

FAMILY FRIENDLY GAMING

THE VOICE OF THE
FAMILY IN GAMING

TM

Paper Mario Color
Splash , KOI, Bus
Simulator 16, and
more in this stellar
issue!!

ISSUE #106

May 2016

Playstation VR is
coming later this
year. Start saving
for it now.



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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.

Too Many Moving Parts

I realized something recently. There are too many moving parts in certain processes. There is too much complexity in how some things work. I prefer the KISS methodology. Which stands for keep it simple silly. Why am I talking about it this month? Well something happen. Something that got me thinking about how hard it can be to determine the cause of a problem. I will explain in detail in the next paragraph. As well as list a slew of possible problems.

One morning while I was working on uploading files for Family Friendly Gaming the Internet dropped. This happens with the Internet router and modem from time to time. The company we pay for Internet has periods of problems. Interesting thing was we had also just turned on the gaming PC which is hard wired into the modem. I also noticed the light that was flashing was that wire being connected. Rebooted the modem and it was still messed up. Unplugged that wire and it came back. Plugged the wire into a different port and it kept working. Rebooted the gaming PC since Steam was messed up without access to the Internet, and the modem did the same thing. Then Avast claimed there was malware on a file that had been on the machine since 2013. We are currently in 2016. Had the ISP send a refresh signal, and everything worked fine. Almost forgot we could not get through to the ISP at first since their phone lines were so full.

Now the possible problems are: a bad port on the modem, virus, lines between us and the ISP, other modem issue, ISP issue, wire connection issue, wire issue, computer problem, Avast problem, and more. In fact it could be a combination of problems. There are so many moving parts that it can be difficult to tell what the problem is. I am thankful it is fixed, and hope it does not happen again anytime soon. If it does we play the guessing game on what might be the problem, and what can or can not fix it. I have found it can be dangerous to jump to conclusions without all of the facts. Sadly in issues like that one, we never get all of the facts.

How can any of this relate to video games? Aside from an inability to connect to any of your devices to the Internet, there is another connection. How many of ya'll out there have had one of your games crash on you? How

many of ya'll have had one of your games lock up? Modern day video games are very complex. Sometimes there is a memory error, or a testing error, or the player does something out of order (Lego games I am looking at you). Whatever the case there are all of these moving parts where one breaks and causes a cascading effect. It gets worse if you are playing video games online. Is it your connection or their server? You paid good money to not be able to play it the few hours you have available while they try to find the moving part that is broken. How do we get better stability with all these moving parts?

God bless,
Paul Bury



Finally Upgraded

I finally upgraded to the Nintendo 3DS. I like playing Cradle of Rome video games. I downloaded the game on my iPad and loved playing it there. There was one major problem through - it kills my battery really fast. So I checked and we own a copy of Cradle of Rome 2 on the Nintendo 3DS. I had some extra money left over that I had saved up for months. So I went out and purchased a Nintendo 3DS XL. One of the red ones with the amiibo support, and that extra little stick. It also has extra bumper buttons on it. This is my first time owning a Nintendo 3DS. Paul uses an original Nintendo 3DS, and our boys share a Nintendo 2DS.

One of the reasons I did not jump on the Nintendo 3DS is the 3D effects give me a migraine. I turned off that feature on the Nintendo 3DS XL I purchased. It is a wasted and unused feature for me. I also turned off the WiFi, which was not easy to find. There is no switch on the right side like the Nintendo 3DS. Instead it is done from the upper left hand side on the home menu. I did not even bother connecting the Nintendo 3DS XL to the Internet. Not something I need or even want to do. It is bad enough the Nintendo 3DS XL keeps sending me lame notifications on other features I am not interested in.

The screen of the Nintendo 3DS XL is really nice. Everyone else here commented on that. Even my hubby was like: "WOW, that is a huge screen!" It helps me enjoy Cradle of Rome 2, and of course Animal Crossing. It is pretty cool to see how bright and colorful this system is. I really wanted a Nintendo 3DS XL that was purple but the store did not have one. Want to know something shocking about the Nintendo 3DS XL? It does not come with a charger. We are using a charger for a previous device. Nintendo sells the power adapters separately - which is pretty lame in my opinion.

Everyone in my family has checked out the Nintendo 3DS XL since I have purchased it, and played it. My hubby helped me a lot with the set up. The boys have enjoyed playing games on it. We have plenty of physical copies of Nintendo 3DS video games so I have a nice choice in what games I can play. I will not mess around with the digital downloads. They do too much damage to Internet usage, and are too disposable for me. I enjoy putting a car-

tridge into the system. Which reminds me, the cartridges and the one stylus (that comes with the system) are on the bottom.

I wish there was a Nintendo 2DS XL system on the market. Maybe Nintendo will step up to the plate and make one. For now I will enjoy the Nintendo 3DS XL with no 3D. Paul had to help me set that feature up, and then turn it off since it would have sent me to the hospital. I doubt Nintendo would pay their fair share of that bill after creating the problem. We found a way around Nintendo's major issue in that realm. The Nintendo 3DS XL is lighter than I expected.

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



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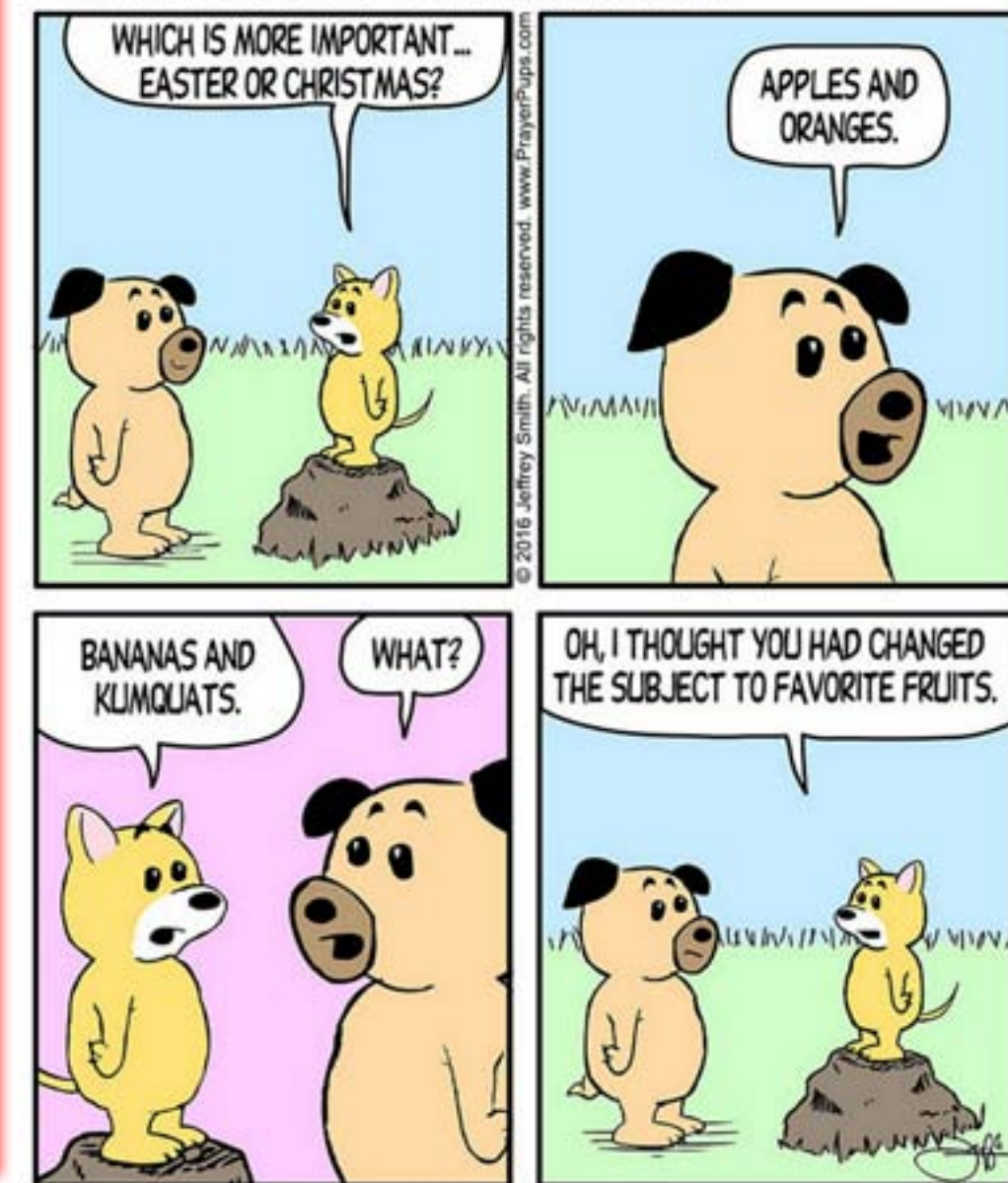
Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews,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



08-07-2015

CAN YOU SCROLL BACK UP?

PRAYER PUPS BY JEFFREY SMITH



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!

Physical Copies

Keep up the good work of talking about physical copies. I love physical copies of video games. I won't buy a game unless there is a physical copy version of it. I don't care how great of reviews it gets. If the company won't provide in the physical realm I won't ever give them any money. I am thankful Family Friendly Gaming cares about my rights as a consumer more than repeating what the companies tell you to say. There are no other gaming sites I have seen that promote physical copies like Family Friendly Gaming. So those other sites have no credibility with me.

- Shawn

{Paul}: Shawn,
Thank you so much for your sup-

port. One of the things that opened our eyes was readers telling us they could only afford 8 gigs of Internet usage a month. Some of these games are three times that large. Then we ran into Internet usage fines of \$50 for some months and we have the Cadillac plan of 300 gigs of usage a month. If we have to pay fifty dollars we might as well just buy the game. So when it came to the choice of physical copy or digital download, we always go with physical copy.

Then we found out these companies were trying to save money, and maximize even more profits for themselves by moving the distribution costs off on gaming media, and consumers. Our response to that was: "NO!" We already make them tens of millions of dollars, and they don't share as is. Why help them make even more money? Too many families are struggling to get by, and these companies are trying to squeeze them even more. It offended us. How much profit is enough? For those people it is never enough. They want more, more, and more. I can not sit by and support such greed.

We made some people in PR and employees of some of these companies really mad at us. We made points they did not want to hear about. We pointed out how they are going to lower and limit their sales. We taught them they were being selfish and greedy. We were discriminated against, and punished by them for standing

for what is right, and standing up for the people. Guess what? We are amazingly happy to face that kind of persecution. It takes longer to purchase these games, and it takes longer for reviews to happen on these games. We keep getting emails telling us they can wait for our reviews. So these companies are only hurting themselves by treating us like dirt. They have to live with their mistakes. We still treat them with respect, and professionalism.



Star Wars The Force Awakens

Thank you for your review of Star Wars The Force Awakens. You were very fair in your review. I loved the movie, and did not know any of

the Star Wars history in the books. I initially thought you were wrong about that. So I researched it and found out you were right. This is one thing I really like about Family Friendly Gaming. You guys make poignant points that I want to dispute. So I check it out cause I thought you were wrong. Only to find out you were completely right. I won't doubt you anymore in the future.

- Nancy

{Paul}: Nancy,
Thank you for your kind words. I have a request and it may seem a little strange. Please do not stop checking. I mean that. I don't want anyone out there to take my word for everything. Verify what I say. Check up on it. I am human, and I can make mistakes. As can any of us here at Family Friendly Gaming. So please keep us honest, and keep checking up on us. When you find we made a mistake, please let us know.

Raptr

What is with the header change? Family Friendly Gaming has such good stories on what goes on behind the scenes. What happened to that Google plus logo, and there is some dinosaur there. What is that a Raptor? Why the change? I don't see any news story explaining the change. Family Friendly Gaming has good reasons for doing what

they do, and you share what is going on. Can you share?

- Aaron

{Paul}: Aaron,
Yes we can share. First off thank you for being so observant and noticing that change in the header. Here is what transpired. We had partnered with Raptr years ago. Our contact left Raptr, and along with him the agreement we had. Plus we were burned out on Raptr. I know the sixteen thousand likes were



cool and all that. We gave Google+ a chance. On all of the metrics we use Google+ was an abysmal failure. Trying to find companies to let them know we published their press releases, to Google's unethi-

cal business practices. We had been internally discussing a change when Google helped us make our decision. They warned us that we may have violated one of their policies. They stopped us from being able to post our stories. They would not tell us what alleged policy we may have broken. The only thing I can think is that we support Biblical marriage and not the radical zealot sexual deviant attempts to redefine it. If that is the case then Google is in violation of the First Amendment and

the Civil Rights Act of 1964. If it is some other issue they should tell us what it is. We talked about it, and decided to move forward with the plan of dropping Google+ that we had already formed. Then we discussed a replacement and decided to give Raptr another shot. If you have any suggestions on social media sites you want us to post our cov-

erage on please let me know. When we dropped Raptr they were doing this big push to track games and time with their desktop software. We still won't add that desktop software, and now we could care

SOUND OFF Continued

less about tracking games or game play time.

We Would Play That

Thank you for your 'We Would Play That' feature in your e-magazine. I love the ideas Family Friendly Gaming comes up with in that feature. You help me imagine what those games could be like. I hope game developers are reading that feature because I would buy games like you are describing. Have any game developers told you they are starting on one of those games?
- Brad

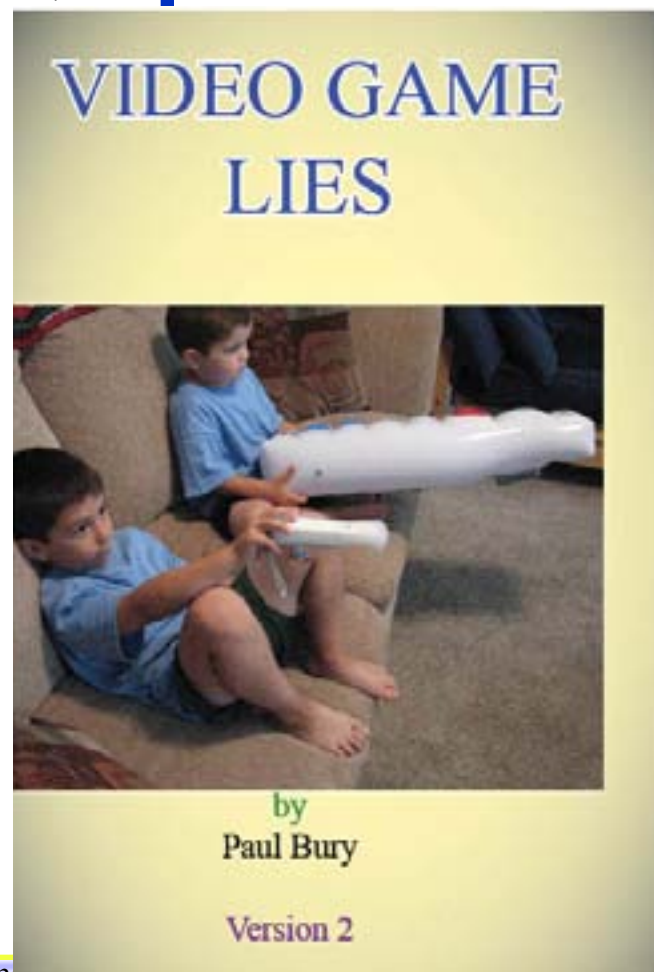
{Paul}: Brad, Thank you for your kind words of encouragement. I am so pleased to hear you are enjoying that feature. It was one of the ideas we brainstormed during the changes we made for issue #100. We have always been big on provoking thought in a positive way. Plus it allows us to be creative and explore some different ideas.

Thus far we have not heard from any developers on making any games like we have outlined in that feature. I hope and pray some-

one out there is making one. Maybe they are worried about copyrights and trademarks. We are not greedy like the other companies. We would like to play games like the ones we mentioned. I believe it would improve the image of the video game industry and help it mature past its childish state.

Video Game Lies Version 3

Any updates on when Video Games



Lies Version 3 will be released? I thought you said in 2016. Is that right? I really want to read the latest version. How is progress coming?
- Samantha

{Paul}: Samantha, I need to apologize straight off that progress has been slower than I thought. We have been working on the log files from the past to get the exact unique IP address account for all of the years we have log files for. I did start my next book - which will be a devotional of the Devotional columns from all of the active e-magazines we can get out of the archives. I have also been making notes of additional topics for Video Game Lies Version 3. I hope to get some work done on it this year. Lord willing early 2017 it will release. Maybe by Christmas 2016. I am trying. :)

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page:
<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
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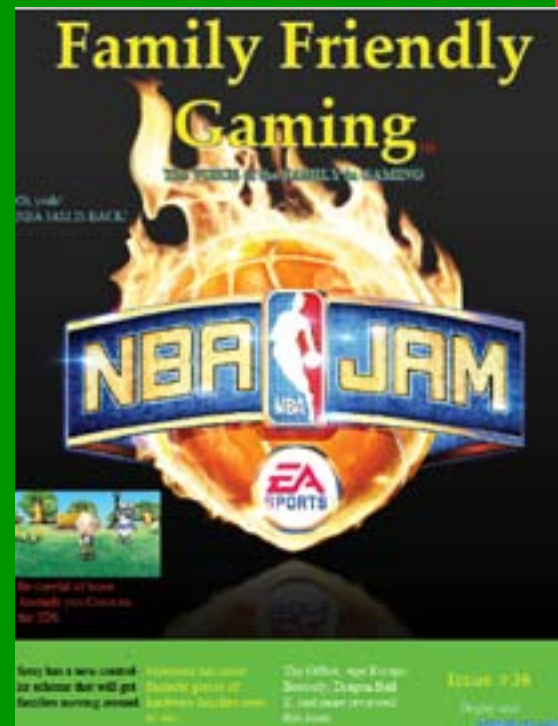
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Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements 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 year did Family Friendly Gaming start?

Answer:

Question: What fanzine did the Bury family do before Family Friendly Gaming?

Answer:

Question: What are some of the damages done by digital downloads?

Answer:

Question: Where can you find tools to equip you to do God's work?

Answer:

Question: How do you feel when you help others?

Answer:

Question: What can you do about Christians being persecuted?

Answer:

Question: What is your favorite Praise & Worship song?

Answer:

Question: If you could make a Christian video game, what would it be about?

Answer:

Question: Have you read through the entire Holy Bible?

Answer:

Question: If you get sick who should anoint you with oil and pray for you?

Answer:

Question: Can you find three positive things to say about video games?

Answer:

Question: How often do you pray for those behind the ministry work of Family Friendly Gaming?

Answer:

Question: Why did the Updated News section get split from the regular News section?

Answer:

DEVOTIONAL

Helpful Thoughts

Reform Part 18

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about healing. I know this can be a controversial topic in some circles. Some people feel insulted when they are not healed. It does not help when others claim their must be sin in their lives, or they do not have enough faith. I will come back to that in a minute. For now what does the Bible say on healing? **James 5:14** *Is anyone among you sick? Let them call the elders of the church to pray over them and anoint them with oil in the name of the Lord.* How many Christians in America call upon an elder to be prayed for and anointed with oil? The Holy Bible says to do it. Are you doing it? If you do, is that what you do first? Or do you go to a human being for treatment first? God wants our first fruits, not the left overs. **Proverbs 3:9-10** *Honor the Lord with your wealth, with the firstfruits of all your crops; 10 then your barns will be filled to overflowing, and your vats will brim over with new wine.*

I have witnessed a lot of other believers who go to man first for healing. Then they ask

for prayers to guide the doctor's hand during surgery. What a complex thing to ask for. Why not ask for God to heal you, and there be no need for surgery? God may heal you, and He may not. Why avoid even trying? I believe some people have a huge amount of faith. They apply that faith to human made medicine. If they applied it to God instead of man made procedures and objects I believe they would experience miraculous healing. I said I would get back to this.

The core of this to me is going to God. There is a certain humility required going to God and admitting you need His help. **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.* Is it just as humbling to go to another human being? Another human being who is flawed and can make mistakes? I don't think so. I see it as a way to avoid God. Too many churches are ignoring what the Holy Bible teaches on healing. There are a ton of verses on healing in the Holy Bible. They redefine healing as what doctors and drugs do. God is original healer, and

originator of healing.

Don't get me wrong, I do believe doctors and medicines have their place. I see them as second place. Meaning go to God first. If God does not heal you, then you can go to a doctor. Why would you want to miss out on a blessing and miraculous healing by leaving God out of the equation? Are doctors large donors of your church? Do some churches need to reform out of a greed issue? Whatever the case I have been to plenty of churches that need this reform.

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.

Do It Yourself

How often do you run across other people making mistakes? Whether it is a politician, or an athlete; how many of them have let you down over the years? How many times have you heard or read news stories about some food poisoning and/or disease at some restaurant? Is there a good way to avoid these problems? Yes we at Family Friendly Gaming believe there is. We believe families can find a safer, and healthier path to walk. One with less disappointment and more satisfaction.

What is this path of which we speak? First off you need to understand Family Friendly Gaming is about

traditional values, and following traditional paths. From following the teachings in the Holy Bible to using natural medicines. What is this path to better eating? Do it yourself. Sounds really simple too. There are plenty of cook books, recipes, and even online explanations on how to do things. There is also trial and error. When a mistake is made you have yourself to blame. Then you can learn from it and do better next time.

Family Friendly Gaming recently purchased some salmon and smoked it for a wonderful family dinner. We did not go to a restaurant for smoked salmon. We did it ourselves. Some families will even fish and smoke what they catch. Which is even more of doing it yourself. We have found it is great to start with small steps. Purchase the meat and learn how to smoke it. Then you can add whatever spices you like. Experimentation is a great thing, and it is a lot of fun to try different flavors with the food you are creating in your own home. Did you know that is how some restaurants were started? People cooked things, and experimented until they had something that tasted awesome. Then they sold it to others. There can be a business opportunity

for some families.

Salads is something else we have been experimenting with here at Family Friendly Gaming. Lettuce, cabbage, radishes, carrots, onions, celery, and more all fit nicely in a salad. Salads can be one of the ultimate do it yourself meals, especially if the vegetables came from your own garden. Gardening is very rewarding. We still can the raspberries and strawberries we harvest every single year. We eat cucumbers from our garden for months. Talk about saving money too. Seeds are not very expensive and provide a wonderful value.

Do It Yourself can apply to so many things in our lives. From working on cars, to landscaping. It is always more rewarding and costs less to do it yourself. Just make sure you know what you are doing. Plumbing and electrical can be dangerous and damaging if you are not versed on how the systems work. Like turning off the power and/or water before working in certain areas. Don't want a shocking or drowning experience when you are trying to make things better. What areas in your life do you think you could do it yourself? Where can you save some money?

IN THE

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God's Not Dead 2 (The Novel) available now

A public school teacher—a Christian woman—is on the hot seat with the school district after she answers a student's question about Jesus during a classroom discussion. Suddenly she becomes a pawn in an epic court case that could cost her the career she loves. Read this gripping novelization of the blockbuster new movie from Pure Flix.

God's not dead . . . but they're trying to kick him out of the public square!

Welcome back to Hope Springs . . . where Christian Grace Wesley teaches high school history. She is on the hot seat with the school district after she answers Brooke Thawley's question about Jesus during a classroom discussion. Suddenly, Brooke becomes a pawn in an epic court case that could cost Grace the career she loves.

NEWS

Tom Endler, a lawyer with the teachers' union, is tapped to reluctantly represent Grace in her fight for her First Amendment rights. He finds himself fighting for a cause he doesn't even believe in. Tom's research leads him to Amy Ryan, a reporter and former skeptic who found faith while battling cancer and watching the classroom battle unfold at Hadleigh University a year...

Product Details

Published: March 1, 2016
Binding: Softcover
Trim Size: 5.5 x 8.25 in.

New Corsair VOID Surround Sound

Corsair announced the immediate availability of the Corsair VOID Surround and Corsair VOID Wireless RGB White headsets, further expanding its range of multi-award winning gaming headsets. Offering universal compatibility for PC, PS4 and Xbox One, VOID Surround opens up its legendary gaming audio and supreme comfort for any platform, while the white version of the VOID Wireless RGB headset adds a striking, clean look to complement its 40 ft. wireless range and all-day battery life.

The VOID Surround brings Corsair's most advanced gaming headset to the widest range of devices yet. VOID Surround's mobile-compatible 3.5mm connector offers instant connectivity to virtually any audio source, as well as full headset capability with Sony's PlayStation 4 and Microsoft's Xbox One (requires Xbox

One Wireless Controller with a 3.5mm port or Xbox One Stereo Headset Adapter). The 3.5mm jack also enables use on smartphones, tablets and handheld gaming devices. For connection to a PC, VOID Surround includes a USB 7.1 Dolby headphone adapter, unlocking genuine Dolby Surround for deadly accurate positional audio, as well as a fully customizable EQ in the Corsair CUE (Corsair Utility Engine) software.

As with all Corsair VOID headsets, VOID Surround is built for comfort and durability, with memory-foam ear pads wrapped in long-lasting microfiber and cast aluminum construction. Oversized 50mm neodymium drivers deliver brilliant, precise highs and powerful bass, while a sophisticated unidirectional noise-cancelling microphone makes sure your teammates hear you loud and clear.

VOID Wireless – Now In White

Also launching today is Corsair's new VOID Wireless 7.1 RGB Gaming Headset in white, a stylish new version

of the multi-award winning Void Wireless headset, offering full Dolby Headphone 7.1 surround audio without the hassle of cables. Up to 40 ft. of wireless range grants freedom to enjoy untethered audio, while up to 16 hours of battery life ensures all-day gaming sessions go uninterrupted. Microfiber-wrapped memory foam ear pads and cast aluminum construction guarantee comfort and durability though even the longest, toughest gaming sessions and customizable lighting supports Corsair's CUE Link, enabling RGB synchronization of all RGB-enabled Corsair headsets, mice and keyboards. Its Corsair's most advanced wireless headset, now in a striking new color to match lighter gear and décor.

VOID Visualizer – See Your Sound

Corsair is also proud to announce a major new software feature for its powerful Corsair Utility Engine software, VOID Visualizer. Combining a digital Corsair VOID headset (VOID Wireless, USB or Surround) with any RGB-enabled keyboard (such as the K70 RGB or Strafe RGB) enables gamers to unleash a stunning multi-color graphic equalizer on their keyboard, turning it into a real-time display of the active audio or microphone signal. Compatible with VOID Surround, VOID RGB Wireless and VOID RGB USB headsets, VOID Visualizer can be enabled with just a few clicks in the Corsair Utility Engine.

Availability and Pricing

The VOID Surround has an MSRP of \$79.99. VOID Wireless RGB in white has an MSRP of \$129.99. Both are available immediately from Corsair's worldwide network of authorized retailers and distributors. VOID Visualizer is live immediately in Corsair Utility Engine Version 1.15.36. VOID Surround Gaming Headset Specifica-

tions

- **Genuine Dolby Headphone:** Treat yourself to 7.1 channels of accurate and immersive surround
 - **Universal Compatibility:** The mobile-compatible connector works with PlayStation 4, Xbox One and mobile devices. The included USB Dolby 7.1 sound card unlocks genuine Dolby Surround for PC.
 - **Embark on Marathon Gaming Sessions:** Microfiber-wrapped memory foam ear pads enable extended play.
 - **Unlock Legendary Audio:** Oversized 50mm neodymium drivers bring the action to life with brilliant range and precision.
 - **Microfiber/Memory Foam Earpads:** Play in comfort for hours... and hours
 - **Crystal Clear Voice Communication:** The noise-canceling microphone on the VOID headset puts your voice in the spotlight—and nothing else
- VOID Wireless Dolby 7.1 RGB Gaming Headset – (White) Specifications**
- **Legendary Audio, Zero Hassle:** 2.4GHz wireless freedom up to 40 ft. + 16 hours of uninterrupted gaming
 - **Epic Immersion and True Multi-Channel Audio:** Genuine Dolby Headphone surround delivers lethally accurate 7.1 positional audio
 - **RGB Lighting:** Sync with other Corsair RGB devices—or light your own path
 - **CUE Control:** Instantly re-spec your gaming audio—EQ, Dolby and volume—with a single digital control.
 - **InfoMic:** Everything you need to know about your audio status—instantly.
 - **Unlock Legendary Audio:** Oversized 50mm neodymium drivers bring the action to life with brilliant range and precision
 - **Microfiber/Memory Foam Earpads:** Play in comfort for hours... and hours
 - **Take Command:** The advanced unidirectional noise-cancelling microphone makes you loud and clear

Atari Vault Releases

Atari® announced the launch of Atari® Vault, now available for download on for PC. The new title includes a complete collection featuring 100 of the iconic publisher's most popular arcade and Atari 2600 games. For the first time, players can experience these renowned games with the benefit of current technology, including global leaderboards, multiplayer modes, and full controller support.

With the release of Atari Vault, gamers of all ages can relive – or experience for the first time – the titles that comprise the foundation of the modern gaming industry. Featuring games like Asteroids®, Centipede®, Missile Command®, Tempest®, Warlords®, and many more, Atari Vault combines the nostalgia of arcades and the Atari 2600 with modern gaming capabilities, including:

• **Updated UI:** A sleek selection menu allows players to easily search through the full collection of games, while preserving the retro feeling of individual titles.



• **Global Leaderboards:** See how scores stack up against players from around the world, in real time! Hold top scores across a multitude of Atari classics to become the master of a whole generation of video games.

• **Multiplayer Capabilities:** For the first time, square off against other players from across the globe for the ultimate test of head-to-head skill in online and local multiplayer.

• **Full Controller Support:** Experience a new level of control playing with your favorite controller. The touch-sensitive trackpad of the Steam Controller mimics the original trackball, providing a new level of control for titles like Centipede® and Tempest®.

• **Archive:** View interactive galleries that show original, detailed packaging, arcade machines in 3D with 360-degree views, and a wealth of historical press and advertising materials.

“Atari Vault grants convenient access to some of the most memorable titles in gaming history, and in delivering these games in their original state, it is introducing a new generation of gamers to some of the very first video games,” said Fred Chesnais,

Chief Executive Officer, Atari. “It is our hope that the same excitement people experienced in the arcades and in their homes when these titles were first introduced can now be embraced again, and that newcomers can discover what made these titles so iconic.”

Developed by Code Mystics, Atari Vault is discounted 15 percent to \$16.99 USD for a limited time on Steam. No word on a physical copy version of this game at this time. Families are required to pay the Internet fees to download this game.

Chronos Launches on Rift

Gunfire Games announced that Chronos, the premium VR adventure RPG title, has launched exclusively on Oculus. The new game is priced at \$49.99, rated comfortable and is available in the Oculus store.

The atmospheric RPG that chronicles a hero's lifelong quest to save their homeland from a great evil combines unique adventure game elements with RPG mechanics all in an unparalleled level of immersion, scale and detail! A variety of weapons, abilities and powers help players in their quest all while exploring a vast fantasy world in full Virtual Reality.

"One of the cool things about VR is that you're just in this world, enjoying it, looking around and doing stuff, and with Chronos we want to encourage people to stop, look around, think and enjoy themselves," said David Adams, President of Gunfire Games. "There are so many inspirations for Chronos, but overall the experience is a mixture of puzzles, a great RPG, and a great adventure with exploration and combat," Adams continued. "Style-wise we wanted to really capture the feel of a fairytale while still being anchored in the real world, because things are more fantastical when they are in relation to things that are normal."

Your character will grow wiser, stronger and more powerful as they explore the depths of the mysterious labyrinth. But with the unique aging mechanic, every time the character dies they age one year. Players must adapt to their character's advancing age as they progress through the game. Start young and nimble, end wise and more attuned. No word on a physical copy version of this game at this time. Families are required to pay the Internet usage fees to download this game.



Kingsglaive Final Fantasy XV Announced

Revolutionary fully CG animated movie features voices of Aaron Paul, Sean Bean and Lena Headey. Based on the global cinematic and game, Sony Pictures Home Entertainment (SPHE) and SQUARE ENIX® unveiled KINGSGLAIVE: FINAL FANTASY XV™, the fully CG animated movie slated to premiere this fall. The movie will be released worldwide as a cross-media collaboration with FINAL FANTASY XV, the upcoming sequel to the extremely successful gaming franchise.

KINGSGLAIVE features an all-star cast, including Sean Bean as King Regis, Lena Headey as Princess Luna and Aaron Paul as Kingsglaive soldier Nyx.

SYNOPSIS

The magical kingdom of Lucis is home to the hallowed Crystal, but the menacing empire of Niflheim will stop at nothing to make it theirs. War has raged between the two for as long as most can remember.

King Regis of Lucis commands an elite force of soldiers dubbed the Kingsglaive. Wielding their king's magic, Nyx Ulric and his fellow glaives stand before the crown city of Insomnia, fighting to stay the inexorable advance of Niflheim's imperial army.

Before the overwhelming military might of the empire, King Regis can only salvage his kingdom by accepting an ultimatum—he must cede all lands outside the crown city, and see his son, Prince Noctis, wed to Lady Lunafreya, the former princess of Tenebrae now captive of Niflheim.

As the war of wills rages, the machinations of Niflheim transform Insomnia into an awe-inspiring battleground, pulling Nyx into a struggle for the very survival of the kingdom.

Knights of Pen & Paper 2 Releases Expansion

Paradox Interactive released a new expansion for Knights of Pen & Paper 2, the turn-based RPG that challenges players to play a turn-based RPG. Dropping today as free loot for all players of Knights of Pen & Paper 2 on Windows, Mac, and Linux PCs, and iOS and Android devices, the new expansion is titled “Back to the Source.” In the new expansion, players will have access to two new character classes, higher skill caps, an all-new mega-dungeon, and plenty of other RPG-related words, completely free of charge. The expansion is available now from digital retailers and mysterious tavern strangers everywhere.

In addition, the latest expansion is available within the new Deluxiest Edition of Knights of Pen & Paper 2, an all-inclusive bundle that comes with the core game, its three expansions – “Fist of +1 Fury,” “Here

Be Dragons,” and “Back to the Source” – and a wealth of bonus content:

- An Epic Mount to carry you through your mounting epic
 - An Art Book for the true pixel connoisseur
 - An Exclusive In-Game Location: The Grinding Farm
 - A 14-song Soundtrack, full of tunes best experienced with chips
- The Deluxiest Edition and its Deluxiest Additions can be purchased for \$14.99.

No word on a physical copy version of this game at this time. Families are required to pay the Internet usage fees to download this game.



Gamevice is a lightning connected attachable controller for iOS. Gamevice delivers the lowest latency of any controller on the market. This MFi certified (Made for iOS devices) dual analog stick controller easily attaches to Apple iOS devices.

iOS gamers no longer have to deal with the limitations of playing games on a touchscreen. Gamevice delivers gaming controls on par with PC and console gaming. There are more than 800 Gamevice compatible games designed for controller support. Gamevice is engineered to enhance gaming for Apple devices.

Gamevice Live, the companion app for Gamevice, aggregates all known iOS controller compatible games. Gamevice Live is available for download on the App Store. Families are required to pay the Internet usage fees to download this app. The app is needed to use the device.

iOS gaming goes Pro with Gamevice continued

Now it is your time to sharpen the blade and restore your family’s legacy. Use Gamevice to defeat a succession of evil bosses in over 60 Dungeon wings, smashing and bashing your way through dark forests, frozen palaces, swampy depths, and fiery cauldrons.

Gamevice 2016 Product Line up Now available:

Gamevice controller for iPad Mini: supporting Mini 2, 3 and 4 (\$99.95)

Gamevice controller for iPhone: supporting iPhone 6, 6 Plus, 6S, 6S Plus (\$99.95)

Launching:

April: Gamevice controller for iPad: supporting iPad Air, iPad Air 2, iPad Pro 9.7 (\$99.95)

Spring 2016: Gamevice controller for iPad Pro: supporting iPad Pro 12.3 (\$99.95)

About Gamevice

iOS gaming goes Pro with Gamevice

Following the release today of the 9.7-inch iPad Pro, Gamevice - the only Apple approved, Lightning connected game controller for latency free gameplay – is launching Gamevice controller for iPad (supporting iPad Air, iPad Air 2 and iPad Pro 9.7). The Gamevice for iPad will available in April in the US. Gamevice for iPad Pro (iPad Pro 12.3) will launch in the second quarter of 2016.

When it comes to mobile gaming, iPad Pro is the ultimate gaming device, with more graphics processing power than the Xbox 360. By adding Gamevice’s ergonomic controls to the iPad Pro 9.7 and 12.3 it transforms them into a powerful, handheld gaming console. Connecting to the lightning port, Gamevice delivers zero latency to any optimized game.

Gamevice for iPad Pro has been op-

timized to make gaming with the 12.3-inch screen comfortable to hold whilst playing - something that’s hard to do with the iPad 12.3-inch version, without the Gamevice attached.

With more than 800 controller-supported iOS games Gamevice is the ultimate accessory for game lovers. Some of the latest iOS games to support Gamevice include:

- FIFA 16
- Minecraft: Pocket Edition
- Final Fantasy VII
- NBA2K 16
- Minecraft Episodes

Gamevice for iPad and Gamevice for iPad Pro previewed at Gadget Show Live, in the UK, on 31st March, 2016. Visit Gamevice at the Gamevice Mobile Game Zone to play the latest console quality mobile games on iOS, including:

Legacy Quest

Family Friendly Gaming Hall of Fame Class of 2016

Since 1998 those of involved with Family Friendly Gaming have been promoting good games for families. We have been involved in the industry for decades. We are constantly honoring good games for families. The Holy Bible has been the set in stone standards we have applied to the definitions we use. Covering these games in a wide variety of forms has been the order of the day for these games. We wanted to do something additional, and special for some of the best of the best. Yes we have a rarely given seal of approval.

What about something else though? Some companies and some franchises deserve a lifetime achievement award. Which is usually given when that lifetime is over with. In video games a franchise can come back. Companies can come back. So after

much prayer, fasting, and earnestly seeking God’s will we have an exciting announcement. Welcome to the Family Friendly Gaming Hall of Fame. Here are the in year of our Lord 2016 inductees. Each inductee will receive a plaque to commemorate their status of as a Family Friendly Gaming Hall of Famer.

Here they are:

- VeggieTales Larryboy and the Bad Apple – Crave Entertainment
- Marble Saga Kororinpa/Kororinpa Marble Mania - Hudson Entertainment
- Dora the Explorer Games - Global Star Software
- Paul Bury - Family Friendly Gaming
- We Ski, We Ski and Snowboard – Bandai Namco Entertainment
- Pac-Man - Bandai Namco Entertainment
- The Game Factory

WE WOULD PLAY THAT!

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. There are games that let gamers deliver papers (Paperboy). There are plenty of video games with neighborhoods. What about a video game that lets you go door to door inviting people to church? The whole door to door salesman concept is something that is not done much anymore. Why not have a video game to educate people of this era what that job was like? From dogs chasing you away, to evil, mean and hateful people who are angry that you

care enough to witness to them. Then there could be people happy to hear the good news of Jesus Christ. So maybe it would be a game where you go door to door and share the love of Jesus Christ to them.

I doubt it would be a complex game to do. One screen that has a map of a neighborhood to visit. Another screen of the street of that neighborhood, and finally a screen of the face to face interactions. Creativity could come from what kinds of reactions there will be to your message. Maybe even times of day could be picked. Different reactions could come from different times of day. Maybe no one is home in the middle of the day. Maybe they are happier to listen on a Saturday than a weeknight at dinner time. Maybe they work nights and you woke them up in the middle of the day. There

are so many possibilities that could be put into a game based on going door to door and witnessing.

Churches could even use this kind of a game as a teaching tool to that particular ministry. It might even encourage some believers to share their faith. Maybe this could be one of those apps on iOS, Android, Windows Phone, Amazon Fire, etc. There is so much potential to this idea that I hope and pray someone will pick up this ball and run with it.

Game developers are looking for ways to give gamers new and different experiences. A game based on going door to door and witnessing would be a very different experience. It could win all kinds of game of the year awards for being so innovative, revolutionary, and diverse. What do you think? Would you play a game based on going door to door?

Matthew 28:16-20

16 Then the eleven disciples went to Galilee, to the mountain where Jesus had told them to go. 17 When they saw him, they worshiped him; but some doubted. 18 Then Jesus came to them and said, "All authority in heaven and on earth has been given to me. 19 Therefore go and make disciples of all nations, baptizing them in the name of the Father and of the Son and of the Holy Spirit, 20 and teaching them to obey everything I have commanded you. And surely I am with you always, to the very end of the age."

REVIEWS

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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Fire Emblem Fates Conquest

SCORE: 52



Fire Emblem Fates Birthright



SCORE: 52

Fire Emblem Fates has become controversial for multiple reasons. Nintendo is in all kinds of hot water for attacking Biblical marriage in Fire Emblem Fates Conquest. Splitting one game into three games to make even more money. Fire Emblem Fates Conquest contains blood, violence, magic, enticement to lust, false gods, false goddesses, gambling, evolution, suicide, murder, profanity, incest, and more.

The music in Fire Emblem Fates Conquest is nice. I enjoyed the cut scenes. The graphics in Fire Emblem Fates Conquest range drastically. The strategy screen has small graphics. The battle screens have a fast forward button which is handy since it gets



boring watching these characters attack one another so many times.

Fire Emblem Fates Conquest is pretty dark in certain areas. Like where demons and murder are celebrated. There are three difficulty settings. Phoenix mode is perfect

for casual gamers. Why? Any team member on the player's side that dies returns to life at the start of the next turn. There are enough classes and characters to keep most gamers happy.

There are thirty missions in Fire Emblem Fates Conquest. There are also



character missions, and amiibo support that will add Hero missions. Once your character marries there will be Paralogue missions once children are born. It takes some time to do so.

The town screen is interesting. We can add new buildings, talk to fellow characters, and feed the dragon. The main character in Fire Emblem Fates Conquest can turn into a dragon in Fire Emblem Fates Conquest. He becomes very powerful when that happens. Weapons in Fire Emblem Fates Conquest have a rock paper and scissors kind of deal going on. I spent most of my time having to protect certain characters since they would instantly be killed by certain enemy characters.

I spent around thirty hours in Fire Emblem Fates Conquest. That was how long it took me to beat it. - Teen Gamer

Publisher: Nintendo
Developer: Intelligent Systems
System: Nintendo 3DS
Rating: "T" - THIRTEEN and OLDER ONLY {Animated Blood, Fantasy Violence, Suggestive Themes}



Graphics: 50%
Sound: 60%
Replay/Extras: 60%
Gameplay: 60%
Family Friendly Factor: 30%

Every single time I play a strategy role playing video game I hope for a game that can compete with the Shining Force franchise. Fire Emblem Fates Birthright does not come near the Shining Force. All of the bad content in Fire Emblem Fates Birthright shows how dark and worldly Nintendo really is. Fire Emblem Fates Birthright shatters and destroys their family image.

I ran into violence, blood, enticement to lust, bad language, lack of attire, magic, false gods, eyeball on a blade, humans turning into a dragon, gambling, demonic influence, and more. Can anyone explain to me why the dragons seem to have horse legs? I am also not clear why this one game



was separated into three? Nintendo also made a massive and nasty push for the despised digital downloads.

The cel shaded graphics in Fire Emblem Fates Birthright are not my thing. The anime like cut scenes are pretty cool in Fire Emblem Fates Birthright though. I had to squint to

see the characters on the map screens. The battle screens look much better. I like the music in Fire Emblem Fates Birthright. I wish there was no so much bad language, and verbal venom

in Fire Emblem Fates Birthright. I love how there are dragon



veins in certain spots in certain maps. They can be healing spots, or help adjust the map screen in ways that will help your team.

The strategy in Fire Emblem Fates Birthright is pretty light. The main difference between the settings is whether your allies return to life after dying. Whether it is at the end of the battle or at the start of the next turn. Families get three saves on Fire Emblem Fates Birthright. Three more if your family purchases the despised digital download version of Fire Emblem Fates Revelations.

Marriage is a part of Fire Emblem Fates Birthright. Even the sexual deviant kinds of marriage. Which is really

sad to see. I wish Nintendo had not gone and attacked Biblical marriage in Fire Emblem Fates Birthright. - Paul

Publisher: Nintendo
Developer: Intelligent Systems
System: Nintendo 3DS
Rating: "T" - THIRTEEN and OLDER ONLY {Animated Blood, Fantasy Violence, Suggestive Themes}



Graphics: 50%
Sound: 60%
Replay/Extras: 60%
Gameplay: 60%
Family Friendly Factor: 30%



ADVERTISEMENT



Code Realize Guardian of Rebirth



SCORE: 60

Sadly the PR and Marketing for Aksys Games failed Family Friendly Gaming utterly. Thankfully Family Friendly Gaming rose to the challenge and rented a copy of Code Realize Guardian of Rebirth. To be blunt this Playstation Vita game is worth a rental at best. In fact I wish I could get my time back from playing Code Realize Guardian of Rebirth. It is not very romantic, or interesting.

Cardia is a young lady who can only remember the last two years. She is locked up in a mansion. Anything that touches her skin melts away very quickly. Yet somehow her clothes stay on her body while touching her skin. She has no heart beat, and there is a gem embedded in her chest. The

gem has tremendous power, and she is called a monster since her touch is poisonous.

Like most of the virtual novels from Aksys Games, the main female character gets to know a variety of male characters, and affection is earned with them. The player decides which male to get to know better through the thirteen chapters. The only reason to replay Code Realize Guardian of Rebirth is to try and get to know a different male character. That would mean having to trudge through the lengthy amount of text again with minor changes.

Why can't romance novels in video games have one man and one woman? Why do we have to sift through all these different suitors? True love stories are about one man and one woman. They grow closer together



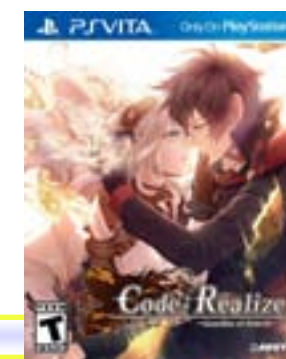
over time, and romance blossoms. I believe the formula being used in games like Code Realize Guardian of Rebirth is all wrong. At least for the American audience. Then the platform has issues as well.

The content in Code Realize Guardian of Rebirth that will alarm families is graphic deaths and violence described verbally, bad language, Japanese voices, a variety of beliefs taught, enticement to lust, sexual innuendo, gambling, vampires, and more. I wish there were more choices and less wasted dialogue in Code Realize Guardian of Rebirth. Too often ideas are repeated over and over again in this hand held video game.

- Yolanda



Publisher: Aksys Games
Developer: Idea Factory
System: PS Vita
Rating: 'T' - TEEN THIRTEEN AND OLDER ONLY {Blood, Mild Language, Mild Violence, Suggestive Themes}



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



Sword Art Online Lost Song



SCORE: 50

I am sad that the PR and Marketing for Bandai Namco Entertainment failed Family Friendly Gaming so completely. I am happy that Family Friendly Gaming rented a copy of Sword Art Online Lost Song on the Playstation 4. This is the first role playing game I recall since .hack that pretends to be an online video game even though it is actually an offline video game. Sword Art Online Lost Song is like a modern day version of online video games.

Tons of enemies can be found in the fields in Sword Art Online Lost Song. They respawn quickly, and there are also a plethora of characters in the town. Back up your game saves frequently since Sword Art Online Lost Song has a habit of corrupting your game save. Which means you lose all of your progress. Why are modern video games so unstable? My confidence in these



gaming companies is at an all time low.

Some of the bad content in Sword Art Online Lost Song is enticement to lust, lack of attire, bad language, violence, perverts, fairies, attacks on Biblical marriage, false gods, false goddesses, Japanese voices, save only in town in your room, adopting children outside of marriage, bad camera, no co-op, no local multi-player, lots of back track-



Publisher: Bandai Namco Entertainment
Developer: Artdink
System: PS Vita/PS3/PS4(tested)
Rating: "T" - Teen THIRTEEN and OLDER ONLY {Mild Language, Suggestive Themes, Violence}

ing, tons of grinding required, alcohol, and more.

The cut scenes look fantastic in Sword Art Online Lost Song. After that I am a bit meh on the graphics in town and in the battles. The AI of the enemies is not very bright in my opinion. Flying around these floating continents is cool. I wish that were not so limited. Cross save functionality is cool. Bosses are hard, and there are plenty of quests to go on. It can take 3-5 hours to beat each of the areas in Sword Art Online Lost Song.

The plot in Sword Art Online Lost Song is pretty pointless, and makes little sense. I like the idea of a modern game that pretends to be online, but is actually offline. Many of the controls in Sword Art Online Lost Song are clunky. Especially in conversations. Boss battles take forever since they have so much health. There is not much balance when going from one area to the next.
- RPG Master

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

VIDEO GAME LIES

by Paul Bury

Version 2

BUY IT NOW RIGHT HERE



Yoshi's Woolly World

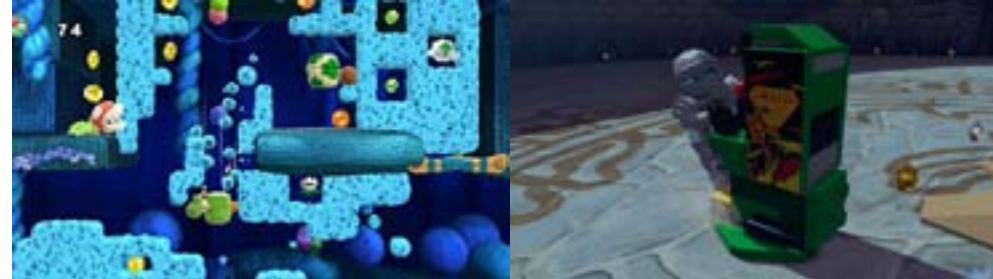
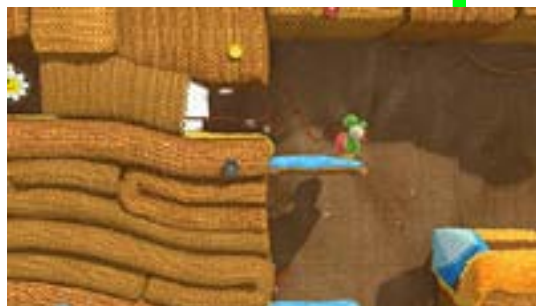
SCORE: 70

I have gone through a wide array of growth while playing Yoshi's Woolly World. The depth of that growth is amazing considering it only took me six hours to beat Yoshi's Woolly World on the Wii U. I like having another Yoshi game. I wish there were more differences since so many of the levels feel very familiar. The sounds were imported from previous Yoshi games.

My biggest complaint about Yoshi's Woolly World is the price. This is a really short game. Sure you can double that game play time by trying to find all of the collectible items. The yarn, hearts, and flowers. There are plenty of cool badges to unlock in Yoshi's Woolly World. Note they cost gems which are collected in the levels. You can waste your gems on a badge that does not help in certain levels.



Yoshi's Woolly World has a Mellow mode for casual gamers who can not get through harder levels. This can be changed at any time. Amiibos can be used to change the skin of your Yoshi. Families can even get a normal looking Yoshi if they have that Amiibo. There is two player co-op which can lead to real world arguments, since one player can suck up the other player.

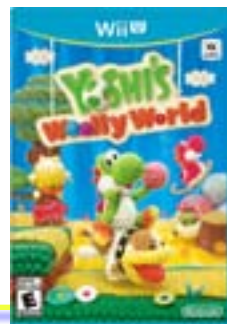


Yoshi's Woolly World contains action adventure violence. Enemies will unravel since they are all made out of yarn. Yoshi can die, and then players start at the last continuation flower. Note there are no lives in Yoshi's Woolly World. Die as many times as you want in this home console video game. The Wii U Gamepad, and the Wii U Pro Controllers are the best way to play Yoshi's Woolly World. The Wii Remote controls for this game are horrible.

Yoshi's Woolly World has a similar look to Kirby's Epic Yarn. Not much innovation there. Truth be told there is not much innovation in Yoshi's Woolly World anywhere. Numerous enemies from previous games make repeat appearances. We fight some of the same bosses in fortresses and castle. All in all Yoshi's Woolly World is worth around fifteen to twenty dollars in my opinion.

- Paul

Publisher: Nintendo
Developer: Good-Feel
System: Wii U
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



Graphics: 70%
Sounds: 80%
Replay/Extras: 60%
Gameplay: 70%
Family Friendly Factor: 70%

Lego Dimensions Midway Retro Gamer Level Pack

SCORE: 60



WB Games has been stumbling with Lego Dimensions. It is great to see more figures, and level packs coming out. The prices are still lame, and the digital downloads to update the game are insanely high. Pretty soon Lego Dimensions is going to be the only game on the system due to hard drive limitations. Lock ups and glitches continue to be a problem in Lego Dimensions Midway Retro Gamer Level Pack.

A gamer guy with a cup and a cup top, the Spy Hunter car, and a Defender stand up arcade machine are included in the Lego Dimensions Midway Retro Gamer Level Pack. There are eight retro games in the game level, and when you get



to the world there are twenty in all. Families will have to do a variety of different things to unlock all twenty. Which is lame behind belief. These retro games are easily accessible in other retro game compilations.

Lego Dimensions Midway Retro Gamer Level Pack contains violence, enticement to lust, and retro controls. The retro controls are irritating to deal with. Some retro games in Lego Dimensions Midway Retro Gamer Level Pack are way too touchy. The gamer guy can have a variety of different powers. They are Invisibility, Super Speed, Super Strength, Invincibility, and Laser Vision.

A wizard looking character will provide families with information on the games after a certain number of points are scored. The little area



to play around in is really neat. I loved the Gauntlet maze, the Marble Madness maze, and the Cyberball field. There is also a Defender mountain, Rampage buildings, and more in this area in Lego Dimensions Midway Retro Gamer Level Pack.

It took me around an hour to beat the level area in Lego Dimensions Midway Retro Gamer Level Pack. It was pretty small. I played around in the area for another hour. If I wanted to unlock the retro games I would need to put more time in Lego Dimensions Midway Retro Gamer Level Pack. I can play them on other retro compilations much easier, so that is what I will do.

- Teen Gamer

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%
Sounds: 70%
Replay/Extras: 40%
Gameplay: 60%
Family Friendly Factor: 60%



WWE 2K16

SCORE: 54



Disney Infinity 3.0 Marvel Battlegrounds

SCORE: 66



The 2K Showcase in WWE 2K16 is the career of Stone Cold Steve Austin. That means attacks on Christians, beer in excess, middle finger in excess, bad attitude, profanity, selfishness, hatred, and more. Playing that 2K Showcase is the only way to unlock certain character in WWE 2K16.



I really like the roster in WWE 2K16. We are given characters from certain years. So Sting from more than one year. We also get Ravishing Rick Rude, and other professional wrestlers who are currently dead. If you ever wanted to compete with them, then WWE 2K16 gives you that opportunity. Plus you can take one of the older ones and face off against Daniel Bryan for example.

In many ways WWE

2K16 is a lot like WWE 2K15. I am pleased to see the run-ins allowed on the entrances. It pays to be player two in WWE 2K16. There are still odd things missing in WWE 2K16, and plenty of graphical glitches. Why can't we leave via the cage door in a cage match? Ten or twenty man royal rumbles are nice addition in WWE 2K16 in



my opinion. Yes the thirty man is still there. I wish there was a way to increase health in a Royal Rumble by resting.

The loading times are long in WWE 2K16. Enticement to lust, and offensive music are also issues families will have. That music can be turned off in the options thankfully. Television clips are shown in this home console wrestling game. I noticed some historical inaccuracies in WWE 2K16 on who was a good guy or a bad guy at the time.

The large roster is the main selling point for WWE 2K16. Having to go through Steve Austin's story can be such a chore. The annoying reversal system in present. It can be

hard to string together many attacks thanks to it. Plenty of character customization for creative players. I value WWE 2K16 at ten dollars. - Frank



Publisher: 2K Games
Developer: Yukes, Visual Concepts
System: Xbox One/Xbox 360/PS3/PS4(tested)
Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Blood, Language, Suggestive Themes, Use of Alcohol, Violence}

Graphics: 40%
Sound: 40%
Replay: 85%
Gameplay: 65%
Family Friendly Factor: 40%

Disney Interactive Studios is funny. They send us ever other product being released. At times it means we get something we have no interest in, and miss something we want to review for Family Friendly Gaming Universe. Disney Infinity 3.0 Marvel Battlegrounds is one of those products I wanted to play and review. DIS did not even send Family Friendly Gaming the press release it was on the market. Talk about a mega PR and marketing failure on their part.

I am thankful Family Friendly Gaming purchased Disney Infinity 3.0 Marvel Battlegrounds for twenty dollars at a local retailer. Disney Infinity 3.0 Marvel Battlegrounds is sort of like a mini Smash Bros game. We fight it out in eight



Publisher: Disney Interactive Studios
Developer: Avalanche Software
System: PS3/Xbox One/Xbox 360/Wii U/PC/PS4(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}

stages with twenty-nine characters. There are five story missions and twenty-eight challenges. The challenges unlock outfits and stages.



Disney Infinity 3.0 Marvel Battlegrounds contains violence, false gods, limited attacks, limited flight ability, and a couple of hours of play in story mode. One of the lamest things in Disney Infinity 3.0 Marvel Battlegrounds is having to put your Disney Infinity figures on the portal every time you play it. So if you have fifteen characters and want to be able to use them, then you have to put them on every single time.

Disney Infinity 3.0 Marvel Battlegrounds does allow families to play with characters they do not own on a limited basis. There are tokens earned in Disney In-

finity 3.0 Marvel Battlegrounds for playing with only characters you own. Those tokens can be spent on renting a character you do not own for one battle. Which is neat, but families can burn through the tokens really fast.

There are some funny comments made by certain characters before battles begin. Experience earned in Disney Infinity 3.0 Marvel Battlegrounds can help level up your characters. The fighting game sections and game play in Disney Infinity 3.0 Marvel Battlegrounds is pretty generic and boring. I value Disney Infinity 3.0 Marvel Battlegrounds at ten dollars. - Teen Gamer



Graphics: 60%
Sound: 80%
Replay/Extras: 80%
Gameplay: 50%
Family Friendly Factor: 60%



Defiance Season One

SCORE: 38

I had seen previews for Defiance Season One on some other DVDs I was watching. It looked interesting so I purchased it, and watched it. Defiance Season One did not impress me. The concept of the strange Earth is interesting. A variety of alien races have invaded and terraformed our planet. The show takes us into what was once St Louis. Somehow the arch survived even though the rest of the city is way under ground.

Defiance Season One has a variety of issues families need to be aware of. There is nudity, enticement to lust, attacks on family, attacks on Biblical marriage, violence, blood, bad language, false gods, polygamy, group marriage, prostitution, lies, deceit, attacks on the church, sexual deviancy, and more. It was a real chore to watch Defiance Season One. This show is not for children.

There are three DVD



discs in Defiance Season One. It took me nine hours and eighteen minutes to watch the twelve episodes of Defiance Season One. There is plenty of bigotry and hatred in Defiance Season One. The different alien races do not get along in Defiance Season One. I was actually happy Defiance Season One is so short because it had



Publisher: SyFy
Developer: Universal
System: DVD
Rating: 'NR' - Not Rated



so much bad content.

Numerous characters get killed off in Defiance Season One. Defiance is shown as the good guys, whereas the main government of humans is shown as being really bad. Abortion is supported in Defiance Season One. In fact Defiance Season One does nothing to support life in any way, shape or form. Life and sex are shown as very cheap and meaningless in Defiance Season One.

I won't be watching more of this show any time soon. Defiance Season One was such a bad experience that I do not want to go near it any time soon. I wish they had

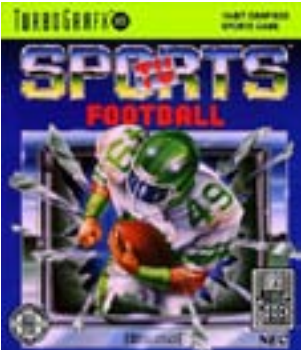
spent more time explaining what happened to blow up all of this ships in space orbiting planet Earth. I am pleased that the Defiance show was canceled after season three. It needed to be stopped after season one.

- Paul

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

TV Sports Football

SCORE: 60



When my dad and I played TV Sports Football on the Turbografx-16 I hoped for a cool retro game of football. Instead I found a nearly unplayable game where it was better to let the computer take control of the game. I had to fight with the game to get control of the quarterback. For some odd reason the QB would not always pass when I told him to. Other times the game would decide to run on what was previously a pass.

If you saw our video capture of our game of TV Sports Football then you can guess I was the losing team. I had to claw my way back to even make the game close. I have had frustrating games of Madden before, but never due to the computer taking over for me, and over throwing a wide open receiver. How many touchdowns would I have had if he had hit the receiver?

Running is painful in TV Sports Football. Sometimes holes open up, but usually running around the corner is the best shot. Graphically TV Sports Football looks good for its era. The sounds and voices are also decent for the era. TV Sports Football is more like watching a sim of a football game than actually participating. It was quite the experience to play this game on the Turbografx-16. - Teen Gamer

Publisher: Cinemaware
Developer: Cinemaware
System: Turbografx-16
Rating: 'NR' - Not Rated

Graphics: 75%
Sound: 75%
Replay: 60%
Gameplay: 30%
Family Friendly Factor: 60%



Victory Run

SCORE: 82



I am very thankful Family Friendly Gaming purchased a copy of Victory Run on the Turbografx-16. This home console racing game reminds me of Outrun. Which is a good thing. I love going up and down hills, and around corners in Victory Run. It can take some practice to get good at avoiding other vehicles in Victory Run.

Graphically Victory Run impressed me. Large vehicles, great transitions, and more are found in this home console video game. The music is also pleasant. I enjoyed listening to it while racing along the road. In fact Victory Run feels like taking a nice long road trip on the freeway. The biggest lesson I learned in Victory Run is to avoid hitting other cars. Victory Run also let me relive the days of having a stick shift.

Picking car parts before the first race is really cool in Victory Run. I would love to see sequels to Victory Run in the future. Or even an updated version of this home console racing title. I had a blast playing Victory Run on the Turbografx-16. So did everyone else who tried this game out. This is one of those retro gems families should look for. - Paul

Publisher: Hudson Soft
Developer: Hudson Soft
System: Turbografx-16
Rating: 'NR' - Not Rated

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



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



PES2016
PRO EVOLUTION SOCCER

SPORTS CONTINUED



DEVELOPING

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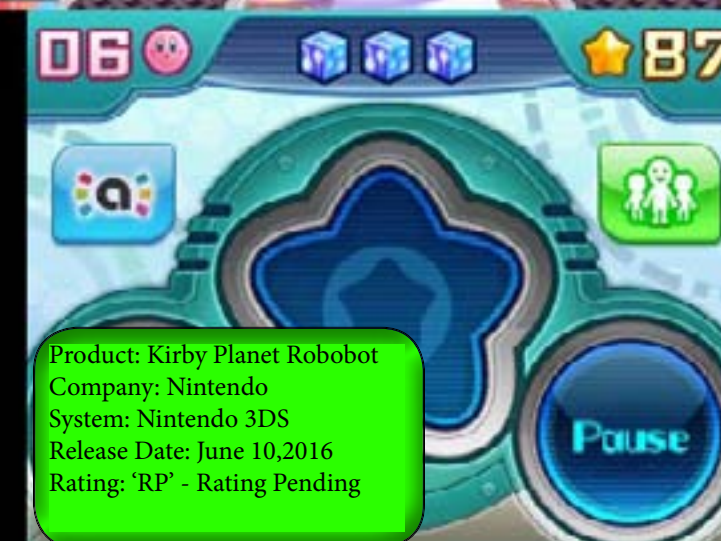
GAMES







Product: Paper Mario Color
 Splash
 Company: Nintendo
 System: Wii U
 Release Date: TBA 2016
 Rating: 'RP' - Rating Pending



Product: Kirby Planet Robobot
Company: Nintendo
System: Nintendo 3DS
Release Date: June 10, 2016
Rating: 'RP' - Rating Pending





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Sony Computer Entertainment Inc. (SCEI) announced that PlayStation®VR (PS VR), a virtual reality system that takes the PlayStation®4 (PS4™) system to the next level of immersion, will launch from October 2016 in Japan, North America, Europe and Asia, at manufacturer’s suggested retail price of 44,980 yen, \$399 USD, €399 and £349*1.

“Ever since we unveiled PS VR during the 2014 Game Developers Conference, we’ve received a tremendous response from gamers and developers alike,” said Andrew House, President and Global CEO of Sony Computer Entertainment Inc. “To make sure that we are able to prepare and deliver enough units of PS VR and a wide variety of software titles to consumers worldwide, we have decided to launch PS VR in October 2016. For those who are looking forward to its launch, we would like to thank everyone for their patience and continued support. We are beyond excited to deliver to consumers the amazing experience that PS VR offers.”



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Currently more than 230 developers and publishers*2 are working on PS VR software titles, from smaller independent teams to larger studios at the industry’s top publishers such as 2K Games and Ubisoft®. Software titles in development for PS VR from these developers and publishers as well as from SCE Worldwide Studios (SCE WWS) are now totaling to more than 160 titles*3, and over 50 of those titles including Eagle Flight (Ubisoft), Wayward Sky (Uber Entertainment), Tumble VR, and PlayStation®VR WORLDS (SCE WWS) are expected to launch by the end of this year.

Additionally, Electronic Arts Inc., DICE and Lucasfilm are working on an all-new Star Wars™ Battlefront™ (Electronic Arts Inc.) gaming experience only for PS VR. Furthermore, THE PLAYROOM VR*4 by SCE WWS will be available as a free download from PlayStation®Store to all PS VR owners, simultaneously with the launch of the system.



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To further drive the expansion of the PS VR software line-up, SCE is partnering with Tools & Middleware companies*5 to provide innovative technology solutions and enhance the title development environment for PS VR.

The system also has a Cinematic mode, which lets users enjoy a variety of content in a large virtual screen*6 while wearing the headset. Supported content for the Cinematic mode includes standard PS4 games and videos as well as variety of PS4 features including Share Play and Live from PlayStation. Users will also be able to enjoy 360 degrees photos and videos that are captured by devices such as omnidirectional cameras on PS VR via PS4 Media Player, which will let them feel as if they are physically inside the captured scene.

SCE will continue to vigorously promote PS VR towards its release in October 2016 by showcasing PS VR titles at events around the globe, while also broadening its title portfolio.


<Specifications of PlayStation®VR>

Product name - PlayStation®VR

Product code - CUH-ZVR1series

Release month - October 2016

Recommended Retail Price - 44,980 yen, \$399 USD, €399 and £349



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External dimensions

VR headset: Approx. 187×185×277 mm (width × height × length, excludes largest projection, headband at the shortest)

Processor unit: Approx. 143×36×143 mm (width × height × length, excludes largest projection)

Mass

VR headset: Approx. 610g (excluding cable)

Processor unit: Approx. 365g



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Display Method

OLED

Panel Size

5.7 inches

Panel Resolution

1920×RGB×1080 (960×RGB×1080 per eye)

Refresh rate

120Hz, 90Hz

Field of View

Approximately 100 degrees

Sensors

Six-axis motion sensing system (three-axis gyroscope, three-axis accelerometer)

Connection interface

VR headset: HDMI, AUX, Stereo Headphone Jack

3-3-3-3 PlayStation VR Launches October 2016 at 44,980 yen, \$399 USD, €399 and £349

Processor unit: HDMI TV, HDMI PS4, USB, HDMI, AUX

Processor Unit Function

3D audio processing, Social Screen (mirroring mode, separate mode), Cinematic mode

Included



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VR headset × 1

Processor unit × 1

VR headset connection cable × 1

HDMI cable × 1

USB cable × 1

Stereo headphones × 1 (with a complete set of earpiece)

AC power cord × 1

AC adaptor × 1

*Design and specifications are subject to change without notice.

*1 Prices in North America and Japan exclude tax. Prices in Europe and UK include tax.


*2 Number as of March 16th, 2016

*3 Number as of March 16th, 2016

*4 THE PLAYROOM VR will include 6 games which will allow all users, including those new to PS VR, to intuitively enjoy VR experiences with other users.

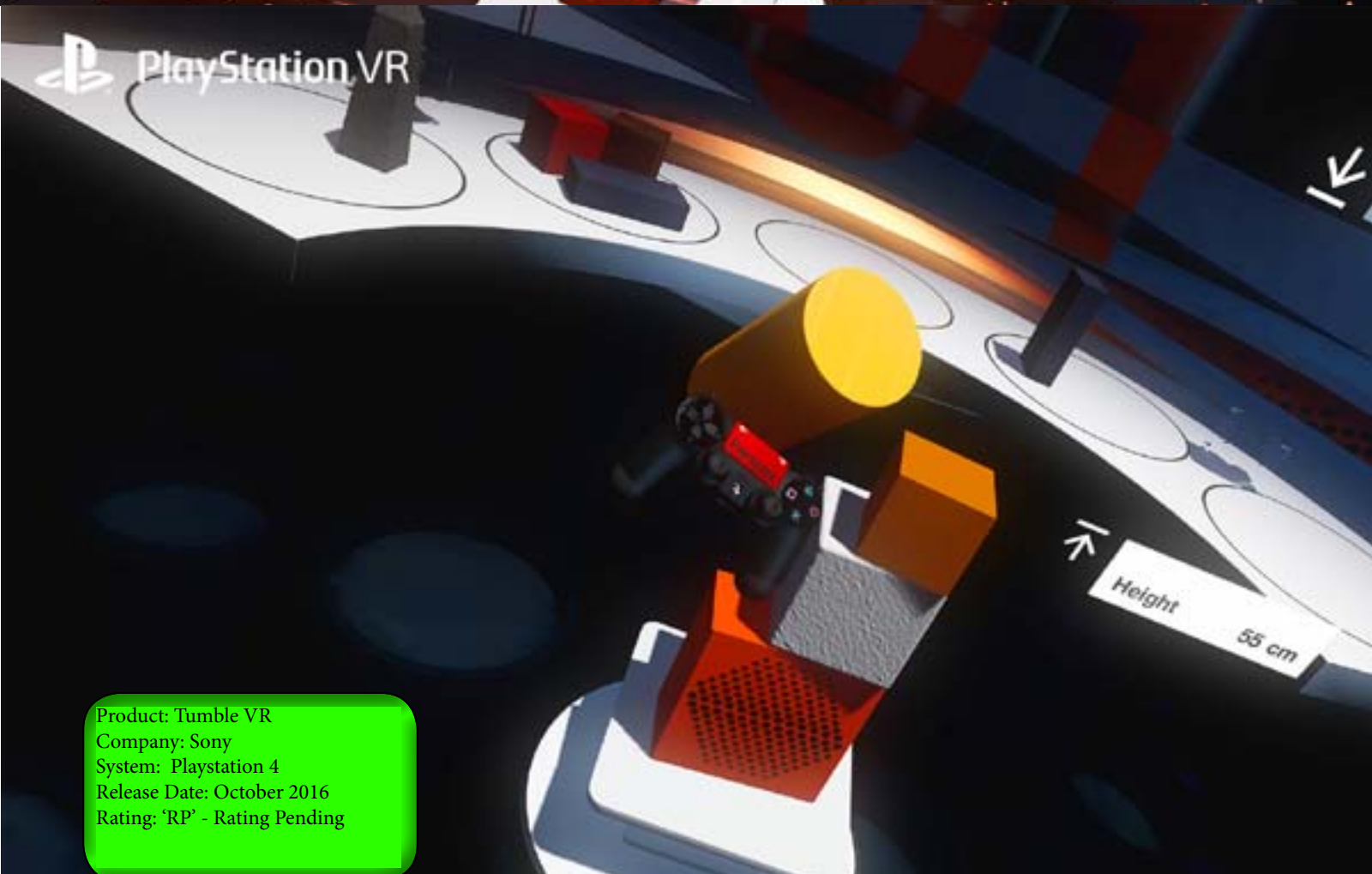
*5 Refer to the attached list for details.

*6 Users can enjoy content on a virtual screen up to 225 inches (5 meters in width) at a distance of 2.5 meters. The size of the screen will feel different depending on individual users.



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Product: Tumble VR
 Company: Sony
 System: Playstation 4
 Release Date: October 2016
 Rating: 'RP' - Rating Pending



Product: PLAYROOM VR
Company: Sony
System: Playstation 4
Release Date: October 2016
Rating: 'RP' - Rating Pending



Product: PLAYROOM VR
 Company: Sony
 System: Playstation 4
 Release Date: October 2016
 Rating: 'RP' - Rating Pending





DEVELOPING GAMES



What the--?! An Ice Titan!
This area drew all kinds of
creatures...



Product: Metroid Prime Federation Force
Company: Nintendo
System: Nintendo 3DS
Release Date: Spring 2016
Rating: 'RP' Rating Pending





Product: Egypt Civilization
Company: Clarus Victoria
System: Personal Computer
Release Date: Q3 2016
Rating: 'RP' Rating Pending





Product: Monster Hunter Generations
 Company: Capcom
 System: Nintendo 3DS
 Release Date: Summer 2016
 Rating: "T" - THIRTEEN and OLDER ONLY





Product: Pocket Card Jockey
 Company: Game Freaks
 System: Nintendo 3DS
 Release Date: May 2016
 Rating: 'RP' - Rating Pending

NOW

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Bridge Constructor Stunts

Trackmania Turbo

Star Fox Guard

Hyrule Warriors Legends

The Legend of Heroes Trails in the Sky SC

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EP
CP

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CLASSEMENT
15/16
PERFECT
RODEO
720

6/16

00:14.73

1 POWERPRO
2:3

PLAYING

2500 ★x0

Score 5460 ★x1



Product: Bridge Constructor
Stunts
Company: Headup Games
System: Personal Computer
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: Bridge Constructor Stunts
Company: Headup Games
System: Personal Computer
Release Date: Out Now
Rating: 'NR' - Not Rated



NOW PLAYING



Product: Trackmania Turbo
Company: Ubisoft
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



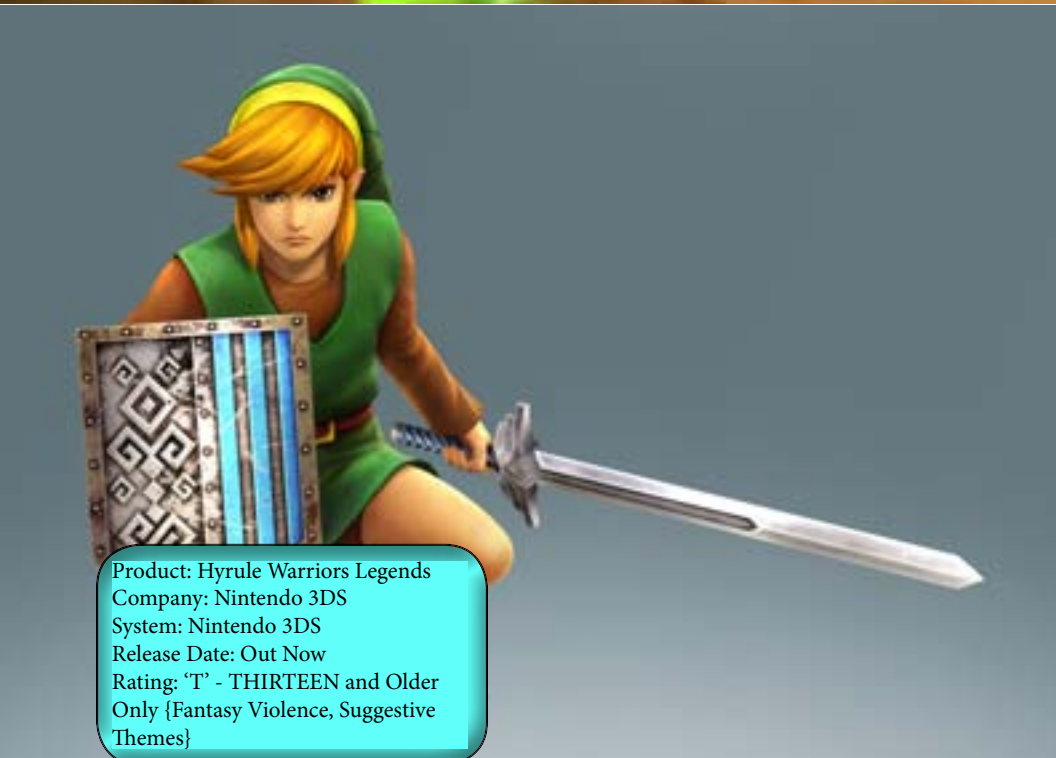


Product: Trackmania Turbo
Company: Ubisoft
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY





NOW PLAYING



Product: Hyrule Warriors Legends
 Company: Nintendo 3DS
 System: Nintendo 3DS
 Release Date: Out Now
 Rating: "T" - THIRTEEN and Older
 Only {Fantasy Violence, Suggestive
 Themes}

Status

Equip

Orbment

Items

Tactics

Option

Files

Estelle

HP 4140 / 4257

EP 137 / 137

Agate

HP 4491 / 4491

EP 85 / 85

Tita

HP 2626 / 2626

EP 120 / 120

Olivier

HP 3725 / 3725

EP 174 / 174

Mira

30120

PlayTime

22:16:59

Agate CROSNER

STR+190

A two-handed sword with a weighty end for powerful strikes.

Name

Agate

Status

Level 54

HP 4491 / 4491

EP 85 / 85

CP 85

Parameters

STR 505

DEF 420

ATS 198

ADF 15

SPD 32

DEX 65

AGL 17

MOV 9

RNG 1

Experience

EXP 29237

NEXT 30250

Equipment

Dynast Edge

Red Jacket

Accel Gear

Silver Earring

Gladiator Headband

Unequip

Claymore

Schweitzer

Crafts

Chain 2

Draguna Edge

Spiral Edge

Wild Rage 2

Flame Smash 2

S-Crafts

Final Break

Beat Down 2

The Legend of Heroes

Trails in the Sky

NOW PLAYING

Agate

Aw, hell... Here we go!

The Legend of Heroes Trails in the Sky SC
Company: XSeed Games
System: PC/PSP
Release Date: Out Now
Rating: "T" - THIRTEEN and Older Only
{Violence, Blood, Suggestive Themes, Language, Use of Alcohol and Tobacco}

HP 2523 EP 82 CP 180

HP 1947 EP 144 CP 0

HP 3049 EP 85 CP 175

HP 2205 EP 159 CP 149

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Last Minute

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Bus Simulator 16	98 - 99





Product: Pinball FX2 VR
Company: Zen Studios
System: Oculus Rift
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: Pinball FX2 VR
Company: Zen Studios
System: Oculus Rift
Release Date: Out Now
Rating: 'NR' - Not Rated





Product: Forestry 2017 The Simulation
Company: UIG Entertainment
System: PC/Consoles
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: Forestry 2017 The Simulation
 Company: UIG Entertainment
 System: PC/Consoles
 Release Date: Out Now
 Rating: 'NR' - Not Rated



Product: KOI
Company: Oasis Games Ltd
System: PS4
Release Date: April 19, 2016
Rating: 'RP' - Rating Pending

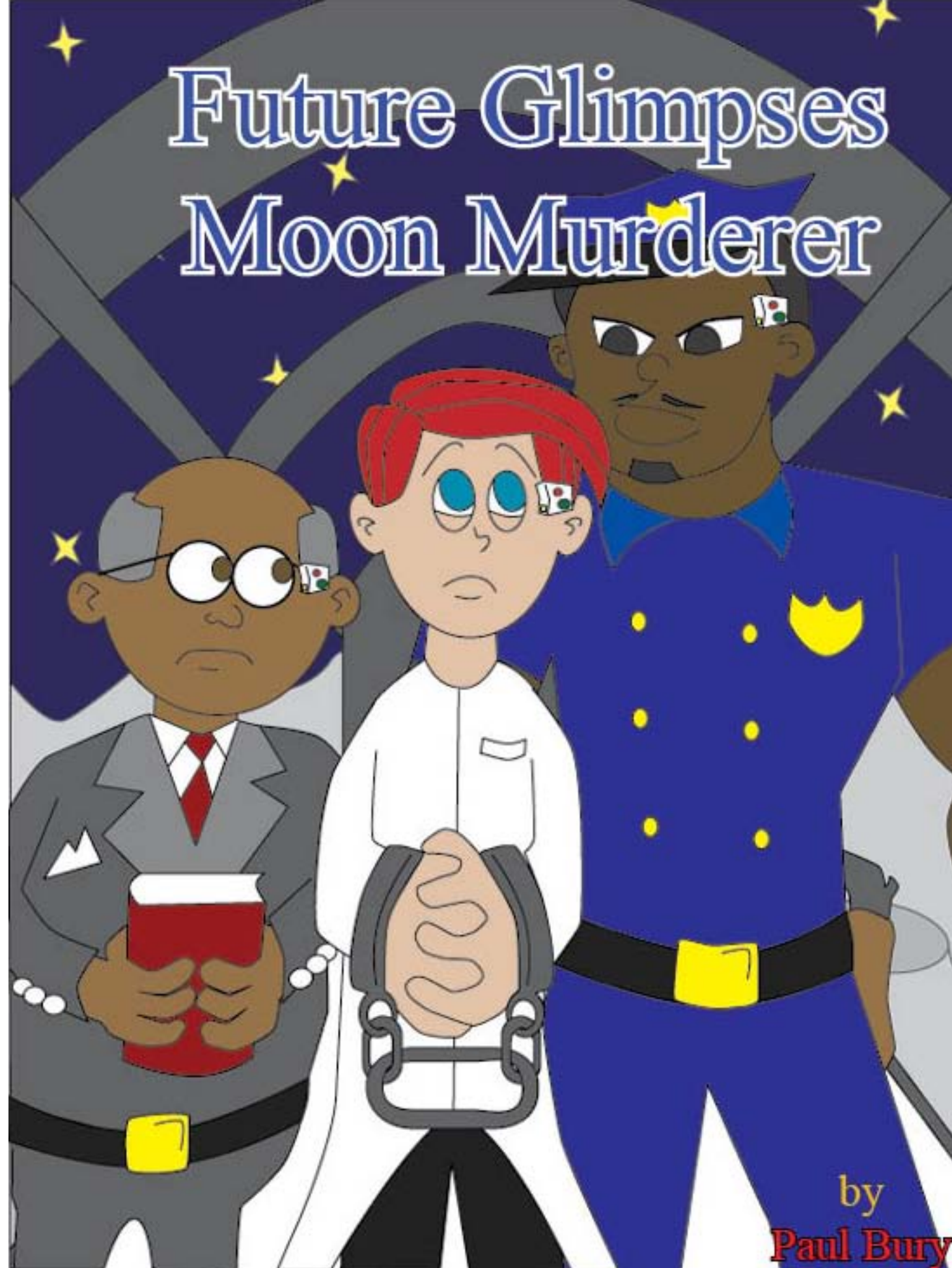


Product: Star Ocean Integrity and Faithlessness
Company: Square Enix
System: PS3/PS4
Release Date: June 28, 2016
Rating: 'RP' - Rating Pending



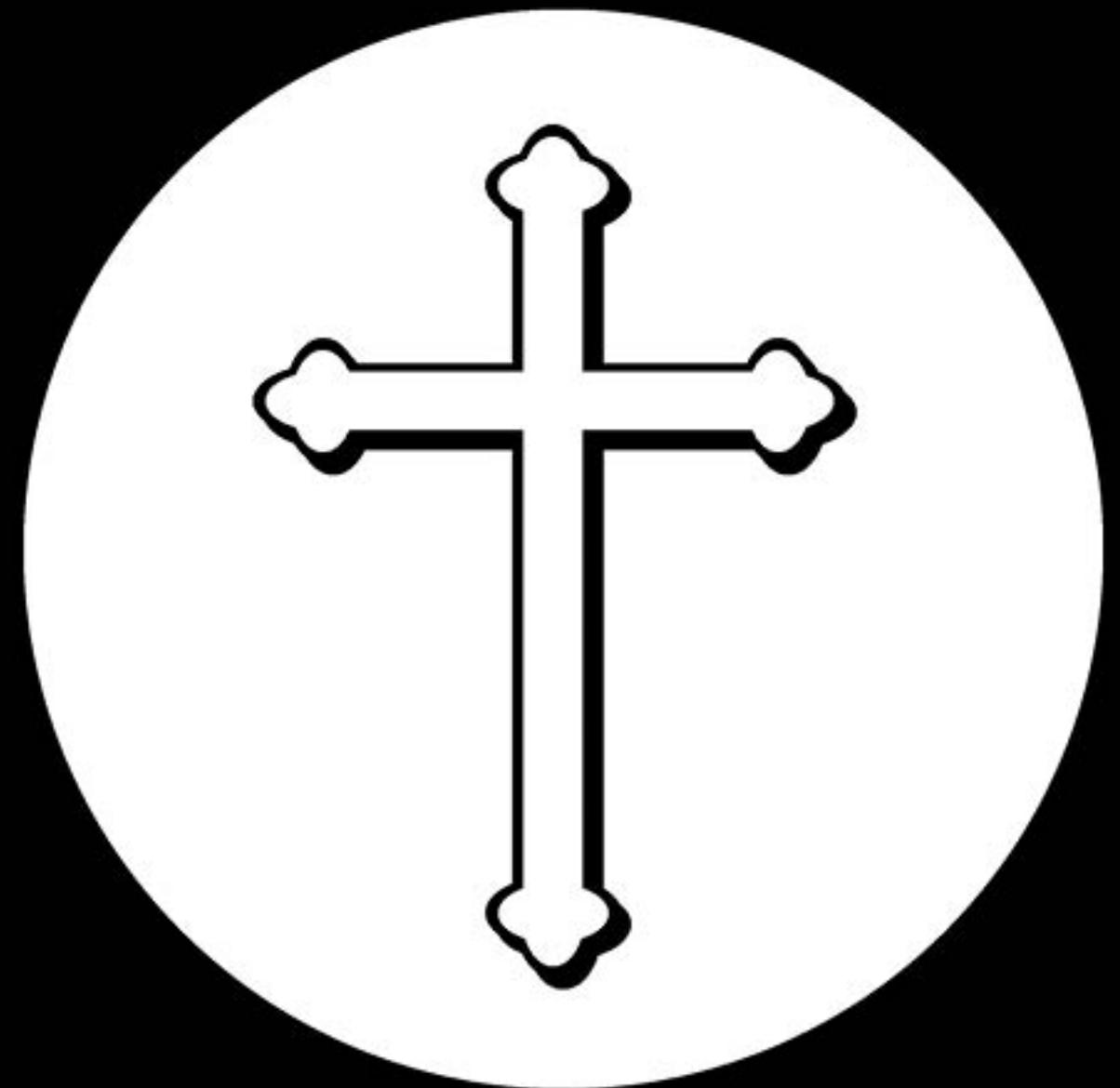


Product: Bus Simulator 16
Company: astragon Entertainment
System: Personal Computer
Release Date: Out Now
Rating: 'NR' - Not Rated



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