Zelda Echoes of Wisdom are violence, magic, evolution, proselytizing goddess beliefs and more. The Legend of Zelda Echoes of Wisdom is not the worst Zelda game I have played but nowhere near the best either.

It is fun in some rooms being able to



find different ways through. I cheated the game at one point thanks to having a platform that climbs up so high in the sky. I enjoyed finding the different smoothie recipes in The Legend of Zelda Echoes of Wisdom. There are plenty of side quests and secrets hidden throughout The Legend of Zelda Echoes of Wisdom. It can take close to twenty hours to beat The Legend of Zelda Echoes of Wisdom.

I had a real issue finding items to echo in The Legend of Zelda Echoes of Wisdom. The reason is there are so many that it took awhile going through them. There are different sorts like last used. I also forgot I had certain echoes at times in The Legend of Zelda Echoes of Wisdom. We can only use so many echoes at a time based on the level of our little guide Tri. We can level him up by clearing the different areas.
- Paul



System: Nintendo Switch
Publisher: Nintendo
Developer: Nintendo EPD, Grezzo
Rating: 'E' for Everyone SIX and OLDER ONLY {Fantasy Violence}



Graphics: 65%
Sound: 85%
Replay/Extras: 60%
Gameplay: 70%
Family Friendly Factor: 60%

Nick Jr Party Adventure

SCORE: 72

I continue to be completely torn concerning Outright Games. I love that they are making video games that are family friendly. It cost me \$39.99 before all of the massive governmental taxes to purchase Nick Jr Party Adventure. I live streamed Nick Jr Party Adventure and beat it in around one hour. Is one hour of gameplay worth forty dollars? I feel like there should be more hours of gameplay.

There are six worlds in Nick Jr Party Adventure. The player plays through six of them and collect enough party content to end the world. The interesting thing is there are six more levels in each of these worlds. We get the end credits after beating half of the levels in each world. Based on the amount of time, it would take one more hour to beat all of the content within Nick Jr Party Adventure.

System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Outright Games
Developer: Melbot Studios
Rating: 'E' - Everyone SIX and OLDER ONLY

Dora the Explorer, Blues Clue, Paw Patrol, and more.

There are different items to interact within in Nick Jr Party Adventure. Some examples are blocks that can be raised and lowered. The same goes for bridges. There are also items that will stop us like gates since there are other characters trying to stop up by shooting at us, or sending a whirlpool our way. Nick Jr Party Adventure is generally pretty easy and something kids can enjoy.

I enjoyed my time with Nick Jr Party Adventure. I feel like the price of this game should be \$19.99 based on the amount of content. There are more hours of content for Evercade video games and they are way less expensive than Nick Jr Party Adventure. The graphics seem a little substandard to me for the franchise.

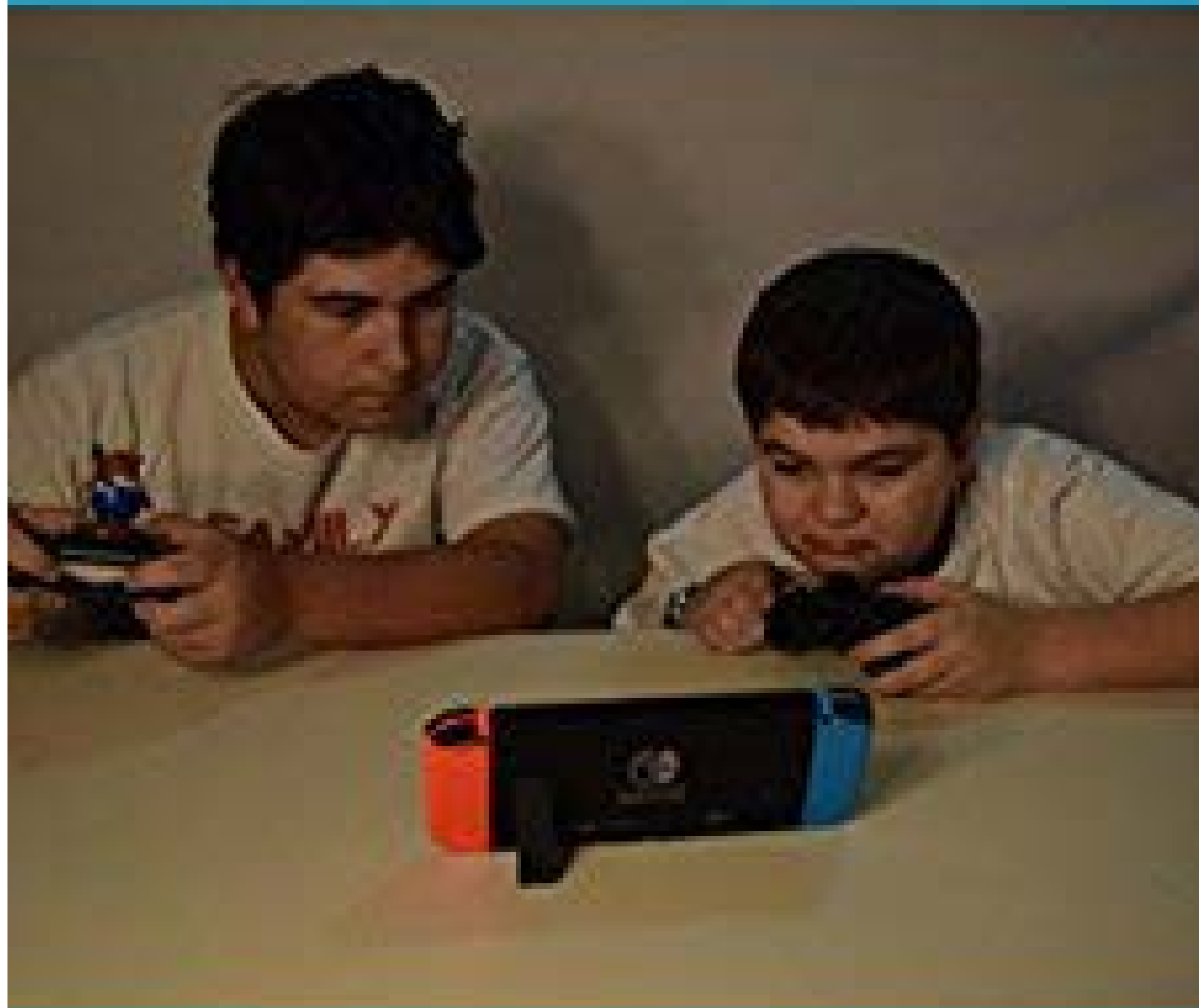
The voices are fun and helpful. The credits continue to be long.
- Paul

The game play in Nick Jr Party Adventure is interesting. We have characters that automatically walk forward a certain direction. There are three items in each of the levels to collect in Nick Jr Party Adventure. When enough of the items are collected then we earn additional clothing items that can be tried on and worn. The clothing items are themed with the Nickelodeon world like



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

VIDEO GAME LIES



by Paul Bury
Version 3

BUY IT NOW RIGHT HERE

Edens Zero #16

SCORE: 68

Edens Zero #16 does some extremely fascinating things. In fact there are aspects of Edens Zero #16 that I have been looking for in this manga for a very long time now. Chapters one hundred and thirty-two through one hundred and forty are included in Edens Zero #16. There will be spoilers in my review of the Edens Zero #16 manga book.

I am so happy that Edens Zero #16 finally gives us a really good space battle. The interesting thing is the Afterword in Edens Zero #16. Hiro Mashima lets readers know that the space battle scenes are challenging. Those scenes were something different than they normally do. He can normally focus on characters and their faces. The space battle scenes were more effort. I am really glad that Edens Zero #16 stretched him in ways he was

not expecting. The issues families can have with Edens Zero #16 are violence, blood, lack of attire, enticement to lust, bad language, and more. We get more of the narra- tor Xiao Mei in Edens Zero #16. We visit a mud planet, and a sand planet in Edens Zero #16. There is also an effort to recruit some rebels so they can stop the genocide of all of the robots in the Aoi Cosmos.

Edens Zero #16 ends with a bit of a cliffhanger. The crew has not

made it down to the planet yet. They will make it down to the planet in the next manga book. I am curious to see where this storyline is going. I do not expect it to last much longer. There was a lot of progress and growth in Edens Zero #16. Shiki still wants to be friends with everyone. The death of all of those people on all of those ships makes Shiki regret they cannot be friends.

Goodwin is a neat new character in Edens Zero #16. Goodwin is a giant cat that is a fanboy of Rebecca and Happy.

The others on the crew claim that Rebecca's B-Cube channel is not very good. I really hope at some point this franchise actually shows us some of her videos. I am curious. - Paul

not expect- ing. The issues families can have with Edens Zero #16 are violence, blood, lack of attire, enticement to lust, bad language, and more. We get more of the narra-



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



Graphics: 63%
Writing: 69%
Replay/Extras: 70%
Story: 71%
Family Friendly Factor: 65%

My Hero Academia Vol 14

SCORE: 69

It is neat to go through the manga after watching a fair amount of the anime. I am not sure if things were different in the anime or if I do not remember them properly. My Hero Academia Vol 14 contains chapters one hundred and nineteen through one hundred and twenty-eight. The cliffhanger ending from the last manga book is picked up in My Hero Academia Vol 14. There will be spoilers in my review of the My Hero Academia Vol 14 manga book.

Deku and Bakugo fight it out in My Hero Academia Vol 14. They both give it their all, and we learn about the different

motivations for the two characters. We learn about the inferiority complex of Bakugo and the unstoppable spirit of Deku. Combined the two of them could be like All Might. Can you

guess who shows up once Bakugo wins the fight? If you guessed All Might then you would be correct. Bakugo also worries that All Might gave up his power because of him.

Bakugo also worries that All Might gave up his power because of him.



Numerous characters in My Hero Academia Vol 14 do not feel that Deku is the right person to inherit the mantle from All Might. Sir expresses the same sentiment later in My Hero Academia Vol 14. Deku and Bakugo are both punished in My Hero Academia Vol 14. They are not allowed into class for a few days so they will fall behind. They are forced to

clean the dorms instead.

The issues families can have with My Hero Academia Vol 14 are violence, blood, gore, lack of attire, enticement to lust, bad language and more. We learn a bit about the villains in My Hero Academia Vol 14. They are meeting to try and get together but the meeting does not go as planned. Both sides lose someone. The Yakuza guy makes some interesting

points about having a plan for the future.

I love the characters pages in My Hero Academia Vol 14. There are two at the front and then others throughout this manga. The students learn about Work Study and Deku works hard to get accepted by Sir. He fails the test but gets accepted anyway since he avoided all of the All Might materials in the room while zipping around trying to get the stamp. We meet a few more interesting heroes in My Hero Academia Vol 14. - Paul

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



Graphics: 60%
Writing: 69%
Replay/Extras: 75%
Story: 75%
Family Friendly Factor: 65%

Batman The Animated Series Season Three

SCORE: 69

I am dancing a little jig right now. I am totally done with the television episodes of Batman TAS. It feels so good to be completely done with something and move onto something else. There are twenty-four episodes of Batman The Animated Series Season Three. The art and animation changed in Batman The Animated Series Season Three. A lot of the characters look different. Joker is a great example. We get Nightwing, Batgirl, Supergirl and more in Batman The Animated Series Season Three.

There will be spoilers in my review of the Batman The Animated Series Season Three television show. The issues families can have with Batman The Animated Series Season Three are violence, blood, magic, demons, lack of attire, enticement to lust, and more. There is at least one Christmas episode in Batman The Animated Series Season Three. No mention of the true meaning of Christmas - the birth of Jesus Christ though.

Catwoman is a part of Batman The Animated Series Season Three. In fact Catwoman, Batgirl and Nightwing have an interesting episode. There is a lot less Batman in Batman The Animated Series Season Three. Which is honestly really strange. The Robin in Batman The Animated Series Season Three is Tim Drake. Mr. Freeze loses his body in Batman The

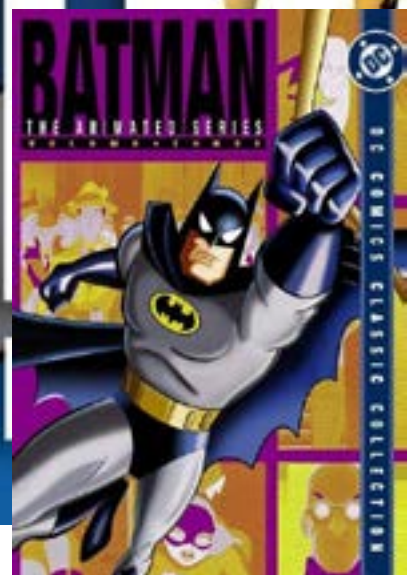
Animated Series Season Three and becomes this head on spider legs.

The judge vigilante was really fascinating in Batman The Animated Series Season Three. Until he turned out to be another personality in Two Face. What is he Three Face now? Batman gets owned quite often in Batman The Animated Series Season Three which is also pretty lame. Batman The Animated Series Season Three deals with the concept of forced retirement at a certain age. Bruce Wayne changes that rule in his company.

Batman The Animated Series Season Three does contain a bit of humor here and there. The Joker seriously diminishes in Batman The Animated Series Season Three. I can see where the people behind Batman The Animated Series Season Three were trying to branch out and grow this beyond Batman. They did not need to diminish Batman to do so in my opinion. There are some cool villains missing in Batman The Animated Series Season Three. - Paul



System: DVD/Blu-ray
Publisher: Warner Bros
Developer: DC Comics
Rating: 'NR' - Not Rated



Video: 66%
Audio: 72%
Replay/Extras: 69%
Functionality: 71%
Family Friendly Factor: 69%

Harley Quinn The Complete Third Season

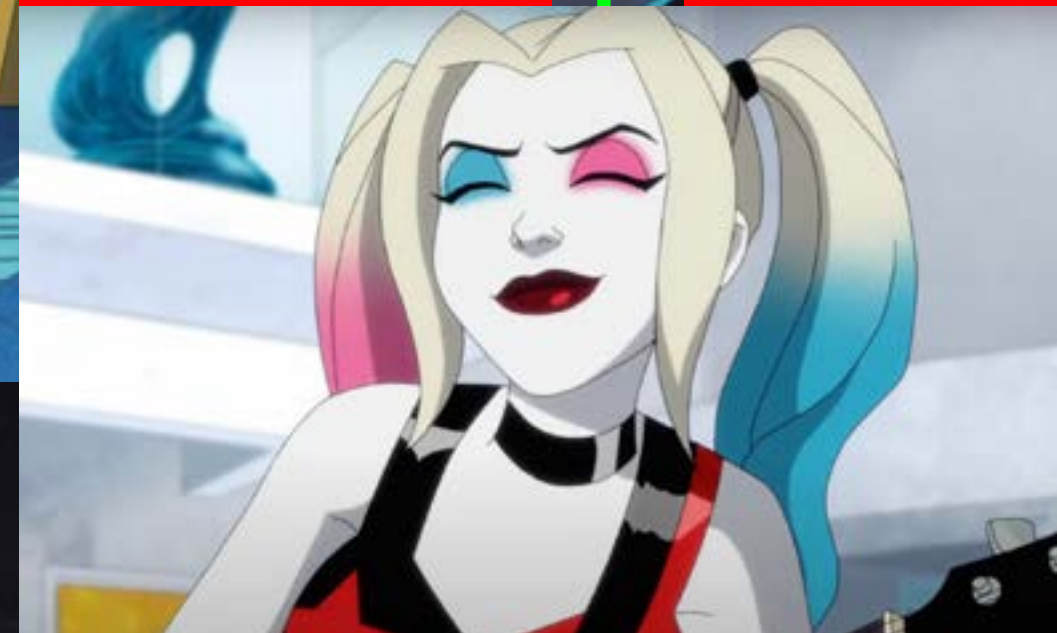
SCORE: 25

This Blu-ray disc sat in my pile for awhile. I honestly did not want to get to Harley Quinn The Complete Third Season. I knew how bad the first two seasons were. I took a few nights to watch the 260 minutes that makes up Harley Quinn The Complete Third Season. There are nine episodes that are around twenty-two minutes for each episode. Harley Quinn The Complete Third Season is a real challenge to watch and review.

The issues families will have with Harley Quinn The Complete Third Season are sexual deviancy, violence, blood, gore, lack of attire, enticement to lust, bad language, lies, false gods, lies, an orgy, nudity, racism, and more. Harley Quinn The Complete Third Season attacks Christians, morals, ethics, and men. Harley Quinn

The Complete Third Season is definitely part of the war on men.

There will be spoilers in my review of the Harley Quinn The Complete Third Season television show. The only sliver of light in Harley Quinn The Complete Third Season is Bane. He is funny. The rest is horrible. Poison Ivy wants to enact a plan to make Gotham green. She is working on a formula to bring long dead plants back and take over the city with plant life. She almost does it at one point too.



Batman is shown as worthless and weak in Harley Quinn The Complete Third

Season. Joker becomes mayor in Harley Quinn The Complete Third Season. Bruce Wayne is arrested for being rich. Joker puts out the extremely radical far left agenda in Harley Quinn The Complete Third Season. We have seen that tried and failed in our world. Harley Quinn The Complete Third Season just pretends like there are no issues with it.

Joker commits crimes in Harley Quinn The Complete Third Season but is never arrested. Bruce Wayne is arrested for no real crime. Harley Quinn The Complete Third Season has zero logic to it. I am so glad I am done with this really short season. Harley Quinn The Complete Third Season is horrible from start to beginning. The Like Joker Do song is a little bit catchy in Harley Quinn The Complete Third Season. - Paul

System: Blu-ray
Publisher: Warner Bros
Developer: DC Comics
Rating: 'TV-MA' MATURE AUDIENCES - EIGHTEEN and OLDER ONLY



Video: 25%
Audio: 25%
Replay: 25%
Functionality: 30%
Family Friendly Factor: 20%

Toaplan Arcade 3

SCORE: 61

I had a little fun live streaming Toaplan Arcade 3 on our Twitch channel. You never know what games we will be live streaming for all ya'll.

Each of the seven video games will be getting their own video on our video channels as the money and time open up for us to do that work. The more money we bring in the faster we can get these online to you in your personal favorite format.

The seven games in Toaplan Arcade 3 are Batsugun, Batsugun Special Version, Out Zone, FixEight, Truxton II, Ghox, and Vimana. The majority of the video games on the Toaplan Arcade 3 cartridge are shooters. The one stand alone video game in Toaplan Arcade 3 is Ghox. In this video game we play themed levels in a Breakout kind of a way. We have a paddle and launch the balls. We even fight bosses and earn power ups.



Toaplan Arcade 3 is the eleventh cartridge in the arcade style of games on Evercade. Out Zone and FixEight are two shooters where we have a person that is running around the ground shooting all kinds of different enemies. Batsu-

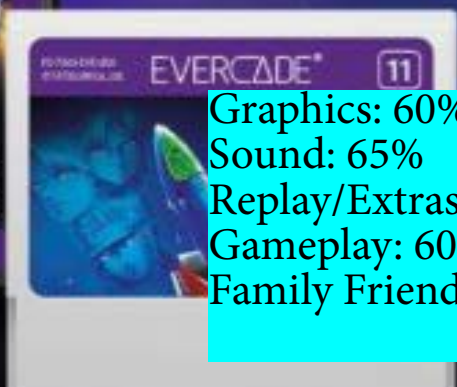
gun, Batsugun Special Version, Truxton II, and Vimana are all space shooters.

Some of the arcade games in Toaplan Arcade 3 are my kind of video games. What I mean by that is I can slowly work my way through the video game using the continues. I can just throw continues at it and get through the levels. Other games in Toaplan Arcade 3 are not so pleasant. Some of them will reset you are a respawn spot after every single death. Since one hit kills us that can be frustrating.

We have a plethora of neat bombs to use in Toaplan Arcade 3. These bombs will clear most of the screens in Toaplan Arcade 3. I wish we had more of these in Toaplan Arcade 3. In fact they are really limited in most of the games within Toaplan Arcade 3. There are issues with violence, false gods, and more within Toaplan Arcade 3. Expect plenty of explosions in the games in Toaplan Arcade 3.
- Paul



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



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

Data East Arcade 2

SCORE: 74

I am eternally grateful to have enough money to purchase a copy of the Data East Arcade 2 compilation cartridge on the Evercade family of systems. There are twelve arcade games on this cartridge. The games on Data East Arcade 2 are Peter Pepper's Ice Cream Factory, B-Wings, Shoot Out, Last Mission, Express Raider, SRD Super Real Darwin, Midnight Resistance, Crude Buster, Trio The Punch Never Forget Me, Super Burgertime, Edward Randy, and Joe & Mac Return. Many of the games in Data East Arcade 2 allow players to add credits and keep playing. A few will reset you at the start of a level.

There are some real stand out titles for me in Data East Ar-

cade 2. I like Super Burgertime, Edward Randy, Joe & Mac Return, Crude Buster, and Midnight Resistance. There is violent content within Data East Arcade 2. We have a three shooters, a third person shooter, three platformers, three action, and two beat em up games on the

Data East Arcade 2 cartridge. There is also a manual and some stickers that came with the package.

Peter

Pepper's Ice Cream Factory is a lot like Super Burgertime but much harder. Trio The Punch Never Forget Me is weird. We fight some enemies and get hearts. From there we fight a boss and then repeat the process in the next area. Joe & Mac Returns is not like the console games, instead we take out enemies on one screen and move onto the next one.

All in all my experience live streaming Data East Arcade 2 was positive. I found the games I like and the ones I am not fond of. SRD Super Real Darwin is on the not like list. There are more fun games in Data East Arcade 2 than not fun. I learned some new skills thanks to Super Burgertime.
- Paul



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



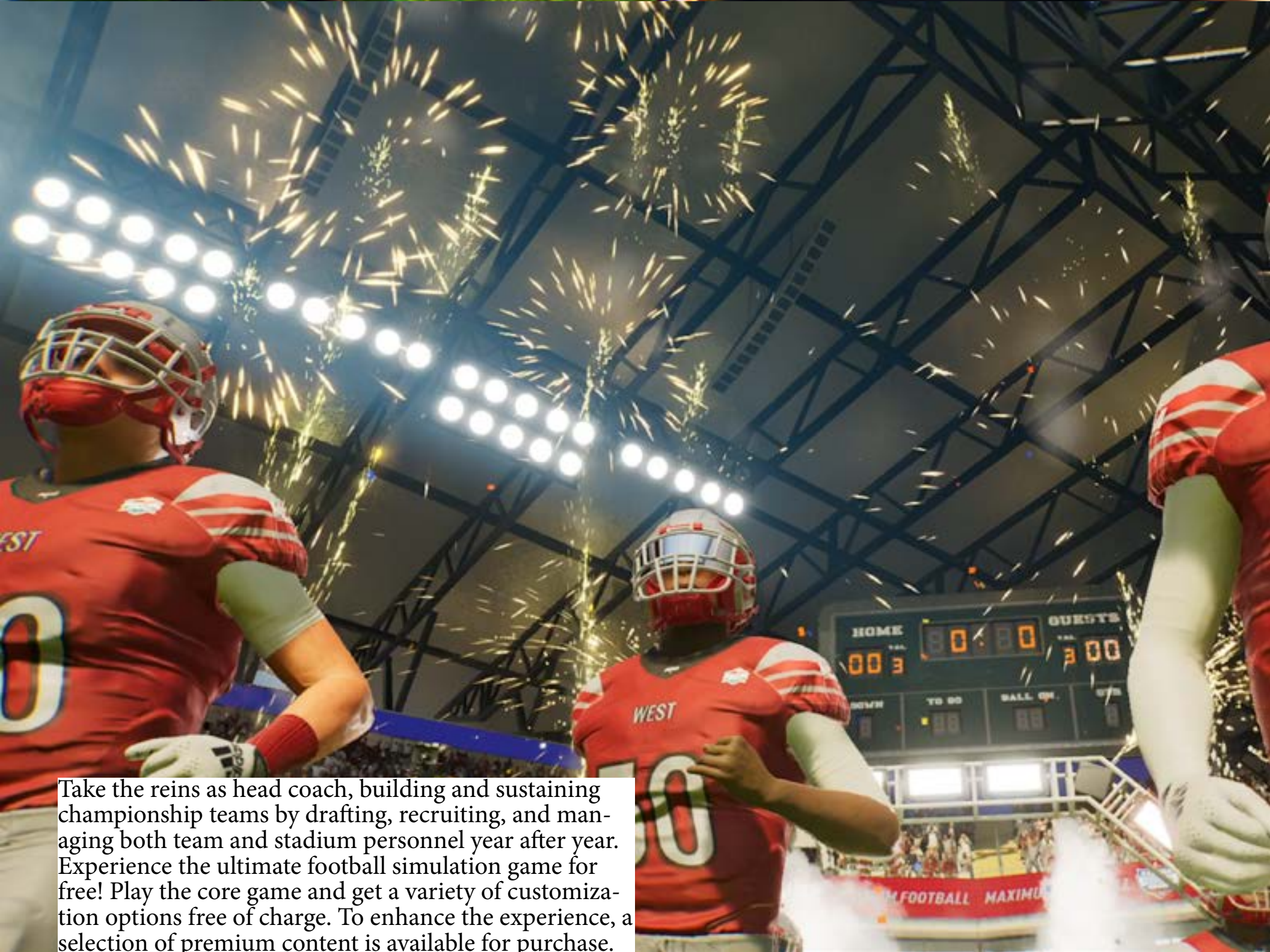
Graphics: 60%
Sound: 85%
Replay/Extras: 85%
Gameplay: 75%
Family Friendly Factor: 65%

SPORTS



System: PC/PS4/PS5/Xbox One/
Xbox Series X
Publisher: Maximum Entertainment
Developer: Maximum Entertainment
Rating: 'E' - SIX and OLDER
ONLY
Release Date: TBA 2025

Maximum Football allows you to create your football universe from the ground up. Upload custom logos, create up to 130 teams, and change every aspect of a player from ratings and name to accessories. Take control on and off the field to create the football experience you have always wanted.



System: PC/PS4/PS5/Xbox One/
Xbox Series X
Publisher: Maximum Entertainment
Developer: Maximum Entertainment
Rating: 'E' - SIX and OLDER
ONLY
Release Date: TBA 2025

Take the reins as head coach, building and sustaining championship teams by drafting, recruiting, and managing both team and stadium personnel year after year. Experience the ultimate football simulation game for free! Play the core game and get a variety of customization options free of charge. To enhance the experience, a selection of premium content is available for purchase.

DEVELOPING

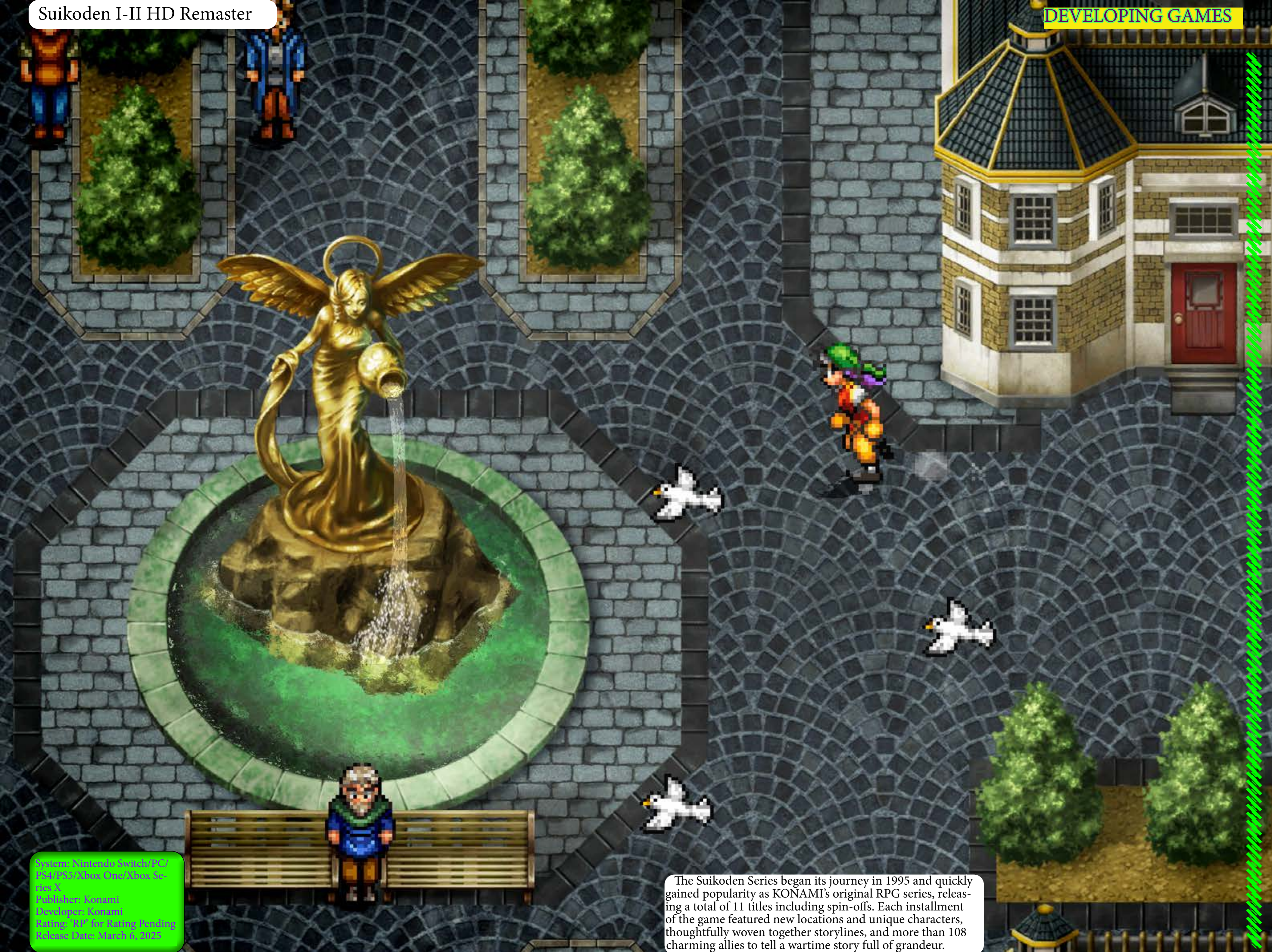
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GAMES



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System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Konami
Developer: Konami
Rating: "RP" for Rating Pending
Release Date: March 6, 2025

The Suikoden Series began its journey in 1995 and quickly gained popularity as KONAMI's original RPG series, releasing a total of 11 titles including spin-offs. Each installment of the game featured new locations and unique characters, thoughtfully woven together storylines, and more than 108 charming allies to tell a wartime story full of grandeur.



System: Nintendo Switch/PC/
 PS4/PS5/Xbox One/Xbox Series X
 Publisher: Konami
 Developer: Konami
 Rating: "RP" for Rating Pending
 Release Date: March 6, 2025

The hero, whose father is one of the empire's five generals, gathers his 108 Stars of Destiny to fight against the oppressive rule of the Empire. The first title of the now acclaimed Suikoden series.

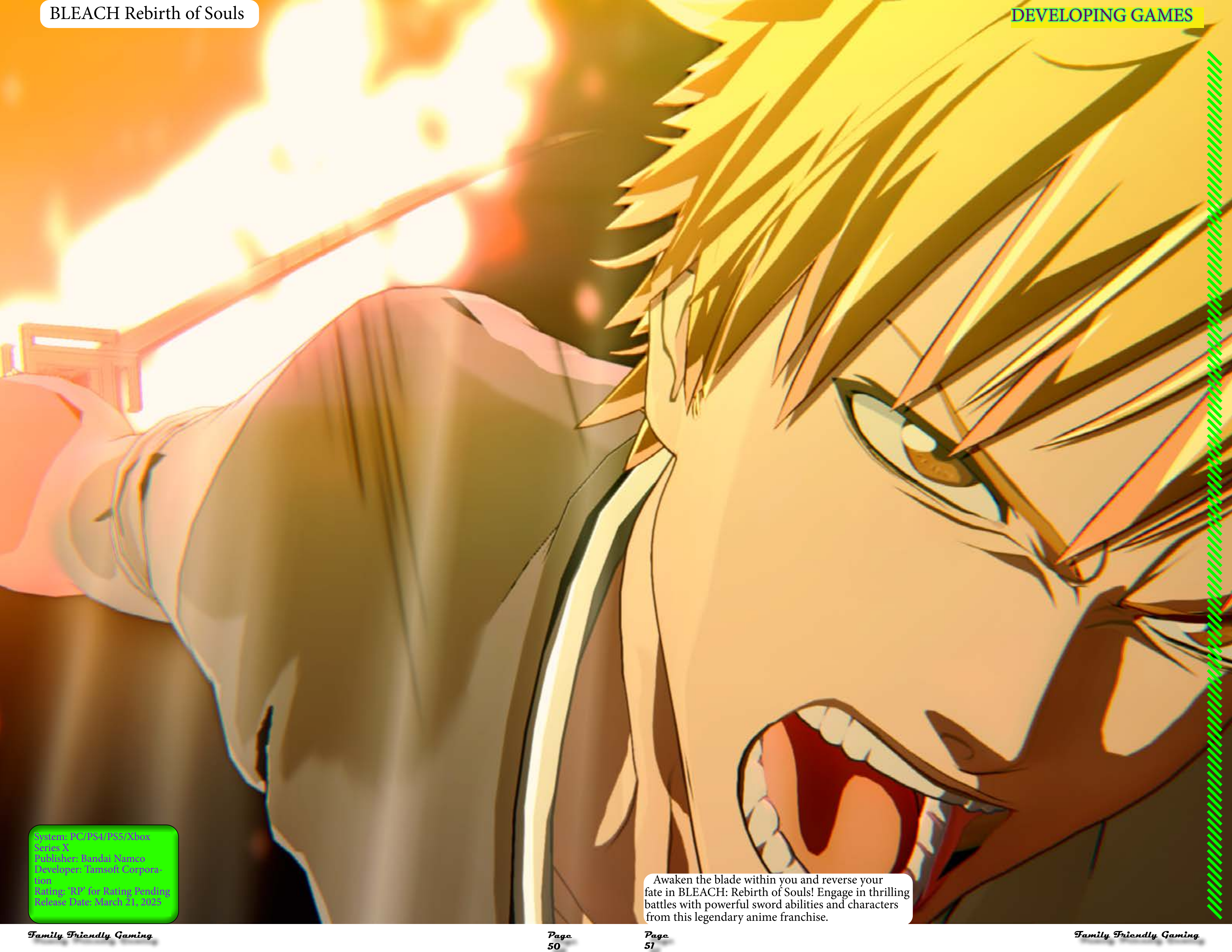




System: Nintendo Switch/PC/
PS4/PS5/Xbox One/Xbox Series X
Publisher: Konami
Developer: Konami
Rating: "RP" for Rating Pending
Release Date: March 6, 2025



Childhood friends, tossed about by a great whirlpool of destiny. Where will the paths they choose lead them to...? Set three years after the first game, this sequel moved many fans and became an iconic title in the series.



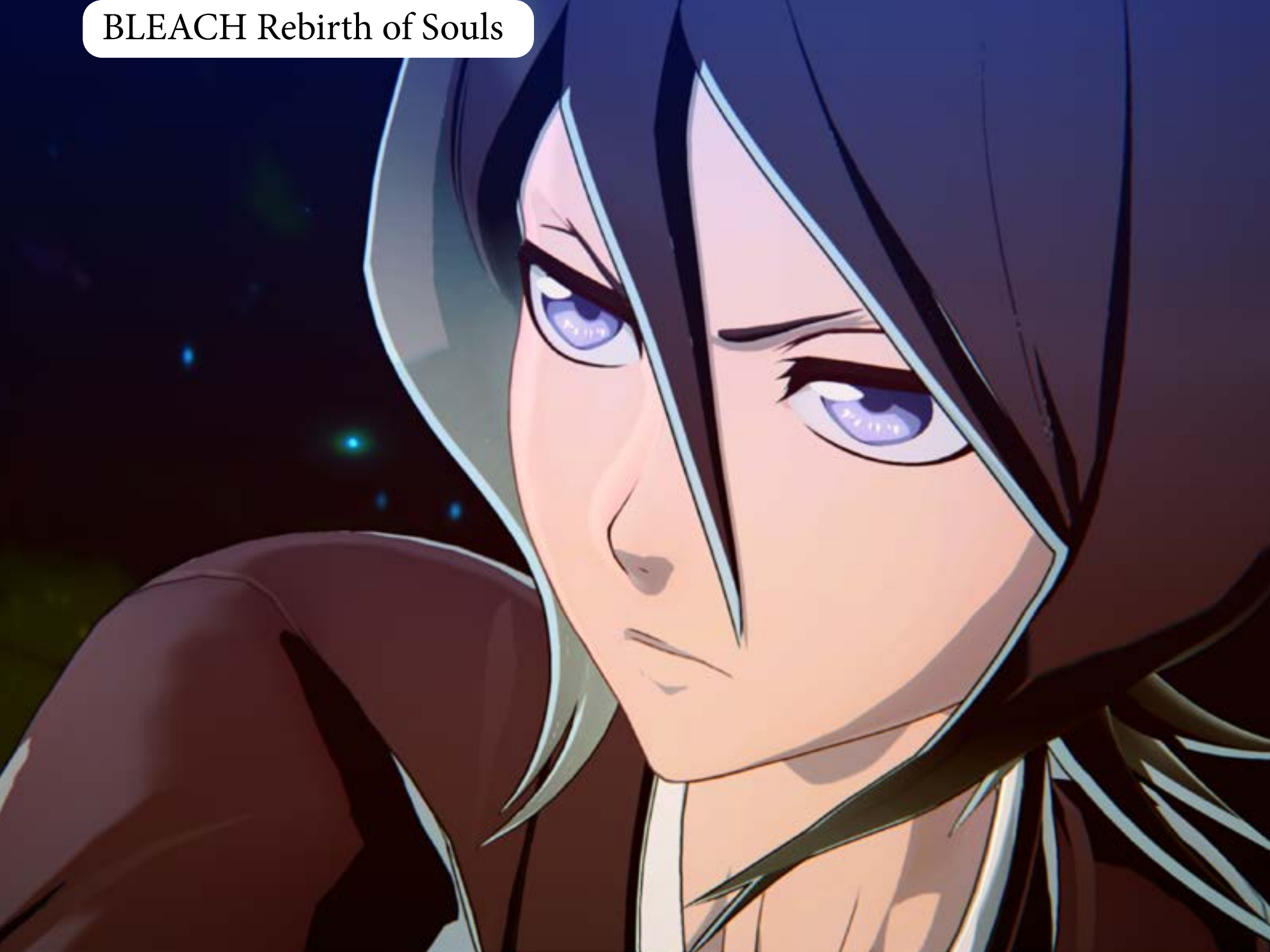
System: PC/PS4/PS5/Xbox Series X
Publisher: Bandai Namco
Developer: Tamsoft Corporation
Rating: 'RP' for Rating Pending
Release Date: March 31, 2025

Awaken the blade within you and reverse your fate in BLEACH: Rebirth of Souls! Engage in thrilling battles with powerful sword abilities and characters from this legendary anime franchise.



System: PC/PS4/PS5/Xbox Series X
 Publisher: Bandai Namco
 Developer: Tamsoft Corporation
 Rating: 'RP' for Rating Pending
 Release Date: March 31, 2025

Choose your favorite character and unleash their unique sword abilities! Take advantage of each character's unique abilities and command the flow of battle to find an opening that spells defeat for your enemies.



System: PC/PS4/PS5/Xbox Series X
 Publisher: Bandai Namco
 Developer: Tamssoft Corporation
 Rating: 'RP' for Rating Pending
 Release Date: March 31, 2025

In BLEACH: Rebirth of Souls, a single strike can spell defeat for you or your opponent. The more desperate the situation, the more powerful you become. Overturn the tide of battle and unlock new forms and new blades to bring victory from the edge of defeat!



System: Personal Computer
 Publisher: Regular Studio
 Developer: Regular Studio
 Rating: 'RP' - Rating Pending
 Release Date: 2025

Parkour through a brutalist post-apocalyptic world with smooth gameplay, and engage in seamless combat encounters. You must use your skills and agility to find your way in this desolated place.



System: Personal Computer
 Publisher: Regular Studio
 Developer: Regular Studio
 Rating: 'RP' - Rating Pending
 Release Date: 2025

Play as a girl named 'P', and use everything at her disposal to escape from deadly traps. Run, climb, slide, crouch, wall run, perform stunts, and even use your chainsaw to cross impossible distances.



System: Personal Computer
 Publisher: Regular Studio
 Developer: Regular StudioS-
 tudio
 Rating: 'RP' - Rating Pending
 Release Date: 2025

From smaller autonomous construction equipment, to massive dump trucks, survive a hostile environment where everything wants to kill you. Who's gonna win, a sleepy girl with a chainsaw, or an army of rogue machines?



HOME SQUEAK HOME

CAT. 24

#952

2 4 2 2 2 4 1

	1 1										
	1 1										
	1 1										
	8										
	1 1 1 1										
	1 1 1 1										

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

You just got into a fresh new home for your tiny rodent friend, but... it's empty! Solve puzzles from the Home Squeak Home Catalog and transform them into splendid furniture and accessories to dress it up!

HOME SQUEAK HOME © ALL SQUEAKS RESERVED

✓ SQUEAKROSS COMPLETE



BASIC BOOKSHELF

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

Decorate

Scared of puzzles? Worry not! Your rodent friend is here to help. Customize your game experience by allowing hints, solve random cells and using our brand new Logic-Assist system that lets you preview possible solutions!



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

Scared of puzzles? Worry not! Your rodent friend is here to help. Customize your game experience by allowing hints, solve random cells and using our brand new Logic-Assist system that lets you preview possible solutions!

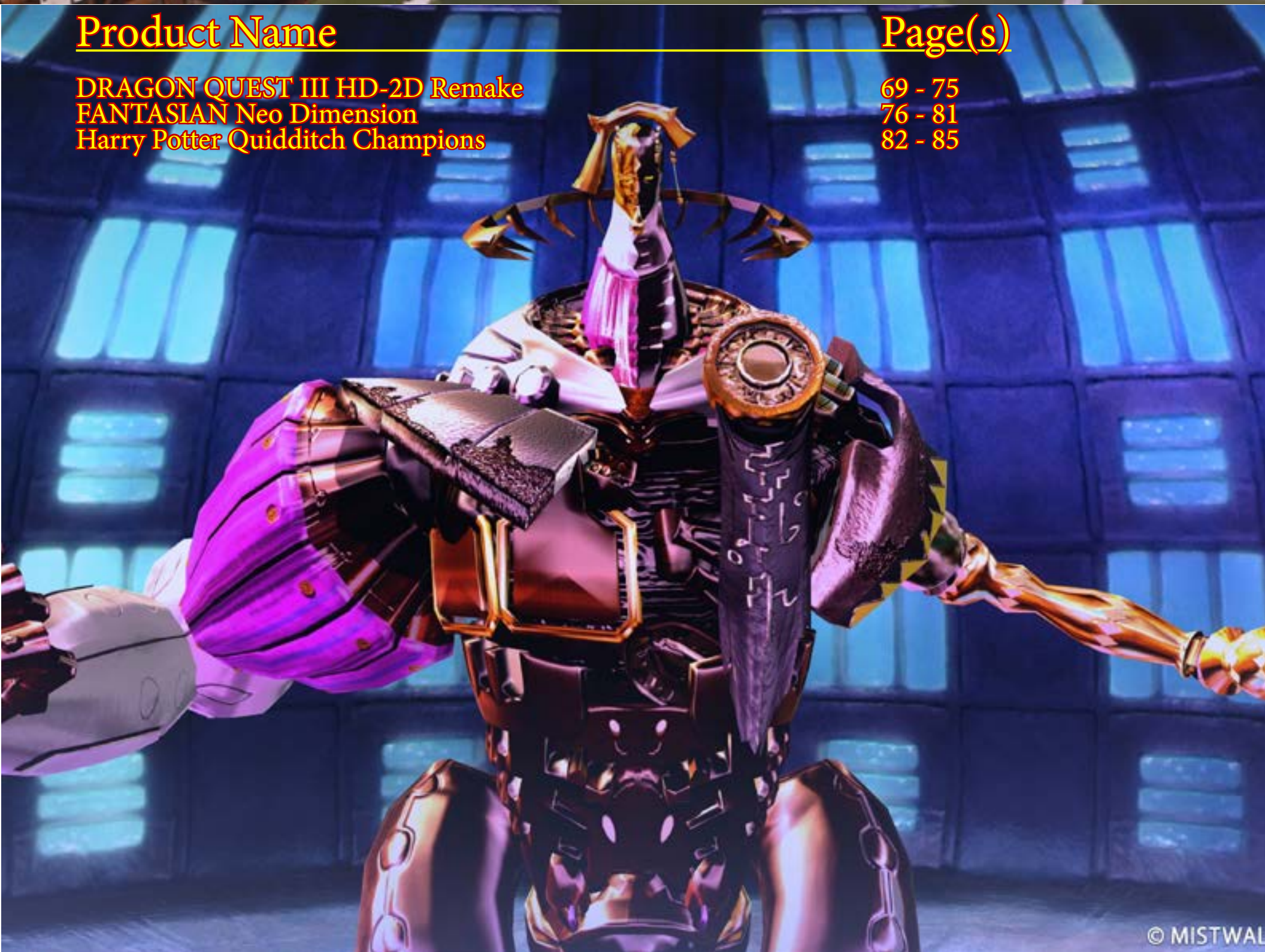


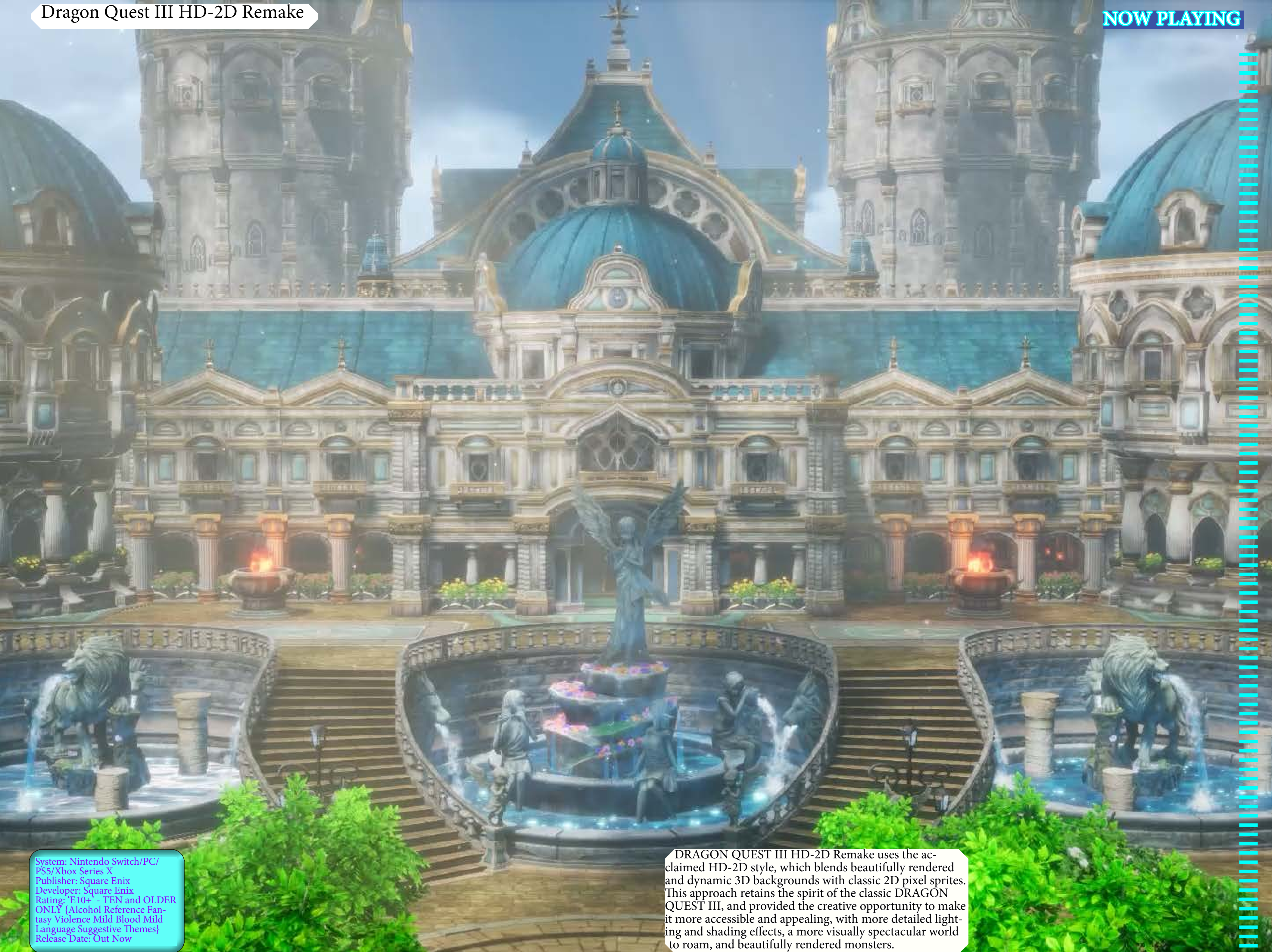
Product Name

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DRAGON QUEST III HD-2D Remake
FANTASIAN Neo Dimension
Harry Potter Quidditch Champions

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System: Nintendo Switch/PC/
 PS5/Xbox Series X
 Publisher: Square Enix
 Developer: Square Enix
 Rating: E10+ - TEN and OLDER
 ONLY {Alcohol Reference
 Fantasy Violence Mild Blood Mild
 Language Suggestive Themes}
 Release Date: Out Now

DRAGON QUEST III HD-2D Remake uses the ac-claimed HD-2D style, which blends beautifully rendered and dynamic 3D backgrounds with classic 2D pixel sprites. This approach retains the spirit of the classic DRAGON QUEST III, and provided the creative opportunity to make it more accessible and appealing, with more detailed lighting and shading effects, a more visually spectacular world to roam, and beautifully rendered monsters.

1		2		3	
Name	Hoodwink	Name	Trixie	Name	Curie
Max. HP	230	Max. HP	184	Max. HP	106
Max. MP	65	Max. MP	77	Max. MP	107
Attack	112	Attack	102	Attack	109
Defence	79	Defence	91	Defence	103
Agility	75	Agility	45	Agility	52
Wisdom	68	Wisdom	73	Wisdom	96
Luck	70	Luck	74	Luck	99

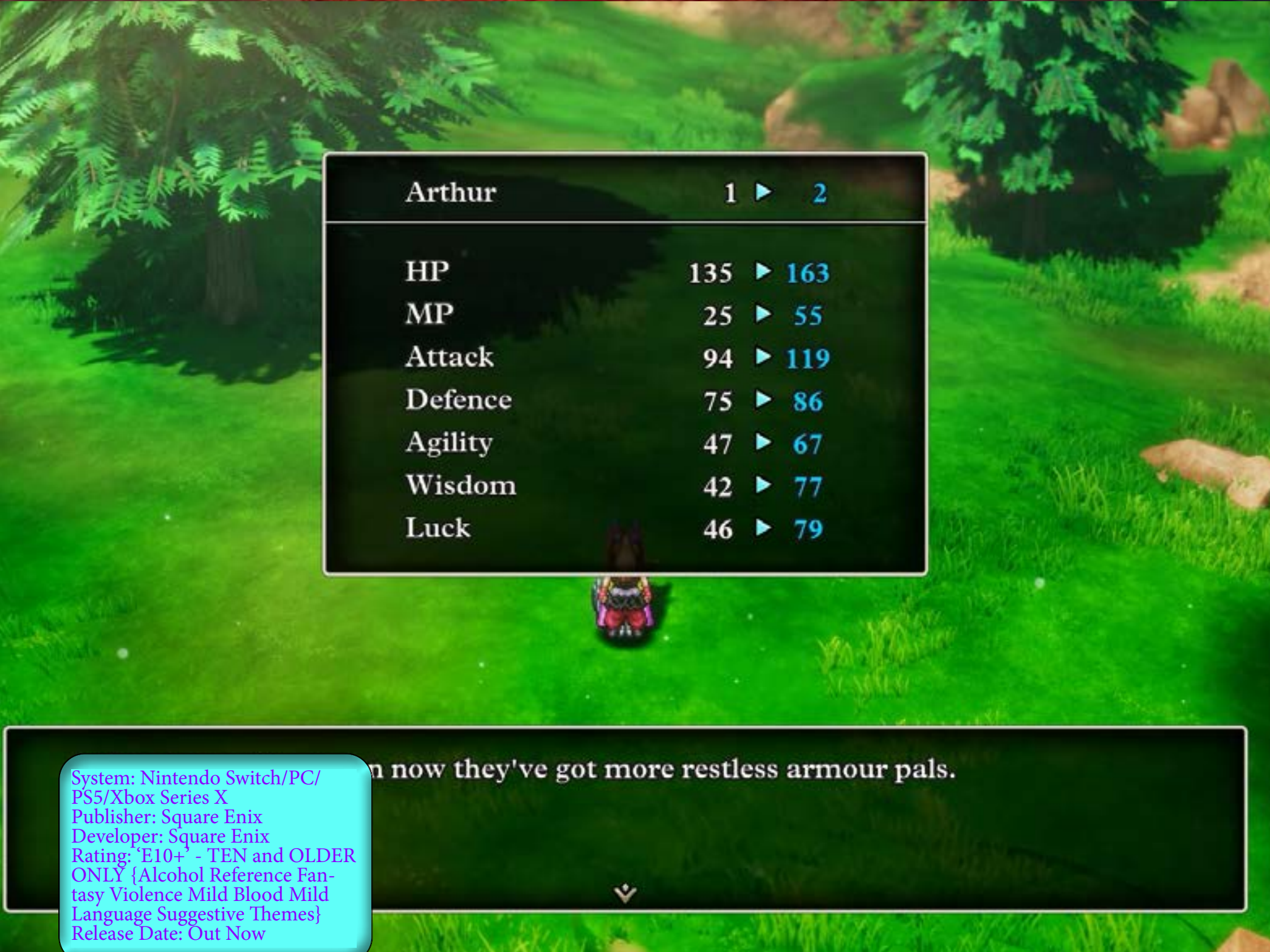
Display: **LB** Attributes **RB** **X** Confirm Your Team

*: Happy with your team? You can always swap someone out now if your gut says you should.



Bout #3

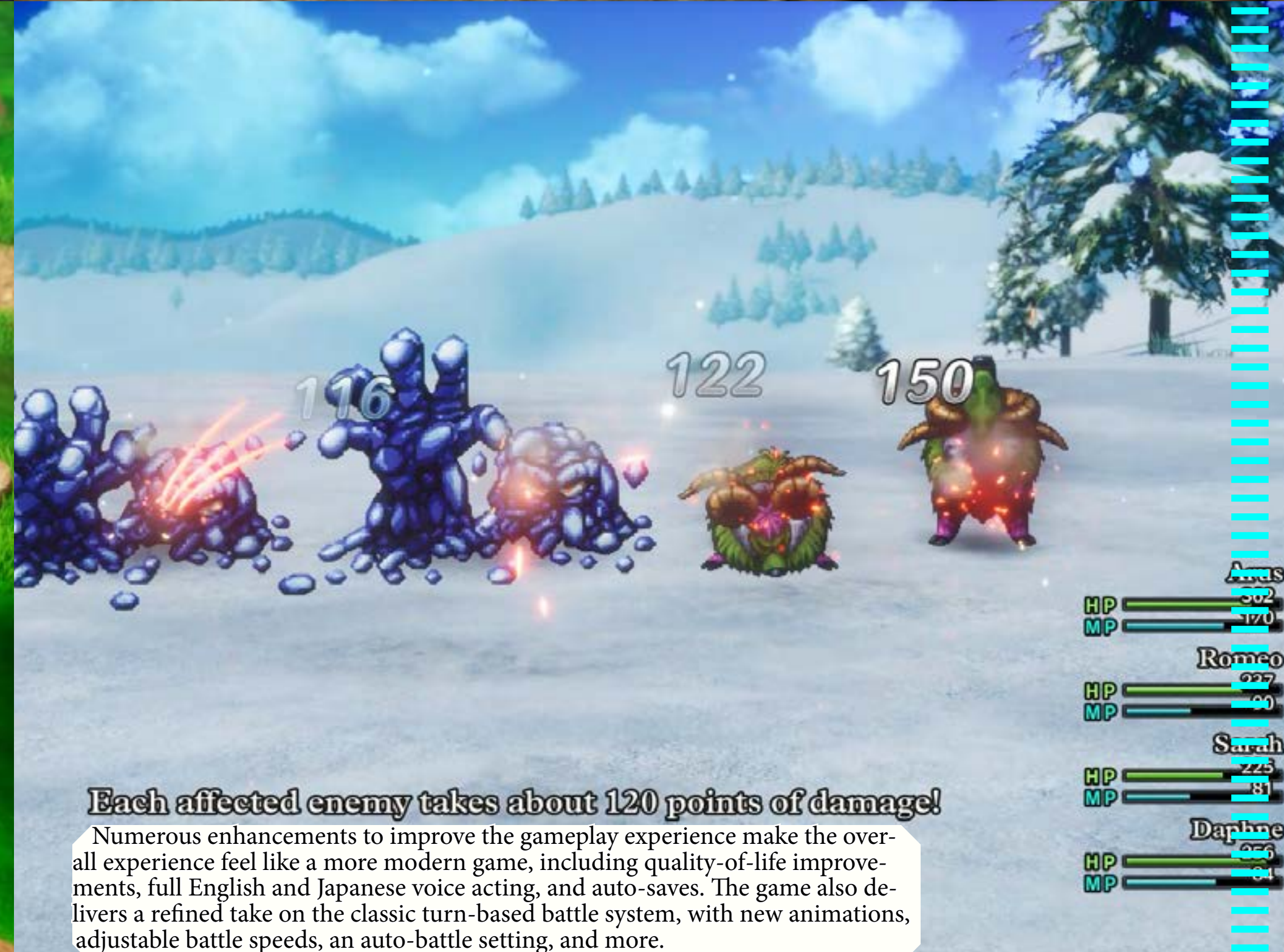
	HP	MP
	HP	MP
	HP	MP



Arthur	1	▶	2
HP	135	▶	163
MP	25	▶	55
Attack	94	▶	119
Defence	75	▶	86
Agility	47	▶	67
Wisdom	42	▶	77
Luck	46	▶	79

System: Nintendo Switch/PC/PS5/Xbox Series X
 Publisher: Square Enix
 Developer: Square Enix
 Rating: E10+ - TEN and OLDER ONLY (Alcohol Reference Fantasy Violence Mild Blood Mild Language Suggestive Themes)
 Release Date: Out Now

...n now they've got more restless armour pals.



Amas	HP	MP
Romeo	HP	MP
Sarah	HP	MP
Daphne	HP	MP

Each affected enemy takes about 120 points of damage!
 Numerous enhancements to improve the gameplay experience make the overall experience feel like a more modern game, including quality-of-life improvements, full English and Japanese voice acting, and auto-saves. The game also delivers a refined take on the classic turn-based battle system, with new animations, adjustable battle speeds, an auto-battle setting, and more.



*: Eh, you are not from around here, ah, darling? I hope you have a wonderful time in our beautiful city of Romaria! Do enjoy the monster arena as well!



System: Nintendo Switch/PC/
PS5/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: E10+ - TEN and OLDER
ONLY (Alcohol Reference Fantasy
Violence Mild Blood Mild
Language Suggestive Themes)
Release Date: Out Now

As players explore the vast world map, they will notice an abundance of rich and captivating locations to discover, accompanied by an immersive soundtrack that captures the timeless essence and magic of the DRAGON QUEST universe, composed by Koichi Sugiyama and performed by the Tokyo Metropolitan Symphony.



HP **4176**
MP **138**



1



HP **5013**
MP **59**



1



HP **4711**
MP **96**



1



System: Nintendo Switch /PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Mistwalker Corporation
Rating: 'E10+' - TEN and OLD-
ER ONLY {Fantasy Violence, Mild
Blood, Mild Suggestive Themes, Use
of Alcohol and Tobacco}
Release Date: Out Now

QUARE ENIX

The father of FINAL FANTASY, Hironobu Sakaguchi, and renowned composer Nobuo Uematsu return to deliver an original RPG story with FANTASIAN Neo Dimension. Experience an enhanced version of FANTASIAN, initially released for Apple Arcade in 2021, with brand-new features, including English and Japanese voiceovers and an additional difficulty option. PS5, Xbox Series X and PC versions of the game also offer 4K support.



A





System: Nintendo Switch /PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Mistwalker Corporation
Rating: 'E10+' - TEN and OLD-
ER ONLY {Fantasy Violence, Mild
Blood, Mild Suggestive Themes, Use
of Alcohol and Tobacco}
Release Date: Out Now



In FANTASIAN Neo Dimension, assume the role of Leo as he journeys to recover his memories and solve the mystery of a strange mechanical infection destroying his world.



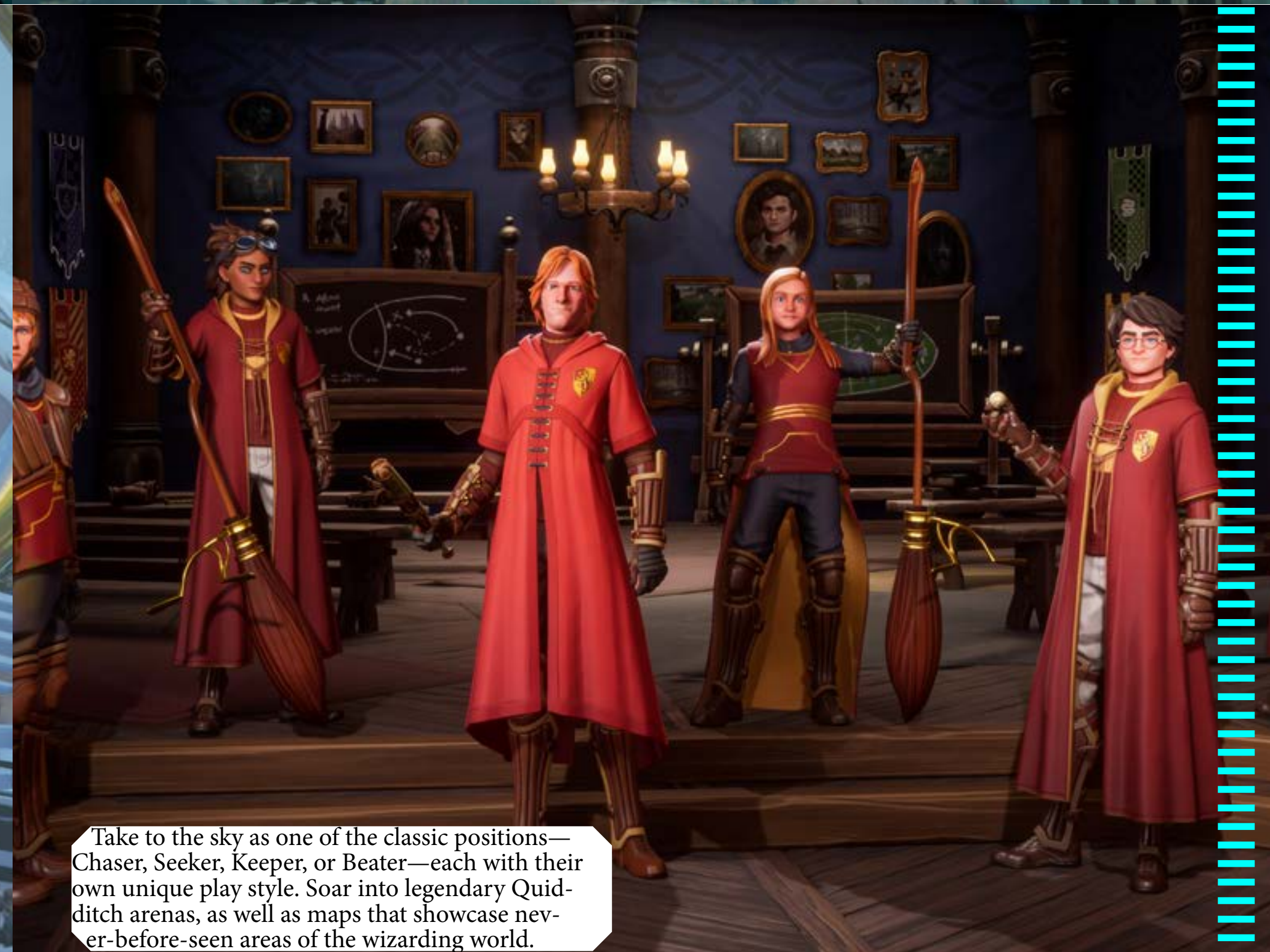
System: Nintendo Switch /PC/PS5/
Xbox Series X
Publisher: Square Enix
Developer: Mistwalker Corporation
Rating: 'E10+' - TEN and OLD-
ER ONLY {Fantasy Violence, Mild
Blood, Mild Suggestive Themes, Use
of Alcohol and Tobacco}
Release Date: Out Now

Experience an original and modern take on the beloved turn-based battle system, with a wealth of unique mechanics and strategic combat that shake up the classic RPG formula, and explore a multi-dimensional universe come to life set against the backdrop of over 150 charming hand-crafted dioramas.



System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: Warner Bros Games
 Developer: Unbroken Studios
 Rating: 'E10+' - TEN and OLDER ONLY
 (Fantasy Violence, Mild Blood, Language Crude Humor)
 Release Date: Out Now

Your next chapter takes flight! Immerse yourself in the enchanting world of Quidditch by playing solo or sharing the magic with friends and family. Plus, keep your Gringotts vault closed because there are no microtransactions!



System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Warner Bros Games
Developer: Unbroken Studios
Rating: 'E10+' - TEN and OLDER ONLY
(Fantasy Violence, Mild Blood, Language Crude Humor)
Release Date: Out Now

Take to the sky as one of the classic positions—Chaser, Seeker, Keeper, or Beater—each with their own unique play style. Soar into legendary Quidditch arenas, as well as maps that showcase never-before-seen areas of the wizarding world.

Last Minute

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Tidbits



and I fully intend to partake of that sensory feast!



◆ Minerva ◆

I too am a member of the Imperial Guard. As such, we devote ourselves to protection and the well-being of our nation.

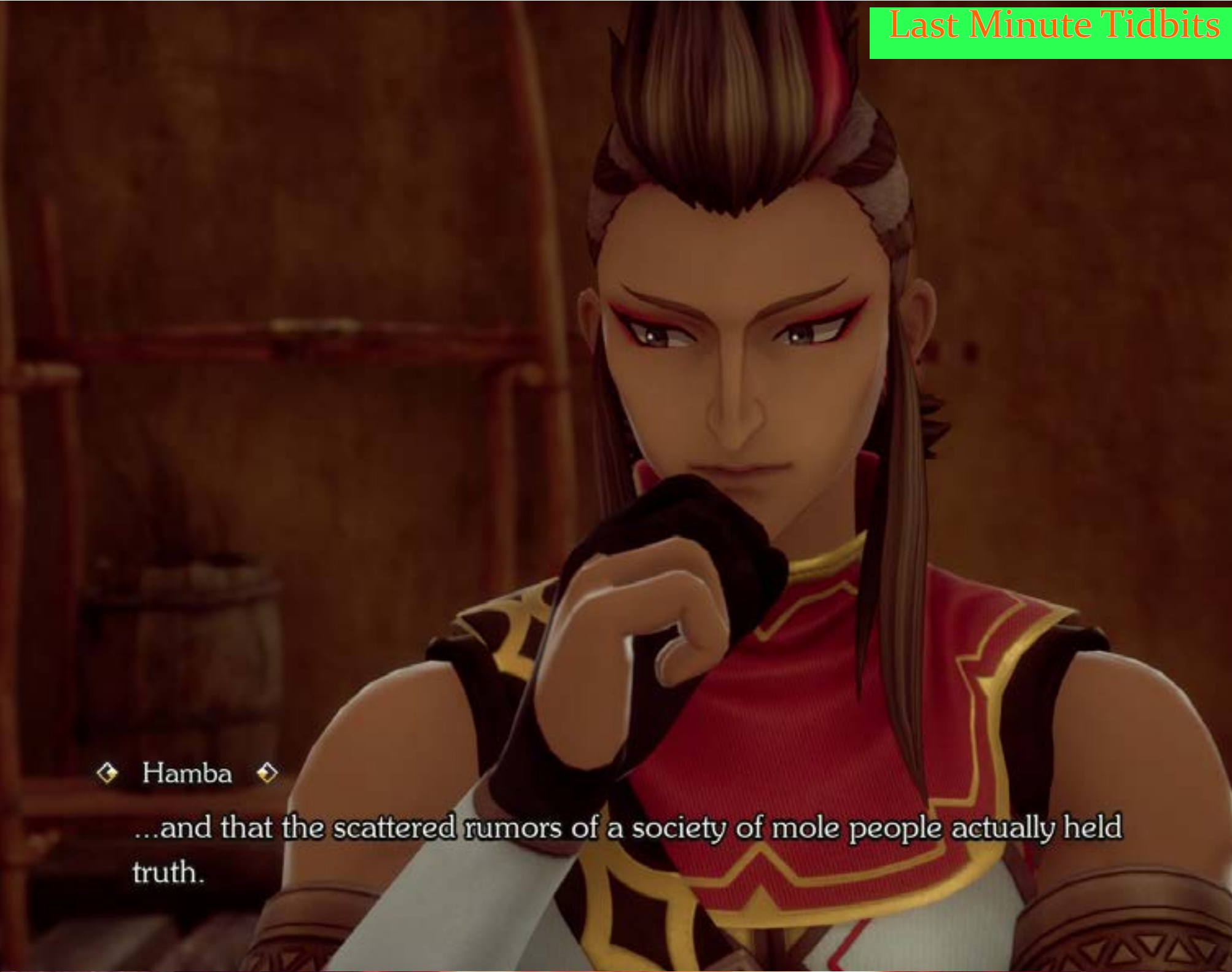
Emperors around the world: it's time to engage in battle. I'm sure you all come from different walks of life, but you all share the same determination to throw everything you have into making the Empire and its people happy. It's because of this you were chosen to become the Emperor. The path of the Emperor is a difficult one, and at times you may feel heartbroken in the face of hopeless battles.

System: Nintendo Switch/PC/PSS/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: "T" - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood, Partial Nudity, Mild Language)
Release Date: OUT NOW



◆ Sekishusai ◆

We serve the Yaudan royal family as both their protectors and deliverers of their will.



◆ Hamba ◆

...and that the scattered rumors of a society of mole people actually held truth.



Headbutt

Emperor LP 19 HP 943/943 BP 404/404	Hamba LP 10 HP 978/978 BP 385/385	Sharrkan LP 12 HP 922/922 BP 388/388	Minerva LP 11 HP 947/947 BP 382/382
--	--	---	--

Overdrive

System: Nintendo Switch/PC/
 PS5/Xbox Series X
 Publisher: Square Enix
 Developer: Square Enix
 Rating: 'T' - THIRTEEN and
 OLDER ONLY (Fantasy Violence,
 Mild Blood, Partial Nudity,
 Mild Language)
 Release Date: OUT NOW



Life Sprinkler

Emperor LP 19 HP 943/943 BP 404/404	Hamba LP 10 HP 978/978 BP 385/385	Sharrkan LP 12 HP 922/922 BP 388/388	Minerva LP 11 HP 947/947 BP 382/382
--	--	---	--

When you think you can't stand up again, remember the Emperors throughout the world who will continue to push forward, fighting for your name and honor. The path of the Emperor never ends, and so you, too, must rise and avenge yourself.



System: Nintendo Switch/PC/
PSS/Xbox Series X
Publisher: Square Enix
Developer: Square Enix
Rating: T - THIRTEEN and
OLDER ONLY (Fantasy Violence,
Mild Blood, Partial Nudity,
Mild Language)
Release Date: OUT NOW



LVL-2 NEXT-00001760
SIMON-

ITEM [] -BELLA C
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-172 11:



System: Personal Computer
Publisher: Retroware
Developer: Programancer, Retroware
Rating: 'NR' - Not Rated
Release Date: 2025

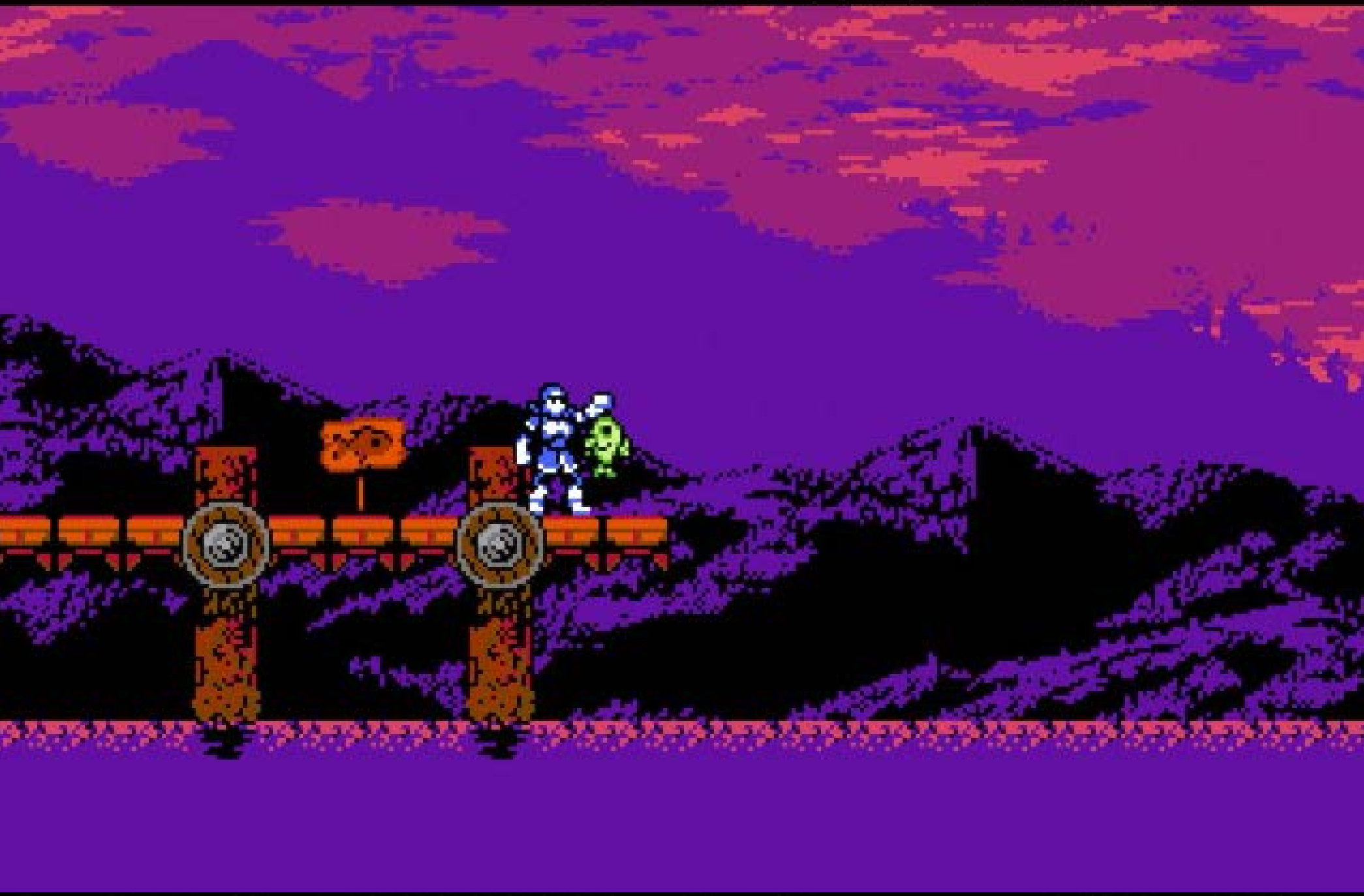
The Transylvania Adventure of Simon Quest is a parody/homage side-scrolling platformer that immerses players in an ominous 8-bit world. The titular hero named Simon Quest has just arrived in Transylvania only to discover his vampire hunting rival has already slain the evil Count Dracula.

2 NEXT-0121210445 ITEM -GRAVEYARD DUCK-
N-■■■■■■■■■■ [-] ♡-049
♣-036 09:00AM



System: Personal Computer
Publisher: Retroware
Developer: Programancer, Retroware
Rating: 'NR' - Not Rated
Release Date: 2025

In both the overworld and in mansions, there are plenty of alternate pathways (and choices) you can make. You may think every mansion has a linear route, but you'll find there are other paths you can take to clear them!



My daughter is very sick.
 She needs a **POTION**.
 Go see my father.



In both the overworld and in mansions, there are plenty of alternate pathways (and choices) you can make. You may think every mansion has a linear route, but you'll find there are other paths you can take to clear them!

System: Personal Computer
 Publisher: Retroware
 Developer: Programancer, Retroware
 Rating: 'NR' - Not Rated
 Release Date: 2025



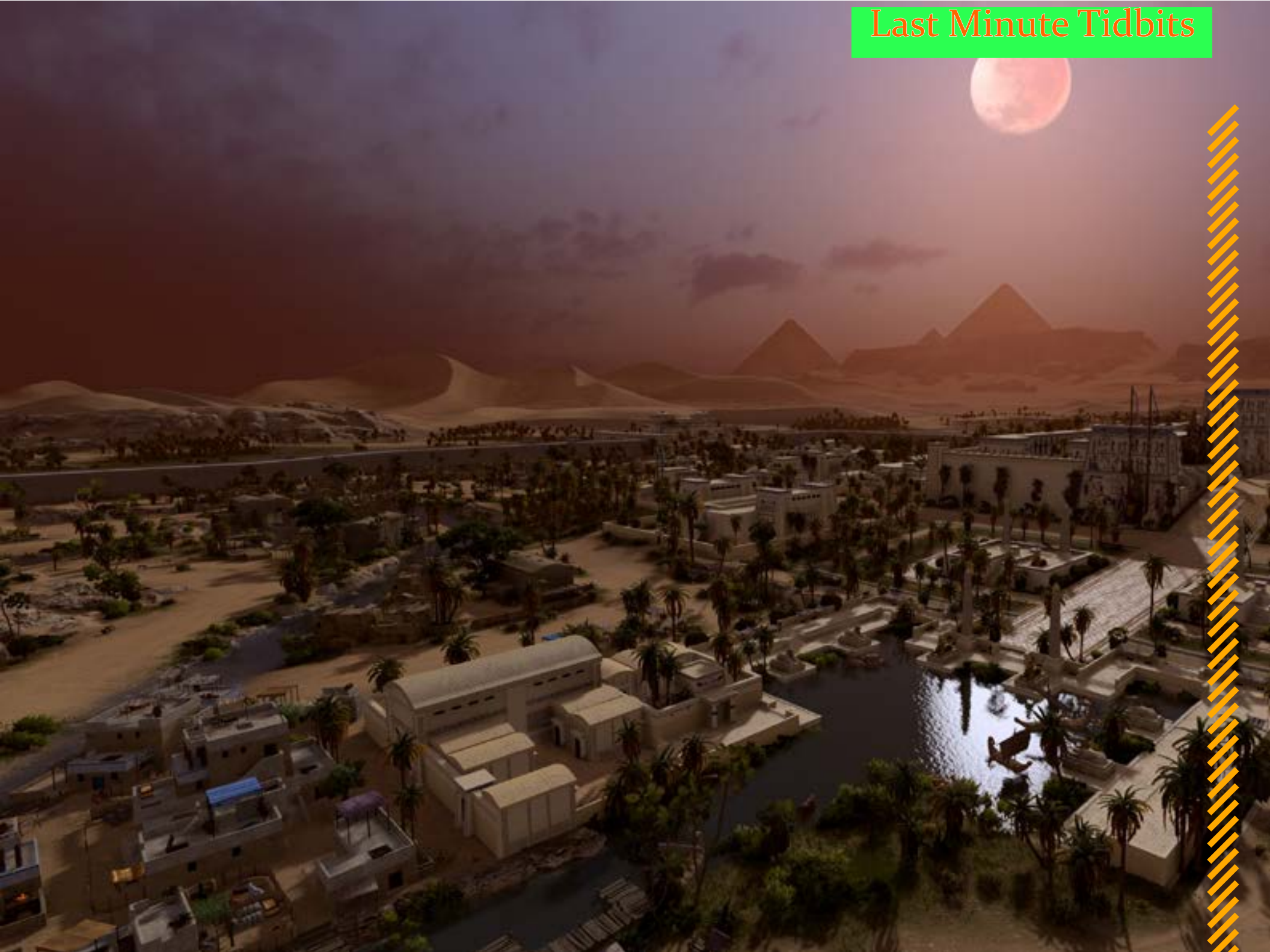
System: Personal Computer
 Publisher: Sega
 Developer: Creative Assembly
 Rating: 'T' - THIRTEEN and OLDER ONLY [Violence, Mild Language, Alcohol Reference]
 Release Date: Out Now

In Total War: PHARAOH immerse yourself in ancient Egypt at the zenith of its power and experience the dramatic events that threaten its destruction. With dynamic real-time battles and incredible turn-based empire management, will you rise to become Egypt's last great Pharaoh, or a conquering Great King of the Hittites?



System: Personal Computer
 Publisher: Sega
 Developer: Creative Assembly
 Rating: "T" - THIRTEEN and OLDER ONLY [Violence, Mild Language, Alcohol Reference]
 Release Date: Out Now

With the Bronze Age Collapse looming and the dark sails of the Sea Peoples filling the horizon the people of Egypt cry out for a new leader. Many desire the power of the throne, but the path to becoming Pharaoh is a perilous one. Unearth a breathtakingly vibrant recreation of the Bronze Age Collapse as you battle societal disarray, face natural disasters and fight to protect your people against waves of invaders.



System: Personal Computer
 Publisher: Sega
 Developer: Creative Assembly
 Rating: "T" - THIRTEEN and OLDER ONLY [Violence, Mild Language, Alcohol Reference]
 Release Date: Out Now

Enemy armies aren't the only challenges to overcome on the battlefield. Lead your soldiers through sudden and dramatic shifts in weather, such as torrential rain and sandstorms, and witness the tides of battle turn as it directly impacts the surrounding terrain. Beware the threat of fire too, as battles can become engulfed in flames, striking and spreading across the battlefield as it burns forests and damages the foundations of enemy settlements.



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)

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Get ready to shake up your play with this 1989
Williams masterpiece! Assume the role of an
earthquake researcher and visit various zones
along the California-Nevada border.

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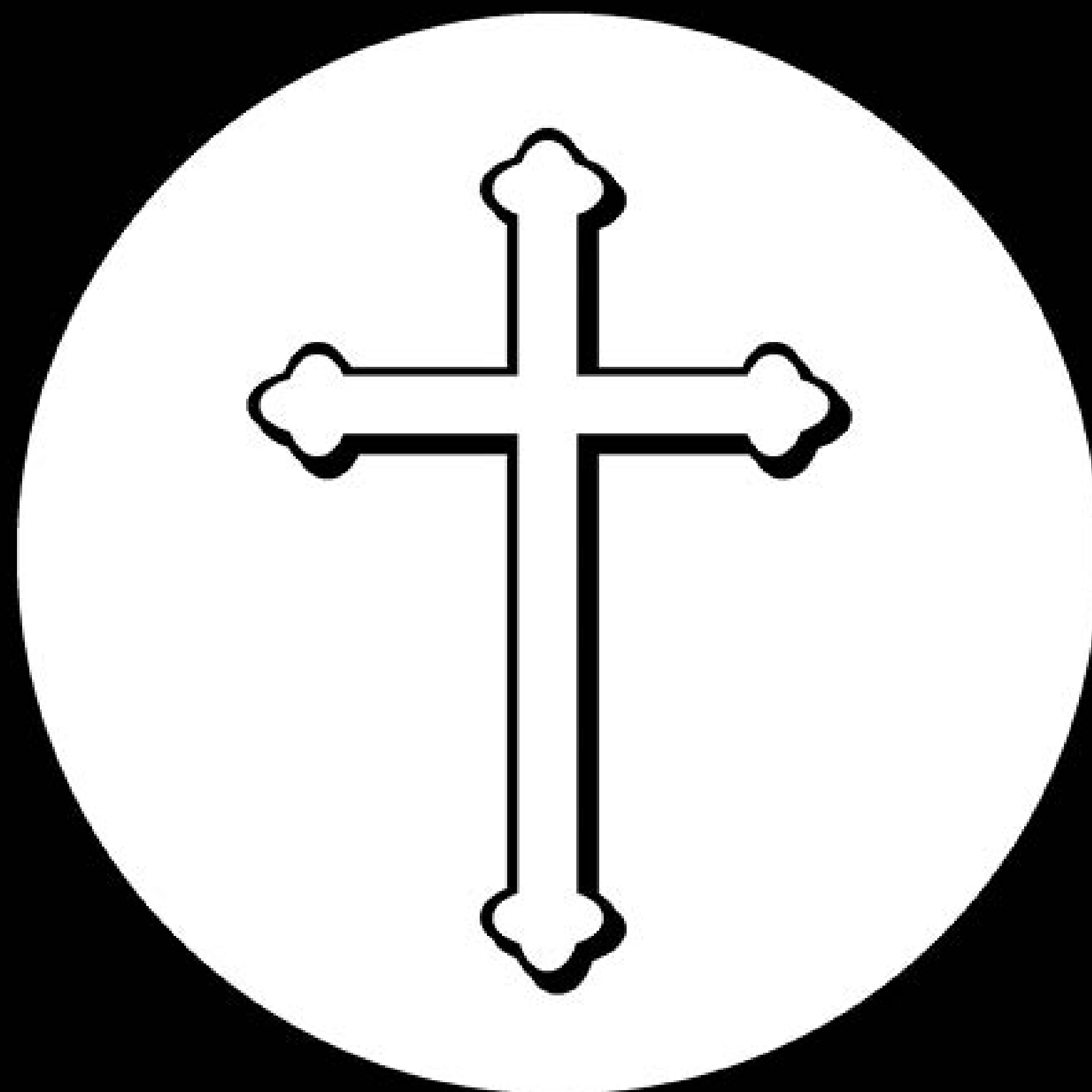
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