



FAMILY FRIENDLY GAMING

The VOICE of the FAMILY in GAMING

TM



Ready for dancing in
Rune Factory Guardians of
Azuma?

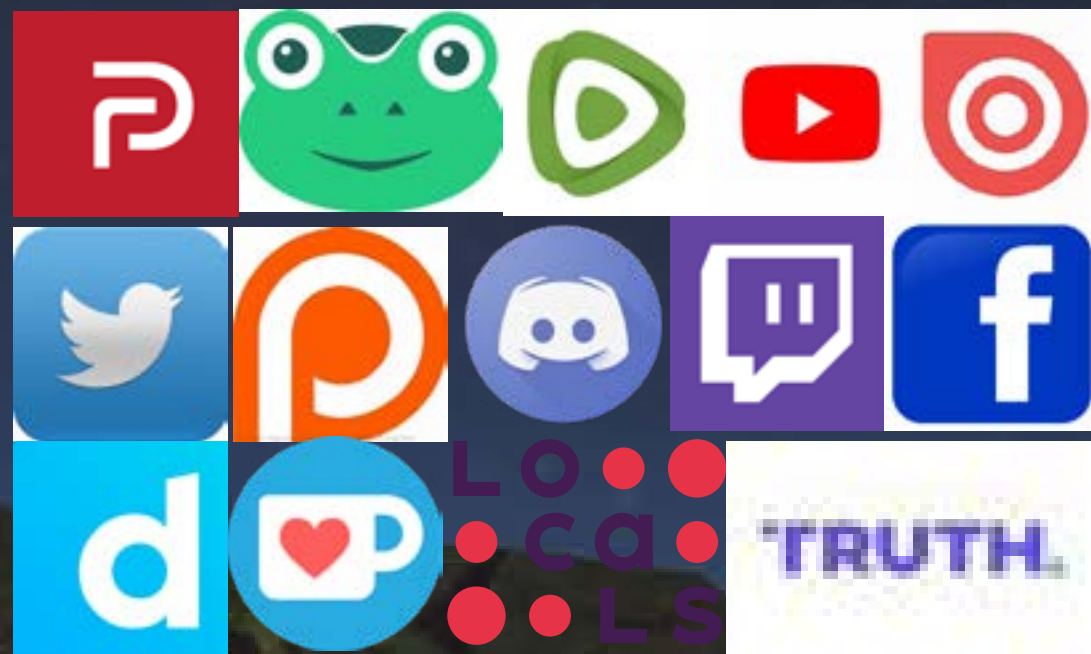
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2025

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Editor's Desk

Video Games

My current plan this year is to get working on the Family Friendly Gaming Devotional May book. Once that book has been released I would like to do some investigations into video game software and find something to play with. I then plan on trying to make a few simple little video games. I have some rather complex ideas for video games that will take some time. I also believe I will need to be experienced to be able to make some of those video games. I do not think it is wise to try and tackle the most amazing, complex, deep ideas on the first try. Learn about the software first. See if the software does what I need it to do.

Over my lifetime I have learned a lot about a plethora of different kinds of software. I have programmed in different languages over my career as well. There are always nuances to the different software and languages. I never stopped learning with different software and languages. There are always faster, better, and more efficient ways of doing things. I expect the same thing to happen with software that makes video games. I actually have made a video game in the past. It is still on the Family Friendly Gaming website. That little AS-CII video game was fun to work on. I also enjoyed making modifications and revisions to it.

I know I have a little time before I finish the Family Friendly Gaming Devotional May book. To be completely transparent I have not even started the book yet. I also know I need to come up with some ideas about the little games I plan on making. As of right now I have zero ideas. I know some of the more complex video game ideas. I will need to find some time to brainstorm ideas. It will probably be like it was with the Temptations of Time. I came up with different ideas for that series during some brain storming sessions. I took some time to be alone with a pen and a notepad and then thought about different ideas. When something interesting came up I wrote it down. Those ideas led to other ideas and eventually there were all kinds of things to do for that project. I expect I will do the same thing for some simple little video games.

To be completely transparent I have started some initial brain storming in terms of ideas for simple little video games to create. For example I was walking Princess and thinking about different styles of games and related idea. Things like what about this kind of a game? I need to look up and see if anyone else has done that kind of a game. It has not gone beyond just the thinking about it phase. I did not write any of those ideas down either. So that is a mistake on my part. To be fair I was more focused on keeping myself and Princess safe from a plethora of different dangers while tak-

ing a walk. There are snakes, cats, dogs that are free, cars, construction and more to deal with on those walks. I never know when some danger is coming right at us. I must be aware of what is going to cause us some issues. There are of course pleasant things to deal with as well. Other people walking their dogs and wanting to compliment Princess and/or me. Neighbors that want to talk about this and that. There are people moving into and out of the neighborhood. Squirrels are always a fascination to me and Princess on the walks. There are some neat birds to see as well. All of this just makes me want to move out to the country again. Get some land, and some animals if you catch my drift.

God bless,
Paul Bury



FEMALE SIDE

Moving On

Everyone that watches our videos saw the one about what happened to Peter. He is dealing with multiple mental issues and decided that moving out was what he wanted. He does not like our rules about no illegal drugs in the house. He does not want to faithfully follow and obey God anymore. This grieves me and Paul quite deeply. The thing is we believe in free will. That means people will make the wrong decisions. It means people will rebel against God. It means that people will take the path of the Prodigal Son. As a parent you do not want that for your child. I do not want that for Peter. Paul does not want that for Peter. We continue to encourage him to do the right thing. We continue to let him know he can repent and turn from his evil ways. We will not force him to do the right thing. We will not demand he get and be better. It sucks for our family.

Think about how much time and money we put into Peter. Countless hours and hundreds of thousands of dollars. It is a slap in the face when he does not respect or acknowledge that. When he chooses a self destructive and selfish path - we wonder what happened to him. How did he get into that. It is easy to blame education, friends, Internet, culture, etc. We went over a plethora of the Holy Bible with him. We encouraged him to pick and choose a path following God. We could drag him back to it, but he would only resent us. Free will means he does the wrong thing. We keep praying for him. We keep teaching him lessons even when he does not want to listen. We continue to love him in the ways of the Lord. Part of that is letting him know we do not agree with his life choices.

I had an uncle that died young because he chose to live for himself. He chose the life of drugs and alcohol. I know that addiction is a potential problem for myself so I stay away from those things. I know that addiction can be an issue, problem, and prison for Peter. He knows that he has a natural weakness to this. Even with that knowledge he chooses that path. I hope and pray that he will choose better in the very near future. Paul and I continue to assist him in ways that do not enable him. For example he totaled his car. We give him rides to and from work from time to time so he can keep bringing in revenue. We encourage him to pay his bills first. Entertainment should always come second.

If you think about it, please pray for Peter. He needs to repent from his evil ways, and turn back to God. He needs to reject that bad things for his body. He needs to embrace the good things,

and get his life on track. One of my sadnesses in relation to Peter is he is wasting so much time right now. To make matters even worse he has offended people that could easily take his life. When you make gang members mad, you may not live very long. I understand when Jesus talked about wanting to bring in His people like a chicken does with the chicks. We want this so bad because we know it is better for them. Yet we let them make their own decisions. We cannot force them to do the right thing. We cannot force Peter to do the right thing. I hope and pray that he changes before it is too late. We still want to see him in heaven in the next life. Again he must choose God over Satan. He must make that choice for himself. We hope and pray he does.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863
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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

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

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

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

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

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

For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

Mission Statement

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

SOCIAL MEDIA TIDBITS

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FamilyFriendlyGaming @FamilyFriendlyGaming · 3d ·

Angel Reese Special
[youtube.com/shorts/1iRm43ms-Wk](https://www.youtube.com/shorts/1iRm43ms-Wk)
 #ffg #video #funny #wow #cool #amazing #family #friendly #gaming #love #cute #angel #reese #angelreese #special #bbq #burger #mcdonalds #yummy #food #foodblogger #foodlover #foodie #foodvlog #foodshorts #good #goodvits #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

Angel Reese Special #food
 YouTube

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Video for FFG Dance Fortnite Emotes Jet Signals
<https://www.familyfriendlygaming.com/Videos/2025/FFG-Dance-Fortnite-Emotes-112.html> #ffg #videos #videogames #gaming #gamer #family #friendly #play #fun #chill #dance #ffgdance #fortnite #emotes

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Video for Mario & Luigi Brotherhood Episode 12 on Nintendo Switch
<https://www.familyfriendlygaming.com/Videos/2025/Mario-n-Luigi-Brotherhood-2.html> #ffg #videos #videogames #gaming #gamer #family #friendly #play #fun #chill #mario #luigi #brotherhood #nintendoswitch

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Video for Paper Mario The Thousand Year Door Episode 59 on Gamecube/Nintendo Switch
<https://www.familyfriendlygaming.com/Videos/2025/Paper-Mario-The-Thousand-Year-Door-10.html> #ffg #videos #videogames #gaming #gamer #family #friendly #play #fun #chill #paper #mario #thousand #year #door

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Live! Broadcast #twitch #livestream #mario #luigi #brotherhood here
[twitch.tv/family_friendl...](https://www.twitch.tv/family_friendl...)

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Cheer us on! #RPG

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SOUND OFF



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

Thank you thank you thank you

Thank you, thank you, thank you, thank you, thank you for the April Devotional Book. I absolutely love it. It is a wonderful and amazing devotional book that really impacts my life. Preach on brother!!
- Kerry

{Paul}: Kerry,

Thank you so much for your kind words of encouragement. They mean a lot to me. It is my hope and prayer to try and get the Family Friendly Gaming Devotional May book done before the end of 2025. I will work diligently to get that going when I have a few minutes here and there to work on it. It is one of those things for me. I work a little at a time and

before I know it - it is done. Some people like to hit home runs here and there. I found a string of singles scores runs better and faster. Plus the whole baby steps methodology has been one I have used for decades.

April Devotional

The April Devotional book is fantastic. Thank you for publishing it. Thank you for releasing it. Thank you for writing it. I really enjoyed it. I want you to know that I recognize you for your wonderful talent on loan from God. Keep up the wonderful work brother. Much love!!!
- Barney

{Paul}: Barney,

Thank you so much for your wonderful words of encouragement. They mean a lot to me and everyone here at Family Friendly Gaming. I keep working hard for the kingdom of God day in and day out. Another day and another opportunity to do God's work. To do things for his Holy kingdom.

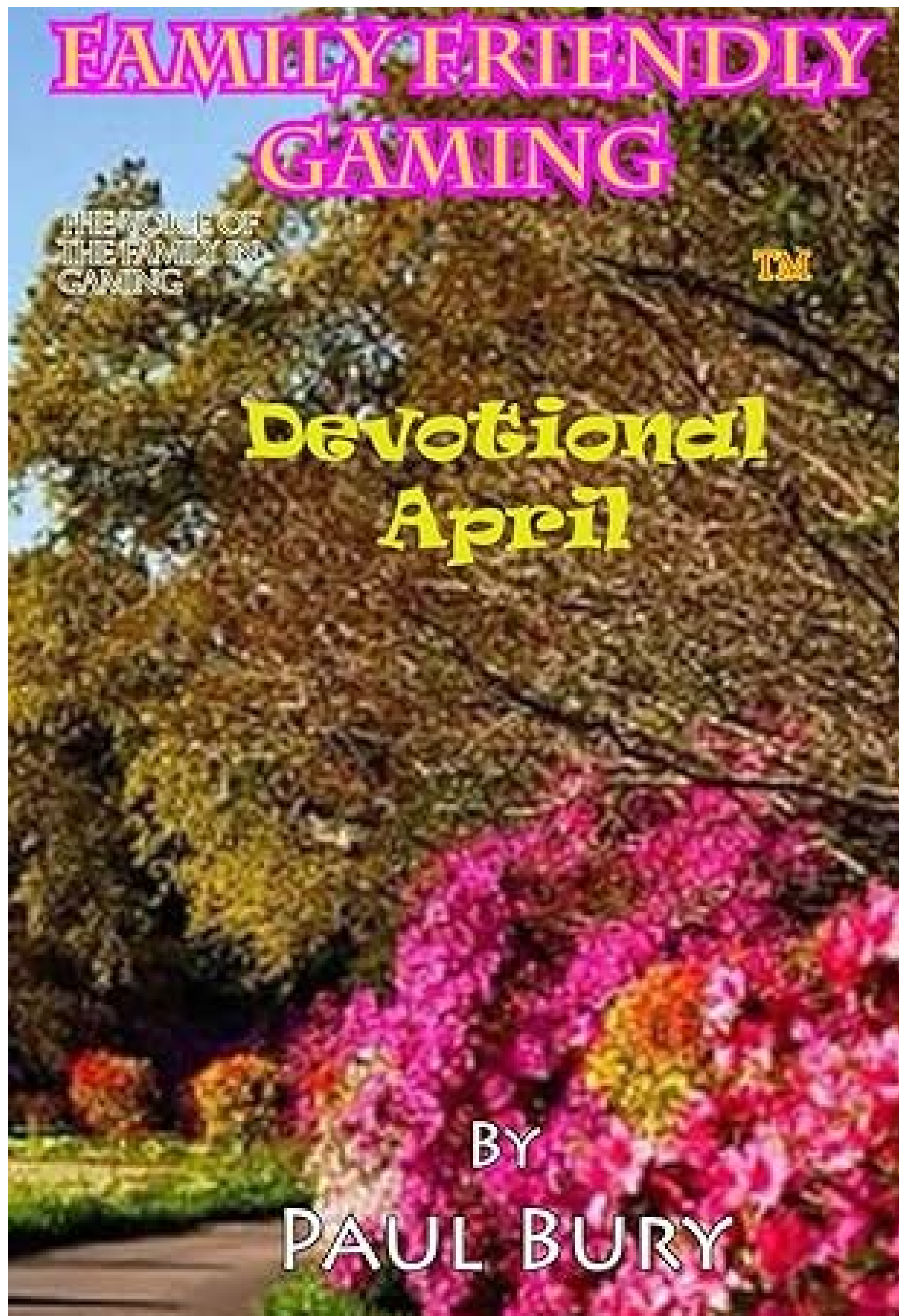
Loved it

The Family Friendly Gaming April Devotional book is amazing. I just finished reading it on Kindle. Thank you for that book. I feel closer to God thanks to your book. Keep up the faith brother. Keep on keeping on. You are a real gem and treasure in the

Kingdom.
- Tom

{Paul}: Tom,

WOW! The feedback has been amazing to the April Devotional book. I am so happy to hear so many people are into it. It really warms my heart. The more sales the books receive the faster I can get working on the next one. It is so soothing to hear so many hearts are being touched by the works God has told me to do. Ya'll are



amazing. I appreciate all ya'll.

But I Don't Get That Perk

I just finished reading your FFG Original article - But I Don't Get That Perk. That is such an amazing viewpoint and perspective. Do you think jealousy is why some people are making complaints like that? Too often people do not look at or consider what special benefits they receive when they complain about what someone else has. It reminds me of Jesus Christ talking about taking the beam out of your eye before trying to take the speck out of your broth-

ers eye. It also reminds me of people in glass houses throwing rocks.
- Sarah

{Paul}: Sarah,

So glad you enjoyed the But I Don't Get That Perk article. It really astounds me when people complain about things like that when they get special perks themselves. You are correct that it is just like the glass houses and rocks. It is also a lot like Jesus talking about the beam and speck in the eyes of the two men.

I find it better to just leave it alone. Different people will do different things. Some people have this as a priority and others have that. I have also seen in my lifetime what happens when people complain about something - everyone winds up losing. I worked at this company where a birthday cake was given once a month. One month it was vanilla and the next month it was chocolate. I do not eat chocolate so I did not participate. I did not complain either. Others did not want vanilla and they complained to ownership about wanting chocolate all the time. Can you guess what the owners did? They stopped providing the cake entirely. All of us lost because of their complaints. I find it is better to just leave it alone. If you do not want to participate then don't. When someone asked me why I did not participate on chocolate months

SOUND OFF Continued



I told them it was not my thing. I also told them I was good. I appreciated it, but did not want to participate. Others respected that. I did not need to go into my body has issues with chocolate.

Fantasian NEO Dimension

I see that Fantasian NEO Dimension is on the front cover of issue #211 of Family

Friendly Gaming. Will you be live streaming that game any time soon?
- Shawn

{Paul}: Shawn,

Great question, and thank you. First and foremost I played Fantasian from start to finish on Apple Arcade. Videos of those live streams are on our YouTube channel, and we are bringing them to our other video channels as time and money provide those opportunities. I do not plan on playing this game again on the consoles at this time. We did buy a copy on the PS5 I think. There are plenty of other games that have gotten zero attention that I would need to focus on first. Now if money starts rolling in and I can do live streaming as a full time job there is a real possibility I would go back to Fantasian. Need more viewers.

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

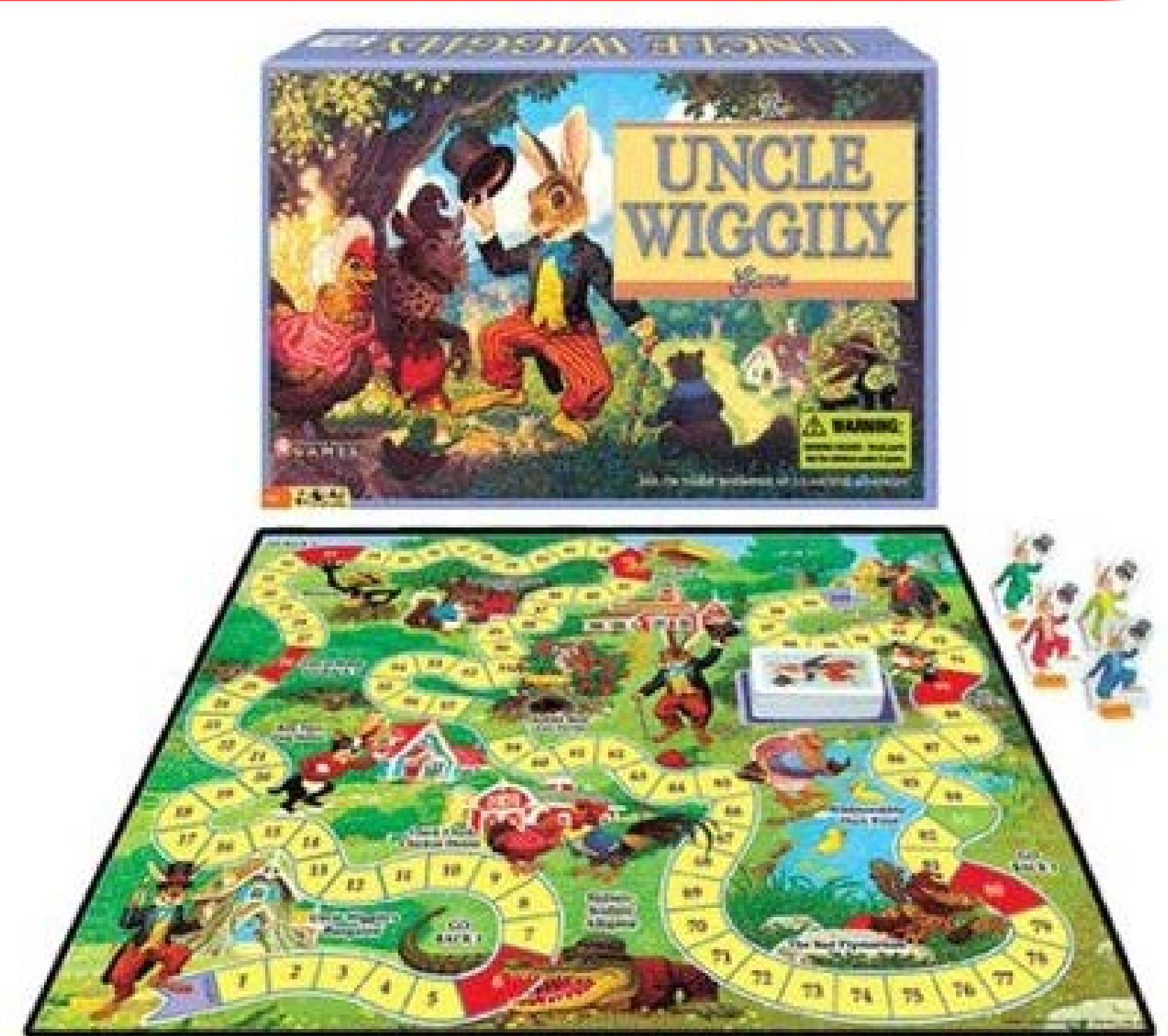


Uncle Wiggily

Kids will love the classic reading game Uncle Wiggily! Designed for ages 4-8, the first player to get their Uncle Wiggily mover to Dr. Possum's office wins the game. Recommended for ages 4-8; 2-4 players. Contents include:

- Illustrated game board
- 4 plastic Uncle Wiggily movers
- Deck of rhyme cards
- Rules

Product Information
 Title: Uncle Wiggily
 Format: Gift
 Vendor: Winning Moves Games
 Weight: 1 pound 2 ounces



UPC: 714043011342
 Ages: 4-8
 Stock No: WW811342

DEVOTIONAL

The Birth Part 3

The book of Matthew in the Holy Bible also gives us information on the birth of Jesus Christ. **Matthew 1:18-19** *This is how the birth of Jesus the Messiah came about: His mother Mary was pledged to be married to Joseph, but before they came together, she was found to be pregnant through the Holy Spirit. 19 Because Joseph her husband was faithful to the law, and yet did not want to expose her to public disgrace, he had in mind to divorce her quietly. Joseph was a good and honorable man that was willing to do the right thing in this situation. He could have had her stoned for her offense.*

How many times in our lives do we make a decision without all of the facts? I know it has happened to me. **Matthew 1:20-21** *But after he had considered this, an angel of the Lord appeared to him in a dream and said, "Joseph son of David, do not be afraid to take Mary home as your wife, because what is conceived in her is from the Holy Spirit. 21 She will give birth to a son, and you are to give him the name Jesus, because he will save his people from their sins." New information came to light that added some*

context and from a very reliable source I might add.

How would you respond to an angel of the Lord? How do you think Joseph responded? Would he be obedient or show some rebellion? **Matthew 1:24** *When Joseph woke up, he did what the angel of the Lord had commanded him and took Mary home as his wife. 25 But he did not consummate their marriage until she gave birth to a son. And he gave him the name Jesus. Joseph trusted and obeyed. Joseph did as he was asked by the angel of the Lord. Could you obey God in your life too?*

Ever wonder why we give gifts on Christmas? **Matthew 2:1-2** *After Jesus was born in Bethlehem in Judea, during the time of King Herod, Magi from the east came to Jerusalem 2 and asked, "Where is the one who has been born king of the Jews? We saw his star when it rose and have come to worship him." Wise men saw the star and were trying to find the new king.*

The current king may not like a replacement. **Matthew 2:3-6** *When King Herod heard this he was disturbed, and all Jerusalem with him. 4 When he had called together all the people's chief priests and teachers of the law, he asked them where the Messiah was*

to be born. 5 "In Bethlehem in Judea," they replied, "for this is what the prophet has written:

6 "But you, Bethlehem, in the land of Judah, are by no means least among the rulers of Judah; for out of you will come a ruler

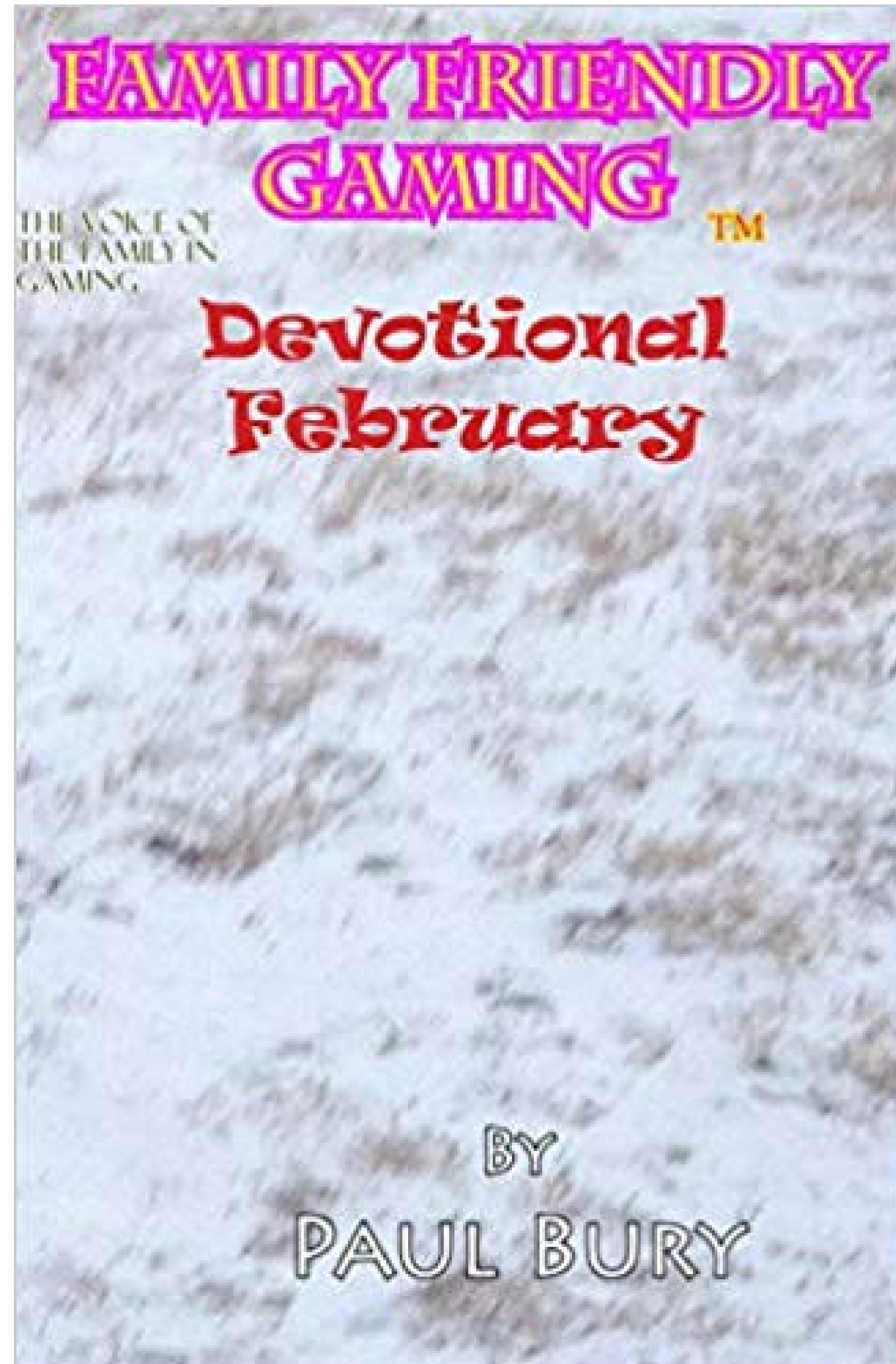
who will shepherd my people Israel." The king also had to figure out where the child would be. I find it interesting that the king was so worried. In that era it was highly likely King Herod would not live long enough for the child to grow up.

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

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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 is now available for the Nintendo Switch™ system, PlayStation®5, and Xbox Series X|S consoles. Previously co-published globally by Marvelous Europe and XSEED Games.

Cuisineer Releases

Marvelous Europe alongside XSEED Games and BattleBrew Productions announced Cuisineer, the roguelite-flavoured dungeon crawler is now available digitally and in a limited physical release for the Nintendo Switch™ system, PlayStation®5, and Xbox Series X|S consoles. Elevating its lauded recipe on PC, the beloved roguelite/restaurant sim now plates its enticing gameplay with fresh ingredients including a scrumptious new wardrobe feature, year-round festivals, and additional sizzling weapons and boosts that are sure to spice things up.

The "Fresh Features Update" will also bring the new content to the Windows PC via Steam version for free to all current owners, and is also available to download today. The "Fresh Features Update" will also be included in the PC release moving forward.

SnowRunner Mack Trucks

Mack Trucks announced the upcoming release of the Mack Dual Pack downloadable content (DLC) for SnowRunner, the popular off-road simulation video game. The new content pack introduces two iconic Mack truck models to the game: the Class 8 Mack TerraPro and Mack Pinnacle.

The TerraPro, typically used for concrete pumper and refuse applications in the real world, can be modified in-game for off-road use. Players can take advantage of its exceptional power-to-weight ratio and built-in, always-on differential lock to maximize cargo loads without compromising power on steep terrain. The Pinnacle stands out in the heavy-duty class with superior fuel capacity and switchable differential lock, offering enhanced range and agility. It can also be equipped with an exclusive log trailer and crane, making it ideal for long-range logging missions.

This marks the first time civilian Mack trucks will be available in SnowRunner, following the successful integration of the Mack Defense M917A3 military vehicle in July 2023. The DLC will allow players to experience the power and versatility of Mack trucks in challenging virtual terrains across the game's diverse environments.

"The addition of the TerraPro and Pinnacle models to SnowRunner demonstrates Mack's commitment to engaging with our audience across multiple platforms," said Cam Creech, senior manager of Partnerships and Licensing at Mack Trucks. "This collaboration allows players to experience firsthand the capability and reliability that Mack Trucks is known for, even in the most demanding virtual conditions."

The Mack Dual Pack DLC will be available on Feb. 11 across all major gaming platforms, including PlayStation 5, PlayStation 4, Xbox Series X and S, Xbox One, Nintendo Switch and PC. Players can purchase the content pack for \$5.99 or regional equivalent beginning Feb. 11, 2025.

SnowRunner, developed by Saber Interactive and published by Focus Entertainment, challenges players to conquer extreme open environments with powerful vehicles while completing tough missions and objectives. Since its release in April 2020, the game has built a strong community of simulation enthusiasts and trucking fans.

Dedicated to durability, reliability and meeting the needs of customers, Mack Trucks has provided purpose-built transportation solutions for more than a century. Today, Mack is one of North America's largest producers of heavy-duty trucks, and Mack® trucks are sold and serviced through an extensive distribution network in more than 45 countries. Mack trucks, diesel engines



and transmissions sold in North America are assembled in the United States.

Mack manufacturing locations are certified to the internationally recognized ISO 9001 standard for quality, ISO 14001 standard for environmental management systems and ISO 45001 standard for health and safety management systems. Mack is also a proud sponsor of Share the Road, an American Trucking Associations public information campaign aimed at enhancing the safety of our nation's roadways.

Mack Trucks is part of the Volvo Group, which is driving prosperity through transport and infrastructure solutions, offering trucks, buses, construction equipment, power solutions for marine and industrial applications, financing and services that increase customer uptime and productivity. Founded in 1927, the Volvo Group is committed to shaping the future landscape of sustainable transport and infrastructure solutions. The Volvo Group is headquartered in Gothenburg, Sweden, employs about 104,000 people and serves customers in almost 190 markets. In 2023, net sales amounted to about \$52 billion.

Basureroes Invasion Releases

Earth's last line of defense is ready to take out the trash—literally! JanduSoft is pleased to announce that the retro 2D action-platformer, Basureroes: Invasion, developed by solo dev Javs Game Studios, is finally here! Suit up, grab your weapons, and prepare for an intergalactic showdown like no other.

Dr. Diogenes is back, but this time the real threat comes from beyond the stars: an alien invasion seeking to conquer the Earth. The Basureroes must prepare to spring into action and save the world. Once again, it's time to take out the trash!

Basureroes: Invasion is coming to Steam, Nintendo Switch, PlayStation 5, PlayStation 4, Xbox Series, and Xbox One!

Basureroes Invasion

Retro visual style that pays homage to the classic action platformers of yesteryear

Basureroes Invasion

A group of heroes with different abilities: running, jumping and sliding is just the beginning

Basureroes Invasion

Co-op multiplayer for up to 4 players—team up and save the world together!



The House of Da Vinci VR Announced

Blue Brain Games, creators of the acclaimed puzzle adventure series The House of Da Vinci, announced that their critically celebrated VR adaptation is coming soon to PlayStation®VR2. Players can now add the game to their wishlist on the PlayStation Store to be notified when the Renaissance adventure becomes available.

Following its successful launch on Meta Quest and Steam VR platforms, where it has been praised as "one of the best puzzle games on Quest," The House of Da Vinci VR will bring its historically authentic world to PS VR2 players. As Leonardo da Vinci's most promising apprentice, players will step into 16th-century Florence to unravel the mystery of their master's sudden disappearance.

"The PlayStation®VR2's advanced features will allow players to experience the intricate details of Leonardo's workshop with unprecedented immersion," said Peter Kubek co-founder and Creative Director at Blue Brain Games. "Every mechanical puzzle and invention has been carefully optimised to take full advantage of the PS VR2's enhanced haptic feedback and precise motion tracking."

Key Features:

Touch and manipulate Da Vinci's inventions with your own hands in an immersive recreation of Renaissance Italy

Solve intricate mechanical puzzles and riddles inspired by Da Vinci's actual designs and manuscripts

Navigate through detailed workshop environments with intuitive controls

Challenge yourself with historically-inspired war machines, complex lockboxes, and escape room scenarios

Uncover hidden objects using unique detection abilities

Manipulate time with a mysterious gauntlet to witness past events and unravel the story.

Next Country Pack Release Date

Imperial ambitions collide in the challenging lands of Central and South Asia. The British Empire is secure in the Raj and Iraq, but has long held designs on influencing oil rich Iran and unconquerable Afghanistan - also targets of an aggressive Soviet foreign policy from the north. Rewrite the history of a region caught between bowing to a larger alliance and homegrown dreams of national strength. Can you defy the odds and possibly



HEARTS OF IRON IV Graveyard of Empires

resurrect the glories of a far distant past?

Choose the fate of a nation seeking a new destiny or ancient prestige in Graveyard of Empires, a new country pack for Hearts of Iron IV.

Follow the historical path of Afghanistan,

India, Iran or Iraq or explore dramatic alternate histories with the rebirth of old empires.

Announcement Trailer for Hearts of Iron IV: Graveyard of Empires
Hearts of Iron IV: Graveyard of Empires includes new content for:

Iran: Iran is a potential great power, hemmed in by the pressure of the Soviet Union and the British Empire. A significant new Focus Tree allows the player to resist the imperial incursions that historically weakened Iran, as well as offering potential for a revived and modern Persian Empire in the heart of Asia.

India: The Raj is the jewel of the British Empire, rich and strategically vital. However, a growing independence movement threatens to disrupt the war effort and dissolve the empire. A large focus tree focused on the struggle of Indian Independence offers many alternate historical paths, including the revival of the East India Company as a corporate nation, as well as the possible freedom of the Princely States, restoration of the Mughal Empire and more.

Iraq: Take control of this British client state and try to chart your own path, embracing the calls for pan-arab nationalism and siding with the axis against the allies. Manage the many competing ethnic and religious factions in Iraq and develop the strategically important oil fields.

Afghanistan: The historic Graveyard of Empires, isolated from the wider war, offers many alternate paths. Continue the historical path of neutrality and isolation, or choose the road of rapid industrialization and building a new power in the mountains of Central Asia.

Hearts of Iron IV: Graveyard of Empires also includes new art, with more leader portraits, infantry models and unit models.

Hearts of Iron IV: Graveyard of Empires will be available on March 04, 2025 for the suggested retail price of \$14.99/ £12.79/ €14.99 and is also available as a part of the Hearts of Iron IV Expansion Pass.

Ashen Arrows Releases

Ashen Arrows, the award-winning VR archery adventure that has already shot Pico (China) players in the heart, is now taking aim and launched worldwide on Meta, Steam, and Pico.

Developed by Rusty Pipes Games and published by VRKiwi, this mythic journey through Norse legend has already claimed its first victory, winning Best VR Game at the Tencent Games Without Borders Awards.

In an age of chaos, even the false gods must sometimes take a step back and let mortals take the shot. But luckily, you are no mere hunter, fate has fletched your path toward legendary status!

Wield bow & arrow blessed by the divine, lay cunning traps, and face relentless foes from both Midgard and beyond. Let your arrows hail down upon all that stand in your way, from bandits and monstrous beasts to fire-breathing dragons.

Whether you carve out your saga alone or band together in co-op, every battle will challenge your skill and test your honor.



Key Features

Master VRchery: Hone your skills with an intuitive bow and arrow system designed for tactical depth and precision. Discover for yourself why Ashen Arrows won the Best VR Game award!

Two Game Modes for Viking Warriors:

Saga Mode: Embark on an epic single-player campaign filled with puzzles, deadly trials, and the heroic rise of a Viking archer.

Bastion Mode: Team up in a roguelike co-op mode with up to two additional allies. Defend your stronghold against relentless enemy waves, battle through hardcore modifiers, and test your might in endlessly replayable skirmishes. Three bows are better than one!

A World Steeped in Norse Mythology: Battle legendary creatures, earn divine blessings, and uncover the secrets of the Ashen Arrow.

In The News Continued

Tropico 6 DLC Return to Nature Blossoms March

Publisher Kalypso Media and developer Realmforge Studios, under the wise and dictatorial...uhm...fatherly guidance of El Presidente, are delighted to announce Return to Nature, the latest DLC for the critically acclaimed strategy game Tropico 6. With a helping hand (and a warm smile) from environmentalist Sunny Flowers, transform Tropico into a lush, eco-friendly paradise when the DLC blooms on PC, Xbox Series X|S, Xbox One and PlayStation®4|5 on March 6, 2025, for \$12.99.

Tropico 6 – Return to Nature introduces 15 new nature-themed buildings that seamlessly blend innovation with environmental harmony, perfectly aligned with Sunny Flowers' green vision. From the Forest School fostering eco-conscious education to the Outdoor Gym promoting sustainable fitness, these additions enhance your island's development in an eco-friendly way.

Alongside this, the DLC includes the brand-new scenario mission El Árbol De Maravilla. In this tutorial-like mission, green revolutionaries team up with El Prez, Penultimo, and Sunny Flowers to nurture the Biggdrasil—a magical

world wonder and another new building that enhances agriculture, strengthens the wood industry, or boosts economy and diplomacy across four eras. While the scenario sets the stage, the true focus of Return to Nature lies in its extensive architectural expansion, offering fresh opportunities to build a greener Tropico.

Sunny Flowers also embraces Tropico's new Nature Value, a system that rewards eco-conscious planning. Planting trees or utilizing the Biggdrasil increases the Nature Value, which in turn boosts the efficiency of some new buildings, depending on the level of Nature Value. The DLC also implements three new edicts to further Tropico's eco-renaissance, a nature-themed suit, and four scenic Biggdrasil statues for the palace garden.

Tropico 6 - Return to Nature Features:

Treehugger's Paradise: In Tropico 6 – Return to Nature you build your way to a greener Tropico with 15 new buildings, including Forest Schools, Tree Houses and the iconic Biggdrasil – the island's first homegrown world wonder and the first one you can customize.

'El Ábol De Maravilla': Play through a new scenario, designed to help you find your way to get the most out of nature's abundance. The

Optimize & Innovate: Utilize logic gates to sort ants on different parameters to create efficient workflows.

Evolve Your Workforce: Upgrade ants into specialized castes like drones, diggers, and inventors.

Unlock New Tech: Progress through a tech tree to access powerful upgrades and abilities.

Explore & Expand: Fly to nearby islands, uncover colorful biomes, discover new plant species, and harvest their resources.

Reproduce: As with all life, your goal is to reproduce! Gather up enough resources to build young queens to let them fly out and start new colonies!



Microtopia Releases

Cordyceps Collective and Goblinz Publishing are thrilled to announce that Microtopia, a fresh automation game with a quirky futuristic aesthetic and a unique twist, is out on PC via Steam and GOG for a base price of 19,99 USD, with a 10% launch discount for the first two weeks.

In Microtopia, you'll manage a colony of robot ants, design a network of transport trails, explore unique environments, and expand your settlement.

Your goal? To reproduce! Create young queens that will fly out during the nuptial flight to spread to distant lands, starting the cycle anew.

KEY FEATURES

Establish Your Colony: Deploy your queen to build a thriving ant colony in a world of electronic waste.

Command Your Ants: Use trails and buildings to guide your ants as they collect materials, produce goods, and feed the queen.

In The News Continued



scenario map is also available for you to tinker around in sandbox mode.

Make Tropico Green Again: Flex your power with 3 new edicts like 'Reforestation', 'Natural Reaction' and 'Tropical Paradise' edicts – because you care.

No Greens, No Glory: Introducing the new

'Nature' value, a fresh, not to say organic, metric that works similar to the 'Beauty' value. Keep it high and revel in the 'harvest' from your new buildings.

Impress Sunny Flowers: Spruce up your style with your new Nature Suit and adorn your palace garden with one of 4 scenic Biggdrasil statues.

Echoes of Spellcraft Releases

Independent game studio Fossil Circuit announces its first major update for Echoes of Spellcraft, a roguelike deckbuilding game with real-time combat, that now also features a new game mode. Available now on Steam Early Access for \$13.99, the new Abyss Mode will challenge you to face endless waves of enemies, last as long as you can, and grab rare loot after each run.

Breaking away from traditional turn-based mechanics, Echoes of Spellcraft introduces an innovative real-time combat system where players must constantly adapt to enemy movements and strategically use spells to emerge victorious. With spell synergy at its core, players can boost their combat effectiveness by collecting spells of the same category, adding depth and variety to every battle. The game also features a wide array of items and ultimate skills. While some items provide powerful buffs, others introduce potential risks, making every decision impactful.

In its Early Access version, Echoes of Spellcraft now features three distinct modes:

[NEW] Abyss Mode: Players will face endless hordes of enemies while solely focusing on combat while trying to stay alive as long as possible. Each wave has a distinct set of goals and players can get their hands on rare loot after finishing each one.

Casual Mode: Players can move freely using a keyboard, mouse, or controller to dodge attacks and unleash skills, fighting for survival as long as possible.

Deck-Building Mode: Players craft their decks while navigating random events. Unlike Casual Mode, characters cannot move freely but rely on teleportation spells for positioning and dodging. This limitation increases the complexity and challenge of battles.

Fossil Circuit is actively developing additional game modes, promising more exciting content in the near future.

100+ Spells and 50+ Bosses: Explore over 100 unique spells and face off against more than 50 distinct bosses. Combined with 8 hero abilities, the game offers endless deck-building possibilities.

Unique Heat and Overload System.

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?

We really need some more dance video games that use the Kinect sensors. I personally do not care about the music. I care about the exercise. Especially over the winter when it is too cold to go out to my shed and work out. Plus it is always nice to get some cardio exercise all year long. There are fantastic ideas like having a completely Christian play list to a dance video game that uses our skeleton to determine if we are doing the moves right. Plus there are so many issues with the phones and Joy Cons on current Just Dance video games. Ubisoft needs to seriously improve those con-

trols to make it semi fun. We have discovered if you do the leg moves and the arm moves the controls do not score or register properly on most songs. If you do just the arm movements it scores better. How sad it that? The current Just Dance video games are encouraging less movement and less exercise. It was so much better on the Kinect.

Current and modern video game machines needs to seriously upgrade the movement controls. I have had issues with boxing games on the Nintendo Switch not registering the moves properly. I get so frustrated when I do the punching movement perfectly and the game says I completely missed it. I have video recordings and video proof that I did it right. The game is what is broken. In the year of our Lord 2025 it is so aggravating that these controls do not register properly. It gets even more annoying when we must

log into their servers to play these dances. Lag and other glitches mess up the scoring. The Kinect and Kinect 2 sensors from the past registered so much better. How can we go backwards in technology in the video game industry? How can newer machines be a worse experience?

I am about to the point of going back to older dance video games and playing them because they were a better experience. We are at a point where newer is not always better. How have your experiences been in terms of exercise and dance video games? Technically dance video games are exercise video games. There are so many different exercise video games I want to mess around with. I even found some back on the 8-Bit NES. I wonder how good they were. I hope and pray to find out. Maybe someone could do a retro exercise video game with chip-tune songs.

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?

Lego Horizon Adventures

SCORE: 68

I live streamed Lego Horizon Adventures from the start of the video game until the end of it. It took me just under six hours to completely go through

Lego Horizon Adventures and watch all of the end credits. Why is everybody and their brother mentioned in the end credits of Lego Horizon Adventures? People who had no part in making the game like HR, Legal and Finance are included. The PR and Marketing that failed Family Friendly Gaming are also mentioned.

The issues families can have with Lego Horizon Adventures are violence, bad language, promotion of false gods/goddesses and more. We have a town that we can customize and build while we play through Lego Horizon Adventures. There are four main areas to go through in Lego Horizon Adventures. There will be spoilers in my review of the Lego Horizon Adventures video game. We can dress our character up in different costumes like a carrot.

The storyline revolves around this young lady found as a baby in a mountain. Her name is Aloy. She is destined to be somebody. She winds up fighting off some evil blob looking thing that wants to destroy everything. She gets friends along the way. Players can pick from the different characters if they so choose. I decided to stick with the main character while playing Lego Horizon Adventures.

We have a couple of different areas in Lego Horizon Adventures. We have areas where

we move along, and collect treasure - usually studs. Then we have fighting areas. There are grass areas to hide in from the enemies in Lego Horizon Adventures. Once we launch an attack the enemies know where we are. I tested some things that should have worked but did not. For example. I took an enemy out from the grass and then snuck over to another patch of grass. The enemies found me instantly. Which should not be possible.

There is plenty of humor in the dialogue in Lego Horizon Adventures. The obsession over donuts is funny - at least to me. After you beat Lego Horizon Adventures really fast you can go back and do different things in the levels for more gold bricks and to unlock more. Why though? There are hand held Lego games that last longer than Lego Horizon Adventures which is a console video game. To make matters worse there

are areas that are re-used multiple times in Lego Horizon Adventures. A lot of Lego Horizon Adventures feels lazy to me.
- Paul

System: PC/Nintendo Switch/PS5
Publisher: Sony Interactive Entertainment
Developer: Guerrilla Games
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Language}



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

Microsoft Flight Simulator 2024

Flight Simulator
SCORE: 76

The most detailed digital twin of the world

Our largest fleet of aircraft

I tried to find a physical copy of Microsoft Flight Simulator 2024 for months. The packages that contain cases cost around one hundred and thirty dollars, but contain a digital download code. That does not fit under my definition of a physical copy. I decided to go with the cheaper digital download code only for seventy dollars. A case with just a code in it costs that much more Microsoft?

We have fiber optic for our Internet. Every single time I tried to play Microsoft Flight Simulator 2024 there were Internet issues. Microsoft Flight Simulator 2024 would lock up, lag, take a long time to load and more. I feel that is on Microsoft's servers and not our end. It is still really annoying. I want to play games totally offline from a disc or cartridge. This forcing us onto servers is so irritating. The experience is so much

worse.

When you finally do get into the game Microsoft Flight Simulator 2024 has graphical glitches, audio glitches, and feels half baked. There are some nice looking areas and places in Microsoft

Flight Simulator 2024. Tutorials can be played in career mode or you can try your hand at the license. I passed even though I crashed multiple times. That plane likes to stall out way too often. What is that about?

There are some challenges that can be performed to

play different planes in Microsoft Flight Simulator 2024. I liked the fighter jet one where we needed to be as close to the ground as possible. We can also fly around the world with planes we have

already unlocked. Expect to put some time into this glitchy game if you want to fly all kinds of cool and interesting planes. We get a license, put in time in the air, and can then pick other licenses to try for.

Landing and take off are hard in Microsoft Flight Simulator 2024. I did not have much fun with either of those. The planes are way too sensitive and it is extremely challenging to keep the planes in the air at certain times. I noticed the plane would want to keep going lower on me. I wish Microsoft Flight Simulator 2024 was better. Thing is it has been out for a few months so by now they should have worked out the kinks. - Paul



Enhanced physics and aircraft systems



Pursue your aviation career

System: PC/Xbox Series X
Publisher: Xbox Games Studios
Developer: Asobo Studios
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 80%
Sound: 79%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Factor: 80%

FUTURE GLIMPSES HEART HOME



by
Paul Bury

System: Nintendo Switch/PC/PS4/
PS5/Xbox One/Xbox Series X
Publisher: Outright Games
Developer: 3DClouds
Rating: 'E10+' for Everyone TEN
and OLDER ONLY {Fantasy Violence}

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

Transformers Galactic Trials

SCORE: 67

If I live stream a video game and do not make it to one hour then you know there is something majorly wrong with that video game. Transformers Galactic Trials is a great example. I stopped playing Transformers Galactic Trials at the fifty-one minute mark. That was stretching it because I could tell there were serious issues with Transformers Galactic Trials. To make matters worse I do not like this game.

the other characters from the right and left. We also can boost with energon,

Transformers Galactic Trials starts great with a wonderful story about finding these artifacts and saving Cybertron. Then we go into a tutorial that teaches us how to play this half and half video game. Okay maybe Transformers Galactic Trials is more like seventy-five to twenty-five. What am I talking about? The two kinds of game play there are in Transformers Galactic Trials.

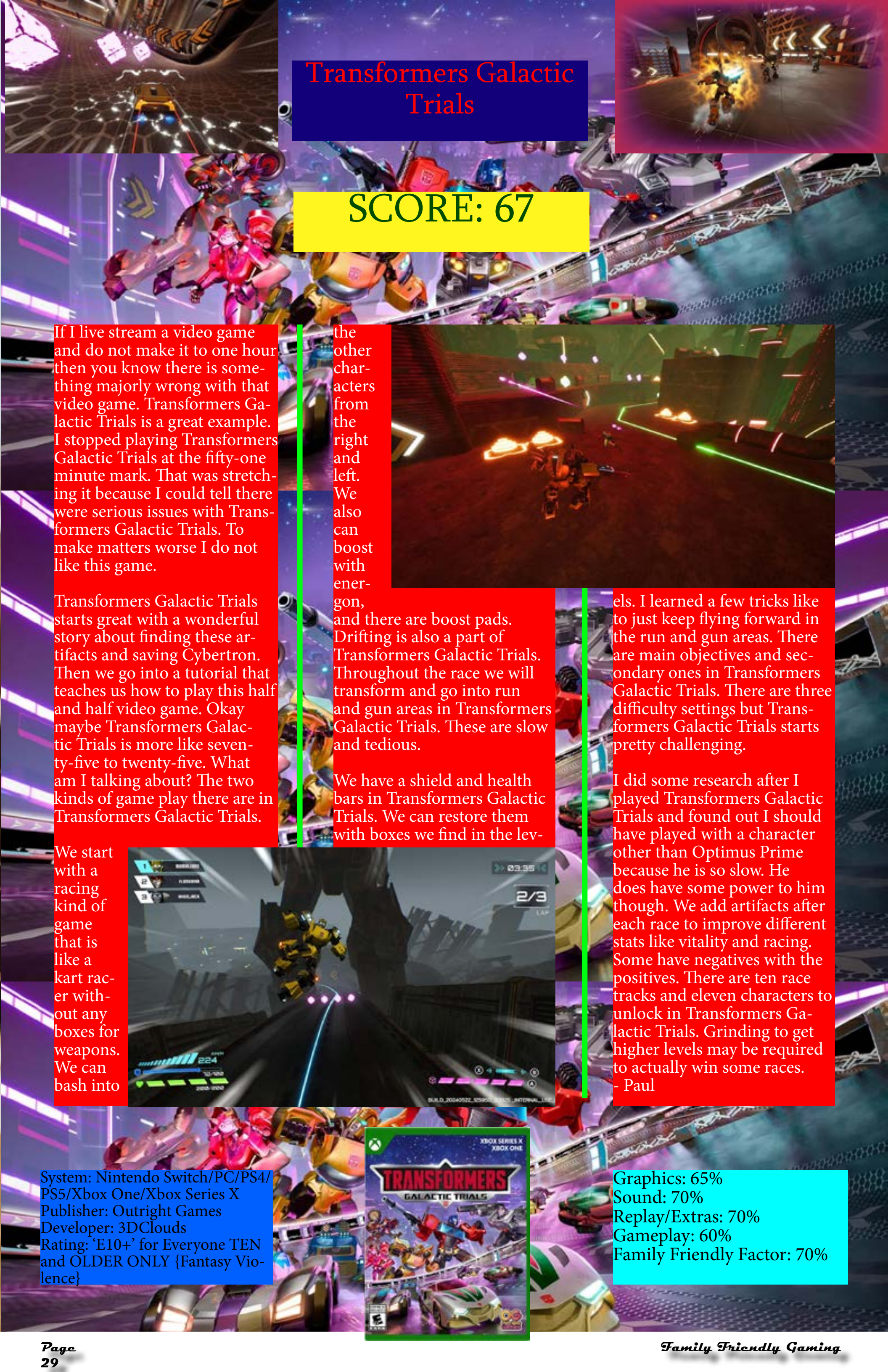
and there are boost pads. Drifting is also a part of Transformers Galactic Trials. Throughout the race we will transform and go into run and gun areas in Transformers Galactic Trials. These are slow and tedious.

We have a shield and health bars in Transformers Galactic Trials. We can restore them with boxes we find in the lev-

els. I learned a few tricks like to just keep flying forward in the run and gun areas. There are main objectives and secondary ones in Transformers Galactic Trials. There are three difficulty settings but Transformers Galactic Trials starts pretty challenging.

I did some research after I played Transformers Galactic Trials and found out I should have played with a character other than Optimus Prime because he is so slow. He does have some power to him though. We add artifacts after each race to improve different stats like vitality and racing. Some have negatives with the positives. There are ten race tracks and eleven characters to unlock in Transformers Galactic Trials. Grinding to get higher levels may be required to actually win some races.
- Paul

We start with a racing kind of game that is like a kart racer without any boxes for weapons. We can bash into



Hot Wheels Monster Trucks Stunt Mayhem

SCORE: 70

In just under four hours I completed played Hot Wheels Monster Trucks Stunt Mayhem and watched the cred-

its. There are twenty monster trucks to play with in Hot Wheels Monster Trucks Stunt Mayhem. At the start of Hot Wheels Monster Trucks Stunt Mayhem two of them are unlocked. The main reason to play through Hot Wheels Monster Trucks Stunt Mayhem is to unlock all of the different monster trucks.

All we do in Hot Wheels Monster Trucks Stunt Mayhem is go around arenas and crush things. We collect coins, jump, do tricks, run over cars, smash small houses and more in Hot Wheels Monster Trucks Stunt Mayhem. I have to admit that after awhile Hot Wheels Monster Trucks Stunt Mayhem gets pretty boring. How many times can you crush so many things and get the target score? Maybe that is just me.

Hot Wheels Monster Trucks Stunt Mayhem is on the easy side so children should be able to play and progress. If you never get tired of crushing things with a monster truck then Hot Wheels Monster Trucks Stunt Mayhem might be up your alley. I was honestly hoping for some cool races. Like the other recent Hot Wheels video games, Hot Wheels Monster Trucks Stunt Mayhem does not quite measure up to them.

The controls can be quirky at times in Hot Wheels Monster Trucks Stunt Mayhem. Sometimes I would land it and other times I could not land right. Thankfully there is a quick reset in Hot Wheels Monster Trucks Stunt Mayhem. I learned to use that reset and get back to hitting that target score to progress onto the next arena or boss. Hot Wheels

Monster Trucks Stunt Mayhem is generally family friendly.
- Noah

There are "boss battles" in Hot Wheels Monster Trucks Stunt Mayhem. Those provide a little bit of variety to Hot Wheels Monster Trucks Stunt Mayhem. We have to get to certain points in Hot Wheels Monster Trucks Stunt Mayhem to unlock cool moves like being able to take a ramp up and then upside down in Hot Wheels Monster Trucks Stunt Mayhem. That was more interesting that going around the arenas that felt pretty much the same to me.



System: Nintendo Switch/PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Gamemill Entertainment
Developer: 3DClouds
Rating: 'E' - SIX and OLDER ONLY



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

VIDEO GAME LIES



by Paul Bury
Version 3

BUY IT NOW RIGHT HERE

Edens Zero #18

SCORE: 68

I am grateful I had the \$10.99 to purchase a copy of the Edens Zero #18 manga book. The chapters within Edens Zero #18 are one hundred and fifty to one hundred and fifty-eight. There will be spoilers in my review of the Edens Zero #18 manga book. Edens Zero #18 starts out with Rebecca in the future where she lost her legs. Edens Zero #18 ends with Shiki and Rebecca getting to Witch only to see her partially dismantled and looks dead.

The issues families can have with Edens Zero #18 are lack of attire, enticement to lust, violence, false gods, blood, gore and more. The cheating done in the card game is very interesting to me. I love how Rebecca is able to trap her opponent in the cheating. Rebecca tried her Cat Leaper power and moved the cards around.

that she also had a five of that same suit. Her opponent did not notice there were only four cards on the table from Rebecca. The only way there could be two fives

She also picked a different card, and still her opponent got the five, and she got an one.

Can you guess how Rebecca proved her opponent was cheating? There are only four cards numbered one to five. Rebecca fell to the floor and hid the number five card in her dress between her breasts. After her opponent pulled a five she flashes

is if that other lady was cheating. Very clever.

There are different characters that get into one on one fights in Edens Zero #18. I am noticing this is a pretty common trend in a lot of the anime and manga in this genre. Also from this author. There are plenty of these in Fairy Tail as well. Different characters use their powers to defeat their opponents. When the "good guys" are losing they come up with some way to overcome. Things do look bad in certain parts of Edens Zero #18.

There are some really big league characters in Edens Zero #18 that are fighting and getting ready to fight in Edens Zero #18. We also find out that one of the characters in Edens Zero #18 is plotting for those big league characters to fight one another. He hopes that at least one of them will die. Yes that character is pretty sick in the head. Nothing new for this manga series though.
- Paul

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



Graphics: 62%
Writing: 69%
Replay/Extras: 70%
Story: 75%
Family Friendly Factor: 65%

My Hero Academia Vol 16

SCORE: 69

The raid on the Yakuza underground base where the little girl begins in My Hero Academia Vol 16. The chapters found within My Hero Academia Vol 16 are one hundred and thirty-eight through one hundred and forty-seven. This saga grows the franchise in some interesting ways. There will be spoilers in my review of the My Hero Academia Vol 16 manga book. My Hero Academia Vol 16 cost me \$9.99.

The issues families can have with My Hero Academia Vol 16 are violence, blood, bad language, lack of attire, enticement to lust, and more. The heroes are slowly dropping one by one as they must fight and secure different villains that are left in their path. The whole point is to delay the heroes so the main bad guy can escape. I like the different art pages between some chapters and at the end of

then release it later on. The villain winds up going down sort of. It is a bit of a draw, but the villain has some honor and shows them to the infirmary. Red Riot got pretty messed up in that fight. My Hero Academia Vol 16 talks about keeping

the My Hero Academia Vol 16 manga book.

I found the fight with Fat Gum and that fighting villain very interesting in My Hero Academia Vol 16. Fat Gum stores up all this fat as energy and can

your spirit and faith up that you can still win. If the opponent makes you think there is no way you can win then you lose. It is a neat little concept within My Hero Academia Vol 16.

There is a villain in My Hero Academia Vol 16 that can be within the walls and even make them come down and crush the heroes. They are fighting their way through but it is obviously a pain when it comes to getting through this underground maze. The fighting is not over and the little girl has not been saved as of yet. I expect that will happen in the next manga book.

My Hero Academia Vol 16 does more than have super heroes and villains fighting. Different concepts and ideas are being discussed by both sides.
- Paul



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



Graphics: 61%
Writing: 72%
Replay/Extras: 75%
Story: 74%
Family Friendly Factor: 64%

Left Behind Rise of the Antichrist

SCORE: 73

I am always looking for opportunities to bring in Christian entertainment for review. On Black Friday 2024 I purchased a copy of Left Behind Rise of the AntiChrist on DVD. Yolanda and I recently watched this movie that lasts one hour and ten minutes. There are plenty of extras within Left Behind Rise of the AntiChrist. There will be spoilers in my review of this movie. The issues families can have with Left Behind Rise of the AntiChrist are violence, blood, and an attack.

I need to get something out in the open. I prefer the Kirk Cameron Left Behind movies. I am a big fan of Kevin Sorbo. I am not a fan of the plethora of changes within Left Behind Rise of the AntiChrist from the previous series. I am also not certain why the series of movies was rebooted. Why start over. They could have kept making the movies with different actors. Starting over with a different group, and then doing another movie eight years later is going to



draw comparisons.

The Rapture happened in the previous movie. The world is dealing with all of the good people being gone. There are predictive computer models that a second wave of vanishings will happen. Left Behind Rise of the AntiChrist does a good job of bringing in current and modern themes like COVID, fake news, and governments attacking the truth by calling it a conspiracy theory. The media is used in Left Behind Rise of the AntiChrist



as an arm of the government. I really liked all of those more modern themes being used in Left Behind Rise of the AntiChrist. The second vanishing does not happen but the media reports it to keep people scared.

Different people come to faith in Left Behind Rise of the AntiChrist thanks to learning the truth. The Bible is blocked and banned online. That way people cannot get educated. They must go to the physical copies of the Bible. Even church websites are blocked and banned online. Abuses by tech companies to hurt Christians is nothing new. There are a few areas Left Behind Rise of the AntiChrist could have improved upon. Some of the smaller roles did not look right. Like the men coming in as Security, or the costume fit for other security guards.

Left Behind Rise of the AntiChrist does a good job with the themes of redemption and finding the truth. The characters accept God even though their lives are going to get really bad really soon. That takes courage. - Paul

System: DVD
Publisher: 101 Films
Developer: Stonagal Pictures
Rating: 'NR' for Not Rated



Video: 65%
Audio: 75%
Replay/Extras: 80%
Functionality: 65%
Family Friendly Factor: 80%

Justice League Crisis on Infinite Earths Part Two

SCORE: 67

If you did not realize it by now I am one of those people that once I have an opportunity I take it. I have a movie night pick recently and I decided to select Justice League Crisis on Infinite Earths Part Two. I also have the third part of this movie series awaiting my attention. I decided to get some more progress in this really odd animated movie series. What is with the art in Justice League Crisis on Infinite Earths Part Two?

The issues families can have with Justice League Crisis on Infinite Earths Part Two are violence, bad language, blood, false gods, magic, and more. There is sexism and hatred against men in Justice League Crisis on Infinite Earths Part Two. The multiverse belief set is taught in Justice League Crisis on Infinite Earths Part Two. That is how DC Comics can have all these different versions of the same characters.

There will be spoilers in my review

of the Justice League Crisis on Infinite Earths Part Two movie. The Monitor finds a Krypton that explodes and watches. Kara Zor-El is in an escape pod and crashes into the ship of the Monitor. She is in his view. The computer assistant brings Kara into the ship and they wind up teaching her how to be a watcher but not interfere with things. Kara eventually leaves to get involved with saving people.

We are fast forwarded to modern day and learn about



Psycho-Pirate. He is given the ability to traverse across worlds in Justice League Crisis on Infinite Earths Part Two. Dr. Fate gave him that ability for some reason. The Monitor gives some of his life force to Kara and to the Psycho-Pirate. There is a being behind the attacks on the different worlds in Justice League Crisis on Infinite Earths Part Two. He is named the Anti-Monitor.

The Anti-Monitor is attacking the worlds trying to destroy all of them. Psycho-Pirate decides to help him, and manipulates Supergirl into attacking and it looks like killing the Monitor in Justice League Crisis on Infinite Earths Part Two. The rest of the heroes are fighting shadows that merged into one major giant creature near the end of Justice League Crisis on Infinite Earths Part Two. I hope this wraps up in the next movie. - Paul

System: Blu-ray
Publisher: Warner Bros.
Developer: DC Comics
Rating: 'PG-13' for Parents Strongly Cautioned (Violence, Some Disturbing Images, and Thematic Elements)



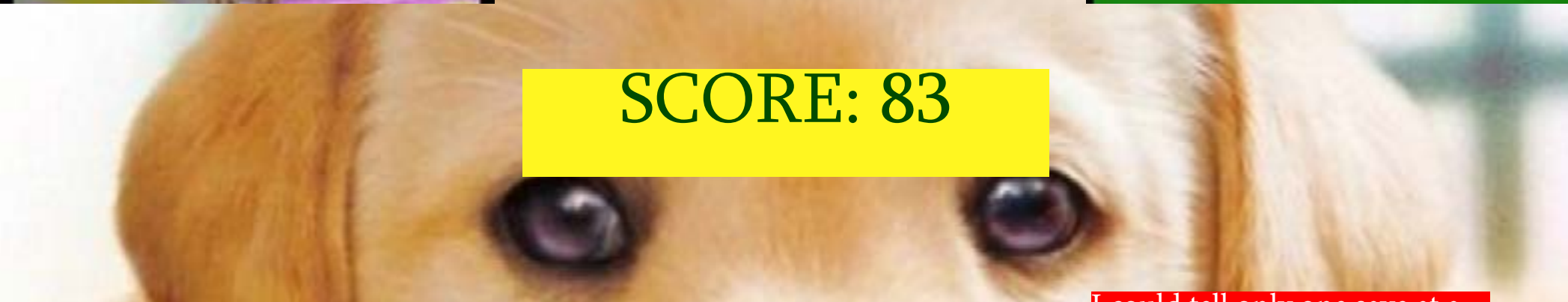
Video: 60%
Audio: 63%
Replay/Extras: 77%
Functionality: 77%
Family Friendly Factor: 60%



Puppies 3D



Rumbleverse



SCORE: 83



SCORE: 62

One of the things about Family Friendly Gaming is we do not discriminate against video games based on age. There are older games that we can see where improvements were made to the genre years later. I continue to purchase retro video games with the hope of finding the time to get them played and reviewed. This is where Puppies 3D on the Nintendo 3DS comes in. This video game was released back 2011. I am playing Puppies 3D fourteen years later. Want to know something? I had fun playing Puppies 3D.



One of the cool things in Puppies 3D is teaching the puppy tricks. We play a little mini game where we must find the right little gif and put it in the main circle. Do this enough times and your puppy will learn the trick.

I could tell only one save at a time is allowed in Puppies 3D. Saving is pretty simple and easy in Puppies 3D. The menu screens exhibit an intelligent design in this Nintendo 3DS video game. You can turn on the 3D if you want to really trip out in Puppies 3D. I am not big on using the 3D personally anymore. There are tutorials that can help you figure things out if you are not able to. I did not run into any confusion while playing Puppies 3D.

We pick one of the twelve breeds in Puppies 3D. I may have a dog, but that does not mean I know much about the different breeds. Puppies 3D looks nice, sounds nice, and uses touch screen controls. We must feed our puppy, give it water, walk it and more.

There are other dog owners in the area to get to know and talk to in Puppies 3D. Once we walk to the store we can instantly travel there to make purchases in the future without having to take a walk every single time. Playing with the puppy in this hand held video game is also something families can do. As far as

Games like Puppies 3D make me realize that the Nintendo Switch or Nintendo Switch 2 really needs to have a device that allows families to play Nintendo DS and Nintendo 3DS video games on their home console system. I would love to play Puppies 3D on the larger screen. I guess I can do it with a lot of jumping through hoops to download, port and install my game on a computer. I would just love to have it on a normal Nintendo home device. - Paul



System: Nintendo 3DS
Publisher: Ubisoft
Developer: MTO
Rating: 'E' for SIX and OLDER ONLY



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

I make notes of all the different games I want to give attention to. Some of them are playing the game. Others are writing reviews, and still others are writing some FFG Original article on. Rumbleverse is an online battle royale video game that was around for a short amount of time. I had it on my list to write a review at some point in time. Well that point in time has arrived like the video series Temptations of Time that we are running right now on our YouTube channel. I did a live stream of Rumbleverse and played it again later a few times. Rumbleverse never really impressed me.

stops being cool. The controls are questionable at best. I would come up to another player and try to do a certain move. Guess what happened? Nothing. If it was a bot they would perform the move on me after it failed on them. They did not block or anything. There are different power ups that can be earned in Rumbleverse. Plenty of players would camp those to take out other players with the standard punches and kicks. Why? Those moves actually worked.



There are different hazards in Rumbleverse that can help or hurt players. We got a weird array of characters to play. There are

all kinds of things to earn and/or purchase in Rumbleverse. The glitches really sent the player base out the door really fast in this online only video game. I know plenty of other gamers that wrote Rumbleverse off really fast. I was one of them.

The concept of Rumbleverse is actually pretty interesting and pretty cool. Take the Fortnite formula and have characters do professional wrestling moves on one another. This is right where Rumbleverse



There are

One of the coolest things about Rumbleverse it people that were live streaming it on the Rumble website. Rumbleverse got shut down and it is just another nail in the coffin of online only video games. Rumbleverse needed a physical copy release and a completely offline mode. If the controls worked a bit better Rumbleverse might have lasted longer. Sadly this video game goes into the heap and pile of online only video games with only a digital release that will be forgotten. Great idea but poor implementation. - Paul

System: PC/PS4/PS5/Xbox One/Xbox Series X
Publisher: Epic Games
Developer: Iron Galaxy
Rating: 'T' - THIRTEEN and OLDER ONLY [Violence, Crude Humor]



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

SPORTS



System: PC/PS5/Xbox Series X
Publisher: 2K Sports
Developer: HB Studios
Rating: E - SIX and OLDER ONLY (Mild Language, Alcohol Reference)
Release Date: Out Now

PGA TOUR 2K25 will include 29 licensed courses at launch, including player favorite THE PLAYERS Stadium Course at TPC Sawgrass. New additions include the 2025 U.S. Open at Oakmont Country Club, the 2025 PGA Championship at Quail Hollow Club, The 153rd Open at Royal Portrush Golf Club, and more

Fairway Focus

USA | MAGAZINE INTERVIEW

Fairway focus

How do you plan to maintain your position at the top?

Pro Golfer
 I plan to play in as many events as possible, keeping myself in top competitive shape and constantly challenging my game against the best.
 +632

Fairway Focus

How do you handle the pressure that comes with being number one?

Pro Golfer
 I focus on one shot at a time and try to not let the rankings pressure affect my game. Staying present is key.
 + 1

- one shot at a time
- The others should feel the pressure
- I lean on my support system
- I thrive under pressure



System: PC/PS5/Xbox Series X
 Publisher: 2K Sports
 Developer: HB Studios
 Rating: E - SIX and OLDER ONLY (Mild Language, Alcohol Reference)
 Release Date: Out Now



MyPLAYER personalization allows players to show the golf world what they're all about with the most diverse suite of creation tools yet. A new Attributes Point system, upgraded Skill Trees, and an all-new Equipment Progression system let players represent themselves and their unique gameplay styles on the course.

DEVELOPING



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System: Meta Quest 3
 Publisher: Microids
 Developer: Kalank Games
 Rating: "RP" for Rating Pending
 Release Date: May 2025

This tower defense game combines action, strategy, and storytelling, while paying tribute to the enchanting world of the Smurfs. Thanks to virtual reality and mixed reality technologies, The Smurfs come to life right in your living room, offering you an innovative experience and an unprecedented immersion in a magical universe.



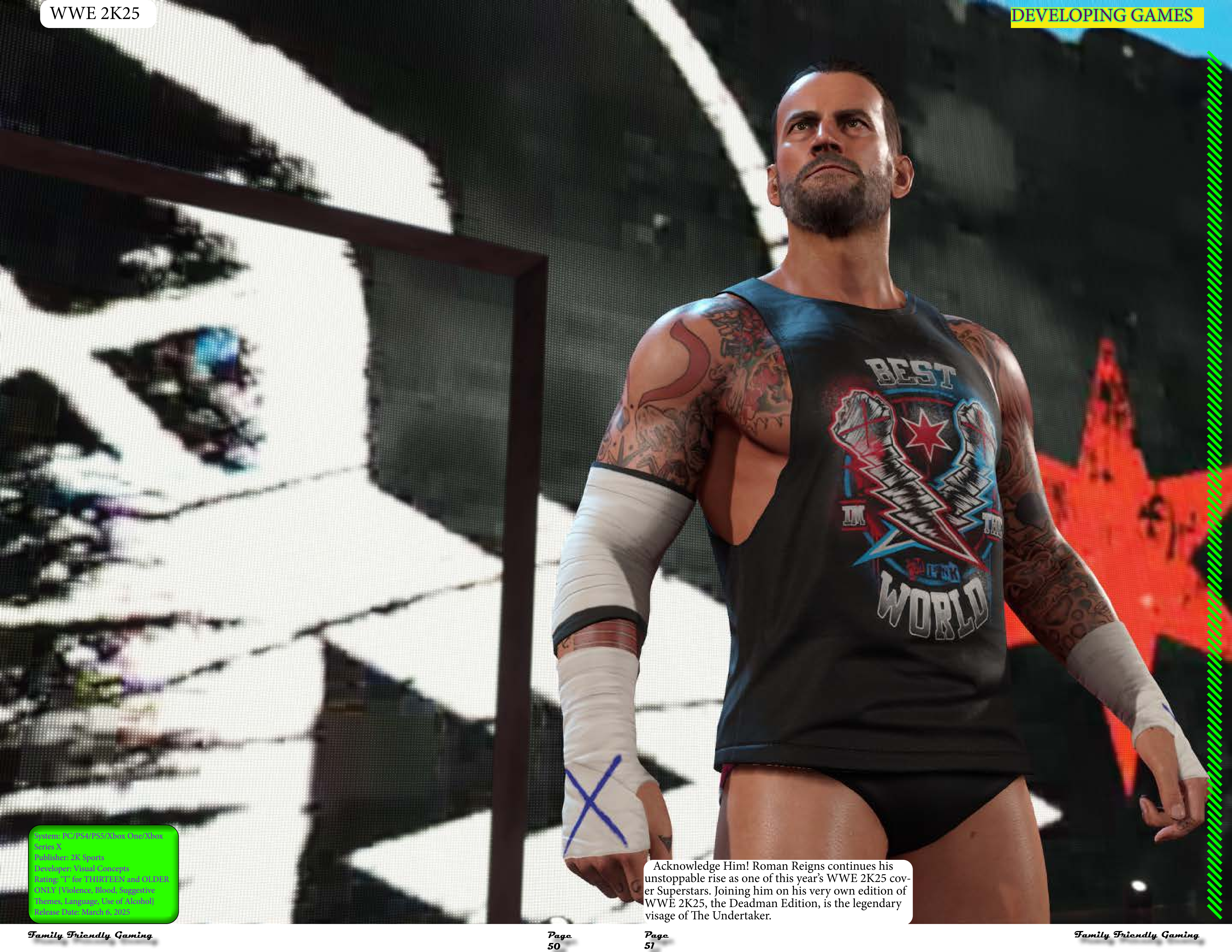
System: Meta Quest 3
 Publisher: Microids
 Developer: Kalank Games
 Rating: 'RP' for Rating Pending
 Release Date: May 2025

The fairy Leaf is preparing to celebrate the magic of Nature along with the whole Smurf Village. But little do they know that Gargamel will show up to spoil the party once again! Using a magic spell, he gets his hands on 20 Smurfs and chases the rest away from the village! Now more powerful than ever, Gargamel forces the Smurfs to flee, while the weakened Leaf returns to her flower state.



System: Meta Quest 3
 Publisher: Microids
 Developer: Kalank Games
 Rating: 'RP' for Rating Pending
 Release Date: May 2025

Switch between Smurfette, Storm, Brainy and Jokey, and use their powers smartly to prevail.
 20 Smurfs to free: Explore iconic landmarks in the world of the Smurfs and take on gripping challenges.
 3 epic bosses: Face Gargamel, Azrael and the Howlibird in spectacular battles.



System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: 2K Sports
 Developer: Visual Concepts
 Rating: T for THIRTEEN and OLDER ONLY (Violence, Blood, Suggestive Themes, Language, Use of Alcohol)
 Release Date: March 6, 2025

Acknowledge Him! Roman Reigns continues his unstoppable rise as one of this year's WWE 2K25 cover Superstars. Joining him on his very own edition of WWE 2K25, the Deadman Edition, is the legendary visage of The Undertaker.



System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: 2K Sports
 Developer: Visual Concepts
 Rating: T for THIRTEEN and OLDER ONLY (Violence, Blood, Suggestive Themes, Language, Use of Alcohol)
 Release Date: March 6, 2025

WWE 2K25 brings an unparalleled lineup of 300+ current Superstars, Legends, and Hall of Famers, expanding the action-packed gameplay you love. For the first time, step outside the ropes, beyond the ring, and onto The Island—a WWE-themed world for PS5™ and Xbox Series X|S stuffed with epic arenas, challenges, and live events.



System: PC/PS4/PS5/Xbox One/Xbox Series X
 Publisher: 2K Sports
 Developer: Visual Concepts
 Rating: T for THIRTEEN and OLDER ONLY (Violence, Blood, Suggestive Themes, Language, Use of Alcohol)
 Release Date: March 6, 2025



Intergender wrestling also makes its long-awaited franchise debut alongside an all-new unified MyRISE storyline with fresh brawl environments, unlockable arenas, characters, and more! MyGM goes global with 4-player online multiplayer, plus the return of chain wrestling and Universe Promos!



System: Nintendo Switch/PC
 Publisher: XSeed Games
 Developer: Marvellous USA
 Rating: T - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Suggestive Themes, Language, Use of Alcohol)
 Release Date: May 30, 2025

The Celestial Collapse—a calamity caused by a colossal object crashing into the eastern lands known as Azuma. The devastating impact sent fragments of terrain to the skies above and the seas below.



System: Nintendo Switch/PC
Publisher: XSeed Games
Developer: Marvellous USA
Rating: T - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Suggestive Themes, Language, Use of Alcohol)
Release Date: May 30, 2025

Experience Rune Factory reimagined! Guardians of Azuma is an all-new adventure that takes place in the never-before-seen eastern country of Azuma. Embrace your Earth Dancer powers and fight against the corruption spreading throughout Azuma to bring hope back to this once-prosperous land.



System: Nintendo Switch/PC
 Publisher: XSeed Games
 Developer: Marvellous USA
 Rating: T - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Suggestive Themes, Language, Use of Alcohol)
 Release Date: May 30, 2025

Lv. 2

Bond strengthened!

Iroha

To be honest, I feel like I can talk to you about anything. I guess we were just meant to be friends!



Ulalaka

Long have I slept... I never imagined that the village would fall on such hard times in my absence.

Experience beautiful Japanese-inspired character designs and aesthetics—from festivals, events, and monsters. Explore Azuma's natural landscapes and its seasonal-themed locales steeped in tradition.



System: Nintendo Switch/
 PC/PS5/Xbox Series X
 Publisher: Bandai Namco
 Entertainment
 Developer: Bandai Namco
 Rating: 'RP' - Rating Pending
 Release Date: 2025

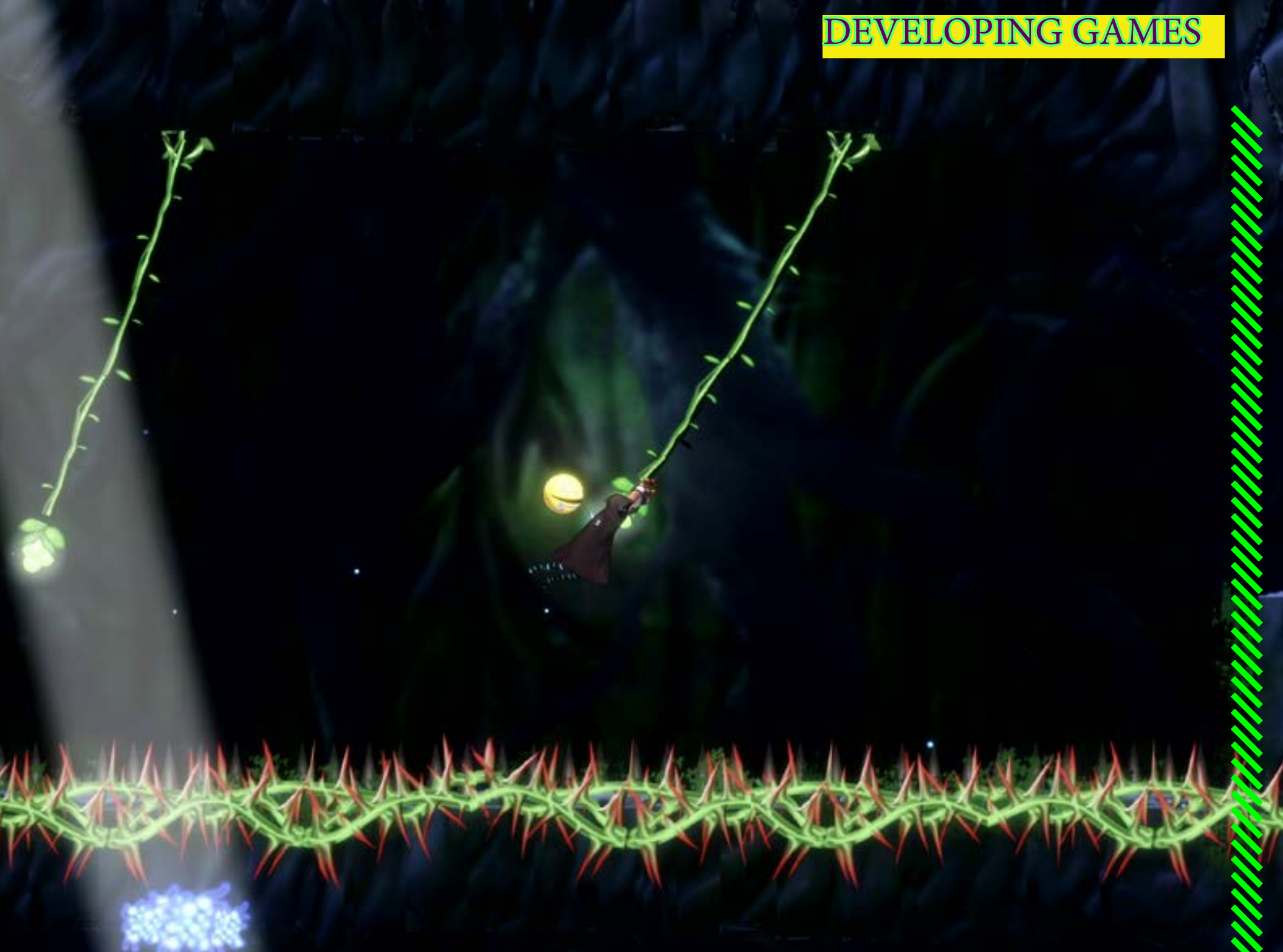
Shadow Labyrinth is a 2D action
 platformer and a genre-twisting alter-
 nate take on the iconic PAC-MAN.



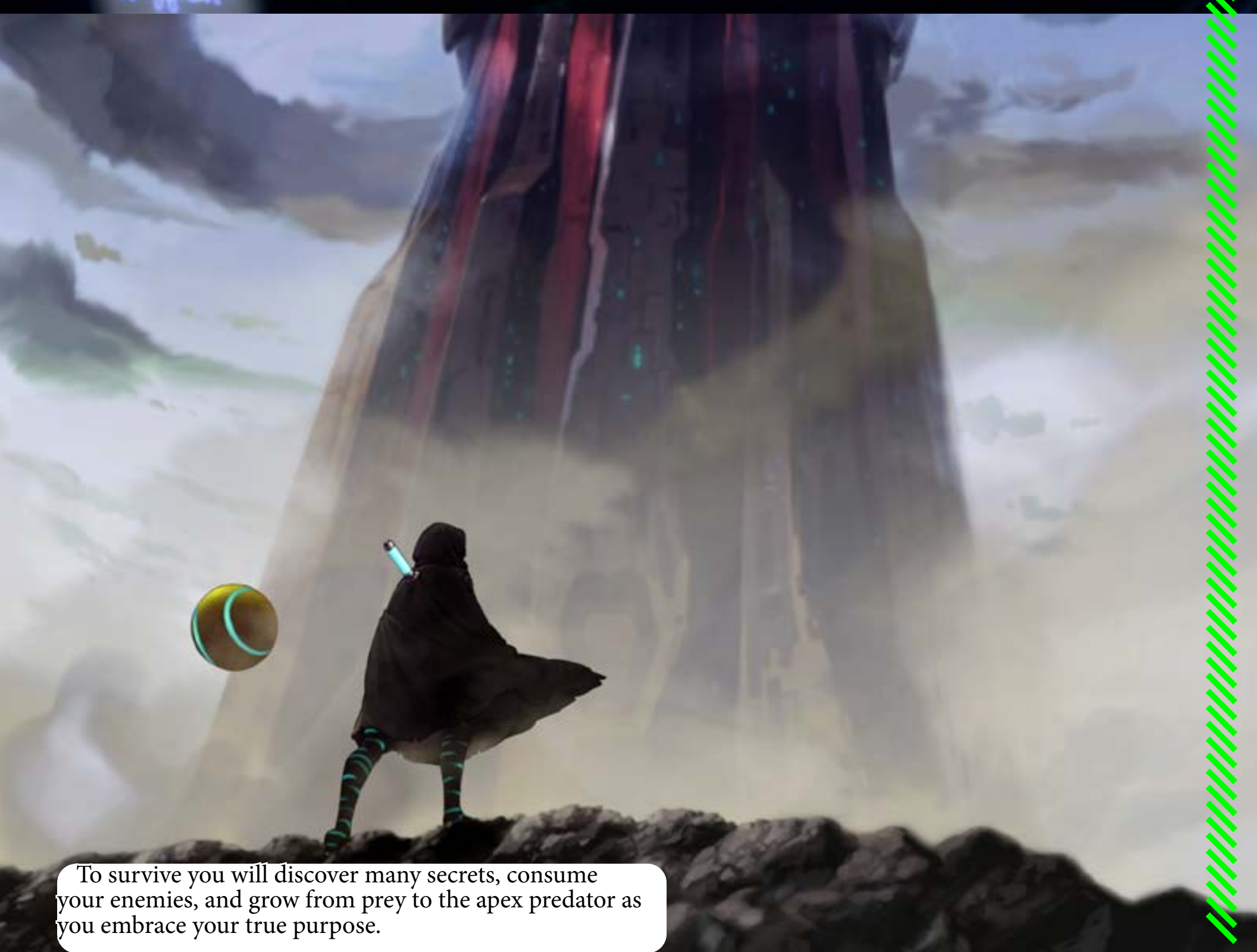
System: Nintendo Switch/
 PC/PS5/Xbox Series X
 Publisher: Bandai Namco
 Entertainment
 Developer: Bandai Namco
 Rating: 'RP' - Rating Pending
 Release Date: 2025



As Swordsman No. 8, awoken by a floating yellow orb, PUCK, on a mysterious planet amidst relics of wars past, you are chosen to become the instrument of its will..



System: Nintendo Switch/
 PC/PS5/Xbox Series X
 Publisher: Bandai Namco
 Entertainment
 Developer: Bandai Namco
 Rating: 'RP' - Rating Pending
 Release Date: 2025



To survive you will discover many secrets, consume your enemies, and grow from prey to the apex predator as you embrace your true purpose.

NOW

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PLAYING





System: PC/PS5/Xbox Series X
 Publisher: Maximum Entertainment
 Developer: Brimstone
 Rating: "T" - TEN and OLDER ONLY {Fantasy Violence}
 Release Date: Out Now

Construct a kingdom from scratch and transform the wilderness into a developed community. Decide which buildings go where, and then manage your citizens to automate everything from there! Don't like where you placed something? Just pick it up and toss it somewhere else!



System: PC/PS5/Xbox Series X
 Publisher: Maximum Entertainment
 Developer: Brimstone
 Rating: "T" - TEN and OLDER ONLY {Fantasy Violence}
 Release Date: Out Now

Throw whole trees at the sawmill to make planks or run through the forest carrying your sawmill to absorb trees along the way! Resource gathering is fun and easy thanks to your crown's power. Or maybe you have too many enemies around. Pick up monster nests and place them near bandit camps to have them fight each other instead (and obtain free loot!).



System: PC/PS5/Xbox Series X
 Publisher: Maximum Entertainment
 Developer: Brimstone
 Rating: "T" - TEN and OLDER ONLY {Fantasy Violence}
 Release Date: Out Now

Villagers being eaten by mutants? Run across a lake at 100 km/h to rescue them in time! Being shot at by outlaws up in the hills? Spin-attack so fast that you take off like a helicopter and descend on them from the skies!



System: Nintendo Switch /PC/
PS4/PS5
Publisher: Konami
Developer: Konami
Rating: 'E10+' - TEN and
OLDER ONLY {Fantasy Violence}
Release Date: Out Now

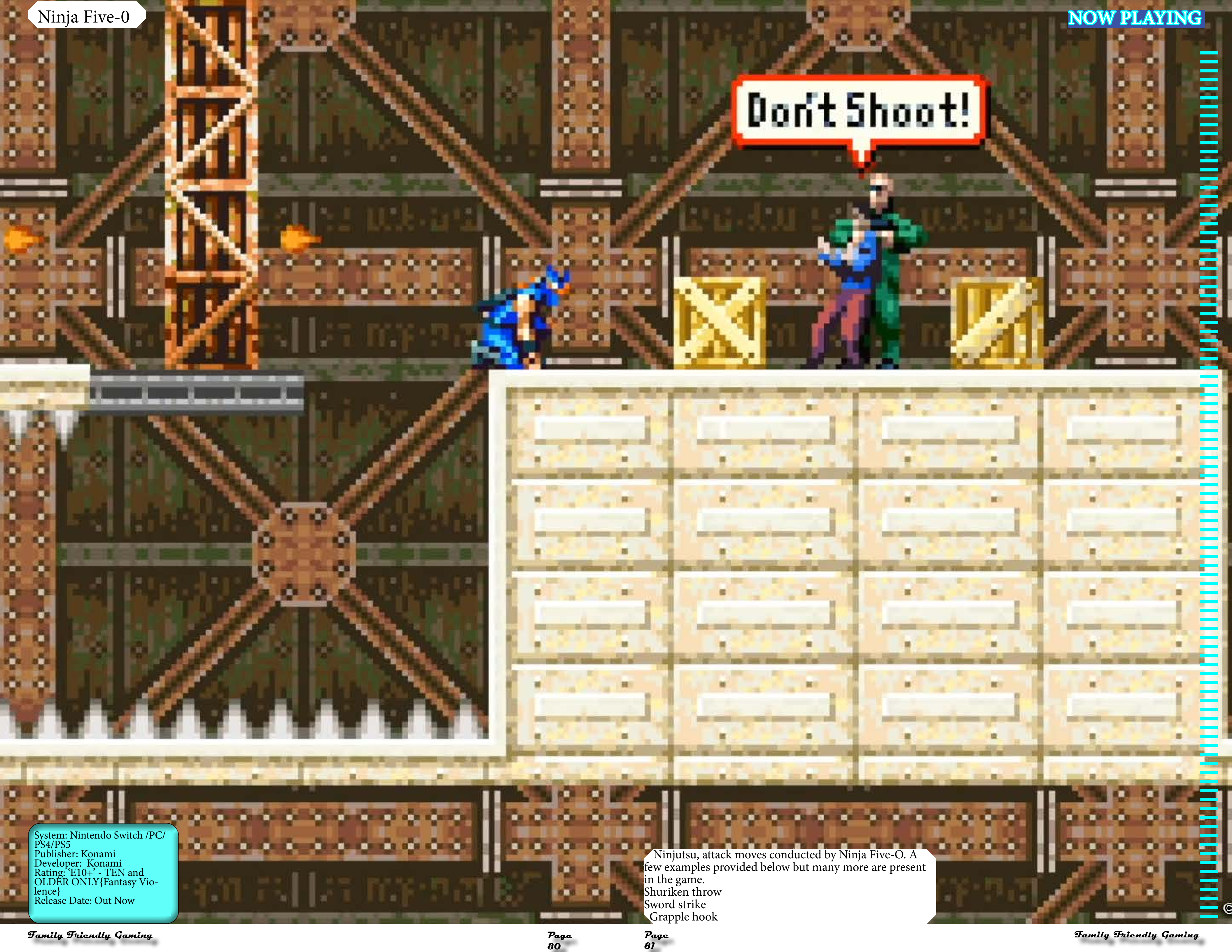
Ninja Five-O entrenches players into the epic and ruthless voyage of Joe Osugi, who is a detective and became the Ninja Five-O. Players utilize his wide variety of masterful ninja skills to uphold justice by solving treacherous crimes such as bank heists and hijackings.





System: Nintendo Switch /PC/
 PS4/PS5
 Publisher: Konami
 Developer: Konami
 Rating: 'E10+' - TEN and
 OLDER ONLY{Fantasy Violence}
 Release Date: Out Now

Use unique Ninjutsu moves from sword strikes to grapple hooks and protect the city of Zipang. Be prepared to brawl and take down the evil Mad Mask bosses.



Don't Shoot!

System: Nintendo Switch /PC/
 PS4/PS5
 Publisher: Konami
 Developer: Konami
 Rating: 'E10+' - TEN and
 OLDER ONLY {Fantasy Vio-
 lence}
 Release Date: Out Now

Ninjutsu, attack moves conducted by Ninja Five-O. A few examples provided below but many more are present in the game.
 Shuriken throw
 Sword strike
 Grapple hook



System: Personal Computer
Publisher: Star Drifters
Developer: Star Drifters
Rating: 'NR' - Not Rated
Release Date: Out Now

First Dwarf is an immersive action RPG colony survival with base building and tower defense mechanics, which will test your survival and exploration skills in a fantasy open world, sprawling on islands floating in the sky.



System: Personal Computer
 Publisher: Star Drifters
 Developer: Star Drifters
 Rating: 'NR' - Not Rated
 Release Date: Out Now

Planet Driftland is no more. A mage war has shattered the globe into floating islands and turned the inhabitants into barbaric tribes. Amongst the desolation, the dwarves alone prevailed, but not for long. Resources are running short, and the once great civilization is breathing its final breaths. In a desperate attempt to secure the future, they send the First Dwarf in a mighty airship to the celestial islands in search of material to save the once powerful dwarven kingdom. Unfortunately, he went missing, failing his quest and disgracing his family.

Last Minute

Tidbits

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- BattleCore Arena
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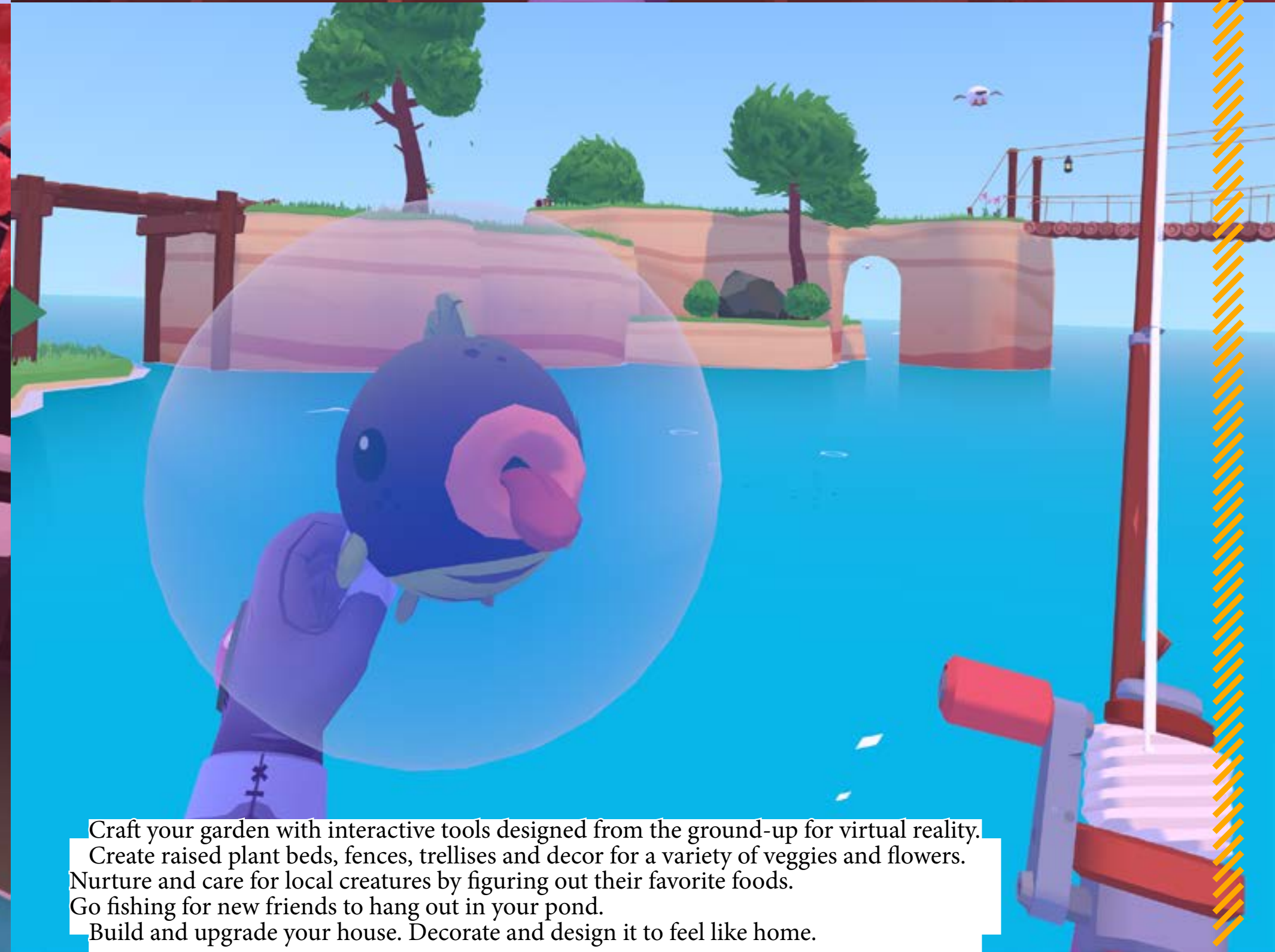
System: Steam VR
 Publisher: Neat Corporation
 Developer: Neat Corporation
 Rating: 'NR' - Not Rated
 Release Date: OUT NOW

Garden of the Sea invites you to play, craft and explore at your own pace. Let go of the demands of everyday life and be embraced by a world of creativity and wonder.



System: Steam VR
 Publisher: Neat Corporation
 Developer: Neat Corporation
 Rating: 'NR' - Not Rated
 Release Date: OUT NOW

If you are looking for progression and adventure, you will find it. If you are looking for respite and meditative relaxation, stay where you are and let the world gently take its course.



System: Steam VR
 Publisher: Neat Corporation
 Developer: Neat Corporation
 Rating: 'NR' - Not Rated
 Release Date: OUT NOW

Craft your garden with interactive tools designed from the ground-up for virtual reality.
 Create raised plant beds, fences, trellises and decor for a variety of veggies and flowers.
 Nurture and care for local creatures by figuring out their favorite foods.
 Go fishing for new friends to hang out in your pond.
 Build and upgrade your house. Decorate and design it to feel like home.



System: Android/iOS/PC
 Publisher: Pixel Federation
 Developer: Pixel Federation
 Rating: "12+" - TWELVE and OLDER ONLY
 Release Date: Out Now

It's time to put the trains on the rails and build a global rail empire in the best train mobile game. Become a railroad tycoon and enjoy a beautiful train simulator journey full of surprises, achievements and challenging contracts.



System: Android/iOS/PC
 Publisher: Pixel Federation
 Developer: Pixel Federation
 Rating: "12+" - TWELVE and OLDER ONLY
 Release Date: Out Now

Discover and collect hundreds of famous real-life trains. It can become quite challenging sometimes, but as a railway tycoon looking to build the biggest railway empire in the world you'll find a way. Develop your station and produce various products as some contractors may ask for something more than just raw materials.



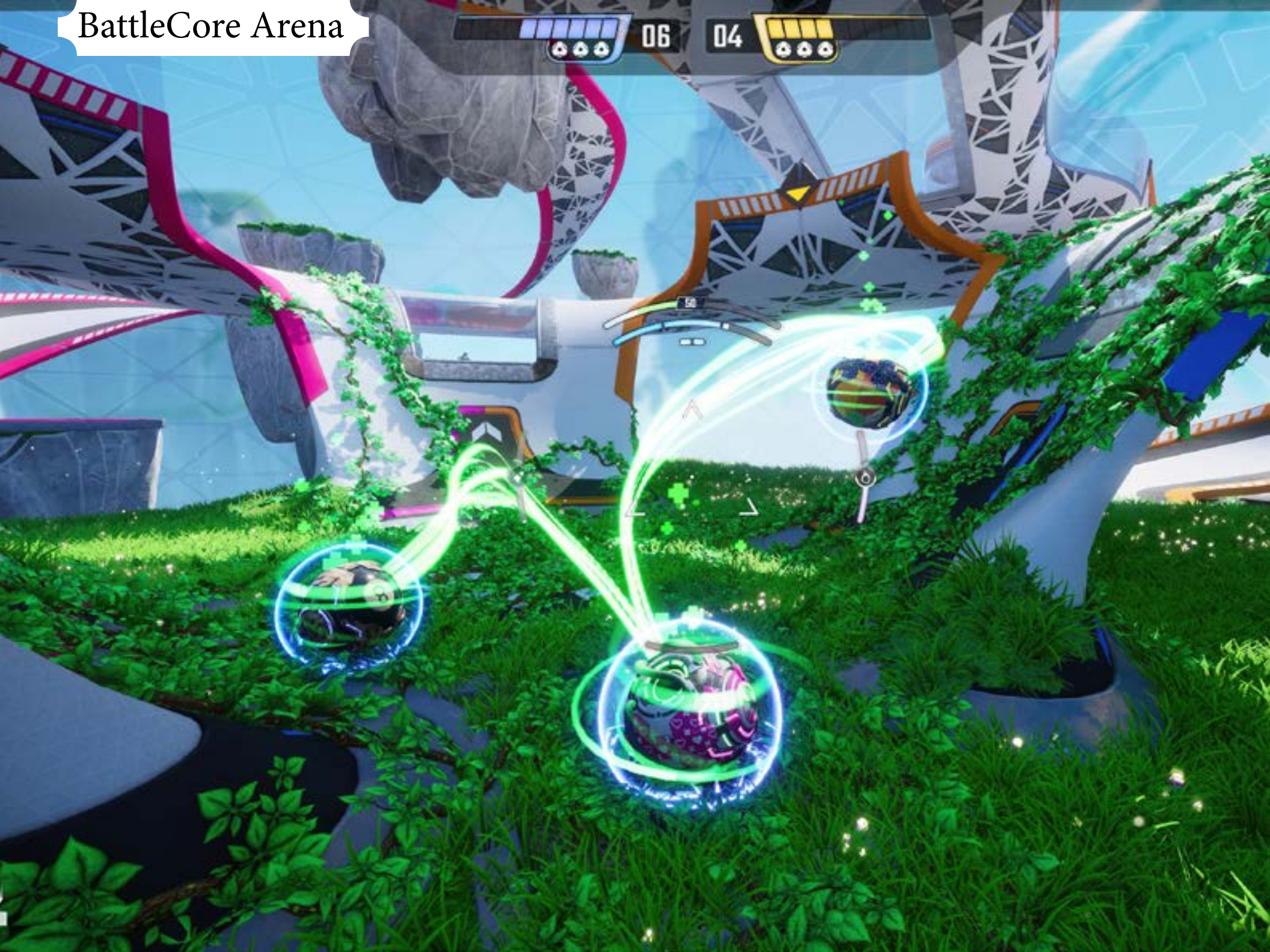
System: Android/iOS/PC
 Publisher: Pixel Federation
 Developer: Pixel Federation
 Rating: "12+" - TWELVE and OLDER ONLY
 Release Date: Out Now

Infrequent/Mild Mature/Suggestive Themes,
 Infrequent/Mild Sexual Content and Nudity,
 Infrequent/Mild Alcohol, Tobacco, or Drug Use or References,
 Infrequent/Mild Profanity or Crude Humor



System: Personal Computer
Publisher: Ubisoft
Developer: Ubisoft Bordeaux
Rating: "RP" - Rating Pending
Release Date: Early Access

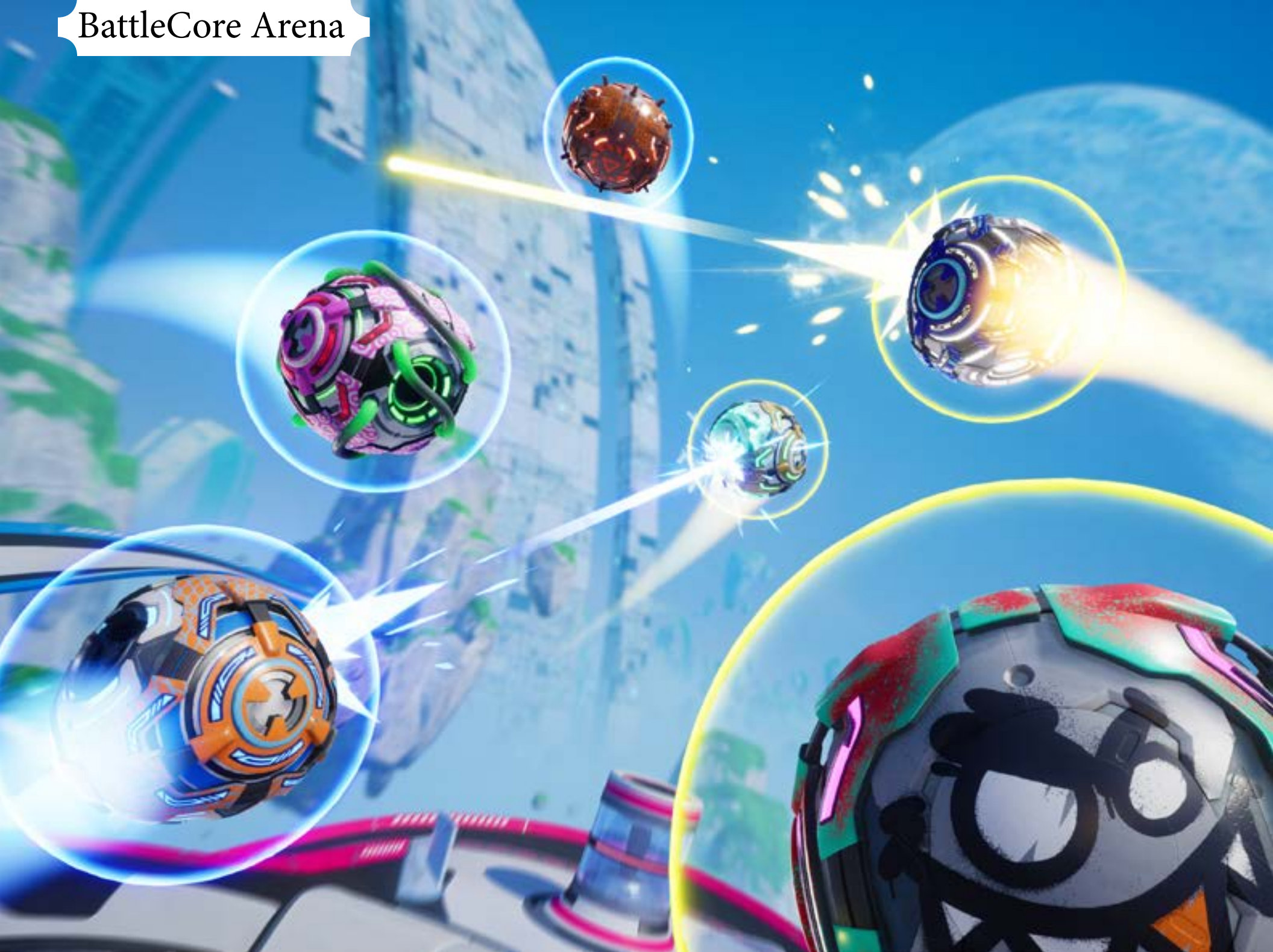
In BattleCore Arena, compete in fast-paced, peer-to-peer battles with your friends using responsive controls that mix shooting, platforming, physics mastery, and team strategy! Team up to dash, jump, and use your trusted weapons and abilities to eject your opponents from the arena.



System: Personal Computer
Publisher: Ubisoft
Developer: Ubisoft Bordeaux
Rating: "RP" - Rating Pending
Release Date: Early Access

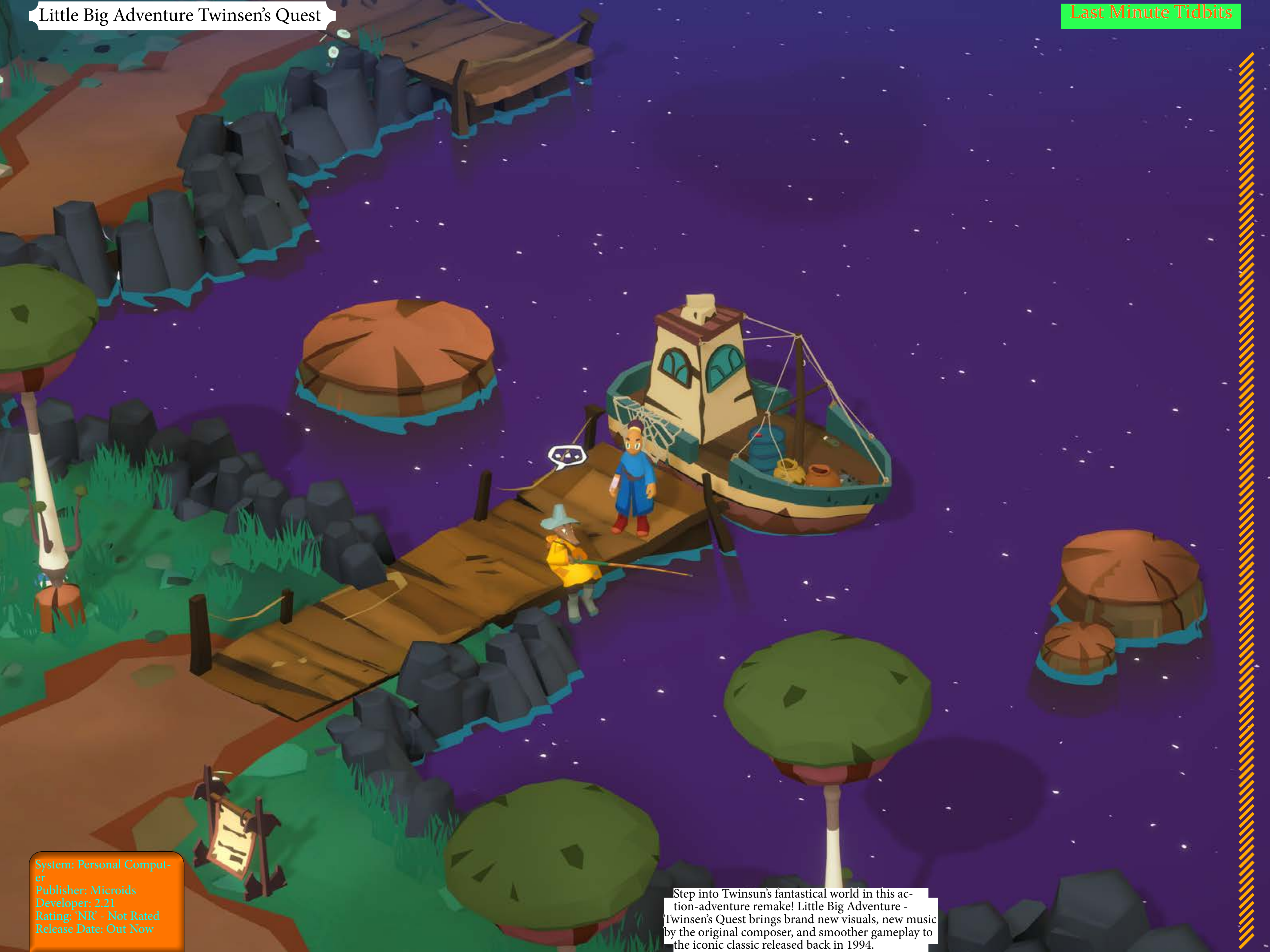


Physics will be your greatest ally or your worst enemy! Perform mind-blowing aerial maneuvers and mix the jump, double jump, directional dash, and gravity to gain the upper hand!



System: Personal Computer
 Publisher: Ubisoft
 Developer: Ubisoft Bordeaux
 Rating: "RP" - Rating Pending
 Release Date: Early Access

- BACKUP: Be the last team standing in this 3v3 Team Death Match where you share lives with your teammates.
 - Q-BALL: Catch and keep the Q-Ball to lead your team to victory. Teamwork will be key in this highly competitive mode.



System: Personal Computer
Publisher: Microïds
Developer: 2.21
Rating: 'NR' - Not Rated
Release Date: Out Now

Step into Twinsen's fantastical world in this action-adventure remake! Little Big Adventure - Twinsen's Quest brings brand new visuals, new music by the original composer, and smoother gameplay to the iconic classic released back in 1994.



System: Personal Computer
 Publisher: Microïds
 Developer: 2.21
 Rating: 'NR' - Not Rated
 Release Date: Out Now

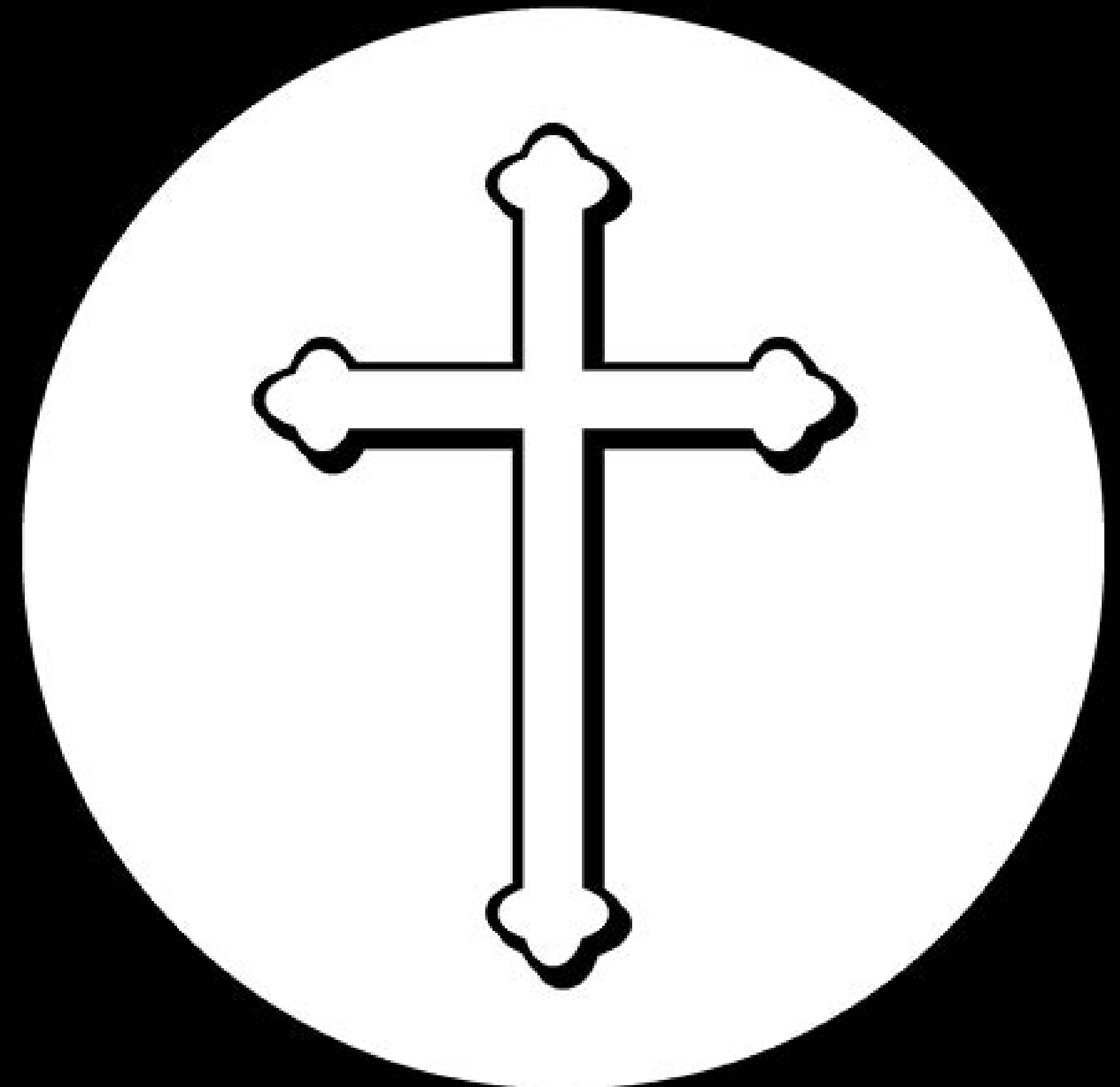
Twinsen is back in this remake featuring a new stylish makeover and modernized gameplay. Faithful to the original game, Little Big Adventure – Twinsen's Quest takes you on an epic journey on a small planet harboring both magic and technology.

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

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FAMILY FRIENDLY GAMING

THE VOICE OF
THE FAMILY IN
GAMING

TM

Devotional March

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THE VOICE OF
THE FAMILY
GAMING

TM

Devotional April

BY
PAUL BURY