

FAMILY FRIENDLY GAMING

TM

THE VOICE OF THE
FAMILY IN GAMING

Final Fantasy
Explorers goes on
a DIRT Rally with
MCDROID in this
issue!!

ISSUE #103

February 2016

KINGDOM HEARTS
HD 2 & Final Chapter
Prologue is being
developed.

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Videos and Database

Hopefully by now you have seen the welcome video on our Youtube channel, and our new video series. As I am writing this we are still learning how to use the camera, microphones, green screen, and video editing software. This is a huge step forward for Family Friendly Gaming. It will allow us to go and video trade shows, and other events in a professional manner. I know we are not the first gaming website and gaming magazine to do this. I do know that we are catching up with the others at a faster and faster pace. This is like a snowball going down a hill.

If you have not seen them, then you need to check them out on our website and Youtube channel. We saved for a year and a half to be able to afford the equipment. This is one of the reasons we decided to take two years off of E3 attendance. Along with burnout, and tired of being lied to by the PR and marketing folks. We keep our word, and are at the 100% level in keeping our promises. I showed up to meetings even when I had food poisoning thanks to the food they had at the Los Angeles Expo Hall. If I can go to those lengths I know the PR and marketing folks for these companies can start to keep their word.

I don't know the first show we will try to do some video of. Will it be an E3 in 2017? Or maybe a Comic Con? Anyone care for a CES? Whatever it is, I expect it will be an amazing learning experience. The more we use this equipment and software the more we learn. Which to me is absolutely awesome. I am also warming up to the idea of being behind the camera and talking. It is not something that comes naturally for me.

Another upgrade we are working on behind the scenes is a new database. We are uploading our log files to get our newest, latest, and greatest unique IP count. It will take a lot of work, and time to convert, upload, and then check the unique counts. I hope to be done by E3 2016. This is one of the more exciting projects for me personally. I know when we passed the five million mark in terms of unique IP addresses. I am not clear if we are at seven million or higher now. Whatever it is, we will know for sure when the project completes. This will also allow us to find out about the exact unique IP hits per month, as well as the hits per month. Why was that lost? Server changes is part

of the reason. Another part of the reason is Godaddy did away with the tracking.

We also have a project logging the game developers and publishers in files that associate with the web pages associated. When that project completes we will be able to build a database out to keep track of which companies are associated with which stories, reviews, previews, videos, images, etc. The hope is to get an intelligent search function on the website that will make it easy to search on a company or game name and find the proper results. We have a lot of hurdles, Lord willing it will be out in 2017.

God bless,
Paul Bury



Marketing Failures

I want all ya'll to know we have heard your voice. There have been numerous email complaints about greedy companies not properly marketing their products. Those of us at Family Friendly Gaming have tried over and over again with these people and companies. They have been stubborn, and obtuse in terms of learning what we have been teaching and modeling for years. I understand your frustration with them. We have it too. Because they are so thin skinned, and petty in terms of criticism we have decided to take a different path. Hopefully their eyes will be opened before it is too late for them.

For everyone in Family Friendly Gaming Universe worried about Family Friendly Gaming, let me set your worries at ease. We are doing great. God continues to take care of us. God continues to bless us, and we continue to thrive. The massive improvements we are rolling out in 2016 are a great example of this. We are immensely grateful for each and every one of ya'll. We are eternally thankful for all of the blessings God has sent and continues to send our direction. So please do not be concerned for us or about us.

One of the things we have done at Family Friendly Gaming is show a different perspective. At the same time we strive to put ourselves in the shoes of others. Many of the PR and Marketing failures out there are due to the corruption within the video game industry. Too many people have accepted this as the way to do business. When arrogant people are self absorbed they do not comprehend much beyond the system they are in. Which is why some of these PR and Marketing failures continues to exist. They are not capable of thinking outside the box. They jump to false assumptions based on what constraints they are bound by.

It can be difficult to prove the impact any marketing campaign has. There are so many balls in the air at the same time that it can be difficult to tell which ones, or combination of which ones is what produces sells. We can tell these PR and Marketing people (until we are blue in the face) about all the emails we receive that tell us they bought or did not buy a product based on the FFG recommendation. How many hundreds of thousands of more happen

without telling us? Or telling the company? Think about how many times you have purchased something and you liked it. How many times did you tell the source you liked and appreciated it? What about the opposite situation? How many times do you tell a company how horrible their product is when you don't like it? Higher percentage? Lower percentage? When you like something you will tell friends and family right? That makes you part of the marketing campaign that helps the producer of that product. Which makes it very difficult to gauge. Does that make sense?

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.



Cheaters

As a man who has to work, pay the bills, and contribute to society first; I have less time for video games. Which puts me at a disadvantage of the cheaters who can mooch off of society and play video games all day long. There are devices that create an equal playing field. For some odd reason many in the video game industry call the equalizer devices - cheating. I disagree. I believe those spending all day long playing a specific game are the ones who are cheating. They do not care that there are those of us out there not able to devote as much time to it as they do. The WMG has yet to find one video game that properly levels the playing field for those of us not able to give every waking moment to some game. To the WMG the people spending all day long playing a certain game are the cheaters.

But they are good at that game is what some of the readers are saying. They are like athletes who spend all their waking hours improving their bodies and becoming really good at a sport. Can you notice the major differences? In college the athletes still go to school, study, and many of them work a part time job. In the pros they go do charity work, commercials, interviews, and more. They are contributing to making our society better. How exactly are cheater gamers making our society better? How are they improving their neighborhoods by playing the same game all day long?

If these cheater gamers would bring others up to their level by sharing secrets and concepts that would be one thing. The WMG experience with them is they are rude, mean, and hateful. They are arrogant, demeaning, insulting, and nasty. They represent the industry to the public.

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!

Profanity

Dear Mr. Bury,

You often times state that profanity is a sign of laziness, stupidity, or a low vocabulary. While that may be true for many people in the entertainment industry, I think outside the entertainment industry, it's a completely different story. I think that for the vast majority of the public, profanity is caused by two things:

1. Anger

If you're going to punish people for using profanity, make them take an anger management course. I imagine that would help a lot more than using a swear jar or making them learn more words in the English dictionary.

2. A belief that profanity is the only way to get people's attention. This belief is deeply entrenched in some subcultures. Consequently, it will be much harder and take much longer to eradicate. I have no idea to do so, but maybe you do.

I hope you had a Merry Christmas. Please let me know what you think. Have a Happy New Year, and God Bless You.

Sincerely,
David

{Paul}:David,

Thank you so much. We did indeed have a Merry Christmas. Hopefully you had one as well. I am writing this right before the New Year with all kinds of excitement and anticipation for 2016. Lord willing we will be able to get to half of the cool things we have planned for this upcoming year. We made major strides and improvements in 2015. It is my hope we can continue in 2016.

You are correct when we are talking about profanity we are referencing the entertainment. So the video games and movies. As a writer I learned a long time ago it is better to let readers use their imaginations. I wish more TV shows, movies and video games reflected that concept.

You are correct in the anger and lack of self control. I have talk-

ed to a wide array of different people on this issue over the decades. I have heard a couple of different people say: "I was not in control." To which I have one really important question in response. Who was in control? Why give them control? It is a thought provoking thing. I have also heard profanity is one of the hardest drugs to kick. Meaning it is extremely difficult to break the usage of profanity. It requires self control. Something not discussed much in our modern day society. It is sure talked about in the Holy Bible though. I would love for those addicted to and controlled by profanity to work toward self control.

It depends on the culture in terms of attention. I was in Saudi Arabia and ran into some British troops while I was there. They used profanity without an accentuation. They did not raise their volume or change their tone. They were using it like any other common words being used. Before meeting them I would have whole heartedly agreed on the trying to get attention. There are certainly some people who do raise their voices in like the American culture for instance when they use profanity. I agree there are definitely some people who are using profanity as a way to gain attention.

In teenagers for example profanity can be used to show how "grown up" they are. Too many teenagers think if they do all these adult only things they are now adults themselves. Too often they cause more heartache because they

have not learned responsibility.

Smash

Dear Family Friendly Gaming,

I was reading your reviews for Super Smash Bros. for Wii U and 3DS and there was something that confused me about both of them. I was hoping you could clear this up for me.

You say that both games feature "women wearing hardly anything" and say the game should've been T-rated as a result. I'm wondering which female characters you're referring to, considering most of the female characters in the game are pretty conservatively dressed. I could give you Wii Fit Trainer, considering she's wearing a tank top that bares her midriff, yoga pants, and no footwear. I was also thinking maybe Zero Suit Samus, except her Zero Suit makes her the exact opposite of revealing; she has no skin showing beneath her neck (unless you're referring to her "Zero Mission" and "Fusion" suits, but those aren't default outfits and you'd have to willingly select them).

Other than that, how are any of the other female characters considered "wearing hardly anything"? In fact, basically every other female character is wearing something not only unrevealing, but also very proper. Princess Peach, Rosalina, Zelda, and Palutena are all wearing formal dresses. Female

Robin and Lucina are wearing outfits that would be practical in combat and that cover all of their skin. Sheik is disguised so that her true identity is completely hidden. And the girl Villagers are all wearing playful dresses. How are any of these characters "wearing hardly anything"? Are Rosalina's bare shoulders scandalous in a way I'm unaware of? Or are you referring to Jigglypuff, the only female Pokemon in the game?

Similarly, why is it that it's okay for the male characters to be "wearing hardly anything" but not the female characters? Little Mac is wearing a tank top and shorts, exposing his huge muscles. Captain Falcon is wearing tights that outline every inch of his anatomy similar to that of Zero Suit Samus. Shulk has an alternate outfit that is just his swim trunks. And though unreleased at the time of the review, Ryu is exposing his six-pack abs and not wearing shoes. Why is it that it's okay for these male characters to be sexually exploited but not the female characters? Both the men and women of Smash Bros. are equally capable of fighting, so it's not really a deal of gender equality. Why are you okay with the children being shown Shulk in his swim trunks but not Wii Fit Trainer in her tank top and yoga pants?

Please do not just dismiss my email as being from some Nintendo fanboy who is just whining that you don't like Smash Bros. It truly doesn't matter to me what

your opinion on games I like is. What I care about is why you have that opinion, what your reasons are. I ask you these questions not to mock you, but to make you think about why you dislike the sexual exploitation of a few of the female characters, but care little about how the other characters are dressed. If you wish to respond to me, I ask that you do it after considering my questions and thinking over them, rather than letting it be an immediate response.

Please respond with something actually replying to my questions and comments, rather than just some dismissal that I'm some kind of Nintendo fanboy (which is inaccurate, since I am asking you out of confusion rather than out of your dislike of the game), a troll (I am not trying to anger you; I want to know your reasoning), some atheist mocking Christianity (I am a Christian myself), or anything else that you feel makes my questions invalid. I cared enough about your opinion to write to you about it. Why wouldn't you do the same for me? If you feel the need to insult me when I did not insult you, don't even bother with replying to me.

Warm regards,
Alex

{Sam}:Alex,

Thank you for contacting us. You hit the nail on the head with Wii Fit

SOUND OFF Continued

Trainer, and Zero Suit Samus. Also Palutena is wearing a low cut top on her dress.

Ryu is paid DLC, and was not a part of the game we reviewed. We rarely go back and spend all the money on re-reviewing a game after they add a character or two. Especially considering how much we despise DLC.

Psychologically speaking men are visually stimulated at a much higher ratio than women. Sure women can be visually stimulated but their stimulation comes emotionally at a higher percentage. An easy answer to why protect women in video games over men is women have been mistreated so much more often, and for much longer. The corruption in the industry has looked the other direction. You have probably heard about medieval and/or RPG games with men wearing full armor and women wearing a bikini.

I took a minute to look at our Wii U, and 3DS reviews. It has been a long time since any of us looked at these games. You make a valid point on men and women. So you will notice an update on the 3DS review. One of the things that is stressed here at FFG is we are human, and prone to make errors. The WMG is like the Dread Pirate Roberts from Princess Bride. That particular WMG is no longer with us. The EIC prefers mentions of attire issues. He also prefers we clinically reference the issues and let readers make informed decisions.



One of the things we do at FFG is think about those with weaknesses for certain things. Different people are bothered by different things, and different people have different strengths and weaknesses. This is all covered in the Video Game Lies book. Which contains way more content from years of research than can put into an email now. If you want to know more read that book. Also the Red News stories on the website, and there are plenty of the e-magazine issues online for free. Many of the concepts are covered in columns in those places as well.

Did you know that Family Friendly Gaming is a Christian run organization that is followed by a generous population of Muslims?

Were you aware that Muslims write us thanking us for pointing out games where skin is being shown? Their culture frowns upon the public display of a lot of skin. FFG is one of the few gaming sites that actually provides valuable information for their population. Even though we are Christians we are providing a service that Muslims appreciate.

Thank you for your valid points in a calm, civil, and polite manner. Hopefully your question is answered. If not, please check out older issues of the e-magazine, and the Red News stories. We provide plenty of free content that gives insight into the FFG perspective.

The EIC asked me to share 1 Peter 3:7 with you in reference to why women need more protection than men.

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

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

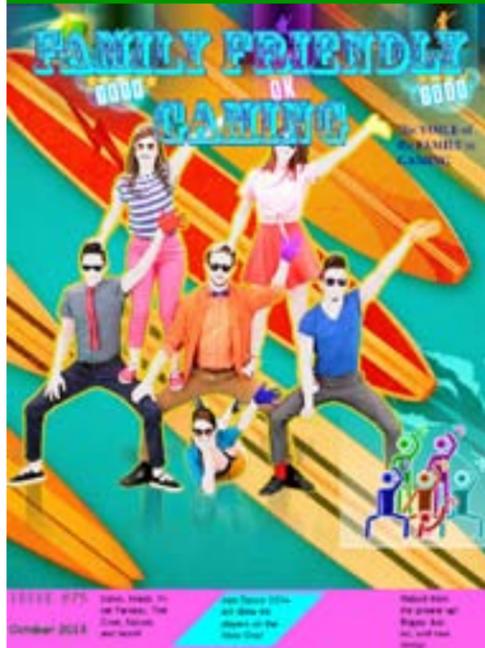
Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family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

Answer:

Question: How many millions of people have used Family Friendly Gaming?

Answer:

Question: How many games have received a perfect 100 score from Family Friendly Gaming?

Answer:

Question: What is the most popular video series done by Family Friendly Gaming?

Answer:

Question: Which video on the FFG Youtube channel has the most hits?

Answer:

Question: Has Family Friendly Gaming ever given away codes to free games on their Twitter channel?

Answer:

Question: Has Family Friendly Gaming ever given away codes to free games on their Facebook channel?

Answer:

Question: What can you do about video game corruption?

Answer:

Question: What can you do about discrimination against Christians in the video game industry?

Answer:

Question: Should you support video game companies that are corrupt?

Answer:

Question: Should you support video game companies that discriminate against Christians?

Answer:

Question: Why are video games so over priced?

Answer:

Question: Why do video game prices drop so quickly?

Answer:

DEVOTIONAL

Helpful Thoughts

Reform Part 15

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about lacking in humility. **2 Chronicles 7:14** *if my people, who are called by my name, will humble themselves and pray and seek my face and turn from their wicked ways, then I will hear from heaven, and I will forgive their sin and will heal their land.* It saddens me to hear people in church brag about their giving, or how often they go out of country to witness. Why not witness in your own area? Why not feed the hungry in your own area? Why spend thousands of dollars to go somewhere far away? Braggers would look like less of hypocrites if they served right where they were planted. Use those thousands of dollars to help people in your neighborhood. **1 Corinthians 7:17** *Nevertheless, each person should live as a believer in whatever situation the Lord has assigned to them, just as God has called them. This is the rule I lay down in all the churches.* Also in **1 Corinthians 7:24** *Brothers and sisters, each person, as responsible to God, should remain in the*

situation they were in when God called them. Pretty clear huh?

What is the goal of any brag? To make you feel bad that you are not keeping up with them? To encourage you to do what they do? In my opinion they should not be talking about what they did, or what they gave. Why not? **Matthew 6:3-4** *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.* Jesus was pretty clear on this command. Any modern day American church that is trying to twist your arm, or guilt trip you into purchasing something, giving a certain amount, or paying insanely large amounts of money on a trip is violating what Jesus taught. When they brag about it they are acting like the Pharisees. **Luke 11:39-42** *Then the Lord said to him, "Now then, you Pharisees clean the outside of the cup and dish, but inside you are full of greed and wickedness. 40 You foolish people! Did not the one who made the outside make the inside also? 41 But now as for what is inside you—be generous to the poor, and everything will be clean for you. 42 "Woe to you Pharisees, be-*

cause 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. Do you want to be compared to the Pharisees? The scary thing is there are too many people in the modern day American church acting like Pharisees. They care about their own status. They care about their own profit. They care about their own power. They have not learned what humility is.

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.

Stretching

Stretching is an important activity to perform before exercising. It helps the human body get prepared for exercise. Our human bodies are designed to exercise. What if you don't decide to exercise? What if you go to the tremendous effort to be slothful? Then your body will expand. This puts stress on too many areas of your body, and leads to injuries and disease. Obesity is the fruit from a lack of normal and healthy exercise. Which tears your body apart from too much in too many areas. You will spend more money on food. You will spend more money on medical costs. You will shorten your life span. Do you really

want to be around less time on this planet?

If you are in the situation of having medical problems due to the lack of a good diet, and proper exercise levels then start with stretching. Then you can move into light exercises like walking. What if you have a leg injury? Then upper body exercises can be performed. There are so many exercise options available in this day and age. There are exercise video games, exercise videos, exercise television shows, and more.

If you have not stretched for a long time please note it will not be comfortable at first. It will take a few days to get used to stretching. Before you know it, stretching will be as common to you are brushing your teeth, or going to the bathroom. Plenty of people comment on how much fun it is to stretch. It can also wake you up in a healthier way than say the drug caffeine. Who doesn't want to be drug free in their lives? Who doesn't want to live a cleaner, and healthier life?

The benefits from stretching do not end there though. When you are done stretching you are more limber, and ready for some real exercise. Stretching can help us avoid injuries. Our muscles are

now ready for light to strenuous activities. Stretching can also prepare us mentally. It is great to think or even pray while stretching. We are given an opportunity to be thankful for the bodies we were given. We can be thankful for the opportunity to properly use our bodies in the way they were designed.

Have you ever gotten a cramp? Stretching can be therapeutic in alleviating those cramps. It can hurt at first but stretching will make it better. Sometimes cramps come from the lack of stretching. So you can avoid a cramp by stretching in the first place. It is always good to stretch since it limbers you up. If you know the pain of cramps then you should be all on board in your support of stretching each and every day.

Stretching is all about preparing yourself. Preparing yourself for the day. Preparing yourself to exercise. Preparing yourself to have a good positive, uplifting, and encouraging mood. Preparing your body for what is to come. Preparing your mind for the day. Preparing your soul to be thankful to our Creator for the many blessings we have in our lives. Preparing yourself to live a healthy life and abstain from bad choices.

IN THE

NEWS

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New Series Helps Families Face True North

From the frontlines of parenting, 12 modern families help audiences apply timeless faith in Parent Compass—the Telly Award-winning Christian parenting series and ministry launching online March 4.

Across 12 first episodes, covering multiple ethnicities and income levels, in Parent Compass mothers and fathers talk about their own upbringings and pasts, marriage and life management, child rearing--and faith . . . all with undaunted candor.

“There are times when you don’t think you will make it through the storm,” one father admits. Another comment: “Sometimes when I rate myself . . . can you go below zero?”

Parent Compass Founder & President Natalie Jones, a mother of five, knows this one-of-a-kind series

offers the hope today’s mom and dads need. “Parents feeling overwhelmed and isolated now have true stories of God’s peace amidst endless difficulties,” she said.

Families featured in Parent Compass range from the Pitts, whose four daughters include Alena, the jump-roping child star of this year’s hit movie, THE WAR ROOM . . . to Mark and Shanell Rusk, raising a blended family of 11 in a Habitat for Humanity home they helped build. Audiences will meet the Kos, teaching fine art and raising kids out of one suburban home, and single mom Cindy, who initially three times scheduled an abortion for her now seven-year-old daughter.

Parent Compass families cover issues and triumphs from “How do I raise this little girl?” to a teen picked up by police, from job loss to forgiveness and peace.

“I did not have a relationship with my parents.”

“Are we going to serve the Lord if our baby dies?”

“We knew it was God.”

“I was definitely blaming myself that I wasn’t bonding with him.”

We see so many people in our age group falling away. . . . We are becoming a more tight-knit family . . . from what we are learning about Christ’s love, about church . . .”

“Parent Compass parents open their homes and families to let their lives encourage, inspire and empower,” Jones said. “On the Parent Compass website, meanwhile, parents may request prayer and, with each episode, go deeper with more information.

“No one has to parent alone,” Jones added. “God, Christ and the Holy Spirit are waiting for us to ask

for help.”

Jones is founder and president of Parent Compass, the Christian Parenting not-for-profit series and ministry. Each of the current 12 episodes is produced and directed by Nathan Todd Sims of Fusion Productions. Based in Irving, Texas, the 20-year-old company producing film, television and corporate projects has 31 Telly Awards.

Besides online distribution, Parent Compass seeks distribution deals with both English and Spanish-language cable networks. All Parent Compass episodes will run on ParentCompass.tv

“For encouragement in daily family life, meet real parents in real homes, working to walk with God. Parent Compass helps us walk together in the right direction.”

The Strong Museum Acquires Collection of Atari Design Materials

The Strong in Rochester, New York, has acquired from collectors Cort and Barbara Allen of Pleasanton, California, more than 2,000 drawings, photographs, proofs, preliminary package mock-ups, drafts of game manual scripts, unused packaging, and other internal documents from the middle 1970s and early 1980s used in the design and creation of Atari home console, computer, and handheld game packaging and manuals.

“Atari is one of the most important companies in the history of electronic games,” says Jeremy Saucier, assistant director of The Strong’s International Center for the History of Electronic Games. “This artwork illustrates how Atari created some of its iconic video game packaging during an era when video games became a staple of daily play.”

The Cort and Barbara Allen Atari Packaging Design Collection (1976–1984) includes packaging and manual design materials for the Atari 2600 home console (1982 version); an unreleased Kee Games (company created by Joe Keenan, friend of Atari co-founder Nolan Bushnell) version of the Atari 2600; the Touch Me (1977) handheld electronic game; and Atari 2600, Atari 5200, personal computer, and competitor’s consoles games, such as Mario Bros., Donkey Kong, Dig Dug, Pac-Man, Pole Position, Donkey Kong Jr., Jungle Hunt, Robotron 2084, Surround, Asteroids, and Real Sports Football. The collection also includes foreign language (PAL region and French language) materials and artist Cliff Spohn’s original package cover artwork for the 1977 Atari Video Computer System launch title Surround.

The collection contains materials that demonstrate how Atari created the



manuals that explained video game play to millions of early video game players. Other documentation shows Atari’s transition to new “arcade”-style packaging (which used an arcade game’s recognizable arcade logo) in June 1983 and how Atari worked with Nintendo to design and refine the packaging for Mario Bros.

“Packages protect and preserve, but they are also expressive. Atari’s vibrant video game packaging often bridged the gap between the fantastic game worlds that players imagined themselves entering and the abstract and blocky graphics on their video screens,” says Saucier. “This artwork and documentation, which add to The Strong’s exceptional collection of other materials related to Atari, help us better understand how a gaming pioneer packaged and sold its products to a new video game playing public.”

The Cort and Barbara Allen Atari Packaging 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 Division Collection. The materials will be available to researchers and as part of future displays.

VirZOOM Gets You Moving with Virtual Reality Games

VirZOOM, Inc. announced that its innovative VirZOOM virtual reality controller and five exciting VR games are now available for preorder. Users power avatars thousands of miles on the ground and through the air by pedaling an exercise bike based controller that delivers a fun and challenging workout. VirZOOM is used with PlayStation VR, Oculus Rift, and HTC Vive VR platforms. VirZOOM solves the problem of locomotion in virtual worlds and can be pre-ordered today and will ship in the first half of 2016.

VirZOOM CEO Eric Janszen watched several iterations of VR and decided that the current VR technology generation is the real deal. “We have the mobile computing revolution to thank for the advancement of key VR components like high resolution screens and accelerometers, and powerful CPUs and GPUs to drive VR displays,” Janszen said. “Commercially viable VR has finally arrived, and the Unity game engine makes it possible for a small AAA development team to create a range of creative and compelling VR games.”

“VirZOOM creates immersive VR games powered by the user. The company’s innovative VR game platform solves four critical issues that have thus far strained the typical consumer VR experience: VR locomotion discomfort, unintuitive VR controllers, safety when wearing a VR headset, and the consumer’s in-world incarnation (avatar),” said Co-founder and CTO Eric Malafeew. “The VirZOOM team has created a unique VR game platform that turns the stationary exercise bike experience inside out. Rather than distracting you with a 2D screen experience, we harness the intense immersive power of VR to make you move so you get a workout without feeling like

you’re working out at all.”

To solve these problems, VirZOOM’s system integrates sensors that measure pedaling speed. The faster the player pedals, the faster they go in the virtual game. By translating full-body control of your avatar in the real world into real-time control of your virtual body in the virtual world, you experience a complete VR experience devoid of the motion sickness problems that many consumers experience in VR. The company developed entirely new, intuitive game controllers that allow players to navigate VirZOOM’s multi-dimension environments with almost no learning curve. Finally, sitting safely atop a stationary exercise bike eliminates the risks of colliding with objects around you that you cannot see because your field of vision is obscured by your VR headset.

The small, light-weight, portable and storable VirZOOM VR controller will be sold for \$249.95, with the first 300 units available for early access pre-order at a discounted \$199.95 price. This includes the VZ Controller, access to an ever-growing and evolving portfolio of VirZOOM-developed games starting with three-to-five core games, and a one-month subscription to VirZOOM Plus. VirZOOM Plus includes online multiplayer functionality, tracking of fitness data including heart rate, calories burned, distance covered, and more, and access to 3rd-party games in the future when these are added to the system on a regular basis. The VirZOOM Plus subscription starts at \$9.95 per month. Founded in 2015 by entrepreneur and investor Eric Janszen and former Chief Architect at Harmonix Eric Malafeew, VirZOOM has created the world’s first VR game controller powered by you. VirZOOM is ideal for gamers, families, and anyone looking to take their workout to enjoy the world’s best VR game experience and get a workout in the bargain.

In The News Continued

The Lion Guard Return Of The Roar Coming to DVD

Continuing the Epic Storytelling of “The Lion King,” Join Simba and Nala’s Second-Born Cub, Kion, and His Lion Guard Team as They Embark on Adventures Together throughout the Pride Lands!

Bring Home This Heroic Adventure on Disney DVD February 23rd Includes a Digital Copy of the Film, an Exclusive Talking Backpack Clip and “Here Comes The Lion Guard” Music Video Performed by Beau Black

Synopsis: Meet Kion, second-born cub of Simba and Nala, as he assumes the role of leader of “The Lion Guard,” an elite team of animals tasked with preserving the Pride Lands. Follow him as he assembles a group of unlikely heroes: Bunga the honey badger, Fuli the cheetah, Beshte the hippo and Ono the egret. Join them on a thrilling adventure as they use their unique abilities to defend the Pride Lands from predators and maintain balance within the Circle of Life. Bursting with humor, music, beloved characters and heart, The Lion Guard: Return Of The Roar is a must-own for the entire family!

Voice Cast: James Earl Jones and Ernie Sabella reprise their roles from “The Lion King” as Mufasa and Pumbaa, respectively, alongside Rob Lowe as Simba and Gabrielle Union as Nala; Max Charles stars as Kion; Joshua Rush as Bunga; Atticus Shaffer as Ono; Diamond White as Fuli; and



Dusan Brown as Beshte.

Additional cast members include: Eden Riegel as Kiara; Sarah Hyland as Tiifu; Madison Pettis as Zuri; Khary Payton as Rafiki; Jeff Bennett as Zazu; Jonny Rees as Mzingo; Andrew Kishino as Janja; Vargus Mason as Cheezi; and Kevin Schon as Chungu and Timon.

Exec. Producer: Ford Riley

Director: Howy Parkins

Release Date: February 23, 2016

Packaging: DVD + Digital Copy and Free Talking Backpack Clip

Bonus: “Here Comes the Lion Guard” Music Video performed by Beau Black

Ratings: TV-Y (US)

Feature Run Time: Approx. 44 mins.

Aspect Ratio: 1.78:1 Widescreen (Enhanced for 16x9 Televisions)

Audio: 2.0 Dolby Digital

Languages: English & French Audio; English, French & Spanish Subtitle

In The News Continued

Professional-Level Monitoring Features Now Available to Consumers for only \$2.99 a Month

Domotz unveiled its Home Monitoring and Tech Support System at CES in Las Vegas on January 6, 2016. From personal computers to sensors, Domotz lets users monitor and troubleshoot all connected devices in a home via a mobile app. The system is currently in public beta and will be available for only \$2.99 a month at the end of January 2016.

“The average consumer is accumulating a slew of connected devices at home: phones, laptops, gaming consoles, smart light bulbs and thermostats. It’s too much technology to keep track of,” said Domenico Crapanzano, CEO and Co-Founder of Domotz. “Professional monitoring systems exist, but are overly complex and far too expensive for the average homeowner. This is where Domotz comes in. We’re bringing consumers a monitoring and support system that is user-friendly, affordable and accessible, from the convenience of a smartphone.”

Making the Smart Home Simple

From tablets and smart TV’s to home automation gateways, Domotz complements all smart home technology by providing extensive device and home information and empowering its users to take action as soon as something goes wrong. Through a host of functions, Domotz users enjoy a home that



they can connect to and interact with anytime, from anywhere.

- 24/7 Monitoring: The system automatically picks up any connected device with an IP address, regardless of the manufacturer. Users can visualize who is at home, what technology is in use and whether everything connected is working as it should.
- Alerts: Users can create alerts for any device event they choose. This enables users to monitor a child’s television time or get alerted when a printer drops offline.
- Power Management: Device power can be managed directly from the Domotz apps, letting users remotely turn off a device that has been left on.
- Network Diagnostics: Domotz allows users to run network diagnostics, bandwidth analysis and network performance tests to discover why the internet is slow or why it is taking so long to stream a movie.
- Remote Access: Via the Domotz apps users can log on to their home computers remotely or even view live security camera footage when not at home.
- Tech Support: To get help with an IT problem, Domotz’ unique collaboration feature enables users to share their network or a device with a trusted person that’s at a distance. Professional users can also leverage this feature to remotely troubleshoot a client’s network or device.

Connecting the Internet of Things

Unlike many other products in the home automation space, Domotz is compatible with every connected product that has an IP address. It works in harmony with any smart home hub such as Smart Things, Wink and Control4 and is complementary to all connected devices including sensors, smart thermostats and smart locks. Domotz will also support ZigBee and Z-Wave protocols in the second half of 2016.

Operation Supply Drop Partners with Pro vs. GI Joe for 2016 Mutual Veteran Support Outreach

Military charity Operation Supply Drop (OSD) - the world's most generationally relevant support organization for veterans and active duty military - today announces an exciting partnership with Joint Forces Initiative (JFI) to extend the reach of their "Pro vs. GI Joe" program, developed to connect active-duty military and veterans with pro athletes through fun and competitive video game events.

Launched in 2007 by Greg and Addie Zinone, JFI is a non-profit organization with strong ties to and excellent relationships with sports teams, athletes, and leagues - including the NFL, NBA, MLB, NHL, NCAA and more - enabling troops all over the world to compete head-to-head against some of their favorite athletes in games such as Madden.

In early 2016, OSD has committed to work closely with JFI to host over thirty offline and online "Pro vs. GI Joe" events for the benefit of veterans and active duty military. This collaboration bolsters OSD's Thank You Deployments program - where veterans are given VIP insider access and tours of top entertainment events - adding JFI's highly-successful "Pro vs. GI Joe" events to the experiences available. Both organizations will jointly attend the 2016 Electronic Entertainment Expo (E3) at a co-branded booth, advocating for and promoting the support of military veterans.

"We've been operating JFI for eight years and it works really darn well. But I knew that there was more that could be done," said Greg Zinone, founder of Joint Forces Initiative and the "Pro vs. GI Joe" program. "With Operation Supply Drop by our side, we'll be able to provide bigger events, bigger experiences, more one-on-

"Nyko has built a strong reputation for making high-quality rechargeable battery products in the video game space with local operations and distribution partnerships with the biggest retailers in North America," said Nyko director of marketing, Chris Arbogast. "Consumers need a strong, local brand with experience and brand recognition making battery products that are safe, dependable, and durable, which we've achieved over the years. We now want to channel our expertise to simplify and enhance the way iPhone users interact with their phones through design, not only to get more power out of them."

In addition to the new products for iPhone 6 and 6S detailed below, Nyko is also providing hands-on demos of its Cygnus Controller for Android, compatible with set-top boxes and mobile devices running the operating system.

Power Shield for iPhone 6, 6S

The Power Shield for iPhone 6 and 6S is a charging case available with a battery capacity of 2500 mAh, 3000 mAh, and 3500 mAh, supporting more than double the usage time over the standard iPhone battery. The case is durable and streamlined, includes a 3.5" pass-through headphone adaptor, and features a light-up charge indicator to illustrate the amount of charge left so users will never be taken by surprise by an inconveniently timed powerdown.

The Power Shield is anticipated to ship in Spring 2016 for an MSRP of \$119.99. It can also be used with the convenient Power Shield Dock, sold separately.

Power Shield Dock for iPhone 6, 6S
The Power Shield Dock is a drop-and-go charging station for an iPhone 6 or 6S capable of simultaneously charging the iPhone and the Power Shield. It features a dedicated AC power cord for faster charging than the standard iPhone cable. It is anticipated

one personal relationships built between our pros and our troops, and more lifelong connections made between our vets. It's those reasons, combined with the reputation that Operation Supply Drop has established for itself, that we are excited to partner with them. It's time to make some incredible things happen for our troops!"

"I've personally been a long time follower of Joint Forces Initiative, and we've been in talks for quite some time about collaborating in a meaningful way," said Operation Supply Drop CEO Glenn Banton. "Both Operation Supply Drop and Joint Forces Initiative have finally grown to a point where we can effectively form a partnership and collaborate in new, bigger ways. The 'Pro vs. GI Joe' program is one example, where video games bring together people for exciting shared experiences."

Family Friendly Gaming is run by a disabled war veteran.

Nyko Fuels Your iPhone with High-Capacity Power and Qi Wireless Charging Cases

Nyko Technologies announced the first details of their new line of power accessories for iPhone at the 2016 Consumer Electronics Show in Las Vegas. After making its mark as the first company to create wireless controller chargers for video game consoles and patent holders of charging technology that utilizes dongles, the LA-based battery solutions expert is now expanding to offer power cases for the iPhone 6 and 6S. The new products include the Power Shield case, coming in a variety of power capacities up to 3500 mAh, and the Power Shield Q case with Qi inductive wireless charging and 2200 mAh capacity. The Q Shield was also announced, which simply adds Qi inductive wireless charging capabilities to an iPhone 6 or 6S in a slim design.

to ship Spring 2016 for an MSRP of \$39.99.

Power Shield Q for iPhone 6, 6S
The Power Shield Q is a Qi induction charging case with a built-in rechargeable battery capacity of 2200 mAh which



augments the iPhone 6 or 6S with wireless charging. The Power Shield can also be used as a power bank to charge other devices via the included USB charging cable. It is anticipated to ship in Spring 2016 for an MSRP of \$119.99.

Q Shield for iPhone 6, 6S

The Q Shield is a durable iPhone case which enables the phone to be charged wirelessly via Qi wireless technology, allowing users to easily charge their phone without fumbling with cords or putting extra wear and tear on the phone's ports. It is anticipated to ship in Spring 2016 for an MSRP of \$59.99.

Cygnus Controller for Android
Cygnus is an ergonomic, intuitive game controller compatible with set-top boxes and mobile devices operating on Android. This ergonomic controller runs on any store-bought AA batteries. Cygnus is anticipated to launch in 2015 for an MSRP of \$24.99. Patent Pending.

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?

True history video games would be awesome to see in the video game industry. We would love to play video games that are based on the true history of the true human beings that lived them. We recently had Christmas, and Easter is coming up. So we thought about some real life historical figures that would be fun to play. What about Saint Nicholas? The real man, not what the world has tried to redefine him as. It would be very beneficial to the entire video game industry to start to deal in truth instead of dealing with and in lies.

Could you imagine how great the video game industry would look if it started to deal in the true, and real history of people, instead of lies, and exaggerations?

Saint Nicholas would be a great start that would target the super majority of Americans. We are talking seventy to eighty percent of Americans would be the target audience. That could mean insanely high sales for the company intelligent enough to do the right thing. A true history game based on Saint Nicholas could be brought back year after year during the Christmas season.

Churches could get behind a video game based on the true history of real people like Saint Nicholas. As Family Friendly Gaming has written about before, the modern day American church is a large buying block for Christian friendly products. Companies

that include believers in the design and development stage have even better sales ratios within the church. Family Friendly Gaming could even consult for companies wanting to develop and publish true history video games.

Can you think of ways to make a game fun while also teaching the true history of the man or woman behind it? We can think of a few ways. Let players see what their lives were like from that era. Authenticity is the most important thing. What did they struggle with? Why did they struggle with it? How did they overcome it?

What were some memorable moments from their lives? How can it be authentically replicated?

True history video games are something we would play. A true history video game on Saint Nicholas is a video game we would definitely play.

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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Titus 3:9-11

9 But avoid foolish controversies and genealogies and arguments and quarrels about the law, because these are unprofitable and useless.

10 Warn a divisive person once, and then warn them a second time. After that, have nothing to do with them.

11 You may be sure that such people are warped and sinful; they are self-condemned.



Dragon Ball Z Extreme Butoden

SCORE: 50



Rodeo the Sky Soldier

SCORE: 52



I am thankful Family Friendly Gaming rented Dragon Ball Z Extreme Butoden on the Nintendo 3DS. We were supposed to receive a reviewable copy. I can only deduce we were lied to by less than scrupulous PR people. Seems like the ethics in the video game industry continue to decline.



I was really excited to play Dragon Ball Z Extreme Butoden on the 3DS. My excitement dropped quickly. There are so few characters to fight with in Dragon Ball Z Extreme Butoden. By my count there are only twenty-five characters to fight with. Many are just different versions of the same character. Also by my count there are only eighteen different characters in this hand held fighting game. There are one hundred characters that can assist.

Fights can last ten to

twenty seconds in Dragon Ball Z Extreme Butoden. Button mashing is an easy way to win in this violent video game. The story is not very creative. In fact it has been used before. There are all kinds of mistakes in Dragon Ball Z Extreme Butoden too. The over nine thousand one offended me the most. How could they get that



so wrong? Some of the content in Dragon Ball Z Extreme Butoden that will concern families is it teaches false gods, violence, profanity, attire choices, partial nudity, Japanese voice acting, online game play, and more. There are plenty of special powers that these characters use. Dragon Ball Z Extreme Butoden can cause real world arguments and issues.

I found Dragon Ball Z Extreme Butoden to be really boring. This game has Vegeta going Super Saiyan first which is so wrong. The modes in Dragon Ball Z Extreme Butoden are Z Story, Adventure, Extreme World Tournament, Battle, Versus, Quest, and Extras. Dragon Ball Z Extreme Butoden can be beaten in under four hours. This is a rental only worth ten dollars.
- Teen Gamer

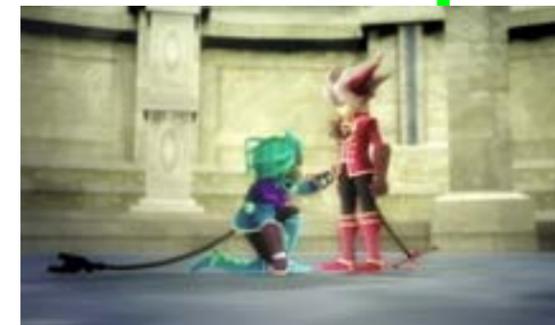
Publisher: Bandai Namco
Developer: Arc System Works
System: Nintendo 3DS
Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Cartoon Violence}



Graphics: 50%
Sound: 50%
Replay: 80%
Gameplay: 30%
Family Friendly Factor: 40%

I am so very thankful that Family Friendly Gaming rented Rodeo the Sky Soldier on the Nintendo 3DS. I was bubbling over in my excitement over getting to play Rodeo the Sky Soldier on the 3DS. Then I started playing it, and realized this is one really crummy video game. Calling it artistic and naming the names behind the idea for the game does not help how much of a stinker this game is.

Our character is a robot. He can jump, and then fly through the air. Well for a limited time anyways. He has a bar that decreases the longer we are floating in the air. Players need to get really close to enemies before launching into an attack. Why? It does not go



far for one. For two it uses up that bar even more. Landing on the ground replenishes the bar. Make sure you attack all of the bells you find since they are continuation points.

Rodeo the Sky Soldier is hard. Part of the problem is the clunky controls. The next part of the problem is the headache inducing camera. Rodeo the Sky Soldier was originally released on the Wii. That means you can expect Playstation 2 like graphics. In other words two generations back. The small screen does not enhance these retro graphics on a brand new current gaming system.

Rodeo the Sky Soldier has even more marks against it. There is bad language, attire issues, enticement to lust, violence, and some really strange relationships. Rodeo the Sky Soldier



is a rental at best. To be completely open and transparent I see no reason to ever purchase Rodeo the Sky Soldier on the Nintendo 3DS or the Wii U. I still feel dizzy from the bad graphics and horrible camera.

The tutorial in Rodeo the Sky Soldier is extremely important. If you miss how to do a thing or two, then Rodeo the Sky Soldier becomes totally unplayable. You will just die over and over again without the right tools to progress. The game play in Rodeo the Sky Soldier is boring. The story line is interesting to a point. I have read plenty of books that use the same story line.

- WMG

Publisher: NIS America
Developer: Kadokawa Games
System: Wii U/Nintendo 3DS(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY
{Fantasy Violence, Mild Language}



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

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



The Legend of Zelda TriForce Heroes

SCORE: 58



I am so glad Family Friendly Gaming rented a copy of The Legend of Zelda TriForce Heroes on the Nintendo 3DS. This is not a game to purchase. In fact this might be one of the worst Zelda games of all time. The Legend of Zelda TriForce Heroes is all about fashion, and three players. One player can play The Legend of Zelda TriForce Heroes, but they have to swap between all three characters to do things.

The Legend of Zelda TriForce Heroes tells players that they are swapping their soul between bodies in the single player mode. There is also idol worship - which is where we save. The different costumes that can be worn will give different powers. You may need to replay certain levels over and over again and get really lucky

at the end of the level. Why? There are three treasure chests to choose from. You might get something worthwhile to build a new suit, or you might get something worth-

Levels in The Legend of Zelda TriForce Heroes are like going through a few rooms here and there. The Legend of Zelda TriForce Heroes feels totally disconnected. Players can pick up other Link characters to build a totem. Why is this needed? To throw characters to higher ledges, and to shoot things two, and three levels high. Trust me this gets old really fast.

The Legend of Zelda TriForce Heroes is way over priced on the market as it currently stands.

This game is worth around ten dollars in my role playing gamer opinion. The looks and sounds in The Legend of Zelda TriForce Heroes are recycled from previous Zelda video games. Why doesn't Nintendo cut their fan-boys a break and give them a price cut? How many billions do they need in their bank account?

I wanted to like The Legend of Zelda TriForce Heroes so much. Trying to force me to play online is lame, or three local players with the same game. The single player mode is horrible. I do not have a Cadillac Internet plan to play video games online. When will these companies realize they are limiting their sales? Pass on purchasing The Legend of Zelda TriForce Heroes on the 3DS. There are plenty of better games for families.

- RPG Master



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



Graphics: 65%
 Sound: 75%
 Replay/Extras: 60%
 Gameplay: 60%
 Family Friendly Factor: 50%



Forza Motorsport 6

SCORE: 79



You know how we talk about the ESRB and their shifting in the sand standards? Forza Motorsport 6 is a great example. Cars smash into one another, walls, tires, and other objects on and around the tracks. The ESRB could not find one descriptor to describe these violent acts. Yet they did find the descriptor of Comic Mischief in Forza Motorsport 5. Isn't that interesting?

I hope your family enjoyed the video capture I did of Forza Motorsport 6 on the Xbox One on our Youtube channel, and in our video section of the website. I also wrote a preview for Forza Motorsport 6 that went directly online. I hope you enjoyed that as well. The hydroplaning is one of the coolest new additions in Forza Motorsport 6. The tire grip



feature helps Forza Motorsport 6 feel more realistic.

There are twenty-six areas in Forza Motorsport 6 with tracks. That is close to double the fourteen in Forza Motorsport 5. The bumper is some of the tracks from Forza Motorsport 5 are also in Forza Motorsport 6. Some of them have been changed a bit, but you will quickly recognize them. The various difficulty settings in Forza Motorsport 6 means



all skill sets can approach this game. I love the braking assist.

We ran into some glitches while playing Forza Motorsport 6. We were able to crash at all kinds of odd places. I wish Forza Motorsport 6 had been more stable. The car sounds are nice. I also do not like having to watch certain things early on without the ability to skip it. Forza Motorsport 6 has good racing action, and some fun tracks. It is a step up from Forza Motorsport 5. Which was a big step down from previous Forza games.

I think the time for the Forza Motorsport franchise to retire is now. Microsoft should invest more in the Forza Horizon franchise. Specifically making Forza Horizon more family friendly. Or add open world to the Forza Motorsport franchise. The lack of open world hurts Forza Motorsport 6. It looks nice, it plays nice, but it is so limited. Forza Motorsport 6 feels like a last gen video game in design.

- Teen Gamer

Publisher: Microsoft Game Studios
Developer: Turn 10 Studios
System: Xbox One
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 90%
Sound: 80%
Replay: 75%
Gameplay: 80%
Family Friendly Factor: 70%

VIDEO GAME LIES



by Paul Bury

Version 2

BUY IT NOW RIGHT HERE



Mario Tennis Ultra Smash

SCORE: 70

I am thankful that Family Friendly Gaming rented a copy of Mario Tennis Ultra Smash on the Wii U. This home



console tennis game has more of an arcade feel to it. There is a more traditional tennis mode in Mario Tennis Ultra Smash, however it still has a few power ups. The modes in Mario Tennis Ultra Smash are Mega Battle, Mega Ball Rally, Knock-out Challenge amiibo, Classic Tennis, and Online. There is also a place to see how many of the twenty-five achievements you have unlocked. There are sixteen characters in Mario Tennis Ultra Smash.

I like how huge our characters can get in Mario Tennis Ultra Smash in the Mega Battle mode. It gives that player a distinct advantage. In fact the only reason certain points were lost was because the opponent was large and

my character was not. The smashes are easy to perform on the Wii U Gamepad. They are much harder on the Wii Remote. I did not try them on the Wii U Controller.

Mario Tennis Ultra Smash sounds good, and looks good. I enjoyed playing this tennis game for about any hour. Then I got pretty bored with it. I was not the only one either. Others here at Family Friendly Gaming got bored with Mario Tennis Ultra Smash even faster. There is such a low amount of content that this home console sports video game with arcade tendencies



Lego Dimensions

SCORE: 58



We purchased Lego Dimensions on the PS4 on Black Friday. We went up to sixty-five dollars and that is definitely too expensive for this toy to video game hybrid.



A lot of Lego Dimensions feels like a sample of the various worlds. Lego Dimensions tries to hook families into buying all the different level worlds. Which makes Lego Dimensions a very expensive proposition.

When you start playing Lego Dimensions, or add anything new you need to connect it to the Internet. After that Lego Dimensions can be played offline. The initial download of Lego Dimensions was over six gigs. Massive, and a huge drain on Internet resources. I am disappointed in WB Games, and TT Games. They should have been supportive of the offline video game movement. They failed with Lego Dimensions.

The physical Lego

portal is a pain to build in Lego Dimensions. Plus it is fragile, and breaks easily. Families also have to constantly swap characters on the portal in the game play of Lego Dimensions. Which means keeping the portal close, and going from the screen to the portal. Which means taking hits, missing things, and walking off ledges because your gaze is on the portal and not the television screen. Then there are lock-



ups, glitches, and bugs.

Lego Dimensions is really strange in terms of game play. Some levels have saves in every room, and others only have them when you get to the level boss. The level worlds in Lego Dimensions are tiny. Here is another disappointment with Lego Dimensions. For the amount of money, Lego Dimensions is nowhere near worth it. If all the levels, characters, and packs were included in the one hundred dollar price then it might be.

Parts of Lego Dimensions can be fun. It is neat to see Back to the Future, Dr Who and more in Lego Dimensions. There are so many potential franchises that could be used in Lego Dimensions. I

wish Lego Dimensions was not so over-priced, and lacking in content. Almost every other recent Lego video game contains more content than Lego Dimensions for a much better price. - Paul

Publisher: Nintendo
Developer: Camelot
System: Wii U
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 80%
Sound: 80%
Replay: 40%
Gameplay: 80%
Family Friendly Factor: 70%

Publisher: WB Games
Developer: TT Games
System: Wii U/PS3/Xbox 360/Xbox One/PS4(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Crude Humor}



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



Xenoblade Chronicles X

SCORE: 59

I am very thankful that Family Friendly Gaming rented a copy of Xenoblade Chronicles X on the Wii U. This open world action adventure role playing video game looks great for a Wii game. Oh wait this is on the Wii U. Okay so it looks decent on the Wii U. It does not compare to high visual games on the Playstation 4 or Xbox One though. Xenoblade Chronicles X also immerses itself into controversy.

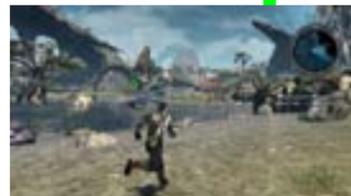


survivors.

The storyline offers branching choices. Players also answer a variety of questions along the way. Do you report

in your progress or boast about it? Players can run up to an enemy creature and attack it. Or run around them and try to avoid a conflict. Please note leveling up and grinding are needed to progress through certain battles. Enemies will drop items that can be better gear. Players can easily swap between up close and ranged weapons.

Some of the bad content in Xenoblade Chronicles X is nudity, enticement to lust, old Earth theory, Gnosticism, profanity, headache inducing camera swings, offensive lyrics, obnoxious music, violence, game glitches, long loading screens, blood, gore, voice acting



like lines are being read off a page, online, and more. Xenoblade Chronicles X is definitely an adult only experience.

Players can add different characters to their team, and have characters in reserve. There is a relationship system where bonds are forged with the various characters on your team. The storyline is overused. Families can play Xenoblade Chronicles X offline thankfully. I still received annoying and sometimes offensive comments from the Miiverse about this game.

There are huge monsters in Xenoblade Chronicles X. Players will need to play Xenoblade Chronicles X long enough to get a mech. Guiding spots on the map will help players remember where to go next. Saves and fast travel keep Xenoblade Chronicles X from being totally boring. There are some really boring portions of Xenoblade Chronicles X. Like exploring the sea by swimming in it. - RPG Master

Publisher: Nintendo
Developer: Monolith Soft
System: Wii U
Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Animated Blood, Language, Suggestive Themes, Use of Alcohol, Violence}



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



DRAGON QUEST HEROES The World Trees Woe and the Blight Below

SCORE: 50



I am thankful that Family Friendly Gaming rented a copy of DRAGON QUEST HEROES The World Trees Woe and the Blight Below on the Playstation 4. This takes the Dragon Quest franchise and merges it with the Dynasty Warriors franchise. The Japanese gamers must really like hacking and slashing through thousands of the same looking enemies. Why? Because there have been a rash of Dynasty Warrior clones in the last couple of years.

Families will want to know there is enticement to lust, lack of clothing blood, gore, violence, bad language, religious teachings about a false goddess, magic, alchemy, taverns, alcohol, and more in



DRAGON QUEST HEROES The World Trees Woe and the Blight Below. The controller also talks to the player, but that can be turned off in the options menu.

Only one older member of the family can play DRAGON QUEST HEROES The World Trees Woe and the Blight Below at a time. It is easy to die in DRAGON QUEST HEROES The World Trees Woe and the Blight Below early on. Grinding is important, as well as upgrading skills, armor, and weapons. Skeletons, ghouls, and other monsters from the Dragon Quest games appear. Also many of the heroes from previous DQ games appear.

The team mates in DRAGON QUEST HEROES The World Trees Woe and the Blight Below are actually useful. They will do damage to the enemies and generally



hold their own. The graphics look good for a Dragon Quest game, just not good for a PS4 game. The enemy AI is not very intelligent. Monster Medals make an annoying appearance. Some levels can be hard to find at certain stages of this home console video game.

DRAGON QUEST HEROES The World Trees Woe and the Blight Below does get monotonous and boring. I say DRAGON QUEST HEROES The World Trees Woe and the Blight Below is worth around fifteen to twenty dollars. There is a certain charm to this hack and slash video game. The storyline in DRAGON QUEST HEROES The World Trees Woe and the Blight Below is predictable. - Teen Gamer

Publisher: Square Enix
Developer: Omega Force
System: Playstation 4
Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Blood, Mild Suggestive Themes}



Graphics: 40%
Sound: 50%
Replay: 80%
Gameplay: 50%
Family Friendly Factor: 30%



Extant The First Season

SCORE: 46

My dad told me about Extant The First Season. It has a very interesting premise to it. Please note there will be spoilers in this review. So if you want to watch the show without them, please skip down to the score. Halle Berry has the lead role in this show that takes nine hours to watch. Pretty short for an entire season. But it seems like Hollywood continues to get lazier every single year.

Halle Berry plays the astronaut Molly Woods in the future. She goes up to a space station and is all alone for thirteen months. She has no interaction with any other human being. She comes back pregnant. Her husband has made an Android Ethan. The space agency does not have Molly's best interest at heart. There is an ultra rich and very



old gentleman behind the scenes.

Eventually we find out in Extant The First Season that these alien spores are to blame for a great many things. They impregnated Molly, and they feed on human beings. At the end of the first season she must stop them from invading Earth and enslaving all of us. Ethan also blows up helping out



thanks to an anti-technology group. His conscious returns in all kinds of computers in the last moments though.

Some of the bad content in Extant The First Season is enticement to lust, religious teachings of evolution, lies, secrets, bad language, horror moments, false facts on extinction and more. There is a mystery in Extant The First Season that is slowly revealed over the ten episodes. There are a variety of bonus features that revolve around the television show and its message.

The most interesting thing about Extant The First Season to me is when her baby is born. It contains the ability to control others by showing them hallucinations that feel

completely real. This is a scary power than only Ethan can combat. Since he is an android he is immune to this power. Plenty of characters die in Extant The First Season. Some are even brought back. - Paul

Publisher: Paramount
Developer: CBS
System: DVD
Rating: 'NR' - Not Rated



Graphics: 40%
Sound: 40%
Replay: 60%
Gameplay: 60%
Family Friendly Factor: 30%



Hardball III

SCORE: 72

The Hardball video games are known for their difficulty. Hardball III is no different. I played this game on the Genesis, and could literally spend hours on one game. That is because it can be difficult to pitch out of an inning against the computer. It is better to play Hardball III with two family members. That way both of you guys are at the same advantage or disadvantage.

For its era Hardball III sounds really good. It is neat to hear the Al Michaels sound bytes. He has timely things to say in this sports video game. The animations can skip here and there. Especially when we move from the batting to the fielding screen. I like the different camera angles used in Hardball III. The pitching versus batting screens look fantastic. The fielding screen does not look so great.

Since this is an older game there is a small amount of lag on swinging. Batters need to anticipate the pitch and its speed and swing. This can be really difficult to time between a fast ball, and a breaking ball for instance. It takes some practice. Sports gamers looking for a challenge should check out Hardball III on the Sega Genesis, and Super NES. - Frank

Publisher: Accolade
Developer: Mindspan
System: Genesis/Super NES
Rating: 'NR' - Not Rated

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



World Class Fussball/Soccer

SCORE: 54

I had high expectations for World Class Fussball/Soccer on the Atari Lynx. There are large looking players, nice sounds, and a fair amount of countries for a hand held video game. Sadly those are the only good things I can say about World Class Fussball/Soccer. Which is also known in some circles as World Class Soccer only. The whole Fussball section is an interesting tidbit of history if you feel like looking it up.

The animations are choppy in World Class Fussball/Soccer. It is impossible to see who you are passing to. Players will be right one top of one another and it is impossible to tell who has the ball. The computer can run away from the players, go down and score. Whenever I tried to run away I was chased down and they took the ball from me. Passing did not always work - since it would pass to the other team around half of the time. I wish World Class Fussball/Soccer had been more fun.

The players all look the same with one exception - the color of their uniforms. It is really easy to get confused with what is going on in World Class Fussball/Soccer. The whole 2D side scrolling aspect of World Class Fussball/Soccer does not help it. I can not recommend World Class Fussball/Soccer. - Paul

Publisher: Atari
Developer: Atari
System: Atari Lynx
Rating: 'NR' - Not Rated

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

SPORTS



Eagle City G.C.
9H (OUT) Regular Tee

Course Preview

Beginner Rank 11/27/2015 Capture the Flag

Red Team		
Rank	Name	MVP
Lvl 1	Player 2	0
Lvl 1	Player 4	0
Lvl 1	Player 6	0
Lvl 1	Player 8	0
NO DATA		

VS

Blue Team		
Rank	Name	MVP
Lvl 1	Player 1	
Lvl 1	Player 3	
Lvl 1	Player 5	
Lvl 1	Player 7	
NO DATA		

Time Limit 300 Sec.

Unlocked

HOLE	HOLE				
2	3				

Product: Hot Shots Golf
Company: Sony
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending

1 309y PAR4

Player 8 40 Pts. 2nd 055 SEC.

Red	Blue
1	1
2	2
3	3

Remaining 63.8y

L1 AW R1 94y

Take the shot

100% 60% 0%

2



SPORTS CONTINUED



Product: Hot Shots Golf
 Company: Sony
 System: Playstation 4
 Release Date: TBA
 Rating: 'RP' - Rating Pending

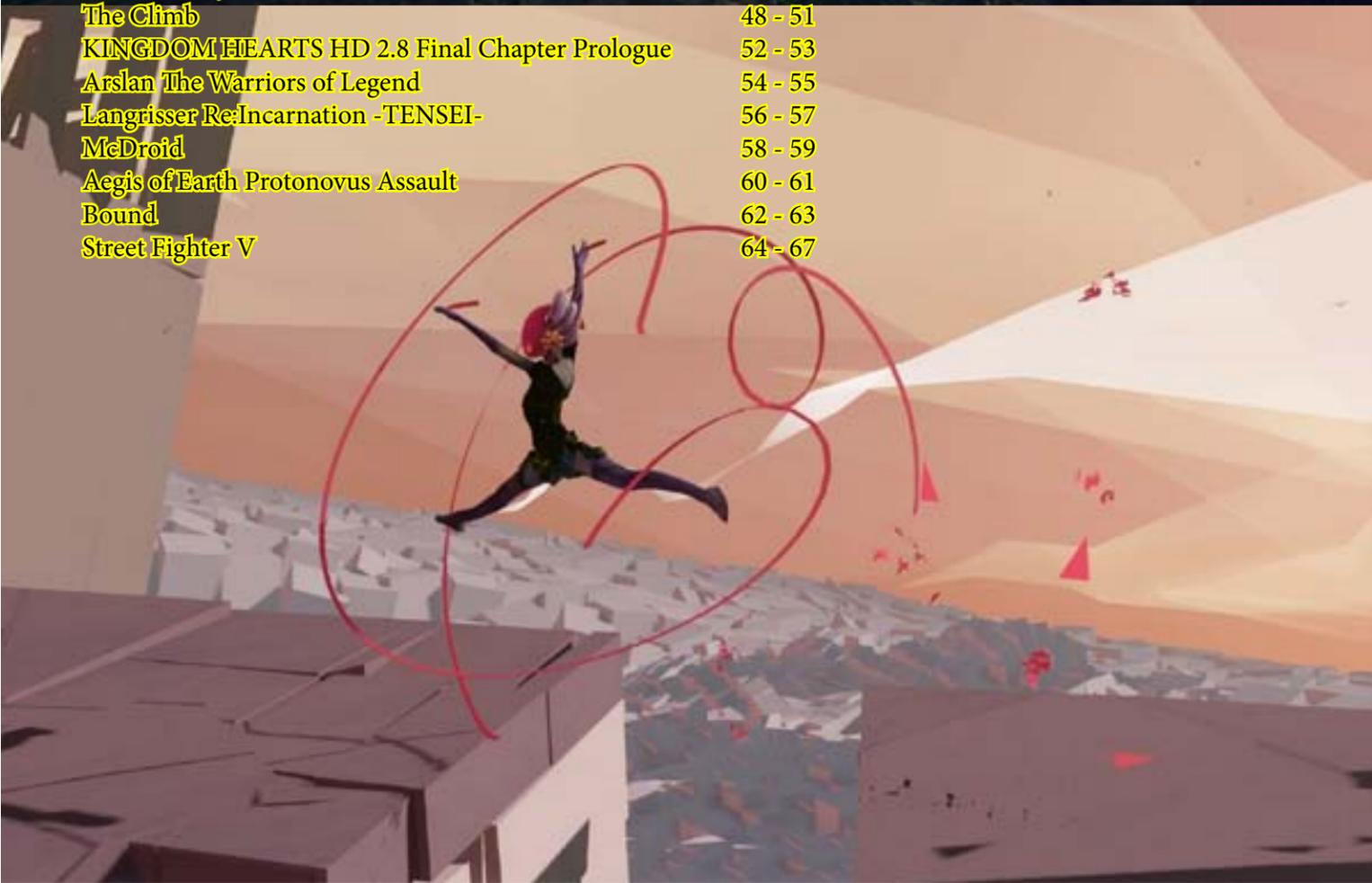


DEVELOPING

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GAMES





Product: Final Fantasy VII
Remake
Company: Square Enix
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Final Fantasy VII
Remake
Company: Square Enix
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: The Climb
Company: Crytek
System: Oculus Rift
Release Date: 2016
Rating: 'RP' - Rating Pending



Product: The Climb
Company: Crytek
System: Oculus Rift
Release Date: 2016
Rating: 'RP' - Rating Pending



Product: KINGDOM HEARTS
HD 2.8 Final Chapter Prologue
Company: Square Enix
System: PS4
Release Date: 2016
Rating: 'RP' - Rating Pending



RECIPES

FREE MODE Gold 56617

(L1)	Stage Acquired	(R1)	Cost
			Bread 1000
NEW			Lamb Skewers 1000
NEW			Tomato Soup 1000
			Salt Bread 2000
			Stewed Chicken 2000

Bread

Small, bite-sized bread. The perfect travelling companion.

Effects

Increased Health Increases maximum Health.

Elam

What shall I make for you today?

Back Confirm

DARYUN

06:15:98

597 K.O. COUNT

Daryun

Looks like there's no choice but to destroy the blockade. Let me gather up our scattered men and break through.

RECIPES

FREE MODE Gold 55617

(L1)	Stage Acquired	(R1)	Cost
			Bread 1000
NEW			Lamb Skewers 1000
			Tomato Soup 1000
			Salt Bread 2000
			Stewed Chicken 2000

Tomato Soup

A rich tomato soup that will warm you through and through.

Effects

Increased Defense activated! Increases Defense.

Arslan

All right. Everyone, follow me!

Back Confirm

ARSLAN

01:44:63

14208 CHAIN

117 K.O. COUNT

Arslan

All right. Everyone, follow me!

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



Aksys Games, extreme and Masaya Games proudly present Langrisser Re:Incarnation -TENSEI- a strategic simulation RPG experience for the Nintendo 3DS™ hand-held system releasing Spring 2016. After a 15 year absence, the legendary RPG series makes its triumphant return to the gaming fold! Wield the mighty sword Langrisser as you journey through a massive world at war. Define the path before you by lending your talents to one of three factions and secure your place as your faction's greatest hero by executing strategic supremacy over your enemies. The name denotes this hand held video game teaches a religious belief opposite of what the super majority of Americans believe. Is this game part of the war on Christians?

Branching story paths will present themselves during battle based on the choices you make. Will your heroic deeds blaze a righteous path to glory or will your villainous treachery lead you down the road to ruin? The balance of the fates hangs heavy as your choices define the course of battle!

3 unique factions desperately need your command skills! Will you lead the Armies of Light to victory in the name of your false goddess? Will you side with the enigmatic forces of darkness and embrace chaos or will you take the reins of an ancient imperial juggernaut? Forge your legendary command skills in the fires of war!



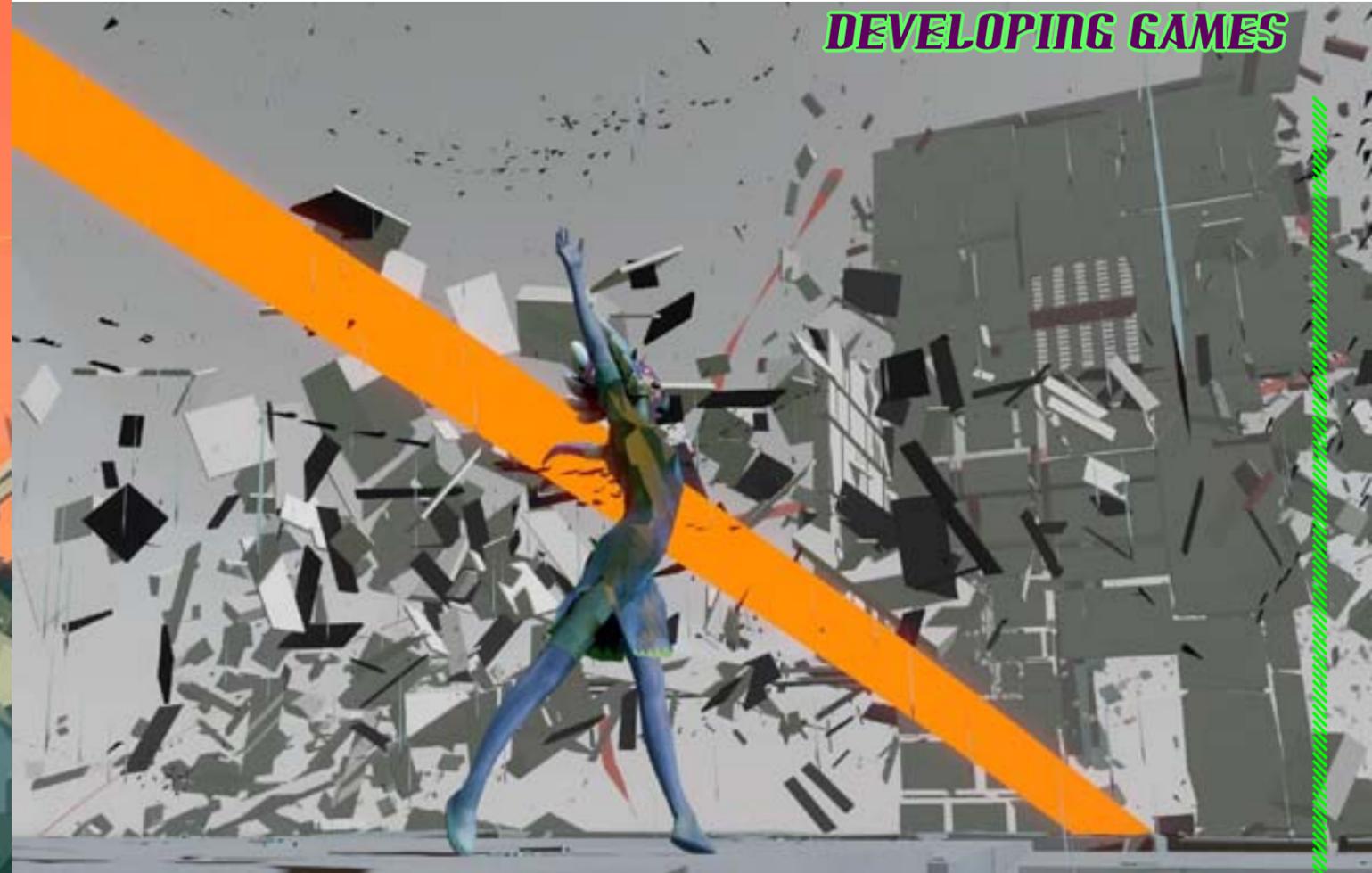
Product: Langrisser
Re:Incarnation -TENSEI-
Company: Aksys Games
System: Nintendo 3DS
Release Date: Spring 2016
Rating: 'RP' Rating Pending



Product: McDroid
Company: GRIP Digital
System: PS4/Xbox One
Release Date: Q1 2016
Rating: 'RP' - Rating Pending



Product: Aegis of Earth Protonovus Assault
Company: Aksys Games
System: PS4/PS3/PS Vita
Release Date: March 2016
Rating: 'RP' - Rating Pending



Product: Bound
Company: Sony
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Street Fighter V
Company: Capcom
System: PS4/PC
Release Date: February 16, 2016
Rating: 'RP' - Rating Pending



Product: Street Fighter V
Company: Capcom
System: PS4/PC
Release Date: February 16, 2016
Rating: 'RP' - Rating Pending

NOW

PLAYING

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Product: Minecraft Xbox One Edition
Company: Microsoft Games
System: Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Fantasy Violence)



Product: Minecraft Xbox One Edition
Company: Microsoft Games
System: Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Fantasy Violence)



DISNEY INFINITY 3.0 EDITION - STAR WARS™: THE FORCE AWAKENS™ PLAY SET



DISNEY INFINITY 3.0 EDITION - STAR WARS™: THE FORCE AWAKENS™ PLAY SET



DISNEY INFINITY 3.0 EDITION - STAR WARS™: THE FORCE AWAKENS™ PLAY SET



DISNEY INFINITY 3.0 EDITION - STAR WARS™: THE FORCE AWAKENS™ PLAY SET

Product: Disney Infinity 3.0 Star Wars The Force Awakens
Company: Disney Interactive Studios
System: PS3/Xbox One/Xbox 360/Wii U/PC/PS4
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}



DISNEY INFINITY 3.0 EDITION - STAR WARS™: THE FORCE AWAKENS™ PLAY SET



DISNEY INFINITY 3.0 EDITION - STAR WARS™: THE FORCE AWAKENS™ PLAY SET



DISNEY INFINITY 3.0 EDITION - STAR WARS™: THE FORCE AWAKENS™ PLAY SET

Product: Disney Infinity 3.0 Star Wars The Force Awakens
Company: Disney Interactive Studios
System: PS3/Xbox One/Xbox 360/Wii U/PC/PS4
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY [Cartoon Violence]



DISNEY INFINITY 3.0 EDITION - STAR WARS™: THE FORCE AWAKENS™ PLAY SET



Product: The Legend of Heroes Trails of Cold Steel
 Company: XSeed Games
 System: PS3/PS Vita
 Release Date: Out Now
 Rating: "T" - Teen - THIRTEEN and OLDER ONLY (Blood, Language, Mild Suggestive Themes, Use of Alcohol and Tobacco, Violence)

R1 ダッシュ ○ 馬から降



Product: Xenoblade Chronicles X
 Company: Nintendo
 System: Wii U
 Release Date: Out Now
 Rating: 'T' - TEEN THIRTEEN and Older Only {Animated Blood, Language, Suggestive Themes, Use of Alcohol, Violence}



Product: Xenoblade Chronicles X
Company: Nintendo
System: Wii U
Release Date: Out Now
Rating: 'T' - TEEN THIRTEEN and Older Only {Animated Blood, Language, Suggestive Themes, Use of Alcohol, Violence}

Last Minute

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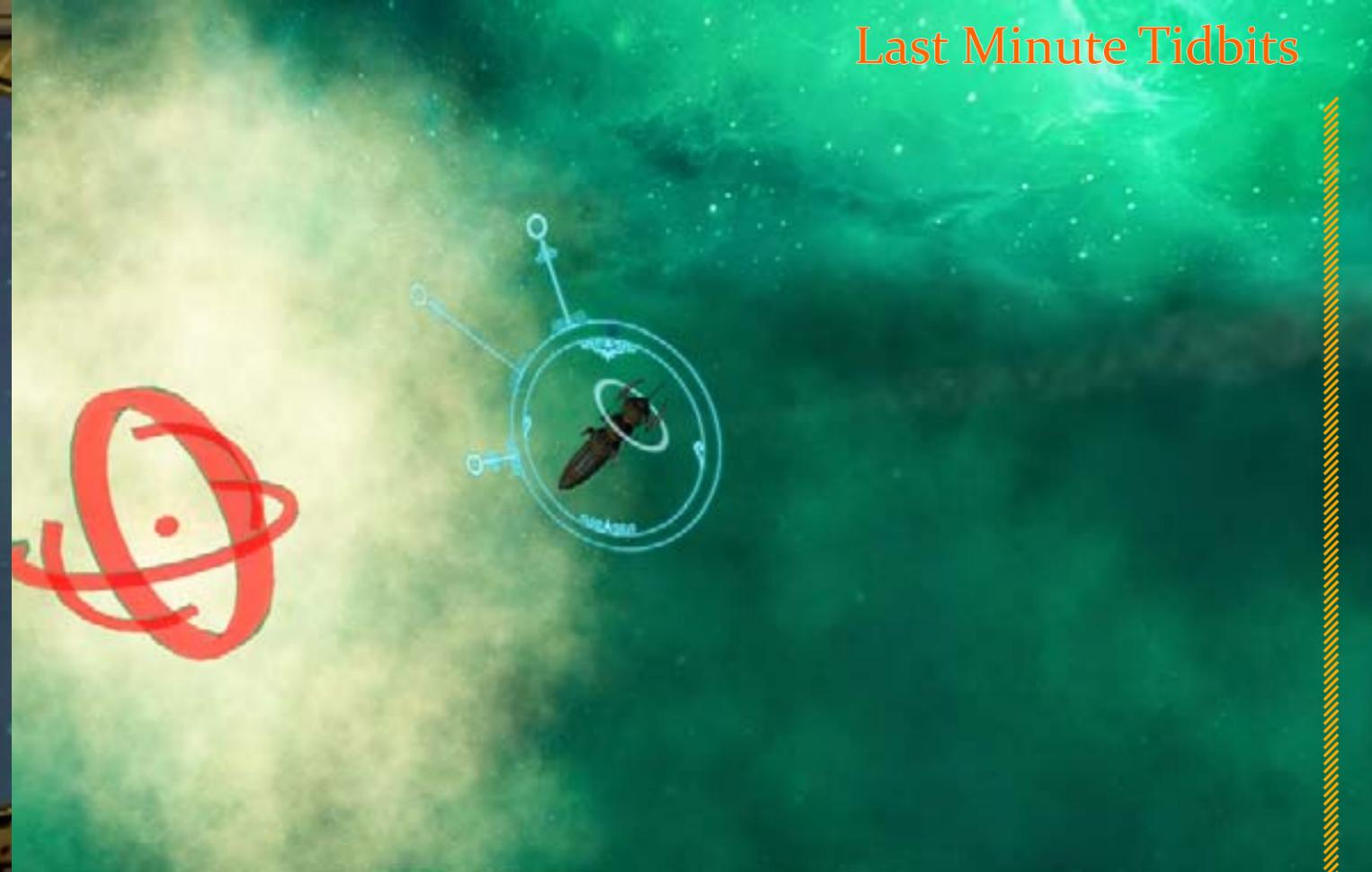


Tidbits





Product: G Prime Into the Rain
 Company: Soma Games
 System: PC/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY {Alcohol Reference, Mild Language}



Product: G Prime Into the Rain
 Company: Soma Games
 System: PC/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY {Alcohol Reference, Mild Language}





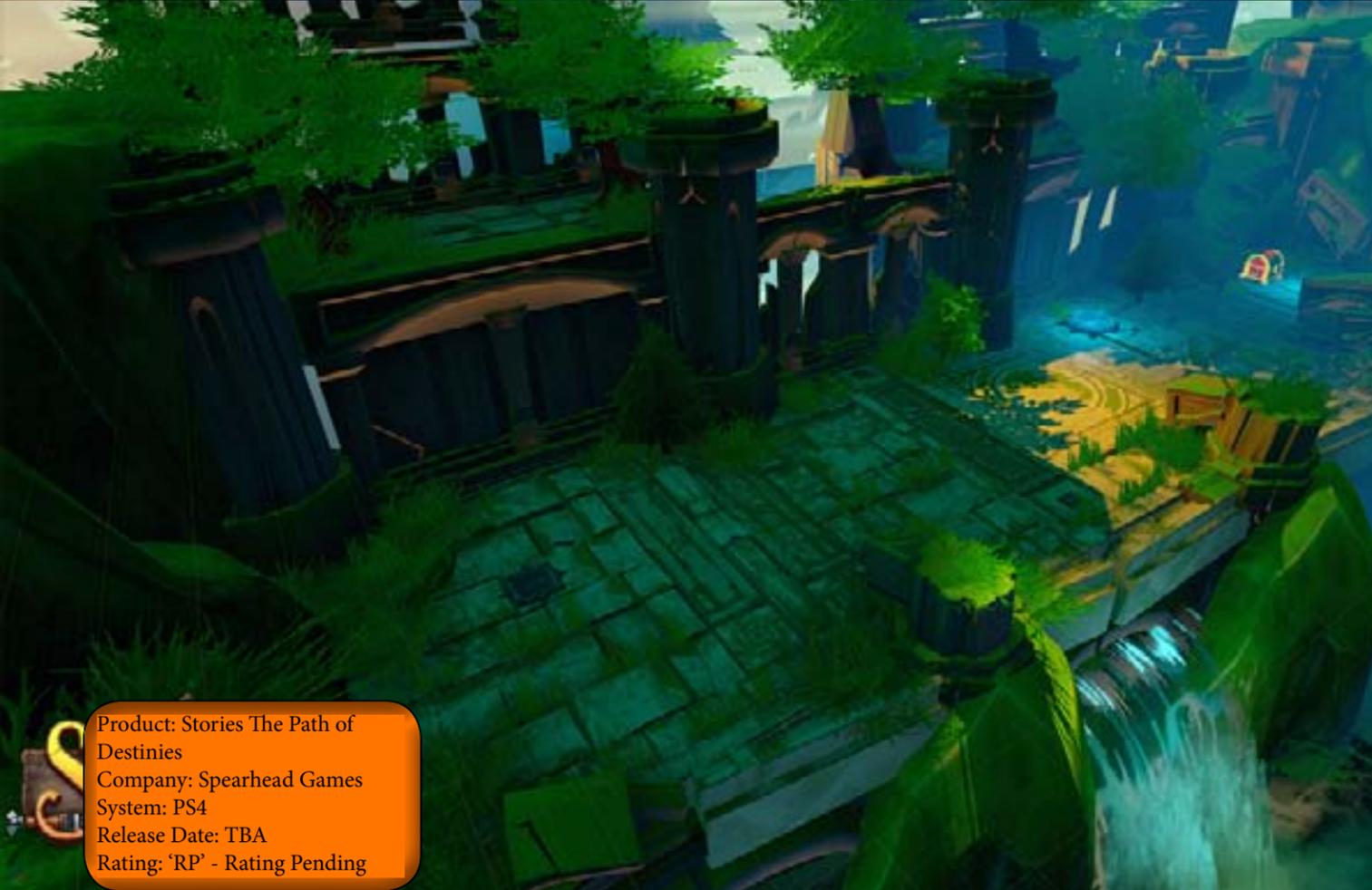
Product: DiRT Rally
Company: Codemasters
System: PC/Xbox One/PS4
Release Date: April 5, 2016
Rating: 'RP' - Rating Pending



Product: DiRT Rally
Company: Codemasters
System: PC/Xbox One/PS4
Release Date: April 5, 2016
Rating: 'RP' - Rating Pending



STORIES The Path of Destinies



Product: Stories The Path of Destinies
 Company: Spearhead Games
 System: PS4
 Release Date: TBA
 Rating: 'RP' - Rating Pending

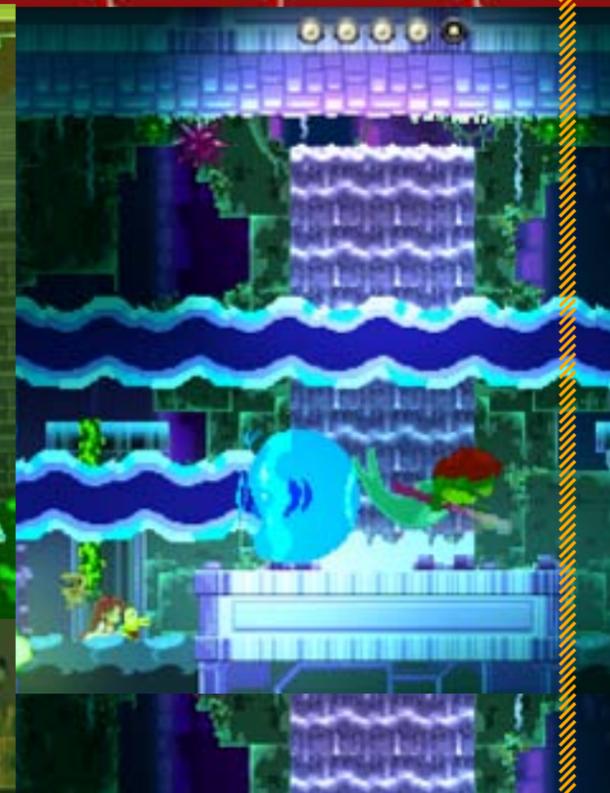
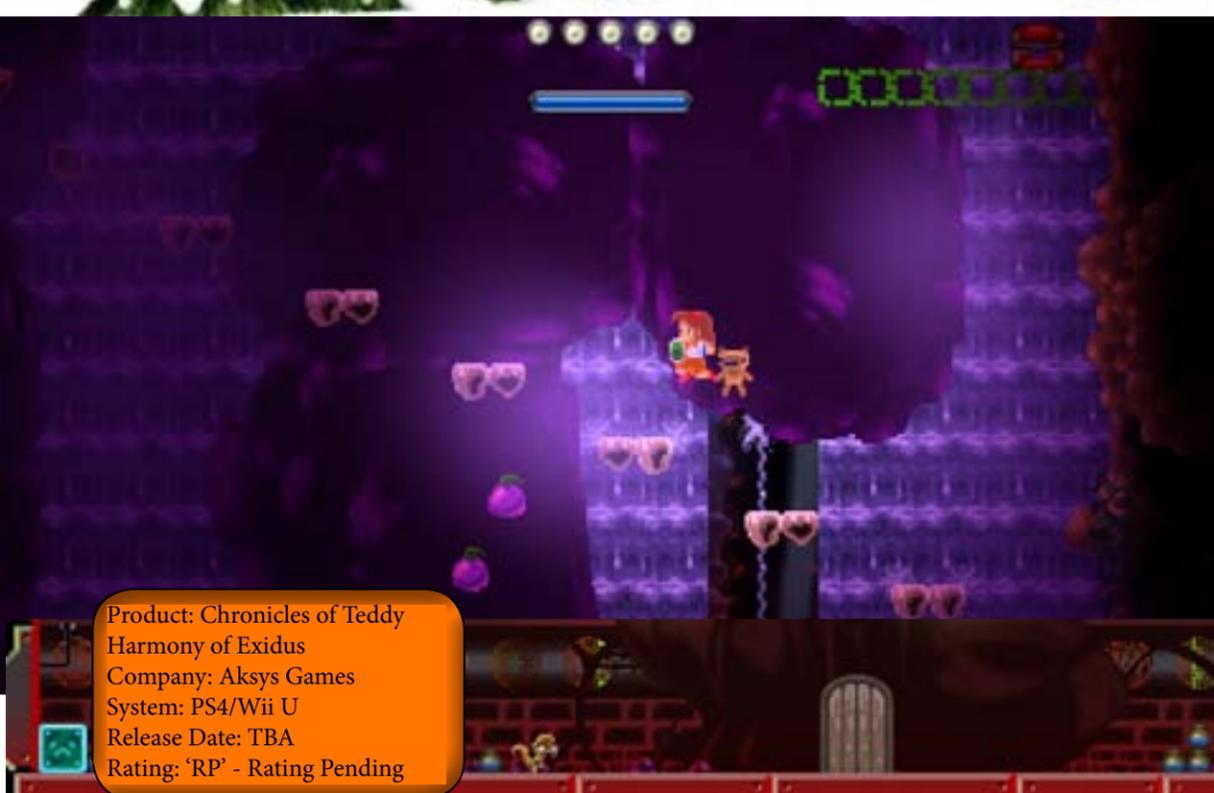


STORIES The Path of Destinies



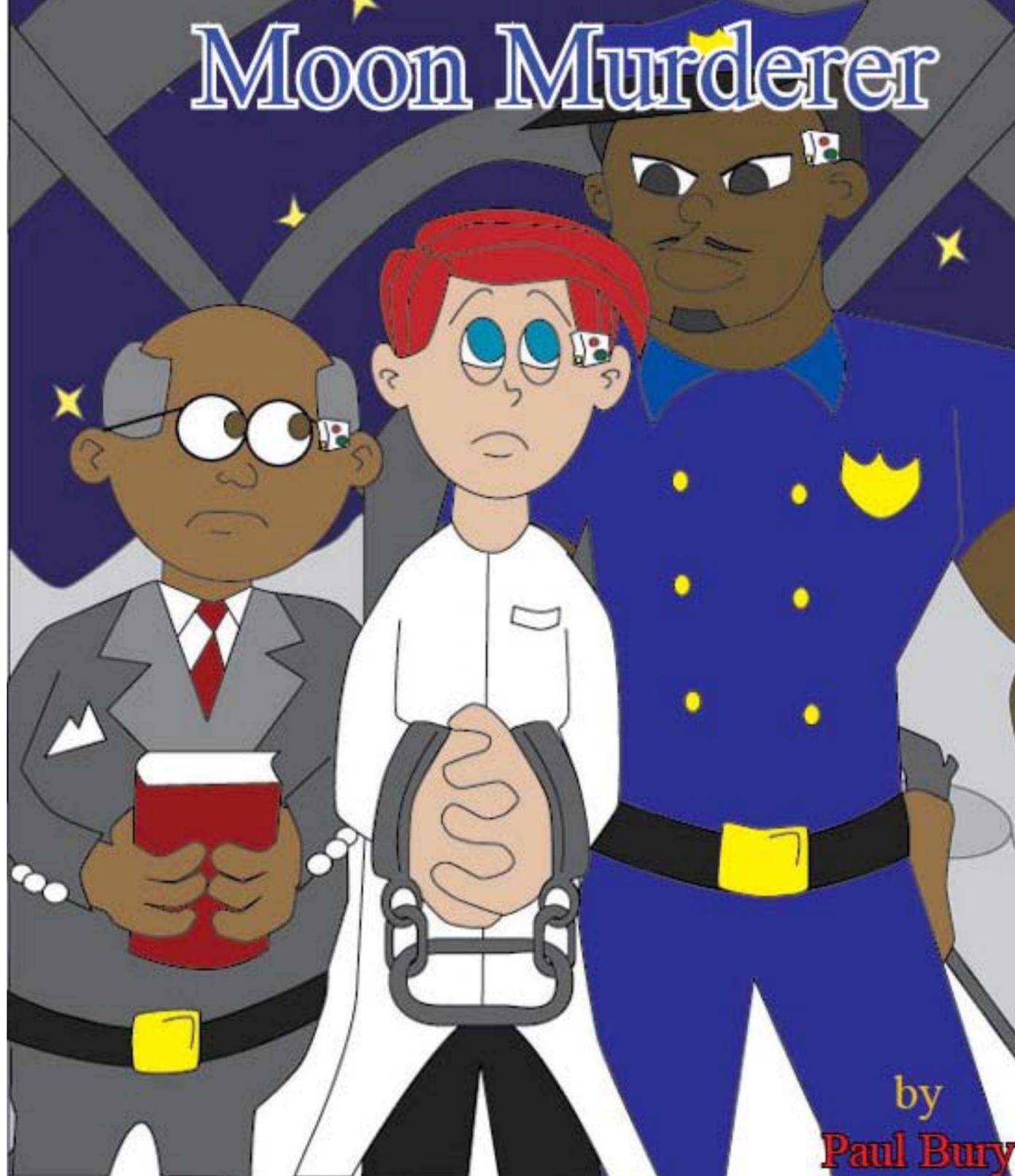
Product: Final Fantasy Explorers
Company: Square Enix
System: Nintendo 3DS
Release Date: January 26, 2015
Rating: 'E10+' - Everyone TEN AND OLDER ONLY {Alcohol Reference, Fantasy Violence, Mild Suggestive Themes}





Product: Chronicles of Teddy
Harmony of Exidus
Company: Aksys Games
System: PS4/Wii U
Release Date: TBA
Rating: 'RP' - Rating Pending

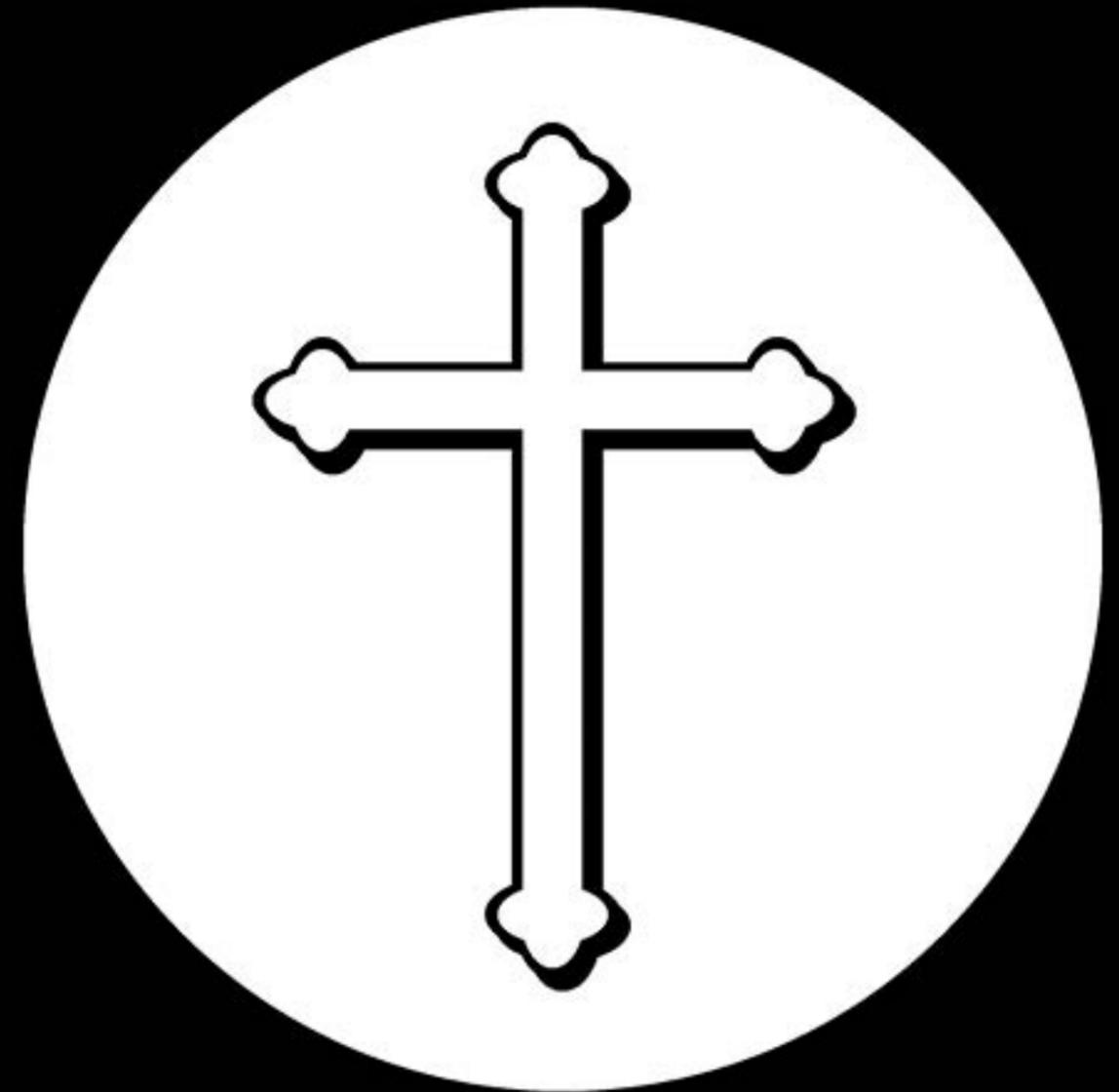
Future Glimpses Moon Murderer



by
Paul Bury

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FREE AT LAST



BY
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