

THE FINAL GAMING COMMUNITY YOU'LL EVER JOIN

# OMEGAZINE

JUNE - AUGUST 2025  
VOL. 001, ISSUE 4



SEPTEMBER - OCTOBER 2025  
VOL. 001, ISSUE 5

HOT RELEASES  
AND REVIEWS





# Contents

04

Editor's Letter

05

Ode to the Gamecube

08

X-Box Handheld

12

Five Night's At Freddie's

16

Summer Gaming Highlights

20

Summer Events

26

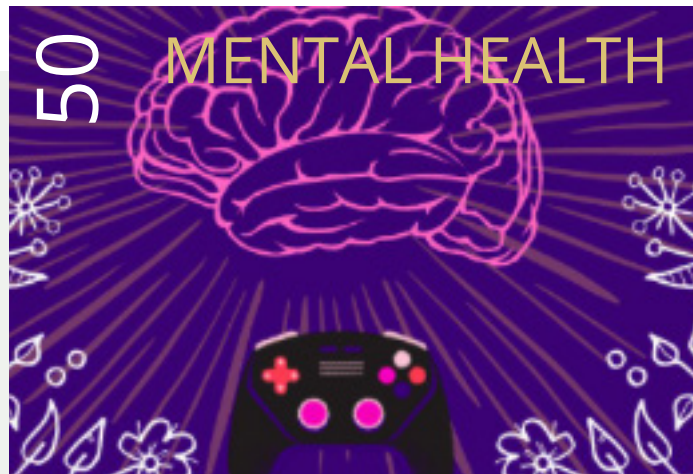
Switch 2 Games

30

Cozy Corner Summer

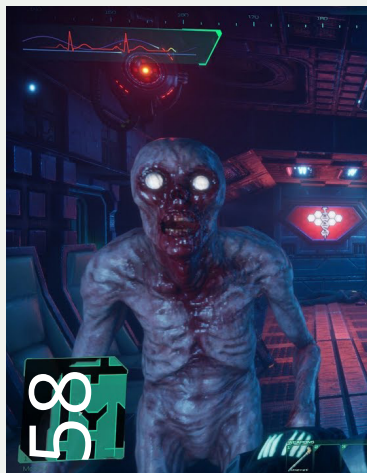
46

Destiny 2



50

MENTAL HEALTH



58

Summer Blockbusters

ICECREAM



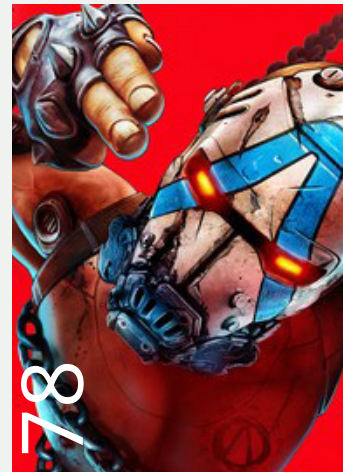
54



74

FALL EDITION

BORDERLANDS 4



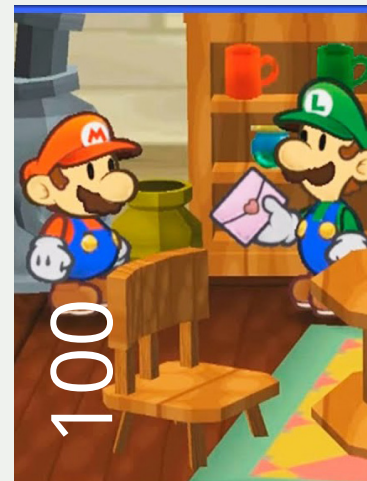
78



INDIE FALL

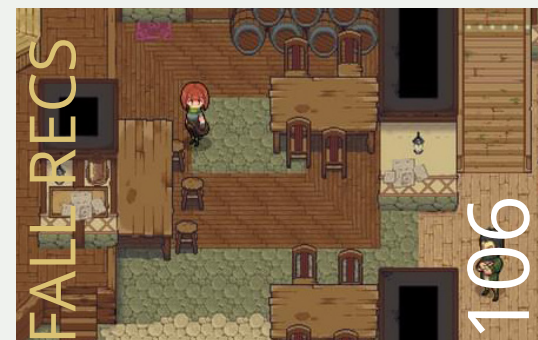
88

Ode to the DS

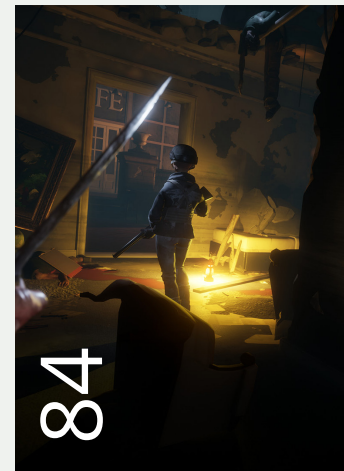


100

FALL RECS

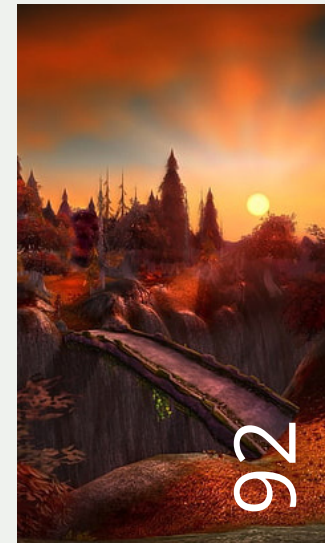


106



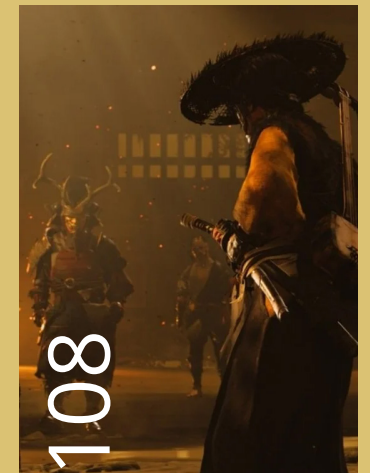
84

VR CORNER



92

Horror



108

RELEASE RADAR



112

HOROSCOPE



114

POKEMON LEGENDS: Z-A

# editor.



Hey Omega fam,  
The sun's out, the consoles are warm, and gaming season is officially in full swing!

Welcome to the first half of this double issue, the Summer 2025 issue of Omegazine—where we celebrate the adventures, friendships, and stories that make our gaming community shine.

This double issue is packed tighter than a Switch SD card. We're diving into the biggest summer and fall events — The energy, the passion, the pixels—it's been some unforgettable seasons.

But what truly makes this issue special? You. The OmegaGaming.World community has been alive with creativity—sharing game recs, hosting tournaments, streaming together, and building spaces that remind us gaming is about connection as much as competition. You're the reason this magazine feels like a living, breathing world.

So, wherever these seasons take you—whether it's a cabin with spotty Wi-Fi, a crowded con floor, or your favorite corner of the couch—know that your Omega family is just a click away.

With love and lag-free wishes, game on, stay cool, and keep spreading those cozy vibes.

JOSIE EMILY, EDITOR-IN-CHIEF

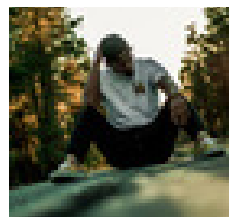
## contributors.



**Glitchii**  
Omega Content Team  
Beloved Omega streamer and PngTuber. Glitchii brings our focus to the human side of gaming and music/arts. Thank you for your unwavering support in my endeavors.



**MairiDeigh**  
Omega Content Team  
Assistant to the editor, and an enthusiastic/well-versed gamer, mother and superwoman. Thank you for all of your support and for putting up with all of my shennanigans.



**Nflkshn**  
Omega Content Team  
President and go-to gear guru. Nflkshn brings the world of Omega to life. You can catch Nflkshn streaming on our Twitch channel. Thank you for never giving up on me.



**LAMP**  
Omega Content Team  
Content creators and family to the editor. Thank you for never failing to put a smile on my face and bringing me into the world of gaming.

# AN ODE TO THE GAMECUBE

The gamecube was something more than hardware, it was magic.

It wasn't the best-selling console of its generation. It didn't have a built-in DVD player, an internal hard drive, or a flashy online plan. But for those who held that quirky purple box in their hands — we could recog-

nize that it was compact, unapologetically weird, and the beating heart of some of the most iconic games of the early 2000s. Twenty-three years later, its games still glow with timeless charm. And in an era of remakes, 4K visuals, and cloud streaming, the GameCube reminds us that soul can outshine specs.



Though it sold far less than its rivals, it carved out a legacy through unforgettable games like Smash Bros. Melee, Metroid Prime, Pikman, and Resident Evil 4.

AND LET'S NOT FORGET THE HIDDEN GEMS: CHIBI-ROBO!, VIEWTIFUL JOE, SKIES OF ARCADIA LEGENDS, AND BATEN KAITOS. THESE WEREN'T JUST GAMES. THEY WERE PERSONALITY PRESSED INTO PLASTIC.



Even today, the GameCube controller lives on. With its asymmetrical button layout, perfect analog stick tension, and unique ergonomics, it became the standard for Smash tournaments and reappeared with every console since. Nintendo even released new versions for Super Smash Bros. Ultimate on the Switch—because some things don't need changing.

The GameCube era taught us that whimsy and weirdness matter. It was Nintendo at its most playful and fearless—prioritizing design over specs, artistry over trends. You see it in the revival of:  
- Paper Mario: The Thousand-Year Door.  
- Metroid Prime Remastered.  
- GameCube homages in indie games—like the minimalist joy of ISLANDERS or the sharp cel-shading of Hi-Fi Rush.

Whether you were dodging shells in Double Dash!!, catching bugs in Animal Crossing, or trembling through Eternal Darkness, the GameCube was the console of friendships, sleepovers, and speedruns. It's the system that underpromised but overdelivered—a warm, weird, purple cube that gave us stories we'll never forget.  
So here's to the GameCube: the little console that could, and absolutely did.



# Xbox Handheld:

## Microsoft's Bold Portable Play

MODERN CREATIVE MINIMAL BEST MAGAZINE DESIGN 2019

Portable gaming just got a power-up this summer, as Microsoft and ASUS teamed up to release the ROG Xbox Ally and its high-end variant, the Ally X. Here's a deep dive into the specs, ecosystem, and why this handheld matters.



### The Origins: Project

**Codenamed Keenan**, this handheld emerged from Microsoft's desire for a genuinely portable Xbox experience—one that combines console comfort, PC versatility, and cloud reach.

Microsoft's journey to a portable Xbox began with a rethink: instead of building hardware themselves, they partnered. This strategy pivot let them tap into ASUS's experience with handheld PCs and shift focus toward optimizing Xbox software and services for Windows-based hardware instead of reinventing the wheel.

### Two Models, One Vision

#### ROG Xbox Ally

- AMD Ryzen Z2 A APU, 16 GB RAM, 512 GB SSD, 60 Wh battery.
- 7-inch, 1080p, 120 Hz IPS screen.
- Custom Windows 11 "Xbox Mode" to reduce background load, support Xbox App, Steam, Epic Games .

#### ROG Xbox Ally X

- AMD Ryzen AI Z2 Extreme, 24 GB RAM, 1 TB SSD, 80 Wh battery.
- Hall-effect impulse triggers, Thunderbolt 4, extra ports

Both feature Xbox-designed grips, ABXY layout, Bluetooth 5.4, microSD expansion, and full access to popular PC storefronts.



### PRICE

Leaked EU pricing suggests €599 (\$699) for Ally, and €899 (\$1,050) for Ally X—making them the most expensive Xbox-branded systems yet.

Microsoft is targeting a late-2025 Holiday release, with official reveals expected around Gamescom.

### Ecosystem: Xbox Everywhere

**G**ame Pass + Cloud Gaming: Play Xbox titles offline or stream via Game Pass Ultimate.

Platform Agnostic: Install Steam, GOG, Epic, Battle.net, even PC ports of PlayStation exclusives .

Unified Experience: The Xbox App centralizes your library and offers streamlined controller support ().

By prioritizing Xbox's presence on Windows handhelds, Microsoft is sidestepping the delays of its own first-party device, while preparing for what could be a true Xbox-designed console in 2027.

### Why It Matters

1. Console-level control on Linux/Windows devices  
A controller-first interface elevates handheld usability beyond typical PC devices.
2. Premium hardware  
With high-end AMD chips, it's tailored to run AAA titles—perfect for gamers craving desktop-level performance in a portable form.
3. Platform fluidity  
Switch from Steam to Game Pass with ease—a compelling proposition for multi-platform players.
4. Competition & Innovation  
Xbox enters the handheld arena alongside Nintendo, Steam Deck, and rival third-party OEMs—fueling growth in the portable gaming niche.



## The Future:



**This is just the beginning. Microsoft's roadmap includes:**

- The first-party "Voyage" handheld expected around 2027, possibly featuring docking capabilities akin to the Switch .
- Deeper optimization of Windows 11 for handhelds, and expansion of the Xbox Mode to other devices in 2026 .
- Potential inclusion of AI features, modular design, and gaming innovations powered by the Ryzen AI chips.



### Final Verdict

The ROG Xbox Ally and Ally X firmly mark Xbox's entry into modern portable gaming—delivering console convenience, PC power, and cloud freedom in your hands. Though they carry a premium price, they also present the most compelling Xbox experience outside of the living room.

Is this the future of Xbox handhelds? The answer will unfold as the market responds—and as Microsoft's own devices arrive on the horizon.

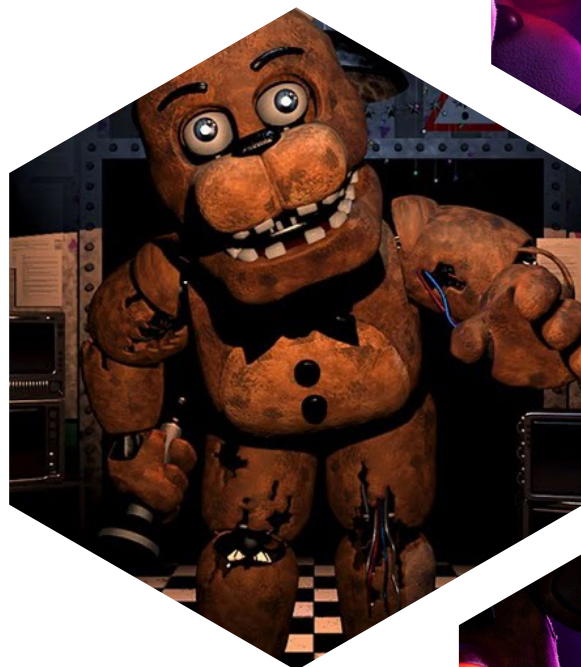


SECRET OF THE MIMIC ISN'T JUST ANOTHER FNAF SEQUEL. IT'S A RESET BUTTON. AND THIS TIME, THE LIGHTS AREN'T FLICKERING—THEY'RE COMPLETELY GONE.

# FIVE NIGHTS AT FREDDY'S: SECRET OF THE MIMIC

## THE FRANCHISE GETS DARKER, DEEPER, DEADLIER

Thirty years ago, animatronic nightmares crept into the hearts of gamers and never left. Now, Five Nights at Freddy's marks a bold evolution for the series—one that dives deeper into psychological horror, introduces advanced AI, and forces players to face the dark inside the pizzeria... and themselves.



### What is FNaF: Secret of the Mimic

Released on July 13, 2025, is a single-player, first-person horror game that blends the original survival mechanics with a new focus on narrative-driven exploration, environmental puzzles, and smart AI behavior. Set in an abandoned underground facility beneath the infamous Freddy Fazbear's Mega Pizzaplex, Secret drops players into a chilling post-collapse world where you are not alone—but you are very much in the dark. Literally.

### Back to the Fear

In a world overflowing with jumpscare copycats, Secret reminds us that true horror isn't about volume—it's about isolation, suspense, and uncertainty. Gone are the bright arcades and goofy voice lines. In their place: dead silence, heavy breathing, and the slow, metallic echo of footsteps that aren't yours.

*Dark, brilliant, and unrelenting. A reboot done right.*



New Gameplay Mechanics

### ADVANCED AI ANIMATRONICS

The animatronics no longer follow simple patterns. Powered by Unreal Engine 5's AI systems, Freddy, Chica, Bonnie, and two horrifying new creations (nicknamed "The Twins") learn your behavior. Hide in the same closet too often? They'll find you faster next time.

### POWER IS EVERYTHING

Your flashlight, doors, security cams—all run on a single generator that must be manually charged from a terminal. Managing power becomes a terrifyingly tactical decision: stay hidden in the dark, or risk light and noise to reboot systems?

### ENVIRONMENTAL STORYTELLING

Clues, audio logs, and old VHS tapes scattered throughout the ruined complex slowly unravel the events after Security Breach. But beware: every tape you find might bring the shadows closer.

### PLATFORMS & ACCESS

Available on PC, PS5, Xbox Series X, and Meta Quest 3 (VR Mode optional but terrifying). Deluxe Edition includes the "Maintenance Logs" bonus chapter and a collectible digital Fazbear Lanyard.

### FINAL VERDICT

Five Nights at Freddy's: Blackout is a love letter to long-time fans and a terrifying on-ramp for newcomers. It's bolder, smarter, and scarier than anything the franchise has attempted before—and it just might be the most important entry in FNaF history.

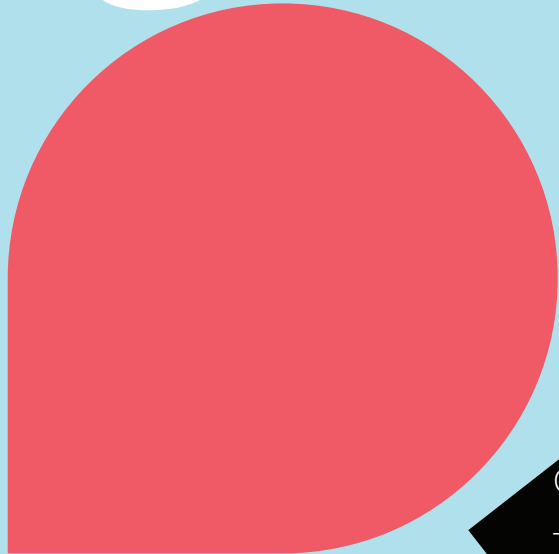
ARE YOU BRAVE ENOUGH TO SURVIVE THE BLACKOUT?  
DON'T BLINK. DON'T RUN.  
DON'T LOOK BEHIND YOU.



Indie

# Summer Highlights

WHILE AAA STUDIOS DOMINATE HEADLINES, INDIE DEVELOPERS CONTINUE SHINING IN SUMMER 2025.



CHECK OUT THESE INDIE HIGHLIGHTS



What Makes These Indies Shine

**Variety in Style:** From adrenaline-fueled action (Suit for Hire, PEAK) to serene life sims (Tales of the Shire, Len's Island), indie games are branching in every direction.  
**Distinct Mechanics:** Whether it's texture-swapping puzzles, bleeding-to-heal combat, or physics-based climbing, each game delivers a fresh twist.  
**Momentum & Reception:** Explosive sales and glowing reviews show that smart design and strong identity resonate more than big budgets.



**Suit for Hire (June 20, 2025)**  
 A slick "John Wick"-style action shooter, blending top-down precision with third-person flair. Praised for its fluid gun-fu, momentum-based combat, and cinematic depth—GamRadar called it "the best shooter I've played all year." Steam rating sits at 91% positive, with players lauding its stylish execution.

**Len's Island (June 19, 2025)**  
 An open-world survival-crafting RPG with building, farming, dungeons, and co-op for up to eight players. With its lush visuals and flexible gameplay, Steam reviews praise its surprising depth and charm.



**Ruffy and the Riverside (June 26, 2025)**  
 A vibrant 3D platformer where your bear hero swaps textures to solve puzzles. Critics highlighted it as a creative breath of fresh air, praising its speed and whimsical style.

**Date Everything! (June 2025)**  
 A bizarrely hilarious dating sim with over 100 datable objects—from appliances to existential dread. Voice-acted by familiar actors, it earned a unique spotlight in indie circles.



FROM HEART-POUNGING SHOOTERS TO COSY SIMS AND PUZZLE EPICS, HERE ARE THE INDIE TITLES THAT STOLE THE SPOTLIGHT THIS JUNE AND JULY.



**BloodRush: Undying Wish (July 1, 2025)**

A hack-n-slash roguelike drenched in style and pixel art. Fast-paced combat revolves around bleeding enemies to heal yourself—Critics liken it to “Crank meets Bloodborne.”

**Day of the Shell: Prologue (July 1, 2025)**

A sharp tactical roguelite demo from Duper Games featuring concise, turn-based combat. It holds a perfect 100% Steam rating for compelling pacing and strategic depth.

**Everdeep Aurora (July 10, 2025)**

A narrative exploration platformer launched with striking 16-bit aesthetics. Play as Shell the cat traversing an underground world to find a missing parent.



**Mycopunk (July 10, 2025)**

A fungal-themed co-op FPS from Devolver Digital blending humor and chaos. Players fight mutated threats on a fungus-infested world—praised for accessibility and witty design.

**Wheel World (July 23, 2025)**

A semi-open world biking adventure resurrected from Ghost Bike. Explore, customize your bike, and save a stylized world—already generating buzz for its peaceful yet adventurous design.



**Ninja Gaiden: Ragebound (July 31, 2025)**

A pixelated, side-scrolling action-platformer from The Game Kitchen, merging brutal combat with retro aesthetics.



JUNE AND JULY 2025 HAVE BEEN A TRIUMPH FOR THE INDIE SCENE—INNOVATION AND PASSION ARE WINNING HEARTS. THESE TITLES AREN'T JUST FILLER—THEY'RE SHAPING SUMMER GAMING CULTURE.

EXPLORE THIS ROSTER OF INDIE GEMS, AND DON'T MISS OUR COVERAGE OF DEMOS, DEVELOPER INTERVIEWS, AND COSPLAY TIE-INS NEXT MONTH!



# Hot Pixels & Chill

YOUR ULTIMATE SUMMER GAMING SURVIVAL GUIDE

## HOT SUMMER EVENTS

### SUMMER GAME FEST

We're still reeling from reveals like Resident Evil and Sonic Cross-worlds.

1



### STEAM SUMMER SALE

Thousands of game's prices melted down. Hide your wallet.

2



### GAMESCOM

Xbox and Playstation are teasing major fall drops.

3



Whether you're chasing 100% completion or chasing waves IRL, this summer is all about balance. Stay hydrated, grab your favorite games, and don't forget to touch grass (or at least a fake pixel tree).

Summer is here, and while the world outside sizzles, the gaming world is blazing with content—and we've got the perfect ways to stay cool (and competitive). Whether you're melting in the sun or hiding in a fan-cooled cave, these summer gaming picks, trends, and tips are here to turn your season into an epic side quest.

### COOL DOWN WITH THESE GAMES

If you're craving that "laid-back with a lemonade" energy, these games are your digital beach chairs:

Coral Island – Farm, fish, and flirt on a lush tropical island. Think Stardew Valley meets Moana.

Unpacking – A slow, thoughtful puzzle game about moving through life—literally.

Dave the Diver – Spend your days deep-sea diving and your nights running a sushi bar. Pure serotonin.

A Short Hike – The perfect bite-sized summer escape with pastel skies and pixel birds.

o m e g a z i n e . w o r l d a t o m e g a z i n e . c o m





JUNE 6 - 9

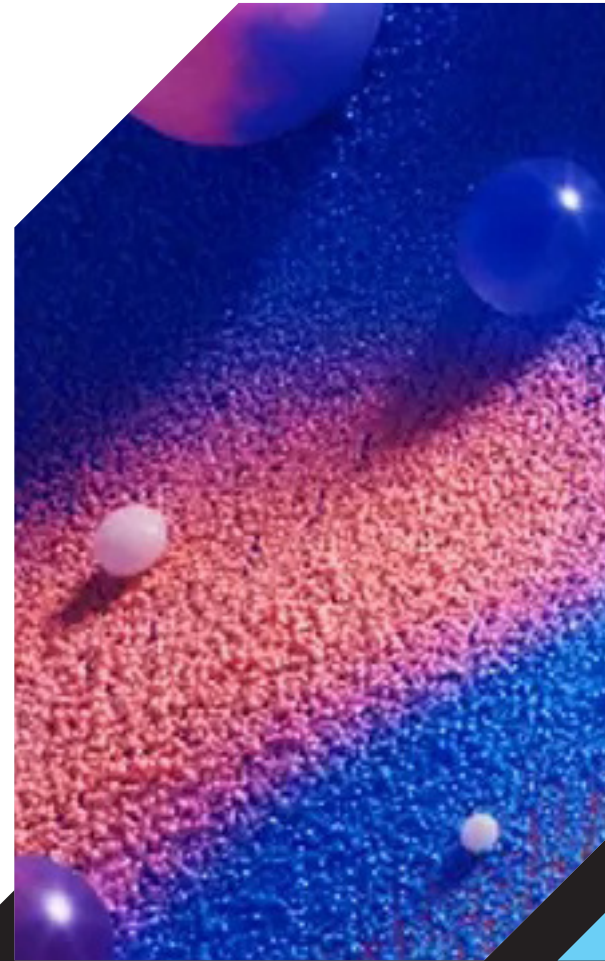
# SUMMER GAME FEST (SGF)

## NEED TO KNOW

Geoff Keighley's two-hour keynote showcased major reveals such as Resident Evil Requiem, Mortal Shell 2, Sonic Racing: CrossWorlds, Onimusha: Way of the Sword, and Death Stranding 2: On the Beach.

HELD AT YOUTUBE THEATER IN LOS ANGELES, WITH AN ONLINE PLAY DAYS FOLLOW-UP, SGF CELEBRATED ITS ROLE AS THE SPIRITUAL SUCCESSOR TO E3

*Embracing indie flare, SGF featured the Wholesome Direct, Day of the Devs, and Access-Ability showcases, revealing titles like Snap and Grab and Petal Runner*



H I G H L I G H T S T O  
W R I T E H O M E  
A B O U T

## LIFESTYLE

Resident Evil: Requiem and Death Stranding 2: On the Beach topped the showcase, setting the tone for 2026's cinematic storytelling

## Need To Know

Blockbuster sequels announced include Atomic Heart 2, Mortal Shell II, Code Vein 2, and Persona 4 Revival—plus surprise indie gems like Mixtape, The Cube, and Blighted



RIOT GAMES BROUGHT THE MID-SEASON INVITATIONAL TO VANCOUVER'S PACIFIC COLISEUM—MARKING CANADA'S FIRST-EVER HOSTING OF THIS INTERNATIONAL LEAGUE OF LEGENDS SPECTACLE.

In the grand final, Gen.G defended their title in a rematch with T1, clinching the series 3-2 and securing their second consecutive MSI crown. Mid-laner Chovy earned Finals MVP honors.

With a \$2 million prize pool, a champion's berth to Worlds 2025, and intense meta play under Patch 25.13, MSI 2025 lived up to every bit of its hype—and then some



FEATURED: WINNERS GEN.G

# LEAGUE OF LEGENDS MID-SEASON INVITATIONAL

## NEED TO KNOW

The 2025 MSI made history as Canada's first major LoL international event. The "Fearless Draft" format debuted, and a record-setting nine Game 5 matches added sheer drama. In the end, Gen.G successfully defended their title, beating T1 3-2, with Jung "Chovy" Ji-hoon earning Finals MVP.

Featuring 10 elite teams (two from each major region), MSI introduced the Fearless Draft format where no previously-picked champions could be replayed in a series—a first in LoL Esports history.

A record-breaking nine out of nineteen best-of-five series went all the way to a Game 5, smashing previous international records and delivering heart-stopping drama throughout the tournament



# SWITCH 2 LINEUPS

With the Switch 2 firmly planted in homes since June, July brings a thrilling wave of both first-party exclusives and third-party hits that showcase the console's full power. From block-busting platformers to indie gems, here's what's dropping this month:

## Drag x Drive (August 14)

One of the more unexpected entries: Drag x Drive is a 3v3 wheelchair basketball sports game built for Nintendo Switch 2. Using Joy-Con mouse controls, it leans into accessibility and mechanical novelty more than ultra-competitive realism. Though it entered with mixed reviews, it's earned attention as a bold design choice from Nintendo's new era.

## Donkey Kong Bananza

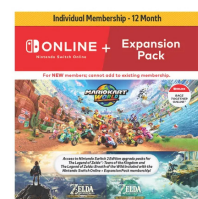
The true crown jewel of July, Donkey Kong Bananza returns DK to center stage in a destructible, voxel-driven 3D adventure. Developed by the Super Mario Odyssey team, it delivers chaotic terrain-smashing, underground exploration with Pauline by your side, and a vibrant world full of secrets. Critics highlight its innovative destruction mechanics and punchy gameplay—though expect a few performance stutters as a trade-off

## No Sleep for Kaname Date

A surreal escape-room thriller spun off from AI: The Somnium Files. Investigate dreamscapes, interrogate suspects, and unravel a mind-bending mystery as Special Agent Date. Expect stylish weirdness and cerebral storytelling

## Wild Hearts S

Gear up for monster-hunting chaos in a mythic Japanese landscape. Hunt Kemono solo or with up to three friends in this enhanced action sequel. Fast-paced, cooperative, and visually striking .



Available June 5

Free updates for selected Nintendo Switch games:

## What About Upcoming First-Party Games?

Super Mario Party Jamboree + Jamboree TV July 24, 2025 Console-specific edition with mouse controls, streaming camera, and new minigames

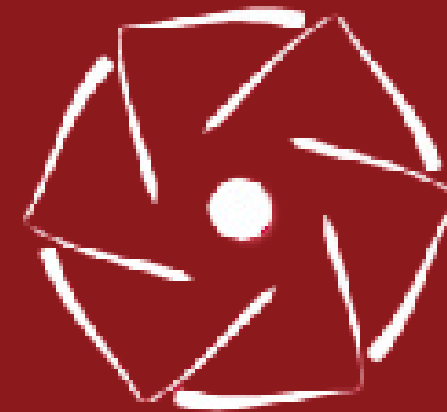
You can also expect Kirby & the Forgotten Land (Aug 28), Madden NFL 26 (Aug 14), and future exclusives like Metroid Prime 4, Pokémon Legends Z-A, Hyrule Warriors: Age of Imprisonment, Kirby Air Riders, and Little Nightmares III later this year into 2026

July marks a pivotal month: first-party flagships, robust third-party support, and unique indie experiences combine to validate Switch 2's bold new era. Whether you're smashing terrain with DK, skating old-school, or diving into surreal mystery, this month's lineup proves the console's next-gen legacy is real.



# DUBBY

FOR 10% OFF  
USE CODE: OMEGAGAMING  
[WWW.DUBBY.GG](http://WWW.DUBBY.GG)



# J5.MEDIA

“YOUR ONE-STOP MEDIA SOLUTION—WHERE EVERY  
STORY BEGINS AND ENDS WITH US.”  
[WWW.J5MEDIA.WORLD](http://WWW.J5MEDIA.WORLD)

# Cozy Corner

AS THE SUMMER SUN WARMS OUR DAYS, THESE TITLES OFFER THE PERFECT RETREAT—AN INVITATION TO RELAX, BUILD, CREATE, AND UNWIND. FROM HEALING THE ENVIRONMENT TO RUNNING COZY SHOPS, HERE ARE THE BEST CHILL GAMES YOU’LL WANT IN YOUR LIBRARY THIS SEASON.



05



06



09



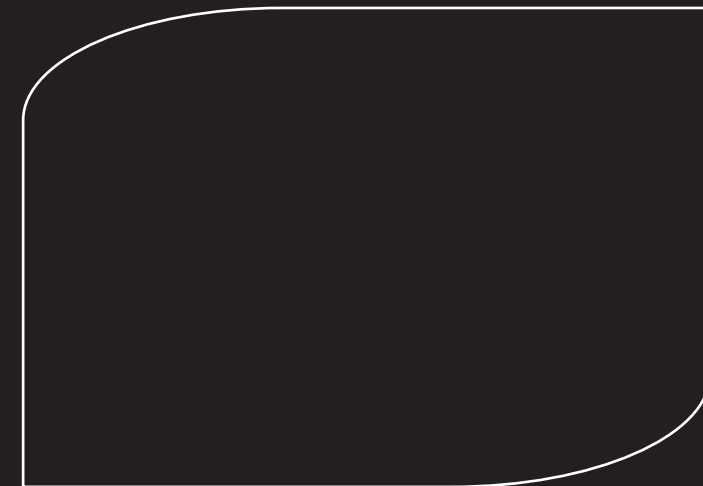
07



10



08



## 05. Merry Fairy (PC)

A scrapbook-journal sim set in a fairytale cottage. Collect decorations, assemble cozy pages, and reflect—no goals, just creative calm in a pastel dream world.

## 07. Sunset High

A narrative-driven “cozy suspense” set in a high school time-loop mystery. Choose your words, replay key moments, and unravel a heartfelt puzzle—perfect for fans of introspective storytelling

## 06. Misc. A Tiny Tale (Switch, PC)

Control two tiny cleanup robots restoring a village after a mysterious explosion. Tidy, recycle, and uncover sweet surprises while enjoying gentle exploration and robot companionship.

## 08. Hotel Galactic

Embody a hotel manager in space, rebuilding and decorating a cozy haven for aliens. Mix a Ghibli-inspired aesthetic with slow-paced resource management; demo praised as “quietly magical”



SPILLED! (SWITCH, PC)



SQUEAKROSS: HOME SQUEAK

HOME (SWITCH, PC)



CANTALOUPE CHRONICLE (PC)



SHIP, INC. (PC)

## 09. Islanders: New Shores (PC/Switch/Console)

A minimalist, score-driven city-builder. Place buildings, design islands, and create peaceful landscapes at your own pace—casual and endlessly replayable .

## 10. Tales of the Shire (Multi-platform)

Step into Hobbit life in Bywater: farm, fish, cook, decorate, and grow friendships in Tolkien’s cozy corner of Middle-earth. A life sim gem merging serenity with charming mechanics .

**Stress-Free Design:** No timers, minimal failure states—just calm systems that respect your pace.

**Gentle Themes:** Environmental restoration, community-building, personal growth—stories that comfort and inspire.

**Creative Spaces:** From puzzle journals to hotel design, these games empower creativity without pressure.

This June and July have been a golden season for cozy gaming. Whether you’re tending a garden in the Shire, cleaning a river, or cuddling up with a journal, these titles offer gentle worlds that soothe rather than stress.

get cozy, get inspired.

SUMMER COZY GAME HIGHLIGHTS

# PEAK



# PEAK cont.

When PEAK launched on June 16, 2025—born from a humble game jam collaboration between Aggro Crab and Landfall—it became an overnight indie sensation. In less than a week, it had sold over one million copies. By the end of its first month, that number had soared past five million. At its height, over 102,000 players were climbing simultaneously on Steam, each battling brutal elements, dwindling stamina, and their own limits. But what exactly makes Peak more than just another mountain to climb?

At its core, Peak is less about brute endurance and more about strategy, teamwork, and survival instincts. Every expedition is a tightrope walk between efficiency and risk, and success depends on more than your own character—it's about the team. Whether you're braving whiteout blizzards, teetering across avalanche zones, or navigating cursed terrain, how you communicate, what you carry, and when you use it all play pivotal roles in staying alive.



Survival in Peak hinges on collaboration. One teammate's well-timed callout—warning of an unstable slope or incoming storm—can mean the difference between safe passage and tragedy. Sharing resources like food, tools, and recovery items not only lightens the load but improves group resilience when distributed wisely. Sometimes, success means letting someone else guide or even carry you, especially when your stamina is running low. Helping one another, even at the expense of personal pace, is often the only way to reach the summit. In Peak, teamwork isn't just encouraged—it's a matter of life and death.

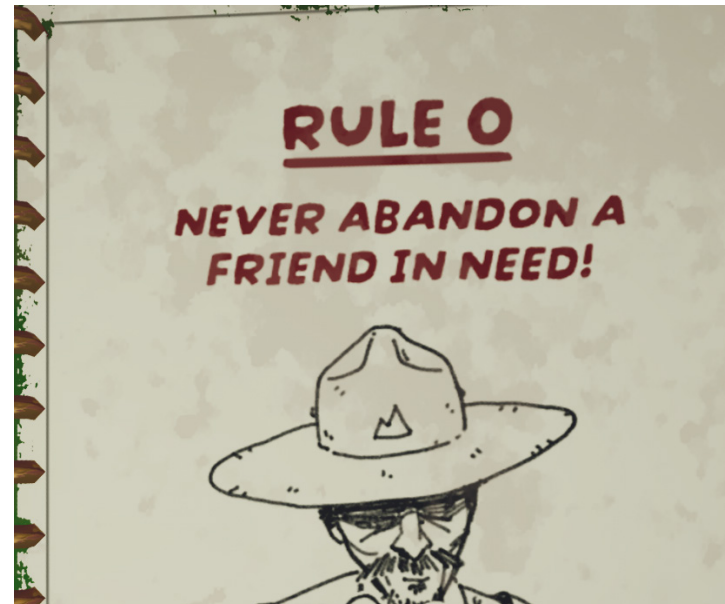
Inventory management adds another layer of depth to the game's survival mechanics. It's not just about packing light—it's about packing smart. A balanced loadout of food, tools, and a couple of powerful items can make all the difference.

The Faerie Lantern, for instance, is a must-have for scouts, slowing stamina drain in low-visibility conditions like fog or blizzards, it also heals negative effects such as poison. The Cursed Skull is more dangerous: instantly revives all nearby teammates, but in the process, it kills the player who uses it. The Pirate Compass helps players locate unopened luggage. When equipped, the compass's red needle points towards the nearest unopened luggage, allowing players to efficiently find resources and supplies. It's particularly useful in the game's challenging biomes where resources are scarce. And then there's the Cure All—a rare item, a lifesaver that cures any debuff from poisoning to frostbite. Use it wisely; you may only find one per expedition.



Even with the best items and a tight-knit team, your greatest enemy might still be your own stamina bar. In *Peak*, stamina is everything. Run out, and you stop being helpful—you become a burden. Environmental factors constantly chip away at it: freezing temperatures reduce stamina recovery and the effectiveness of food, while rain not only impairs visibility but also makes it difficult to climb as it takes more stamina to do so. And food itself? It needs to be monitored closely. Being careless with rations can lead to quick stamina depletion if not used wisely.

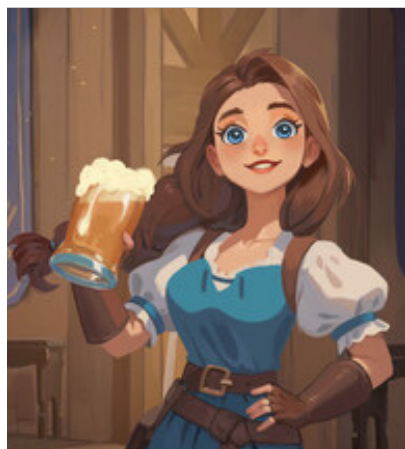
Ultimately, *Peak* succeeds not just because it's a mechanically sound survival game, but because it transforms simple systems into a deeply human experience. Every climb tells a story—not just of reaching a summit, but of the people you relied on, the moments you almost fell, and the hard choices that got you through. It's a reminder that in the harshest environments, the greatest strength isn't in how high you can climb alone, but how well you rise together.



OUR LATEST FAV.

# Ale & Tale Tavern

*The Cozy Fantasy Tavern Simulator That Took Steam by Storm*



## A Charming Concept Brought to Life

Developed by Scienart Games and released on September 5, 2024, Ale & Tale Tavern invites players into a beautifully stylized fantasy world where they inherit a dilapidated tavern. The player's mission? Restore it to glory—one hearty stew, frothy ale, and charming guest interaction at a time.

Operating solo or with up to four friends in co-op, you'll pitch in on everything: brewing, cooking, farming, hunting, fishing, crafting, decorating, serving quests, even battling monsters if the night gets rough.

## Why It Resonates

**"Very Positive" Reviews:** 90%+ positive feedback from over 6,300 players—a solid endorsement of its cozy charm.

**Gameplay Freedom:** Blend Stardew Valley-style comfy vibes with hands-on, first-person tavern management and light combat—appealing to fans of sandbox and fantasy sims.

**Co-Op Joy:** A true teamwork experience—divvy up events like cooking, resource gathering, exploring, and fending off boars.

## GAMEPLAY

### Mechanics & Depth



**Recipe Innovation:** Mix and match ingredients to craft over 50-plus dishes—each catering to specific patrons' tastes for better tips and tavern reputation.

**Farm-&-Catch Economy:** Grow barley, fish for fresh ingredients, hunt boars—dozens of resource loops to maintain your tavern supply.



**Co-op Dynamics:** Co-operative play shapes the experience—assign roles like hunter, chef, bartender, or cleaner to smooth operations.

**Robust Customization:** Expand your space, pick furniture and decor, and even rename your tavern—each choice adds to your personal flavor.

Ale & Tale Tavern nails that rare balance of cozy and active. There's no pressure—you decide whether to quietly bake bread or team up for epic boar hunts. Its evolving mechanics, friendly community, and steady post-launch content cement its place among modern cozy sims. Ideal for anyone who enjoys tavern life, fantasy storytelling, social co-op, or just wants a chill slice of adventure, Ale & Tale Tavern offers endless hearth-warming moments—and so much more.

A COZY STAPLE

WITH HEART



## THE INN & SECOND FLOOR

In March 2025, a major update unveiled a second floor: complete with bedrooms, laundries, guest room services, and even a new sub-boss dungeon! Tavernies now have more business—and more to manage.

## QUALITY-OF-LIFE & UI OVERHAUL

The new interface, declared sleeker and more intuitive, coupled with refined menus, chest-naming, autosave, and clearer quest markers, has top marks from players.

## COMMUNITY & GROWTH

**Half-Million Sales:** March 2025 saw a milestone of 500,000 sales, celebrated with festive in-game content like pumpkin-themed outfits.

**Active Player Engagement:** A vibrant Reddit and Discord presence keeps the community engaged with frequent giveaways, patch feedback, and shared tavern tales.

**Continuous Expansion:** Seasonal updates—like the December winter events and textures—prove that Scienart is committed to keeping the tavern lively and fresh.

# Co-op Up To 4 players



The Cutest Virtual World  
OF 2025

# Tamagotchi

## PLAZA



Nostalgia meets innovation as Bandai Namco officially launches Tamagotchi Plaza, a sprawling, pastel-toned virtual life sim that's capturing the hearts of Gen Z, Millennials, and even their kids. Set in an always-online world full of evolving pets, cozy shops, and real-time events, Tamagotchi Plaza is more than just a game—it's a digital lifestyle.

Tamagotchi Plaza is a multiplayer virtual town where players raise their Tamagotchis while also customizing apartments, exploring themed districts, playing arcade-style mini-games, and socializing with others in a surprisingly rich social ecosystem.

Think Animal Crossing, but with more neon, more fashion, and much more digital pet poop.

## A LIVING BREATHING TOWN

The Plaza is split into lively zones like Snack Alley, Dream Mall, and Arcade Atrium, each packed with character. Seasonal events (like the Summer Splash Fest happening this month) bring limited-time items and Tamagotchi evolutions that have the community buzzing.



## STYLE CENTRAL

Custom fashion for both Tamagotchis and their owners is a huge draw. From goth-core to bubble tea pastels, there's a robust creator economy fueling endless drip. TikTok creators are already dubbing it "The next Cozycore flex space."

## MINI-GAMES

### WITH MEGA REWARDS

From rhythm games to café management sims, the mini-games aren't just fluff—they're fun, addicting, and pay out in useful in-game currency to upgrade your pad, buy gifts, or unlock new areas of town.



## RAISE, TRAIN & EVOLVE

Gone are the days of monochrome, pixelated pets. These new Tamagotchis are fully animated in 3D, with hundreds of mood-based evolutions, shaped by how you care for them and the environments they're raised in.

## CROSS-PLATFORM & MOBILE FRIENDLY

Tamagotchi Plaza launched day one on PC, Switch, and mobile, with full cross-play. Whether you're gaming from your couch or sneaking a snack break at work, your Plaza is always a tap away.



Tamagotchi Plaza isn't just a nostalgia play—it's a genius reinvention of a legacy brand. In a world hungry for wholesome, non-toxic online experiences, this game offers a safe haven of silly, heartwarming joy.

It's also proof that cozy games are evolving, growing more complex without losing their soul.

# Destiny: Through the ages

THE RISE OF A GENRE-DEFINING UNIVERSE

## DESTINY (2014)

Launched on September 9, 2014, Bungie's first foray beyond Halo, Destiny blended high-caliber FPS mechanics with MMORPG-style shared-world gameplay. Built on plans that began as early as 2007, Destiny envisioned a long-lasting sci-fi epic starring Guardians protecting Earth from cosmic darkness.

## THE FRANCHISE

Built on live-service foundations, the franchise navigated publisher split (Activision to Bungie self-publishing in 2019), transitioning from base games plus expansions to the free-to-play model New Light, all while expanding its universe.



DESTINY 2: REBIRTH AND THE LIGHT VS. DARKNESS ARC

## Destiny 2 (2017)

Debuted September 2017 amid fanfare—and controversy—as a deeper dive into the same universe, adding new raids, PvP, seasonal content and a steady rhythm of expansions



## New Content Model

Bungie revamped its release cadence in 2024—shifting from year-long expansions and seasonal episodes to two medium-sized DLCs per year, each paired with a free major update for all players



## Content Timeline

Expansion on July 15, major free update Ash & Iron on Sept 9, and second expansion Renegades arrives Dec 2; more medium DLC drops are mapped into 2026

## THE EXPANSION

The Fate Saga begins: Follow the Emissary of the Nine to Kepler, a dark-matter shrouded planetoid in the Oort Cloud—ushering a story that dwarfs the previous saga.

Kepler: Four regions to explore with player-driven discovery, new traversal powers like Matterspark, Mattermorph, and the teleporting Relocator Cannon. Gear Overhaul: Armor 3.0 introduces set bonuses and a clearer tier system; World Tiers (Brave Mythic) provide scalable high-difficulty content.

New Raid: The Desert Perpetual raid drops July 19, 2025, with exclusive cosmetics through in-race achievements

Exotics: Six new exotics—three weapons (like the versatile Third Iteration scout rifle) and three class armor pieces (Moirai, Melas Panoplia, Eunoia)—unlock via Legendary-level play. The sniper New Land Beyond is tied to the Ultimate Edition

## THE FINAL SHAPE 2024

The October–May saga wrapped up the first “Light and Darkness” storyline, culminating in June’s expansion, The Final Shape.

## Enter the Fate Saga & The Edge of Fate

Launched July 15, 2025, across PS4/PS5, Xbox One/Series X|S, and Windows.



## WHAT IT MEANS

New Narrative Arc: The mysteries of the Nine challenge Guardians to think about destiny, fate, and cosmic order.

Fresh Mechanics: Traverse and fight with dark-matter abilities in new ways; build strategies with customizable Armor and weapon systems.

Community Renewal: Bungie’s model fosters more frequent major updates for all, countering past monetization backlash

## FINAL VERDICT

From its humble sci-fi roots to Destiny 2’s expansive universe, Bungie has always aimed for the long game. The Edge of Fate is the bold next step—ushering in narrative depth, gameplay innovation, and a fan-first approach to content delivery. Whether you’re a veteran Guardian or a fresh recruit, July 15 marks a new beginning under Kepler’s dark skies.

“THE LIGHT LIVES IN ALL PLACES, IN ALL THINGS. YOU CAN BLOCK IT, EVEN TRY TO TRAP IT, BUT THE LIGHT ALWAYS FINDS IS WAY.”



IRL  
THOUGHTS

OPINION PIECE

# MIND MODE: MENTAL HEALTH IN GAMING

**"GG" doesn't always mean "good game."  
Sometimes, it's just a mask.**



Behind the bright lights of Twitch streams, the hype of esports tournaments, and the cozy comfort of a late-night Stardew Valley session, there's an ongoing conversation that's finally gaining traction — mental health in gaming. Once brushed aside or drowned out by the noise of "just play through it," the gaming community is now facing its mental health realities head-on.

## THE POWER - AND PRESSURE - OF THE GAME WORLD

Gaming is a unique space. It can be an escape, a creative outlet, a social lifeline - or sometimes, an emotional battleground.

Players often describe games as "therapy," and for many, they are. They offer safe spaces to decompress, explore identity, and connect with others who share their passions. But when screen time stretches into sleepless nights, competitive ranks become tied to self-worth, or toxic lobbies wear down resilience, that same refuge can start to harm the mind it was meant to heal.

The World

AS DR. K (ALOK KANOJIA), A HARVARD-TRAINED PSYCHIATRIST KNOWN FOR WORKING WITH STREAMERS, PUTS IT:

**"GAMING ISN'T THE PROBLEM — IT'S THE WAY WE SOMETIMES USE IT TO RUN FROM THE PROBLEM."**



## FROM ESCAPE TO EXPRESSION

Games have always been about stories — not just the ones developers tell, but the ones we live through them. Titles like Celeste, Hellblade: Senua's Sacrifice, and Gris are breaking new ground by openly tackling anxiety, trauma, and depression within their narratives.

These games don't just represent mental health; they invite players to feel it, to sit with it, and to understand it. They've opened up emotional dialogues between developers and players alike, proving that vulnerability can coexist with pixels and power-ups.

THE WORLD IRL

IRL  
THOUGHTS

**STREAMING, STRESS, AND THE SPOTLIGHT**

For streamers and content creators, the mental toll can be especially heavy. The constant push for engagement, algorithm pressure, and parasocial dynamics blur the line between passion and performance.

It's no secret that burnout runs rampant in the creator community. Streamers like Valkyrae, Pokimane, and Jacksepticeye have spoken publicly about stepping away for mental health breaks — and fans are learning to see that as strength, not weakness.

The movement toward mental wellness among creators is setting a new tone: success doesn't mean sacrificing sanity.

**FINDING COMMUNITY AND BALANCE**

One of gaming's greatest strengths is its community. Discord servers, guilds, co-op sessions, and even Reddit threads have become virtual lifelines for connection and understanding. When used mindfully, these digital spaces can foster support, empathy, and friendship.

But as with any social arena, balance is key. Muting toxic chats, taking digital detoxes, or setting limits on playtime aren't acts of weakness — they're acts of self-respect.

**LEVELING UP OUR MINDSET**

The gaming community is changing. Developers are hiring mental health consultants. Esports organizations are bringing on wellness coaches. Indie creators are crafting narratives that honor emotional authenticity. And gamers themselves are speaking out about anxiety, depression, ADHD, and burnout with unprecedented honesty.

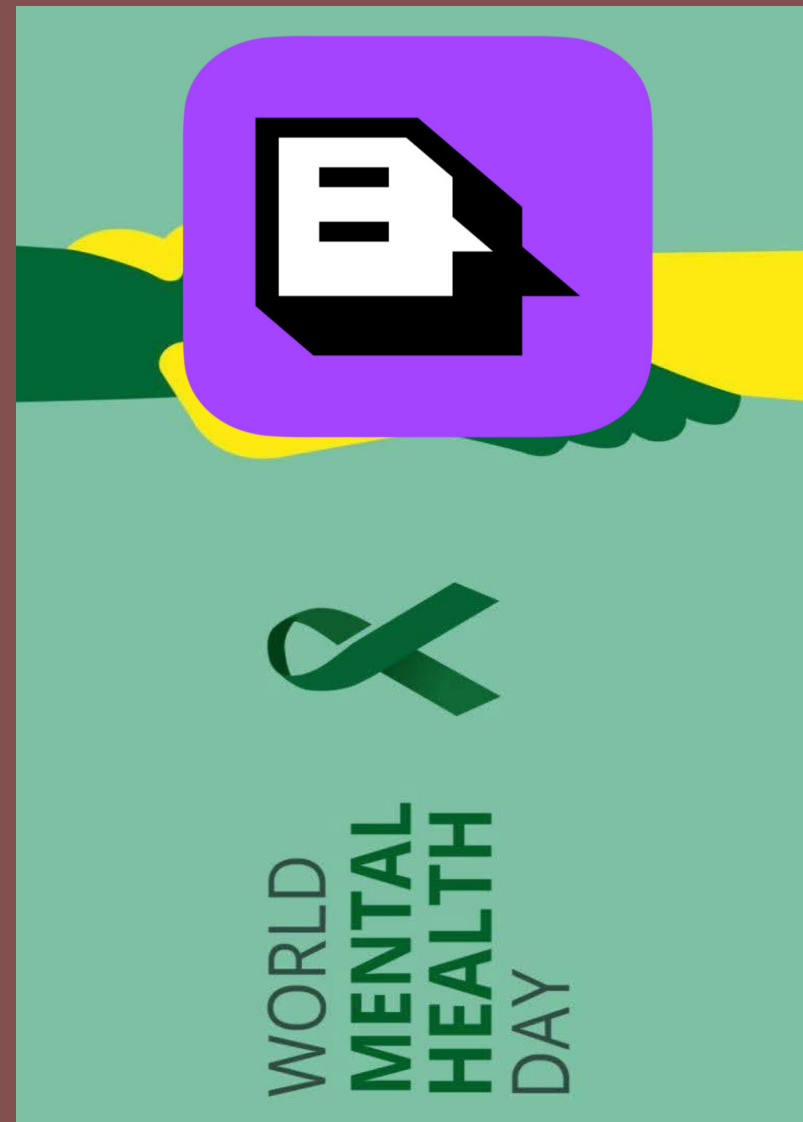


AND THE MESSAGE IS CLEAR: MENTAL HEALTH ISN'T A SIDE QUEST - IT'S PART OF THE MAIN STORY.

**PRESS START ON SELF-CARE**

If you're a gamer feeling the mental grind, try these simple "power-ups":

- Take short breaks between matches — stretch, hydrate, breathe.
- Play games that calm rather than stress you (Animal Crossing, Spiritfarer, Journey).
- Reach out to your gaming friends — sometimes, they're going through the same thing.
- Don't hesitate to seek professional help; your mental health deserves the same care as your KD ratio.



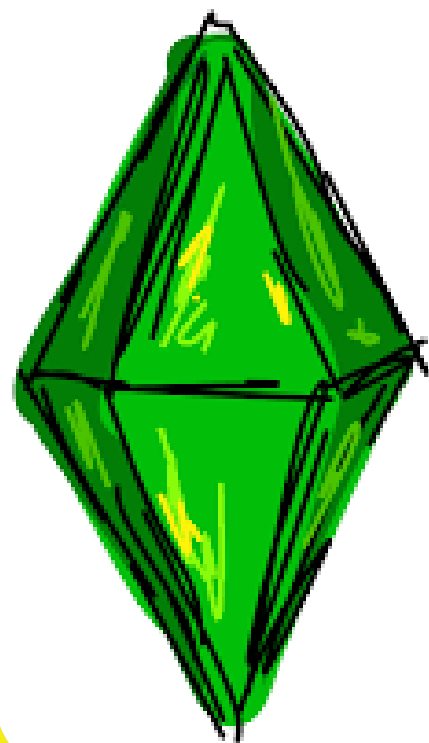
**FINAL THOUGHTS:**

Gaming has always been about resilience — learning, failing, re-trying, and finally overcoming. Mental health is no different. Together, as a community, we can make sure that "GG" truly means good game, good mind, good life.



# WHICH ICECREAM ARE YOU?

Summer heat got your thumbs sweaty? Cool off with the ultimate video game-inspired personality quiz: Which Gaming Ice Cream Flavor Are You? Whether you're the pixelated pop of strawberry speed or the brooding chill of espresso realism, there's a scoop for every player. Let's find out what flavor fuels your inner gamer...



## 1. Pick your ideal game genre:

- A. Open-world sandbox
- B. Cozy sim or farming game
- C. Dark RPG with deep lore
- D. Competitive shooter or fighter
- E. Classic platformer



## 2. How do you handle in-game failure?

- A. Reload and try a different route
- B. Take a break and decorate something cute
- C. Dive deeper into the strategy
- D. Yell "GG" and queue again
- E. Laugh and speedrun it next time

## 3. Which power up would you want IRL?

- A. Infinite crafting materials
- B. Animal friendship charm
- C. Shadow stealth mode
- D. Precision aim lock
- E. Double jump!

## 4. Choose a gaming setting:

- A. Cyberpunk city
- B. Cottage in the woods
- C. Haunted castle
- D. Futuristic battle dome
- E. Mushroom kingdom

## 5. You're a boss fight. What's your strategy?

- A. Craft a trap and bait them
- B. Befriend them (or try to!)
- C. Learn every pattern—then strike
- D. Go in guns blazing
- E. Bounce on their head three times



WE ALL SCREAM FOR ICECREAM



# WHICH ICECREAM ARE YOU?

## Now, Count Your Letters:



### Pixel Mint Craft Chip

You're inventive and adaptable—like a sandbox builder with a green streak. This refreshing mint chocolate chip scoop is laced with hidden digital chunks. You always find a way to win... even if you have to build the path yourself.



### Mostly A

### Wholesome Strawberry Stardust

Sweet, kind, and maybe a little nostalgic—you gravitate to games with heart. This cozy pink swirl is topped with edible flowers and glitter sprinkles. You're basically Animal Crossing in a cone.

### Mostly D

### Mostly B

### Mostly C

### Dark Mode Espresso Fudge

Intense, mysterious, and cerebral, you're the flavor of moody evenings and epic lore dumps. This rich espresso and fudge blend is for gamers who stay up late, wear headphones, and love a good plot twist.

### PvP Rocky Road Rage

Loud, crunchy, and chaotic. You're always ready to throw down in the arena, lobby, or ranked queue. This aggressive combo of marshmallows, chocolate, and salted pretzel shards means business—just like you.

### Retro Rainbow Vanilla Blast

### Mostly E

A throwback fan with timeless taste. Whether it's pixel art or classic controls, you love games that don't take themselves too seriously. This playful scoop is swirled with rainbow sprinkles and 8-bit energy.

### Bonus Round: The Secret Flavor

If you answered every question differently (a true wildcard!), you're:

### Neon Glitch Sherbet.

A zany mashup of unpredictable tastes—think orange, raspberry, and "what even is that?" You're chaotic good, and probably mod your games before finishing them.



Tag us @omegagaming.world with your result and your favorite game to match. We'll share our favorite flavor-game pairings next issue—and maybe even create your scoop in real life!

# Summer Blockbusters

## June - August 2025 Top Releases

# hot releases

*Summer 2025 has delivered a wealth of standout gaming experiences—from sprawling AAA narratives to nostalgic remakes, cozy sims to intense co-op carnage. Here's what has defined the season:*

### June

#### The Alters (Multi-platform)

From the makers of This War of Mine, 11 Bit Studios explore a different kind of sci-fi survival game. In The Alters, you control astronaut Jan Dolski stranded on a dying planet and generate "Alters" — alternate versions of himself shaped by decisions he made in life — to help him survive.

#### System Shock 2: 25th Anniversary Remaster (Multi-platform)

A definitive revival of the 1999 classic, featuring 4K, 120 FPS, QoL updates, moddable support, and enhanced multiplayer.



### June cont.

#### Death Stranding 2: On the Beach (PS5)

Kojima's saga continues as Sam Bridges delivers once more—this time with gravity gloves, new traversal challenges, and a star-studded voice cast. The follow-up to the genre-defying original returns with all the ambition fans expect. Slated for June 26 on PS5, Death Stranding 2: On the Beach revives protagonist Sam Porter Bridges' mission to traverse a vast post-apocalyptic terrain.

#### FBC: Firebreak (PC/PS5/Xbox Series X|S)

Developed by Remedy Entertainment (the studio behind Control and Alan Wake), Firebreak arrives June 17 as a three-player cooperative shooter set in the weird and supernatural world of the Federal Bureau of Control.

T H E F I N A L G A M I N G C O M M U N I T Y Y O U ' L L J O I N



# June - August 2025 Top Releases cont.

## July

### Tony Hawk's Pro Skater 3+4 (Multi-platform)

A faithful yet fresh remake of the early-2000s skateboarding duo—complete with updated graphics, new parks, and modernized features.

### Killing Floor 3 (Multi-platform)

Tripwire returns with four-player co-op slaughter against monstrous Zeds. Delayed to tune gameplay and interface—now aiming to be the must-have co-op FPS of the year

*Summer 2025 isn't just "quiet due to holidays" — it's loaded. These games stand out not only for their release timing but because each brings something distinct: scale, innovation, nostalgia, or pure adrenaline. Whether you're unwinding in the shade with a controller or gearing up for some intense coop action, this is a season to mark on your gaming calendar.*

## July cont.

### Shadow Labyrinth (Multi-platform)

A bold "Metroidvania Pac-Man" twist from Bandai Namco—pairing maze exploration with action-platforming in a dark, lore-packed adventure

### Grounded 2 (PC/Xbox)

The sequel to Obsidian's miniature survival hit arrives in early access with bigger worlds and deeper co-op crafting

### Editor's Picks: Which Game for Which Gamer

For story-driven seekers: Death Stranding 2

For co-op squads looking to play together: FBC Firebreak or Killing Floor 3

For creative/strategy players who like something different: The Alters

For casual, fun multiplayer or nostalgic sessions: Tony Hawk's Pro Skater 3+4



02996 RHD



# June - August 2025 Top Releases

## august

### **Mafia: The Old Country (PlayStation 5, Windows, and Xbox Series X/S)**

The classic crime saga returns with a gritty prequela set in early 1900s Sicily. You play Enzo Favara, a poor caruso navigating rising tensions in the Torrissi crime family. With a focus on story, atmosphere, and the underworld's moral ambiguities, Mafia: The Old Country reboots the franchise with cinematic flair. A planned Free Ride mode post-launch will expand the experience beyond the main narrative into side missions, races, and exploration.

### **Echoes of the End (Windows, Xbox Series X/S and PlayStation 5)**

From Myrkur Games comes this action-adventure in which Ryn, a magic-wielding warrior, must navigate a crumbling world and unravel ancient power. The story aims to blend lore, exploration, and magic in a world on the brink. Reception has been mixed—critics praise the ambition and visuals but point to rough edges in combat and pacing.

### **Gears of War: Reloaded (PlayStation 5, Xbox Series X|S, and PC)**

A remake of the seminal third-person shooter, Reloaded brings the classic action experience to modern platforms—complete with enhanced visuals, updated controls, and cross-platform support. It's also the franchise's first formal console debut on PlayStation.



## august cont.

### **Helldivers 2 (PC and Xbox Series X|S)**

Sony's live service shooter finally lands on Xbox Series X/S—marking a rare non-MLB Sony title published on Xbox.

### **Metal Gear Solid Delta: Snake Eater (PlayStation 5, Xbox Series X|S, and PC)**

A remake of the legendary MGS3, this modern retelling brings the jungle infiltration, moral choices, and series lore into Unreal Engine 5. It launched to strong early sales—with over a million units sold on day one—and a warm reception from fans impressed by the balance of fidelity and modernization. New features include refined stealth, improved animations, and updated controls—all while honoring the original's spirit.

### **Shinobi: Art of Vengeance (Mutli-platform)**

A revival of Sega's ninja franchise by Lizardcube (of Wonder Boy & Streets of Rage fame). Expect tight 2D platforming, combo mechanics, and stylized visuals. The development involved collaboration with Sega, and the result leans into both retro homage and modern upgrades.



Nostalgia sells—but with care. Games like MGS Delta and Gears Reloaded succeeded by balancing homage and modern polish.

Platform crossovers grow bold. Sony's Helldivers 2 arriving on Xbox shows live-service models are changing old exclusivity rules.

Diversity in genre and tone. August offered everything: crime epics, stealth remakes, sports innovation, and magic quests.

August delivered a rich mix of nostalgia, bold new IP, and platform expansion. Whether you're drawn to stealth epics, crime dramas, or quirky new sports ideas, there was something for everyone.









# From Hot Gamer Summer to Sleepy Fall Worlds and Creepy Pixels

IMAGE FROM "SEASONS AFTER FALL"  
SEASONS AFTER FALL IS A 2D PLATFORM-PUZZLER GAME  
THAT WILL LET YOU DIVE INTO A CAPTIVATING UNIVERSE  
AND EXPLORE A LAND GOVERNED BY MAGIC AND NATURE.  
RELEASED: SEPTEMBER 2ND, 2016



# Editor's Letter... pt 2

## The Season of Cozy & Creepy

The air is cooling, the leaves are turning, and somewhere out there, a gamer is lighting a candle before booting up Stardew Valley or Phasmophobia. Fall is the season where cozy meets creepy — where comfort and curiosity live side by side.

At Omega Gaming, we're celebrating that balance. Whether you're crafting potions in a wholesome indie, exploring VR's new social spaces, or braving a haunted forest in 4K, this is the time to lean into games that make you feel.

So grab your favorite hoodie, make a warm drink, and settle in — it's time to explore what makes gaming magical this season.

GAMING THROUGH THE SEASONS



# Borderlands 4

*continues the series' tradition of fast-paced looter-shooter action, but with a number of updates and changes:*

DEVELOPER / PUBLISHER: GEARBOX SOFTWARE / 2K GAMES

PLATFORMS: PC, PLAYSTATION 5, XBOX SERIES X|S; NINTENDO SWITCH 2 VERSION DELAYED

RELEASE DATE: SEPTEMBER 12, 2025 (PS5, XBOX SERIES X|S, PC)

GENRE: FIRST-PERSON LOOTER SHOOTER / ACTION RPG

Borderlands 4 is shaping up to be a strong entry in the franchise: big on loot, big on personality, full of action. For fans of looter-shooters, there's a lot to be excited about. But some of its success will rest on how well Gearbox supports it post-launch: fixing performance issues, delivering promised updates, and keeping the game feeling fresh and fair.

Whether you're playing for the story, the chaos, or the loot grind—Borderlands 4 may be the one that asks, how wild do you want to go?



Planet Kairos is the primary setting, giving players a new world to explore.



A re-imagined Ultimate Vault Hunter Mode with multiple ranks of difficulty. Players don't have to replay the entire campaign to get to higher difficulty; instead there are mission challenges to increase rank.



A new cast of Vault Hunters, plus returning classes and series staples.



The engine is upgraded (Unreal Engine 5) to support more detailed visuals, seamless open-world traversal, and richer environments



More robust loot systems, gear options, and Action Skills that hopefully deliver better build creativity and balance



# Borderlands 4 cont.

## Post-Launch Roadmap

- ✔ Gearbox is planning several updates, features, and DLCs after launch to keep the game fresh.
- ✔ A free Halloween-themed event, Horrors of Kairos, is scheduled for late October, introducing special loot, cosmetics, and themed world events.
- ✔ The first paid DLC, Bounty Pack: How Rush Saved Mercenary Day, arriving November 20, will include new missions, a boss fight, themed cosmetics, and legendary gear.
- ✔ Early 2026 will see a story expansion, "Mad Ellie and the Vault of the Damned," featuring a new Vault Hunter called C4SH (who brings new mechanics and style)
- ✔ More content: additional raid bosses, higher difficulty modes, new cosmetic drops, etc.

BORDERLANDS 4 SEEMS DESIGNED TO BOTH APPEASE LONGTIME FANS AND BRING IN FRESH PLAYERS. THE UPDATES SUGGEST GEARBOX WANTS MORE SUSTAINABLE ENGAGEMENT RATHER THAN JUST A BIG SPLASH AT LAUNCH. THE ROADMAP OF SEASONAL EVENTS, DLC, AND ENDGAME CONTENT SHOWS A SHIFT TOWARD LONGEVITY AND ONGOING PLAYER INVESTMENT.

THE DELAY ON SWITCH 2 AND TECHNICAL ISSUES HINT THAT WHILE AMBITION IS HIGH, EXECUTION WILL BE CLOSELY WATCHED. HOW WELL GEARBOX HANDLES OPTIMIZATION AND UPDATES COULD DEFINE WHETHER THIS BECOMES "ONE OF THE GREAT BORDERLANDS ENTRIES" OR A MORE MIXED EXPERIENCE.

## ✔ WHAT'S BEEN CRITICIZED

Performance issues: On PC and consoles, some users are reporting stuttering, memory leaks, and unstable performance, especially when pushing higher settings. The devs are acknowledging these problems.

The Nintendo Switch 2 version has been delayed, with no new date yet, causing frustration among Switch owners. [The Verge](#)

Dialogue skipping: a community mod allows skipping cutscenes / dialogues, but the devs warn this could cause mission state corruption or broken mission progression. So it's risky.

## ✔ WHAT'S GOING WELL

The loot variety and mission design are praised for feeling more meaningful, less grindy. Builds appear to have more potential variety.

Community achievements (boss-kill challenges) have been met with enthusiasm—players exceeded targets for some events, which unlocks special rewards.

# The Rise of VR Social Worlds

VR HAS BEEN EVOLVING QUIETLY WHILE THE REST OF THE GAMING WORLD DEBATED GRAPHICS CARDS AND CONSOLE EXCLUSIVES. BUT RECENTLY, SOMETHING NEW HAS BLOOMED IN THE VIRTUAL LANDSCAPE: COMFORT AND CONNECTION.

Games like "Garden of the Sea VR", "Puzzling Places," and the ever-expanding "VRChat" have redefined what it means to play together. Instead of adrenaline-fueled shooters, players are gathering to paint, cook, gar-

den, and explore calm fantasy spaces. The newest wave of social VR games focuses less on competition and more on expression — letting players build virtual studios, craft cozy

homes, or host tea parties. Even platforms like Meta Horizons and SteamVR Home are leaning into customizable, personal spaces. As VR headsets become lighter and

more accessible, expect to see "cozy VR" become its own beloved niche — one where friendship and creativity matter just as much as realism.

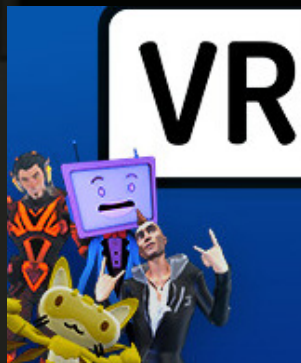
GARDEN OF THE SEA



VTIME XR



VR CHAT



RACCOON LAGOON



## HOW COMMUNITIES GO VIRTUAL

### ROOMS

Host a Room

**JAM SESSION** Jam Session  
Public Room  
Hosted by Hej  
4 players

### RECENT APPS

**LITTLE PLANET**

**VIVARIUM**

**ALYX**

**ISLE OF PIGS**

**RACKET**

### STEAM FRIENDS

**Fuzzyface**

**WALKABOUT: MINI GOLF**

**Trashley** In Game

**Uematsu**

REC ROOM



BIGSCREEN



LIVING ROOM



STARSHIP HOME

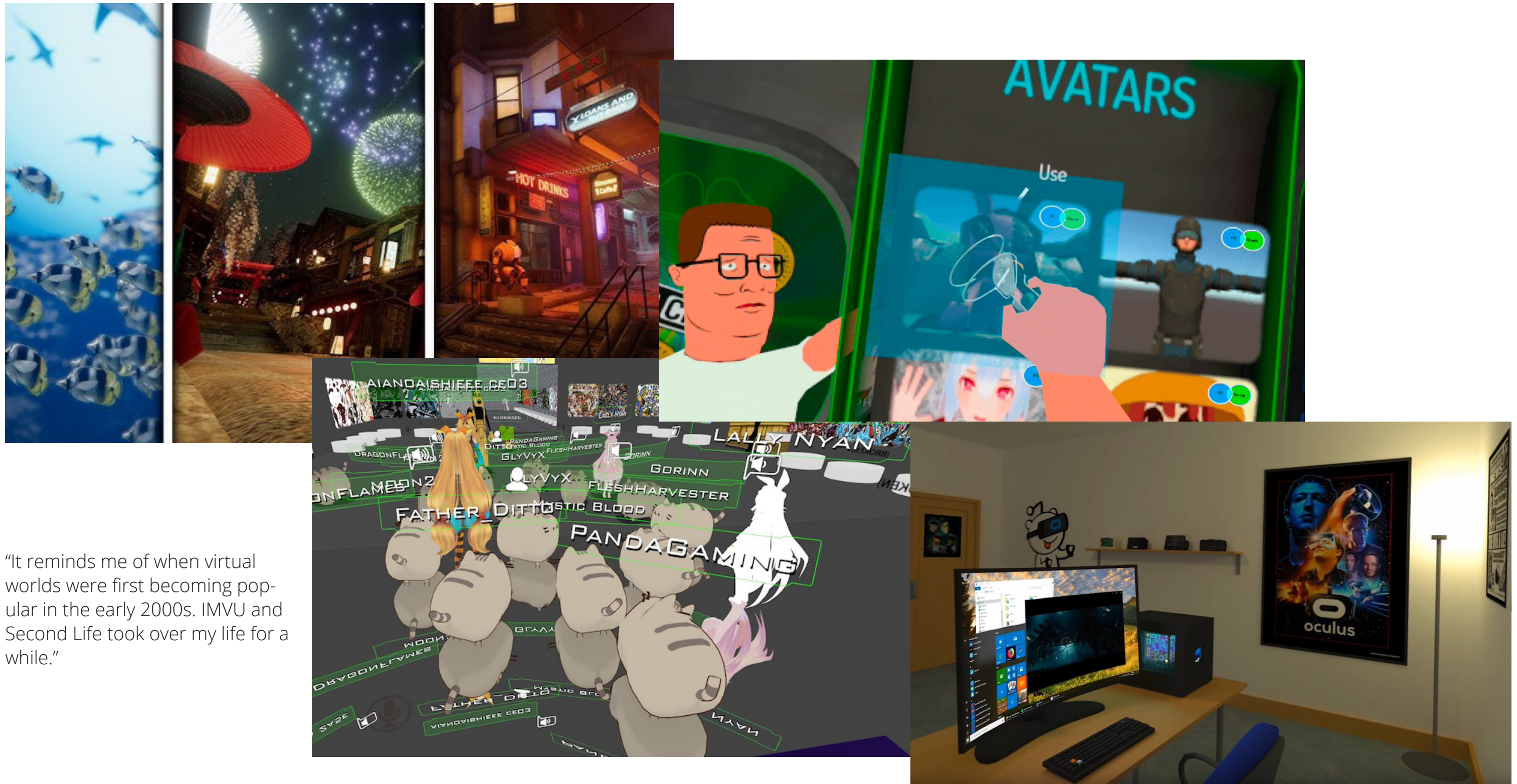


STAY: FOREVER HOME



EVERDREAM VALLEY VR





"It reminds me of when virtual worlds were first becoming popular in the early 2000s. IMVU and Second Life took over my life for a while."

## PC GAMING SPOTLIGHT:



1

*If your gaming ritual starts with a mug of tea and a click on the Steam icon, this season won't disappoint. September and October bring a wave of PC releases that fit both sides of the fall mood-board — spooky and serene.*

*Check out this season's highlights.*



2



3



4



5

1

**Moonlight Market**

An indie cozy sim about running a magical night bazaar.

2

**Ball x Pit**

You descend into pits of monsters, upgrade your magical projectiles (“balls”), build a base and keep going deeper.

3

**Hollow Knight: Silksong**

A sequel to the 2017 indie hit, you play as Hornet in a brand-new land.

4

**Little Problems: A Cozy Detective Game**

A cozy detective game about solving minor inconveniences and enriching life.

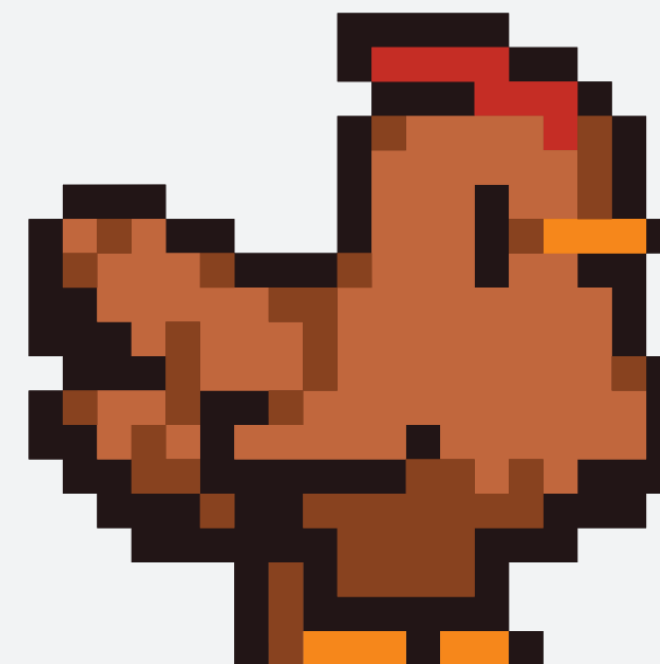
5

**Star Birds**

A relaxing asteroid-base-building and resource management game.

# Fall Releases & Indie Gems for Your Library

*PC gaming continues to be where innovation thrives — and this fall, the indie scene leads the way with hand-drawn art, emotional stories, and experimental playstyles.*



# INDIE CONT.

## Henry Halfhead

Meet Henry, merely half a head, yet with the peculiar ability to become any object within their reach!



## Mars Attracts

Mars Attracts is a park management sim set in the iconic universe of Mars Attacks™.



## Town to City

Build an idyllic 19th century Mediterranean town and help it flourish into a prosperous city.



## Ale Abbey

Build and expand your monastery, craft recipes and brew holy ales in this unique brewery tycoon. No pre-made recipes in Ale Abbey, oh no.



## Strange Antiquities

Become the custodian of a store dealing in occult antiquities.



## Baby Steps

Play as Nate, an unemployed failson with nothing going for him, until one day he discovers a power he never knew he had... putting one foot in front of the other.



## Consume Me

did you feel stupid, fat, lazy, and ugly in high school? well i did...but at least i made a life-simulation RPG about it!



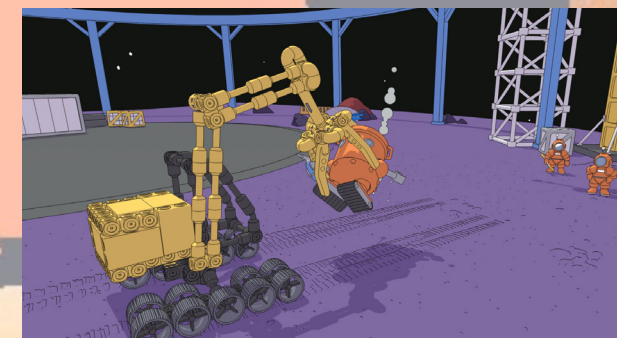
## Lost in the Open

An unexpected assassination attempt leaves you wounded and fleeing across no man's land. To survive in this roguelike, low-fantasy tactical RPG, you must recruit strategically, fight desperately and repent sincerely.



## Mars First Logistics

Build physically simulated rovers to transport awkwardly shaped cargo across the rugged terrain of Mars. Earn funds, unlock new parts, and use your ingenuity to help the Martians establish a new home. Playable solo or in online co-op!





*Not all horror has to be terrifying — some of it can be quietly unsettling, tender, or even beautiful. Here are five indie horror games that walk that line:*

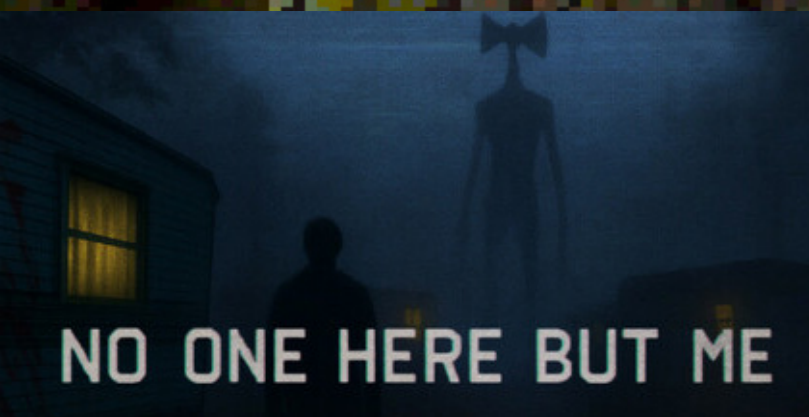
**1. MOTH HOUSE -**  
A GENTLE GOTHIC MYSTERY ABOUT CARING FOR A FRIEND WHO'S TURNING INTO A MOTH.

THESE TITLES ARE PROOF THAT HORROR CAN ALSO BE HEARTWARMING - A CANDLE IN THE DARK RATHER THAN A JUMP SCARE IN THE NIGHT.

**6. NETHERWORLD -**  
A WEIRD JELLYFISH HANDLES MARRIAGE CRISIS WITH ALCOHOL, DRUGS, SEX, BLOWS AND LOTS OF ODD CHARACTERS.



**9. ARCTIC AWAKENING -**  
A FIRST-PERSON NARRATIVE ADVENTURE SET IN THE UNFORGIVING ARCTIC. YOUR PLANE CRASHED IN A STORM, LEAVING ONLY YOUR COURT-MANDATED THERAPY BOT FOR COMPANY AS YOU JOURNEY TO FIND YOUR CO-PILOT AND UNCOVER THE MYSTERIES BURIED BENEATH THE ICE.



**3. NO ONE HERE BUT ME -**  
SEVEN DAYS. SEVEN NIGHTS. SIX TRAILERS. ONE NEW RESIDENT. HELP YOUR NEIGHBORS DURING THE DAY AND SURVIVE THEIR SCREAMS AT NIGHT



**10. ECLIPSIMUM**  
LONGING FOR LIGHT, A SUNLESS WORLD BEGINS DEVOURING ITSELF. EVERY STEP SHIFTS THE LANDSCAPE BENEATH YOU AS YOU SEARCH FOR WHAT REMAINS OF HER.

**7. NO, I'M NOT A HUMAN.**  
WARNING. STAY INSIDE. LOCK YOUR DOORS. CLOSE THE BLINDS. ONLY LET HUMANS IN. ELIMINATE ALL VISITORS. AN ANXIETY HORROR ABOUT PARANOIA IN THE END OF TIMES.



**8. PIGFACE**  
YOU WAKE UP WITH AN EXPLOSIVE HEADACHE IN A POOL OF YOUR OWN BLOOD. YOU'RE EXIT, A TERRIBLE WOMAN WHOSE AWFUL PAST HAS FINALLY CAUGHT UP TO HER. FULFILL CONTRACTS FOR THE PEOPLE WHO DRILLED INTO YOUR SKULL.





# MOTH HOUSE



# The Evolution of Fear

## Storytelling in Modern Horror



From Silent Hill 2 to Resident Evil Village, horror gaming has always been about tension. But lately, fear has become more personal.



**Modern horror titles** are blurring the line between narrative and emotion — using quiet moments, environmental storytelling, and even comfort mechanics to heighten unease.

Modern horror storytelling in new games utilizes innovative techniques like narrative roguelikes, procedural generation, and intimate, personal narratives to create unique and impactful experiences.



Games like "Signalis," "Iron Lung," and "The Mortuary Assistant" show that fear doesn't need jump scares; it just needs truth. This new wave of horror is about what we carry with us — grief, regret, love, and loss — and how games let us process those feelings in a safe, interactive space.



**Key Trends also noted:**  
- Meta-narrative and reality bending. Games are increasingly blurring the lines between the game world and player's reality.

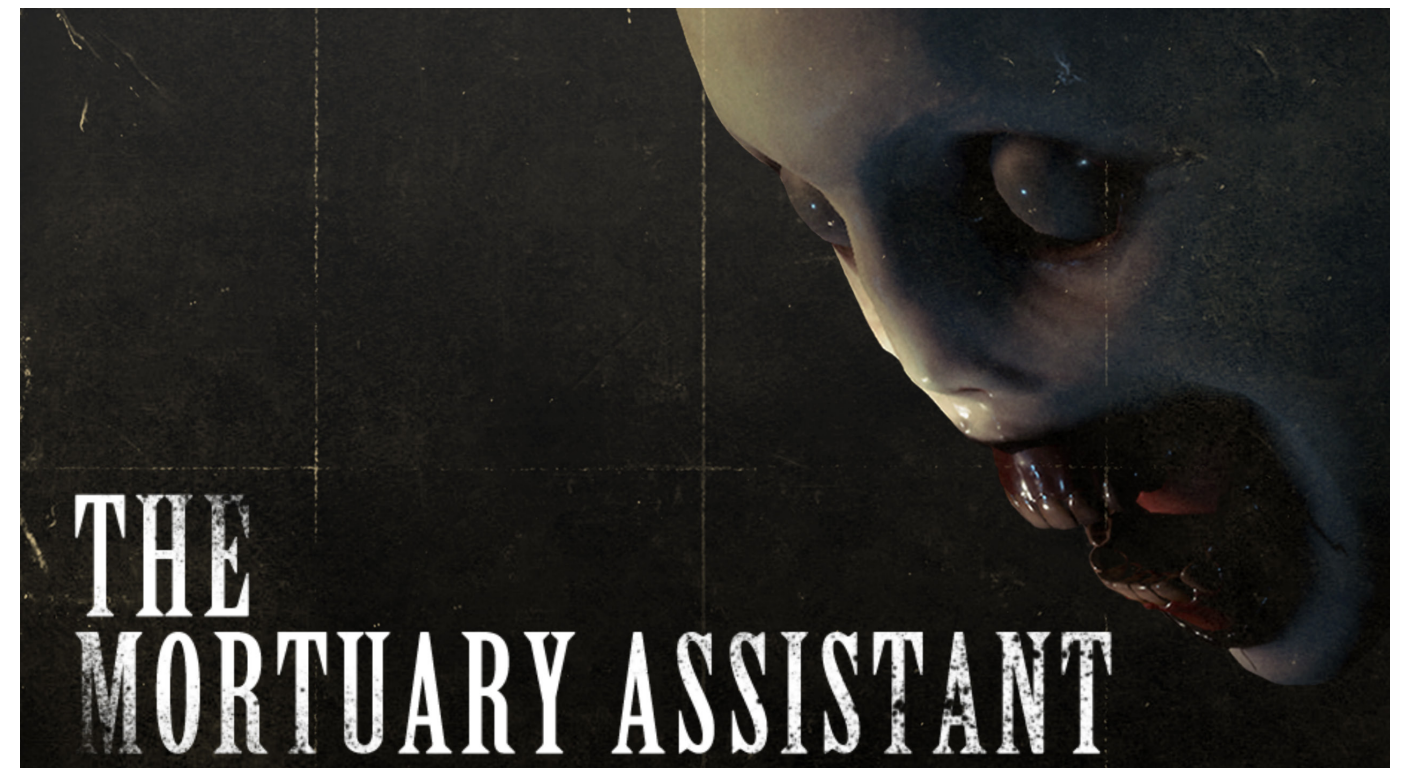
# The Evolution of Fear

## Storytelling in Modern Horror cont.



Eyes Never Wake uses the player's webcam to make the monster watch you through it, creating a terrifying, real-world connection.

Hide by physically ducking beneath your desk while exploring a strange game never meant to be played.



Alone with the dead...  
Embalm corpses, banish demons,  
save your soul.

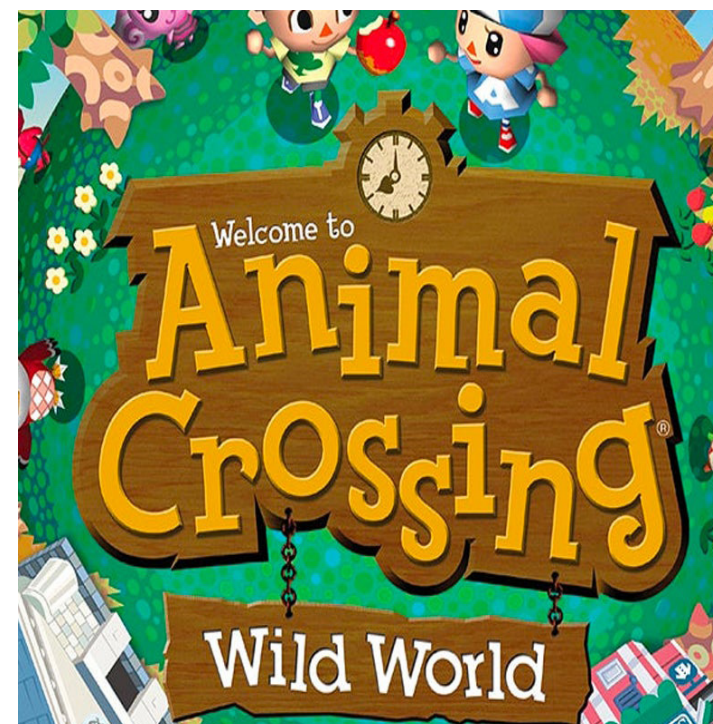


# Before “cozy games” had a name, we just had the Nintendo DS.

*Pokemon, Nintendogs, Animal Crossing: Wild World, Harvest Moon DS, WarioWare, and Professor Layton defined an era where gaming was personal, portable, and profoundly comforting.*



Those pixelated mornings — stylus in hand, headphones on — shaped the way many of us approach gaming today. The DS wasn't about power; it was about presence.



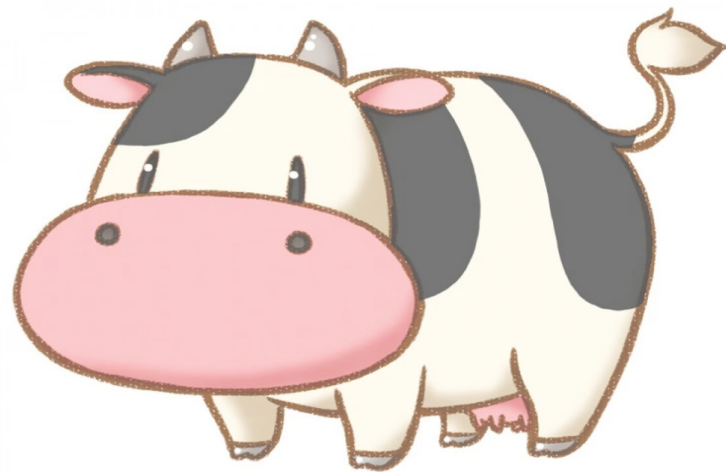
## Retro Replay: Remembering the DS ERA

The Golden Age of Handheld Comfort

# Retro Replay: Remembering the DS ERA cont.

Before “cozy gaming” became a term trending across TikTok, Twitch, and Discord communities, there was a little dual-screen handheld quietly shaping what comfort gaming meant for a whole generation — the Nintendo DS.

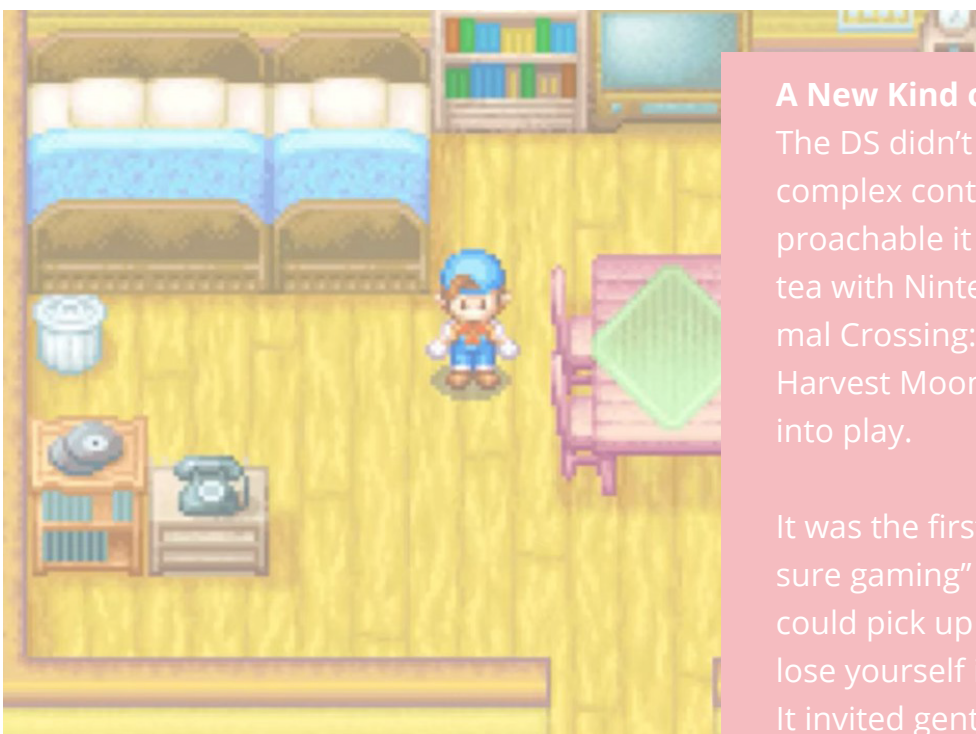
Launched in 2004, the DS was marketed as an innovative touch-based console with dual screens and a stylus, but what it became was something far more meaningful: a portable escape into warmth, creativity, and connection. Two decades later, many of today’s most beloved cozy titles trace their roots back to this humble handheld.



## A New Kind of Gaming Comfort

The DS didn’t need ultra-realistic graphics or complex controls. Its magic was in how approachable it felt. Whether you were sipping tea with *Nintendogs*, designing towns in *Animal Crossing: Wild World*, or tending crops in *Harvest Moon DS*, the DS turned everyday life into play.

It was the first console that made “low-pressure gaming” mainstream — something you could pick up for five minutes before bed or lose yourself in for hours on a rainy afternoon. It invited gentleness. Games weren’t about competition; they were about care.



## Seeds of the Cozy Genre

When players talk about cozy gaming today — slow living, emotional storytelling, peaceful gameplay loops — you can see the DS’s fingerprints everywhere.

**Animal Crossing: Wild World (2005)** — taught players the beauty of daily rituals, community, and quiet joy.

**Nintendogs (2005)** — brought pet care and emotional connection into gaming, years before virtual pets resurfaced on mobile.

**Professor Layton (2007)** — blended gentle puzzles with whimsical storytelling, inspiring modern cozy mysteries.

**Cooking Mama (2006)** — turned cooking into a game of rhythm and delight rather than stress.

These titles created the DNA for what cozy gamers now crave: softness, self-expression, and connection over competition.



## The DS as a Comfort Object

Physically, the DS itself felt cozy. Its clamshell design clicked shut like a book. The soft glow of the bottom screen at night, the gentle tap of the stylus — everything about it felt tactile and comforting. Many players recall curling up under a blanket, stylus in hand, tending to their pixel gardens or visiting their animal neighbors.

The DS wasn’t just a console — it was a ritual. In a time before smartphones and social media feeds, it gave players something slower, more intentional, and deeply personal.

# Retro Replay: Remembering the DS ERA cont.

## From DS to Cozy Indie Boom

Fast-forward to 2025, and cozy gaming has become a thriving genre — from *Stardew Valley* to *Spiritfarer*, *Roots & Rain*, and *Tiny Café Tales*. Many indie developers grew up with DS titles and cite them as key inspirations for their own creations.

Even modern Switch hits like *Animal Crossing: New Horizons* and *Cozy Grove* carry that same DS-born philosophy: that games can be about peace, comfort, and connection — not just goals and grind.

“The DS was the first system that made games feel like friendship,” says *Roots & Rain* designer Elijah Chen. “You weren’t fighting the world. You were nurturing it.”

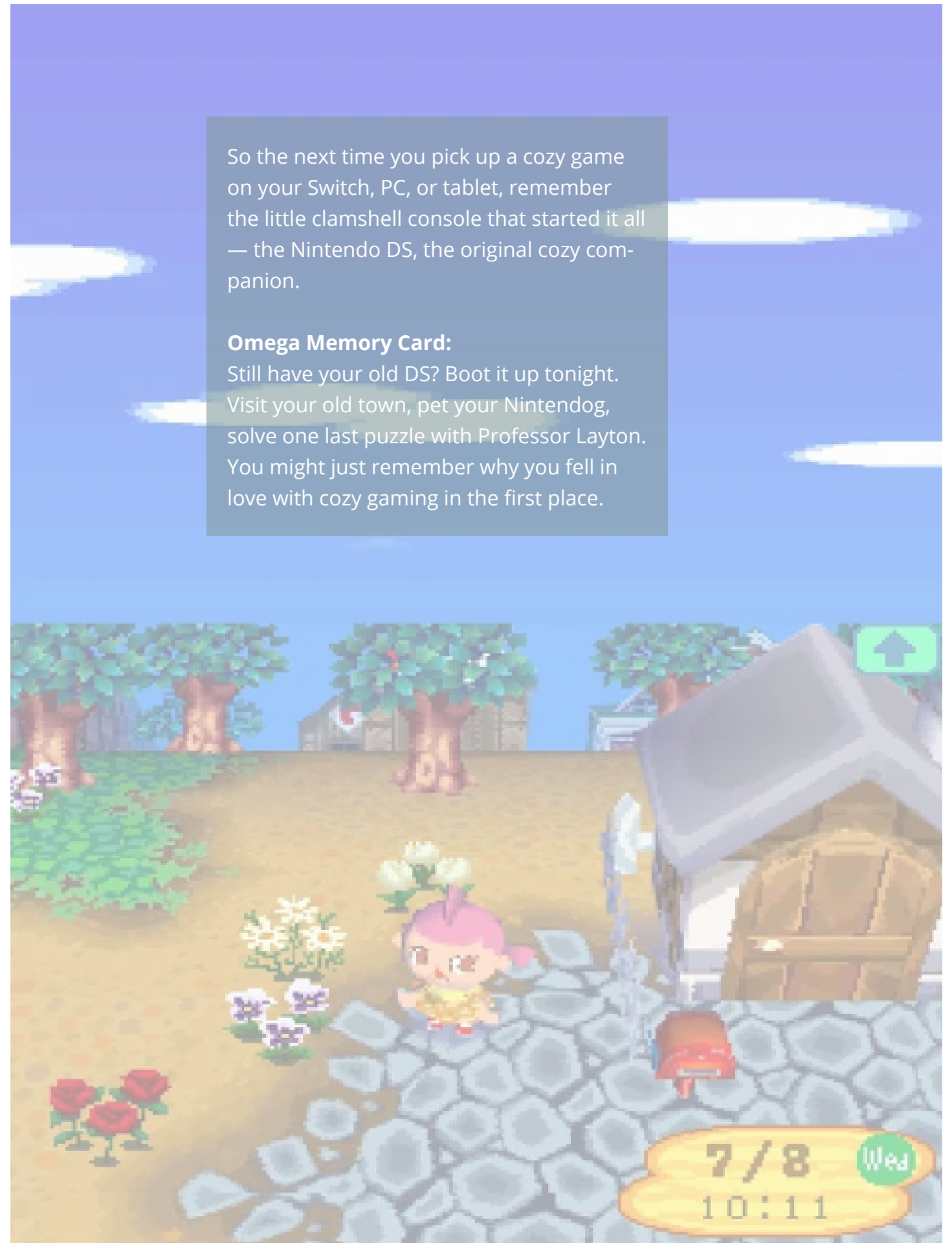
## A Legacy of Warmth

Two decades later, the DS remains one of the most beloved consoles in gaming history — not just for its innovation, but for its heart. It showed the world that gaming could be gentle, that joy didn’t have to be loud, and that the quietest experiences could leave the biggest mark.

So the next time you pick up a cozy game on your Switch, PC, or tablet, remember the little clamshell console that started it all — the Nintendo DS, the original cozy companion.

## Omega Memory Card:

Still have your old DS? Boot it up tonight. Visit your old town, pet your Nintendog, solve one last puzzle with Professor Layton. You might just remember why you fell in love with cozy gaming in the first place.



# Must Play Fall Vibes

## Cozy Grove

Set on a charmingly haunted island where you play as a Spirit Scout, Cozy Grove invites you to wander, craft, and help wistful ghosts find peace. With a relaxed, slice-of-life rhythm and a warm visual palette, it's a lovely match for those comfy fall nights.

## Night in the Woods

This narrative-driven adventure follows Mae, who returns to her hometown only to discover that things are changing—and so is she. It's about identity, change, and growing up in an aging small town, all wrapped in richly drawn characters and atmosphere.

## Potion Permit

In Potion Permit you take on the role of a chemist in the town of Moonbury: diagnosing ailments, gathering ingredients, brewing potions—and slowly building trust in a community that's wary of 'science'. It's a cozy sim-RPG blend with friendly mechanics and an easy-going pace.

## Graveyard Keeper

This one twists the cozy-sim genre with a gothic flair: you're managing a medieval graveyard, chopping trees, refining resources, and balancing bizarre quests (all to find your way back home). While still approachable, it leans into the odd, moody side of fall.



## Why These Work for Fall:

Each has a relaxed or contemplative tone (rather than frantic action) which suits the slower pace of the season.

Cozy aesthetics—autumnal colours, mellow soundscapes, introspective themes.

Narrative and simulation blends that let you sink in without needing hyper-competitive focus.

# On OUR Release Calendar

## XXXX

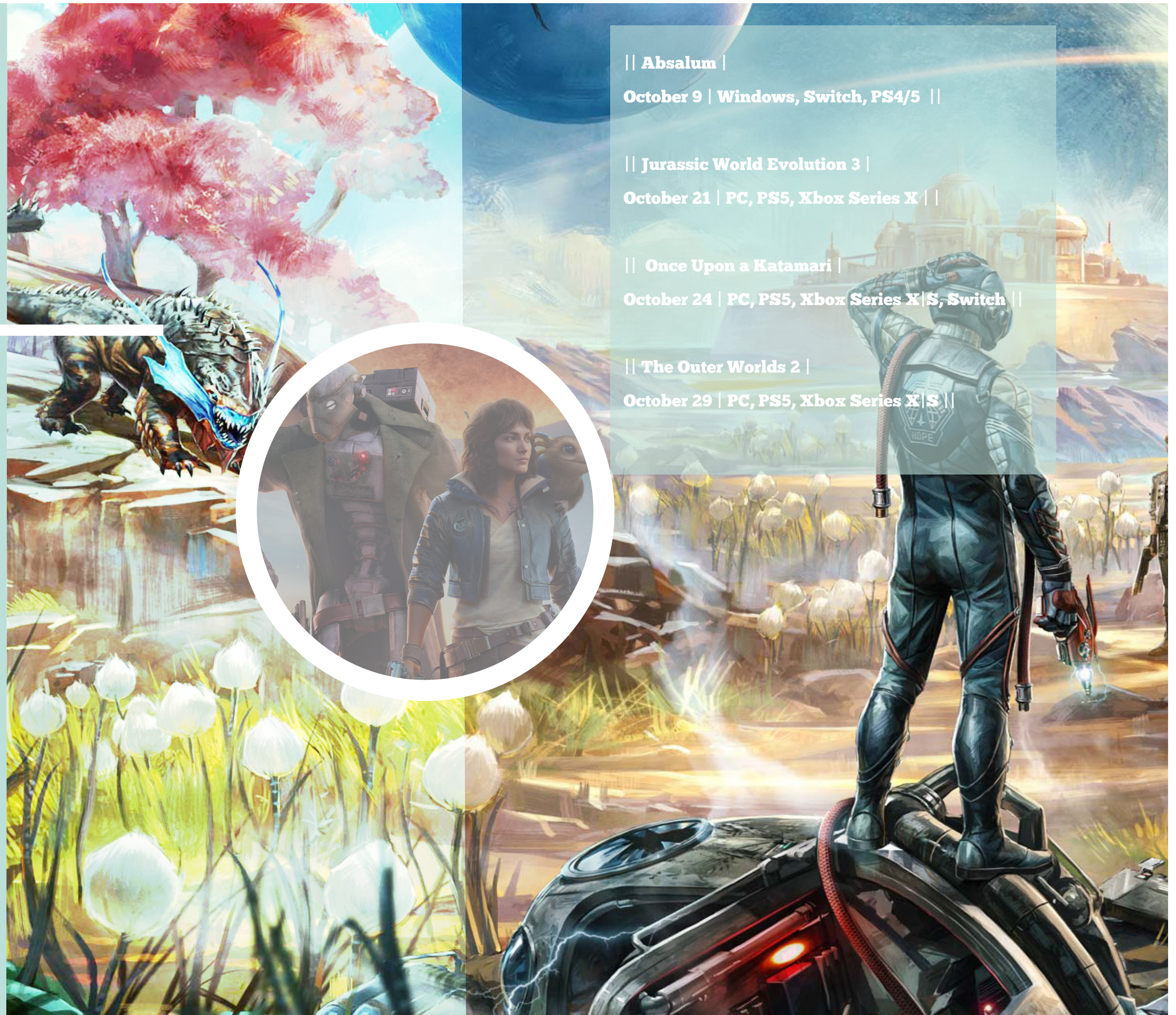
|| **Indiana Jones and the Great Circle: The Order of Giants** |  
September 4 | PC, PS5, Xbox Series X ||

|| **Star Wars Outlaws** |  
September 4 | Specifically the Switch 2 Release ||

| **Dying Light: The Beast** |  
September 19 | PC, PS5, Xbox Series X|S ||

|| **Ghost of Yotei** |  
October 2 | PS5 ||

|| **Little Nightmares III** |  
October 10 | Multiple platforms ||



|| **Absalum** |

October 9 | Windows, Switch, PS4/5 ||

|| **Jurassic World Evolution 3** |

October 21 | PC, PS5, Xbox Series X ||

|| **Once Upon a Katamari** |

October 24 | PC, PS5, Xbox Series X|S, Switch ||

|| **The Outer Worlds 2** |

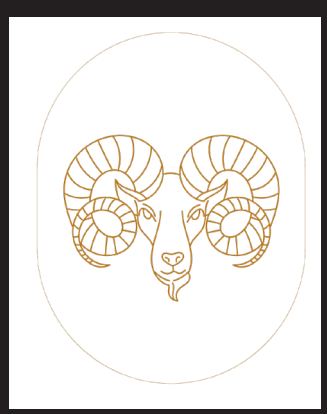
October 29 | PC, PS5, Xbox Series X|S ||



# Gamer Horoscopes

Check out what your birth date implies about your gaming habits.

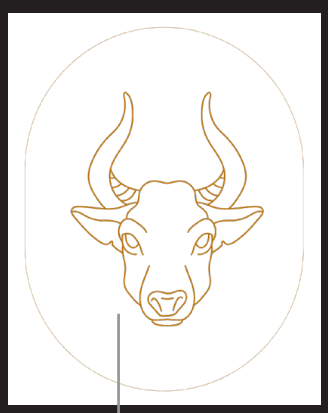
*Aries*



**THE RAM**  
MAR 21 - APR 19

You're speedrunning through life - remember to pause and hydrate.

*Taurus*



**THE BULL**  
APR 20 - MAY 20

Your farm sim addiction is character development. Own it.

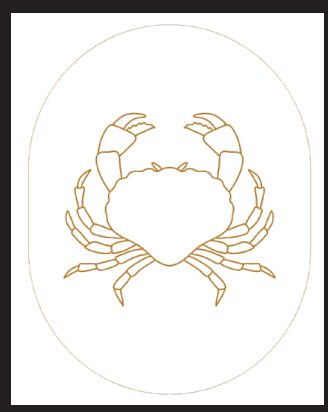
*Gemini*



**THE TWINS**  
MAY 21 - JUN 21

You've started five games and finished none. That's okay.

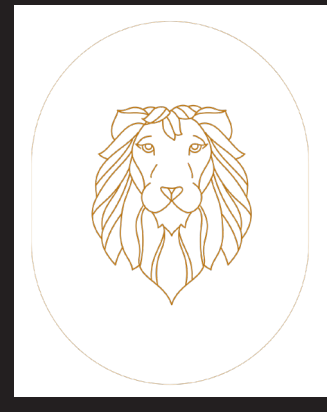
*Cancer*



**THE CRAB**  
JUN 22 - JUL 22

Emotional side quests are your speciality.

*Leo*



**THE LION**  
JUL 23 - AUG 22

Stream your wins, even if it's just decorating your house in Stardew.

*Virgo*



**THE VIRGIN**  
AUG 23 - SEP 22

You're min-maxing your cozy corner. Perfection looks good on you.

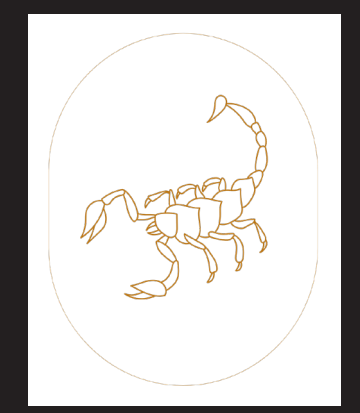
*Libra*



**THE SCALES**  
SEP 23 - OCT 23

You bring balance - both in your inventory and in life.

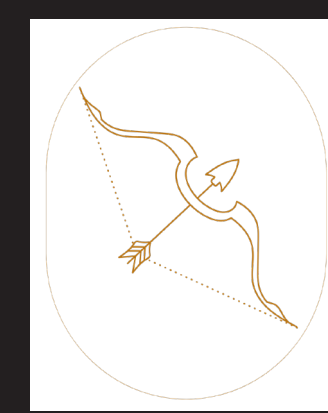
*Scorpio*



**THE SCORPION**  
OCT 24 - NOV 21

Playing horror games in the dark? Classic.

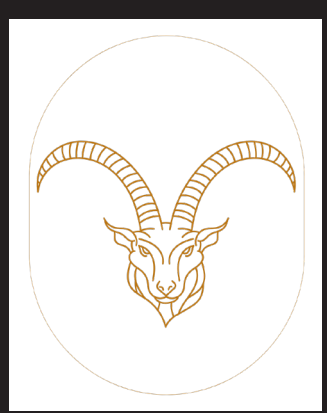
*Sagittarius*



**THE ARCHER**  
NOV 22 - DEC 21

You'll try every new indie this month. Bless your Steam wallet.

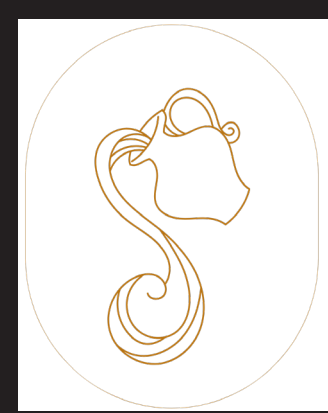
*Capricorn*



**THE GOAT**  
DEC 22 - JAN 19

You've probably already made a fall gaming spreadsheet.

*Aquarius*



**THE WATER BEARER**  
JAN 20 - FEB 18

Your online community adores your weird energy.

*Pisces*



**THE FISH**  
FEB 19 - MAR 20

You live for emotional soundtracks and cozy rain scenes.

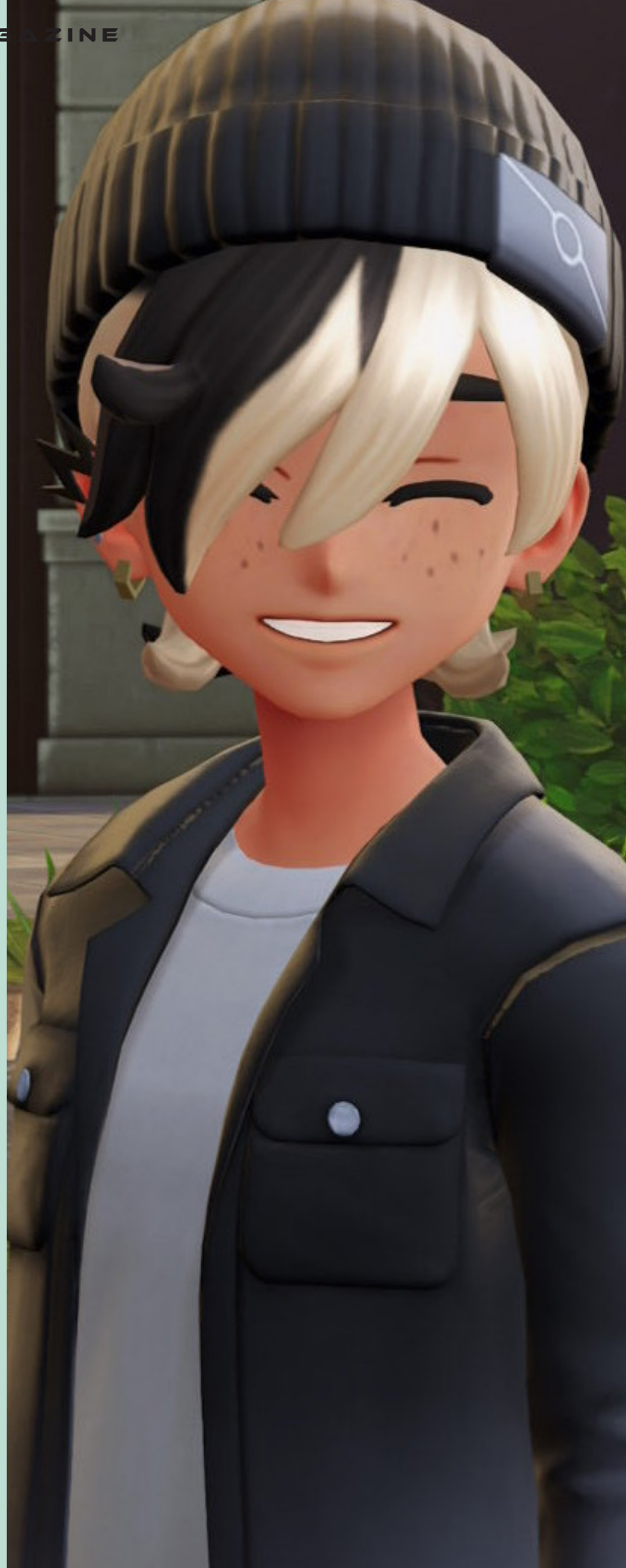
# A New Era for the Pokémon RPG

THE LATEST TITLE FROM GAME FREAK AND PUBLISHED BY THE POKÉMON COMPANY BRINGS THE POKÉMON WORLD BACK TO THE KALOS REGION – SPECIFICALLY TO THE CITY OF LUMIOSE CITY – WITH A BOLD BLEND OF NOSTALGIA AND INNOVATION.



# ANNOUNCEMENT

Release Date: October 16th, 2025  
The game is part of the "Legends" sub-series.



**S E T T I N G  
A N D S T O R Y**

Lumiose City is undergoing an urban redevelopment project aiming to integrate humans and Pokémon within shared “Wild Zones.”

The narrative has an added competitive edge: the “Z-A Royale” tournament, where trainers ascend from Rank Z to Rank A, seeking a wish to be granted.

**G A M E P L A Y  
I N N O V A T I O N S**

For the first time in a main-series Pokémon RPG, battles are real-time, allowing both Trainer and Pokémon movement, dodges, and dynamic positioning.

Mega Evolutions make a strong return, woven into both story and battle systems.

The game accommodates both the legacy Switch and the new Switch 2 hardware. Upgrade packs allow players on the older console to access the enhanced version.

**Exciting Things Coming**

The move toward action-rich combat could breathe new life into the series and appeal to players seeking faster, less formulaic encounters.

Bringing back Mega Evolutions while re-imagining them in a real-time context offers both nostalgia and freshness.

The dual-platform release ensures accessibility while still supporting next-gen fidelity via Switch 2.

Set within a familiar region yet at a different corner (Lumiose City) gives fans comfort and novelty in equal measure.

*Real-time combat is a paradigm shift for a franchise rooted in turn-based strategy — could alienate long-time fans who prefer the classic flow.*

*Performance on the older Switch hardware may lag or compromise visuals compared to the Switch 2 edition. Optimization will matter.*

*Integrating multiplayer and competitive modes (e.g., online ranked battle features) will require post-launch support. Early promises need to deliver.*

*Because the game is setting some ambitious mechanics, the risk is in execution: if story, mission design, or world-building feel shallow, the change won't land.*



Pokémon Legends: Z-A isn't just “another Pokémon game” — it's one of the more daring entries in recent memory. If Game Freak and The Pokémon Company execute well, it could set a new standard for the franchise. If not, it might feel like a missed opportunity. For players seeking an inviting yet bold Pokémon adventure — especially fans of the Kalos region and Mega Evolutions — Z-A is absolutely worth keeping on your watchlist.

Pokémon Legends: Z-A signals that The Pokémon Company is willing to experiment. The series has long been safe; this entry suggests a willingness to evolve. It may set a template: big city-based open-world or semi-open-world areas, real-time elements, hybrid gameplay systems. The upgrade path for new hardware hints at how Pokémon may bridge console generations in the future. The approach to multiplayer and ranked modes suggests growing emphasis on live-service elements alongside story.



*NEXT ISSUE TEASER*

*What's*  
**COMING UP**

# **Kirby™ AirRiders**

Nunc gravida aliquam felis, ac effi-  
citur enim sodales quis. Quisque id  
odio dictum, varius sem eget.



**OMEGAZINE**