

Volume 1 Issue 1. July/August 2026 Edition

Gamers Magazine

**Commentary & Analysis of
Video Games.**

Reviews

Easter Eggs

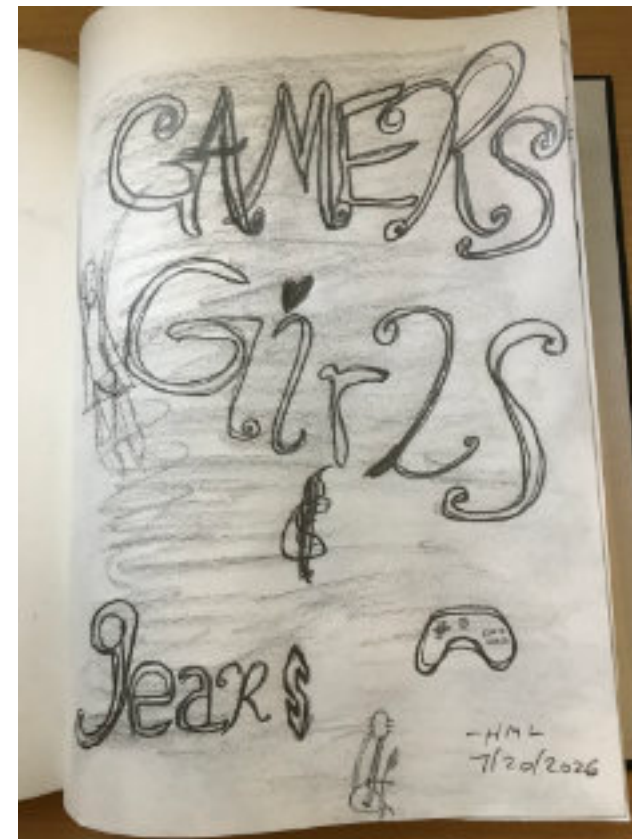
Sundays7pm.com

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Welcome to the inaugural launch of
Gamers, Girls and Gear magazine.

I am mohammed Lodhi Hussain
Editor, of Gamers, Girls & Gear.

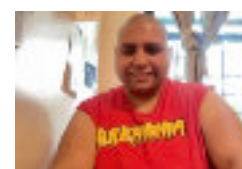
Credentials:
NES, SEGA, SONY,
Microsoft, and etc... for
Since the 1980's

I went to school too...

In all good humor, I have been playing with computers and gaming tech for a while over the decades. I have always looked at oddball video games. I have some strange things. But this magazine is just a little side project to sundays7pm.com and fanslovebands.com. I have spent many decades waiting for the right moment to launch this magazine. It is a passion project. No committees. No boards. None other than me. Mohammed. I look forward to see what will develop. I have low expectations and grand wonders of what can be. In life, As Earl Nightingale taught me is that "You Become what you think about." And I like to think in new angles to solve novel problems. For me, this problem is a baseball reference since it is Summertime in USA. That I am swinging for homers, I am RBI a single or double to win for the Future. I hope that you find this magazine enjoyable and fun.

Thank You. Sincerely,

Mohammed Lodhi Hussain



P.S. Rest In Peace TERRY "HULK" HOGAN Brother!

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will hold my next virtual Annual conference on the weekend of May 21 and 22 on zoom at 12:00pm to 12:30pm. It's a brown bag lunch. We can discuss sundays7pm.com and fanslovebands.com and any other questions you have.

I will be taking questions from now until the annual conference on preferably Zoom.

Free to attend.

The agenda is

1. 5 minutes to meet and greet.
2. Question and Answer with me.
3. I plan to over that time post your questions and my answers online Without including your name on the website for archiving and for me to learn more and answer your questions.
4. wrap up day 1
5. Saying congratulations and goodbyes for day 2.

You can email the questions to:
molodhi1234567890@gmail.com

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Sonic the Hedgehog Blu ray Review by Mohammed Lodhi Hussain

Sonic is my first foray into videogames and defined 1990s gaming when I was growing up. I loved that little pinball. They had cartoons and other sonic shows. It was never as good as this movie.

What I liked about this movie is Sonic's personality. They made you want to care for that blue fur ball. The story at first was run of the mill. But it had good pacing and was a joy to watch.

This is a family friendly tear jerker at times. Especially when you really feel that Sonic had one too many close calls. However, it is a great buddy flick. And Jim Carrey and James Marsden bring unique acting skills to the table. I really did enjoy this movie. Although, I have not gone through the special features if that is something you are interested about let me know.

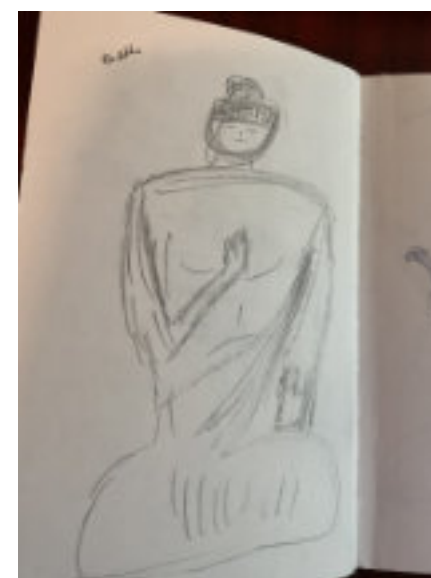
All in all this is a good rental and an excellent purchase for family friendly entertainment. They rarely make movies like this anymore.

So I give it my gold star approval. And try the video games. You will really enjoy the old school side scrolling action.

Nuff said.

Thank you for your time. It means the world.

Sunday 7pm
- music
- politics
- shorts
and so much more
SUNDAY 7PM . com

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Artwork

By mohammed Lodhi Hussain



Shinobi Original soundtrack Review 10:21 AM 1/9/2025

By Mohammed Lodhi Hussain

Track 1 Shinobi

Moving Japanese flutes that do loops with sounds. Some kind of drums and a somber tone to the game. I never played the game. Some sIng near the end. and repeats back to the beginning. Cool Introduction song.

Track 2 Shukumei

A dance/techno Shinobi style song. flutes and drum beats. This is a really cool song with a lot of feel.

Track 3 Gishiki

ChanIng and bells. and speeds up for a speed run. sounds like running on Ippy toes.

Track 4: Henbou

It sounds futuristic and tells a story of going ready for combat. Goes back to the beginning. Adds a different tone to the sound.

Track 5 MorIsune

A heavier hiOng track that is metal based and switches to techno. Sonic team style. Amazing sounds like flying on the back of a dragon. Fast beats. Guitar repeats. Very emotive song.

Track 6 Suzuyashiro

Another typical shinobi characterized song of the franchise modernized. With sirens. Hip hop beats. Castlevania pieces mixed in style.

Track 7 Ninryo

A change of pace of kind of xylophone or crystal sounds that tell another story of a baYle that is lead by the hero and its a bit sad and bit focused. Switches and flips the script on DJ mix. Back to the beginning. Closes like a typical techno track slows down.

Track 8 Souguu

Sounds like a boss baYle. A bit spacey music. A liYle epic baYle about to happen. Different phases. Kind of to heroic sounding. tapping sound. An Epic first baYle sound with a major player. I don't know the context, yet. A Phase out with a phaser.

Track 9 Enjo

A haunIng and wolf sounding howl. Catchy beats. A more traditional soundtrack. Something familiar yet refreshing and on edge. Definitely a groove worthy song. Great for some old school anime soundtrack mix of old and new. Like street fighter alpha 3 refinements. A liYle ghoulish near the end. Back to the end. and a voice over. StIll limited use of vocals.

Track 10 Keshin

Medium tension building techno jam. A preparation for a boss baYle. French horns and other orchestral instruments. First lme in the album this has happened. HiOng those high notes. A liYle verIgo induced gaming. Suspenseful and alluring. Brass instruments return for conclusion. the end has potential for its own song idea to build off of. Another fade out.

Track 11 Dakka

Strong flute. High techno beats. Semi-scales based playing. some drums and tapping. Strong influence by Japanese culture. A beat of hip hop baYling and Disc jockeying. A beat of back and forth solo play. For the musicians own amusement. Quick rest. And on again. Then Fade out.

Track 12 Kikai

Drums and phaser or effects sounds. Something new. A bit of an interesIng part here. Catchy tune. A bit of Streets of Rage 2 reference sounds in there. Some Sonic vibes. Spacey sounds. A rapid drum beats. drum heavy soundtrack.

Track 13 Yatsuraoh

StarIng with crystalline sounds and taiko drums. A liYle gloomy and dark. Epic baYle coming up. Holy saint or sinner? A beat of fast and furious part 2 vibes. ChanIng and eerie track. Vortex sounding track. Sets up next scene.

Track 14 Kaneiji

traditional Japanese baYle introduction. Subtle and flutes. Gets ready calm and reflective. And prepared to fight to win. Why? Not sure of the storyline. This is the inflection point in the story. The Climax. Some ecco the dolphin sounds in here. Sega style. Crystals. Very nice song. So far my favorite in the album. Epic BaYle with style... That's Shinobi.

Track 15 Ageha

Straight up rock and heavy metal. Going in with every sound so far. this is a great song. The tempo and speed and harmonies keep the acIon fast and light on the feet. I can imagine this in the game. Probably the most iconic part of the game. Changes to cymbals. This is more of an evolutionary step of the franchise then an overhaul.

Track 16 Aommizuchi

The start of the final boss baYle. An epic, dark and brooding track. It looks like impending doom. The clock seems to be Icking down. Sounds like you are not geOng out of the fight alive or easily. A true boss baYle song. A bit of the vibes you get from panzer dragoon games. Back to feeling of Streets of Rage 2. Closing with epic boss baYle musical idea.

Track 17 Kaisou

The end of game song. Where peace is returned to the universe. It's a conclusion to the game. A bit of dreaming and looking back. Truly an interesIng piece to listen to.

Track 18 Ougonjo

Sounds like the rolling credits of the game. Very virtual. Much faster song. Could build a game soundtrack around this single idea. Experimental. That brush thing on the drums. Drums heavy. Adds in flutes at the end. Phaser sounds. Another fadeout.

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Track 19 Hiruko

Tradition grand sounding and remix of the original track 1. More heroic. I like the grand scale and the epicenes of this song. Truly a major hit of this album. By far, my favorite song in the album. Because it goes big and is unapologetically Shinobi. All the elements in this soundtrack. Plus a them you can get behind. Slowly fading. Megaman X feel.

Track 20 Shinobi-Boutan

Yelling ninja. innovative track. Upbeat baYler. This is the way the game soundtrack should have been produced around. Gives good ideas. Just plays fast and loose. Yet, rhythmic and controlled. Very cool song with lots of potential. A liYle electric guitar riff. This album could have benefited from that guitar playing. Inspires me to get a Japanese flute and drum kit. and Changes pace. totally different musical key change. A different scale, maybe? An epic win. Some really cool ending...

Track 21 Hayate-Kaishaku

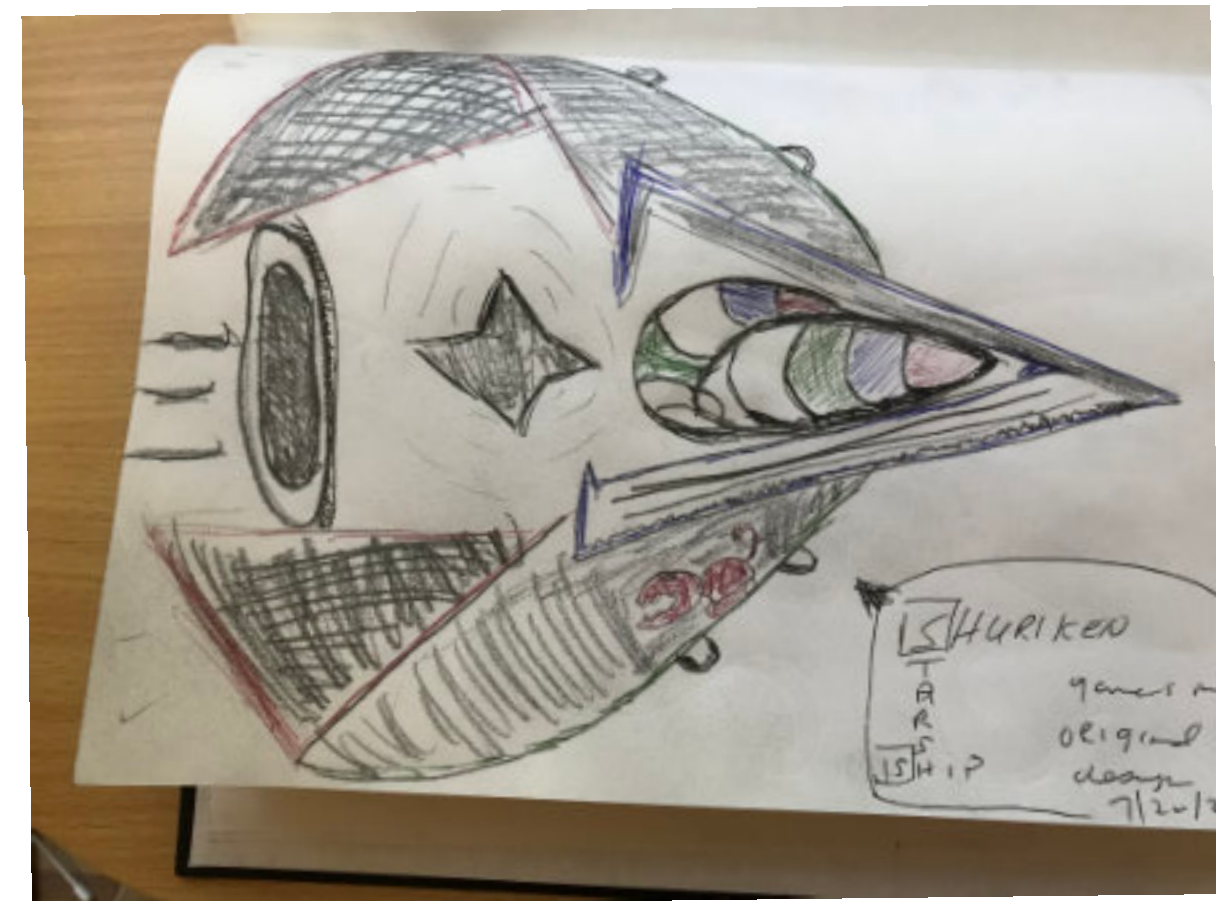
Futuristic Dance and techno inspired song. Something out of place in the album because of the pace. but a game in its own right. Very cool song though. Hauling and howling wolf sounds. Eerie like a previous track. double layered soundtrack the main sounds layered over a backing track. Switched to a core sound. Something really familiar to the shinobi series and new the same lme.

advertisement

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Artsy



Drawing by Mohammed Lodhi Hussain