

FAMILY FRIENDLY

GAMING

TM

THE VOICE OF THE
FAMILY IN GAMING

Mario is Sheltered
thanks to Worms
WMD in another
DLC for Forza Mo-
torsport 6.

ISSUE #102

January 2016

Miko Mole has dug
into the hearts of
PS4 gamers all
over the world!!

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Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their parents.

Update Time

Every so often I use my Editor's Desk column to give an update as to what is going on at Family Friendly Gaming. Progress we have made in certain areas, and what is being worked on. I felt this issue was a great time to give another update. As you know I finished the Future Glimpses Free At Last book. It is the second book in the Future Glimpses Christian science fiction fantasy universe. It is my third book overall. I guess you could say my fourth book if you count the second version of Video Game Lies. So what books will be coming next? I want to create a devotional book based off of the devotional column in the issues of the Family Friendly Gaming magazine. I also want to work on a third version of Video Game Lies. Thanks to discrimination in the last couple of years I have all kinds of cool new material to get out into the public forum.

We have completed our move away from Godaddy entirely. No servers with them, no name domain registration, nothing. We have cut our ties with Godaddy entirely. We really should have moved a long time ago. Tired of their business practices, lack of ethics, lies, greed, offensive commercials, and more. We are now in a much better position with server hosting with CCGR.NET (Christian Web Hosting), and domain name with namecheap. Why namecheap? That was who CCGR recommended, and we trust her opinion in this realm.

We are close to purchasing better video camera equipment. We are discussing ideas like doing our own videos in front of a camera. I have to warm up to the idea to sitting in front of a camera and talking. It is not something that is natural for me. It is not something I aspire to do. I am getting the prompting of the Holy Spirit that it is something that is needed. So Lord willing we will start those next year. No idea how often we will do that. We are also looking at purchasing equipment that will allow us to record Nintendo DS and Nintendo 3DS video games. We have a ton of these games on those hand helds that could be made into amazing videos.

Our Youtube channel has exploded way beyond anything we could have ever expected. God has really blessed us there. A HUGE thank you to all of our subscribers and viewers. We continue to try different games, and

see what works. We also listen. When someone says they want more videos of a certain game, we invest in more videos of that game. Usually until we finish the game off, unless there is a specific request for a specific video in that game. We have a good flow of releases of videos, and plan to keep that going.

Keeping to my word I am avoiding events in 2016. That means no personal physical attendance at E3, GDC, CGDC, CES, and more. We are saving money for improvements to Family Friendly Gaming. No plan on what happens in 2017 - if God allows the world to exist that long.

God bless,
Paul Bury



New Year

It is refreshing to start a new year. It is really neat to start things over again in January. After a wonderful Christmas celebrating the birth of our Lord and Savior Jesus Christ, it is cool to see the year start all over. Does your family do New Year's Resolutions? How good are you at keeping them? My hubby rarely does them because he focuses on improving on a daily basis. He did improve himself last year in what some would consider a New Year's Resolution. He completely got rid of caffeine from his diet. It took him ten months to achieve that goal since he stair stepped down. He has been caffeine free for months now.

A new year brings us birthdays, anniversaries, and other celebrations. In the year of our Lord 2015 went by so fast. I wonder if 2016 will fly by as well. I think about Easter coming up, and celebrating our Lord and Savior Jesus Christ dying on the cross for our sins. I then think about how our Lord and Savior Jesus Christ rose from the dead three days later. The empty tomb is a great symbol of Christianity.

Ever find it interesting that we get a new year right in the middle of winter? I think it helps remind us that spring is coming, and things will begin anew. From mowing the grass, to planting, to watering and more. It makes sense to have a year start over when it is colder. Could you imagine if the new year was in the middle of summer? What do we have to look forward to? Cold weather? I do not know about you, but I do not look forward to ice, and snow. They mean scraping car windows, trying to stay warm, and additional dangers out on the road.

Did you take time during the Christmas season to put others before yourself? If not, why not work on this all year long? You can find all kinds of opportunities to do things for others. Maybe there is someone in your neighborhood. Maybe you know someone where you work. Maybe there is someone at your church or Bible study. I would love to see 2016 move into a competition of people trying to do more for others. Giving is always better than receiving. That is something that can last all year long. Wouldn't it be awesome to see all kinds of giving and caring for others in 2016? Are you capable of being part of that? Can you think less of yourself and more of others?

What gets in the way of thinking of others before yourself?

Numerous people take time at the start of a new year to analyze, evaluate, and look back at where they have been. That can be key to making decisions and determinations on what improvements can be made. None of us are perfect. There is something we all can work on. I have been looking at areas of my life where I can improve. Once you have that definition then you can work on a plan to make the improvement. Remember battles are not won by accident. They are won with good planning and great execution.

God bless,
Yolanda Bury



Congratulations!!

Congrats to Family Friendly Gaming on the first 100 Issues!

Praying for another 100!

Thank you for being fair to Christian Games and their developers!

- GraceWorks Interactive and Christian Games NOW



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.



Help Out

The WMG realized out on Black Friday there are numerous people who do not have knowledge into how to find good deals on video games. There are millions that have used Family Friendly Gaming for advice on what video games to purchase, and what good prices are on those video games. It can be difficult since there are so many different kinds of products within the video game industry. From toys that work with video games, to hand held video games. There are standard and deluxe editions of video games too.

The more content you get for the lowest price is almost always a good deal. Buy one get one free is also good. Any regular video game selling for under twenty dollars should catch your eye if you own that system. Games only work on certain systems. This may seem like a rudimentary thing to say but I ran into a lady that thought Lego Dimensions on the PS4 gave her a Playstation 4 system. That she would build a PS4 video game home console system with Lego Dimensions. You might be laughing your head off at that. Thing is not everyone has the knowledge you do. That same lady talked about how mean, nasty, hateful, arrogant, rude, and ugly gamers are. Gamers did not build bridges or endear themselves to her in the past. So the WMG helped her out with knowledge in a kind way. Answered her questions and helped her out.

Helping out is one of the things Family Friendly Gaming does. It is something Family Friendly Gaming has done for over a decade. I am pleased to be part of a gaming media outlet that thinks of others, and helps them when we can.

SOUND OFF



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

Thank you

Thank you for all that you do. Family Friendly Gaming is an inspiring ministry reaching the entire world. I tell everyone I meet about how great your family is. Keep up the faith and keep up the good work.
- Sara

How does Family Friendly Gaming write so many impressive reviews? They are packed with important information. I only buy video games that ya'll recommend. If a company does not give you a copy, then I will not give that company my money. I am exercising my consumer rights. That is a right I never thought about before Family Friendly Gaming talked about it. Thank you for bringing that important topic to my reality. I love and appreciate all ya'll

do for us.
- Timmy

Family Friendly Gaming ROCKS! Love you guys. Your news stories are perfect. I love the red news stories with all kinds of helpful information. The green ones are always safe for my kids to read. I can't let my kids go to other gaming sites because they have all this adult only content. Thank you for giving a safe haven to families.
- Barb

Thank you for your dance videos. We use them at school
- Sonya

Your Youtube channel is awesome
- Tammy

{Yolanda}: It warms our hearts to receive so much positive feedback. Thank you so very much. We try to be a shining light in a dark industry. We try to show a better way of doing things. We try to get out of the way and show more of the game content. It encourages all of us here at Family Friendly Gaming to hear readers are only purchasing games we recommend. There are video game companies that are completely corrupt. They try to manipulate and punish to get high review scores. Plenty of worldly gaming sites have caved under the pressure and given them whatever they ask for. Family Friendly Gaming refuses to join in the corrupt culture in the video game industry. A loss of sales

is the only thing that will get them to clean up their evil acts.

I am so happy to hear our dance videos are doing so well on Youtube. We may even have a video reach one million by the time this issue is published. If not by then, well it should happen early in 2016. My hubby and our first born work really hard on video capturing. They do most of the dance videos. They are dripping with sweat and exhausted after a session.

Christmas Buying Guide

Thank you for your Christmas Buying Guide. It gave us all kinds of great ideas for our kids this year. Plus our kids went through it and told us games they were interested in. Appreciate the work your team put into it.
- Mary

Thank you for using Christmas in your Christmas Buying Guide. I am sick and tired of people willing to say Labor Day, Halloween, Valentines Day, and every other holiday except Christmas. It is about time some major gaming magazine stood up for what is right. I love how Family Friendly Gaming refuses to join the politically correct. Who are really just discriminators against Christians. It is wonderful to see a gaming web site that does not discriminate against Christians.



Keep up the wonderful work.
- Brad

Love the Christmas Buying Guide this year. Love how you guys tried to find as many physical copies as possible. I only buy physical copies of video games. I refuse to go digital download. I also refuse to buy any of those murder simulators all the other gaming sites are trying to sell for the companies that bought them out.
- Shawn

{Paul}: Thank you everyone for so much amazing positive feedback on the Christmas Buying Guide 2015. It encourages us. It uplifts us. So thank you very much. A couple of interesting points were made. So happy your kids enjoyed it, and it was helpful for you this year Mary. I tell you Brad, we refuse to worship at the idolatry of political correctness. One of the points I have made for years is the people who claim to be tolerant of diversity, and to celebrate diversity; those people actually hate diversity, and hate Christians. We are Christians, and we are going to stand up for God. We won't just let them dictate to us what words we can and can not use. We tell them the truth in love. Their venom and hatred is the fruit of their hearts and shows what kind of trees they are. We are doing everything in our power Shawn to shine the light on physical copies of games. Too many gaming companies are trying to defer the cost of

SOUND OFF Continued

distribution on us the consumers. We see it with PR firms all the time. They want us to pay for the distribution of the game instead of them. They make even more money, and it costs us even more. I don't like that, and I know many of ya'll don't either. So we continue to fight for your rights as consumers. Especially when we are talking about greedy companies with billions in the bank. They can afford physical copies no problem. Maybe the board could take lower bonuses eh?

Hater

Family Friendly Gaming sucks. You don't know anything about video games. You should stop reviewing games right now. You should review mature games. You should say what everyone else says.

- Mike

{Paul}: Thank you for your correspondence. Let us dissect your comments one at a time shall we. Family Friendly Gaming was started in 2005. Before that we did a fanzine from 1998 to 2005. Everyone here has played hundreds of hours of video games. It is true that no one can know everything about every franchise. To do so would lose contact with the people. We choose to stay in contact with the common man over becoming detached and completely brainwashed by any particular entertainment franchise.

God called us to do this work. We do it as long as God wants us to do it. Obviously God's opinion is way more important than man's. We have tossed around the idea of covering the macabre and morbid games. Problem is those games already receive way more attention than they deserve by the secular worldly gaming sites. Why should we follow their example? We have the exact opposite goal. We have the exact opposite mission. We spend our time focused on as many of the family friendly and kid friendly titles that we can find. You should celebrate that since we are diverse and bring something new and different to the table in the video game industry.

How boring is that? How boring is it to have everyone say the same thing? Why would you want a bunch of robots that only echo what you want to hear? That will never lead to any growth or development. Are you advocating stagnation? Because that is what it sounds like to me. Never be challenged, and never really mature. It is ironic that you want that, but at the same time you want us to change. Why don't you change?

Splatoon

Thank you for your Splatoon review. I appreciate Family Friendly Gaming making points about cost, and thinking of those of us who are not wealthy or completely addicted

to video games. Keep up the fantastic work.
- Carl

{Paul}: You are very welcome Carl. Glad you appreciated that review. There is so much corruption in the video game industry that we had to take a step back, pray and make sure we were doing and saying the right things for the right reasons. We are big on physical copies and offline game modes. We are also tired of the companies stealing the rights of consumers. We are sick of greedy companies selling over priced products and bragging about it. This industry is in need of change.

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:
Family Friendly Gaming
7910 Autumn Creek Drive
Cordova, TN 38018



Want to advertise in Family Friendly Gaming?

Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

Current rates can be found on the Advertise page of the website

Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family friendly.' Go online for advertisement rates.



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: How many millions of views has the Family Friendly Gaming Youtube channel received?

Answer:

Question: How many Disney products have been on front covers of Family Friendly Gaming?

Answer:

Question: What can be done to combat corruption in the video game industry?

Answer:

Question: Patient gamers spend more or less money on games?

Answer:

Question: Is the video game industry properly providing games for kids?

Answer:

Question: Is the video game industry properly providing games for families?

Answer:

Question: Do Lego games have any violent content at all?

Answer:

Question: Is Lego Dimensions over-priced?

Answer:

Question: Is there an imbalance in video game reporting at secular gaming sites?

Answer:

Question: Do smart companies provide reviewable copies?

Answer:

Question: Is there discrimination against Christians in the video game industry?

Answer:

Question: Are there any video games with multiple difficulty settings?

Answer:

Question: Do you get exercise from a dance video game?

Answer:

DEVOTIONAL

Helpful Thoughts

Reform Part 14

We are continuing our ongoing feature on reforms needed in the modern day American church. This month we are talking about giving before men. I was shocked to hear a pastor say: "I am putting my tithe in this envelope, and expect you to as well. I am leading by example." He went on to make a big deal out of putting an envelope into the basket and instructed the unpaid worker to go and collect envelopes from everyone else at the church. This pastor did his week after week. **Matthew 6:1-4** "Be careful not to practice your righteousness in front of others to be seen by them. If you do, you will have no reward from your Father in heaven. 2 "So when you give to the needy, do not announce it with trumpets, as the hypocrites do in the synagogues and on the streets, to be honored by others. Truly I tell you, they have received their reward in full. 3 But when you give to the needy, do not let your left hand know what your right hand is doing, 4 so that your giving may be in secret. Then your Father, who sees what is done in secret, will reward you. I guess that pastor was not very familiar

with that passage in the Holy Bible.

I find it sad that some people try to "be an example" while they are only giving right back to themselves. That is if they actually put something in the envelope. That kind of deception would be even worse. I try to always think positive, and give people the benefit of the doubt. Which is why I leave the prospect of deception at the door, and stick with the acting like a Pharisees. **Luke 11:42** "Woe to you Pharisees, because you give God a tenth of your mint, rue and all other kinds of garden herbs, but you neglect justice and the love of God. You should have practiced the latter without leaving the former undone. It is shocking to see and hear pastors ignore the parts of the Holy Bible that call them out. It is stunning to see and hear pastors that act just like the Pharisees in the Holy Bible. If anything they should be obeying the Lord Jesus Christ. Instead they act like the brood of vipers.

Giving in secret is the right way to do things. I have seen some churches get this completely right. They have a place to give in the back. No one sees what anyone else is giving. No one is announcing what they

are giving so they can receive credit in front of men. So it can be done the right way.

It is my hope that more pastors, elders, ushers, deacons, and other church leaders will read this article and repent. They will seek after God's way of doing things, not man's way. They will obey God and the Holy Bible over getting themselves wealthy. There is a real humility in doing things God's way. There is a real power and joy in doing things the way God tells us to do them.

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.

Helping Others

One of the coolest things any of us can do at any point in time is help others. Family Friendly Gaming was built on that very concept. The core of helping others is usually putting others before ourselves. This may sound like an easy concept. However in the video game industry selfishness runs rampant. In the video game industry too many people think of themselves before they think of others. It is about their entertainment, and not what is good for those around them. It is about promoting their product, not caring about the needs of those that have helped them make tens of millions of dollars. Family Friendly Gaming encour-

ages everyone to think of others first. Whether it is holding a door, listening to someone else talk about what is important to them, stopping what you are doing to help them, dropping your chore to help with theirs, stopping your task to help them with theirs, or a plethora of other things. Whatever it is the core goal should be to think of others before yourself.

For over a decade Family Friendly Gaming has lived this out. This is not a brag or a boast. This is reality and truth. We listen to others, help others, and constantly do the right thing. There have been some people who have learned from the fine example shown by Family Friendly Gaming. There have been some that have embraced the lesson and enacted it. There have been some that welcomed the teaching and gave it lip service. There have been some that completely ignored the opportunity to be a better person. There have been some that tried to use it for their own selfish gain. There have been a few that have been hostile, hateful, and angry to the idea of treating others better than we treat ourselves.

Are you making the video game industry a better place or a worse place? Are you

making the world a better place or a worse place? Those questions are great questions to ask. Those questions are related to living for ourselves or living for others. Each and every one of us makes a choice in each and every instance of interaction. Are we living for ourselves - the Satanic way to live. Are you living for others - the Godly way to live.

Those that live for themselves may pretend to help others. Family Friendly Gaming has seen some people try to twist things around. They want free work done by us for them. They phrase it as an opportunity. How can we determine if something is being twisted around? The end goal of who benefits is the key. You might think the person getting the service is the one benefiting. So the people wanting free work are the ones benefiting from it.

When we help others we also get a joy since that is how God made us. He made us to be helpful of others. He made us to serve Him. He made us to think of others before ourselves. The Satanic world system is the one that teaches think of yourself first. That system teaches to look out for number one. Which makes the world a worse place.

IN THE

NEWS

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- 3.6 inches
- Width
- 8 inches
- Depth
- 4.6 inches
- Weight
- 11.2 ounces
- Additional Info
- Display Type
- Not Applicable

- Sensors
- Gyrometer/Accelerometer | Proximity Sensor (Mount/Unmount Detection)
- Control
- TypeTouch pad
- Optic Lens
- $\Phi 38$, FOV 96°, x6.7
- Phone Connection
- microUSB
- Compatible Devices
- Samsung Galaxy Note5, S6, S6 edge and S6 edge+

Oculus/Samsung - Gear VR Launches

Oculus and Samsung announce the first consumer-ready virtual reality headset and platform, Gear VR. It is now available at Amazon, Best Buy, AT&T, and T-Mobile. Select Best Buy and AT&T stores have demo locations set-up.

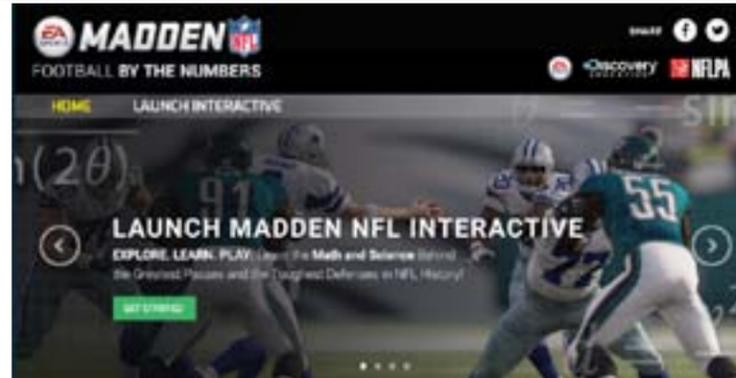
Priced \$99 (headset) and paired with Samsung's Note5, S6, S6 edge and S6 edge+, users can access a vast library of games, 360 degree videos and pictures, films, Netflix and many other experiences. More than 25 brand new made-for-VR games and experiences are coming to Gear VR in December, joining the more than 100 games and apps at launch. Gear VR Dimensions

Height

EA Sports Madden NFL Football By The Numbers

EA SPORTS™, the NFL Players Association (NFLPA), and Discovery Education, have teamed up for a national educational program that taps into children's excitement about football and video games to ignite a passion for math and science. EA SPORTS Madden NFL: Football by the Numbers, a comprehensive educational initiative, is a first-of-its-kind initiative to engage students in grades 5-9 with science and math content through an interactive digital learning game. The program also includes a virtual field trip to EA's Tiburon development studio to meet the team behind the Madden NFL games and a local school community night featuring an NFL player, in addition to other learning tools.

A national survey from the Games and Learning Publishing Council about teaching with digital games



found that 78 percent of teachers agreed digital games improved students' mastery of curricular content and skills, and digital gaming helps to motivate students to attend class, pay attention and make stronger efforts to succeed. Madden NFL: Football by the Numbers will excite students about math and science by using a combination of famous Madden NFL highlights and plays by some of the League's most recognizable players and additional compelling content from the series. The educational program takes students inside the science and math behind football fundamentals and teaches them how and why certain offensive and defensive plays work. The program will launch on December 1 and will be available at no cost to educators, parents and students worldwide.

The program consists of interactive scenarios that are broken down into three sections: Explore, Learn and Game Play. In "Explore," students are introduced to football-related concepts, positions and strategies that relate to the game. Students then "Learn" about specific math and science concepts as they relate to various offensive and defensive strategies. Lastly, students will apply learnings during "Game Play." For example, in the offensive scenario, after receiving a set of conditions of what is needed to execute a pass between NFL players Eli Manning and Odell Beckham, Jr., the student selects which type of pass is best for the play, and at what angle and velocity the ball should be thrown based on concepts explained in the earlier sections. The program keeps giving the student plays to run until he either scores a touchdown or uses three plays without gaining a first down. Conversely, in the defensive scenario, students assume the role of defensive coordinator and are encouraged to use probability to make game-time decisions about what type of defense to use based on the yardage and downs of their opponents.

"Learning to love math and science has always been important, and even more so now as our world becomes more dependent on technology. Many of our players are passionate about these subjects, and through the Madden NFL: Football by the Numbers platform, kids will see that math and science can be fun and relatable," said Ahmad Nasser, President, NFL Players Inc. "We're proud to team up with innovators like Discovery Education and EA SPORTS to provide kids an extraordinary opportunity to learn and achieve results alongside their favorite players."

"Discovery Education is thrilled to collaborate with Electronic Arts and the NFL Players Association to use game and play to reach students at a time when research shows their interest in math and science fades," said Bill Goodwyn, President and CEO, Discovery Education. "Not only does Madden NFL: Football by the Numbers engage students in these critical subjects through interactive, dynamic content, but it shows them the real-world relevance of these classroom subjects."

Discovery Education will also broadcast into thousands of schools a virtual field trip in the Spring of 2016 that will take students inside EA's Tiburon development studio in Orlando, Fla., to meet the team behind the Madden NFL games that they love. The virtual event will showcase how engineers, animators, designers, analysts and producers work together on the Madden NFL series to bring the games to life and ignite emotion into sports.



Pioneering Gaming Company Donates Pinball Design Collection to The Strong Museum

Electronic gaming and amusement company Williams Electronics Games, Inc. has donated to The Strong in Rochester, New York, hundreds of original pinball design drawings from between 1946 and 1995 that document the changes in pinball machine design after World War II. The collection includes more than 200 hand-drawn sketches of playfields (the machine's surface where the ball rolls), hundreds of mechanical design drawings, and examples of original pinball concept artwork.

"Williams pinball designers introduced many pinball innovations—including ramps, drop targets, and modern three-inch flippers—to challenge and entertain players. They helped make the company one of the most important arcade and pinball game manufacturers of the last half of the 20th century," says Jeremy Saucier, assistant direc-

tor for The Strong's International Center for the History of Electronic Games.

The Williams Pinball Playfield Design Collection, 1946–1995, includes playfield designs for games such as Dynamite (1946), Williams's second pinball machine; Sunny (1947), the company's first game with flippers; All American Quarterback (1949); Nine Sisters (1953); Daffy Derby (1954); Magic Clock (1960); Vagabond (1962); Apollo (1967); Little Chief (1975); Joust (1983); Diner (1990); The Machine: Bride of Pinbot (1991); Indiana Jones: The Pinball Adventure (1993); and Dirty Harry (1995). The collection includes drawings by legendary and prolific pinball designers such as Harry Williams (company founder), Gordon Horlick, Harry Mabs (invented flippers while at Gottlieb), Steve Kordek (invented drop targets), Norm Clark, Barry Oursler, Mark Ritchie, and Python Anghelo.

Says former Williams software developer Duncan Brown, "For a pinball company, the earliest of these drawings are as close as you can get to 'founding documents.' Drawn by Harry Williams himself and later Gordon Horlick, Sam Stern, Steve Kordek, and Norm Clark, these drawings show erasures, alterations, and additions that tell us about the development of a particular game. These designers, so important to the pinball industry, sat at tables with pencils, rulers, and these very pieces of paper, and created magic. To my knowledge, no other such body of pinball design history from this era still exists."

The Williams Pinball Playfield Design Collection sits among the world's most comprehensive collections of video games, other electronic games, and electronic game-related historical materials—including the Atari Coin-Op Divisions Collection. Some of the designs will be on display in a new pinball exhibit opening at The Strong in early 2016.

Anoto Group to Acquire Livescribe

Anoto Group AB announced an agreement to acquire Livescribe Inc. Livescribe will be fully integrated with Anoto as a wholly-owned subsidiary. Anoto is a global leader in digital writing and drawing solutions. Its technology platform and branded products enable high-precision pen or stylus input on nearly any surface --- from capturing and digitizing handwritten notes and business forms on paper to designing, creating and collaborating directly on large interactive displays, whiteboards, and walls up to 24 feet. Livescribe is the leading maker of smartpens, which bring notes, words, and ideas to life by connecting pen and paper to the digital world.

This acquisition provides clear benefits to both parties. It will enable Anoto to broaden its product portfolio, extend its business into the consumer market and retail distribution, and add a best-in-class digital note-taking solution to its other key solution areas, including creative solutions, collaborative solutions, and document processing and management. It will help Livescribe innovate faster, address new market opportunities beyond note-taking and the consumer segment, and continue to design, develop, and distribute next generation smartpen products.

“Acquiring Livescribe is another important step in consolidating the Anoto ecosystem and realizing synergies in hardware and software development, supply chain and operations, and sales distribution.” said Stein Revelsby, CEO of Anoto. “We are already working on a new range of products to be launched in Livescribe’s sales channels in 2016.”

Based in Oakland, California and founded in 2007, Livescribe’s smartpens allow students, business

people, journalists, and anyone who values pen and paper note-taking to capture, access, and share everything they write, draw, and hear. With products geared toward both desktop and mobile users, Livescribe brings smartpen technology to business, consumers, and creatives wherever and however they work.

“By joining forces with Anoto, we see huge potential for smartpen technology to expand beyond the consumer market and beyond writing and drawing on paper,” said Gilles Bouchard, CEO of Livescribe. “We’ve had a successful licensing partnership with Anoto since Livescribe was founded and I am confident that becoming part of Anoto Group will strengthen Livescribe’s position in the consumer market and allow us to pursue many exciting new opportunities in the years to come.”

As part of this agreement, Anoto is acquiring Livescribe’s entire business operations, technology, and intellectual property. The Livescribe brand and existing infrastructure will be retained, with a goal of strengthening the position of both companies through the development and sale of new products.



Pyramid Raid Launches on Steam

Pyramid Raid offers a unique mix of platforming and tower defense elements. You take control of a former Egyptian merchant turned mummy and try to survive running through pyramids built by other players to steal their treasures.

Of course, the Pyramids won’t just simply give their riches to you. You have to overcome all sorts of devious traps and avoid dying to get through the pyramid and steal the treasures.

“We want to encourage players to build their own devious, trap-filled Pyramid levels; rather than punish them, we give them some gold for building a level that other players liked.” Said Jess Mulligan, Director of Development at Travian Games. So, depending on the difficulty level and community rating of the pyramid, the builder can get a little or a lot.

Pyramid Raid at a glance

- Two Games in One:
- A Run n’ Jump game in the grand tradition of platformers
- A ‘tower defense’ game, where you unlock and use traps to design your own level
- Designer-created AND player-created levels
- Free daily give-aways in the Crypt of Fate
- Daily Challenges
- Regular tournaments

Kickstarter Campaign and Free Apps Policy Change

Family Friendly Gaming, the industry leader in covering the family friendly video games has made an important policy change in terms of coverage. Coverage of Kickstarter Campaigns and Free Apps will cease. The excessively high volume of these two have reached alarming levels. The selfishness, lack of thanks, and lack of community from Kickstarter Campaigns and Free Apps has driven this important policy change.

The new policy does leave the door open for a few rare exceptions. If the editorial staff finds great value in a Kickstarter campaign or free app they are allowed one coverage item. Examples of coverage items are press releases, news story, updated news story, link, preview, review, screenshots, and videos. The second exception is if the company represented in the Kickstarter campaign or Free App is an up to date advertiser with Family Friendly Gaming. The final exception is if the company or PR firm pays a small portion of the Family Friendly Gaming production costs. Up to date pricing can be found here.

“My hubby works really hard helping so many people,” Art Director Yolanda Bury said. “Too many people are abusing that kindness to the point he is exhausted every single day and only gets through a small portion of the requests. This will separate out the ultra selfish from those who are willing to put some skin the game.”

This also encompasses Indiegogo, any crowd funding website, free browser games, free PC games, and free games on any other system.

Limited Edition Star Wars Light FX Character Figures

Disney Interactive introduced a new set of six playable limited edition Star Wars™ Light FX character figures for Disney Infinity 3.0 Edition. The collectible figures have Lightsabers™ that light up when placed onto the Disney Infinity Base and include Luke Skywalker and Darth Vader from Star Wars™ Rise Against the Empire, Anakin Skywalker, Yoda and Obi-Wan Kenobi from Star Wars™ Twilight of the Republic and Kanan Jarrus from Star Wars Rebels™. Each limited edition Star Wars Light FX character figure is sold exclusively at the following retail stores:

- Luke Skywalker: Walmart
- Yoda: Target
- Obi-Wan Kenobi: GameStop
- Darth Vader: Toys “R” Us
- Anakin Skywalker: Best Buy
- Kanan Jarrus: Amazon

Looking for a Deal Continued

on the television shows, games, and other devices for drastically reduced rates. We also check prices for products online. Used video games, television shows, and movies can save a family hundreds of dollars a year. Plus you will be helping out a small business. There are always people and places where bartering is part of the daily life. Swap meets and auctions are great places to find wonderful deals.

My grandfather taught my dad an important lesson. My dad passed this important lesson down to me. Here it is: “if you don’t like the deal, walk away.” Sounds pretty simple right? It can be easy to get ourselves all psyched up to get something. If you don’t get it for the price you are willing to pay, then walk away. My grandfather did this on cars, food, electronics and more. So has my father. So have I. If I am not willing to go above a certain price ceiling, I leave the item at the store. Nothing and no one can force me to make a purchase.

Chillingo Launches Bake Escape on the App Store

Chillingo announced the worldwide launch of Bake Escape - a charming, innovative match-3 puzzler, created by prominent game developer, Exient. Help Victoria Sponge and her furry friends slide and match entire rows of cupcakes, muffins and scrumptious confectionery on your journey to Paris to become a master baker. Bake Escape’s sweet treats challenge players to pull off amazing culinary combos as they splat sticky jam, scoop ice cream and smash cookies throughout it’s 120 levels. Travel to Paris with Victoria, Bear and Bunny on their quest to reach the culinary capital of the world! Super Cake Time! – Use tasty boosters to overcome challenging recipes and watch out for Super Cake Time! Bake your way to the top – Rise to the occasion and challenge friends via Facebook to see if your skills can beat their high scores.

Making Billions

Family Friendly Gaming, the industry leader in covering the family friendly video games is addressing one of the issues in the video game industry. Maybe it is one of the lies in the video game industry. A lie that needs to be exposed. A lie that needs to be corrected, and fixed. Certain video game companies are making billions of dollars off of consumers. Yet they refuse to lower the prices of their games. Why? Greed, selfishness, and a lack of being content. They know they have plenty of addicted fanboys who will pay whatever prices they put out there. They even have propaganda supporters who claim they should charge consumers even more money. How did they get so much money in their bank accounts? By giving us great deals, or by fleecing us? Think about that for a minute. The fact that they have so much money in the bank denotes they got it from

Looking for a Deal

There are a variety of ways to find video games cheaper than normal. There are a few good ways to find television shows and movies cheaper than normal prices. When we do that, we get more product for the same amount of money. We spend less on products when we are patient and find the right times to spring on good deals. The first thing anyone needs to do is recognize good prices, and bad prices for any product. The next step is to discern a good deal for a bad deal. Some deals sound awesome at first, but once we run the numbers we realize how bad they really are. Remember most retail chains are trying to find a way to get you to part with as much of your money as they can take from you for as little as product as possible.

Family Friendly Gaming stands up and for the consumers. Family Friendly Gaming has been a consumer rights advo-

cate since we started in 2005. We are not in the business of padding the massive bank accounts of the retailers, or the insanely huge bank accounts of the companies making the products. It is rarely wise to purchase a brand new product the first day it comes out. The same goes for pre-ordering a product. Again it is rare that you will get a good deal at that point in time. So the best strategy you can have is patience. Almost every product drops in price. Why spend more on something when it will be less in three, six, nine, or twelve months? Be patient and it costs your family less money.

Black Friday is a wonderful day to find deals. Television shows for ten dollars (they are normally thirty to forty dollars), movies for two dollars (they are normally fifteen to thirty dollars), televisions, and other electronics also drop drastically in price. Our family saves up for months to have money for Black Friday. We then spend that money

somewhere. You know where they got it from don’t you?

All ya’ll know me. I am a conservative. You might wonder why I am bringing up the issue of greed from certain selfish companies. Shouldn’t I say they can be as greedy as they want? No. Let me explain why. My wife and I started Family Friendly Gaming as a consumer’s rights advocate. We care more about you as a consumer than we do about any of the control freak billionaire video game companies. We see companies bragging about making billions off these video games, toy to video games, and more. We connected the dots. The reason they have so much money is they are selling their products at an over-inflated price. They could cut consumers a break. They could help out their fan boys by dropping prices into more reasonable areas. They would make less profit on the front end. However they may make more profit in terms of more sales with the

lower prices.

Have you heard this one? It costs so much in development, that is why we have to charge higher prices. At what point do they break even? Shouldn’t they immediately lower prices once they break even on a game or franchise? That is if they cared about you and me. Obviously they care more about making as much money as they can. They pad their bank accounts after they have broken even. The sad truth is these companies care more about your money than they do about you. They will say and do anything to get you to part with your money. This is where you have the power. Hold your money. Wait for prices to come down to a reasonable rate. It astounds me how quickly prices come down on video games. Wait three, six, nine, or even twelve months. The game will be new to you. Find games on clearance. You get more game for you money, and you send a message to these companies.

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?

Continuing our theme of real world jobs that should be turned into video games we have two new ideas for video games we would play. What are they? Sanitation Worker, and Wall Street Broker. Think of the possibilities with both of those. Can you see it? Can you feel it? Are you ready to play their lives?

First out of the gate is the Sanitation Worker. They have a thankless, dirty, and generally disgusting job. Think you could deal with waste all day long? What if you had to deal with human

waste at a waste treatment plant? It would be very educational for all of us to be thankful for the work they do. It would be very helpful for all of us to respect the job they do. It is a necessary job that pays well. Some gamers may even decide to go into the work force and become a Sanitation Worker. All of us at Family Friendly Gaming would appreciate a video game devoted to the Sanitation Worker.

The next idea we had for his issue is for video games around the Wall Street Broker. These men and women have stressful jobs. They work with money all the time, and their goal is to make more money. Which is a common goal found in a lot of video games. Players crimp and save from doing a variety of tasks to increase their wealth. Imagine having all that wealth and it belongs to others. Now imagine working for them

and your goal is to grow their financial portfolio. Failure would mean more stress and loss of your own job. Success would bring with it rewards. However players would need to research companies and try and figure out which ones will increase and which ones will decrease. Diversification could be learned from playing a video game based on the Wall Street Broker.

So what do you think? Would you be willing to play a video game based off of a Sanitation Worker? What about a Wall Street Broker? Could you imagine how those games could teach us how to respect a variety of professions that we may not give much love and/or respect to normally. Family Friendly Gaming hopes one of the game developers reading this creates video games based on one, or both of these professions in the near future.

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.

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Proverbs 28:4-5

4 Those who forsake instruction praise the wicked, but those who heed it resist them.

5 Evildoers do not understand what is right, but those who seek the Lord understand it fully.



The Legend of Legacy

SCORE: 50

Family Friendly Gaming rented The Legend of Legacy this month. This Nintendo 3DS role playing video game has a long list of issues that families will want to be aware of. There are suggestive themes, false gods, bad language, worship of idols, magic, bars, pubs, and more.

The Legend of Legacy is really mean to players in terms of leveling up. You can level up and get no improvements to your stats. What is the point of that level up? Each weapon has its own level up, and the same goes for the shield and blocking attacks. The Legend of Legacy can be the most boring role playing video game to play on any system from any time



period. Players are expected to map out areas and sell them to the shop keeper. Then buy a blank map to a new area and do it over again. There is little reason to get in fights with monsters with this kind of a set up.

Running from battles puts you at the beginning of the dungeon. Which means you can fight and die, or run away and be far away from where you once were.

The graphics are tiny, and look they belong on the Gameboy Advance. Actually I have seen GBA games that look better and have larger graphics than The Legend



of Legacy. This is a shameful release by Atlus on so many fronts.

The leadership in The Legend of Legacy is weak, and uncaring. Sad to see another video game that is attacking of leadership. Players have to deal with wisps and elements in The Legend of Legacy on the Nintendo 3DS. There are also temples to false gods. The battles are boring in The Legend of Legacy.

It is easy to die in The Legend of Legacy, and easy to level up. Remember leveling up can be meaningless in this hand held video game. Enemies can be seen on the screen, and players can choose from a variety of characters to play. - RPG Master

Graphics: 40%
Sound: 50%
Replay: 80%
Gameplay: 40%
Family Friendly Factor: 40%



Publisher: Atlus
Developer: FuRyu
System: Nintendo 3DS
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Alcohol Reference, Fantasy Violence, Language, Mild Suggestive Themes}



The Smurfs

SCORE: 68

Recently Family Friendly Gaming rented a copy of The Smurfs on the Nintendo 3DS. I was so excited to see this game since I really like the blue characters. Especially Smurfette. I was extremely disappointed to find out the story mode in The Smurfs took around an hour to beat. Ubisoft is trying to sell this game for thirty dollars. The Smurfs on the Nintendo 3DS is worth five to ten dollars in my professional opinion.

Graphically The Smurfs looks really nice. I love how the Smurfs look, and how they talk. Which reminds me the fifteen different musical tracks in The Smurfs are cool. I enjoyed listening to them, and being able to change to them after they were unlocked. The talking scenes do not have

Publisher: Ubisoft
Developer: Ubisoft
System: Nintendo 3DS
Rating: 'E' - Everyone SIX and OLDER ONLY



much animation unfortunately. If you check the top screen in some of the mini games there are decent graphics. Others are not that great for a 3DS game.

The core of the game play in The Smurfs is mini games. In some ways The Smurfs feels like a village builder. We are fixing the damages done to the Smurfs village. That means playing mini games to collect resources and then using them

to build in the village. This would have been great except for one minor problem. The mini games get harder after a few times of

being played. Which means less resources and more times playing them.

Players are required to create magical potions in The Smurfs. They help the player in a variety of ways in the mini games. That reminds me the tutorials can be turned on and turned off at point before the mini game begins. I like this because at times I forgot how certain controls worked in the mini games. Especially after they were made more difficult and a wrinkle was added in.

In a lot of ways The Smurfs on the Nintendo 3DS feels like an app. We repair and build the village. We find new Smurf characters, and build their houses for them. We collect resources and use them up. We rescue friends, and shrink a dragon. The Smurfs on the Nintendo 3DS can be beaten from a rental. Take my advice and avoid purchasing The Smurfs until it comes down to a reasonable price. - Yolanda

Graphics: 70%
Sound: 80%
Replay: 50%
Gameplay: 70%
Family Friendly Factor: 70%



PUZZLES UNDER THE HILL

An EnsenSoft, 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



YO-KAI WATCH

SCORE: 52



If you are one of those that finds the Pocket Monsters (aka Pokemon) franchise to be demonic then you are going to despise YO-KAI WATCH on the Nintendo 3DS. This is a hand held game like Pokemon.



The main difference is what you capture and fight with are spirits. YO-KAI WATCH does not hide this, even though Nintendo tried to lie about it when they first announced this Level-5 developed game.

The Eastern based religious belief set of teachings is deep in YO-KAI WATCH. There is even a Buddhist temple early on in YO-KAI WATCH. The storyline in YO-KAI WATCH is very spiritual, and nothing that supports the Holy Bible either. In fact YO-KAI WATCH could be seen as part of the war on Christians.

The storyline in YO-KAI WATCH makes little to no sense to me either. It is just confusing. Players have an annoying stamina that lets them run for five minutes. You get attacked and killed if you try to cross the street against the sign. Nintendo must

really hate jay-walkers. The game play in YO-KAI WATCH is very stylus based with mini interactions to charge the Soulmate attacks. Finding the demonic spirits is another boring mini game. We can also capture bugs in certain areas.

Players must search certain

places to find the evil spirits in YO-KAI WATCH. The music in YO-KAI WATCH is eerie, and Nintendo actually made offensive jokes about demonic possession. I found YO-KAI WATCH to be very boring. There is an arrow to point where to go in this decently sized town. So you will never get lost. There are save spots before dangerous areas.

I don't like YO-KAI WATCH one bit. It is offensive on so many levels. I won't pay a dime for this game. Family Friendly Gaming rented

YO-KAI WATCH, and it has been taken off our buy list because it bothered so many of us here. Avoid YO-KAI WATCH. There are so many better franchises out there on the market. Hopefully YO-KAI WATCH will wither away and die.

- Teen Gamer



Publisher: Nintendo
 Developer: Level-5
 System: Nintendo 3DS
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Comic Mischief, Mild Fantasy Violence}



Graphics: 55%
 Sound: 55%
 Replay/Extras: 70%
 Gameplay: 50%
 Family Friendly Factor: 30%



Fifa 16

SCORE: 80



Family Friendly Gaming rented a copy of Fifa 16 on the Playstation 4. I like Fifa 16 a bit better than PES 2016. So EA is gaining the crown back again from Konami at least for this year. I was unable to discover any ultra of-fensive content like in a previ-ous Fifa video game. Hopefully EA is not hiding it in there. They are not the most ethical company doing business. If offensive content is discovered this review will be properly adjusted.



game comes down to around ten dollars.

As the video game industry continues to diminish and decline, games like Fifa 16 have the potential to hold back the degradation. Sports games are generally safer for families. Fifa 16 contains all kinds of teams, and leagues. It can be daunting at first trying to find where teams are. Sadly there is not an intelligent design to searching for your favorite

The announcers are really good in Fifa 16. Especially before a game. I love the little insights and comments. Hopefully you saw the Fifa 16 video Family Friendly Gaming published and produced with the United States versus England. We had a little revolutionary war going on - on the soccer field. A purchase of Fifa 16 will be considered when this sports



team in Fifa 16.

Graphically Fifa 16 looks really good. I love how there is a circle around the player being controlled. I also like all of the various options and difficulty adjustments. Look at the beginning of our video to see that. The controls are good in Fifa 16. EA has still not surpassed Konami in that regard in my opinion. Fifa 16 feels decent, and it is a fun game to play. Especially when two family members go head to head.

EA continues their lame massive investment in all kinds of rarely used online modes and functions. I never play games online so to me they are just wasting space, time, and money with them.

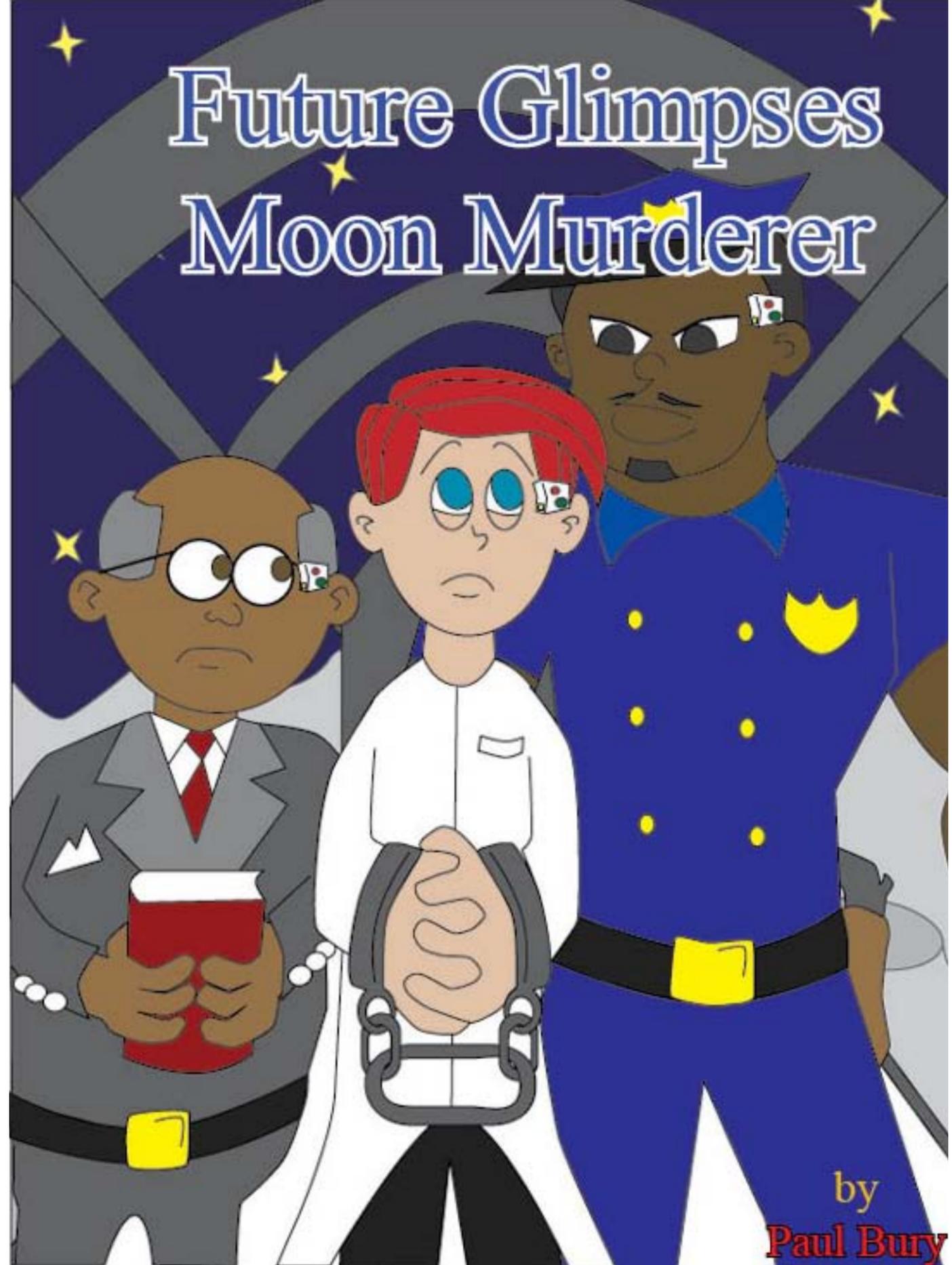
I am a proud member of the offline online gam-ers movement. I am also a proud member of the physical copy movement. Thankfully Fifa 16 comes in physical copies for intel-ligent gamers.

- Frank



Graphics: 75%
Sound: 85%
Replay: 95%
Gameplay: 70%
Family Friendly Factor: 75%

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



by Paul Bury

BUY IT RIGHT NOW HERE



Animal Crossing Amiibo Festival

SCORE: 50

I was prepared to call Animal Crossing Amiibo Festival the next big thing. Sadly a couple of things got in the way. First off Family Friendly Gaming rented Animal Crossing Amiibo Festival on the Wii U. This game is way overpriced at the sixty dollars. Families can not play Animal Crossing Amiibo Festival without Animal Crossing Amiibos. We tried all kinds of different Amiibos and Animal Crossing Amiibo Festival will not work at all without them.



This is ridiculous. Expect recycled graphics and sounds in Animal Crossing Amiibo Festival. It cost Nintendo less to develop, and they forget to pass the savings along to the consumer. Nintendo is showing what is wrong with the video game industry with the release of Animal Crossing Amiibo Festival.

That meant Animal Crossing Amiibos had to be purchased to even play Animal Crossing Amiibo Festival. That went over as well as a burp in church. Nintendo has billions in the bank, and they continue to fleece consumers at every opportunity. Why not have characters available without Amiibos being purchased?



tival on the Wii U. There are mini games that can be found, or unlocked with cards. How do you get those cards? Pay Nintendo even more money. How crazy is that? Mainly what we could do in Animal Crossing Amiibo Festival was roll the dice and walk around the game board. Players get money added or taken away depending on where they land. Every single Mario Party game is better than Animal Crossing Amiibo Festival. There were some stinker Mario Party games too. If you can get Animal Crossing Amiibo Festival with the two Amiibos for ten to fifteen dollars then you might enjoy it. Be careful of renting

if you do not have any Animal Crossing Amiibos. That will just make you extremely angry at Nintendo for a very, very long time. - WMG

Publisher: Nintendo
Developer: Nd Cube, Nintendo EPD
System: Wii U
Rating: 'E' - Everyone SIX and OLDER ONLY {Comic Mischief}



Graphics: 70%
Sound: 70%
Replay: 10%
Gameplay: 50%
Family Friendly Factor: 50%

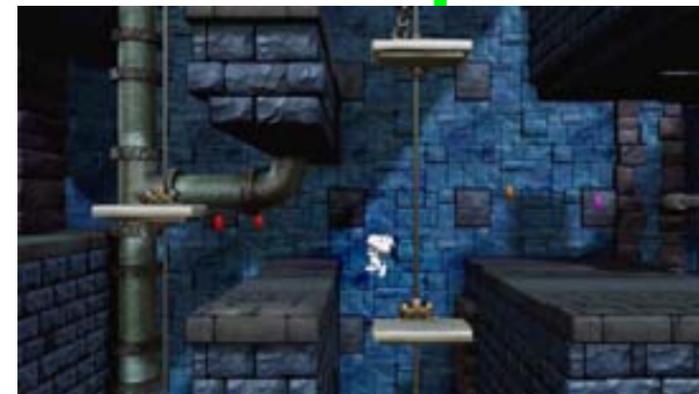


The Peanuts Movie Snoopy's Grand Adventure

SCORE: 79

The Peanuts Movie Snoopy's Grand Adventure is my kind of a video game. When you get hit by an enemy you can quickly regain your heart. Who doesn't like that? The Peanuts Movie Snoopy's Grand Adventure also targets younger members of the family. The six to sixteen year olds. Who doesn't like Peanuts?

The Peanuts Movie Snoopy's Grand Adventure looks great, and it sounds great. I love the characters in this video game. Snoopy has all these cool different suits he can wear. What is even cooler is he gets different abilities with the different suits. Yeah I know that rocks right?



There is some cartoon violence in The Peanuts Movie Snoopy's Grand Adventure. We can stun enemies, and shoot planes in The Peanuts Movie Snoopy's Grand Adventure. The violence is light for a 2D side scrolling video game. I am happy to see Activision release a video game with kids in mind. Well older kids.

There is not much to learn in The Peanuts Movie Snoopy's Grand Adventure. We run through levels, collect jelly beans, and fight bosses. We do find the kids that are hiding,



and that have been captured by strange things. I learned to get those bosses before they drained my hearts. I also learned to explore levels in The Peanuts Movie Snoopy's Grand Adventure.

I am so thankful Family Friendly Gaming rented The Peanuts Movie Snoopy's Grand Adventure on the Wii U. This is a fun game. Once it comes down to the fifteen to twenty dollar price range I believe a purchase makes sense. The connection to the movie is cool, and The Peanuts Movie Snoopy's Grand Adventure is a solid movie based video game in my opinion. - Teen Gamer

Publisher: Activision
Developer: Behaviour Interactive
System: PS4/Nintendo 3DS/Xbox One/Xbox 360/ Wii U(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



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



Star Wars Battlefront

SCORE: 65



Continuum Season Two

SCORE: 54



Family Friendly Gaming rented Star Wars Battlefront on the Playstation 4 for this review. This is one beautiful looking home console video game. Sadly this game takes the franchise in



an odd and different direction. There are less characters around so it feels more like skirmishes instead of wars. We also have to pick up an item to get the kill of an enemy. Sniping is now almost useless in terms of counting kills.

Families are going to have one issue with Star Wars Battlefront - the violence. It is definitely over the top. Bodies do eventually vanish after laying there for a few seconds. It is difficult to target while flying in Star Wars Battlefront. There are so many less characters in these giant maps that it takes forever to complete an area. Especially in the Hero Battle

mode.

The classic Star Wars sounds are in Star Wars Battlefront. There are some neat areas in Star Wars Battlefront from the movies. Nothing we have not seen in any other Star Wars Battlefront game. Star Wars Battlefront on the PS4, Xbox One, and Personal Computer looks way better. The trade-off as previously mentioned is hardly any people in



these "wars."

I believe Star Wars Battlefront is worth twenty to twenty-five dollars. I plan on purchasing Star Wars Battlefront when it comes down to that price point. There are not enough modes for the release price of sixty dollars. I did not play any of the online modes since they cost too much money.

I marvel at some things in Star Wars Battlefront. Others are just a pure disappointment. Obviously the E3 lies continue, and undermine any credibility that Electronic Arts had left. The maps are smaller than I expected, and the game play more repetitive. The Shadow Troopers are extremely overpowered in Star Wars Battlefront. I hope Electronic Arts fixes Star Wars Battlefront in sequels, or passes the license to someone who returns it to its roots. Which were better. - Teen Gamer

There are all kinds of different thoughts on time travel, time paradoxes, and other time related concepts. I have watched a couple of seasons of Continuum and decided to review season two of the television show. It has an interesting take on time travel.

Kiera Cameron is from the year 2077. She gets pulled back into the year 2012 when the Liber8 terrorists go back in time to change the timeline. Kiera teams up with the local police and Detective Carlos Fonnegra specifically. Her mission is to capture these Liber8 terrorists, keep the timeline the same, and get back to her



own time. She has a husband and a son in her time period that she wants to get back to.

The bad content in Continuum Season Two is violence, blood, bad language (at the level of a 'R' rated movie in some episodes), enticement to lust, sexual deviancy, nudity, lies, deceit, and plenty of murder. Freelancers make an appearance in Continuum Season Two. In fact



they become pivotal new characters near the end of the season. They are trying to clean up the timeline.

Continuum Season Two contains quite a few

interesting moments with some rather interesting characters. The emotions Continuum Season Two bring are ones that we can barely connect with. Imagine being trapped in the past with no way to get back to your time. Even if you did it may have been changed. Continuum Season Two is thought provoking in these issues.

Continuum Season Two is only thirteen episodes. So very short for a television season. It is actually a little over half of a season. There is bonus content in this SyFy television show like commentary, and behind the scenes. - Paul

Publisher: Electronic Arts
Developer: EA Digital Illusions CE
System: Playstation 4/Xbox One/PC
Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Violence}



Graphics: 55%
Sound: 70%
Replay: 80%
Gameplay: 70%
Family Friendly Factor: 50%

Publisher: Thunderbird Pictures
Developer: Phase4Films
System: DVD
Rating: 'NR' - Not Rated



Graphics: 40%
Sound: 50%
Replay: 60%
Gameplay: 70%
Family Friendly Factor: 50%



Dodgeball

SCORE: 52

I saw Dodgeball for five dollars at a local retailer and decided to pick it up. I figured it would be a forgettable comedy with a few laugh out loud moments. I noticed the PG-13 rating, and realized there was going to be offensive content in this movie. I was right on all counts.

Dodgeball contains a variety of offensive content from sexual deviancy to outright perversion. The plot lines and story in Dodgeball are very predictable. There are plenty of well known people in Dodgeball. I was surprised to see Lance Armstrong after the scandals he was in. But then Dodgeball was released in 2004. Enticement to lust and plenty of bad language as well as offensive gestures can be found in Dodgeball.

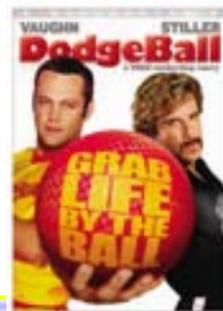


There were plenty of laugh out loud moments in Dodgeball. Especially if you find it funny to see people get hit with dodgeballs, wrenches and other objects. There are funny comments like: "if you



Dodgeball has its moments. I wish it had been made more family friendly. It had potential and opportunity there, sadly they dropped the ball. - Paul

Publisher: 20th Century Fox
Developer: Red Hour
System: DVD
Rating: 'PG-13' - Parental Guidance suggested if under 13 years of age {For Rude and Sexual Humor, and Language}



Graphics: 50%
Sound: 40%
Replay: 60%
Gameplay: 60%
Family Friendly Factor: 50%



Sonic The Hedgehog 2

SCORE: 80

Sonic The Hedgehog 2 on the Game Gear is a fantastic example of how a home console video game can be shrunk down to a hand held video game cartridge. The graphics in Sonic The Hedgehog 2 are okay. The speed in Sonic The Hedgehog 2 can be a real issue. With a smaller screen it is hard to see where we are going. Which means blind jumps, and plenty of deaths. Which is not cool when we only have three lives to start with.

I really got into the music in Sonic The Hedgehog 2. I also love having Tails around in this color hand held video game system. I have had Sonic The Hedgehog 2 for some time now. I checked and current online prices are really good. Like a penny with \$3.99 shipping to get it from Amazon. I call that a pretty good deal. I did not find any cartridges for Sonic The Hedgehog 2 locally. I had fun playing Sonic The Hedgehog 2.

If you compare Sonic The Hedgehog 2 on the Game Gear to the Genesis version of Sonic The Hedgehog 2, then you will probably be disappointed. If you compare Sonic The Hedgehog 2 on the Game Gear to any Gameboy game, or even Gameboy Color game, then you will be much more impressed. Even with a few flaws I like Sonic The Hedgehog 2 on the Game Gear. - Paul

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

Graphics: 80%
Sound: 90%
Replay: 80%
Gameplay: 70%
Family Friendly Factor: 80%



ESPN Baseball Tonight

SCORE: 86



Older sports video games are something of a speciality for me. I take notes and learn how to play each of the games. Why? Because it is rare to get instructions with an older video game like ESPN Baseball Tonight. This game can be found on the PC/Super NES, Genesis, and Sega CD. I like all of the presentation that went into ESPN Baseball Tonight. The inclusion of Chris Berman as a television announcer before and after the game is a really nice touch. ESPN Baseball Tonight looks okay for its era. There are large enough characters.

ESPN Baseball Tonight plays really well. It can take some work to get used to the timing in ESPN Baseball Tonight. Pitching is pretty easy. Batting is where players must work at it. Which is fine with me because ESPN Baseball Tonight is realistic in terms of hits, strike outs, ground outs, pop flies, and more. Two family members can pick any of the MLB teams and have a good game. Did you see the Family Friendly Gaming video of ESPN Baseball Tonight? Pretty good game huh?

Families can find ESPN Baseball Tonight for a very reasonable price on any of the systems. I personally recommend ESPN Baseball Tonight. - Frank

Publisher: Sony Imagesoft
Developer: Park Place Productions, Stormfront Studios
System: Super NES/Genesis/PC/Sega CD
Rating: 'GA' - General Audiences

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



SPORTS



Product: Forza Motorsport 6
Company: Microsoft
System: Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



Product: Forza Motorsport 6
Company: Microsoft
System: Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



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GAMES





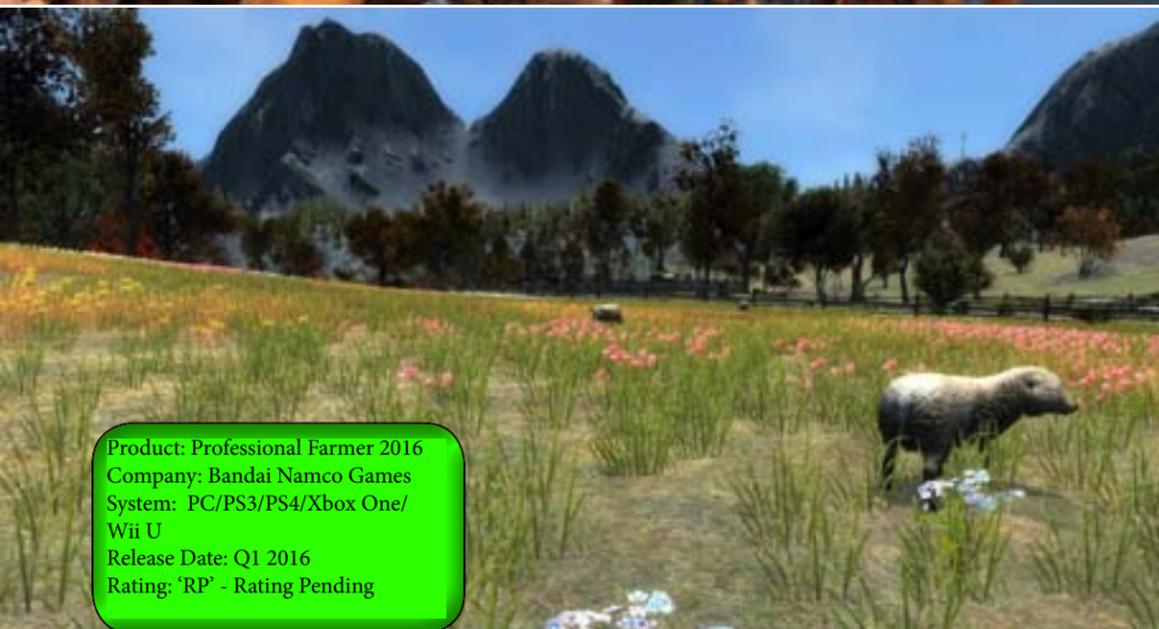
Product: DiRT Rally
Company: Codemasters
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending



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



Product: Professional Farmer 2016
Company: Bandai Namco Games
System: PC/PS3/PS4/Xbox One/
Wii U
Release Date: Q1 2016
Rating: 'RP' - Rating Pending



Product: Professional Farmer 2016
Company: Bandai Namco Games
System: PC/PS3/PS4/Xbox One/
Wii U
Release Date: Q1 2016
Rating: 'RP' - Rating Pending



Product: Worms WMD
 Company: Team17
 System: PC/Xbox One
 Release Date: 2016
 Rating: 'RP' - Rating Pending



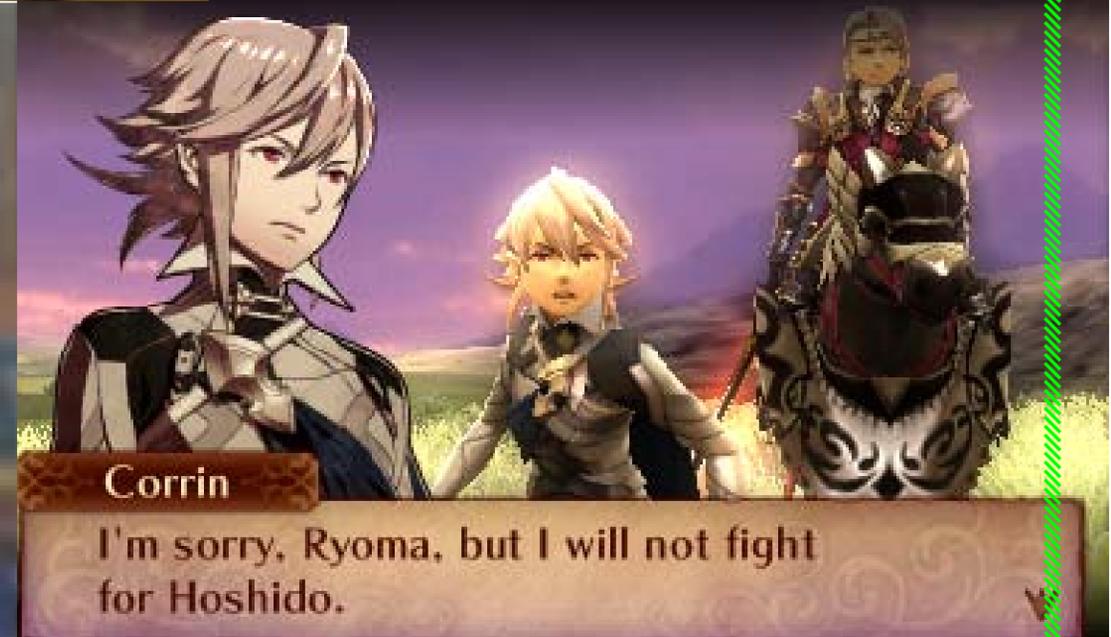
An especially dangerous weapon.



DEVELOPING GAMES



Product: Fire Emblem Fates
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: February 2016
 Rating: 'RP' Rating Pending



TIME
12



P1

SCORE

000 000 000

COMBO



STING



Product: Pang Adventures
Company: DotEmu
System: TBA
Release Date: TBA
Rating: 'RP' - Rating Pending



TIME
18

750



P1

SCORE
000 002 500



STING



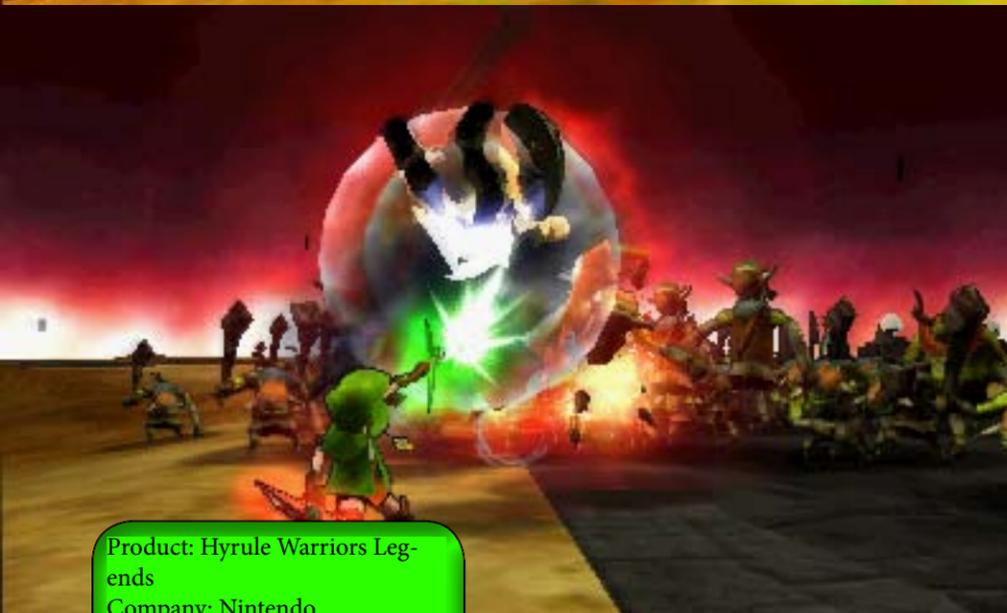
Product: Pang Adventures
Company: DotEmu
System: TBA
Release Date: TBA
Rating: 'RP' - Rating Pending





Product: Agatha Christie The ABC Murders
Company: Microïds
System: PS4/Xbox One/PC/Mac
Release Date: 2016
Rating: 'RP' - Rating Pending

Work in Progress



Product: Hyrule Warriors Legends
Company: Nintendo
System: Nintendo 3DS
Release Date: March 25, 2016
Rating: 'RP' - Rating Pending



Raises your characters' POW by 20% for a limited time.

2 / 15

ADD / REMOVE (A) MANAGE

Reduces the cost of the battle cards currently in play by 30%.



Product: Mario & Luigi: Paper Jam
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: January 22, 2016
 Rating: 'RP' - Rating Pending

NOW

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PLAYING

9 1/2 We

I ran into Mabel, and
we were headed the same way.
Traveling together is great! 🎵



Product: Animal Crossing Amiibo Festival
Company: Nintendo
System: Wii U
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



Product: Animal Crossing Amiibo Festival
 Company: Nintendo
 System: Wii U
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY



x2
x4
x1

SCORE 500

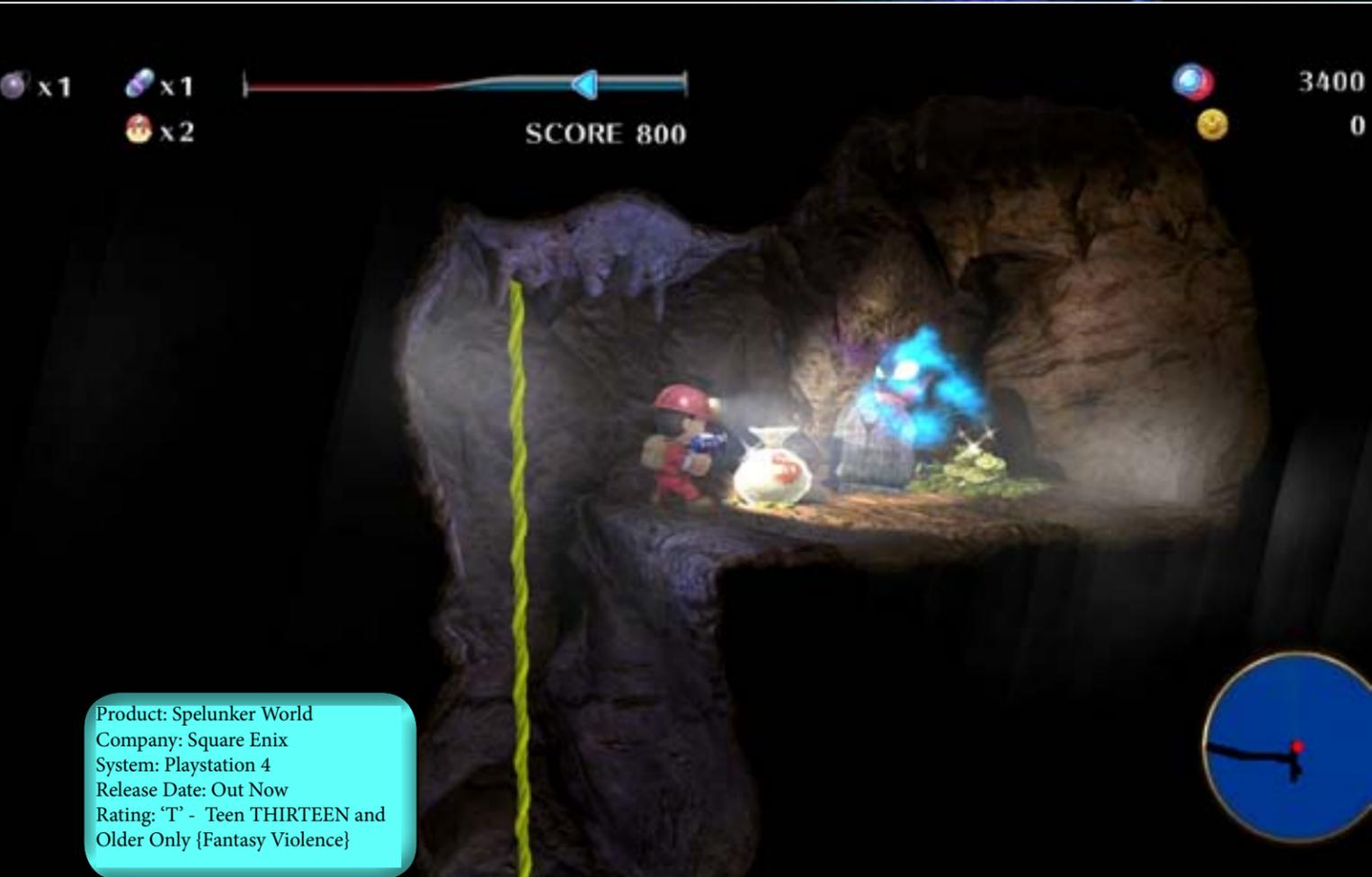
9,140
0

x2

発動中!



Product: Spelunker World
Company: Square Enix
System: Playstation 4
Release Date: Out Now
Rating: 'T' - Teen THIRTEEN and Older Only {Fantasy Violence}



Product: Spelunker World
 Company: Square Enix
 System: Playstation 4
 Release Date: Out Now
 Rating: 'T' - Teen THIRTEEN and Older Only {Fantasy Violence}



Product: Miko Mole
Company: Ensenasoft
System: PS4/PC
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



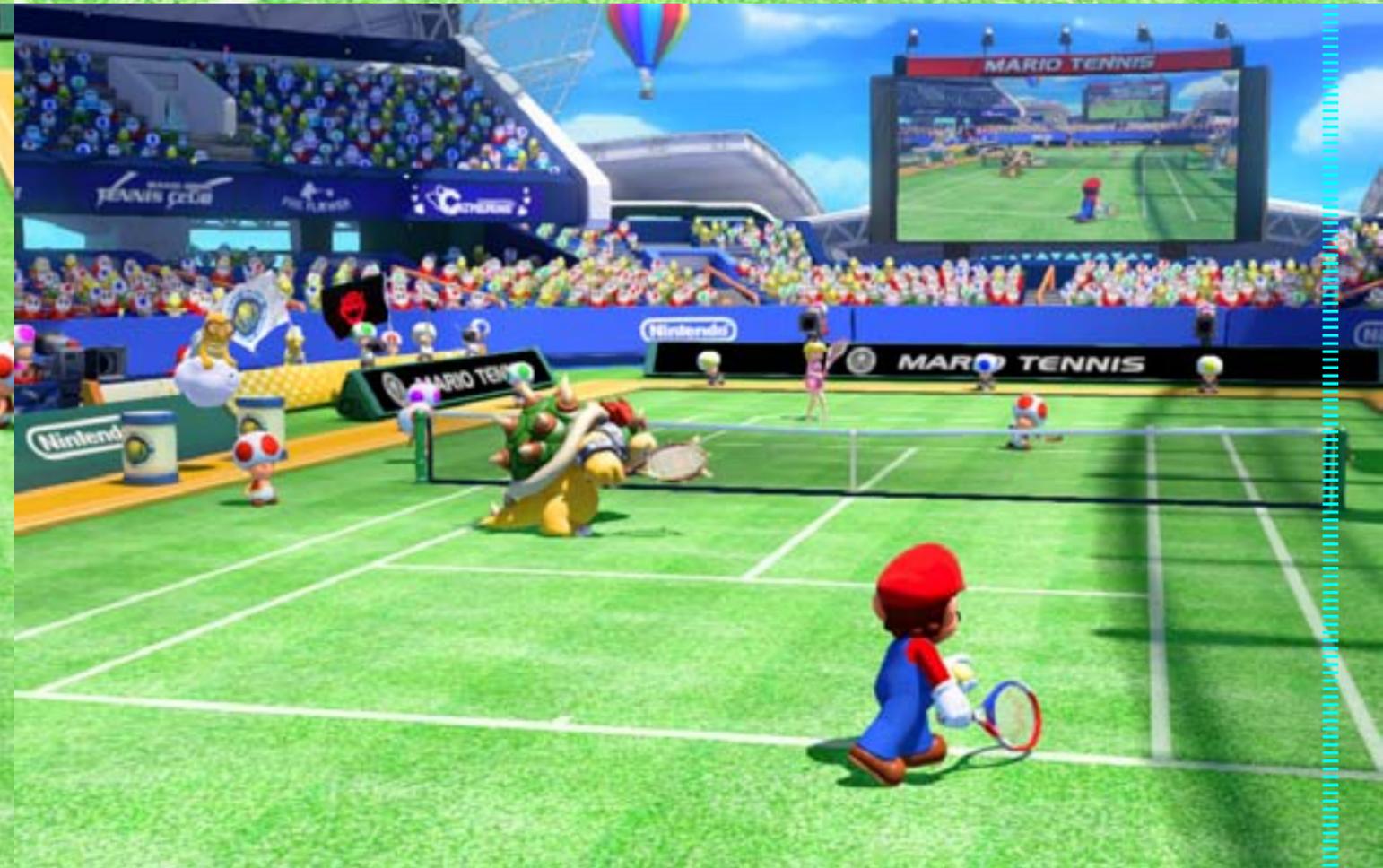
NOW PLAYING



Product: SteamWorld Heist
Company: Image & Form
System: Nintendo 3DS
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Comic Mischief}



NOW PLAYING



Product: Mario Tennis Ultra Smash
Company: Nintendo
System: Wii U
Release Date: Out Now
Rating: 'E' - Everyone SIX and Older Only



Tidbits

Product Name

Page(s)

DRAGON QUEST VII Fragments of the Forgotten Past
 DRAGON QUEST VIII Journey of the Cursed King
 Concealed Intent
 Lara Croft GO
 HeartZ

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Product: DRAGON QUEST VII
Fragments of the Forgotten Past
Company: Square Enix
System: Nintendo 3DS
Release Date: TBA
Rating: 'RP' - Rating Pending





Product: DRAGON QUEST VII
Fragments of the Forgotten Past
Company: Square Enix
System: Nintendo 3DS
Release Date: TBA
Rating: 'RP' - Rating Pending





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Product: DRAGON QUEST VIII
Journey of the Cursed King
Company: Square Enix
System: Nintendo 3DS
Release Date: TBA
Rating: 'RP' - Rating Pending





Product: Concealed Intent
 Company: Jarrah Technology
 System: PC/MAC
 Release Date: November 19, 2015
 Rating: 'NR' - Not Rated



CONCEALED INTENT

STANDBY... DATE: 20-11-13-14 VERSION: 0.0.14.14.08 NEW DEMO

CONCEALED INTENT

STANDBY... DATE: 20-11-13-14 VERSION: 0.0.14.14.08 NEW DEMO

TUTORIAL
CAMPAIGN
SKIRMISH
ONLINE

FEEDBACK
OPTIONS
CREDITS

MISSIONS

- SCATTER ✓
- PICKUP ✓
- DELIVERY ✓
- DECODE ✓
- BURGLARY ✓
- EXHUMATION ✓
- EXTRACTION ✓**
- LOYALTY ✓
- SEIZURE ✓
- HALT ✓
- ILLUMINATION ✓
- REVERSE ✓
- REVENGE ✓
- AGAIN ✓

MISSION BRIEFING: EXTRACTION
 Collect the Informer from Nonari Station.

OBJECTIVES

- Fly within 3000 km of Nonari station so the Informer notices you.
- Collect the Informer.
- Escape.

TUTORIAL
CAMPAIGN
SKIRMISH
ONLINE

FEEDBACK
OPTIONS
CREDITS
QUIT

Ship Component Selection - Click items to load or unload

Player's Cruiser
 Capacity: 45/50
 Base Sig: +15
 Hull: 20

Available in Loading Bay

S:4	S:2	S:2
Interer	Shurpen	Small Pulse
S:3	S:3	S:3
Medium Pulse	Heavy Pulse	Small Base
S:5	S:6	S:7
Medium Base	Heavy Base	Multi Pulse
S:4	S:6	S:6
Pumper	Laser	Anti
S:2	S:3	S:1
Repairer	Shielding	Laser

Ship Loadout

Powerful Base	Laser	ECM
S:4	S:7	S:7
Heavy Base	Laser Drone	Laser
S:6	S:8	S:3
Anti-Pump		

START **BACK**

Product: Concealed Intent
 Company: Jarrah Technology
 System: PC/MAC
 Release Date: November 19, 2015
 Rating: 'NR' - Not Rated



Product: Lara Croft GO
Company: Square Enix
System: iPhone/iPad
Release Date: Out Now
Rating: '9+' - Everyone NINE AND OLDER ONLY {Infrequent/Mild Cartoon or Fantasy Violence}



Product: HeartZ
 Company: Neko Entertainment
 System: Personal Computer
 Release Date: TBA
 Rating: 'NR' - Not Rated

VIDEO GAME LIES

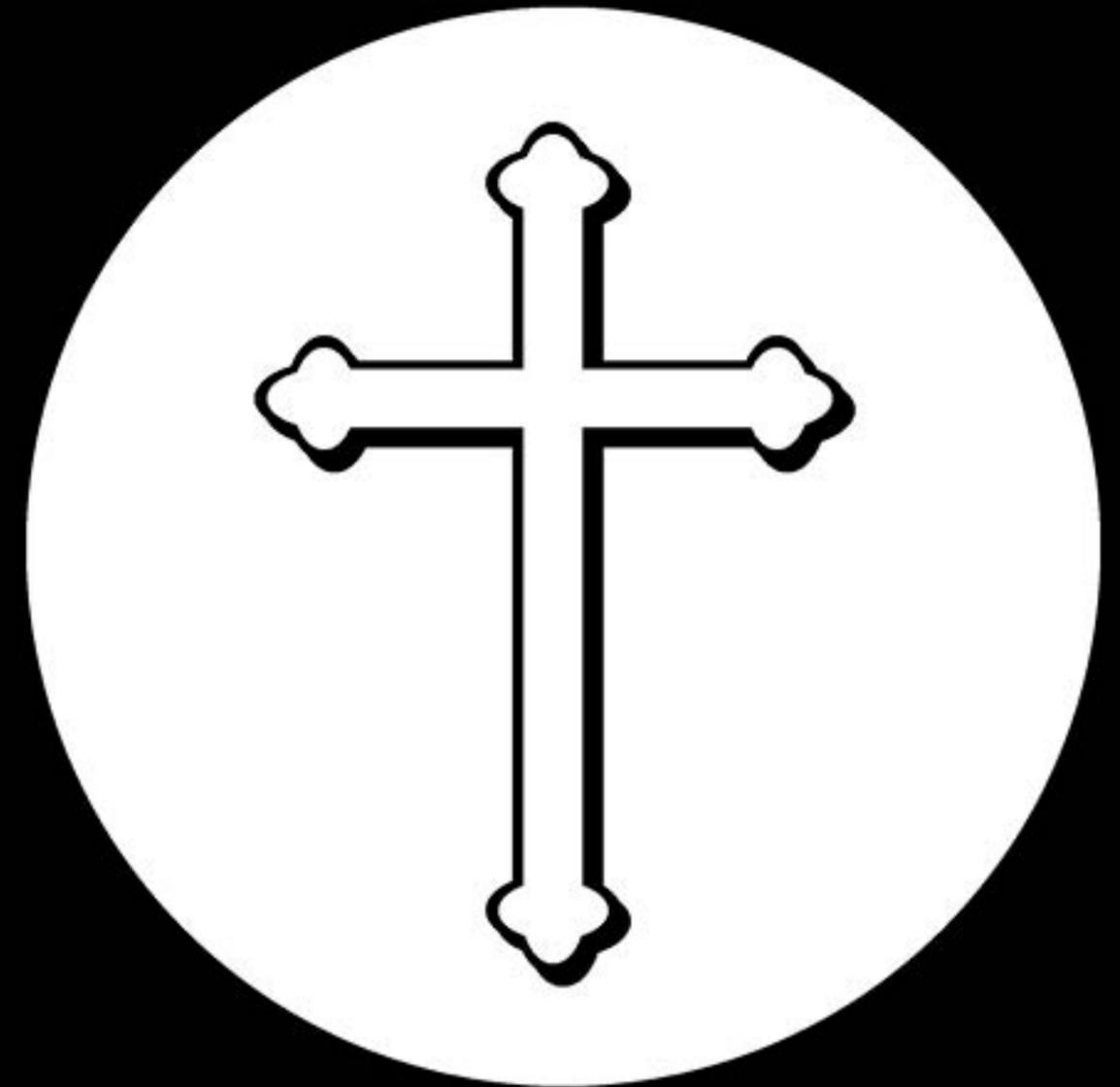


by
Paul Bury

Version 2

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