

FAMILY FRIENDLY

GAMING

TM

THE VOICE OF THE
FAMILY IN GAMING



SEGA 3D Classics
Collection, Farming
Simulator 17 and
more in this stellar
issue!!

ISSUE #105

April 2016

Can Shiness compete with the Tales franchise? Time will tell.



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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.

Fast Start

As I write this column I am looking at close to two and half months of data related to Family Friendly Gaming. Almost every where I look this is one of the fastest starts we have ever had. More products coming in, more reviews, more previews, more news stories, more videos, etc. You know what that means don't you? More hits, more readers, and more interest in what Family Friendly Gaming is doing. One of the biggest changes we have enacted is to enroll with Gamepress. That has provided us new contacts, and coverage we may not have seen before. In a lot of ways this fast start makes sense since 2015 was a transitional year. We continues to make improvements and upgrades as they are needed.

We have only scratched the surface with what we can do with the professional video camera, and video editing software. We continue to learn what kinds of neat, cool, and amazing things we do. We are kicking around a plethora of different ideas for how we can integrate it into the normal Family Friendly Gaming content. If you have thoughts or ideas fire me an email.

Part of the shifting we started back in 2015 was to put more high profile video game reviews in the e-magazine. They get their own online review pages five to nine months later. The response to that has been HUGE! As you might expect, the interest of the e-magazine has increased geometrically. We are working on continuing that in future issues of the e-magazine. Don't worry we are not neglecting or leaving out retro games. In fact you might have noticed retro video game reviews going straight online. I told you that we have been shifting things around.

We have been seeing fruit from all of the seeds we sown in relation to the physical copy movement. That movement continues to gather steam. A variety of different companies and gaming media outlets have taken notice. It is awesome to see another digital download game being given a physical copy. Lately it seems like once a week we are hearing about another digital download releasing later in this year in the physical copy format. This is one of those things we celebrate.

The discriminators against Christians have started to soften now that they realize we are not their slaves. They

also realize Family Friendly Gaming is not going away because they treat us like third class citizens. All they have done is strengthen our resolve, and draw us closer to God. The amount of support from all ya'll out there has been amazing, and it is appreciated greatly. I have heard from company executives that are getting tired of hearing they need to stop discriminating against Christians and especially Family Friendly Gaming. I have also been told their sales have been down since they started the discrimination. Thank you very much for standing up for what is right. You are making an impact.

God bless,
Paul Bury



Scrapbooking

You know what I would like to see made? A Scrapbooking video game. I like social video games. I like match three video games. I like scrapbooking in real life. Why hasn't anyone created an entire video game based off of scrapbooking? Think it would be too hard to do? Why? After all plenty of things are going digital. It takes a lot of money to invest in a variety of stickers, stamps, and paper for scrapbooking in the real world. Why not have a digital representation of it? Like those board games that are given digital versions.

Don't get me wrong, I am fully behind the physical copy movement. I believe there are ways digital downloads can be used intelligently. In fact there could be a physical copy of a Scrapbooking video game. It could work on the Wii U, Nintendo 3DS, PS Vita, Xbox One, and Playstation 4. I have met some ladies in my life who spent all this money on scrapbooking and did not stick with it. A Scrapbooking video game could have been purchased for a whole lot less to see if they would actually stick with it.

Sharing what we create in a Scrapbooking video game is essential. Whether it is emailing it, putting it on Facebook, Twitter, or some other website. It would also be cool to see what kinds of scrapbooking pages other enthusiasts came up with. I get all kinds of ideas from looking at what other ladies have created on their scrapbooking pages. A Scrapbooking video game would definitely need to have a social element to it. We women are way more social than the men.

I understand that a Scrapbooking video game would mainly appeal to the female side of the family. How many of the hardcore guy gamers actually read my column anyway huh? So I understand this is not for them. This is for their mothers, girlfriends, wives, and sisters. The more dollars being spent in the video game industry help the entire industry. Guys won't lose the entire video game industry to a Scrapbooking video game. They might have to share the system, which is certainly a good thing. It might even bring some families, and couples closer together. Maybe you will have to help teach your wife, girlfriend, sister, and/or mother how to use the system to play a Scrapbooking video game. You could win big points doing that if

you know what I mean.

There are existing video games with scrapbooking elements in them. Stamps in a variety of Nintendo video games for example. Drawing on the Miiverse is another example. A variety of video games allow gamers to pick backgrounds. LittleBigPlanet comes to mind. Many of the tools are already out there. It would not take much time or effort for a company to create a Scrapbooking video game in my opinion. So which gaming company out there is up for this challenge? I know there has to be at least one ready to make this happen.

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

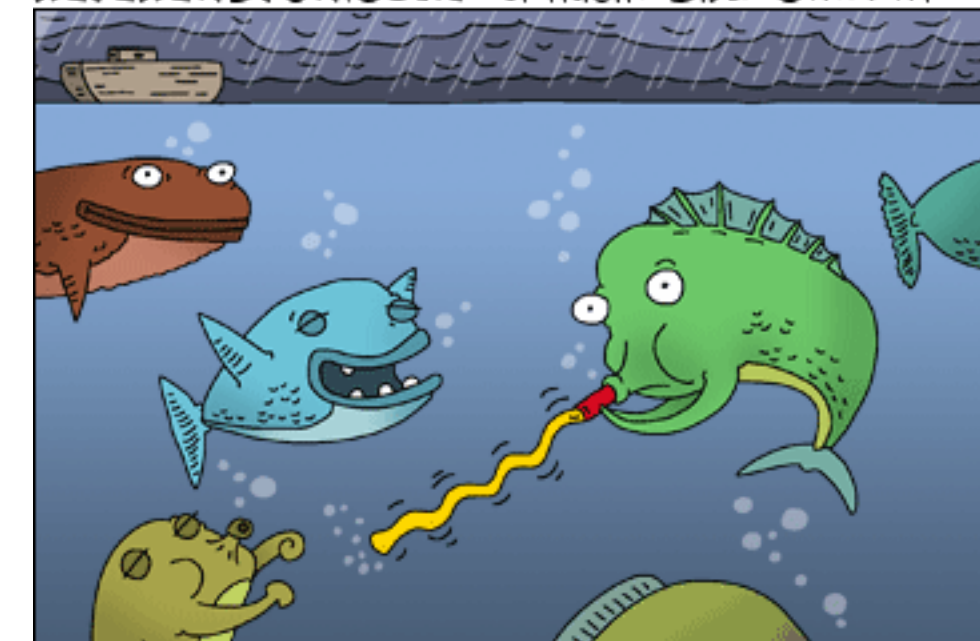
Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, 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.

PRAYER PUPS BY JEFFREY SMITH



IT'S NOT WHAT YOU WEAR THAT'S IMPORTANT, IT'S WHO YOU PUT YOUR FAITH IN!

REVERENDFUN.COM COPYRIGHT BIBLE GATEWAY



(See Genesis 6-8)

01-26-2015

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!

Nintendo's Greed

Thank you Family Friendly Gaming for your news article - 'Nintendo's Greed Showcased in Fire Emblem Fates.' Finally a gaming site is addressing the greed in the industry. You make your point so eloquently. Why don't other gaming sites get on this topic? Are they afraid Nintendo won't send them games? Do they let fear run their lives? Nintendo would lose thousands of sales if gaming media sites did not cover their stories and their games. Don't the gaming websites realize the power they possess? Do they see themselves as dogs begging at Nintendo's table for any scraps?

Thank you Family Friendly Gaming for speaking it like it is. It is nice to see a gaming media website without any fear. I only buy

products you recommend. These evil companies that punish you for saying it like it is, get no money from me. When they punish Family Friendly Gaming I punish them. What goes around comes

around Nintendo. They can eat the dish they are serving.

I love how you pointed out all three of the Fire Emblem campaigns can fit on one cartridge. So why doesn't Nintendo sell it as one game? Greed - pure and simple. How much money is enough for Nintendo? Will they never be content for the massive amounts of money they currently have? I also love your point they got all that money from fleecing us. Well I say no more. Until Nintendo cleans up their act I will buy none of their games. I will tell everyone I know to never purchase from them until they do the right thing. Nintendo relies on us for their money. We the people need to stick together, and demand better treatment. We have rights Nintendo, you better start to respect them.

- Karl



{Paul}: Karl, Thank you so much for your strong words of encouragement. The Family Friendly Gaming perspective is different from a great many of the gaming websites out there. We are definitely far from perfect. We do like to shine the light of truth on topics like this one. Especially when we are so passionate about it. Many gaming websites are focused on themselves and what is good for them. We are focused on God, and consumer rights. You are right there are too few voices making these points. Too many gaming sites try to get all cozy and friendly with these gaming companies. Nintendo is not the only one. There is Microsoft, Sony, Atlus USA, Sega, EA, Ubisoft, Konami, Natsume, Paradox Interactive, Kalypso, and more. Their goal is to make their products

look good, and increase sales. Too many people in PR look at the gaming media as a place to help them increase sales. Too many people in PR look at us as their slaves. The imbalance in their perception is borderline insanity. They give a product worth say fifty bucks, and expect us to spend a thousand dollars on them. Then when our work makes them one hundred thousand dollars they act like they did all the work. They don't share in the profits with those that helped them get there. They didn't build that alone. They try to take the credit.

I also noticed too many in PR are not content with anything. Break records in sales, and they want more. They want the same success with the next product. Too few respect our policies and beliefs in a variety of areas. It made me realize they don't care about us. We are a means to an end. They make promises and break them so often that they have earned the label fork tongued.

This is why we are so much happier doing more of our own thing. We buy a game, and trash it because the launch price is way over inflated. They can't say boo to us about it. They can't threaten to take away reviewable copies, or press releases. Why? They have already punished us because we are Christians and stood up for Biblical marriage. Now they realize they have no control over us, nor did they ever have control over us. I would love for other gaming sites to

break free of that company controlled bondage as well.



I Heart Beauty

How do you get more clients on I heart beauty I am stuck on the first clients.

- Anna

{Yolanda}: Anna, I had to go digging around the vault to try and find this game since it has been so many years since I played it last. I did not remember off the top of my head since we play so many different video games.

Okay so after finding I Heart Beauty Hollywood Makeover, I started a new save. New clients open up after doing well in the mini games from existing clients. How did you do with the existing clients? Did you pass or fail? How many clients have you unlocked? Are there any still blacked out? Have

you unlocked all of them?

FFG Chronicles

I am a big fan of Family Friendly Gaming and all that you do. I appreciate the ways you make us think for ourselves, and share your personal experiences and opinions. Your Youtube channel is awesome. I especially love the FFG Chronicles. Do you take requests for FFG Chronicles? I would like to hear your opinion on links within press releases. Are they advertisements? Are they helpful? Thank you in advance.

- Thomas

{Paul}: Thomas, Thank you for your kind words. We really appreciate them. We continue to strive to improve and do better in everything we do, including our Youtube channel. God has blessed it beyond anything we could have ever expected or anticipated. Yes we do take requests and suggestions for FFG Chronicles. There are only so many topics we can come up with on our own of course. The suggestions have to be within the Family Friendly Gaming umbrella. We won't discuss some macabre or morbid franchise for a couple of reasons. One it is not under the Family Friendly Gaming umbrella. Two we won't have much insight, or information on it to give an educated opinion. We have written down your suggestion. In fact that video

SOUND OFF Continued

may be on our Youtube channel before this issue of Family Friendly Gaming is published online.



Rugby 15

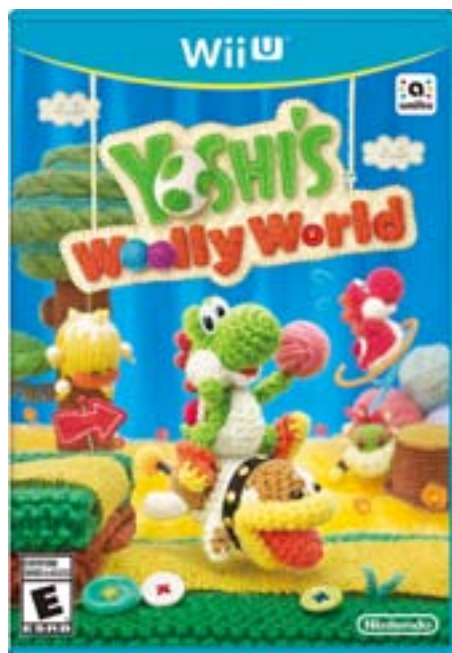
I read your review on Rugby 15, and took your recommendation to buy it. You are right, this is a fun sports game. Never before had I played a Rugby video game. I never before watched a Rugby game on television. Do they even make Rugby DVDs? I don't know. What I do know is you gave me wonderful advice that I appreciate. Thank you for finding this game, and reviewing it.

- Jeff

{Frank}: Your welcome. We love doing that at Family Friendly Gam-

ing - finding fun games that may not get the love and attention from other gaming sites. We still enjoy playing Rugby 15 here at Family Friendly Gaming. We hope to see more games in this series in the future.

This email is another great example of how companies benefit from the work we do here. Maximum Games profited from our work, and paid nothing for the benefit. Another way of looking at it is the price was paid for them. This is definitely a teachable moment.



Yoshi's Woolly World

Could you please do a review for Yoshi's Woolly World on the Wii

U? I am concerned with the price and how much game play there is. The corrupt gaming websites seem to love it, but I suspect them when they have ads for the game on their websites. I know Family Friendly Gaming is honest, and gives a real opinion without any strings attached.

- Tammy

{Paul}: Thank you for your kind words. Why yes we can do a review for Yoshi's Woolly World. Lord willing it will be in the next issue of Family Friendly Gaming. We have been playing it, releasing videos of the game, and released a preview for the game. That reminds me, what do you think of the Let's Play for Yoshi's Woolly World? Do you want us to continue it? Are you happy with what is out there? What is your opinion?

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

<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
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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 thousands of News and Updated News stories has Family Friendly Gaming published?
Answer:

Question: What have you done to show you appreciate another person?
Answer:

Question: Is love self serving?
Answer:

Question: If you could help someone in need, would you?
Answer:

Question: What have you learned from the Holy Bible recently?
Answer:

Question: What game is on the cover of Family Friendly Gaming issue #100?
Answer:

Question: Does the Family Friendly Gaming Youtube channel have any videos with over one million views?
Answer:

Question: What color is the text in this question?
Answer:

Question: How many hours a day do you pray?
Answer:

Question: How many hours a day do you entertain yourself with games, movies, and television?
Answer:

Question: Who died for all of our sins?
Answer:

Question: Where does Family Friendly Gaming give away free games?
Answer:

Question: Have you read Video Game Lies yet?
Answer:

DEVOTIONAL

Helpful Thoughts

Reform Part 17

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about churches that embrace prosperity teachers. These teachers claim God wants you to be financially blessed. They twist logic with concepts like: "in order for you to give, you must first have. The more you have, the more you can give." They quote scriptures where it talks about God blessing us, and blessing Abraham. **Matthew 19: 21-23** *Jesus answered, "If you want to be perfect, go, sell your possessions and give to the poor, and you will have treasure in heaven. Then come, follow me."*

22 *When the young man heard this, he went away sad, because he had great wealth.*

23 *Then Jesus said to his disciples, "Truly I tell you, it is hard for someone who is rich to enter the kingdom of heaven. 24 Again I tell you, it is easier for a camel to go through the eye of a needle than for someone who is rich to enter the kingdom of God."* Are you willing to give up all your wealth and follow God?

In fact Jesus taught us to be on guard against greed. How

many prosperity teachers teach against greed? **Luke 12: 15** *Then he said to them, "Watch out! Be on your guard against all kinds of greed; life does not consist in an abundance of possessions."* This is how we should be instead of whomever can collect the most toys wins. Prosperity teachers are teaching things in the exact opposite of what Jesus taught. Who is greater? Them or Jesus?

What about those who think they can have it both ways? What about those who think they can have their cake and eat it too? Are they addressed in the Holy Bible? **Matthew 6: 24** *"No one can serve two masters. Either you will hate the one and love the other, or you will be devoted to the one and despise the other. You cannot serve both God and money. Yes Jesus addressed them directly. In the same chapter a few verses before Jesus pointed out another important point. **Matthew 6: 21** *For where your treasure is, there your heart will be also. So where is your heart? Where is your treasure?**

This can be difficult for some people to accept. Too many people think they can buy happiness. The truth is the opposite of that belief. **1 Timothy 6: 9-10** *Those who want to get rich*

fall into temptation and a trap and into many foolish and harmful desires that plunge people into ruin and destruction. 10 For the love of money is a root of all kinds of evil. Some people, eager for money, have wandered from the faith and pierced themselves with many griefs. It will not bring you happiness. The opposite is actually true. I do not want you chasing after the wrong things in life. We have such a short amount of time on this planet as is. Please spend your time pursuing the things of eternal importance.

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

Did you know that you get a wonderful feeling when you help others? It is strange that so many people try to hold onto so much and not realize they will feel better about things when they give them away. Look at Family Friendly Gaming for example. We give away things all the time. The entire e-magazine, and website is a gift to the video game industry and to families. The concept of the price was paid for you is lived out at Family Friendly Gaming. Countless hours are spent on writing, playing, reviewing, previewing, and covering the video games that are safe for families. A focus on the good games for children

is put out there for free. Family Friendly Gaming does not charge for access to any of the content. Family Friendly Gaming does not run marathons of begging for money. Family Friendly Gaming does not twist your arm to donate. If you give, great. If you don't, you don't. This realistic and pragmatic approach is one of the lessons Family Friendly Gaming teaches.

Where does the concept of the price has been paid for you come from? Did Family Friendly Gaming invent it? The concept of the price has been paid for you comes from Jesus Christ. He died for all of our sins. He paid a price we are not capable of paying. This is where Family Friendly Gaming got it from. This is what Family Friendly Gaming strives to live out on a daily basis.

What about you? What can you do? Each of us have different callings on our lives. Each of us have different talents and gifts. Well some people have the same talents and gifts. What can you do to help others around you? There are so many opportunities in so many places. There are tons of charities that need assistance from workers to donations. There are people in your own neighborhood who could

use your assistance. Maybe an old lady in your neighborhood needs help with the lawn. Maybe a young couple in your area just had a baby and could use a meal. You might have things you could donate to the Goodwill. Maybe you could shop at the Goodwill to help out the employees there. It does not take much time or effort to find opportunities. See some trash on the sidewalk where you are walking? Why not pick it up, and throw it away?

The focus of your heart is the key here. It is about putting others above yourself. It is about treating everyone equal. Talk to the janitor like you would talk to the CEO. Neither of them is better than the other one. You might get more interesting stories from the janitor too. All it takes is to treat him/her as you want to be treated.

One of the most difficult areas of discernment is trying to figure out when someone is using you. There are those who will happily accept assistance, and then they feel entitled to it. There are those that will abuse kindness and treat you like their slave because you went above and beyond for them. It can be tough to tell when your good deeds become a dependence issue for others.

IN THE

NEWS

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Out of the Park Baseball 17 Releases

Out of the Park Developments, an official licensee of MLB.com and MiLB.com, announced that Out of the Park Baseball 17 will be officially licensed by the Major League Baseball Players Association (MLBPA) and released on March 22, 2016. The MLBPA license allows OOTP 17 to introduce realistic FaceGen images of all active MLB players, adding another layer of immersion on top of the game's official MLB and MiLB league and team logos.

OOTP 17 runs on PC/Mac/Linux and, like last year, it features the American League and National League logos, the World Series trophy, official logos and jerseys for all 30 MLB teams, over 150 Minor League Baseball league and team logos, and historical MLB logos.

“The MLBPA license provides an extra dollop of frosting on top of what was already a spectacular cake,” said lead developer and lifelong baseball fan Markus Heinsohn. “We’re thrilled to be working with MLB.com and the MLB Players Association as we deliver the most exciting version of OOTP we’ve ever created.”

New Features

In addition to the MLBPA license allowing the use of realistic FaceGen images of all MLB players, OOTP 17's new and improved features include:

2016 Opening Day Rosters

The brand new 2016 roster sets will include all Opening Day MLB rosters, via a free update to be released shortly after Opening Day, as well as the complete minor league system down to the rookie leagues. Can Jake Arrieta, David Price, and Johnny Cueto give their teams the pitching boosts they need? Will Albert Pujols,

Chris Davis, and Josh Donaldson once again help power their clubs to victory?

All MLB (and more than 2,000 MiLB) player ratings are based on ZiPS, the projection system created by well-known baseball writer and SABR member Dan Szymborski. The remaining minor league players are rated manually by OOTP's established research team.

OOTP 17 also features several US independent minor leagues and eight international leagues in Japan, South Korea, Taiwan, Mexico, Cuba, Italy, Australia, and The Netherlands. All of those leagues feature real rosters, with countless hours of work invested in researching realistic player biographical information, statistics, and ratings.

Historical minor leagues

OOTP has always featured the most comprehensive historical play available in a baseball management game,

and OOTP 17 makes a huge leap forward in that area with accurate historical minor leagues from 1919 through 2015. Now when a player starts a league in the past, his team will have the accurate minor league affiliates, including rosters full of real players, thanks to a new database containing over 100,000 MiLB players.

As the historical seasons pass by, the minor leagues develop as they did in real life, with teams moving cities, changing their names, and switching MLB affiliations. For example, the Sacramento River Cats began in 1978 as the Oakland A's Triple-A affiliate, switched to several other teams (including a second stint with Oakland) between 1979 and 2014, and became the San Francisco Giants Triple-A affiliate in 2015. Those changes will now be accurately represented in OOTP.

Beautiful redesigned game interface

OOTP 17 features a redesigned user interface that makes it easier than ever for armchair GMs and managers

to get the information they need and access important game functions.

Improved 3D engine with moving player symbols
OOTP's 3D in-game view has steadily improved since it was introduced in v15, and this year it's better than ever, with improved MLB ballpark models and player symbols that move around the field as the action happens. This is the next step toward showing 3D players on the field.

Automatically generated game headlines and recaps
OOTP has always featured a robust news system that reports on exciting events from around the league, and now it also offers an automatically generated headline and recap after each game, just like a real world news article.

Historical exhibition mode
Ever wonder how great teams of the past might fare against the modern era's best clubs? That has always been possible in OOTP by creating a custom league, but now such "What if?" scenarios can also play out in a new mode that's as simple as choosing any two historical teams and playing a single game or a series.

New GM and manager preferences
AI-controlled GMs and managers are even smarter in OOTP 17: They now evaluate players in unique ways, and GMs now have individual trading tendencies, so some wheel and deal on a regular basis, some prefer to stand pat, and others exhibit a mix of behaviors. In addition, GMs now have unique preferences for drafting, scouting, and development, so they'll apply that personal style to their teams when setting budgets.

Recoded scouting algorithms
Scouts have always added realism to OOTP by introducing some "fog of war": As in real life, they might be spot-on in a player evaluation, or they could be very wrong, and often they're somewhere in between. That part

of the game has been improved so it's more realistic, offering an even greater challenge than before.

More realistic player career curves
OOTP 17 features even better player development algorithms, so their career arcs will feel more realistic than ever.

Better trading with defined team needs
Need to bolster the bullpen and bring in someone to create a platoon at third base? Players facing such situations can now define their team needs and expect other GMs to make trade offers accordingly.

AI improvements in trading, roster management, and dugout decisions
Opposing GMs and managers are now even better at trading, handling their rosters, and calling shots from the dugout during games. In addition, the game simulation engine has been improved for even more realistic results.

Redesigned in-game defensive engine
OOTP 17 features even more defensive shift options for human managers to choose from, allowing the AI to also better mimic many real world managers' tendencies.

Multi-core processor support for fast sim speed
OOTP's simulation engine, which was already the quickest in the sports text sim world, is now up to 40% faster than before, thanks to support for multi-core processors.

Steam Workshop support
Valve's Steam Workshop enables gamers to find the best user-created content for their favorite titles, and now OOTP players can do the same. OOTP's large user community has long been a source of unique and interesting logo packs, Quick Starts, and other add-ons, and now they'll be able to easily share them with the world through Steam Workshop.

As in past versions, OOTP 17 features a variety of other small improvements.



AbleGamers Launches Expansion Packs Initiative

AbleGamers Foundation - the leading charity and organization dedicated to improving the lives of those with disabilities through the power of video games - is thrilled to announce "Expansion Packs", a new initiative born out of partnership with some of the video game industry's biggest companies. Expansion Packs are filled with the best assistive technology and specialized controllers available, along with top notch video games and related swag. They are then delivered and installed in various locations that serve people with serious disabilities, including group homes, special needs daycare facilities and long-term living centers.

"For the better part of a decade, AbleGamers has been giving individuals with disabilities the equipment they need to play video games," said Steve Spohn, Chief Operations Officer of AbleGamers. "Our Expansion Packs allow us to give that same equipment to a larger group of people, faster than ever, something impossible without the support of some of the brightest, best and

most generous companies in video games, including Humble Bundle, SteelSeries, Electronic Arts, Jinx and Corsair."

The first Expansion Pack arrived at the Pediatric Specialty Care long-term living facility in Hopewell, Pennsylvania. Arriving right before Christmas, the first Expansion Pack provided the many children and young adults in the facility's care with new and assistive gaming goods.

"AbleGamer's amazing Expansion Packs allow kids who have very limited mobility in the physical world experience what it is like to run, jump and play in a virtual world," said Kristen Hussar, DPT Head Physical Therapist at Pediatric Specialty Care - Hopewell. "It gives them a good reason to wiggle their fingers and rotate their heads, whereas, before the gaming equipment, they may not have seen the value of the limited movement they can produce. The adaptive switches allow us to take whatever small movements a child is able to generate and augment them into something fun and meaningful to them, showing them that much is possible despite severe physical limitations."

In The News Continued

The Solus Project Launches

The Solus Project, the unique single-player, narrative driven adventure with survival elements by Teotl Studios and GRIP Digital is launching on Steam Early Access and GOG Games in Development today, and on Xbox One Game Preview on.

With the human race on the brink of destruction, The Solus Project strands you on a distant unknown planet and challenges you to survive harsh, volatile environments while seeking the answer of how to save the mankind. With natural and unnatural dangers lurking around every corner, you will have to unravel the alien secrets of some seemingly deserted civilization. Are you really alone...?

“The Solus Project is a unique experience. Combining survival and exploration with a more linear narrative-driven storytelling. The environment itself is going to be the biggest enemy and the mysteries are going to be the biggest motivation for the players to continue their journey,” says Jakub Mikyska, CEO of GRIP Digital. “With The Solus Project we spent years creating a rich and atmospheric extraterrestrial world for people to immerse themselves into,” added Sjoerd De Jong, Creative Director of Teotl Studios.

The Solus Project will have regular episodic content updates on Steam Early Access, GOG Games in Development and Xbox Game Preview, offering a new region of the complex alien world to explore with every release, completing the puzzle with the final release in May.

Let the project begin.

No word on a physical copy version of this game at this time.

First Virtual Reality Collectible Card Game

High Voltage Software revealed Dragon Front, a turn-based collectible card game (CCG) made specifically for virtual reality (VR) and Oculus Rift.

Dragon Front offers incredible variety in gameplay, with 280 characters, 80 different encampments, and more than 100 spells. It also leverages the inherent social strengths of VR, allowing live online multiplayer competition while your opponent sits across from you and trades commentary.

The game’s style is a blend of fantasy and dieselpunk aesthetic with a wide variety of looks and different skills and power combinations.

“We’re all super avid CCG fans so developing the game has been an amazing experience. In fact, we built the game after prototyping a physical game board and cards so we could get it exactly right,” explains Eric Nofsinger, Chief Creative Officer at High Voltage Software. “It’s a true card game come-to-life all around the player, and with features both surprising and familiar, Dragon Front is a highly engaging nail-biter till the end.”

“Dragon Front represents an important milestone for our studio,” says Kerry Ganofsky, CEO and founder of High Voltage Software. “Not only have we created a fantastic VR card game that’s easy to pick up and play, but we’ve also demonstrated the incredible versatility of the Oculus platform for endless replay value. They’ve also been so supportive and collaborative with us developing in this new terrain.”

While appealing to the established CCG and boardgame audiences, Dragon Front will also appeal to VR and gaming fans with its ease of entry and repeat play appeal. There are hundreds of variables to keep play-

In The News Continued

ers engaged.

In Dragon Front, war has destroyed the world of Terrene Gall. To prevent the world’s destruction and win the war for their faction, players must travel back in time and use all available resources to gather new soldiers, discover powerful spells, construct a mighty fortress, and call in legendary champions.

Game features include:

- Unique Factions – Choose from thematically diverse armies with unique powers, traits and creative strategies.
- Legendary Champions – Every deck holds a legendary champion, whose cost diminishes as his or her side nears defeat, ensuring an epic showdown in the last minutes of every game.
- Collectible Cards – Construct a 30-card deck from over 260 battle-hardened soldiers, battlefield fortifications, and magic spells.
- Additional Downloadable Content – The first three add-on packs are in development, each with new factions, champions, and fantastical landscapes. The game launches with two factions with more included in new updates.

Look for Dragon Front later this year, only on Oculus.

About High Voltage Software

High Voltage Software is a 23-year-old award-winning studio with more than 95 game titles produced and sold. Located in Hoffman Estates, Illinois, and New Orleans, Louisiana, it remains a leading independent developer of a variety of games.

Kirk Cameron Hosts Season Two of National Bible Bee Game Show

Filming launched in January for season two of the National Bible Bee Game Show, hosted by Kirk Cameron. Seventy-two young people from 7 to 18 years of age competed for \$260,000 in prize money.

“Since the National Bible Bee started in 2009, I’ve been a fan and supporter,” Cameron, father of six and a well-known actor/producer/speaker, said of the high-energy reality game show style contest. “The National Bible Bee Game Show stirs up fun, excitement and a lot of ‘intended consequences’ in homes worldwide.”

The 72 National Bible Bee Game Show players are chosen from National Bible Bee contestants—grouped as primary (ages 7-10), junior (ages 11-14) and seniors (ages 15-18). From each age division the top 3 percent of contestants compete in the bracket-style scripture-knowledge tourney. Produced by Enthuse Entertainment, season one of the National Bible Bee Game Show reached 80 million homes on three TV networks and broadcast globally on NRB Network, CTN and UPLIFT TV.

“Twenty-five percent of Christians never read the Bible, research says. So Bible literacy is the brass ring,” Emeal (“E.Z.”) Zwayne, national spokesperson for the Bible Bee, said. “The National Bible Bee Game Show flips challenge into opportunity as whole families get into God’s Word to compete together or to cheer on contestants from home.”

Since the National Bible Bee’s first contest in 2009, more than 40,000 young people have participated. Competition begins locally and online; the top 320 local participants advance to nationals.

Last year’s National Bible Bee Game Show winner, Hannah Leary, says the game is far more than

learning by rote. "It's not just memorizing Scripture," Leary explained. "It's studying Scripture and being able to dive in deep and understand what God has to say in His Word."

Leary, of Buffalo, N.Y., joins this year's panel of co-hosts for the National Bible Bee Game Show: She joins Emeal ("E.Z.") Zwayne, president of Living Waters Publications, and identical twins Jason and David Benham, former professional baseball players, best-selling authors and serial entrepreneurs.

The National Bible Bee Game Show airs on television and online at Christian-Cinema.com in April 2016.

Co-Hosts Include Former Winner and Benham Twins;

Season One Reached 80 Million Homes

No word on a physical copy release of season one at this time.

Europa Universalis Expansion - Mare Nostrum Announced

Mare Nostrum is the new expansion DLC for Paradox Development Studio's best-selling historical grand strategy game Europa Universalis IV. For those of you not up on your Latin, "mare nostrum" was the old Roman term for the Mediterranean – it means "our sea", reflecting the Roman goal to dominate the sea to protect the food and riches that were rowed into its ports. Mare Nostrum, therefore, takes its name from the major changes made to the naval game in Europa Universalis. For example, your coastal provinces produce sailors who will be needed to man and repair the warships and transports you have come to rely on. A new mission system for naval orders simplifies naval management, and the Barbary Coast nations of North Africa can now raid their neighbors for gold and sailor conscripts.

Time Machine VR Launches on Oculus Rift and HTC Vive in April

Minority Media Inc. revealed that Time Machine VR (TMVR) will launch on both Oculus Rift and HTC Vive in April. Time travelers only have to wait till April to plunge into the murky depths of Earth's primordial oceans.

Time Machine VR was one of the first built-for-VR games to hit Steam Early Access in 2015 and will be among the first titles purchasable on Oculus and HTC Vive. Players need only strap on a headset to come nose-to-nose with the leviathans of early Earth in a vivid, scientifically-sound reproduction of the oceans of the Jurassic period. Adrift in ancient waters, players can move around their virtual space in three dimensions and employ advanced, high-tech powers - Time Freeze, Tracker, Probe, Scan, Bait, Echo, Behavior Scan, and Exo Scan - to track

and interact with the magnificent monsters around them. In addition, players get to unlock creatures by uploading the data they collect to the DinoDex, a depository of the

information they collect from the prehistoric creatures encountered.

"VR triggers respons-



Game Tycoon 2 Major Update

Game Tycoon 2 originally launched on Steam's Early Access programme in October 2015 and has subsequently received multiple updates. Since the last update in January 16, Kiss Ltd and Sunlight Games have expanded the game, been busy collating community feedback, looking into issues reported by players and generally finding ways to improve the game.

"Our latest update now allows players to play some 85% of the game. It includes totally new features, delivers significant graphical enhancements and fixes a whole series of player reported bugs. It is envisioned that this will be the final significant update for the game before it leaves the Early Access program and moves to a full



launch. If everything goes to plan, the full launch will be in March 2016", commented Marco Sowa, CEO at Sunlight Games.

The 0.5.0 update includes:

- An increase in the game content to about 85% of the final build.
- Key new features including:
 - o Marketing/PR (give interviews)
 - o Online-games
 - o Game Shop (see top-charts, see awards)
 - o Shopping mall (buy status symbols)
 - o Home (rest, use status symbols)
 - o Start beta test
 - o New help-system
 - o Tutorial (until Release Update)
- Multiple game performance improvements
- Bugs fixes

es from our brains that are as visceral as those we have in real life," said Minority CEO, Vander Caballero. "We can now create a new kind of game that inspires a true sense

of wonder in players. Shooting and blowing stuff up is not wonderful in VR; it doesn't match the thrill of seeing a living dinosaur face-to-face. This is what drove us during the making of Time Machine VR. We want to put people in a world that evokes wonder as much as adrenaline. This is the beginning of a new era for games, and we're excited to be a part of it."

In TMVR, players will take on the role of a promising cadet from a time-traveling research institution, the Monda Muzeo, assigned to foray into Earth's Jurassic oceans to observe the behavior and analyze the DNA of the ancient titans who ruled the waters of that time. Things take a turn when an ancient and deadly plague lays waste to the present, and the key to the cure lies with the formidable fauna of our planet's prehistory. Players will need their wits, cunning, and very best scientific methods to survive Earth's past and save its future.

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. We are continuing our series on true history video games that would be awesome to play. Charles Spurgeon was one of the most well known preachers in the 19th century. Imagine getting to play a video game based on his true and real life. Imagine being able to preach in front of thousands. The loading screens could have some of his well known quotes. The

game could include his well known and well documented sermons. A video game based on Charles Spurgeon would be absolutely awesome. I am sure there are some creative video game companies out there that could come up with a way to do a video game based on the real and true life of Charles Spurgeon.

Something else that would be a treat about a video game based on the real and true life of Charles Spurgeon is the time period. Imagine a video game that took the time and effort to be historically accurate for the locations and era. A video game based on the real and true life of Charles Spurgeon could be used in schools as part of the history lessons. Young minds could learn to appreciate a great man from the past. As well as learn about the trials and tribulation he faced. It would be

educational at the highest level.

Charles Spurgeon is known for being able to preach to over ten thousand people using his own voice. That means no electronic assistance. Like what kind of electronic assistance? No microphones. He did old school with his own voice. That is impressive indeed when we think about modern pastors using microphones to preach to much lower numbers of people. There are so many neat little tidbits of facts that families and gamers could learn about Charles Spurgeon if a video game was created that was based off of his real and true life.

Everyone here at Family Friendly Gaming would love to play a video game based on the real and true life of Charles Spurgeon. It would improve the video game industry and encourage education.

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.

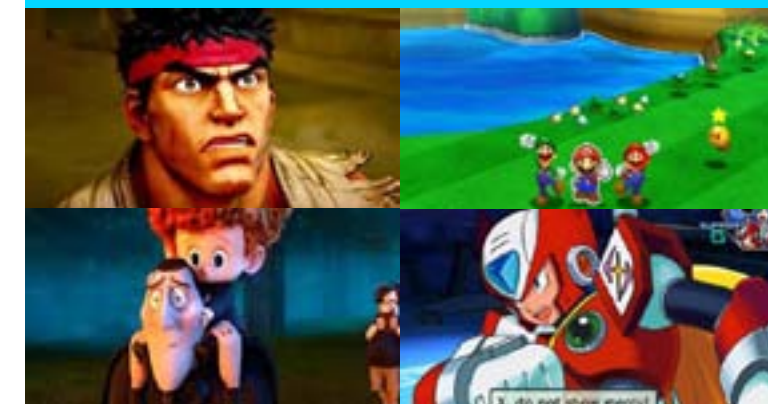
We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts 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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1 Corinthians 6:19-20

19 Do you not know that your bodies are temples of the Holy Spirit, who is in you, whom you have received from God? You are not your own;

20 you were bought at a price. Therefore honor God with your bodies.



Mario & Luigi Paper Jam

SCORE: 78

I am thankful Family Friendly Gaming rented a copy of Mario & Luigi Paper Jam since the PR and Marketing for Nintendo failed us so miserably. The ESRB has decided to drop the rating of this franchise from an 'E10+' to 'E'. Can anyone say another ESRB scandal? I knew you could. Nintendo is well known for adding one new wrinkle to their games, and then rehashing the rest. This Nintendo 3DS video game is no different. I like the action adventure role playing elements to the battles in Mario & Luigi Paper Jam. Players can win a battle without taking any damage if they are fast, really good at timing, in easy mode, and/or control powerful characters. Luigi continues to be a coward in Mario & Luigi Paper Jam. The wrinkle in Mario & Luigi Paper Jam is paper characters mixed with regular characters. Jumping with three characters in Mario & Luigi



Paper Jam is hard. Thankfully this hand held game lets us press 'X' to have all three jump and hover at the same time. Battle cards are back in Mario & Luigi Paper Jam. They take forever to power up. Grinding also takes forever in Mario & Luigi Paper Jam. Mini games like finding all the paper Toads is annoying. If you keep failing (five times in a row), Mario & Luigi Paper Jam will let you skip the mini game.



Gravity Falls Legend of the Gnome Gemulets

SCORE: 60



I enjoyed my time with Mario & Luigi Paper Jam on the Nintendo 3DS. I put the value of this game at the twenty to twenty-five dollar range. It can be tough at times, and there are areas where you can't save the game (like when you are hunting down paper Toads). Plenty of Mario & Luigi Paper Jam feels like previous games in the franchises. Still Mario & Luigi Paper Jam is an enjoyable experience.

Having two versions of the same characters is interesting in Mario & Luigi Paper Jam. I found this one little wrinkle to be very clever. Nintendo may have gone far from Super Mario RPG Legend of the Seven Stars. Mario & Luigi Paper Jam is fun in its own right. There are plenty of cool skills to earn, and learn in Mario & Luigi Paper Jam. Expect the game to give you a new skill and then have you use it right after training you.

- RPG Master

Since the PR and Marketing for Ubisoft failed us so horribly I am thankful Family Friendly Gaming purchased a copy of Gravity Falls Legend of the Gnome Gemulets on the Nintendo 3DS. This hand held video game is a quick cash in on a franchise. This game is so short we can count all of the levels on both of our hands. That is saying something. To make matters worse bosses follow the same patterns (with mild alterations in later bosses).

Players are duped into stealing these gems in Gravity Falls Legend of the Gnome Gemulets. They end up creating the end boss, and creating a major problem for their area. Not that they were led by virtuous goals in the first place. They were helping



the gnomes out of greed, and a lust for wealth. This 3DS game is my first exposure to the Gravity Falls universe. It does not impress me.

Graphically Gravity Falls Legend of the Gnome Gemulets is weak. There is action adventure violence as we attack a variety of odd looking creatures. Fantasy creatures like the Minotaur are also found in Gravity Falls Legend of the Gnome Gemulets. Plenty of off color humor is found in Gravity Falls Legend of the Gnome Gemulets. Most of it just made me sigh.

If I were to put a value on Gravity Falls Legend of the Gnome Gemulets, I would say it is worth five to

ten dollars. That is being generous and nice too. It is no wonder Gravity Falls Legend of the Gnome Gemulets has dropped in price so drastically so fast. Ubisoft released Gravity Falls Legend of the Gnome Gemulets at a way over inflated launch price.

It is coming down to a much better value.

I was shocked with how short Gravity Falls Legend of the Gnome Gemulets is. It only takes a few hours to get completely through this game. There are numerous bad attitudes, and bad lessons in Gravity Falls Legend of the Gnome Gemulets. Some mocking of the video game industry, as well as mocking of other forms of entertainment. Only hardcore Gravity Fall fanboys will even consider playing this hand held video game.

- Kid Gamer

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



Graphics: 77%
Sound: 78%
Replay/Extras: 85%
Gameplay: 80%
Family Friendly Factor: 70%

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



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

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



Project X Zone 2

SCORE: 56



I appreciate Family Friendly Gaming rented a copy of Project X Zone 2 on the Nintendo 3DS. The PR and Marketing for Bandai Namco Entertainment failed us in glorious fashion. They probably don't want an honest opinion on this hand held strategy role playing game that mixes in fighting elements. The map screens are SRPG. The battle screens have a choice of attacks that play out in what looks like a fighting game.

Expect long and boring dialogue in Project X Zone 2 with many of the voices in Japanese. Project X Zone 2 feels half done in the audio department. There is also bad lan-

guage in this 3DS game. Enticement to lust, nudity, lack of attire, violence, indoctrination into believing in false gods/goddesses and more.

The graphics are small and not that great in Project X Zone 2. Maybe because there are so many characters in this game. The problem there is we get lost in all these characters and they lose their value. There is also a lack of real SRPG strategy in Project X Zone 2. Surround the enemies and keep your characters close for additional attacks. It feels like Project X Zone 2 took a step backwards from the first game.

Players can geek out seeing all of the different characters in Project X Zone 2. That is if you know who they



are and from what franchises they belong. There are plenty of characters this reviewer was not familiar with. There are cool moments in Project X Zone 2 like when Strider meets Shinobi.

The exposed breasts in Project X Zone 2 are at a very high degree. There are plenty of characters from macabre and morbid rated franchises. How did this game get the 'T' rating instead of the 'M' one? Dimensional rifts open, and we see characters from different franchises, and eras. What is really strange is seeing the same character from different time periods. Project X Zone 2 is worth ten dollars. - WMG



Publisher: Bandai Namco Entertainment
 Developer: Monolith Soft
 System: Nintendo 3DS
 Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence, Language, Mild Blood, Partial Nudity, Suggestive Themes}



Graphics: 40%
 Sound: 50%
 Replay/Extras: 90%
 Gameplay: 50%
 Family Friendly Factor: 50%



Naruto Shippuden Ultimate Ninja Storm 4



SCORE: 55

I am thankful Family Friendly Gaming rented a copy of Naruto Shippuden Ultimate Ninja Storm 4 on the Playstation 4 since the PR and Marketing of Bandai Namco Entertainment failed us so horribly. Maybe they are part of the video game corruption and only give reviewable copies to places that will give them positive and glowing reviews that result in more sales.



Characters have spiritual energy that they use in Naruto Shippuden Ultimate Ninja Storm 4. They also can turn into these giant monsters that look demonic in some cases. The voice acting and music is nice in Naruto Shippuden Ultimate Ninja Storm 4. It took Naruto Shippuden Ultimate Ninja Storm 4 an hour to fully install. Eastern religious teachings are in this game to indoctrinate gamers into their

The bad content in Naruto Shippuden Ultimate Ninja Storm 4 is blood, enticement to lust, lack of attire, nudity, bad language, violence, gore, and more. The intro to Naruto Shippuden Ultimate Ninja Storm 4 is really neat. There are a ton of characters to play, and a variety of modes. Naruto Shippuden Ultimate Ninja Storm 4 contains Adventure Mode, Story Mode, Free Battle (VS Battle, Tournament, and Survival), and the dreaded online battles.



religious belief set.

Kids wind up fighting in wars in Naruto Shippuden Ultimate Ninja Storm 4. There are secret battle endings, and branching storylines in Naruto Shippuden Ultimate Ninja Storm 4. Some of the blood and gore scenes in Naruto Shippuden Ultimate Ninja Storm 4 are extreme, and very disturbing. Definitely for adults only. There are one on one battles, and Dynasty Warrior like levels.

Characters have items in Naruto Shippuden Ultimate Ninja Storm 4 that they use in battle to aid them. I see the value of Naruto Shippuden Ultimate Ninja Storm 4 being around fifteen dollars. It has a lot of bad content. Fights can

take forever since characters we fight have so many health bars. Certain buttons have to be pressed at certain times in the battles.

- Teen Gamer

Publisher: Bandai Namco Entertainment
Developer: CyberConnect2
System: PC/Xbox One/PS4(tested)
Rating: "T" - Teen THIRTEEN and OLDER ONLY {Blood, Language, Suggestive Themes, Violence}



Graphics: 40
Sounds: 55
Replay/Extras: 80
Gameplay: 60
Family Friendly Factor: 40

VIDEO GAME LIES



by Paul Bury

Version 2

BUY IT NOW RIGHT HERE



Tales of Zestiria

SCORE: 60



Street Fighter V

SCORE: 32



I am thankful Family Friendly Gaming rented a copy of Tales of Zestiria on the PS4 due to the PR and Marketing failures of Bandai Namco Entertainment. This Tales game drops quite a few things, and goes off in a puzzling direction. The main character is the Shepherd, and he can see the Seraph. He can also see Hellions. The closest I can equate these are angels and demons. However the angels or Seraph act bad at times.



variety of creatures and characters.

Tales of Zestiria may be one of the most religious video games of all time. There are all kinds of false worship while the characters are on a quest to purify the world of malevolence. Enticement to lust, lack of attire, visual glitches (hair sticking through a hat), violence, blood, gore, bad language, magic, tobacco, drugs, alcohol, violence and more are



many of the issues families will have with Tales of Zestiria.

Dragonball Ball Z Fusion can be found in Tales of Zestiria. The main character has to fuse with certain Seraph to gain different elemental powers. This fusion is needed to beat certain monsters and boss characters. Enemies can be seen on the screen and avoided if you choose not to grind up. A star is shown on the screen or press R1 to read where to go next in this role playing game. It is difficult to get lost in Tales of Zestiria.

Anime cut scenes look amazing in Tales of Zestiria (like the game intro). This game looks better visually than previous Tales games. Voice actors from previous games can be heard in Tales of Zestiria. Saves are easy to find. There are plenty of talking scenes to learn all about this odd fantasy world. In my opinion Tales of Zestiria is worth twenty-five dollars.

- RPG Master

Capcom PR and Marketing failed Family Friendly Gaming. I appreciate Family Friendly Gaming renting this game. There is no way I will ever consider purchasing Street Fighter V at any price. This game is pathetic. The loading times are long, and the normal game play modes are lacking.

Street Fighter V is filled with violence, enticement to lust, sexual themes, lack of attire, women busting all out, profanity, and more. I am very disappointed with this fighting game. The hardest mode is easy, the stories are short, few stages to play in, and there are few characters to play. The characters are grossly unbalanced. Ryu has become the new Dan which is offensive



on so many levels as a long time Street Fighter gamer.

The graphics of Street Fighter V are stunning. The characters, and stages look amazing. The special effects look awesome in Street Fighter V. The audio in Street Fighter V is okay. The voices are around average in my professional opinion. The modes in Street Fighter V are Training, Survival, Vs, Story, and Online. Street Fighter V is way too online heavy, and not enough offline.

Street Fighter V is a rental at best. After an hour of Street Fighter V I was bored with it. I fought through and played some more. It was a

waste of time. Capcom should be ashamed of Street Fighter V. I am ashamed that I played it. The objectification of women is horrible in this bash them in the face video game.

Where is



Blanka in Street Fighter V? Rashid is a new character that is actually fun to play. M. Bison is very overpowered in Street Fighter V. Ken is now better than Ryu, which is annoying to me. I love playing Ryu in other Street Fighter video games. Street Fighter V kills off the Ryu character. Dhalism has aged really bad, and can now move in very unrealistic ways.

Street Fighter V is officially the worst Street Fighter video game of all time. At least in terms of Street Fighter video games I have played that belong to the mainline Street Fighter video games. I recommend the millions of readers in Family Friendly Gaming Universe pass on this game.

- Mark

Publisher: Bandai Namco Entertainment
Developer: Bandai Namco Studios
System: PC/PS3/PS4(tested)
Rating: "T" - THIRTEEN and OLDER ONLY {Alcohol Reference, Blood, Mild Language, Suggestive Themes, Use of Tobacco, Violence}



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

Publisher: Capcom
Developer: Capcom
System: PC/PS4(tested)
Rating: "T" - THIRTEEN and OLDER ONLY {Mild Language, Suggestive Themes, Violence}



Graphics: 20%
Sound: 40%
Replay/Extras: 30%
Gameplay: 40%
Family Friendly Factor: 30%



Arslan The Warriors of Legend

SCORE: 55

I am thankful Family Friendly Gaming rented a copy of Arslan The Warriors of Legend on the Xbox One. This Dynasty Warrior like game based on The Heroic Legend of Arslan will appeal to fanboys of the anime/manga. It might also appeal to people who like to digitally murder thousands of enemies per level. I have never met anyone who fits into that category personally, but hey they might exist. In jail you say?



enemy army on the horse. It is easy to hop off and go on foot.

The story scenes tell the story. I noticed some animation issues in those story scenes. Not sure why that part of this game was left undone. Speaking of undone areas of Arslan The Warriors of Legend, what is with no English voice acting? The text was translated. Why can't we get voice actors to tell this story? I could make myself available



to be hired as a voice actor in future games.

Two family members can play Arslan The Warriors of Legend at the same time. This will help move levels along faster. It is also more fun playing with someone locally than playing by yourself. The Japanese aspects of Arslan The Warriors of Legend are very visible. From mannerism to the conversations. I could see it in each of the story scenes in Arslan The Warriors of Legend.

For me Arslan The Warriors of Legend is worth around ten dollars. For a fanboy I could see twice to triple that amount. Anything over that is way too much in my personal opinion. I am not fond of the Dynasty Warriors kind of game play personally. Arslan The Warriors of Legend is better than many of the Dynasty Warrior games I have played. I really like the story aspects.

- Paul

Publisher: Koei Tecmo
Developer: Omega Force
System: PC/PS3/PS4/Xbox One(tested)
Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Violence, Blood, Mild Language, Mild Suggestive Themes}



Graphics: 50%
Sound: 50%
Replay/Extras: 75%
Gameplay: 50%
Family Friendly Gaming: 50%



Samurai Warriors 4-II

SCORE: 50



I appreciate Family Friendly Gaming rented a copy of Samurai Warriors 4-II on the Playstation 4. That way we can avoid nasty Internet usage fines, since PR agencies have tried to pawn distribution costs off on us, and they can somehow provide physical copies for retailers. Guess the millions upon millions of readers in Family Friendly Gaming Universe do not rate high enough for us to receive a physical copy for review.

Samurai Warriors 4-II is filled with violence, Japanese voices, enticement to lust, blood, gore, bad language, Eastern religious beliefs, and cut scenes that can not be skipped. Certain armies in Samurai Warriors 4-II have



guns. Which feels off with all of the swords, and spears. I like calling a horse, and commandeering on that I took from a dead enemy general. The horses in Samurai Warriors 4-II are not like the one in Dances with Wolves.

The visuals in Samurai Warriors 4-II are really good. There is a shine and polish. I loved the Co-op mode in Samurai Warriors 4-II. Two family members can play on a split screen. Player one is at the top, and player two is at the bottom. There are thirteen chapters in Samurai Warriors 4-II. Each chapter has multiple levels. Expect the same game play mechanics though.

Samurai Warriors 4-II is the quintessential hack and slash video game. Players literally murder over a thousand enemies per level. There is the running around to certain areas to beat more powerful characters. I



found it was easy to get going the wrong direction, and lost in Samurai Warriors 4-II. Especially when there are enemy characters asking for you to pad your murderous numbers.

The modes in Samurai Warriors 4-II are Story, Free, Survival, and Dojo. Samurai Warriors 4-II also has the frowned upon online game modes in it as well. Samurai Warriors 4-II is such a large installation that I had to delete numerous games so it would install. The industry is going the wrong direction with these installations on hard drives on the home consoles. It is making gaming a worse experience. Large games like Samurai Warriors 4-II are proof of this.

- Mark

Publisher: Koei Tecmo
Developer: Omega Force
System: Playstation 4
Rating: 'T' - THIRTEEN and OLDER ONLY {Violence, Mild Suggestive Themes}



Graphics: 40%
Sound: 50%
Replay/Extras: 70%
Gameplay: 50%
Family Friendly Gaming: 40%



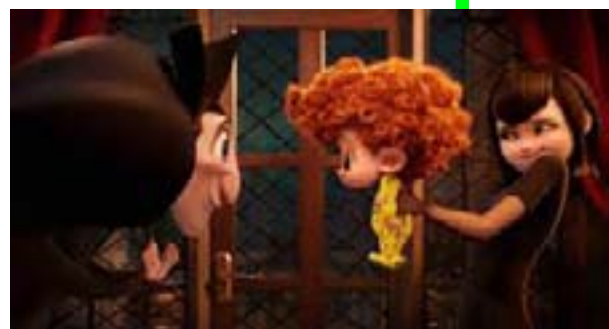
Hotel Transylvania 2

SCORE: 70

Hotel Transylvania 2 is one of the funniest animated movies I have seen all year long. I am thankful that Family Friendly Gaming is blessed enough to be able to purchase this movie on DVD. Don't get me started on the representing companies PR & Marketing failures.



I see both sides of the coin concerning Hotel Transylvania 2. Front side is trying to normalize monsters. Make things that are evil, and try to make them look good. The back side of the coin is to try and make monsters safer for families and kids. So it can reach a larger audience. There is plenty of social commentary in Hotel Transylvania 2. Like how kids are being made into wimps by making everything safe for them. Real child endangerment is not allowing kids to deal with anything bad because it denies them any real growth and development. Hotel Transylvania 2 also touches on parenting, and grandparents. As well as loving our kids (and grand kids) no matter what they become. Plenty of parents want their kids to follow them in their footsteps. Hotel Transylvania 2 deals with this, and exposes too many parents say they are happy with whatever their kids turn out to be, but really want them to be just like them.



Publisher: Sony Pictures
Developer: Columbia Pictures
System: DVD
Rating: 'PG' - Parental Guidance Suggested {Some Scary Images, Action and Rude Humor}



There is some deep stuff in Hotel Transylvania 2. Some of the bonus features on the Hotel Transylvania 2 DVD are Fifth Harmony Music Video, Character Sketch Gallery, Commentary with the director, and commentary with Adam Sandler. It takes eighty-nine minutes to watch Hotel Transylvania 2. Our family had a blast watching this movie. There are plenty of funny moments in Hotel Transylvania 2.

I hope this franchise continues for a few more movies. They put some interesting concepts and ideas in Hotel Transylvania 2. I am not fond of humans being mocked, made fun of, and treated so poorly. Spoiler Alert! I really wish Dennis had stayed a human at the end of the movie. It would have been so much better in my personal opinion. I see how the story worked once he got his fangs. - Paul

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



Klax

SCORE: 90

I really miss Tengen. They were a wonderful company back in the day. They even stood up to the greed of Nintendo. Klax is a fun puzzle game where colored tiles roll down a chute toward the player. The goal is to match three of the same color vertically, horizontally, or diagonally. If you want to see game play then please check out the video we have in our Videos section, and on our Youtube channel.

Like most puzzle games Klax gets more difficult as the player progresses through levels. The colors look great. The animations are amazing for the day. The game play is spot on. Families can improve their reflexes playing Klax on the Genesis. Klax can be found on other systems. I am just focusing this review on the Genesis version since I do not know if there are differences on the other versions.

I love the music and special effect sounds in Klax. This is one of those puzzle games that made me think while I tried to be as fast as possible. For its era Klax innovated puzzle games in numerous fantastic ways for families. The level based puzzles with diagonal was not common back then. I hope to see sequels to Klax in the future. I wish someone would revive Tengen too. - Paul

Publisher: Tengen
Developer: Tengen
System: Genesis
Rating: 'NR' - Not Rated

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



Sonic The Hedgehog

SCORE: 71

The Game Gear version of Sonic the Hedgehog tries really hard to give us that speed. The problem is there is not enough warning before dangers. So we run right into spikes, and lose all of our rings. In other Sonic games multiple rings are flying around after getting hit. Not so in this version of Sonic the Hedgehog. One ring flies out, and it is nearly impossible to recover. Sonic the Hedgehog is a difficult game.

Something that makes Sonic the Hedgehog on the Game Gear even more difficult is the sparse lives, and no continuations. Families have to make it through the entire game with the three lives they start with. Work hard to get enough rings for extra lives. Some boss levels have no rings for the player to collect. Which means we are playing without a safety net. Don't get me started on the glitches in this game.

The graphics look good for the system and the era. The music in Sonic the Hedgehog is fantastic. I had fun playing Sonic the Hedgehog as a slow game where I took my time. Going fast in this version is a mistake. Which takes away a lot of what Sonic the Hedgehog is supposed to me. If you want an 8-bit Sonic the Hedgehog on a hand held then check this game out. - Paul

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

Graphics: 80%
Sound: 85%
Replay: 70%
Gameplay: 50%
Family Friendly Factor: 70%

SPORTS



Product: UEFA EURO 2016 - PES
2016
Company: Konami
System: PS4/PS3
Release Date: TBA
Rating: 'RP' - Rating Pending



Official Video Game
PES 2016
PRO EVOLUTION SOCCER



Product: UEFA EURO 2016 - PES 2016
Company: Konami
System: PS4/PS3
Release Date: TBA
Rating: 'RP' - Rating Pending

2016
FOOTBALL
SOCCER

DEVELOPING

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GAMES





Product: Cornerstone The Song of Tyrim
Company: Phoenix Online Publishing
System: PC/MAC/Linux
Release Date: April 15,2016
Rating: 'RP' - Rating Pending





Product: Cornerstone The Song of Tyrin
Company: Phoenix Online Publishing
System: PC/MAC/Linux
Release Date: April 15,2016
Rating: 'RP' - Rating Pending



READY 9/10	
1 Imp	BP 0
2 Anzu	BP 0
3 Anzu	BP 0
4 Imp	BP 0
Yew	BP 0
561	134
READY 9/10	
Edea	BP -3
608	116
READY 9/10	
Magnolia	BP 0
550	178
DEFAULT 9/10	
Tiz	BP 0
691	90
SP MAX 3	



READY 9/10	
1 Imp	BP 0
2 Anzu	BP -1
3 Anzu	BP 0
4 Imp	BP 0
Yew	BP 0
561	134
READY 9/10	
Edea	BP -4
407	103
READY 9/10	
Magnolia	BP 0
550	178
DEFAULT 9/10	
Tiz	BP 0
691	90
SP MAX 3	



Product: Bravely Second: End Layer
 Company: Square Enix
 System: Nintendo 3DS
 Release Date: April 15, 2016
 Rating: 'RP' - Rating Pending





Product: Grand Kingdom
 Company: NIS America
 System: PS4/PS Vita
 Release Date: June 21, 2016
 Rating: 'RP' - Rating Pending

SHIELDS OK

0 TORPEDO READY

Obj MEET INFORMANT AT CYNARR MOON

TOP

LEFT BATTERY RIGHT

BOTTOM



CAPTAIN: MELISSA, OPEN FIRE ON THAT CORVETTE!
 MAKE SURE SHES GOT THE POWER SHE NEEDS
 ENGINEERING.

Product: Starship Mechanic
 Company: Resonance Studios
 System: Personal Computer
 Release Date: TBA
 Rating: 'RP' - Rating Pending



Product: Starship Mechanic
Company: Resonance Studios
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Dino Dini's Kick Off Revival
Company: Dino Dini
System: PS4/PS Vita
Release Date: TBA
Rating: 'RP' Rating Pending



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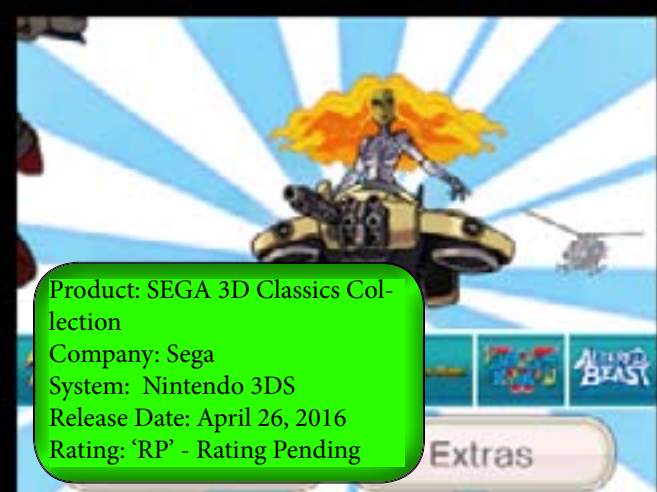
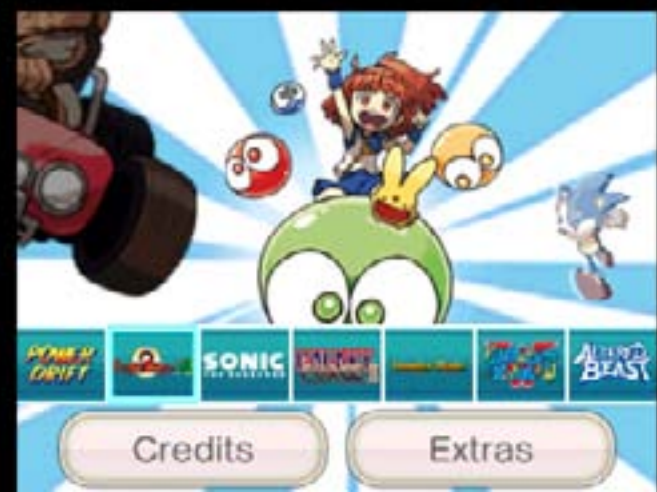
Product: Dino Dini's Kick Off Revival
Company: Dino Dini
System: PS4/PS Vita
Release Date: TBA
Rating: 'RP' Rating Pending

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Pre-Alpha Deve



Product: Dino Dini's Kick Off Revival
 Company: Dino Dini
 System: PS4/PS Vita
 Release Date: TBA
 Rating: 'RP' Rating Pending



Product: SEGA 3D Classics Collection
Company: Sega
System: Nintendo 3DS
Release Date: April 26, 2016
Rating: 'RP' - Rating Pending



Product: SEGA 3D Classics Collection
 Company: Sega
 System: Nintendo 3DS
 Release Date: April 26, 2016
 Rating: 'RP' - Rating Pending



Product: Shiness
Company: Focus Home Interactive
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending

NOW

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Assault: Double damage
 Assault: Double damage
 Assault: Double damage

258258310



PLAYING

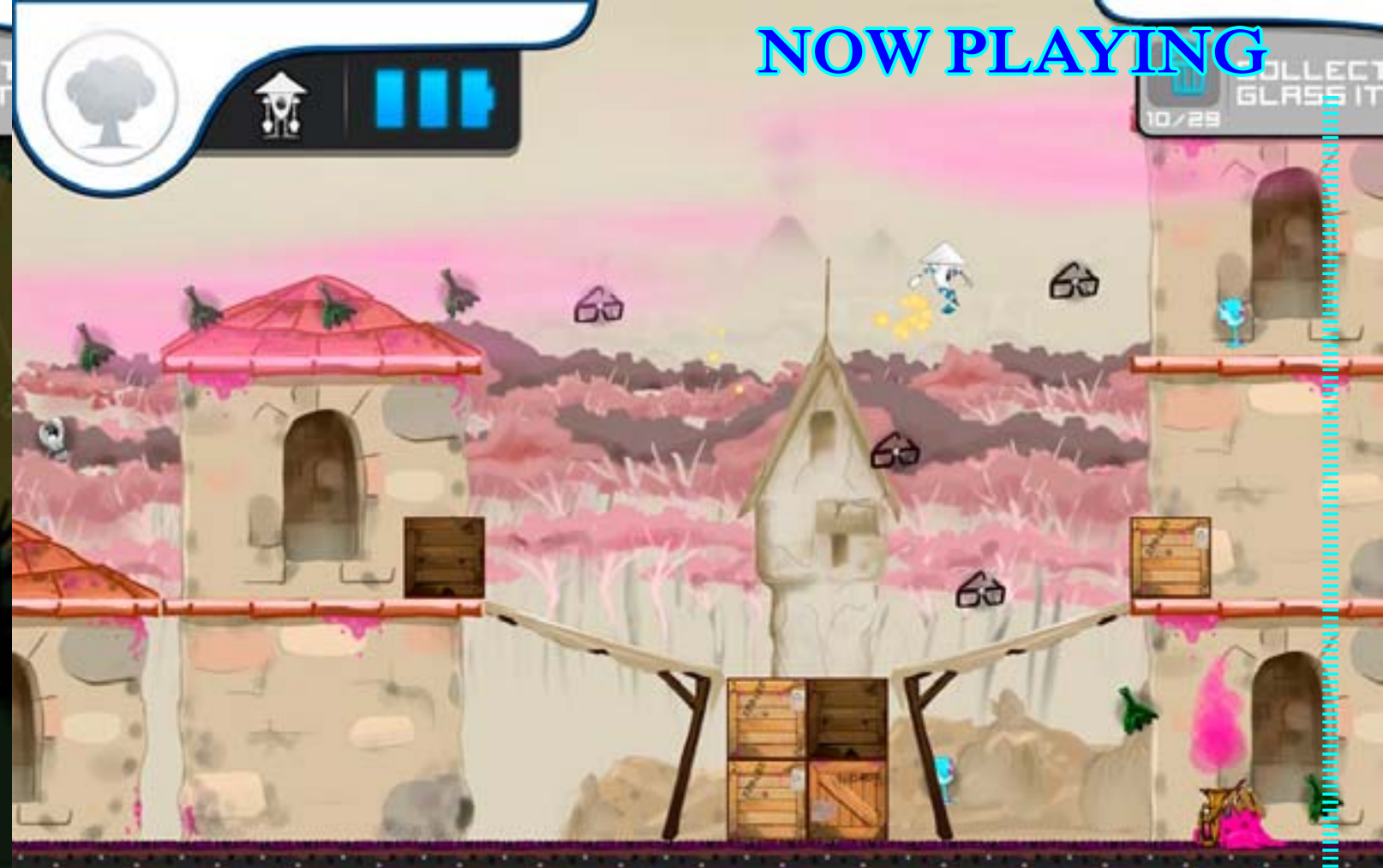
MOP

OPERATION CLEANUP





Product: MOP Operation Cleanup
 Company: Ensenasoft
 System: PC/PS3/PS4/PS Vita/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Fantasy Violence}



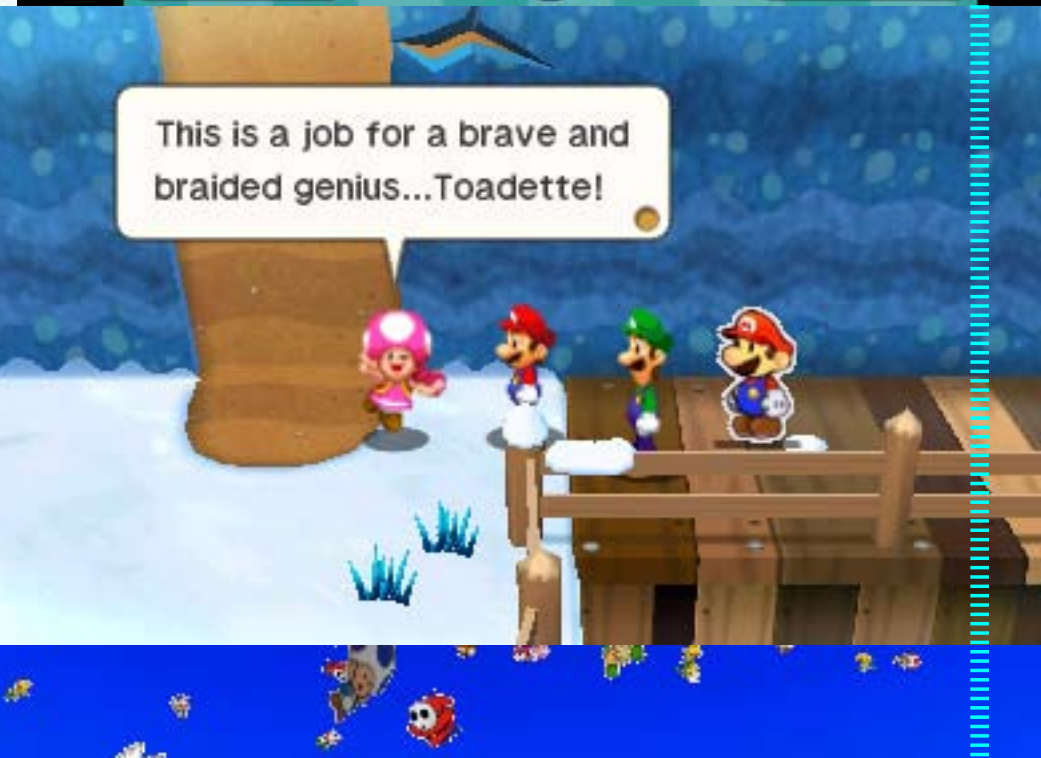
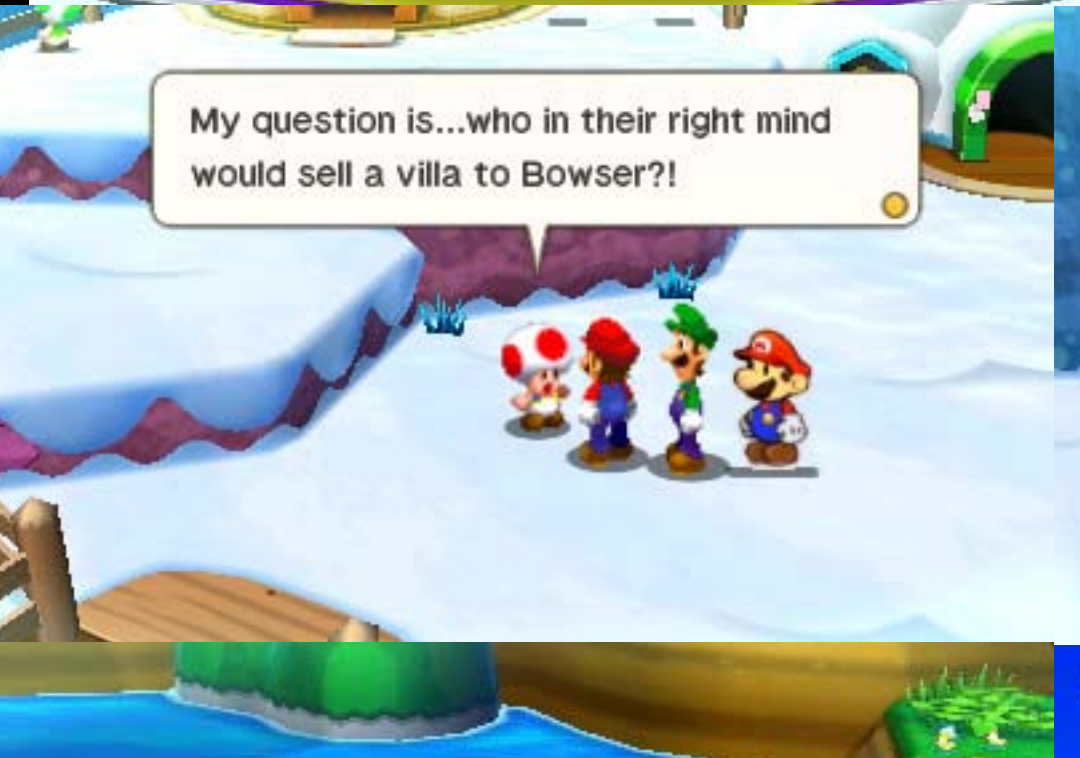
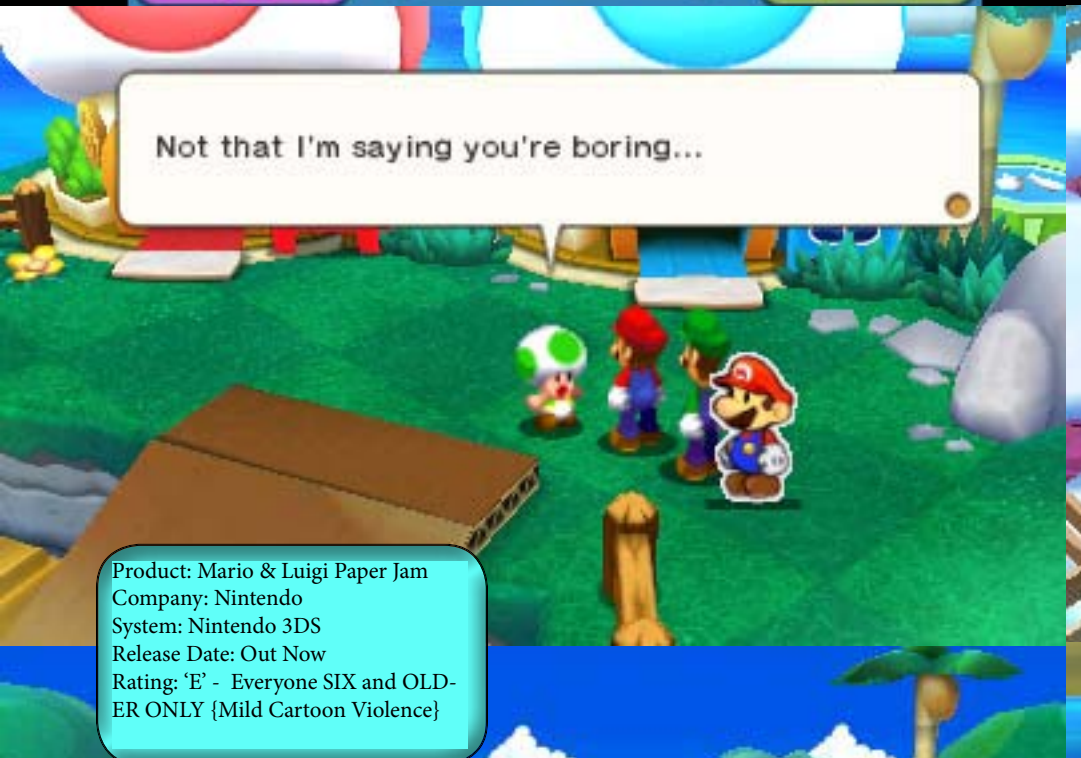
Product: MOP Operation Cleanup
 Company: Ensenasoft
 System: PC/PS3/PS4/PS Vita/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Fantasy Violence}



Product: Fire Emblem Fates
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: Out Now
 Rating: "T" - THIRTEEN and OLDER ONLY {Animated Blood, Fantasy Violence, Suggestive Themes}

WARNING THIS GAME

ATTACKS BIBLICAL MARRIAGE!!



Product: Mario & Luigi Paper Jam
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLD-ER ONLY {Mild Cartoon Violence}



Product: Project X Zone 2
Company: Bandai Namco Entertainment
System: Nintendo 3DS
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY (Fantasy Violence, Language, Mild Blood, Partial Nudity, Suggestive Themes)



Gladia

What? You can't just decide to become a monster hunter! It takes years of training!

Product: Trulon The Shadow Engine
Company: Headup Games
System: PC/iPad/iPhone/Android
Release Date: Out Now
Rating: '9+' - Everyone NINE and Older
Only (Infrequent/Mild Cartoon or Fantasy
Violence, Infrequent/Mild Horror/Fear
Themes)



Product: Trulon The Shadow Engine
 Company: Headup Games
 System: PC/iPad/iPhone/Android
 Release Date: Out Now
 Rating: '9+' - Everyone NINE and Older
 Only {Infrequent/Mild Cartoon or Fantasy
 Violence, Infrequent/Mild Horror/Fear
 Themes}



Last Minute

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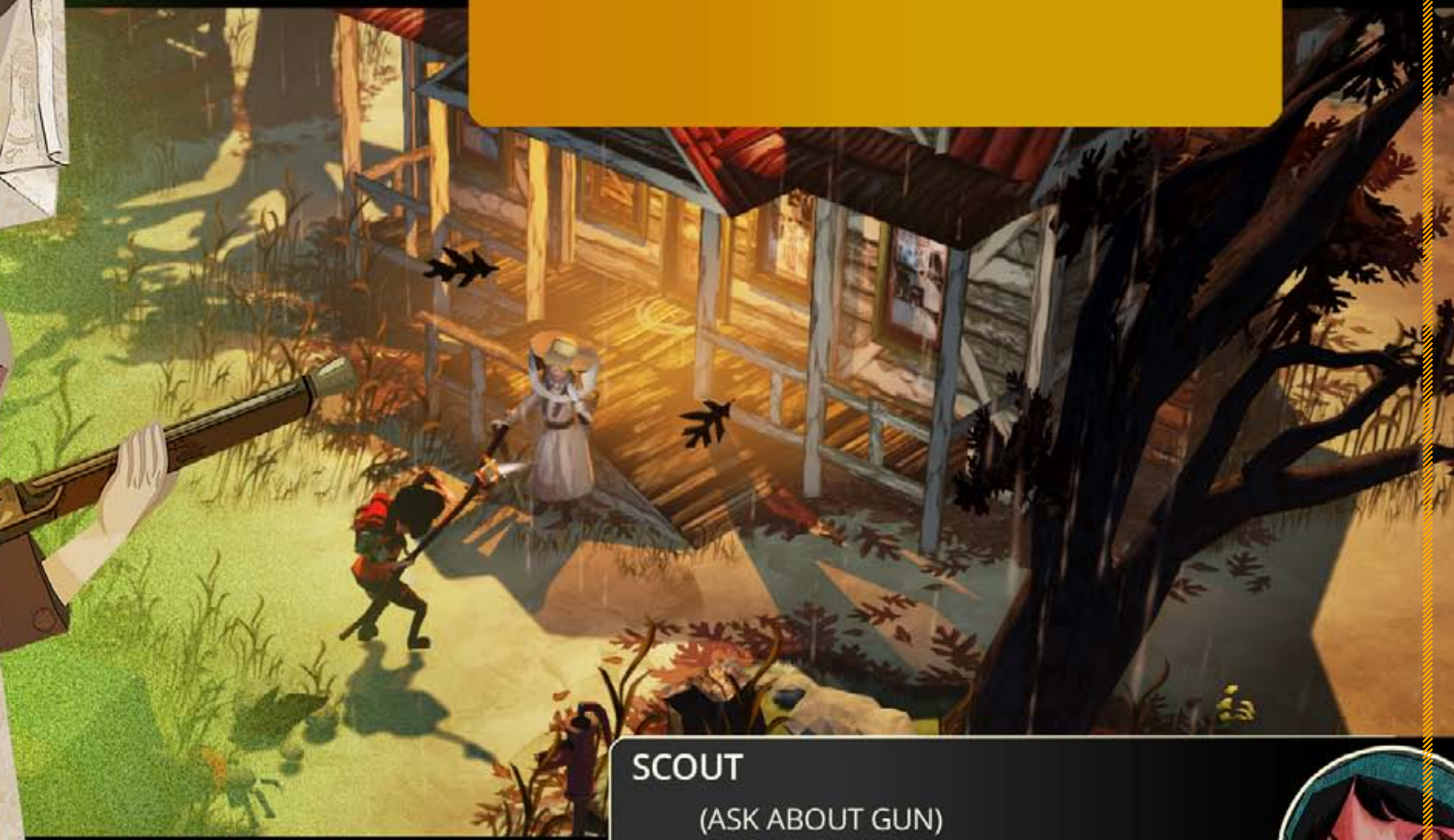
Tidbits





HELEN COCKROW

Something on your mind?



Product: The Flame in the Flood
Company: The Molasses Flood
System: Xbox One/PC/MAC
Release Date: Out Now
Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Violence, Blood}

SCOUT

(ASK ABOUT GUN)

A (ASK ABOUT PAST)





Product: The Flame in the Flood
 Company: The Molasses Flood System
 System: Xbox One/PC/MAC
 Release Date: Out Now
 Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Violence, Blood}



Product: Farming Simulator 17
Company: Focus Home Interactive
System: PC/Consoles
Release Date: Christmas 2016
Rating: 'RP' - Rating Pending

Farming Simulator 17



Product: Ironcast
 Company: Ripstone Publishing
 System: Xbox One/PS4
 Release Date: March 2016
 Rating: 'RP' - Rating Pending



Product: Crazy Machines 3
Company: Daedalic Entertainment
System: PC/MAC/Linux
Release Date: TBA 2016
Rating: 'RP' - Rating Pending





DISNEY INFINITY 3.0 EDITION - MARVEL BATTLEFIELDS PLAY SET



DISNEY INFINITY 3.0 EDITION - MARVEL BATTLEFIELDS PLAY SET



DISNEY INFINITY 3.0 EDITION - MARVEL BATTLEFIELDS PLAY SET

Product: Disney Infinity 3.0
 Company: Disney Interactive Studios
 System: PS3/Xbox One/Xbox 360/Wii U/PC/PS4
 Release Date: 2016
 Rating: 'E10+' - Everyone TEN and OLDER ONLY (Cartoon Violence)

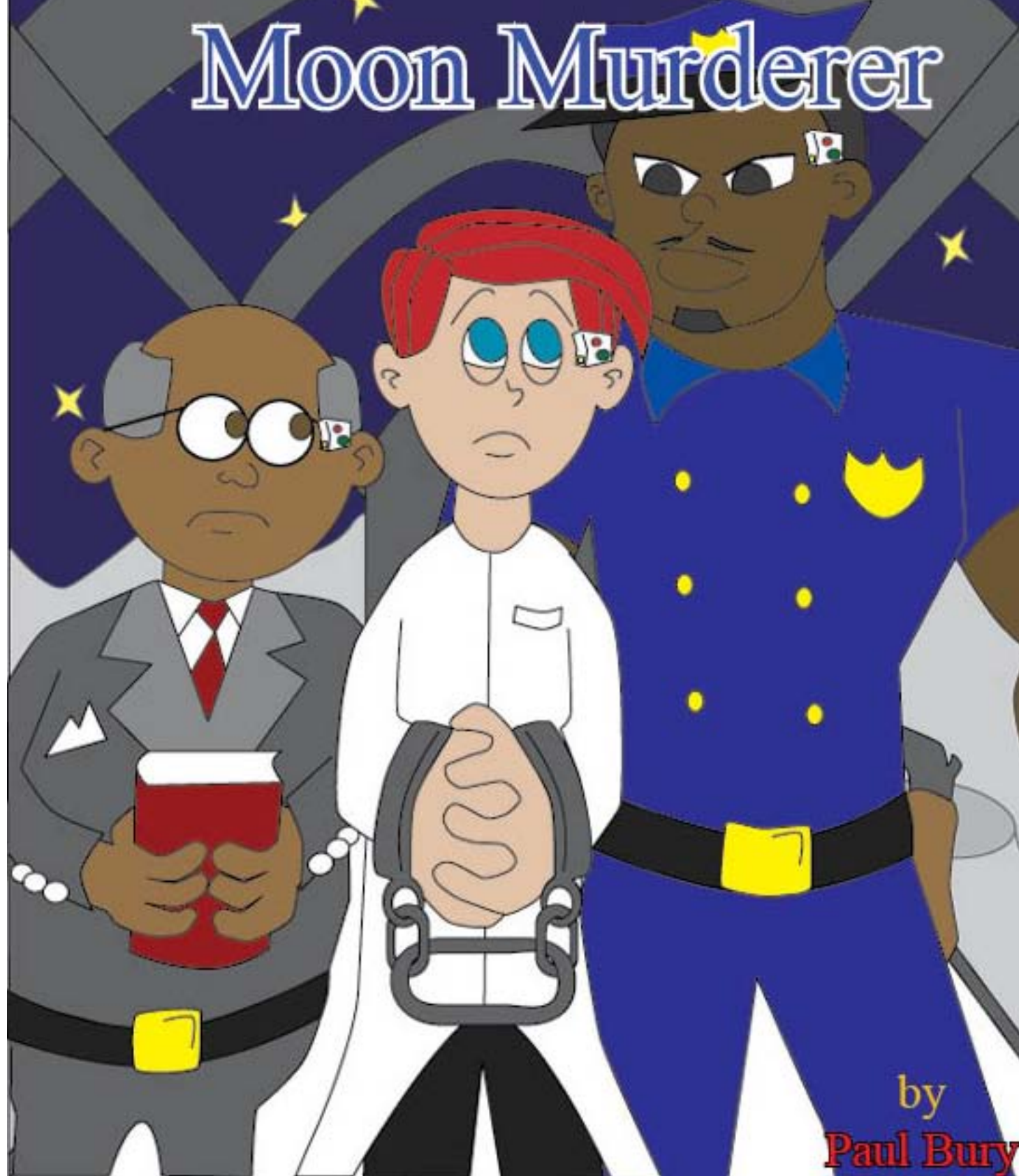


IN ONLY IN THE TOY BOX



Product: Organic Panic
 Company: GameMill Entertainment
 System: PS4/Xbox One
 Release Date: March 2016
 Rating: 'E' - Everyone SIX and OLD-ER ONLY (Mild Fantasy Violence)

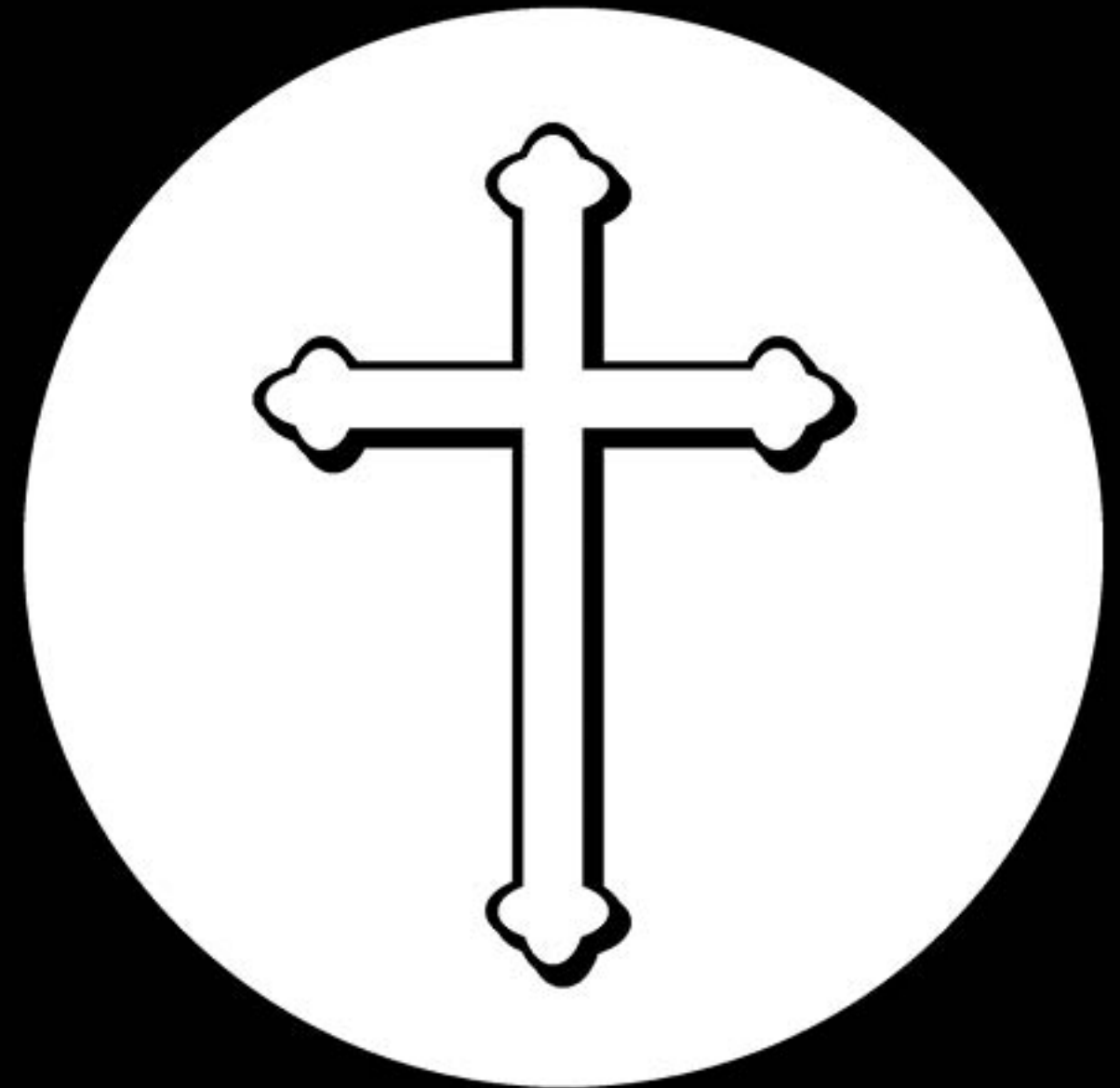
Future Glimpses Moon Murderer



by
Paul Bury

BUY IT RIGHT NOW HERE

FUTURE GLIMPSES
FREE AT LAST



BY
PAUL BURY

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