



Crimson Ink

Thomas Klise/Crimson Multimedia

OUR 60TH YEAR



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GREETINGS, AND HAPPY SUMMERTIME!

This month brings an unusually large wave of new titles — not exactly what you'd expect during the dog days of summer, but we're not complaining. If Hollywood gets its midsummer blockbusters, why shouldn't gaming get its own? We've highlighted five standout new releases below, but that's only a fraction of what's coming. Video game customers can log on to crimsoninc.com to view and download the complete list in the August Library Report.

You don't need to be a video game customer to take advantage of this bargain: gaming cases at just \$1.14 each. PlayStation, Switch, Switch 2 and Xbox. Whether you're replacing lost/damaged or creating your own dummy cases, these direct-from-the-publisher cases will do the job. We ship within 24 hours. Email kristin@klise.com to place an order.

Finally, a note on Maximum Entertainment. As many of you may have heard, the company has run into serious trouble — it has entered receivership and laid off its entire US staff. We're staying in close contact with them regarding upcoming releases. Most titles have been pushed to a new release date of December 31, 2027, but if any become available sooner, we'll have them in stock and will let you know right away. As always, you can view the most up-to-date release information at crimsoninc.com.

Enjoy the August sunshine!

Molly Klise, President
Thomas Klise/Crimson Multimedia



NEW RELEASE HIGHLIGHTS



CAPTAIN TSUBASA II: WORLD FIGHTERS

Captain Tsubasa is a long-running Japanese soccer anime and manga franchise known for its larger-than-life, physics-defying take on the sport, and this sequel builds on that tradition with its biggest cast yet: more than 110 playable characters drawn from 22 national teams, including Brazil, Argentina, the Netherlands, and Mexico. The centerpiece is a new story mode called "New Stars," which retells the series' famous "World Youth Arc" through the eyes of a fully customizable player the user creates and controls as a member of the Japanese national team. A second story track, developed under the supervision of the manga's original creator, introduces entirely new plotlines not found in the source material, giving longtime readers something they haven't seen before. Players can also design their own athlete's appearance, build a custom team, and unlock gear modeled on real national squads. A separate "Rivals" mode offers side stories following competing characters from around the world as they train for the world stage.

For library purposes, this is a title that travels well across age groups. Its E rating and sports-anime hybrid appeal make it a natural fit for family gaming collections, and the deep customization and story content should give it staying power beyond a typical sports game's shelf life. Rated E.

P5-BA260805

PlayStation 5

\$60

SW-BA260805

Switch

\$60



MADDEN NFL 27

The newest entry in EA's annual NFL franchise arrives with one of its most significant overhauls to Franchise Mode in years. A new system called the Persona Engine assigns every NFL athlete one of 65 distinct personality types, which shapes how they respond to trades, playing time, and front-office decisions over a simulated career. Contract talks are no longer a menu screen: negotiations now play out as an interactive back-and-forth, complete with holdouts and trade demands, and a player's patience can run out if a front office stalls too long. Coaching staffs get the same treatment, with real NFL coordinators standing in for what used to be generic placeholder names. On the field, the game adds more precise receiver-versus-defender interactions, new short-yardage mechanics, dynamic in-game weather, and refined defensive coverage logic.

Madden is one of the most reliably requested titles in any gaming collection, and this year's overhaul to franchise and career-mode depth is likely to draw renewed attention from patrons who have drifted away from the series. Expect immediate demand at release, particularly from teen and young-adult patrons. Rated E.

P5-EA260813	PlayStation 5	\$70
S2-EA260813	Switch 2 (Game-Key Card)	\$70
XX-EA260813	Xbox X	\$70



STAR WARS: ZERO COMPANY

Set in the final days of the Clone Wars, Zero Company casts the player as Hawks, a former Republic officer now leading a small band of hired specialists against the Infinite Coil, a Separatist-aligned cult attempting to unleash a plague across the galaxy. It's a turn-based tactical strategy game in the vein of XCOM, built by a studio, Bit Reactor, founded by developers who previously helped shape that franchise. Players manage a squad of up to four operators at a time, chosen from a roster that includes a cyborg boxer, a Mandalorian mercenary, and a Jedi padawan, each drawing from twelve character classes.

Battles are resource-managed affairs, with each unit given action points for movement and attacks, plus a shared pool of "advantage points" for special abilities. Between missions, players return to a hub area called the Den to talk with squadmates and upgrade their gear. Permadeath is on by default but can be switched off. The developers have described the story as linear, without branching paths or romance subplots, focused instead on a single, cinematic campaign.

This title should draw two audiences that don't always overlap: dedicated strategy-game players who know the genre from XCOM, and Star Wars fans drawn in by the setting and cast. Worth stocking with both groups in mind, and a reasonable candidate for programming or displays tied to the Star Wars franchise generally. Rated T.

P5-EA260823	PlayStation 5	\$60
XX-EA260823	Xbox X	\$60



XENO CRISIS

Xeno Crisis is a top-down, twin-stick arena shooter. Players control a space marine fending off alien waves across seven randomly generated zones, collecting dog tags between areas to trade for health, weapon upgrades, and extra continues. The game supports local co-op play, and its visual style, created by veteran pixel artist Henk Nieborg, is a deliberate homage to 16-bit-era console games of the early 1990s.

This new wave of releases brings physical copies to current-generation consoles for the first time in some regions, each including a printed manual and reversible cover art. It isn't a franchise title, and it won't draw crowds the way Madden or Star Wars will, but it's an inexpensive, well-regarded addition for retro gaming displays, co-op programming events, or patrons with a nostalgic streak for the arcade shooters of decades past. Rated T.

P4-PM260827	PlayStation 4	\$50
P5-PM260827	PlayStation 5	\$50
SW-PM260827	Switch	\$50
XX-PM260827	Xbox X	\$50



METAL GEAR SOLID: MASTER COLLECTION VOL. 2

This is the second volume in Konami's ongoing effort to bring the classic Metal Gear Solid stealth-action series to modern hardware. It bundles Metal Gear Solid 4: Guns of the Patriots, making its first re-release since its original 2008 PlayStation 3 debut, together with Metal Gear Solid: Peace Walker, which restores its six-player online multiplayer, and the series' first handheld entry, Metal Gear: Ghost Babel, included as bonus content.

Because of its Mature rating, this collection belongs in adult general collections rather than teen sections. It's a strong pick for patrons revisiting a franchise many grew up with, and demand is likely to skew toward an older, established fan base rather than new players — a good complement to any library's efforts to round out legacy or "complete the series" gaming shelves. Rated M.

P5-KO260815	PlayStation 5	\$50
SW-KO260815	Switch	\$50
S2-KO260815	Switch 2 (Game-Key Card)	\$50
XX-KO260815	Xbox X	\$50