

FAMILY FRIENDLY GAMING

THE VOICE OF THE
FAMILY IN GAMING



Adventure Time
Finn and Jake In-
vestigations, Disney
Infinity 3.0 and so
much more!!

ISSUE #101

December 2015

The Peanuts Movie
Snoopy's Grand
Adventure is out for
families to enjoy!

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Loving It

There is one thought that captivates me day by day. That thought is - "Thank you God, I am so blessed." I smile all the time because things are so wonderful. I love life. I love my life. I love my wife. I love my kids. I love the millions of readers out there. I love the haters who falsely accuse us. I was where they were decades ago. God saved me from that lifestyle, and I am so thankful. I love having an impact on the video game industry. From exposing the ERSB, to exposing corruption in the industry. I love seeing family friendly video games on the market. I love seeing how family friendly video games expanded the video game market. I love hearing from so many people. Ya'll's stories inspire me. I am astounded at how many people are out there making a difference in the video game industry.

I say it all the time - "I am far from perfect." I make mistakes. I repent, and try to learn from them. I am a disabled war veteran with physical problems. I don't let that define me. I don't let that stop me. With any and every problem I have I know there are plenty of people with way worse problems. So I do not focus on the issues and problems. I focus on the blessings. I focus on all the parts that work properly.

I feel blessed to have led to so many to Christ in the video game industry. I feel blessed that Christian video games are still being created and made. I feel blessed that there are so many wonderful people who support and uplift me and my family. I feel blessed that there are so many people and companies that support Family Friendly Gaming. I feel blessed for each and every honest person in PR. I could easily focus on all the corruption, liars, and false accusers in the industry. There are plenty of them I have met. God will judge them for their evil deeds. I just continue to encourage them to do the right thing. I encourage them to be honest, and to reject the corruption.

I am so blessed that we have made such an impact on the video game industry for decades. I am blessed that we have been around for so many decades. I am blessed to have written so many books. I am blessed for every single person who has read those books and made them successful. I am blessed to have seen and played so many different video games. I am blessed for hundreds upon hundreds

of products that come in every single year. I am blessed to be a part of the physical copy movement. I am blessed to have two awesome children able to analyze the lessons in entertainment.

We can all focus on the plethora of things we have that are wonderful blessings. Or we can focus on the lower amount of things we do not have. I choose to focus on the positives. I choose to focus on the blessings. I choose to dwell on all of the great things I have been given and provided for. I choose to acknowledge how great God has been to me and my family.

God bless,
Paul Bury



Addiction

One of the most important issues the video game industry needs to deal with is addiction. Why don't the mega corporations with billions in the bank deal with this issue? The answer should be simple to discern. After all it is not in their self interest to make less money. Video game addicts keep the mega corporations bank accounts filled. Why would they want to help them. One important truth to acknowledge is these mega corporations do not care about you. They will say and do whatever to get your money. Their greed knows no bounds.

A very important word is related to video game addiction - contentment. If you can be content with whatever you have, you are on the path to healing. Too often video game addicts need the next fix, and then glutton themselves on it. The mega corporations are not content with the money they have. They want more. They want you to want more. They do not want you to be content. Family Friendly Gaming is freely giving important truths that are contrary to what these mega corporations want. No wonder some of them attack us. They attack us because we are Biblically accurate.

How can you be sure if you are addicted to video games? Test yourself with a few questions. Do you get irritated, impatient, or angry when someone else talks about something not related to video games? Can you talk about things other than video games? How many different topics? If you have nothing to do, what do you gravitate toward? Do you miss appointments, church, family gatherings, outings with friends/family because you were playing a video game? How easy is it for you to put the controller down? Have you missed sleep because of video games? How often are you thinking about video games? Have other people said you have a problem with video games? Do you repeat things said or taught in a video game?

Certain people have a weakness for addiction. Certain people are more prone to become addicted to something. Video games are not the only thing people can become addicted to. If you have had a problem with addiction in another arena, then you want to be very careful with video games. People with a history of addictive behavior have a greater chance of becoming addicted to video

games. It is better to be safe than to be sorry.

What if you have a problem? What should you do? First try to see if you have enough willpower to step away from video games for a week. If you are not strong enough to do that, then seek professional help. Try to work new and different things into your life. Try to find a more healthy balance for video games in your life. The most extreme solution involves selling the system(s) and game(s). The goal is to get control of your own life again. Do not let video games control you. Do not be a slave to mega corporations.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863
 1 Timothy: 9780976054825 | 2 Timothy: 9780976054894 | Interactive Parables: 9780976054801 | Interactive Parables Spanish: 9780976054818

Interactive Bible Series for Windows by GraceWorks Interactive

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

14 DVD ROM titles
\$10.99 each

Easter 1	EAN 5060209840680
Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840642
Parables of Jesus 1	EAN 5060209840758
Parables of Jesus 2	EAN 5060209840765
Power and Glory	EAN 5060209840727
Women of God	EAN 5060209840659

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

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

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

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

For a complete listing,
visit our reference only website

www.homeschoolstore.com

Products can be ordered from your
local Homeschool Retailer.

MISSION STATEMENT

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



Used Video Games

The used video game market is huge. The WMG was looking around at all of these sites, and small businesses that sell used video games. They are the engine that drives the economy. Small businesses do more for most of us than the large corporations. The WMG loves working with these small businesses. They are almost always a pleasure to work with. They care about their customers and want to do a good job. Take a recent purchase of an original Playstation video game. The game did not work, and the WMG contacted them about it. They quickly shipped another game out, and the second one worked perfectly. That kind of service is rarely found at retailers that sell only new video games. Then there is the selection of video games at the used video game businesses. They have more video games than any local retailer that sells only new video games. The selection is astounding. Plus there are games the WMG has never heard of before. Which is exciting. The costs of the used video games is another cool thing. The prices are actually reasonable. Plus the WMG knows his hard earned dollars are not going to some company with billions already in their bank account. Instead money is going to families working hard at a small business. Some of them even do this as a part time side job. It helps the WMG feel more connected, grounded, and centered. If you have not experienced used video games, then the WMG strongly suggests you look into it. It is a fun, fresh, and fabulous experience. You will get more video games for your money. Sometimes you may get a game that includes all of the DLC. What are you waiting for? Get to stepping.

SOUND OFF



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

Video Game Improvements

Dear Mr. Bury,

You have come up with a lot of great ideas on improving the game industry as a whole, and I have thought of four additional ideas.

1. Touchscreen support for home game consoles. If you can control your television by touching the television screen, you should be able to control the games you play on your television the same way. It would lower the learning curve for new players, and it would also save consumers money if the only games they were interested in playing did not require a handheld controller, such as Jeopardy and Wheel Of Fortune. Imagine buying a game

console without any controllers in the box. It would save space as well.

2. When consumers do buy controllers, they should have two settings-a wired setting and a wireless setting. The PS4 has wired controllers, the Xbox One and the Wii U have wireless controllers. If two players are playing the same game on the same console, one should be able to play with a wired controller, and the other with a wireless controller.

3. In team sports games like Madden NFL or NBA Inside Drive, you can only control one player-the player with the ball. If the game controller has two joysticks, why not enable one player to control two team members? Better yet, why not have cooperative multiplayer where all players on the team are controlled by humans? That would be a piece of cake for a NBA game.

4. Movie studios have libraries of props and costumes, so they can recycle them for use in multiple movies. 3-D modeling software should work the same way. I've used a 3-D modeling program called Merlin VR, and it required you to make everything from scratch using "primitives" such as spheres, cubes and cones. Why not have prefabricated customizable elements in 3-D modeling programs (cars, street signs, mailboxes, trees, etc.) to speed things up? It would be like a turbocharged version of SimCity, Trackmania and RollerCoaster Tycoon combined. This would not only save time, but

money as well. If more game companies could make amazing games with smaller teams and budgets, the game industry would be much more diverse. Trackmania Sunrise only required a 20-person team to make, and it got a lot of praise from gamers. Also, the Animusic movies were created by a seven-person team, and they have been featured on PBS, and have been praised by CNN, TechTV, 3D World, Children's Software and New Media, and Parenting Magazine.

I'm looking forward to Issue 100. Have a great day, and God Bless You.

Sincerely,
David

{Paul}: David,

Very interesting ideas, thank you. Let us go over them one at a time. With a Kinect sensor there is no need to touch the TV screen. The sensor recognizes movements and interactions that way. I like the idea of being able to touch the TV screen for a game console. There are two potential problems I see. One - fingerprints and smears on the screen. Two - being too close to a screen and not able to see much, especially with larger televisions. Didn't your mom ever tell you - your too close to the TV get back?

I love the idea of wired and wireless controllers. We recently purchased a PS3 controller on clearance since one of our wireless

controllers is not holding a charge for very long anymore. The new controller is a wired one. Love it. Now it was a third party that made it, and not Sony.

Modern day controllers should allow for gamers to have limited controls over more than one player. I can think of football, and having the Defense End on the left and the right coming in at the quarterback. That would be really cool. Madden on the Wii U lets families draw their own plays, pass routes, runs, etc. Having all humans on one team should be easy now-a-days, especially in a basketball game. Maybe even hockey.

We actually see a lot of recycling from certain companies. Take Nintendo for example. They recycle graphics, sounds, game play engines. The one problem is Nintendo does not pass the savings along to the consumer. They add to the billions in the bank they have. Which they got from fleecing consumers. Super Mario Maker is a great example of exactly what you are talking about. That is less of a game, and more of Nintendo's own tools in how to make Mario games. It should be a game that costs twenty bucks. But they are trying to sell it for the over inflated price of sixty dollars before taxes. I would like to see companies pass along the savings to the consumers when they recycle content. Tales of Xillia 2 is another example of recycled game content. Final Fantasy XIII had three games with recycled content.

Again the savings on game development were not passed along to consumers.

Seen the Light

I used to be one of those haters who attacked and made fun of Family Friendly Gaming. I still disagree with you on a great many things. I am not emailing you about that. I am emailing you about something I agree with you on. Actually three things. Please let me explain first. I used to be one of those gamers that would buy a game brand new when it came out. I popped down sixty bucks for my favorite shooter. I saw one of the games I owned in a clearance rack for five dollars. The game is only a year old. I remembered what you guys wrote about - how you can get more games for the same amount of money when you are patient. I can't get every game for five dollars. I looked and realized if I waited I could get three games for twenty dollars compared to one game for sixty. That is smart. So I have to admit Family Friendly Gaming is intelligent, and helpful.

I was talking with friends and asked the question - Why do we buy games day one? Why pay more? To be one of the first? Where does this come from? We took the advice of IGN to buy right now. I also realized IGN is corrupt. They tell us to buy the games of their advertisers. It is a win for them, and for their advertiser. What about us

gamers? We spend more money and get little for it. I decided to stop listening to the corruption over at IGN. To be fair, Family Friendly Gaming and CCGR are the only gaming sites I know of that are actually not corrupt.

I am a good liberal who faithfully follows the digital downloads are better for the environment. I have had to buy additional hard drives to house all of the digital downloads. You are right in why physical copies are better. The solution these companies always offer is to buy more. My hours got lowered at my job so I can't just buy new stuff all the time. I forget about games without turning the system on. So I now support the physical copy movement. I will only buy physical games from now on. If a company only does digital, then they lose a sale. I agree with you on the loss of our rights as consumers. I want my rights, and am not willing to give them away to these companies.

My ISP recently did away with unlimited Internet so now I am more careful with my surfing. I refuse to buy any game that requires online to play it offline. I also find it ridiculous these companies are being such control freaks. Especially when they are so wealthy and we made them wealthy. In the past I thought used games were beneath me. Now I look at them to save money. I may have gotten to this point by myself. I don't know. What I do know is Family Friendly

SOUND OFF Continued

Gaming has been broadcasting this message for years. You reached me, and helped me see the light. Thank you.

- Bob

{Paul}: Bob,

You are very welcome. Thank you for your amazing words. It warms my heart every time I hear someone come to the same conclusions we have. I love helping, and it is awesome that you have made these improvements.

Unviewable Reviews

Hello, FFG,

I just had a quick question. I've noticed there are a few reviews on your website for games I've been interested in (Ex: Splatoon, Xenogears, etc.) that I've not been able to read due to the link not working. Is this because the reviews aren't done and these are just placeholders? Or is it an issue?

Thanks, Tim

{Paul}: Hey Tim,

Awesome question. They fall into two categories.

Category one - Reviewed in the e-magazine, and they are posted online four to six months later.

Splatoon for example was in issue #96

<http://www.familyfriendlygaming.com/Magazine/FFG-Magazine-96.html>

Right now we are working on reviews from issue #95. Look at 10/20/2015 updates on the Site Archives

<http://www.familyfriendlygaming.com/Site-Updates.html>

"10/20/2015

Review for The Legend of Korra Book Four Balance on DVD from issue #95 was published."

Once we finish with the reviews from issue #95, we will start working on issue #96.

Why do this? A couple of reasons. It encourages companies to provide reviewable copies when they realize we have to purchase a game, find time to play it, find time to review it, and then get it into an issue.

Then the four to six months to get them online. For everyone loyal to FFG, that means a loss of revenue for the company. Another reason we do it is the feast or famine nature of the industry. We have days with no press releases, no content coming in. It allows us to level off the days with less content coming in. Give them at least something to publish. Finally it has become a tradition. It would take us too many man hours to get "caught up."

Category two - older reviews from the pre-FFG days. I started doing a fanzine back in

1998 called Wyldcard's WAY. This was before Family Friendly Gaming. There were reviews in there. When we started FFG in 2005, we brought the review scores over. Just not the review content/words. We have talked about trying to find those old reviews (hopefully that backup was not ruined), bring them up to modern day standards, and get them online. Or to replay and re-review each of those games. It is one of the projects awaiting attention. We have a ton of different projects on the books, getting slow progress. Lord willing we can get to it before I die. :)

As much as I get done, there is always a mountain waiting on me. Sorry about that. :)

As far as Xenogears goes, we can work it into the reviews. Being Christmas rush it won't be until issue #102 at the earliest though.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page:

<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:

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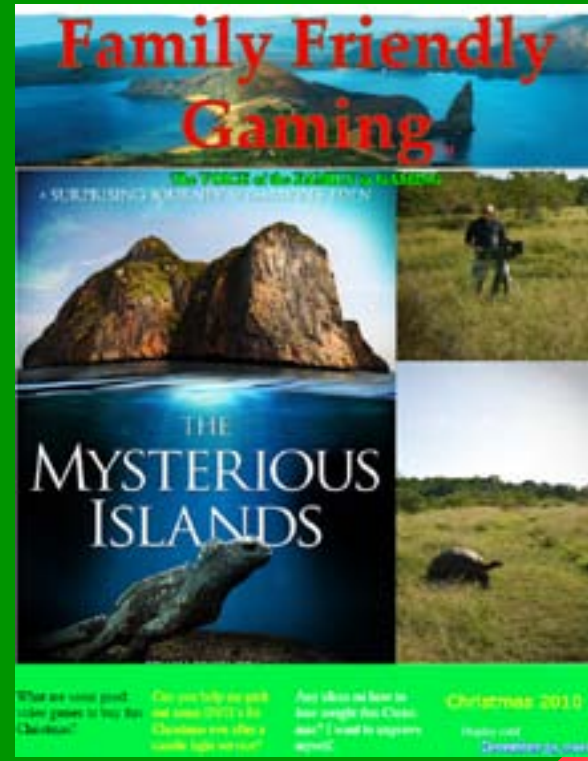
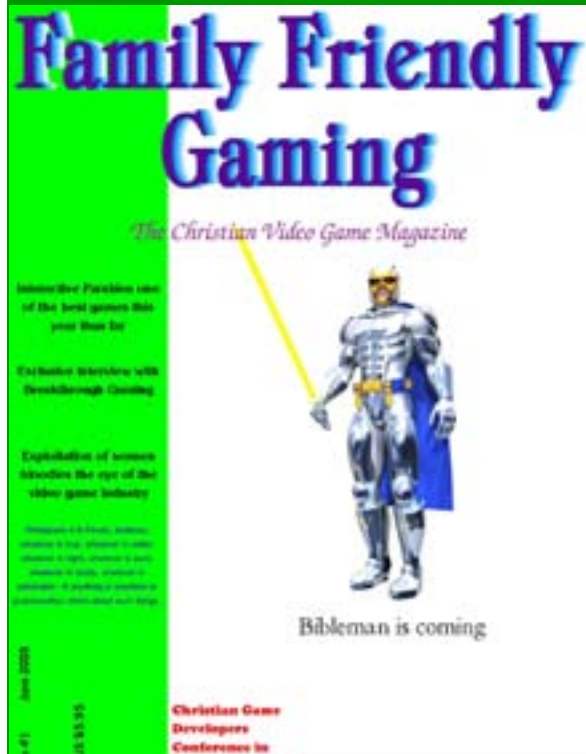
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LOOK BACK

QUIZ

There has been a lot of history made here at Family Friendly Gaming. Let us take a look at some of the historic front covers to a few of the issues in our long and storied history.



Family Friendly Gaming decided to do some fun little historic quizzes. Anyone who is not a business partner, advertiser, PR contact, or works for Family Friendly Gaming can answer these questions. Email answers to SoundOff@familyfriendlygaming.com. After three months the person with the most right answers will be emailed an Amazon gift card.

Question: Before the Wii was released did FFG predict it would be a success or a failure?

Answer:

Question: Which football player was on the exclusive cover of Family Friendly Gaming #59

Answer:

Question: How many home console Cars games did THQ publish?

Answer:

Question: What can be done to improve video game journalism ethics?

Answer:

Question: Should you buy video games from corrupt video game companies?

Answer:

Question: Why are online only video games so bad?

Answer:

Question: How many Future Glimpses books have been published?

Answer:

Question: What version is Video Game Lies on?

Answer:

Question: What makes cooperative play so great?

Answer:

Question: What are two words that start with the letter 'M' that accurately describe ESRB rated 'M' games?

Answer:

Question: How many millions have visited the FFG website?

Answer:

Question: What is a video game we would play here at FFG?

Answer:

Question: Why does the ESRB make so many mistakes?

Answer:

DEVOTIONAL

Helpful Thoughts

Reform Part 13

We are continuing our series on reforms needed in the modern day American church. I witness to a variety of people in diverse, fascinating, and fun ways. Something I hear a lot of complaints about arm twisting. Complaints about guilt tripping. In some cases it is the Holy Spirit working on the heart of someone living for themselves. **John 16:7-11** *But very truly I tell you, it is for your good that I am going away. Unless I go away, the Advocate will not come to you; but if I go, I will send him to you. 8 When he comes, he will prove the world to be in the wrong about sin and righteousness and judgment: 9 about sin, because people do not believe in me; 10 about righteousness, because I am going to the Father, where you can see me no longer; 11 and about judgment, because the prince of this world now stands condemned.* Sadly there are some pastors and church leaders that try to force conviction themselves. They want massive participation in man made, and man created programs. They employ a keeping up with the Joneses kind of mentality. They lift up someone who went on a missions trip, and

then hint you should go next time. They brag about someone who gave the church their inheritance and did not take care of their family. They imply when you die you should give your estate to them, and not your family. They bring up people working for them for free, and ask you to keep up with them. The implication is they are ahead of you with these deeds, and you need to keep up. Some pastors go so far as to claim you will not make it into heaven if you do not keep up with their demands of being served. **Acts 4: 11-12** *Jesus is "the stone you builders rejected, which has become the cornerstone." 12 Salvation is found in no one else, for there is no other name under heaven given to mankind by which we must be saved.* Salvation does not come from works. It comes from belief in Jesus Christ.

Do not let any human force you into keeping up with what others are doing. We are all given different gifts, at different levels. **2 Corinthians 9:7** *Each of you should give what you have decided in your heart to give, not reluctantly or under compulsion, for God loves a cheerful giver.* Any pastor or church leader trying to twist your arm, or guilt trip you is disobeying God and

the Holy Bible. Let that sink in for a minute. You have a choice to make. Will you join in the rebellious attitude and rebellion against God? Or will you obey God? I can tell you for my own life - I obey God over man. Even when the man has been given a position of leadership at a local church building. God will judge me, and His Holy judgement is the only one that matters. Which is why I continue to spread the word of turn to God first. God will judge all that try to twist the Holy Bible for their own gain.

God Bless,
Paul Bury

PRAYER

Jesus,
I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.

There are wise decisions we make in life and there are mistakes. Family Friendly Gaming wants to share some thoughts that can be helpful. Maybe this will bring more joy into your life. Maybe it will allow you to have better physical health. Maybe it will help you reach a better mental, psychological or emotional state. The goal of each column in each month is to share some helpful thoughts to you and your family.

What We Let In

Every single human being is influenced by a wide array of different things. Television, video games, radio, teachers, friends, family, and more. There is no such thing as just entertainment. In fact publishers, producers, directors, developers and more all admit they are trying to shape, mold, and sway the public opinion in a direction they find important. How many of the people reading this pay attention to what lessons they are being told to believe? Does your belief system fit with those?

It can be difficult for some people to even acknowledge they have been influenced by something. Be it a song with

a catchy tune that teaches rebellion against God. Or a video game that teaches you to live for self instead of live for others. Part of the problem is the perception of being a puppet to some musician, video game, company or Hollywood. The interesting thing is haters who accept the lessons from macabre and morbid video games, Hollywood, and hater musicians usually want to attack Christians. The accusation is Christians are just puppets. As if somehow they are not influenced by their games, music, television shows, and movies. We are all influenced by something. There is no - none of the above choice in this.

Once you accept the truth that we are constantly being hammered with opinions we may agree with, or may disagree with; then you can start to become a gate keeper in your own mind. You can also educate others who are mindlessly being swayed by the radical and sometimes fanatical opinions of dangerous haters. Look at each piece of entertainment. Is it good for you? Is it bad for you? Is it good for society? Is it bad for society? Will it help you be more loving and kind? Will it make you more patient? Will you shrug your

shoulders when you come across someone you disagree with? Will you attack someone who has a diverse opinion? Does it help the Kingdom of God? Does it help Satan's worldly kingdom?

Once you make your determination on what is good and what is evil, then you can filter out the bad. Ignore, reject, and avoid the things that are bad. Focus, dwell, and spend time with and on the things that are good. Encourage those that make things that are good. Uplift those creating things that are wholesome. Tell friends and family about the good things you have found. It is amazing how quickly the good things spread via word of mouth. There is also those social media channels where you can bring up the good, wholesome, and uplifting books, magazines, websites, television shows, movies, video games, and more.

Do not be surprised when fanatical zealots who are entrenched in the worldly system attack you. They claim to celebrate diversity, but they attack it instead. They are unwittingly being puppets of Satan. They will thrash around and attack because it is what they have been taught to do. Be as gentle with them as you can.

IN THE

NEWS

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KOEI TECMO ANNOUNCES EMPIRES INSTALLMENT FOR SAMURAI WARRIORS 4

KOEI TECMO America is delighted to announce the upcoming release of Samurai Warriors 4 Empires. Currently in development for physical release on the PlayStation®4 computer entertainment system and digital releases on the PlayStation®3 computer entertainment system and PlayStation®Vita handheld system, Samurai Warriors 4 Empires is slated for release on March 15, 2016.

Samurai Warriors 4 Empires provides an alternative take on the events depicted in Samurai Warriors 4, using the historical landscape as a setting for an exciting strategy-focused game. Players have the opportunity to create their own character to serve in the lower ranks of the army, gradually rising through the ranks to eventually rule the entire land through their conquests.



Samurai Warriors 4 Empires marks the return of the Empires brand in the Samurai Warriors universe after a nine year hiatus. Since the 2007 release of Samurai Warriors 2 Empires for the PlayStation 2, Samurai Warriors has grown to become one of the most successful and acclaimed titles in the Warriors universe. This revamped version of the fan-favorite installment features improved gameplay mechanics and an expanded, intuitive governing system, and explores the effects that building in-depth relationships and alliances have in times of war.

Nintendo Serves Up New Details about Mario Tennis: Ultra Smash

Mario and other residents of the Mushroom Kingdom headed back to the tennis court on November 20, in the year of our Lord 2015 in the Mario Tennis: Ultra Smash game for the Wii U home console. And Nintendo has served up lots of new details about the game:

amiibo Compatibility: Players can choose supported amiibo figures to be partners in online doubles matches, or players can enlist them to battle strong computer-controlled opponents in the offline Knockout Challenge mode. The more matches an amiibo plays, the more experience and skill it will gain. Currently available compatible amiibo include



Mario, Luigi, Peach, Bowser, Yoshi, Yarn Yoshis, Rosalina, Wario, Toad and Donkey Kong.

New Moves: On top of standard shots like topspin, lobs and slices, the new Ultra Smash move sees characters leap high into the air and smash the ball down to devastating effect. Colorful Chance Areas occasionally appear to help players unleash super-strong smash or bamboozling slices to flummox adversaries on the other side of the net.

Game-Play Modes:

Knockout Challenge: Tense tiebreak matches against increasingly difficult computer-controlled opponents await in this single-player mode. If the going gets too tough, players can call in a compatible amiibo as a doubles partner.

Mega Battle: After grabbing a Mega Mushroom, characters grow to gigantic proportions and can dominate the court with their increased power and range.

Classic Tennis: For those who prefer their tennis a little more traditional, Classic Tennis offers two variations: Standard mode features Chance Shots and Jump Shots but no Mega Mushrooms, while Simple puts competitors on the court with nothing but the net and the ball.

Online Multiplayer: Go up against adversaries from around the world in competitive ranked play in either Mega Battle or Classic Tennis modes, or quickly jump into more casual matches. Two players* on the same console can team up to take on all comers, or a supported amiibo can join as a doubles partner on the online courts.

Multiple Controller Options: Players can choose their favorite control option, as the game supports the Wii U GamePad, Wii Remote, Wii U Pro Controller and Classic Controller Pro options.

*Additional controllers are required for multiplayer mode, and are sold separately.

Marvel Cinematic Universe Phase Two Collection

Marvel's Ant-Man releasing on Blu-ray December 8th marks the end of MARVEL CINEMATIC UNIVERSE: PHASE TWO. Fans can now celebrate with this action-packed 13-disc collector's set. The limited-edition, 13-Disc Marvel Cinematic Universe: Phase Two Collection invites you to hold the greatest power in the cosmos in your grasp – an orb containing one of the legendary Infinity Stones! Plus Blu-ray 3D™, Blu-ray™ and Digital Copies of all Phase 2 films, in collectible packaging designed by artist Matt Ferguson. This set overflows with stunning Marvel memorabilia, including a gold-foiled page from the book of Dark Elves, an ancient drawing from the Morag vault, Avengers and S.T.R.I.K.E. uniform patches, a replica of the Tony Stark tattoo from Iron Man 3 and much more!

CONTENT: Marvel's Iron Man 3 (Blu-ray 3D + Blu-ray + Digital Copy)
 Marvel's Thor: The Dark World (Blu-ray 3D + Blu-ray + Digital Copy)
 Marvel's Captain America: The Winter Soldier (Blu-ray 3D + Blu-ray + Digital Copy)
 Marvel's Guardians of the Galaxy (Blu-ray 3D + Blu-ray + Digital Copy)
 Marvel's Avengers: Age of Ultron (Blu-ray 3D + Blu-ray + Digital Copy)
 Marvel's Ant-Man (Blu-ray 3D + Blu-ray + Digital Copy)
 1:1 Prop Replica of the Orb
 PLUS an Exclusive Bonus Content Disc with 166 minutes of bonus material and more!

BONUS FEATURES: From Here To Infinity: Phases 2 & 3 Of The M.C.U. Journey back through Marvel's Phase 2 films, from its launch in Iron Man 3 through its



fulfillment in Ant-Man, to see how individual characters grow and change, how their relationships with each other develop over time, and how the universe itself expands with each story. Listen to filmmakers discuss the first set of Phase 3 films– Marvel's Captain America: Civil War, Marvel's Doctor Strange, and Marvel's Guardians of the Galaxy 2 – and discover there are no limits to the adventure!

Phase 2 Tag Scenes: A Making-Of Learn the story behind the post-credit sequence in Marvel's Phase 1 and 2 movies, and explore how the scenes connect and unify the far-flung characters and worlds of the Marvel Cinematic Universe.

Marvel One-Shot: The Consultant w/Audio Commentary By Clark Gregg

Marvel One-Shot: A Funny Thing Happened On The Way To Thor's Hammer With Audio Commentary By Clark Gregg

Marvel One-Shot: Item 47 With Audio Commentary By Louis D'Esposito, Max Hernandez, Titus Welliver And Jesse Brad-

ford
 Marvel One-Shot: Agent Carter With Audio Commentary By Louis D'Esposito And Hayley Atwell
 Marvel One-Shot: All Hail The King With Audio Commentary By Drew Pearce And Ben Kingsley
 Iron Man 3: Deleted Scenes
 Iron Man 3: Preproduction Creative
 Thor: The Dark World: Deleted Scenes
 Thor: The Dark World Preproduction Creative
 Captain America: The Winter Soldier:

Deleted Scene With Audio Commentary By Anthony Russo, Joe Russo, Christopher Markus, Stephen McFeely
 Captain America: The Winter Soldier – Preproduction Creative

Guardians of The Galaxy: Deleted Scenes
 Guardians of The Galaxy: Preproduction Creative

Avengers: Age Of Ultron: Deleted Scenes
 Avengers: Age Of Ultron: Preproduction Creative
 Hulk vs. Hulkbuster
 Ant-Man: Deleted Scenes
 Ant-Man: Preproduction Creative

RELEASE DATE: December 8, 2015
PRODUCTS: Blu-ray 3D, Blu-ray and Digital HD

AUDIO: Blu-ray 3D, Blu-ray, Digital HD = English 7.1 DTS-HDMA, French-Canadian 5.1 Dolby Digital, Latin Spanish 5.1 Dolby Digital, English DVS 2.0 Dolby Digital

LANGUAGES: English & Spanish, French
SUBTITLES: English, French & Spanish

Captain Jake and the Never Land Pirates The Great Never Sea Conquest on DVD January 12th

This adventure-filled DVD includes The Great Never Sea Conquest plus 6 additional episodes of the hit Disney Junior series, over two hours of fun! Plus FREE inside every DVD is an exclusive 3D Colossus puzzle ship you can't get anywhere else!

Join newly promoted Captain Jake as he unites Never Land's all-time greatest pirates! When evil mer-witch Ezmeralda tries to take over the Never Sea by awakening the Strake, a legendary three-headed sea serpent, Jake and his crew try to intervene but encounter Lord Fathom and his sidekick Sinker. Jake forms a team of "Never Land League of Pirate Captains" to battle them all and in the process, outfitted with a magical new sword and a powerful new ship, (the Mighty Colossus), he becomes a Captain himself. Loaded with excitement, additional adventures and a powerful message about believing in yourself, this high-stakes, high-seas adventure is oceans of swashbuckling fun for everyone!

Talent: Sean Ryan Fox and Riley Thomas Stewart as Jake, Megan Richie as Izzy, Jadon Sand as Cubby, David Arquette as Skully and Corey Burton as Captain Hook.

Episodes: The Great Never Sea Conquest
Into the Heart of Coldness/The Remarkable Beardini!

Escape from Ghost Island/The Island of Doc-



tor Undergear
Rise of the Pirate Pharaoh/The Golden Hook
Bonus: The Mystery of the Mighty Colossus/
The Doubloon Monsoon
Shark Attack!/Captain Hook's Colossal Colli-
sion

Executive Producer: Rob LaDuca
Producer/Writer: Mark Seidenberg
Street Date: January 12, 2016
Packaging: 1-Disc DVD with
free exclusive 3D Colossus puzzle ship
Run Time: Approx. 110-min-
utes
Rated: TV-Y7
Aspect ratio: 1.78:1 Widescreen
(Enhanced for 16x9 Televisions)
Sound: 2.0 Dolby Digital
Languages/Subtitles: English, French &
Spanish

Sesame Workshop Launches Autism Initiative

Sesame Workshop announced a major autism initiative to help de-stigmatize autism, which affects one in 68 American children. Sesame Street and Autism: See Amazing in All Children will provide resources to families, teachers and caregivers around the country to educate them about autism, and tools to help families touched by autism with everyday activities. This initiative was funded with generous support from American Greetings, the Robert R. McCormick Foundation and Kristen Rohr, and aligns with Sesame Workshop's mission to help all children grow smarter, stronger and kinder.

The digital content includes a new Sesame friend, Julia, a preschool girl with autism who does things a little differently when playing with her friends, the loveable Elmo, Abby Cadabby and Grover. Includes guides to simplify activities and overcome common challenges such as washing hands, brushing teeth, going to the supermarket, and bedtime routines. This initiative is the culmination of more than three years of production and testing, leveraging the powerful educational and research-based approach that Sesame applies to all of its educational programs.

"Sesame Workshop is uniquely positioned to play a meaningful role in increasing peoples' understanding about autism," said Sherrie Westin, Executive Vice President, Global Impact and Philanthropy at Sesame Workshop. "This project is an extension of the belief we've always promoted: 'we are all different, but all the same.' I am passionate about this initiative, and am so proud of the partnerships with the autism community that have led to this."

The content of See Amazing includes:

- An iPad app Sesame and Autism (available on iTunes)
- A responsive website at www.SesameStreet.org/Autism designed with adaptations such as larger buttons, audio-off options, and the ability for children to customize content
- New videos, including a music video, "Amazing", with Elmo, Abby, Grover and their friends
- Digital and printed story books, We're Amazing 1,2,3!, featuring Elmo, Abby and Julia
- Digital family routine cards that support everyday activities
- Tips for parents, and activities for siblings
- Powerful videos of families with autistic children, produced by the Sesame Street production team with editing assistance by students at Exceptional Minds, a non-profit animation studio for young adults on the autism spectrum

"As a longtime partner of Sesame Workshop, American Greetings is proud to sponsor this impactful program," said Jeff Weiss, co-Chief Executive Officer at American Greetings. "Sesame Workshop's mission is a perfect complement to the American Greetings brand purpose of making the world a more thoughtful and caring place. Because we are a leader in meaningful connections – and creating personal connections fosters an environment of acceptance – participating in the See Amazing initiative to promote education and celebration of children with autism is a natural fit for American Greetings."

Sesame Workshop will work with its 14 partner organizations, listed below, to share these free resources, and distribute them to educators in child care programs and schools, as well as 1.5 million families with young children, to reach communities across the nation. For over 45 years, Sesame Workshop's mission has been to serve the world's most vulnerable children, to make them smarter, stronger and kinder.

THE SOLUS PROJECT Heads To Steam

GRIP Digital s.r.o. and Teotl Studios are jointly readying their unique adventure The Solus Project for an early 2016 release across PC and Xbox One via the ID@Xbox self-publishing program. Launching simultaneously on each platform – Steam via Early Access, GOG and with Game Preview on Xbox One – The Solus Project is an engrossing first-person survival game.

Stranded on a deserted alien planet and with your home planet of Earth on the brink of destruction, The Solus Project challenges you to survive the harsh, volatile environment and find a way to send a signal back home. Confronted with merciless weather, and danger lurking around every corner, the player must save the human race while unraveling the deep secrets of the seemingly deserted alien civilization. Are you alone on

the planet...?

“We are really excited that The Solus Project has been accepted as a Game Preview title on Xbox One and that it will be able to launch alongside the Steam Early Access release.” said Jan Cabuk, CEO of GRIP Digital. “Following its release via Early Access and Game Preview on Xbox One, The Solus Project will evolve right in front of players’ eyes. We will be taking an episodic approach during our Early Access/Preview time by adding level per level of the large alien world. During our relatively short and focused test phase players will on a regular basis see new features and quests, and we will incorporate their feedback to create a truly unique survival and narrative experience,” added Sjoerd De Jong, CEO of Teotl Studios.

The Solus Project will be regularly updated across all platforms, and the final version of the completed game will be available by Q2 2016.

Sonic Dash 2 Sonic Boom Releases

SEGA® is happy to confirm that today Sonic is back in Sonic Dash 2: Sonic Boom™, the sequel to the mobile success Sonic Dash.

Developed by Hardlight, the passionate SEGA studio behind a number of acclaimed mobile games such as Sonic Dash, Crazy Taxi: City Rush™ and Sonic Jump Fever™, Sonic Dash 2 combines all of the elements that made the first episode a success and takes them to the next level in an entirely redesigned game. Added depth and more strategic challenges are amongst the improvements:

Shake it up: players are now able to take various horizontal and vertical paths and use the brand new Enerbeam to glide through the sky adding way more fast-paced challenges to each and every run.

No need to feel “forever alone”: you can now form a team of three, based on a selec-

tion of Sonic Boom characters, and use their specific skills to beat high scores and finish above your friends in daily and weekly in-game events

High-score chasers will be in heaven as we’re introducing new companions in Sonic Dash 2 called Sprites. Collect them, evolve them, combine them, and equip your team in order to multiply scores. Longer combo, shield extension, rings multiplier, longer Dash... each player will be able to choose the ones that best match their skills and preferences!

A fresh new style: Sonic Dash 2 uses the characters and universe of the critically acclaimed TV Cartoon, Sonic Boom, while remaining a genuine Sonic experience at heart. IT’S ALL ABOUT SPEED!

Sonic Dash 2: Sonic Boom is downloadable for free from today in Europe, the Americas, Australia and Africa, on iPhone, iPod and iPad.

ASTRO Gaming Headset and Mix-Amp Release

ASTRO Gaming, creators of premium video gaming equipment, announced that its exciting new Tournament Ready (TR) series of gaming audio products are now available. The ASTRO Gaming TR lineup includes a redesigned ASTRO Gaming A40 TR Headset that enables this award-winning product to be compatible with the studio’s new ASTRO Gaming Mod Kits, a collection of interchangeable parts that enable the headset to adapt to any gaming environment. In addition, ASTRO has delivered exciting improvements to the ASTRO Gaming MixAmp™ Pro TR making it an essential piece of gaming hardware for pro players, serious gamers and livestreamers alike.

ASTRO Gaming’s patented MixAmp has long been a critical audio component for pro gamers and livestreamers alike. Its

ability to facilitate gaming communication between professional gamers and casters has made it the pro standard since its release. The ASTRO Gaming MixAmp Pro TR represents a big step forward technologically, offering tremendously increased user control to both gamers and livestreamers alike.

Finally, the ASTRO Gaming MixAmp Pro TR works with the new ASTRO Command Center software, a free downloadable tool that will allow customization of every MixAmp TR setting and the creation of personalized EQ profiles. Additional capabilities include:

Customize EQ settings that can be stored, shared and easily loaded onto the MixAmp Pro TR

Customize outgoing voice chat with adjustments for mic level, noisegate and sidetone

Customize stream output for the precise mix of game sound and voice chat desired.

Update on PlayStation Mobile (PSM)

On March 11, 2015, SCE notified users that they must activate their PlayStation®Vita (PS Vita)/PlayStation®TV (PS TV) systems in order to continue playing their PlayStation®Mobile (PSM) content after the termination of the service. However, it has become apparent that even if users activate their devices by following the notified procedure, their devices may become deactivated in certain cases.

In response to the above, we have set a new device activation method and implementation period. We apologize for any inconveniences this may cause, but we ask users to perform device activation by following the instructions below.

Device activation procedure*1:

- Users must update their PS Vita/PS TV

systems*2 to the latest system software (version 3.55 and beyond), be connected online, and launch their purchased PSM content between October 13, 2015 and February 29, 2016. Activation will be completed just by launching the content once*3.

*1 Even after users complete the above procedure, if they swap their PS Vita memory cards or backup/restore their PS Vita/PS TV data, they must connect to the network the first time they are accessing PSM content.

*2 Up to three compatible devices (PS Vita, PlayStation®Certified devices) can be activated.

*3 If users deactivate their devices after February 29, 2016, they will no longer be able to play their purchased PSM content on the deactivated devices.

Sincerely,
The PlayStation Team

WE WOULD PLAY THAT!

REVIEWS

There are all kinds of cool family friendly video game ideas out there. This column features ideas of video games we would play. We hope games like these are created in the near future. Can you make it happen?

We would love to see a plethora of professions accurately represented in video games. Imagine learning the kinds of things a Postal Delivery Carrier has to go through. From sorting the mail, to properly delivering it. Dealing with dogs, angry people, and more. A Fedex, or UPS driver could be even more difficult because they have to find specific addresses. A USPS worker has a specific route where the majority of the houses receive mail. If there was a game for Fedex and/or UPS, players have to find the right address, and then get the package

safely there. Maybe you need a signature for a certain package. So you have to leave a note that there is a package awaiting pick up back at the hub.

This whole delivery theme could be taken even further. Think about a pizza delivery person. We remember Pizza Delivery Boy on the Wii very fondly. It was more arcade like than real life. Imagine a game that looks like Forza Horizon 2, and the goal is to deliver pizza's safely, and on a timely manner. You would have to obey the traffic signs and lights as well as find your way there. I think an easy mode would be nice with a GPS like line showing you were to go.

What other delivery jobs could be made into video games? What about charity clothing pick ups? There are Vet trucks that come around our neighborhood quite often picking up used cloth-

ing to help veterans. A game like that could bring awareness to all kinds of charities doing wonderful work. We would definitely play that.

Furniture stores have delivery trucks that go out and deliver furniture. Not only would gamers learn about making a delivery, they would also learn about how to safely get furniture into someone's house. Also avoiding small animals and small children. The same could be said for washers, dryers, and refrigerators. Pretty much anything that is delivered could be turned into a fun, and educational game on that profession. Think they have it easy? Injuries do happen on those jobs, and a video game would need to reflect that. Players would have to find a way around the injuries and continue to complete the job. We would play games like that.

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

CONTENTS Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: Gamereviews@familyfriendlygaming.com.

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John 14:5-7

5 Thomas said to him, "Lord, we don't know where you are going, so how can we know the way?"

6 Jesus answered, "I am the way and the truth and the life. No one comes to the Father except through me.

7 If you really know me, you will know my Father as well. From now on, you do know him and have seen him."



Chibi-Robo! Zip Lash

SCORE: 66

Family Friendly Gaming rented Chibi-Robo! Zip Lash on the Nintendo 3DS for this review. After playing this handheld video game I believe it is worth around fifteen dollars. When it comes down to that price I will consider making a purchase. Right now this 3DS game is overpriced, and needs to correct before families consider purchasing it.

Chibi-Robo! Zip Lash relies heavily on the power cord. Your little robot swings with it, attacks enemies, and breaks blocks. Early on the 'X' button is great. Then it is the 'Y' button that is more useful. Players must collect blue orbs to extend the length of their cord in each level. That way they can actually reach areas to collect items.

There are UFOs at the



end of each level. Hitting the bronze gives you one spin, hitting the silver gives you two spins, and hitting the gold gives you three spins. What good are spins in Chibi-Robo! Zip Lash? They allow you to pick which of the six levels you go to. Note you need to



this violence I am shocked Chibi-Robo! Zip Lash did not receive the E10+ rating. It certainly fits into that category in my professional opinion. - Paul



Publisher: Nintendo
Developer: Nintendo
System: Nintendo 3DS
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}

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

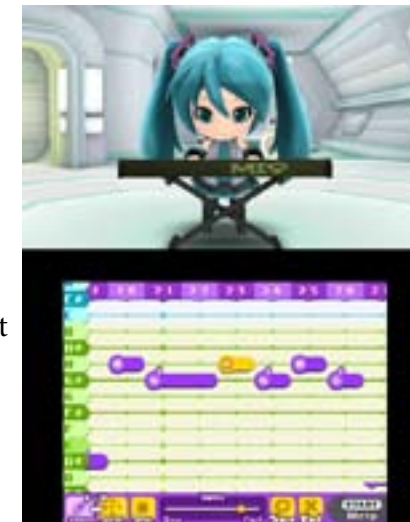


Hatsune Miku Project Mirai DX

SCORE: 59

There is something so wrong about having toddlers dance that way in the Hatsune Miku Project Mirai DX Nintendo 3DS video game. What kind of a sick mind thought that was a good idea? The PR knew Family Friendly Gaming would speak the truth on Hatsune Miku Project Mirai DX, which is probably why they broke their promise of providing a reviewable copy. Not a problem, because we rented it. This is a hand held game we will never buy for any price. You could not pay me enough to play this game ever again.

The music in Hatsune Miku Project Mirai DX gave me a migraine. Too bad companies that create such nuisance video games are not forced to pay for the damages they cause. Maybe there will be



a new law in the future that will be retroactive. I could easily see a class action law suit in relation to Hatsune Miku Project Mirai DX on the Nintendo 3DS. Maybe someone out there can make that happen.

The toddler looking characters in Hatsune Miku

Project Mirai DX have huge heads. There are attire issues in Hatsune Miku Project Mirai DX as well. Again who is coming up with bad ideas like that? Is Hatsune Miku Project Mirai DX on the market to provide a disgusting and repugnant thrill for pedophilia? Little kid like characters shaking their behinds like that is another example of the disgusting decay in society



(especially entertainment). There are plenty of songs to play in Hatsune Miku Project Mirai DX, and there are some cool mini games too. I really enjoyed the black and white tiled video game. Took me a bit to understand how to play that game. Once I did it was pretty cool. The entire game should have been mini games like that one. It would have been a much better experience than the song and dance.

The tap mechanics in Hatsune Miku Project Mirai DX are good. They are easy to learn, and actually fun to do. My biggest complaint is all the distracting images in the background. There are a few different dresses to wear, and other modifications allowed in Hatsune Miku Project Mirai DX on the Nintendo 3DS. Unless you love Japanese singing, run far away from this game. - Yolanda



Publisher: Sega
Developer: Crypton Future Media
System: Nintendo 3DS
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Lyrics, Mild Violence}

Graphics: 50%
Sound: 40%
Replay: 85%
Gameplay: 75%
Family Friendly Factor: 45%

PUZZLES UNDER THE HILL

An EnseñaSoft, S.A. de C.V. Production
 A game designed by Samuel DenHartog
 With art from Luis Millán-Humaran, Carcará
 Studio & Meta3dStudios And digital images from
 the National Gallery of Art

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ADVERTISEMENT



Safecracker

SCORE: 87



A request came in some months ago to review Safecracker. This puzzle video game is on the Wii and Personal Computer. Family Friendly Gaming found this game for under ten dollars on the Wii, and quickly made the purchase. I have been playing this game for a few weeks now.

I had my IQ tested decades ago and it was just above the genius line. I am always working on humility. Safecracker is one of those games that helps us stay humble. Why is that? The puzzles are hard in Safecracker. There is little to no direction on how to beat them. To say I was confused would be an understatement. I finally decided to accept help from a

FAQ/Walkthrough to help me see this story driven video game.

The graphics in Safecracker are realistic. The music is great, and the premise of this game is fantastic. A wealthy recluse left his will and testament somewhere on his property. The player is a master at cracking safes. This recluse also had a lot of different kinds of safes. The will is believed to be in one of them. Players must crack the safes and find clues throughout their exploration. Safecracker will take families some time to complete. Only one family member can play Safecracker at a time.

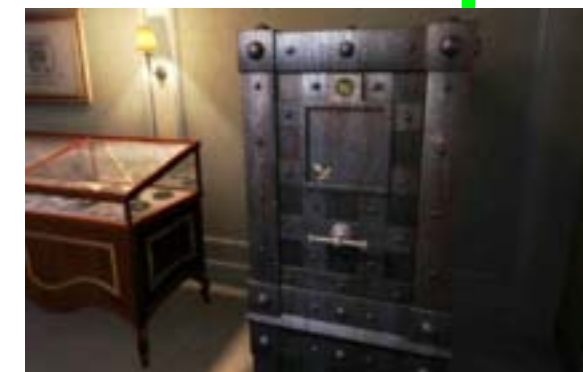
The controls in Safecracker can be confusing at first. Especially with little direction given to the player. I wish Safecracker had come with some sort of



a hint system. That would have propelled this puzzling video game to the next level in terms of review scores.

Safecracker can be found for a very low price. If you are into challenging puzzle video games where what you need to do is always changing, then you need to look at purchasing Safecracker on the Wii and/or Personal Computer. I hope DreamCatcher Interactive continues to make games like Safecracker in the future. I would love to see a sequel to Safecracker in the near future as well. I think it has a ton of potential.

- Paul



Publisher: DreamCatcher Interactive
 Developer: Daydream Software, Kheops Studio
 System: Wii/PC
 Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 90%
 Sound: 90%
 Replay: 100%
 Gameplay: 70%
 Family Friendly Factor: 85%



Transformers Devastation

SCORE: 65



I was very excited to hear about Transformers Devastation around the E3 time frame. Family Friendly Gaming made multiple attempts from multiple different personnel to receive information to publish coverage on this home console action adventure video game. No one at the PR firm handling this game is trained on how to use the REPLY button in email. They in essence said they want no sales from the millions within Family Friendly Gaming Universe.



We rented Transformers Devastation for this review. I also plan on buying this 80s based Transformers video game when it comes down to the ten to twenty dollar price range. Transformers Devastation is a violent game. We spent most of our time hacking, slashing, and shooting enemy Transformers in Transformers Devastation. There is also upgrading, and trying out different characters. Sideswipe

work really well in my opinion.

It is neat to hear the voices from the 1980s cartoon. I also like seeing the character art from that era as well. This is the Transformers game kids in the 80s wanted to have and play. I really appreciate the historical references in Transformers Devastation. Even if the story is a bit on the lame side. The fighting in Transformers Devastation is what gets really stale in Transformers Devastation.



Chapters are really long in Transformers Devastation. The missions within each chapter are very fast to progress through. Most of the chapters felt stretched out in my opinion. Since there are only seven chapters I guess that is why this home console robots in disguise video game did that. Families will be disappointed with the short length in Transformers Devastation. Especially if you pay more than twenty dollars for this video game.

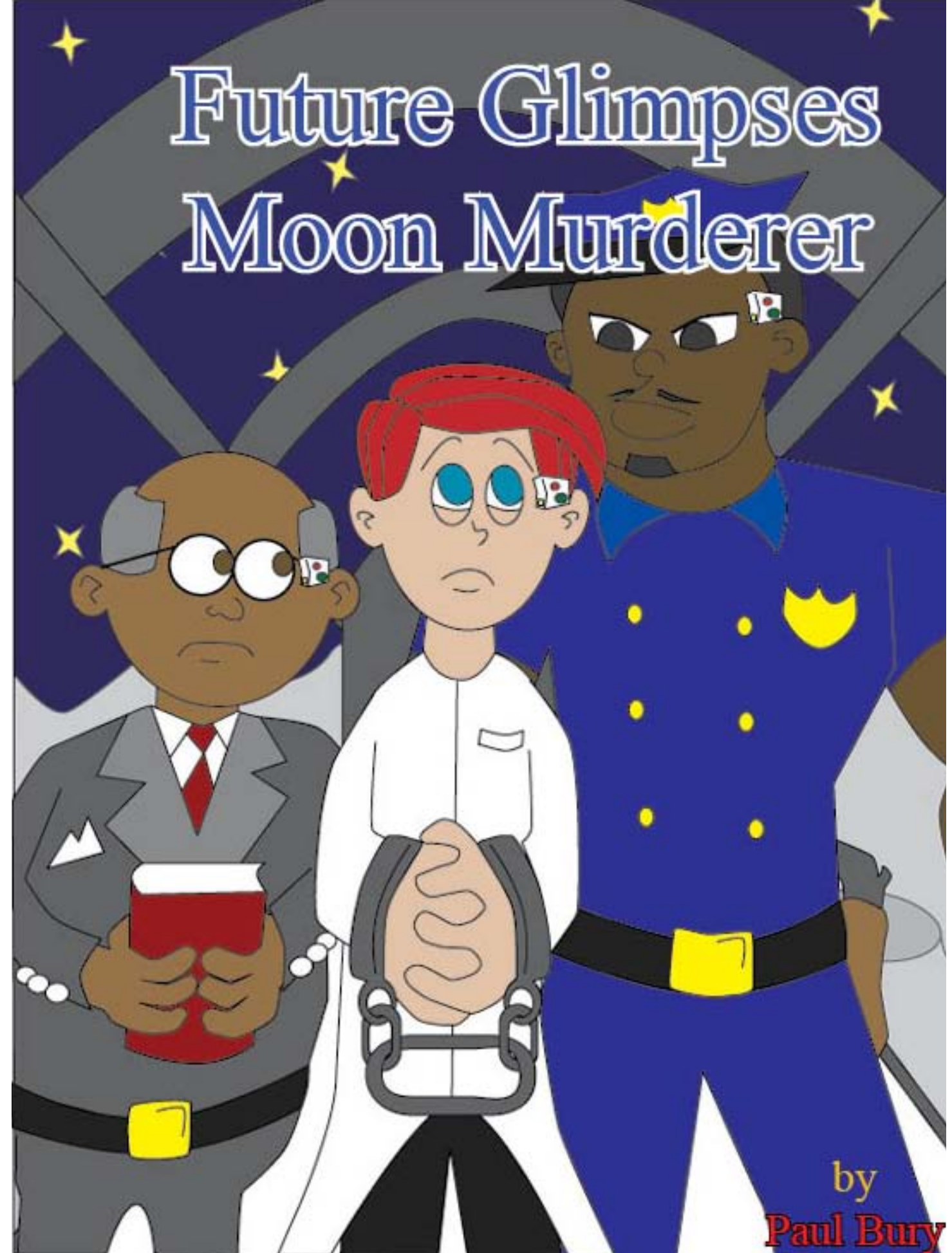
Transformers Devastation is a strong thirteen and older video game. The level of violence in Transformers Devastation is really high. Transformers Devastation is one of those video games that will increase the aggression levels of those playing it. I wish Activision had found some less violent things to do in Transformers Devastation. Like maybe a way to repair robots that were damaged.

- Teen Gamer



Publisher: Activision
Developer: Platinum Games
System: PC/Xbox One/PS4/Xbox 360/Playstation 3(tested)
Rating: "T" - Teen THIRTEEN and OLDER ONLY {Fantasy Violence}

Graphics: 55%
Sound: 85%
Replay: 65%
Gameplay: 60%
Family Friendly Factor: 60%



Future Glimpses Moon Murderer

by
Paul Bury

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College Hoops 2K8

SCORE: 90

Family Friendly Gaming recently purchased a used copy of College Hoops 2K8 on the Playstation 3. This basketball video game is also on the Playstation 2, and Xbox 360. If you like basketball, then you will definitely enjoy College Hoops 2K8. If you like college basketball then College Hoops 2K8 is a must purchase for you. The game can be purchased for under ten dollars.



out with no news of it returning.

The graphics and camera angles are great in College Hoops 2K8. Verne Lundquist and Bill Raftery do a fantastic job of announcing in College Hoops 2K8. They bring an excitement to the game. There are tons of teams, and divisions to play in College Hoops 2K8.



NBA 2K16

SCORE: 79

Know what I love most about playing games for Family Friendly Gaming? They take care of us even when corruption in the industry denies us reviewable copies. FFG rented NBA 2K16 on the Playstation 4. This basketball franchise has rebounded a little bit from the disgrace that was NBA 2K15. The intro in NBA 2K16 is a bit odd, and sometimes felt demonic. Families can pick the intro game while the extremely long installation process is enacted.



better than hearing such drivel.

There is also enticement to lust and sexual themes in NBA 2K16 with the half naked cheerleaders. I did not find an option to turn that off. They come up at the end of quarters and during time outs. Why is the ESRB there anymore? They are not doing their job, just lying to the consumers, and

The music in NBA 2K16 is ugly. The ESRB dropped the ball on yet another game with no descriptors. The offensive music in NBA 2K16 can be turned off, but it takes some time and effort. The intro game is played with offensive music or completely silent. The silent approach is a weird way to play a game, but



helping out to their big video game company donors.

The gameplay is smooth in NBA 2K16. Players can do all kinds of impressive things with the basketball players. Foul shooting ranges depending on the player shooting the foul shots. There are plenty of cool older teams to play in NBA 2K16. Games feel like real basketball with runs, hot and cold streaks, and more. Sadly there are tons of Internet draining online modes in NBA 2K16.

Families can access Play Now, My Career, My GM, My League, Options, and Connect with NBA 2K16. The presentation with the pre-game

show, half-time show, and post game show is pretty neat to see in NBA 2K16. The music and cheerleaders needs to be fixed in sequels.

- Frank

Publisher: 2K Sports
Developer: Visual Concepts
System: PS2/Xbox 360/PS3(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 90%
Sound: 80%
Replay: 100%
Gameplay: 90%
Family Friendly Factor: 90%

Publisher: 2K Sports
Developer: Visual Concepts
System: PC/PS3/Xbox One/Xbox 360/PS4(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 80%
Sound: 70%
Replay: 85%
Gameplay: 80%
Family Friendly Factor: 80%



Tearaway Unfolded

SCORE: 60

Family Friendly Gaming recently purchased Tearaway Unfolded on the Playstation 4 for this review for our millions of wonderful readers. I should have known something was wrong with Tearaway Unfolded since it dropped in price so quickly. That and almost every video game is released at an over-inflated price. We take our paper friend who is actually a letter, on a quest to deliver a message. If mail had to go through all this, no wonder it gets lost sometimes.

The graphics are not very impressive in Tearaway Unfolded, especially for a PS4 game. The music is a bit better, but those voices are odd. The fighting in Tearaway Unfolded gets old really fast. Plus fighting scraps in Tearaway Unfold-



ed is so repetitive and boring. The puzzles are at least interesting in Tearaway Unfolded. One of the most disturbing aspects of Tearaway Unfolded is it teaches players to worship false gods. Why can't they have God in there instead of trying to turn people to false gods? It makes no sense to me. Some characters



Ragnarok The Animation The Complete Series

SCORE: 60



in Tearaway Unfolded worship the player - which is disturbing on so many levels. There is a cool Moses and the Red Sea like moment in this home console video game.

The loading times in Tearaway Unfolded are long, and I ran into some bugs/glitches. I guess I did things in Tearaway Unfolded that the company did not consider anyone would do. Moving the controller around to do stuff, swiping on the little pad on the controller, and using buttons can be so clunky in Tearaway Unfolded.

I hated having to draw on the little pad on the controller in Tearaway Unfolded.

Nothing came out the way I wanted it to. I gave up because it is such an exercise in futility. This also ruined the LittleBigPlanet moments.

- Teen Gamer

We are always looking for different and interesting products here at Family Friendly Gaming. Ragnarok The Animation The Complete Series has some of the most impressive character growth and development I have seen in an anime. Especially when we add in the fact that it is twenty-six episodes, and based on an online video game.

The sad part about Ragnarok The Animation The Complete Series is all the bad content. There is false gods, false goddesses, enticement to lust, blood, gore, violence, magic, stealing, ghosts, gam-

bling, and bad language. Yeah they crammed a lot of junk in this show. Numerous female characters are dressed wearing hardly anything. Most of Ragnarok The Animation The Complete Series worships power and strength.

I liked seeing the class changes in the characters. It helped give them new attacks to shout at the screen over and

over again. Yes hearing those attacks screamed at us got old really quick. I kept wanting them to learn something new, and to do something new. Thankfully most of them did. In standard role playing game



storyline the team of heroes is trying to stop the dark lord from being freed from his imprisonment. He gets free and it is darkest before the dawn in Ragnarok The Animation The Complete Series.

Spoiler alert! I was shocked to see so many main-line characters killed off in Ragnarok The Animation The Complete Series. This goes for good guys, and bad guys. I was happy to see Roan and Yufa get married in the credits. That took the entire show for those two to get on the same page. We knew it would happen.

- Paul

Publisher: Sony Computer Entertainment
Developer: Media Molecule
System: Playstation 4
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



Graphics: 50%
Sound: 60%
Replay: 70%
Gameplay: 70%
Family Friendly Factor: 50%

Publisher: Funimation
Developer: Gonzo
System: DVD
Rating: 'TV-PG' - This program contains material that parents may find unsuitable for younger children under the age of 10



Graphics: 40%
Sound: 65%
Replay: 75%
Gameplay: 70%
Family Friendly Factor: 50%



Dragonball Season Two

SCORE: 46

A big part of the plot in Dragonball Season Two is the Red Ribbon Army. They are after the Dragonballs and Goku keeps getting in their way. Goku dismantles army after army, and special soldier after special soldier. In a lot of ways Dragonball Season Two resolves very little. Goku finally finds someone besides Master Roshi who is more powerful than him.



contains blood, death, gore, enticement to lust, idol worship, false god worship, and numerous Eastern religious themes and concepts. There is also violence, peril, and special powers. Robots are shown in numerous episodes. Ancient sea pirates had a deadly robot that even gave Goku some trouble in Dragonball Season Two.

Korin and his tower make a brief appearance in Dragonball Season Two. I find Korin to be one of the oddest characters in the entire

Speaking of Master Roshi - he continues his perverted, vulgar, and highly offensive ways. Not just him though. Dragonball Season Two really likes to make men look bad. Bulma's father, drunk men walking around, higher ups in the Red Ribbon Army, and more. It goes on and on all of the bad male characters in Dragonball Season Two.

Dragonball Season Two

Publisher: Funimation Entertainment
Developer: Toei Animation
System: DVD
Rating: 'TV14' - 14 and Older



franchise. He is strange by any definition. He will have to be dealt with in the next season as well. I am not looking forward to that characters return. There are some other odd characters in Dragonball Season Two like Android Eight.

There are plenty of new characters added in Dragonball Season Two. Bulma and Krillin even get included in a mission with Goku. It is the one where they go deep under the sea. Which is a better mission in my opinion than the one in the snow. Goku continues to his clueless nature in a great many things in how the world works. Even a fantasy world like this one.

Dragonball Season Two is a disappointment in my opinion. The story continues to meander around with not much of a goal. Goku finally figures out some direction near the end of Dragonball Season Two. Which I figure he will eventually complete.

- Paul

Graphics: 30%
Sound: 50%
Replay: 70%
Gameplay: 50%
Family Friendly Factor: 30%



Land of Illusion Starring Mickey Mouse

SCORE: 84

I am so glad we continue to explore video games with some seasoning on them. Land of Illusion Starring Mickey Mouse on the Game Gear is a fantastic 2D side scrolling adventure. Families take Mickey through an amazing game with all kinds of awesome animation. The music in this hand held video game is fantastic. I wish there was a way to play Game Gear games on the television screen.

Levels in Land of Illusion Starring Mickey Mouse are long. Players can avoid enemies, throw objects like rocks at them, or use the butt bounce move to get rid of them. I went with avoiding them as much as possible. I love it when a video game allows us to avoid violence. It is such an intelligent design that shows true maturity. The levels in Land of Illusion Starring Mickey Mouse are long for a hand held system.

The storyline of Land of Illusion Starring Mickey Mouse kept me interested through the fourteen levels. I like things like throwing an apple into the mouth of a snake for him to close his mouth. If you like retro hand held games, then you need to check out Land of Illusion Starring Mickey Mouse.

- Paul

Publisher: Sega
Developer: Aspect
System: Game Gear
Rating: 'NR' - Not Rated



NBA JAM

SCORE: 80

I have been blessed to do a lot in my life. I have never been defeated in NBA Jam - ever. I played a couple of hundred games, and then retired undefeated. This two on two basketball game is all about scoring. In fact jumps and dunks are over-exaggerated in NBA Jam. The helicopter spin slam dunk is my personal favorite.

Graphically NBA Jam looks good for its era. I love seeing different people in the stands. Players are taught to be aggressive in NBA Jam. There are no fouls, so hitting other players can jar the ball loose, and get you the ball back. NBA Jam teaches us to play dirty. A lesson that unfortunately at that era in my life I learned really well. It is amazing how video games can make the world a worse place and few even realize it.

The music and announcers keep the game upbeat, and exciting. There are numerous teams to play, and codes to use in NBA Jam. Two family members can play NBA Jam locally. Bear in mind playing NBA Jam can lead to real world arguments. It can also lead to the ugly smack talk by winners and losers alike. Even with the issues NBA Jam can be fun. I hope you enjoyed the video capture we did of this game.

- Paul

Publisher: Acclaim Entertainment
Developer: Midway Games
System: Super NES
Rating: 'NR' - Not Rated

Graphics: 90%
Sound: 90%
Replay: 85%
Gameplay: 80%
Family Friendly Factor: 75%



Graphics: 90%
Sound: 90%
Replay: 90%
Gameplay: 70%
Family Friendly Factor: 60%

SPORTS



Product: DiRT Rally
Company: Codemasters
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: DiRT Rally
Company: Codemasters
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending

DEVELOPING

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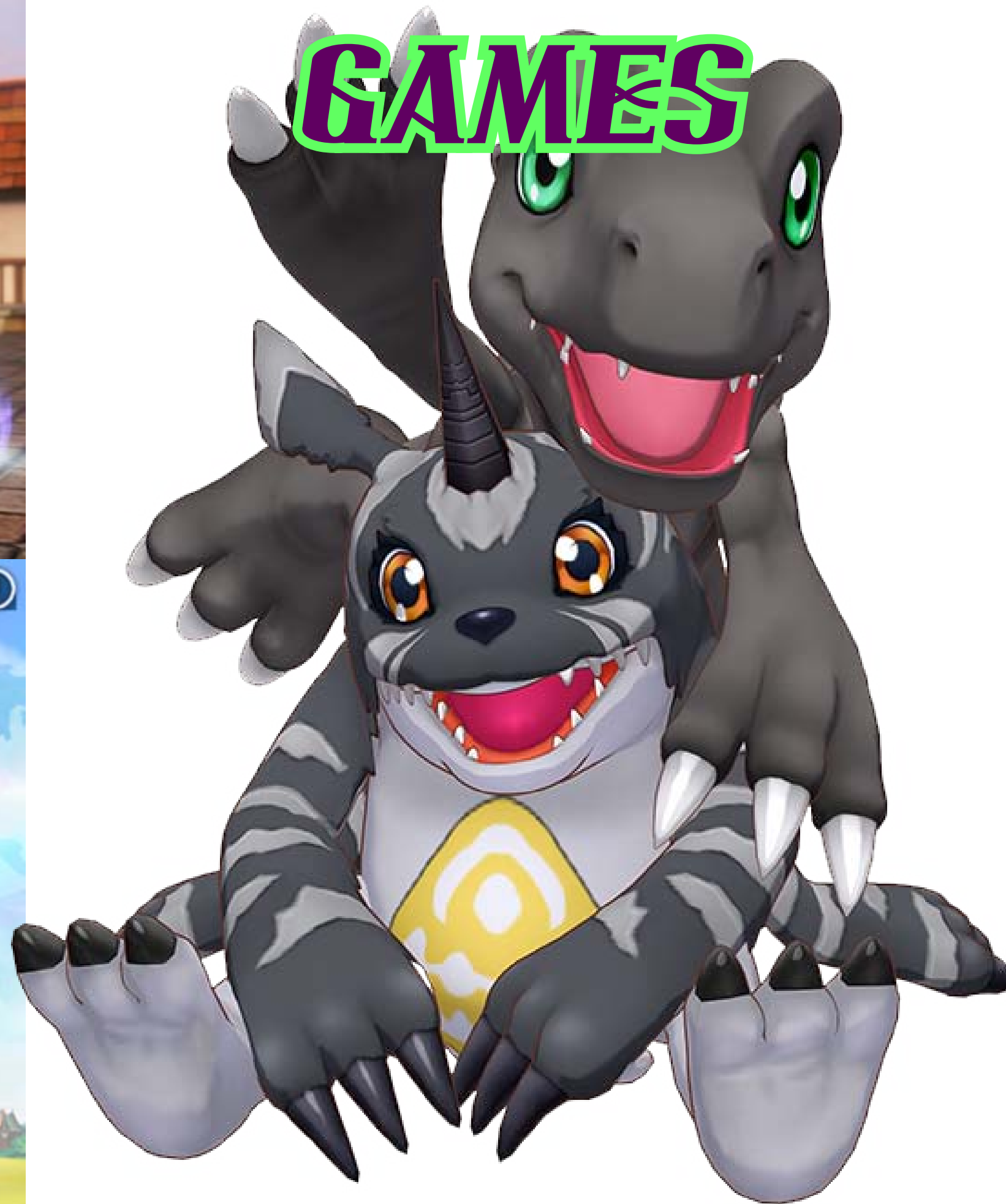
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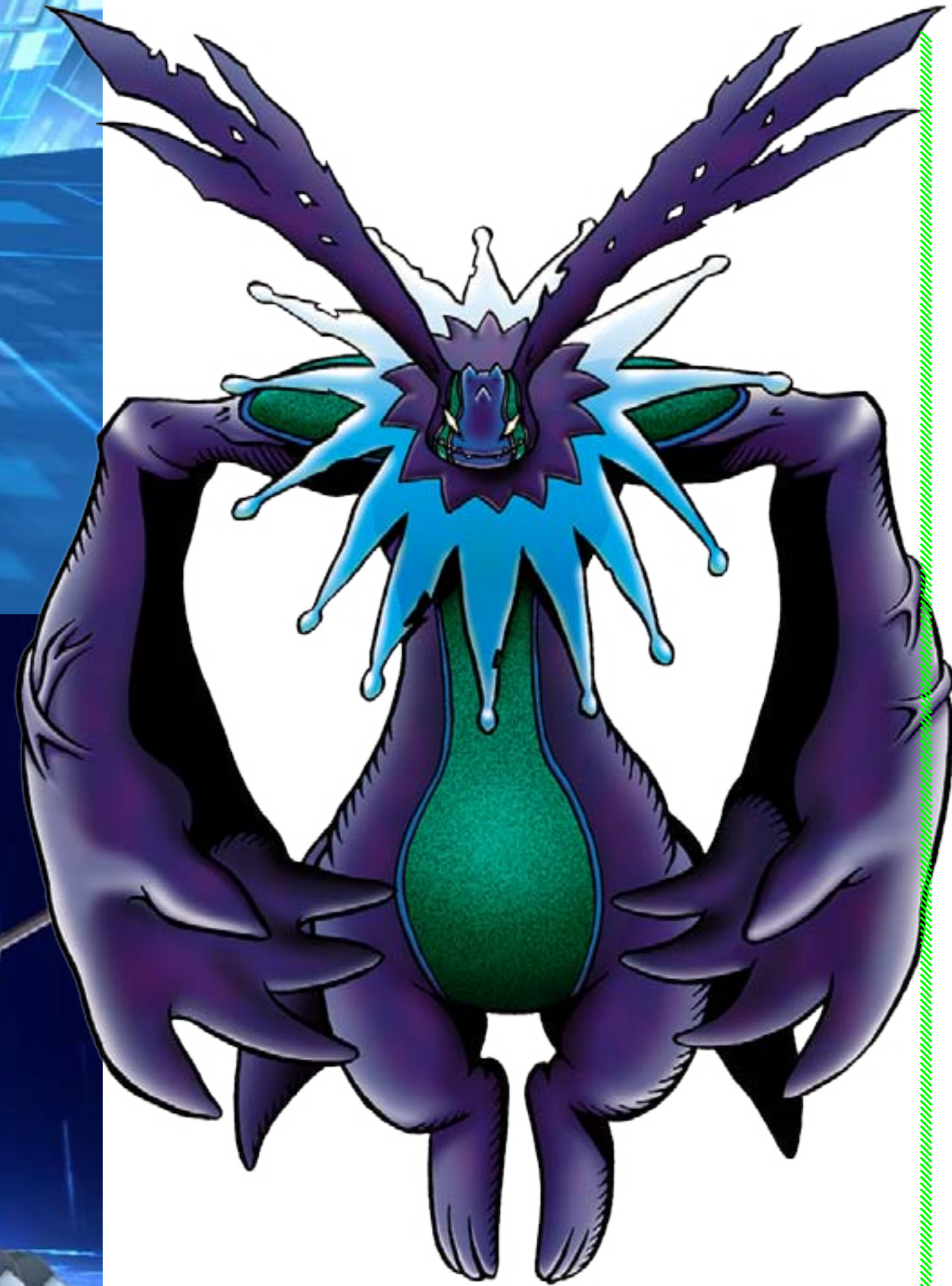
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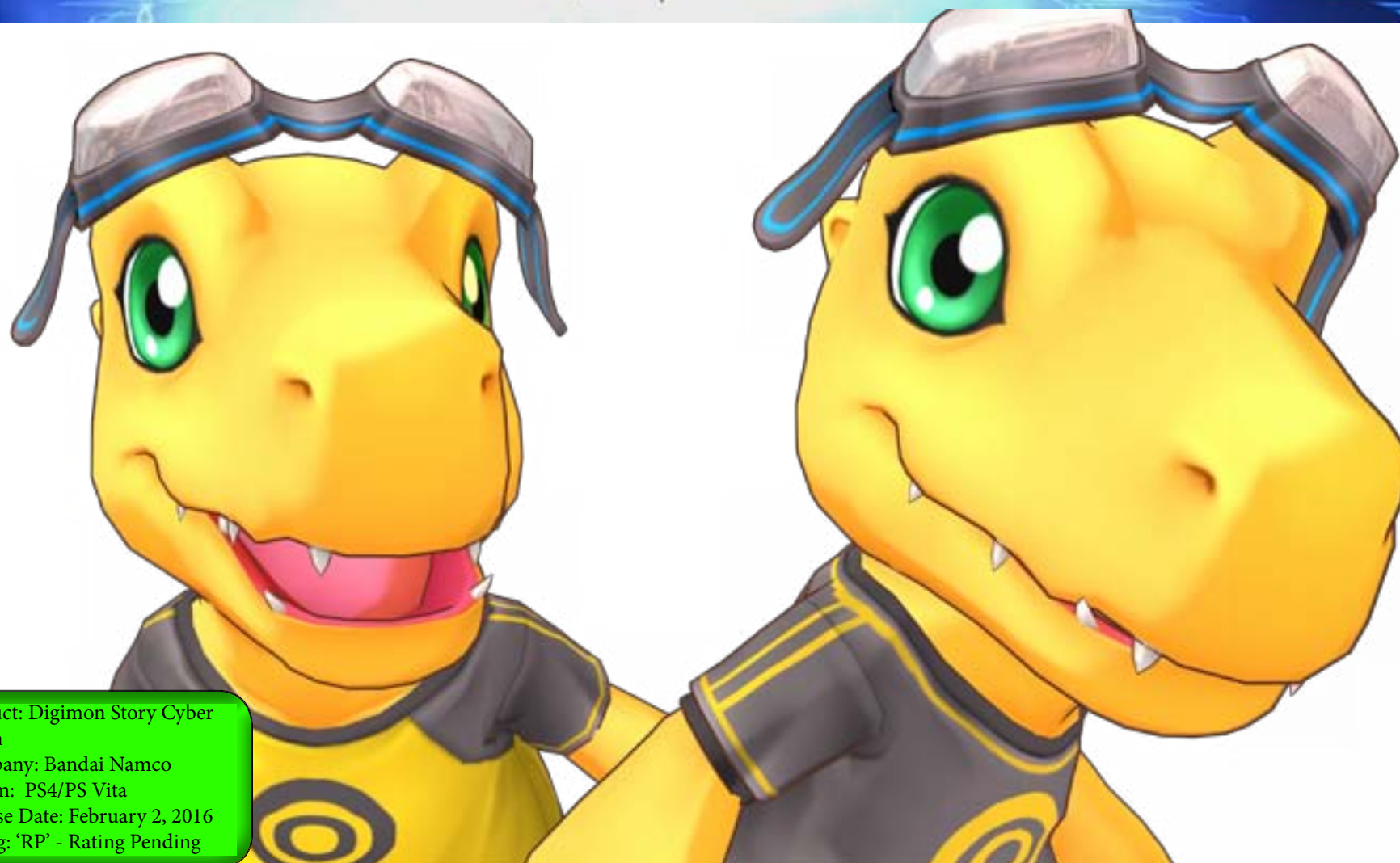


GAMES





Product: Digimon Story Cyber Sleuth
Company: Bandai Namco
System: PS4/PS Vita
Release Date: February 2, 2016
Rating: 'RP' - Rating Pending



Product: Digimon Story Cyber Sleuth
Company: Bandai Namco
System: PS4/PS Vita
Release Date: February 2, 2016
Rating: 'RP' - Rating Pending



INFINITY 3.0 EDITION - MARVEL BATTLEFIELDS PLAY SET



INFINITY 3.0 EDITION - MARVEL BATTLEFIELDS PLAY SET



INFINITY 3.0 EDITION - MARVEL BATTLEFIELDS PLAY SET

Product: Disney Infinity 3 Marvel Battle-ground
Company: Disney Interactive Studios
System: PS3/Xbox One/Xbox 360/Wii U/PC/PS4
Release Date: March 2016
Rating: 'RP' - Rating Pending



INFINITY 3.0 EDITION - MARVEL BATTLEFIELDS PLAY SET



CAEL

Kadyn, this was all my fault. I owe you...



Product: Zodiac Orcanon Odyssey
Company: Kobojo
System: Playstation 4/PS Vita
Release Date: 2016
Rating: 'RP' - Rating Pending







Product: Arslan The Warriors Of Legend
Company: Koei Tecmo
System: PS3/PS4/Xbox One
Release Date: 2016
Rating: 'RP' - Rating Pending



Product: Disney Infinity 3.0 Star Wars The Force Awakens
Company: Disney Interactive
System: PS3/Xbox One/Xbox 360/Wii U/PC/PS4
Release Date: December 18, 2015
Rating: 'E10+' Everyone TEN and OLDER (Cartoon Violence)



Product: Arslan The Warriors of Legend
Company: Koei Tecmo
System: PS4/PS3/Xbox One
Release Date: February 9, 2016
Rating: 'RP' - Rating Pending



CHARACTER STATUS

STORY MAP

LV. 20 EXP

DARYUN

Health	457
Attack	470
Defense	456
Special	

Required weapon

1. Battle Spear Power Trason Art
2. Longsword Power Trason Art

Battle Spear



Product: Arslan The Warriors of Legend
 Company: Koei Tecmo
 System: PS4/PS3/Xbox One
 Release Date: February 9, 2016
 Rating: 'RP' - Rating Pending



Product: World of Final Fantasy
Company: Square Enix
System: PS4/PS Vita
Release Date: 2016
Rating: 'RP' - Rating Pending



Am I really the Warrior of Light?



Captain, henceforth, you shall be known as the Warrior of Light.



If you seek to command us three again, you must demonstrate your strength!

Product: World of Final Fantasy
Company: Square Enix
System: PS4/PS Vita
Release Date: 2016
Rating: 'RP' - Rating Pending



Product: One Piece Burning Blood
Company: Bandai Namco
System: PS4/PS Vita/Xbox One
Release Date: 2016
Rating: 'RP' - Rating Pending

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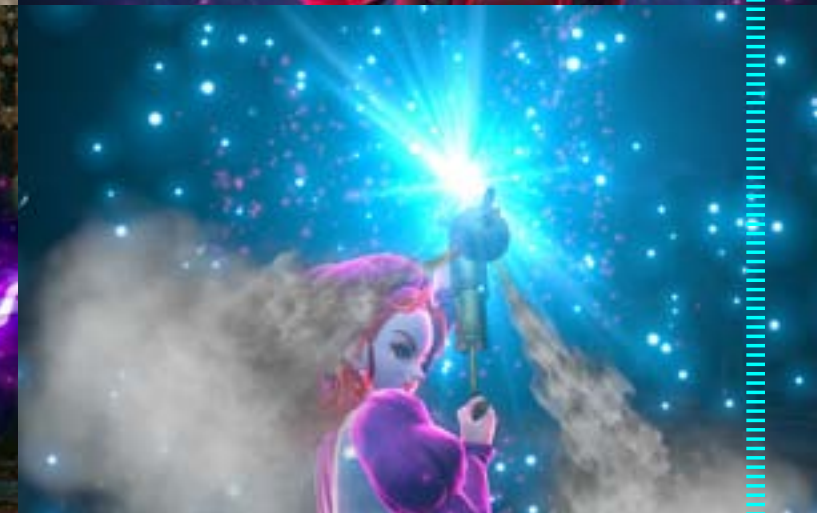
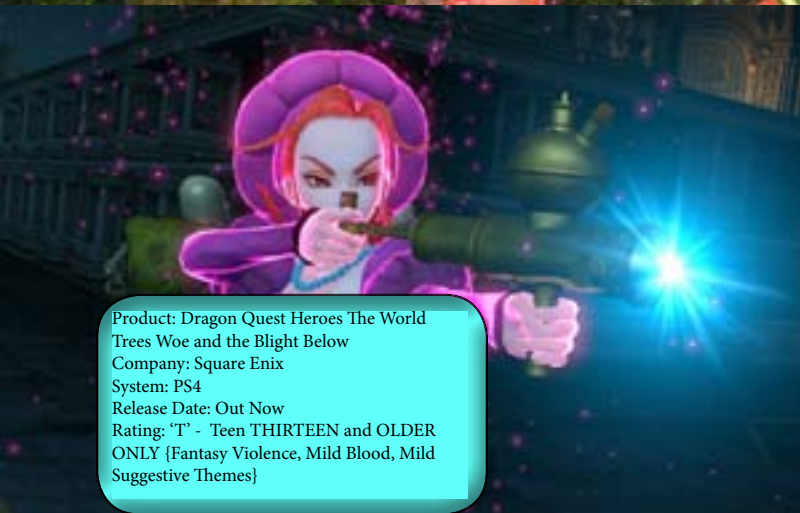


PLAYING





Product: Dragon Quest Heroes The World
Takes Shape and the Blight Below
Company: Square Enix
System: PS4
Release Date: Out Now
Rating: "T" - Teen THIRTEEN and OLDER
ONLY (Fantasy Violence, Mild Blood, Mild
Suggestive Themes)



Product: Dragon Quest Heroes The World Trees Woe and the Blight Below
 Company: Square Enix
 System: PS4
 Release Date: Out Now
 Rating: "T" - Teen THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Suggestive Themes)

NOW PLAYING



Farming Simulator 15 GOLD EDITION

Farming Simulator 15



Product: Farming Simulator Gold 15
Company: Focus Home Interactive
System: PC/PS4/Xbox One
Release Date: October 29, 2015
Rating: 'E' - Everyone SIX and Older

Farming Simulator 15



NOW PLAYING



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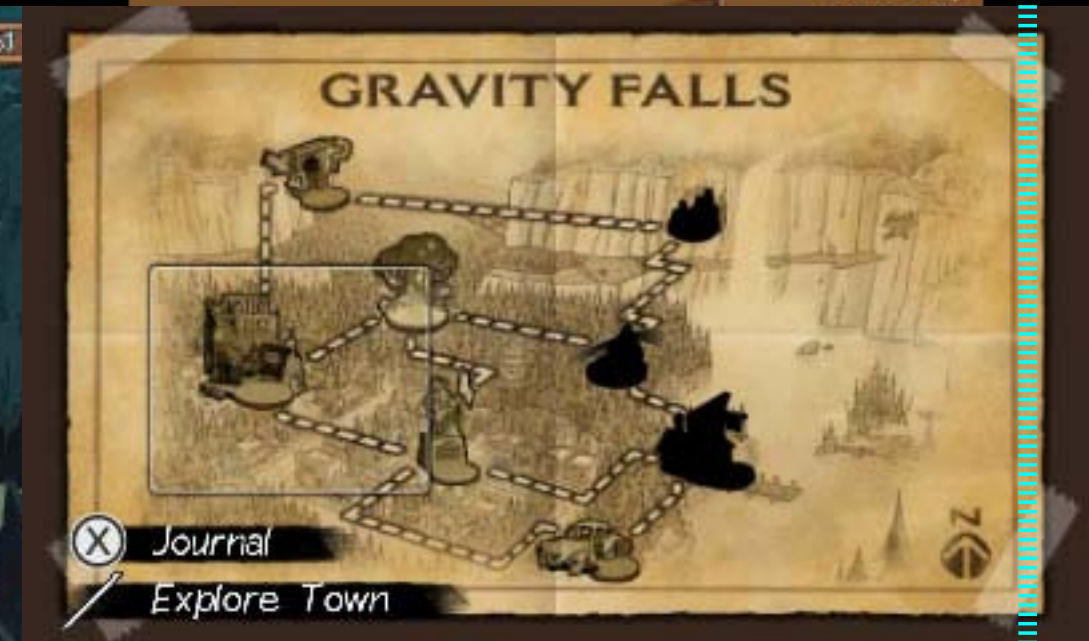
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Product: Gravity Falls - Legend of the Gnome Gemules
 Company: Ubisoft
 System: Nintendo 3DS
 Release Date: October 20, 2015
 Rating: 'E' - Everyone SIX and OLDER
 {Mild Cartoon Violence}

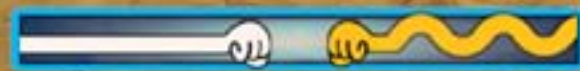




Product: Adventure Time Finn and Jake Investigations
 Company: Little Orbit
 System: Xbox One/PS3/PS4/Xbox 360/3DS/PC/Wii U
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN and OLDER ONLY (Cartoon Violence, Comic Mischief)



Product: Adventure Time Finn and Jake Investigations
 Company: Little Orbit
 System: Xbox One/PS3/PS4/Xbox 360/3DS/PC/Wii U
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN and OLDER ONLY (Cartoon Violence, Comic Mischief)





Product: Driveclub Bikes
Company: Sony Computer Ent.
System: PS4
Release Date: Out Now
Rating: 'E' - Everyone SIX and Older Only



Last Minute

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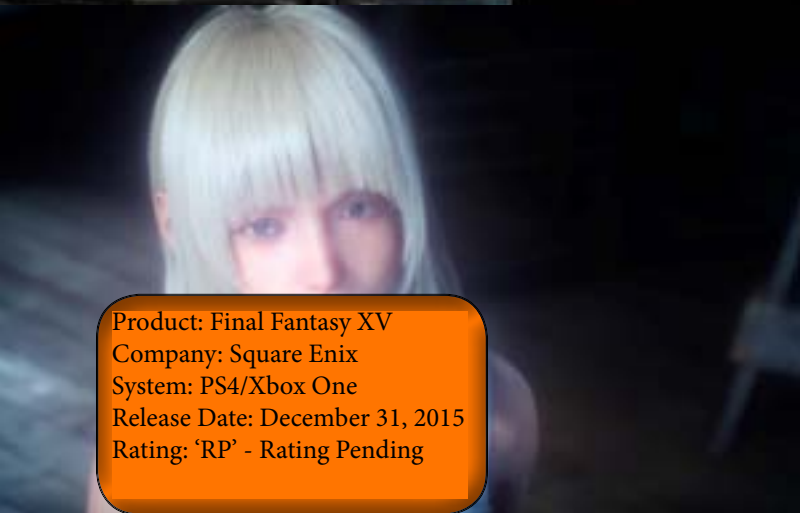
Product: Gravity Rush 2
Company: Sony Computer Entertainment
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Gravity Rush 2
Company: Sony Computer Entertainment
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Final Fantasy XV
Company: Square Enix
System: PS4/Xbox One
Release Date: December 31, 2015
Rating: 'RP' - Rating Pending



Product: Final Fantasy XV
Company: Square Enix
System: PS4/Xbox One
Release Date: December 31, 2015
Rating: 'RP' - Rating Pending



Product: Sword Art Online Lost Song
 Company: Bandai Namco
 System: Playstation 4/PS Vita
 Release Date: November 17, 2015
 Rating: 'T' - THIRTEEN and OLDER ONLY (Mild Language, Suggestive Themes, Violence)



Product: The Peanuts Movie Snoopy's Grand Adventure
 Company: Activision
 System: PS4/Wii U/Nintendo 3DS/Xbox One/Xbox 360
 Release Date: November 3, 2015
 Rating: 'E' - Everyone SIX AND OLDER ONLY (Mild Cartoon Violence)



Product: Anno 2205
Company: Ubisoft
System: Personal Computer
Release Date: November 3, 2015
Rating: 'NR' - Not Rated

VIDEO GAME LIES

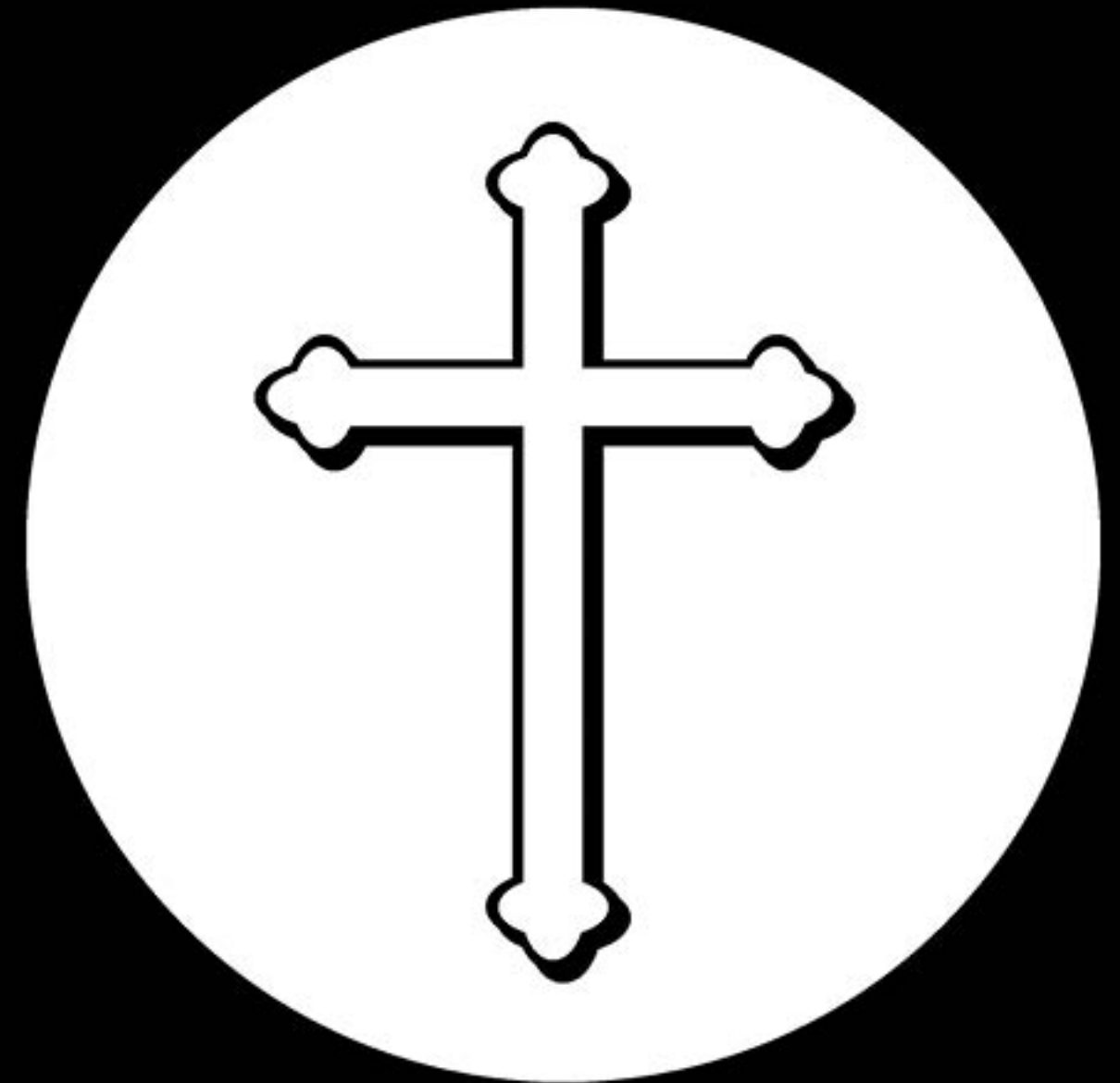


by
Paul Bury

Version 2

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