

FAMILY FRIENDLY

GAMING

THE VOICE OF THE
FAMILY IN GAMING

©Overcooked, Sid
Meiers Civilization
VI, Dragon Quest
Builders and more
in this stellar issue!!

ISSUE #108

July 2016

PES 2017 tries to
kick it on the soc-
cer field again this
year.



Links:

Home Page



Section	Page(s)
Editor's Desk	4
Female Side	5
Comics	7
Sound Off	8 - 10
Look Back	12
Quiz	13
Devotional	14
Helpful Thoughts	15
In The News	16 - 23
We Would Play That!	24
Reviews	25 - 37
Sports	38 - 41
Developing Games	42 - 67
Now Playing	68 - 83
Last Minute Tidbits	84 - 101

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Patience in Video Games

I wish the video game industry would be more supportive and inclusive of a variety of things. Traditional marriage, Christians, integrity, ethics, morals, and more. One of the topics that I wish the video game industry would really get behind is patience. I see the same problem year after year. It is like there are three hundred people in a lobby in a building, and they all want to try and cram into an elevator that fits fifteen people. To make matters worse some of the fifteen people that get on the elevator think they should be able to ride it up and down all day long. Like they should never get off the elevator and let others have a turn.

What does my analogy have to do with the video game industry? I have documented the ebbs and flows of content coming out of these companies. Hardly nothing on Mondays, Wednesdays and Fridays. Excessive amounts on Tuesdays and Thursdays. If there is some event like Gamescom, or E3 then everybody is shouting: "LOOK AT ME!" There is no even nature to it. I see a press release from one company on a certain day, and then an hour later here comes a press release from their competitor. It is like insecurity to the max.

What about those that keeping riding the elevator all day long? Those are the ones that think they need to constantly send some small tidbit about their upcoming product, or recently released product. They could be efficient and intelligent and provide all of the information at once. But no, they want to be the focus of attention for ten weeks straight by releasing one small piece of information at a time. They expect that we will spend our meager resources on them every single week for months in a row. They are not being consideration of others.

Now we choose what we cover so many times we reject those that think they can stay on the elevator all day long. We purposely make room for others because we are tired of covering their product. We also hold information and bundle it together. Something they could have done if they had a heart and cared about the cost to us. They could also be patient and accumulate the information for a one time shot. They refuse to do the right thing for everyone.

Video game companies are not patient when it comes to sales either. They want you to spend the most

money possible on them. So they can get dirty rich. They don't share that money with those of us that helped them get wealthy. Consumers need to wise up and be patient themselves. Logic needs to trump emotion. If you are one year behind on purchasing games then you will get more games for the same amount of money. Plus all of the games will be new to you. I love when people ask me if I have interacted with the latest, greatest whatever. I tell them no. I will wait for a price drop. Why? Because I can be patient. Video games come out at over inflated prices and drop in price quickly. Patience is rewarded.

God bless,
Paul Bury



Get Outside

I know we publish and write about a lot of entertainment that is for the indoors. Which is great for rainy days. It is awesome when it is too cold to go outside. We are in the summer time now though. This is a great time to go outside. Take care of chores on the outside. From gardening to playing in a pool. From mowing the lawn to killing off wasps that are trying to make a nest on the side of the house. From painting to picking fruit and vegetables. There are so many things to do outside in the summer time.

One of the biggest problems with video games is they are not very interactive on the outside. Screens do not do so well in the bright sun. Oh I know they can claim to have anti-glare on them. My experience is the screens are still hard to see in the summer sun. It would be nice if video games provided some avenue to entertainment and exercise outside of the home. I suppose families can use pedometers that connect to video games. Like I use my fitbit outside and then check the app later on the inside.

There are drive in movie theaters which give families the outdoor experience and entertainment. Although there is generally not a lot of activity to sitting in a car and watching a movie. With smaller DVD players the same thing can be done inside the car for long trips. Is your family going on a trip this summer? To see some cool tourist attractions? Maybe going to a lake or a river? Fishing, canoeing, river boating and more are great outdoor activities. Be sure to bring the sun screen because it is easy to burn in the summer sun. Especially if you have not been outside a lot during the winter and spring.

Our family loves doing things outside. We took breaks from covering E3 2016 from Memphis. We went outside and enjoyed some sunshine. From walking a mile, to doing chores in the yard. From playing in the pool to throwing the football. We work on chores as a family and it gets done faster. The kids even earn rewards by helping. Something to think of if your kids are not helping in outdoor chores. They need to learn a work ethic, and to care about their surroundings.

The cool thing about the summer time is all of the wonderful things that can be done. From hiking to biking. Walking to talking. I love getting some Vitamin D from the

sun personally. It increased health, stamina, energy and more. If you are being lethargic make sure to get some time in the sun. It has really helped me a lot. I hope it helps you as well. The video games can wait for you as you do something fun outside.

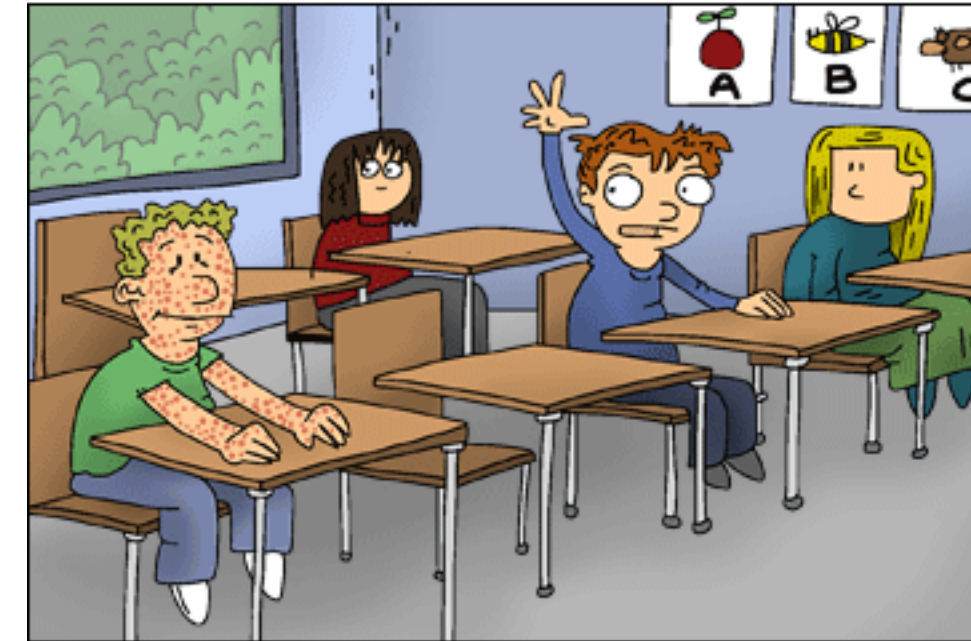
I hope you get as much outdoor time as you can this summer. It is such a wonderful opportunity to enjoy the wonderful world God has created for us. There are so many things to do and see in the summer time. There is a new adventure waiting for you around the next corner. You just need the courage to go.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN

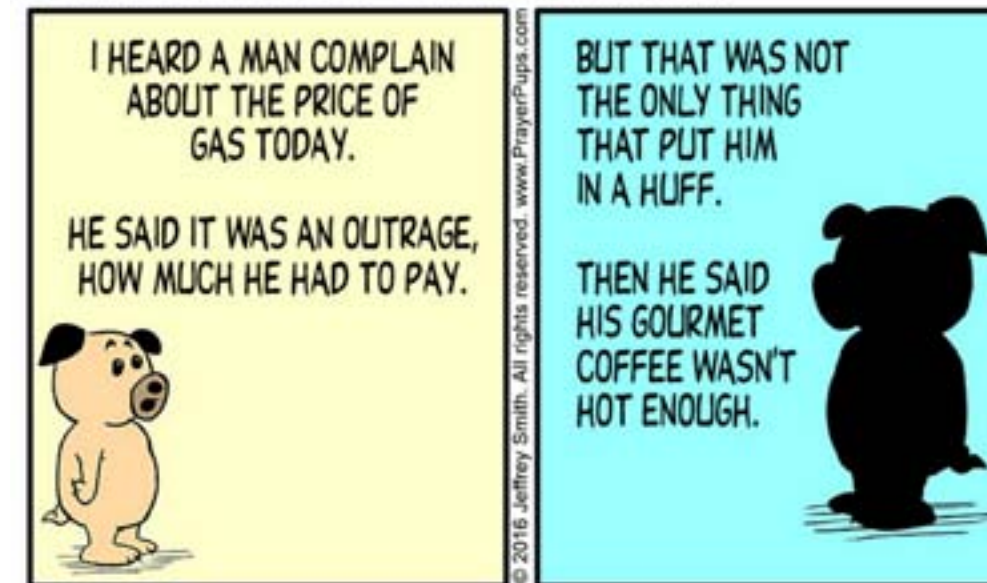
MISSION STATEMENT



Thanks to Dad Hengeveld 02-09-2015

NOW IS IT OK IF WE PRAY IN SCHOOL?

PRAYER PUPS BY JEFFREY SMITH



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.



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



Interactive Bible Series for Windows by GraceWorks Interactive



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

14 DVD ROM titles
\$10.99 each

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

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

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

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

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



For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

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!

Playing Offline

I want to play Final Fantasy XI, and Final Fantasy XIV totally offline. Family Friendly Gaming has been talking about Phantasy Star Online, and that game can be played offline. When will Square Enix catch up to Sega and release totally offline versions of Final Fantasy XI, and Final Fantasy XIV? I tried asking other gaming site and all they say is: "it is an MMORPG." It is like they are



not listening to me. I know it can be done offline. I know it can be done local multiplayer. Why won't they do it?
-Troy

{Paul}: Troy, Thank you so much for contacting us. I agree with you completely. It is astounding to me that Square Enix has not entered the 21st Century and provided offline game play modes for those two games. It is even more shocking to me that they are not competent or capable enough to catch up to what Sega did. Local multiplayer and totally offline modes would be awesome for those games. More gamers could enjoy those games for much longer.
Family Friendly Gaming reached out to

the Square Enix PR & Marketing department multiple times asking this question. They did not reply to emails. They did not return phone calls. They did not reply to letters mailed to them. I am unclear if they have a training problem, a discrimination problem, or some other problem. We define their lack of response as a failure.

Don't worry because Family Friendly Gaming is going to continue to bring up this issue in public. We are going to continue to remind the gaming industry that there are those of us who want to play offline. There are those of us that want to play local multiplayer. There are those of us that want to play online games completely offline. We want physical copies of games, and we want to play them when we want, how we want, where we want, and in the ways we want to play them. We are not going

away, and we will not be silent about it. In fact we rarely publish anything on MMORPGs anymore because they are failing us. Until they do the right thing they do not exist in our opinions.

E3 2016

Thank you Family Friendly Gaming for your E3 coverage. I also like your video FFG Chronicles 21 on E3. It would be cool if more gaming sites gave such honest, open, and transparent coverage and opinions on the event. E3 is such a time of video game gluttony. I am not sure it should be celebrated since it has such a major downside. Plus the companies are trying to get as much money from us as they can. How many billions do they already have? I love your reviews that comment on waiting for prices to go down. Does that make companies mad at you?

I want to thank you for exposing discrimination against Christians in the video game industry. I hope companies clean that up. Until they do I will only buy Christian video games. Will you do more coverage of Christian video games? I would like to know more about my options. Especially what is available on the Nintendo 3DS for example. Keep up the amazing work. May God continue to bless you, guide you, nurture you, strengthen you, and teach you on a daily basis.

- Sarah

{Paul}: Sarah Thank you so much for your kind words of encouragement. God called me to this missionary work some years ago. I faithfully obeyed, and it has been so wonderful. There

have been ups and downs here and there. Overall it has been such a blessing.

E3 is a time of gluttony. It bothers me yah know? The greed of these companies is astounding. They are never content, never satisfied, and never happy. They want



SOUND OFF Continued

more, more, more. It is enough to make me want to vomit. This is one aspect of the video game industry that is completely backwards. We keep pointing it out to let millions of our readers decide. Do they follow and obey what God teaches, or do they rebel against God and support what man teaches. Oh we have gotten in "hot water" with some of these companies because we faithfully obey God and what is taught in the Holy Bible. They punish us because we are honest. They punish us because we are not corrupt. They punish us because we have compassion. They punish us because we do the right thing. They punish us because we think of people before profit. I am happy to accept this persecution because of what Jesus Christ taught.

We are in constant contact with every single Christian video game developer we find and know of. We have an open door policy to them. Sadly few reply back. Few want to grow. I have told them until I am blue in the face, send us press releases, screen shots, videos, etc. Let us know if we can video capture your games, etc. The key to coverage is sending us stuff. We will reach out again and see who will respond.

Reviews

Family Friendly Gaming you need to upgrade the graphics of your reviews section. You already up-

graded the games being reviewed. I noticed that, and it is awesome to see. Family Friendly Gaming upgraded the News section, and it looks fresh. So what about the Reviews section?
- Sophie

{Paul}: Sophie,
It is funny you should mention upgrading the graphical look of the Reviews section. For the past couple of issues we have been testing and trying new and different backgrounds in that section. Thus far nothing has worked. Meaning we try it, and absolutely hate it. If you have ideas please let us know. That goes for all of the readers out there in Family Friendly Gaming Universe. If you have an improvement idea, please let us know. We may have to save up to do it. It may not work. But we are willing to look at it, and try it out. So let us know your ideas. We know there are plenty of people out there smarter than us.

Free Weeds

Yolanda I loved your article Free Weeds Pull Your Own in Family Friendly Gaming #107. You are so articulate and your point is flawless. I used to say: "it is just entertainment." I realize after reading your article that I was wrong. I bought into the lies of the world. I appreciate your article because it opened my eyes. Family Friendly Gam-

ing should be read by everyone in society. I am telling my church group about Family Friendly Gaming. Churches need to support your missionary work.
-Audrey

{Yolanda}: Audrey,
That is so nice of you. It warmed my heart. I am so happy that my article reached you, and that it had such a positive impact on your life. We are always trying to uplift and edify here at Family Friendly Gaming. It pleases me that my article achieved the desired goal. Too often in the church we hear: "Should you play video games? Should you watch movies? Should you watch television?" To me it the wrong question. It should be: "how can we use video games, television, movies, and more to glorify God?" Know what I mean?

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

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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: What can be done to help addicted gamers?

Answer:

Question: Why are physical copies better than digital downloads?

Answer:

Question: Why won't gaming companies drop prices when they are making record profits?

Answer:

Question: Why are Christians discriminated against in the video game industry?

Answer:

Question: Who stands up to the corruption in the video game industry?

Answer:

Question: How can morals and ethics be returned to traditional values in the video game industry?

Answer:

Question: What year did Family Friendly Gaming start?

Answer:

Question: Which FFG Chronicle is your favorite?

Answer:

Question: When can you take a stand for God in the video game industry?

Answer:

Question: If you were a game character who would you be?

Answer:

Question: How easy is it to go outside and exercise?

Answer:

Question: Which 'EC' rated game is your favorite?

Answer:

Question: When will the ESRB correct their many mistakes?

Answer:

DEVOTIONAL

Helpful Thoughts

Reform Part 20

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about selfishness and having a closed fist. It amazes me how the Holy Spirit reveals things to me. I was at a graduation recently. It was at a large mega church. I asked where I could set up the professional camera equipment I had so I could record the event for our family and for the school. I was told anywhere. So I asked about the camera nest. I was told it was fine. So I set up there with the professional camera and professional tripod. That is when things took a turn for the worse. Some other church representative came up to me and told me that area was for their people only, and I was not one of their people. I assured him I had no interest in their camera equipment, in fact mine was better and more expensive than theirs. Fear, selfishness and a closed fist mentality was reigning at that church. I did not push the issue. Instead I set up below the camera nest.

Philippians 2:1-8 *Therefore if you have any encouragement from being united with*

Christ, if any comfort from his love, if any common sharing in the Spirit, if any tenderness and compassion, 2 then make my joy complete by being like-minded, having the same love, being one in spirit and of one mind. 3 Do nothing out of selfish ambition or vain conceit. Rather, in humility value others above yourselves, 4 not looking to your own interests but each of you to the interests of the others. 5 In your relationships with one another, have the same mindset as Christ Jesus:

6 *Who, being in very nature God, did not consider equality with God something to be used to his own advantage;*

7 *rather, he made himself nothing by taking the very nature of a servant, being made in human likeness.*

8 *And being found in appearance as a man, he humbled himself by becoming obedient to death—even death on a cross! I comprehend this passage in the Holy Bible. I quickly understood the members of that church had a fear and lied to me. God will judge them for that. I kept the peace throughout their anger. I humbled myself and taught*

them how to do so.

In the end I recorded the event, and burned a DVD for the school (handed it directly to the principal), and burned a DVD for other family members who were not capable of attending in person at that time. I put others before myself. I was not able to personally enjoy the event live because I did the camera work. No complaints because it felt good for me to put others before myself. It is my hope and prayer that more churches will be open fisted and selfless.

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.

Beauty of Arranged Marriages

American culture likes to diminish the concept of arranged marriages. Instead American culture likes to pretend we have more choice and more free will by picking who we marry. Yet with the divorce rate so high, and selfishness being so high; should we consider a different path?

There are all kinds of strife that can enter a marriage. One of the biggest issues is differences, and diversity. One family talks about problems and works to make them better. Another family pretends like there

is no problem and ignores the elephant in the room. Put two young people together who have opposite beliefs in that situation and turmoil is created. Money and sex are two of the biggest reasons given for divorces. If the couple had taken the time to learn about one another and what they believed on these two things, they might have chosen to avoid marrying one another in the first place. Which would have stopped a divorce.

In an arranged marriage the families look for similar suitable mates for life. The families get along, and they let the man and woman get to know one another. If there is a spark and an interest in a deeper relationship then the couple pursues it with the blessing of both of their families. The whole hating the in-laws is gone because the families already get along. If the couple does not feel a spark, then the two families both move on to find other like minded families.

The lowest rate of divorce all over the world comes from arranged marriages. When will American culture admit a mistake was made keeping the families out of the marriage making process? It is obvious that arranged marriages work

better, and have longer staying power than bumping into someone and pursuing a life long commitment. Too much of American culture is disposable, and it has reached the honorable institution of marriage.

One man and one woman are joined together for life in front of God. That means something to many of us. That is important to many of us. Hollywood has tried to diminish and demean that for decades. Which has caused an erosion. People saying they want to be happy. So they care more about themselves than their husband or wife. Problem is they missed the whole point of marriage. It is losing yourself for the other person. When two people put the other one first, it works. Thinking of yourself first does not.

How can we reach the goal of lower divorces in America? The concept of arranged marriages seems the right path to take. How do we get there? Families need to take a more active involvement in the courtship process. Stop leaving it to chance. Parents have wisdom and can foresee problems that love sick young adults may miss. Until it is too late, and then true misery begins. Why? Divorce is one of the worst things.

IN THE

NEWS

CONTENTS

Story	Page(s)
Syberia 3 Release Date	16 - 17
AppGameKit HTML5 version goes live	17
PLANET COASTER EARLY-BIRD ALPHA 2	18
Bounty Train Receives an Update	19
BomberZone Ignites On STEAM	20
Shaun the Sheep Joins Super Mario Maker	21
Might and Delight presents Pan-Pan	22
POWER RANGERS MEGAFORCE & SUPER MEGAFORCE THE COMPLETE...	22
THE ADVENTURES OF PANDA WARRIOR On DVD August 2	23
Wonder Boy The Dragon's Trap Returning	23
The Sims 4 Dine Out Releases	23

Syberia 3 Release Date

Microïds announced that it plans to release Syberia 3, the latest installment of the cult adventure game saga from Benoit Sokal, for Playstation®4, Xbox One, PC and Mac worldwide on December 1, 2016. With over three million copies sold and a Metacritic rating of 80+, Syberia is one of the most revered adventure series of all time. For the long-awaited third iteration of the fabled franchise, author and artistic director Benoit Sokal has created an exciting new adventure for heroine Kate Walker and her companions.

Syberia 3 begins with Kate Walker adrift on a makeshift craft. Fortunately, a caravan of the Youkol people, whom she encountered in Syberia 2, finds her before her life slips away. Determined to evade their common enemies, Kate decides to help the nomads fulfill the oddest of their ancestral traditions: accompany-

ing the transhumance of the snow ostriches to the holy steppes where they can reproduce. The journey unfolds through scenery that is by turn enchanting and laid to waste, where the young woman will experience her most dangerous and wonderful adventures, with her pursuers always right behind her...

With cinematic scope, unforgettable characters, and sweeping story, Syberia 3 is the most technically advanced and visually spectacular Syberia game to date. The game's rich and interactive score is created by award-winning composer Inon Zur. Rendered in full 3D for the first time ever, Syberia 3 has been developed for the PS4 and Xbox One consoles as well as PC and Mac from its inception. This will offer players a new level of freedom to explore its beautiful landscapes and cities and allow them to unravel mysteries and enigmas in ways never seen before in the saga.

Syberia 3 is scheduled to be released on December 1, 2016 for Playstation 4, Xbox One, PC and Mac.

AppGameKit HTML5 version goes live

The Game Creators today launched the AppGameKit HTML5 version – a significant release which adds yet another dimension to the already successful development engine.

Lee Bamber, CEO of The Game Creators, said, "HTML5 is the latest version of Hypertext Markup Language, the code that describes how web pages look and operate. More crucially, it's the first version which fully supports native execution of 3D games content, which means no more plugins to install. With the new version of AppGameKit, you can now export your creations directly to HTML5 compatible files which can be run locally or uploaded to a server, allowing your users to play your apps and games instantly through their browser. Thanks to the WebGL, a component of HTML5 technology, you can even run 3D games under hardware ac-

celeration and optionally switch to full screen to create a smooth immersive experience for everyone."

The Game Creators Development Director, Rick Vanner, said "Combined with a host of new commands, functional tweaks and bug fixes, version 2.0.19 continues to expand the AppGameKit universe with the capabilities you need to create awesome applications across multiple platforms."

The Game Creators used AppGameKit to develop Driving Test Success Theory, Hazard Perception and Highway Code apps for UK publisher Focus Multimedia, deploying them onto the App Store, Google Play, Amazon, Mac Store and Blackberry World - all from AppGameKit's executable code. These Driving Test Success apps are now one of the UK's #1 'Learning to Drive' apps.

Families are required to pay for Internet usage fees to download this game. For more information click [here](#).



PLANET COASTER EARLY-BIRD ALPHA 2

Frontier Developments plc has launched the second phase of Planet Coaster's Early-Bird Alpha for PC, putting the most powerful creative tools ever designed for a simulation game in the hands of the Planet Coaster Alpha community.

Planet Coaster is the next great leap for creative gaming and coaster park simulation, building on a decade of experience from the studio behind the genre's benchmark. At launch, Planet Coaster will deliver the most powerful creative tools, the deepest coaster park simulation, the most expressive and believable crowds, and the most comprehensive sharing and community features. All in the world's most authentic coaster park game.

Planet Coaster's Early-Bird Alpha launched in March, allowing players to build rides, lay paths, place scenery and explore the revolutionary modular construction system. The extraordinary success of the first Alpha has seen YouTube flooded with spectacular creations from the incredible Planet Coaster Alpha community.

Planet Coaster Alpha 2 takes another major step towards launch. Alpha 2's new Terrain Sculpting toolset lets players reshape the earth itself, forging hills, mountains,

craters and caverns to create something truly unique. Whether building the coaster park of your dreams, re-creating a natural wonder or crafting impossible floating islands in the sky, Planet Coaster lets you bring any creative vision to life.

And Alpha 2 players can now build their own rollercoasters with Planet Coaster's advanced construction toolset. Planet Coaster Alpha 2 lets players build high into the sky, tunnel below ground and even carve through mountains as they build without limits. Alpha 2 introduces more authentic coaster types, new stations and all-new paint options to offer unprecedented opportunities for customization and creativity.

Planet Coaster Alpha 2 also adds dozens of new features to make construction easier than ever before. Advanced controls allow for precision editing of scenery, all-new building pieces unlock new design options, and new curved elevated paths let guests explore your parks from every angle.

This summer, Phase 3 of the Planet Coaster Early Bird Alpha will add further features on the road to Planet Coaster's launch in Q4 2016.

No word on a physical copy version of this game at this time. Families are required to pay for Internet usage fees to download this game. For more information click here.

Bounty Train Receives an Update

The West will become even wilder: with the update saloons and shops will be open for business in Daedalic Entertainment's and Coribe Games' Railroad Simulation. In Saloons, you can cut lucrative but risky deals with outlaws. And mastering these deals require the right equipment from gunshops or pharmacies.

Also, engines and cars are now even more customizable. More cargo space or armor plates? No problem! After all, every engine driver should be prepared for the new random encounters which can be their very own boon or complication...

There are several more extensive updates planned until the final release in summer 2016.

About Bounty Train

The Story

Bounty Train takes place in the America of the 1860s, the player is the son of a Railroad Tycoon out to fulfill his dead father's grand dream: an unbroken train line across America. But his former partners have other plans in store, and the building of the line becomes a desperate race to prevent a great evil.

The Game



Bounty Train is a complex, tactically challenging game. The player has to keep many balls in the air -- dealing with real time skirmishes with bandits, trading good for the best prices, resource management, train optimization and keeping the line (and train) in good repair. In addition, Bounty Train confronts the player with historical events, from the onset of the Civil War to the assassination of Abraham Lincoln -- and depending on player choices and performance, the course of history may be changed.

Bounty Train borrows elements from many genres and uses them to build a greater whole, a new unique strategy game experience. A masterpiece for strategy fans everywhere.

Features:

- A mix of strategy, simulation and rogue-like gameplay elements
- Player gets to control a beautiful, historically accurate steam train
- Manage your train and routes, protect your train and its cargo as you steam across the American frontier
- The unique setting brings special challenges - defend your train against bandits, raiders and more
- Running a train means hiring a good crew, and that crew includes gunslingers, snipers and other dangerous types
- Player actions influence the course of history, reflected in the game by multiple endings
- No two games are ever the same, how far will you get in building your rail empire?

No word on a physical copy version of this game at this time. Families are required to pay for Internet usage fees to download this game. For more information click here.

In The News Continued



In The News Continued

Shaun the Sheep Joins Super Mario Maker

Nintendo announced a new partnership with Oscar-winning studio Aardman and welcomes Shaun the Sheep into its award-winning game, Super Mario Maker for Wii U.

The action takes place in a brand new Event Course called Shaun's Mossy Mole Mischief, inspired by Shaun's home, Mossy Bottom Farm, where Mario encounters mischievous Monty Moles, crazy contraptions and silly secrets. Once completed, the player unlocks a Shaun the Sheep costume that allows Mario to take on Shaun's appearance!

From head to hoof, the costume completely transforms our hero and gives him the woolly look of Shaun the Sheep. He's not guilty of pulling the wool over players' eyes however, and with a special pose hints at his true identity by remaining dressed in his iconic blue dungarees, red cap, brown shoes and white gloves. Responsible for creating some of the world's best-loved and most recognizable characters, Aardman worked closely with Nintendo to carefully bring Shaun's Mossy Bottom Farm into the Mushroom Kingdom, and the final result presents players with un-bleat-able fun and frolics.

Never before has an Aardman character appeared in a Super Mario game, but the brand's most recent release Super Mario Maker – available exclusively on Wii U – breaks the traditional rules of gameplay, making it the perfect title to introduce something new and unexpected to delight fans.

Daniel Efergan, Digital Group Creative Director at Aardman said: "Having grown up in a generation of technology that, due to its nature of exposing its inner workings, allowed you to build and adjust your own games – it's what inspired me and many here in Aardman's interactive team to do what we do. Super Mario



BomberZone Ignites On STEAM

Exosyphen Studios is proud to announce the impending release of action-packed BomberZone for PC, Mac and Linux. Available for download via STEAM™ (Early Access), BomberZone raises the bar for the classic maze-based strategic bombing game with its cool features and great gameplay.

Earth is invaded by aliens and you take charge of a robotic soldier to preserve peace on earth. Navigate your way through the maze and destroy aliens and their bases by strategically placing bombs. Coins can be collected and used for customization and power-ups, such as Atomic Bomb, Explosive Soccer Balls, Gun Powder Kegs, Infinite Bombs, Protection Shield, Tornado and the classic Jetpack! You can even unleash a devastating Energy Blast to nuke obstacles and enemies blocking your path.

BomberZone offers a fun gameplay experience and promises to get your adrenaline going. With 7 upgrades, 16 types of bombs and 5 unique types of soldiers.

No word on a physical copy version of this game at this time. Families are required to pay for Internet usage fees to download this game. For more information click [here](#).



Maker harks back to that age, inspiring a new generation of happy creators. To have one of our icons hanging out with one of our idols, and for such an exceptional project, is a dream come true."

Super Mario Maker enables players to play, create and share their very own Super Mario courses. With



a practically infinite number of possibilities, players can use the Wii U GamePad touch screen to add enemies, blocks, pipes and more, creating their own dream Mario course as they go. There are already over 6.2 million courses available to play, with more being added all the time.

This new Shaun the Sheep Event Course, which gives players the Shaun costume, will be available to play globally from the afternoon of Friday 3rd June. Players will simply need to visit the game's "Course World" menu and select "Event Courses", then pick this level.

Might and Delight presents Pan-Pan

Might and Delight are excited and pleased to finally reveal details of their first project as a publisher - Pan-Pan.

The adventure title sees Might and Delight partner with independent developer Emil Berner (Spelkraft) to bring his labour of love to PC and Mac later this year.

“Working with Emil to fully realize his vision of Pan-Pan has been an absolute joy for the entire studio and goes a long way to highlighting what we are trying to build here. We’re a relatively small outfit that believes in a spirit of collaboration. Also having based in-house as part of the collective has been a massive boost for the entire studio,” said Vic Bassey, COO at Might and Delight.

Pan-Pan is an open plain adventure that expands on the concept of environmental narrative storytelling with puzzle solving and exploration elements at its core.

It’s adorable, cute supported with an equally enchanting soundtrack. It’s a game Emil believes only a studio like Might and Delight understands and emphasizes his decision to partner with them.

“A look at Might and Delights portfolio tells you all you need to know. From Pid to the Shelter series, they have shown an ability to tell small, but weighty stories with charm and heart. Pan-Pan encompasses all those elements and to be honest it just felt right,” added Emil Berner.

“We’re not so much a publisher, but a partner across the board on both a personal and professional level”, concluded Vic Bassey. Pan-Pan will be supported with a series of developer diaries featuring Emil expanding on his vision for the game in the coming months and is slated for an August 2016 release on PC and Mac.

Hopefully there will be a physical copy of this game released.

POWER RANGERS MEGAFORCE & SUPER MEGAFORCE THE COMPLETE SEASONS arrive on DVD

Relive every action-packed adventure when Power Rangers Megaforce: The Complete Season and Power Rangers Super Megaforce: The Complete Season arrive on DVD (plus Digital HD) on August 16 from Lionsgate. Five teenagers with attitude use their unique skills to battle evil and ultimately save the world in these top-rated seasons. With an ever-growing fan base, Power Rangers Megaforce: The Complete Season and Power Rangers Super Megaforce: The Complete Season are 5-disc DVD sets that will be available for the suggested retail price of \$14.98 each.

Power Rangers Megaforce: The Complete Season Synopsis:
When the evil Warstar aliens plot a massive invasion of our planet, Earth’s supernatural

guardian, Gosei, mobilizes a team of five extraordinary teens with the talent and attitude to oppose them: the Power Rangers Megaforce!

Power Rangers Super Megaforce: The Complete Season Synopsis:

In order to stop ruthless Prince Vekar and his massive alien Armada, the Rangers have only one hope: to unlock the special keys — and harness the amazing powers of Legendary Rangers of the past!

Title Copyright: TM & © 2014 SCG Power Rangers LLC. All Rights Reserved.

Type: TV on DVD

Rating: TV-Y7

Genre: Action/Adventure, Children’s/Series, Fantasy, TV Series

Closed Captioned: English

Feature Run Time: 460 minutes each

DVD Format: 16x9 Widescreen (1.78:1)

DVD Audio: English 5.1 Dolby Digital;

French and Spanish 2.0 Dolby Digital Audio

THE ADVENTURES OF PANDA WARRIOR On DVD August 2

Get ready for nonstop fun with the family-friendly film The Adventures of Panda Warrior, arriving on DVD, Digital HD and On Demand August 2 from Lionsgate. Rob Schneider (Norm of the North), Haylie Duff (Napoleon Dynamite), Norm MacDonald (Grown Ups), Lauren Elizabeth (YouTube star “LoLuFullyLoaded”), and Tom Kenny (TV’s “SpongeBob SquarePants”) round out the all-star cast of brave warriors on a quest to save their kingdom. Awarded the DOVE Family Seal of Approval, The Adventures of Panda Warrior DVD will be available for the suggested retail price of \$19.98.

When Patrick (Schneider), a peaceful soldier from ancient China, is magically transported to Merryland and turned into a Panda, he must join forces with Peggy the flying pig (Elizabeth), GoGo the daring

goat (Duff), and King Leo the courageous lion (MacDonald) in order to free the once-peaceful world from the tyranny of the evil nine-headed snake that has enslaved them.

DVD/DIGITAL HD SPECIAL FEATURES*

- “Bringing the Characters to Life: At the Recording Studio with Rob Schneider, Norm MacDonald, Haylie Duff, Lauren Elizabeth, and Tom Kenny” Featurette

- Award-Winning Miniscule Bonus Episodes

*Subject to change

Rating: PG for Action Violence and Some Mild Rude Humor

Genre: Family

Closed-Captioned: English

Subtitles: English and Spanish

Feature Run Time: 79 minutes

DVD Format: 16x9 Widescreen (1.78:1)

DVD Audio: English 5.1 Dolby Digital Audio

Wonder Boy The Dragon’s Trap Returning

DotEmu (a video game publisher of retro video games on modern systems) and Lizardcube, Parisian game developer, are thrilled to announce that an updated version of Wonder Boy: The Dragon’s Trap is currently in development. Thanks to the close collaboration of these two French studios and Ryuichi Nishizawa, creator of the Wonder Boy series, this classic will soon return to consoles and PC.

A Sega Master System and PC Engine legend, Wonder Boy: The Dragon’s Trap (also known as Wonder Boy III) is a platformer that combines exploration, action, and adventure. The new version will remain true to the original episode while adding graphical improvements, enhanced sound, and brand-new features. Stay tuned, there’s lots more info to come!

The Sims 4 Dine Out Releases

Now you can expand your Sims’ palate with an assortment of new experimental cuisine, in addition to creating and managing a variety of restaurants. Hire staff, set the perfect menu, evaluate your sim’s chef skills, and invest in advertising to grow their business. A complete list of key features includes:

- Creating or customizing unique restaurants, ranging from a classic diner to an upscale Italian bistro;

- Owning and managing a restaurant, while hiring staff, setting the menu and prices, and chatting up diners to improve customer satisfaction;

- Sending Sims out to enjoy a delicious meal while on a romantic date, spending quality time with family, or playing it solo;

- Stepping outside your Sims’ comfort zone with an assortment of new experimental cuisine that looks almost too good to eat!

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?

Video games teach us a wide array of things. Family Friendly Gaming would love to see a video game that teaches the concepts of compassion and empathy. Too many people are selfish. In fact the video game industry has been called one of the most selfish industries in all of entertainment. What can be done to try and repair the image of the industry and gamers as a whole? Family Friendly Gaming believes video games that teach compassion and empathy. Too many video game companies are corrupt and selfish. They are

passing these lessons onto their fanboys and fangirls. It is time to progress to the next level where perspective is taught. Too many gamers complain about what they do not have. Instead there should be a thankfulness for what they do have. Look these gaming companies are not going to like this. They try everything possible to get your money for their latest and greatest product. They want you to keep up with the Joneses. Isn't there a better way?

Contentment with what you have is a by product of being thankful for what you do have. So we need video games that teach gamers to be happy and content with what they do have. We need to focus more on others than ourselves. Family Friendly Gaming has lived this out for over eleven years. Selflessly serving families, the video game industry, gamers,

communities, and more. A game that expresses those concepts would be easy to make for any gaming companies worth their salt. Then the entire video game industry could improve. The image of the gamer could be improved - even if it is just a little bit. The video game industry has an opportunity to lead in society. Will it continue to look inward, and be selfish? Or will it mature and grow to think of others before self? It is the hope of all of us here at Family Friendly Gaming that some video games will teach the concepts of compassion and empathy. There are too many problems in our world to ignore. There are too many people who need help. Maybe the next great video game idea will come from a current homeless person needing your help. Are you up to the challenge? Or will you think of just yourself?

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

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

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

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

DVD	Score	Page
Justice League vs Teen Titans	50	35
The Last Ship Season Two	62	36
Genesis	Score	Page
Pink Goes to Hollywood	70	37
Nintendo 3DS	Score	Page
Batman Arkham Origins Blackgate	49	27
Dead or Alive Dimensions	40	29
Wipeout Create & Crash	69	26
PC	Score	Page
Anno 2205	73	32
Trackmania Turbo	84	30
PS4	Score	Page
RBI Baseball 2016	76	33
Trackmania Turbo	84	30
UFC 2	50	34
Super NES	Score	Page
Pink Goes to Hollywood	70	37

Turbografx-16	Score	Page
Final Lap Twin	74	37
Xbox One	Score	Page
RBI Baseball 2016	76	33
Trackmania Turbo	84	30
UFC 2	50	34



Philippians 2:14-18

14 Do everything without grumbling or arguing, 15 so that you may become blameless and pure, "children of God without fault in a warped and crooked generation." Then you will shine among them like stars in the sky 16 as you hold firmly to the word of life. And then I will be able to boast on the day of Christ that I did not run or labor in vain. 17 But even if I am being poured out like a drink offering on the sacrifice and service coming from your faith, I am glad and rejoice with all of you. 18 So you too should be glad and rejoice with me.



Wipeout Create & Crash

SCORE: 69

I don't know what it is about the Wipeout games that has caught my eye. Something about going through the courses as quickly as possible appeals to me. Wipeout Create & Crash is the latest version that has been purchased by Family Friendly Gaming. Don't get me started on the PR and Marketing failures going on over at Activision. Thankfully Wipeout Create & Crash did not cost much money.



Wipeout Create & Crash is a lot shorter and smaller than other Wipeout games. It tries to make up for it by having an extremely limited course creator. I was very disappointed in the limited amount of obstacles that could be applied to the courses in Wipeout Create & Crash. I wanted to make a cool course with no obstacles. Just run from the beginning to the ending. Wipeout Create & Crash

did not allow that.

The sometimes humorous comments are included in Wipeout Create & Crash. Other comments can be offensive, mean spirited, and nasty. Wipeout Create & Crash celebrates our mistakes and likes to replay them. Those replays can be skipped and ignored thankfully. The camera can be a pain on certain obstacles. I love not being able to see what comes down and whacks my



character.

I used to do a cool trick in Wipeout Create & Crash. I would get on a balancing beam and jump across. It only took a jump or two to make it across. Wipeout Create & Crash takes that option away. I could never land a jump on one of those rotating beams. Which made me wonder how we are ever to make it across when we are on one and something comes across to whack us.

The bouncy balls in Wipeout Create & Crash are still very unpredictable. Sometimes they worked great, and other times they sent my character into the drink. I like some of the new challenges in Wipeout Create & Crash like running on a giant planet

avoiding pop ups. Wipeout Create & Crash is a short experience that will let you monkey around with the courses if you feel like it.
- Paul



Publisher: Activision
Developer: Behaviour Interactive
System: Nintendo 3DS
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Alcohol Reference, Comic Mischief, Mild Cartoon Violence}

Graphics: 60%
Sounds: 60%
Replay/Extras: 80%
Gameplay: 75%
Family Friendly Factor: 70%



Batman Arkham Origins Blackgate

SCORE: 49

I am thankful that Family Friendly Gaming is financially blessed enough to purchase Batman Arkham Origins Blackgate on the Nintendo 3DS for this review. I want to thank everyone who has donated to make this review possible. You are the true stars and the engines that keeps Family Friendly Gaming going. The more you donate the more we can get done - it is just that simple.

Batman Arkham Origins Blackgate contains boring violence, and the slow as a snail Detective Mode. These two mixed with super powered criminals makes Batman Arkham Origins Blackgate a game for those who are gluttons for punishment.



I compare playing Batman Arkham Origins Blackgate to real world torture. This hand held game frustrated, annoyed, and irritated me.

The 2D side scrolling screens is broken up by being able to zip line up to certain spots. Batarangs and other tools are used in Batman Arkham Origins Blackgate to move the character forward through the areas. I was confused

numerous occasions in Batman Arkham Origins Blackgate, as it is rarely clear where to go. Which is bad in a 2D side scrolling hand held video game.

Batman Arkham Origins Blackgate has violence, bad language, enticement to lust, blood, insanity, death, lack of animation in cut scenes, and



Publisher: WB Games
Developer: Armature Studio
System: Nintendo 3DS
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Mild Language, Mild Suggestive Themes, Use of Tobacco Violence}

Graphics: 40%
Sound: 50%
Replay: 60%
Gameplay: 55%
Family Friendly Factor: 40%



more. Hardcore gamers are the only ones that should even consider purchasing Batman Arkham Origins Blackgate on the Nintendo 3DS. They are the only ones who will think Batman should be weak, and all of these

no-name criminals should be super strong.

There are a few unlockables in Batman Arkham Origins Blackgate. There is the Concept Gallery, and the Movie Gallery. The darkness in Batman Arkham Origins Blackgate is one of the things I find most disturbing. Why can't we have a 1960s Batman game? Some might call it corny. At least it would be more family friendly than Batman Arkham Origins Blackgate. I also expect a whole lot more fun.

- WMG

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



Dead or Alive Dimen- sions

SCORE: 40



How did Dead or Alive Di- mensions get the thirteen and older rating instead of the sev- enteen and older rating? Other current Dead or Alive games are getting the 'M' rating from the ESRB. Plenty of bad con- tent is found within Dead or Alive Dimensions on the Nin- tendo 3DS. It is also a clunky and clumsy fighting game on the Nintendo 3DS. The control scheme makes little sense.

Dead or Alive Dimen- sions has a long list of nega- tives to it. Just look at all of the ESRB descriptors. We have violence, blood, bad language, nudity, enticement to lust, al- cohol, and more. Dead or Alive Dimensions is one of those video games that makes the entire industry look bad. Crit- ics can easily point to Dead or Alive Dimen- sions as one of the prob- lems easily found within the industry.

There are a nice

array of modes in Dead or Alive Dimensions. We get Chronicle, Arcade, Sur- vival, Tag Chal- lenge, Free Play, Training, Local, Internet, and Throwdown.

There is also a Showcase for figures, scenes, and more. On top of that there are 3D photos in Dead or Alive Dimensions. There are twenty-five charac- ters, and sixteen stages. Some of the stages have multiple dif- ferent levels. Characters can be knocked down from one to the lower ones.

The cliched tourna- ment is found in the main story mode of Dead or Alive Dimensions. We fight off an evil corpora- tion. That has not been overdone in the video game in- dustry huh? Dead or



Alive Di- mensions made me hate large corpora- tions like Disney, Coke, Nintendo, Sony,

Microsoft, and more. Some people might even dislike the large corporation Koei Tecmo after playing Dead or Alive Dimensions.

The control scheme in Dead or Alive Dimensions gave me fits. Normal buttons are not used in my opinion. I adapted to it eventually. I found myself relying on just a few attacks here and there in Dead or Alive Dimensions. Why? They worked a high percentage of the time. Why change when you find some- thing that works? The voice acting was sub par in my opin- ion. This game should be rated 'M'. Pass on it in the clearance rack. It is there for a good rea- son. - WMG

Publisher: Tecmo Koei
 Developer: Team Ninja
 System: Nintendo 3DS
 Rating: 'T' - THIRTEEN AND OLDER ONLY {Blood, Mild Language, Partial Nudity, Suggestive Themes, Use of Alcohol, Violence}



Graphics: 30%
 Sound: 40%
 Replay: 80%
 Gameplay: 30%
 Family Friendly Factor: 20%



Trackmania Turbo



SCORE: 84

I am very thankful that Family Friendly Gaming was able to purchase Trackmania Turbo on the Xbox One. I like this racing game even though I am not very good at it. I can usually get a bronze medal in the courses in Trackmania Turbo. Others had to get the silver and gold medals. In fact that is one of the short comings in Trackmania Turbo. If you can not get silver in every race then you can not unlock certain levels. The same goes for gold.



Some of the races in Trackmania Turbo are really short. Like they can be beaten in under thirty seconds. I enjoyed some of the music in Trackmania Turbo. It is upbeat, and adrenaline pumping. Which is not always needed in Trackmania Turbo. I like how Trackmania Turbo has signs telling us where to drift and where there are U-turns. Mak-

The loading times are long in Trackmania Turbo. The game looks really good, and I adore the track creation. The track creation mode is a bit limited. I wanted to create a certain kind of race track in Trackmania Turbo, but the tools are too limited to do so. The tracks that come with Trackmania Turbo are crazy. Did you see the Family Friendly Gaming video of Trackmania Turbo?

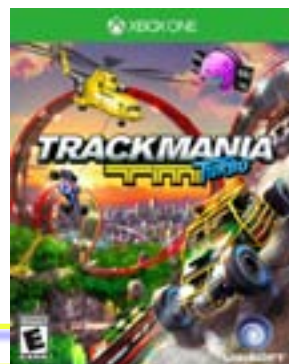


ing it happen are high speeds is not as easy as it sounds.

The controls on dirt and grass in Trackmania Turbo are horrible. The concrete controls are generally good, unless players are put in the first person perspective. I am not a fan of the first person perspective with racing cars. It can be difficult to tell where the wheels are when our camera is on the front of the vehicle. I would not mind seeing from inside the vehicle in those areas.

Trackmania Turbo has its flaws. The crazy tracks and insane crashes are part of the game. Trackmania Turbo taught me to be reckless. Trackmania Turbo also taught me to do things faster. Which

led to many mistakes, and a lot of real world frustration. Two drivers controlling one car cooperatively was actually a neat and cool mode that families can get into. - Frank



Publisher: Ubisoft
Developer: Nadeo
System: PC/PS4/Xbox One(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY

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

VIDEO GAME LIES



by Paul Bury

Version 2

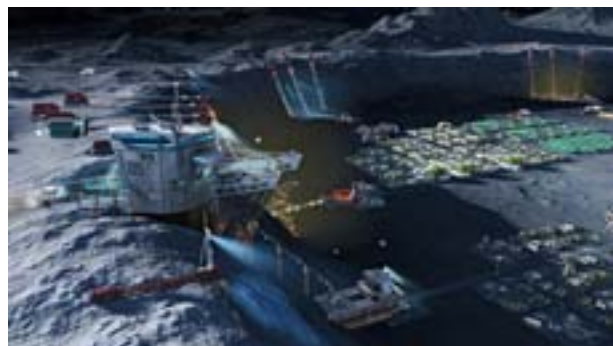
BUY IT NOW RIGHT HERE



Anno 2205

SCORE: 73

I am very thankful Family Friendly Gaming purchased a copy of Anno 2205 on the PC. I hate having to deal with that UPlay portal that glitches too often. After installing Anno 2205 we



had to download over four gigs of an update otherwise Anno 2205 would not work. I was finally able to play Anno 2205. Even though our computer specs are just above the requirements I found Anno 2205 to be lagging and glitchy.

The installation and loading takes forever in Anno 2205. We also have to sit through the intro movie every single time we play Anno 2205. All of these issues, glitches, and irritations aside I actually enjoyed Anno 2205 for a bit. I love designing a city by putting housing and energy plants out there. Too often Anno 2205 desegregated into fixing resource imbalances. Which is lame when the game keeps telling the player to add more

of something.

I love the concept of being able to colonize the moon in Anno 2205. Which is probably why there are only three places to start from. There are also three difficulty settings in Anno 2205. The graphics are really good in Anno 2205. I had to figure out how to do everything in Anno 2205 because it does not explain much. The controls in Anno 2205 are bit confusing. I used trial and error to figure



out how to do things and get rid of pop up menus.

The voice acting is not to my personal liking. I am sure some of our readers will email us that I should have been hired as a voice actor. The resource management of Anno 2205 is the core of the game play. I did not find a sandbox mode for Anno 2205 unfortunately. It would have been neat to have unlimited funds and create whatever kind of town I wanted to create.

I love the concept of promoting employees in Anno 2205. I had fun playing Anno 2205. This is a slow and methodical kind of a video game. Which is the kind I actually enjoy from time to time. I wish Anno 2205 was released on the home consoles. Maybe it would be less glitchy. I hope to see sequels to Anno 2205 in the future. There is some bad content in Anno 2205. Thankfully a little less than what is in the Tropico franchise.

- Paul

Publisher: Ubisoft
Developer: Blue Byte
System: Personal Computer
Rating: 'E' - Everyone SIX and OLDER ONLY {Alcohol Reference, Language, Mild Violence}



Graphics: 80%
Sound: 70%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Factor: 75%

RBI Baseball 2016

SCORE: 76



I am pleasantly surprised with RBI Baseball 2016. First off there is a physical copy of this game, and it is solid, decent baseball action for families. The options and menu screens are very minimalist. RBI Baseball 2016 also costs one third of what MLB 16 The Show came out for. Trying to calculate that out? RBI Baseball 2016 sells for under twenty dollars. I am thankful Family Friendly Gaming purchased it since the PR & Marketing for RBI Baseball 2016 were not competent to reply to any inquires from FFG.

The default fielding is tough. I recommend families swap over to the assisted. Players will make errors in RBI Baseball 2016. Also do not



try to throw to first base with the first baseman standing on first. He throws the ball away. There are also some odd graphical glitches here and there in RBI Baseball 2016. The baseball parks look nice, and the players look decent. Again not as good as MLB The Show.

Pitching seems limited at first. That was until I read the controls and messed around. We move the pitcher left and right on the mound. We then press up for a change up, and down for a fast ball. Once the pitcher throws the ball, we can press right and/or left to curve the ball around.

This sets us up for some really cool strategies. Like lining up the pitcher with the batter and then curving the ball away from them.

I am being lenient on RBI Baseball 2016 because I do not expect it to compete with a simulation like MLB



16 The Show. RBI Baseball 2016 is not at the level of an arcade game, but it does not contain all the simulation elements either. What do I mean by that? There are not exaggerated hits or pitches in RBI Baseball 2016 like there is in say The Bigs for instance.

I hope this franchise continues for many years. RBI Baseball 2016 is bare bones in what we can do. Play in a Exhibition, Season, Post Season or Online. RBI Baseball 2016 also lets us manage the rosters, and check scores online. The default ball indicator needed to be changed as well. I had fun playing RBI Baseball 2016 on the Playstation 4. Definitely got twenty dollars out of it.

- Frank

Publisher: Major League Baseball Advanced Media
Developer: Major League Baseball Advanced Media
System: Xbox One/PS4(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 70%
Sound: 75%
Replay/Extras: 85%
Gameplay: 70%
Family Friendly Factor: 80%



UFC 2

SCORE: 50

I will say something right out of the gate. I do not like the idea of women fighters. I am not into women beating on themselves. I can not call her a lady when she is ruthlessly beating up another woman. UFC 2 has female characters beating up other female characters. I find it gross, disgusting, and absolutely appalling.



UFC was not a perfect game. It was certainly way better than UFC 2. EA Sports totally messed up the formula. The stamina bar is too weak, and opponents can absorb a ton of damage. I would finally stun an opponent and not have enough stamina to do anything about it. None of the matches in UFC 2 felt like real matches with real people.

At the start of the career we can not see how we are doing on the points card. I counted and had way more strikes than my computer opponent. Somehow he would win. This makes UFC 2 feel cheap, and broken. UFC 2 is way too heavy on take downs and submissions. I found it nearly impossible to win in the stand up game. UFC 2 is way too hard.

Blood flows freely in UFC 2. Do not expect realism here because it is easy to



draw blood in this ultra violent video game. The songs have taken a nose dive as well. Gone is the one Christian song. It is replaced with profanity laced songs. The lag in the attacks led to doing the same move twice in a row. Which was even worse on the stamina. Things fell apart when your opponent backs off and lets you whiff at him twice in a row.

There are too many boring and lame fighters in UFC 2. We have to block all the time, guessing between high and low. UFC 2 is way too online heavy. I wish there was more to do offline. Since there is not I value UFC 2 at five dollars. I am thankful Family Friendly Gaming purchased a copy of UFC 2 for this review. EA Sports was not going to give us a copy since we would not promise an ultra high review score.

- Frank

Publisher: EA Sports
Developer: EA Canada, Skybox Labs
System: Xbox One/PS4(tested)
Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Blood, Lyrics, Mild Suggestive Themes, Violence}



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



Justice League vs Teen Titans

SCORE: 50

When Justice League vs Teen Titans went on sale at one of our local retailers we picked it up. I know generally what to expect from DC Universe Original Movies. Blood, death, gore, bad language, violence, enticement to lust, and good guys fighting bad guys. Justice League vs Teen Titans tries to siphon off of the Marvel Civil War in a little way. Justice League vs Teen Titans is not as much of the heroes fighting one another but it is there.

Raven is the key character in Justice League vs Teen Titans. Trigon her demonic father wants to use her as a portal to invade Earth. He sends demons to possess Superman, Batman, Wonder Woman, and Cyborg. None of them know how to pray in the name of Jesus Christ to exorcise a demon. Instead they nearly kill the character for the demon to leave and evaporate. No one said DC Com-



ics gets it right, especially when dealing with spiritual things. In fact Holly Weird has a long history of getting spiritual things completely wrong.

Blue Beetle and Damian Wayne (Robin) make good characters in Justice League vs Teen Titans. In fact their chemistry is some of the best moments in Justice League vs Teen Titans. Superman and Wonder Woman dating is referenced and shown in Justice League vs Teen Titans. Cyborg is a real floater in Justice League vs Teen Titans. It looks like he might head over to the Teen Titans in the future. There is a hint at another Teen Titan related character in the credits of Justice League vs

Teen Titans too. Justice League vs Teen Titans is extremely predictable. The Justice League

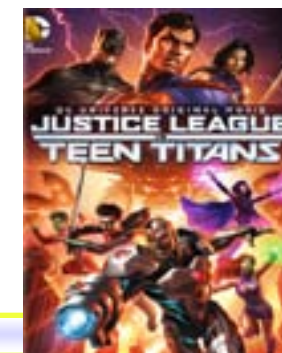


is not capable of stopping this threat. The younger and less experienced Teen Titans are the ones that must rise to

the challenge and stop the evil Trigon. Beast Boy is an okay character in Justice League vs Teen Titans. Nothing like he is in the other Teen Titan shows. Justice League vs Teen Titans dropped a real opportunity there. Also where is Green Lantern.

In many ways Justice League vs Teen Titans is meh. It is kind of there. It does not stand out for story, nor does it really have many good moments. The strength of the demons is very over powered in Justice League vs Teen Titans. There are few believable moments in Justice League vs Teen Titans. I wish we could leave all the gross content from the New 52 and return to more family friendly times. I also miss Booster Gold. - Paul

Publisher: Warner Bros
Developer: DC Comics
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {Fantasy Action, Violence, and Some Suggestive Images}



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



The Last Ship Season Two

SCORE: 62

Just after finishing The Last Ship Season One, I found out The Last Ship Season Two was being released. I did not wait for The Last Ship Season Two to go down in



Season Two. They are the Immunes, and the bad guys in this show.

SPOILER ALERT! An alleged good character in The Last Ship Season Two commits cold blooded murder and is barely punished for it. This character is eventually pardoned at the end of the season. This same character winds up being shot at the very end of the season. This show has been renewed for a third season starting in the summer of 2016. I will wait

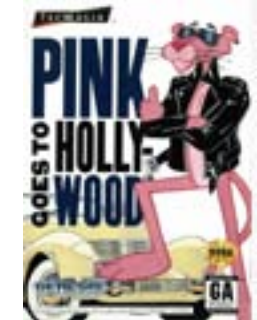
price. I paid twenty dollars to see where this show went next. The episode count has been increased to thirteen. Still not quite at the correct level of twenty-two for a normal television season. Which is a shame since plenty of things are glossed over in The Last Ship Season Two.

There is plenty of blood, death, and gore in The Last Ship Season Two. There is also bad language. The highly divisive and highly controversial sexual deviancy topic is only touched on once or twice thankfully. I did not find anything in The Last Ship Season Two that supported Biblical marriage. In fact people that believe in God are shown in a poor light in The Last Ship



Pink Goes to Hollywood

SCORE: 70



Pink Goes to Hollywood is a character themed game that does some things right and does some things wrong. This home console SNES and Genesis title has a great character, with neat animations, and cool music. Sadly the lack of direction, and confusing level design can lead to frustration. This was back in the era where companies tried different things, and hoped the strength of the license would carry them through.

There is some action adventure cartoon violence in Pink Goes to Hollywood. There are some horror monsters like ghosts found in this platformer as well. I love the different animations the Pink Panther shows in Pink Goes to Hollywood. I got some laughs out of this little game as I explored areas and tried to figure out how to complete a level. We joke about modern games and tutorials. Thing is games like Pink Goes to Hollywood show us no tutorial can be a really bad thing.

I would like to see new Pink Panther video games in the future personally. Pink Goes to Hollywood is one of those home console video games that could be redone, improved, and remastered. Families can get into Pink Goes to Hollywood on the Super NES and Genesis. - Paul

Publisher: TecMagik Entertainment
Developer: Manley & Associates
System: SNES/Genesis
Rating: 'GA' - General Audiences

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

for the DVD release to find out what happens.

The Last Ship Season Two gives us a glimpse into what happened in America as the cure is being dispensed. The Immunes stand in the way, and are trying to organize the country in their image. The Nathan James has to fight off a nuclear submarine in numerous episodes of The Last Ship Season Two. It is sad how many cool characters are killed off in The Last Ship Season Two.

There is plenty of military action in The Last Ship Season Two. The bonus content is Inside the Episode, Exclusive Look, The Making of Season 2, and the Vulture Team Featurette. There is something about The Last Ship Season Two that I find interesting. There is a tone of hope for the future in The Last Ship Season Two that was not as present in the first season.

- Paul

Final Lap Twin

SCORE: 74



Final Lap Twin is a sixteen bit racing video game done in the Pole Position style. Final Lap Twin looks great compared to Pole Position. Final Lap Twin does not look so good going up against other 16-bit video games like Outrun. I like the variety of options and tracks in Final Lap Twin. The graphics look good for this kind of a video game. Again it could look better.

The biggest problem with Final Lap Twin is the game play. We get signs to tell us a right or left turn is coming up. Trying to figure out how long the turn is can be a problem. The same goes for finding the right speed through those turns. I do like the split screen concept in Final Lap Twin. I wish the single player would have one screen though. The lack of a full screen for the single player kills the concept of a larger screen.

The music in Final Lap Twin is nice. I enjoyed listening to it while trying to get in first place. I wish Final Lap Twin let me start in a higher position than last. Other racing games have improved upon that concept. Which makes it strange to go back and notice innovations that are missing. Final Lap Twin can be found used for under fifteen dollars. - Frank

Publisher: NEC
Developer: Namco
System: Turbogرافx-16
Rating: 'NR' - Not Rated

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

Publisher: TNT
Developer: TNT
System: DVD
Rating: 'TV-14' FOURTEEN and OLDER ONLY



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

SPORTS



Product: Madden NFL 17
Company: EA Sports
System: PS4/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Madden NFL 17
Company: EA Sports
System: PS4/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending

DEVELOPING

CONTENTS

Product Name

Page(s)

Sid Meier's Civilization VI

43 - 49

Shift Happens

50 - 53

AER

54 - 57

Overcooked

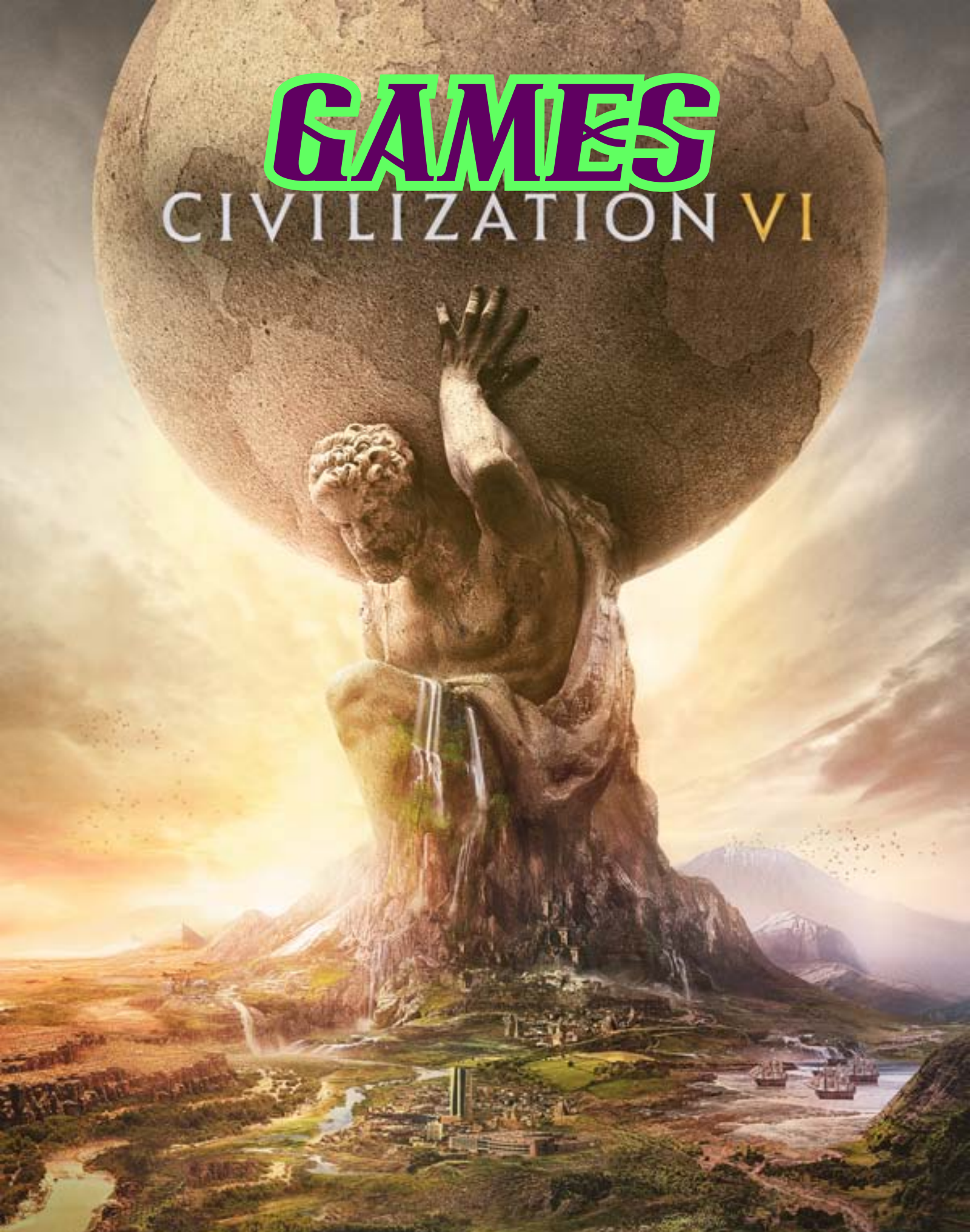
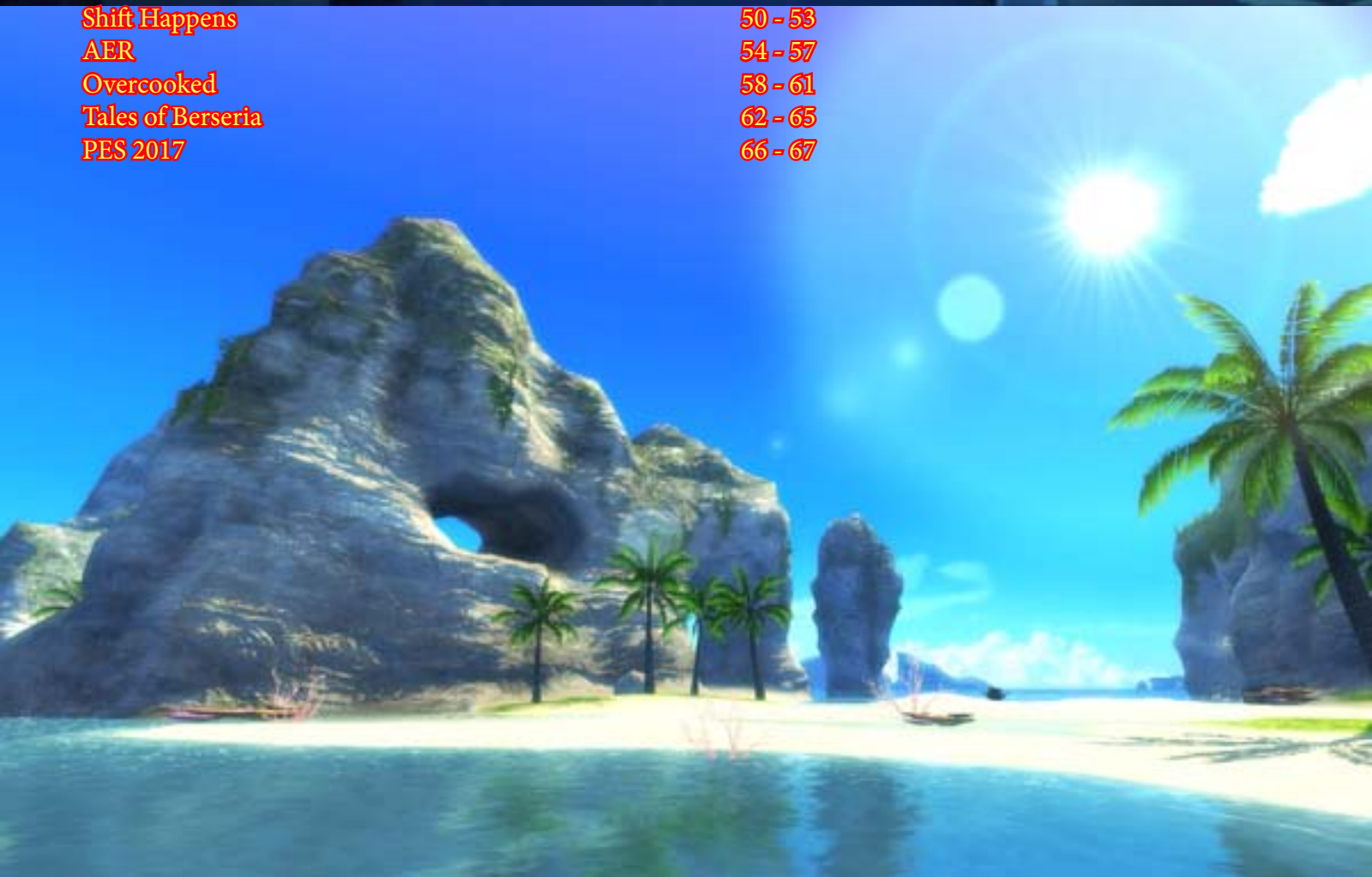
58 - 61

Tales of Berseria

62 - 65

PES 2017

66 - 67





Product: Sid Meier's Civilization VI
Company: 2K
System: Personal Computer
Release Date: October 21, 2016
Rating: 'RP' - Rating Pending



Product: Sid Meier's Civilization VI
Company: 2K
System: Personal Computer
Release Date: October 21, 2016
Rating: 'RP' - Rating Pending



Product: Sid Meier's Civilization VI
Company: 2K
System: Personal Computer
Release Date: October 21, 2016
Rating: 'RP' - Rating Pending



Product: Shift Happens
Company: Deck13
System: Xbox One
Release Date: July 2016
Rating: 'RP' - Rating Pending



Product: Shift Happens
Company: Deck13
System: Xbox One
Release Date: July 2016
Rating: 'RP' - Rating Pending





Product: AER
Company: Daedalic
System: PC/PS4/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: AER
Company: Daedalic
System: PC/PS4/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Overcooked
Company: Team17
System: Playstation 4/PC/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Overcooked
Company: Team17
System: Playstation 4/PC/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Tales of Berseria
Company: Bandai Namco Games
System: PC/PS4
Release Date: 2017
Rating: 'RP' Rating Pending



Product: Tales of Berseria
Company: Bandai Namco Games
System: PC/PS4
Release Date: 2017
Rating: 'RP' Rating Pending





Product: PES 2017
Company: Konami
System: PS4/PS3/Xbone/Xbox
360/PC
Release Date: TBA
Rating: 'RP' - Rating Pending

NOW

CONTENTS

Product Name

Forza Motorsport 6

Minecraft

LEGO Dimensions

Teenage Mutant Ninja Turtles Mutants in Manhattan

Page(s)

69 - 73

74 - 77

78 - 81

82 - 83



FORZA | 6

PLAYING





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



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



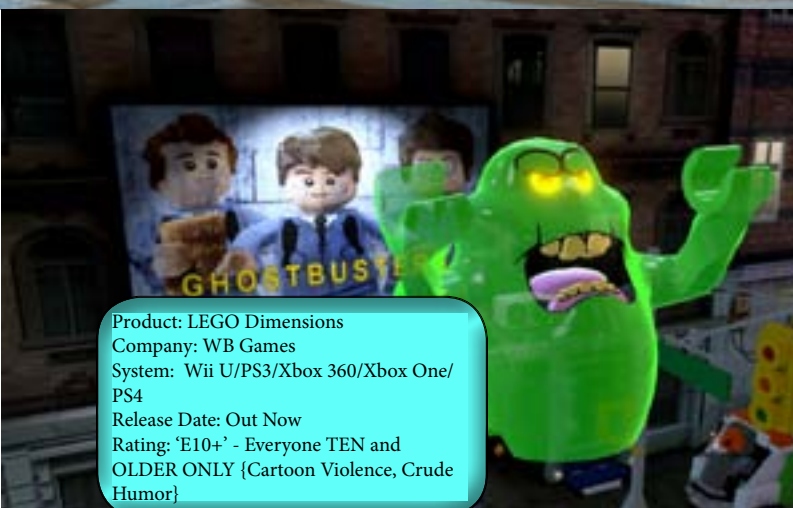
Product: Minecraft
 Company: Mojang
 System: Wii U
 Release Date: June 17, 2016
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Product: Minecraft
 Company: Mojang
 System: Wii U
 Release Date: June 17, 2016
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Product: LEGO Dimensions
Company: WB Games
System: Wii U/PS3/Xbox 360/Xbox One/
PS4
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and
OLDER ONLY (Cartoon Violence, Crude
Humor)



Product: LEGO Dimensions
Company: WB Games
System: Wii U/PS3/Xbox 360/Xbox One/
PS4
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and
OLDER ONLY {Cartoon Violence, Crude
Humor}



Product: Teenage Mutant Ninja Turtles
Mutants in Manhattan
Company: Activision
System: PS4/Xbox One/PC/PS3/Xbox 360
Release Date: Out Now
Rating: 'T' - THIRTEEN and Older Only
[Fantasy Violence]



Last Minute

CONTENTS

Product Name	Page(s)
--------------	---------

Tour de France 2016	85 - 89
Star Ocean Integrity and Faithfulness	90 - 93
Dragon Quest Builders	94 - 95
Valentino Rossi The Game	96 - 97
Motorsport Manager	98 - 99

Tidbits





Product: Tour de France 2016
Company: Focus Home Interactive
System: PC/PS4/Xbox One
Release Date: June 2016
Rating: 'E' - Everyone SIX and OLDER ONLY



Product: Tour de France 2016
Company: Focus Home Interactive
System: PC/PS4/Xbox One
Release Date: June 2016
Rating: 'E' - Everyone SIX and OLDER ONLY



Product: Star Ocean Integrity and Faithlessness
Company: Square Enix
System: Playstation 4
Release Date: June 28, 2016
Rating: "T" - THIRTEEN and OLDER ONLY
(Fantasy Violence, Mild Blood, Mild Language, Suggestive Themes, Use of Alcohol)



Product: Star Ocean Integrity and Faithlessness
 Company: Square Enix
 System: Playstation 4
 Release Date: June 28, 2016
 Rating: "T" - THIRTEEN and OLDER ONLY
 (Fantasy Violence, Mild Blood, Mild Language, Suggestive Themes, Use of Alcohol)



Product: Dragon Quest Builders
 Company: Square Enix
 System: PS4/PS Vita
 Release Date: October 2016
 Rating: 'RP' - Rating Pending

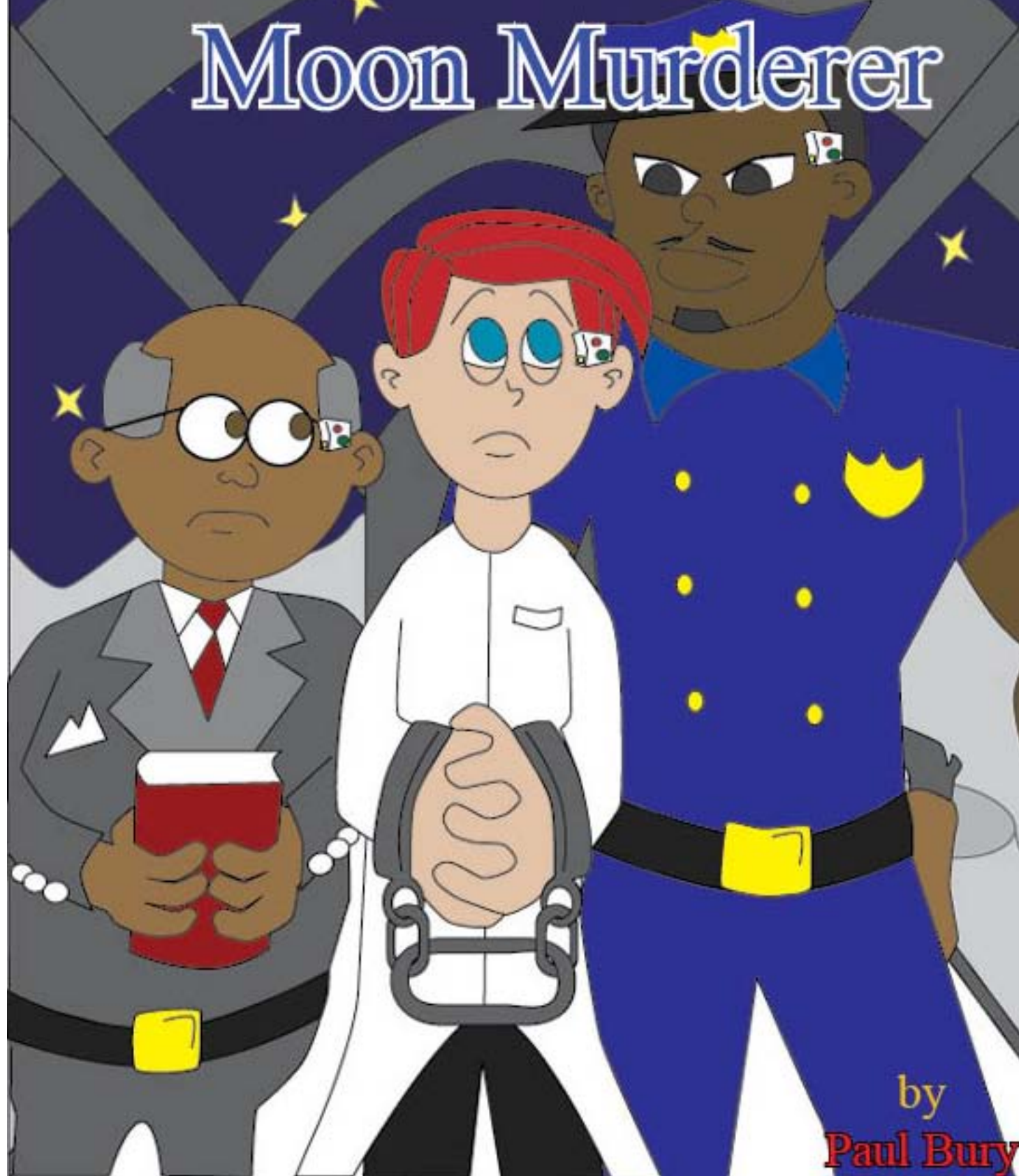


Product: Valentino Rossi The Game
Company: Square Enix
System: PS4/Xbox One/PC
Release Date: July 26, 2016
Rating: 'RP' - Rating Pending



Product: Motorsport Manager
Company: Sega
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending

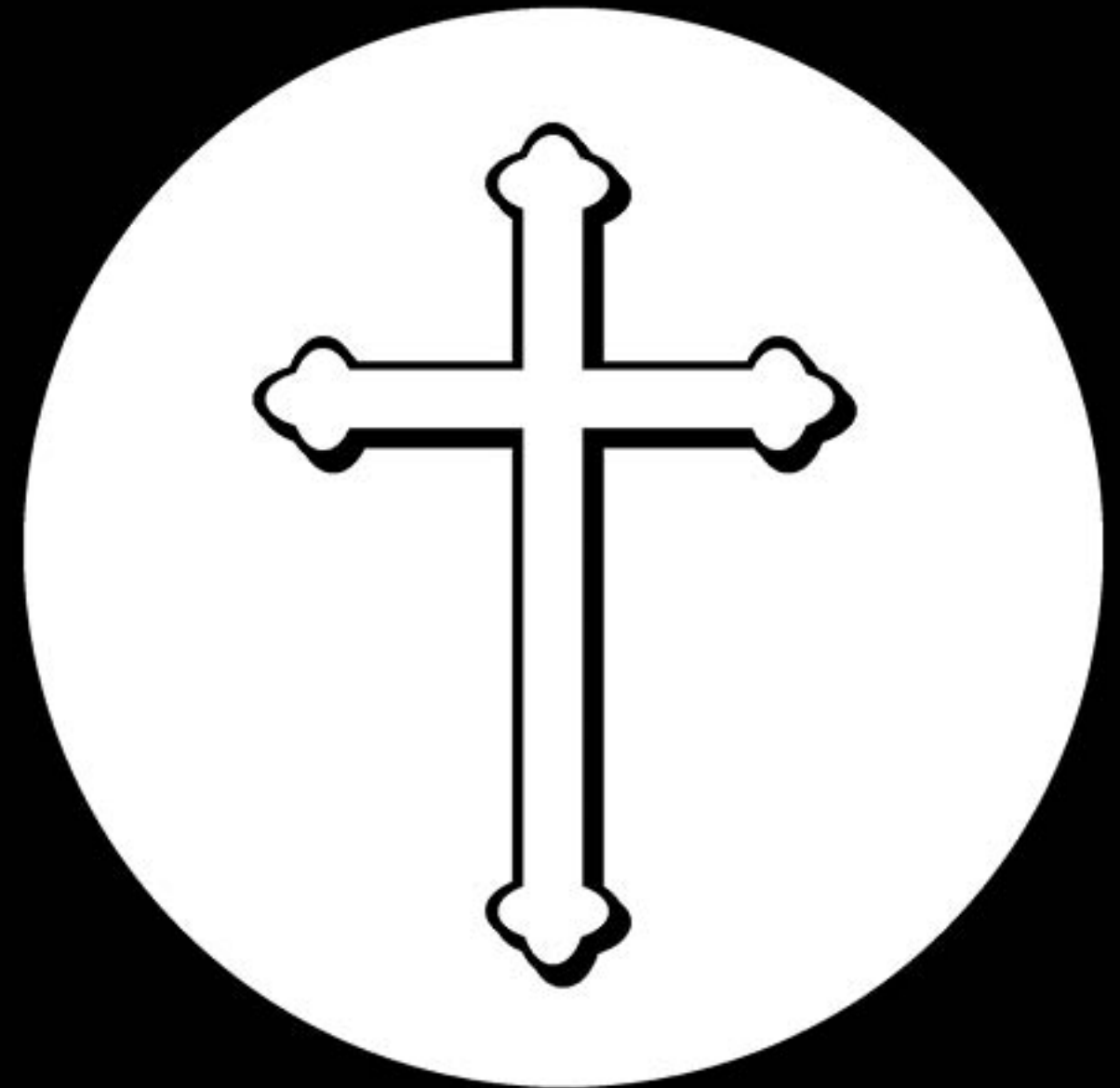
Future Glimpses Moon Murderer



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Paul Bury

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