

FAMILY FRIENDLY

GOOD

GAMING

GOOD

TM

THE VOICE OF THE
FAMILY IN GAMING



Ever Oasis, Tumble
VR, Final Fantasy
XV, Pixel Gear, and
more in this stunning
issue!!

ISSUE #113

December 2016

Are you capable of
dancing in 2017?
Just Dance 2017
hopes so!

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Time of Year

I love the Thanksgiving to Christmas window. I like seeing the focus on being thankful. I like seeing the focus on helping those less fortunate. I like seeing people pull themselves up by their bootstraps and turn their lives around. I like seeing happiness, joy, and merriness being spread. I love Thanksgiving meals, Black Friday sales, candle light services, and the focus on our Lord and Savior Jesus Christ. I love hearing: "Merry Christmas," at each of the stores I go to. I enjoy finding a poor child on one of those giving Christmas trees. Finding something for them that will spread a little joy to their life. I did not have much growing up as a kid. I did have the love and support from my parents. Some kids out there do not have parents. We have so much to be thankful for in our lives. There is so much we can be grateful for.

If all goes according to plan the Christmas Buying Guide will be released before this issue. If not, we will be working diligently to get it done. There are so many wonderful ideas in there this year. Just like there has been in past years. We will continue to keep prices of games in mind when it comes to picking for the Christmas Buying Guide. We also make sure to stick with the highest scoring games from the past year. There is a growth in the retro gaming section this year. I hope the Christmas Buying Guide gives you some ideas.

I am very thankful we were able to save up enough money for the camera equipment. That has been such a blessing this year. We are having a blast doing videos. I hope you enjoy them as much as we enjoy doing them. It also shows the gaming world that we are real, and genuine. We are not perfect. We do not see ourselves as above anyone else in the industry. It has shown our normal, and human side. The kids love doing the Unboxing videos. They are having a blast being themselves, and sometimes silly. Which is exactly how they can be in real life at times. It has been a tremendous area of growth for us here at Family Friendly Gaming.

The dance videos continue as we dig out more and more dance related video games. We are not going to be done with them any time soon. Eventually we will get through all of them. Hopefully in my life time. As long

as God lets me live long enough, it will be something we get done. Hey we never know how long God will allow us on this Earth? We could have decades, days, or minutes left. Which is why I work really hard to live in obedience to God as many minutes a day as I can. I am far from perfect. That does not stop me from striving toward it each and every single day. I need those constant reminders throughout the day of my choices. Are they obedient to God, or rebellious? Each of us makes those choices. What choice will you make? Are you thankful for what you have or do you pine for more?

God bless,
Paul Bury



Clean Versions

Know what the video game industry needs more of? Clean versions of video games. I came to this realization as I was looking for a clean version of a song one of our kids really liked. They make clean versions of songs. There are even cleaner versions of movies that are played on television. I remember hearing about a company years ago that would sell clean versions of movies and television shows on DVD. Why hasn't the video game industry caught up to this yet? They could reach more of an audience with their games if they had a clean version of their games.

I can think of one game off the top of my head that did a clean version. Goat Simulator. At least on the Personal Computer (PC) had a clean version. The blood and gore could be turned off. Why don't more games do this? Can you think of some video games that offer clean versions? Are the companies not advertising it? Should they promote it?

I know plenty of families that see the 'M' rating on a video game and say: "no thank you." They immediately reject the macabre and morbid content within those games. Even if there is a clean version. So why not release two versions? One that is the clean version only, and then the dirty version. Like movies that have a rated version of 'PG-13', and then the 'R' or 'Unrated' version. It can be done and easily. So the question is why is it not being done? Do some companies think it will be too much effort? Do they think it will cost too much to sell two versions of the same game? Or is something else going on?

I would be very interested to see how a game equally promoted with a clean version versus the macabre and morbid version would do in sales. Which one would be the winner? They would have to be equally promoted and advertised. Which means both versions would have to be included in all of the promotions and advertisements by the company. Which one do you think it would be? We know that lower rated movies sell way more than the restricted movies. Would the same thing happen in the video game world?

I know plenty of movers and shakers within the video game industry read Family Friendly Gaming. We have seen many of our ideas implemented in the real

world. I really hope the video game industry matures and grows into creating clean versions of their video games. I believe it could create all kinds of good will, and improve the image of the industry as a whole. It is my hope that someone out there will act on this idea.

I hear from parents all the time they will not buy certain kinds of games for their kids. I hear from teenagers that would play certain games without all the blood and gore. The video game industry has a real opportunity here. Will they take the up the challenge or not?

God bless,
Yolanda Bury



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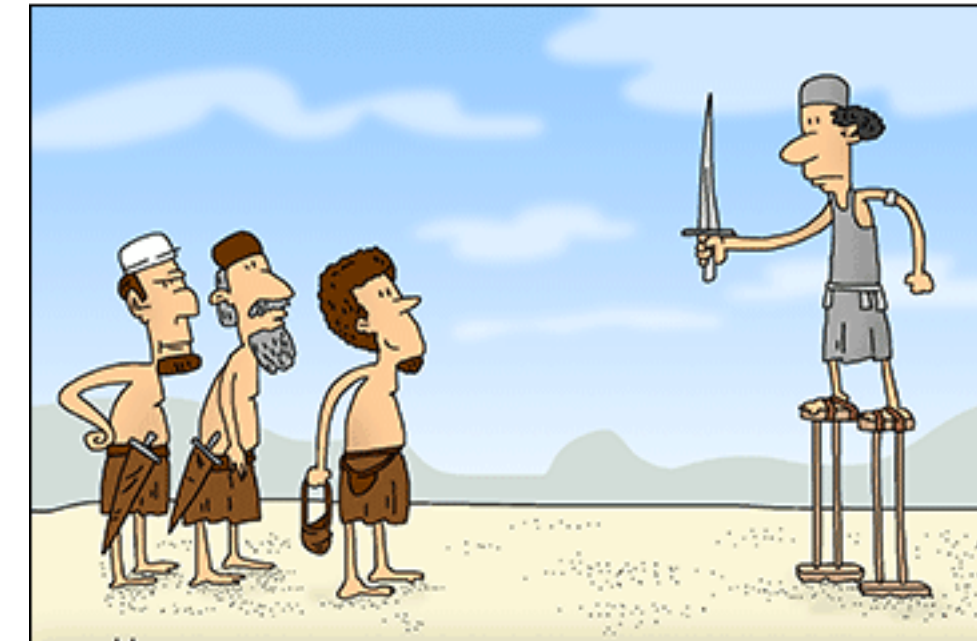


Interactive Bible Series for Windows by GraceWorks Interactive



MISSION STATEMENT

Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, interviews, features, and other articles found within. The secular video game media reports mainly on the most morally bankrupt games and call those games good. The major secular media reports on the bad side of video games mainly. Most other Christian media outlets claim video games turn the player into a zombie, or they completely worship video games. Family Friendly Gaming reports the good, and bad side effects to video games. It is the belief of the owners that readers are smart enough to come to their conclusions without those in the media handing opinions to them. Those of us at Family Friendly Gaming believe by giving you the facts, you can decide for yourself. There are plenty of really good video games on the market that teach wonderful lessons. Both inside the Christian video game market, and from non-Christian video game developers. Family Friendly Gaming seeks out these video games to bring them to your attention. Since it is unknown before playing a game how family friendly it is; it is possible that this magazine will preview a game, and then the review will expose problems previously unknown. Family Friendly Gaming promises to always ask the question: "how God feels about certain video games." God's opinion on the matter is more important than any mere mortal. Which is why the rest of the industry does not influence FFG.



(See 1Samuel 17) 11-14-2014

GOLIATH'S REPLACEMENT WAS EVEN LESS EFFECTIVE

PRAYER PUPS BY JEFFREY SMITH



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.

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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!

I'm Not Ashamed

Dear Mr. Bury,

Tomorrow, "I'm Not Ashamed", the movie telling the story of Rachel Scott, who was murdered on April 20, 1999 at Columbine High School in Littleton, Colorado, will come out in theaters. I watched the trailer, and I saw it was a dramatic recreation rather than a documentary. The release of this movie has raised several questions in my mind.

1. Will this movie turn any nonbelievers into believers? I have my doubts. Reading the comments, it seems that more people are condemning the movie for being low-quality, factually inaccurate, or cheesy instead of praising the film

for its message. Also, this film has not been advertised very much. Finally, looking at my local movie theater listings, this movie will only be shown four times tomorrow. I had to scroll down quite a bit to find this out. At the top of the listings is "Jack Reacher: Never Go Back", which will be shown 13 times tomorrow. It looks like not many people will see "I'm Not Ashamed" anyway, and those that do won't be impressed, much less converted into believers in Jesus Christ.

2. How hard was it to find actors willing to play Eric Harris and Dylan Klebold? I am not an actor, but if I was, I would try to avoid playing villains. I wouldn't enjoy being a villain, nor do I believe I would give a convincing performance doing so. I'm too nice, too conscientious, too good to be bad. If I had to be a villain, I would want to be a fictional villain like Jafar in Aladdin, not a villain intended to represent an actual evildoer. This is a question that I would want to see addressed in the special features when the movie comes out on DVD and Blu-Ray.

3. Will 2016 be a record-setting year for the number of motion pictures released based on true stories? I've seen three such movies so far this year: Race, Eddie The Eagle, and Sully. (Sully is my personal favorite.). There's also Deepwater Horizon, Queen of Katwe, and Florence Foster Jenkins. Someone

at Guinness World Records needs to figure this out and publish it in their next book. And when they crunch the numbers, they should remember to include "I'm Not Ashamed" in their count. While they're at it, maybe they should see if Tom Hanks should get the record for "Actor with most roles based on real-life characters". He's starred at least six such movies, including Sully, Bridge Of Spies, Captain Phillips, Saving Mr. Banks, Catch Me If You Can, and Apollo 13.

Any answers you can give me would be greatly appreciated. Have a great day, and God Bless You.

Sincerely,

David

{Paul}: David,

My first thought is this – the worldly (aka those following after Satan) always attack things that are good. As we worship the Creator God, and life; they are the exact opposite – they worship death. So once we set the parameters there we understand motives. Those that worship death and destruction attack anything good and wholesome. From VeggieTales to Facing the Giants. They also have the same script they use in their attacks. In never waivers or really changes. After a couple of decades of observance I can spot it pretty easily. The insults they

hurl are always the same: "low budget, B-grade, low quality, preachy, etc." Do not let them influence your opinion. Go into the movie with an open mind and come out with your own opinions.

I have lost count in my lifetime how many people regurgitate exactly what the haters say about something made by Christians. It makes me question if they are capable of having their own opinions. Remember we are in a spiritual war. Things that point people to God are good. Things that are part of Philippians 4:8 are good. Too much of the media attacks things that are good and uplift things that evil. We know their fruit, and that tells us what kind of a tree they are. I have talked to a plethora of people associated with Christian products. All of them have stories to tell of people becoming saved after playing their games, watching their movies, etc.



If it reaches one soul then it was worth it. That is my take on it.

2. I have heard plenty of actors state in reviews they find evil roles challenging. Some try to soften the evil of the person. Others take it as a challenge to portray accurately and thus show off their skill as an actor. I have not seen the movie yet so I have no pre conceived notions. I do know Holly Weird has long been known for getting things historically inaccurate in their movies. The Passion of the Christ is one where they went to great lengths to get it right. From what I have seen of Christian movies, they are more accurate than their worldly counter parts.

3. I hope so. I watched Captain Phillips recently and it was interesting. I personally have an interest in the real stories, and history of things. I learned a ton about those giant tanker ships from Cap-

tain Phillips. How much of it was accurate to the real events? I don't know. I was not there. I acknowledge that every director is trying to relay and teach something with their movies. They may exaggerate things to make a movie more entertaining. I wish they would be more accurate and give that a priority.

Practical Games

Dear Mr. Bury,

You may have heard the term "serious games" once or twice in reference to games designed to teach real-world skills. I think a better term to use to describe such games would be "practical games". Farming Simulator would be a practical game.

Here is a practical game that I think you would enjoy reviewing. It's called "Command: Modern Air/Naval Operations". It got a great review from the U.S. Naval Institute. It can run scenarios involving thousands of units, and gives detailed specifications of every piece of equipment at your disposal. Scenarios last a day to a day and a half, and can be paused or sped up as needed. You can control ships and aircraft individually or in groups. Best of all, you can create custom scenarios. The U.S. Naval Institute predicts the game "will find a following not only among civilian gamers but might have value among military, govern-

SOUND OFF Continued

ment and policy circles as a simulator of modern warfare.” Since you have served in the U.S. Air Force, your evaluation of this game will be extremely valuable for those wanting to follow in your footsteps. By the way, thank you for your service.

We need more practical games. I'd like to see a game called "You Be The Judge" where you play the judge presiding over a trial. As the judge, you would rule on whether or not evidence or testimony is admissible, overrule or sustain objections, pound the gavel for order, and last but not least, deliver a sentence. The sentences you deliver will make a difference as to whether or not you get reelected. Obviously laws will limit the sentences you can deliver (for example, you wouldn't be able to give the death penalty to juveniles). To increase replay value, you could create custom cases or tweak sentencing laws. I believe that such a game would not only encourage healthy discussion about the criminal justice system, it would also encourage people to become judges. And I think we need more judges in America. I say this because it took three years for the monster who shot up a movie theater in Aurora, Colorado to be sentenced to 3,318 years in prison, plus twelve life sentences. You could earn an associates' degree or train to be an astronaut in less time. I believe there is a market for such a game, because we have the "Phoenix Wright: Ace Attorney" series of games, and I have read that Fifa 16

allows you to play as the referee.

What do you think of my idea for a practical game? What practical games would you like to see?

I eagerly await your response. Have a great day, and God Bless You.

Sincerely,
David

{Paul}: David,

I love the idea, and I love the name of it - practical games. We have been running a variety of ideas that would definitely fit under that umbrella in the We Would Play That section. There are so many skills that could be learned from a gaming experience. I saw in one of the Ice Road Trucker seasons that they have a simulator video game there for those that wanted to drive a certain dangerous road in Alaska. Truck drivers had to pass the simulator before they were given a real vehicle. I wish more companies would institute training policies like that.

Could you imagine driving tests in a simulator before every going out with an instructor in a real vehicle? Imagine how much stress we could alleviate by have simulations before the real thing. The same could be said for pilots, astronauts, and more. The down side is they could be used for evil purposes to. Remember 9/11? Those Islamic terrorists used the Microsoft Flight

Simulator to learn how to fly the planes they eventually high jacked. Doctor training could be used to find out how to torture someone and keep them alive. Lawyer training could be used by someone to find exploits in the legal system and get really wealthy.

Even though some bad people could use good tools to cause trouble I still think it is worth it. From the police to the military simulations have been used, and continue to be used.

We will continue to publish ideas for games We Would Like to Play. I am sure many of them will be practical games that can have good purposes. Like the missionaries game we talked about. There are so many things that video games could be used for once the industry matures, grows, and develops into a responsible corporate entity.

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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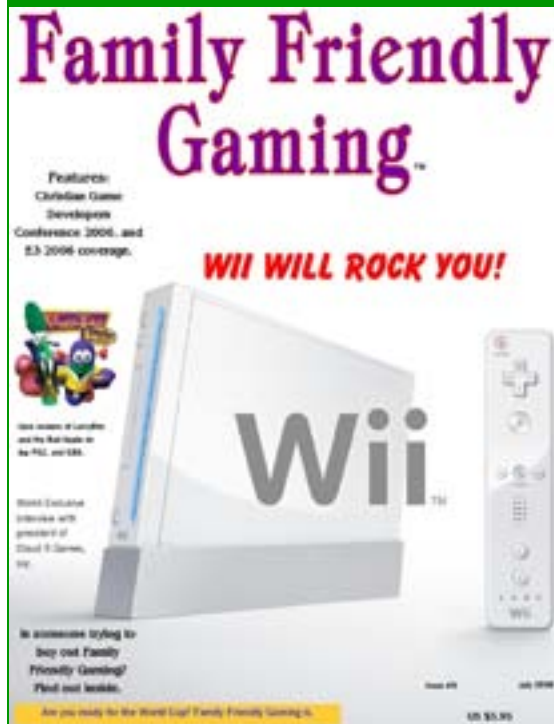
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LOOK BACK

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: Which FFG Top Ten Video do you like the best?

Answer:

Question: Which FFG Unboxing do you like the best?

Answer:

Question: What can Family Friendly Gaming do better?

Answer:

Question: Which FFG review do you agree with the most?

Answer:

Question: Which FFG review do you disagree with the most?

Answer:

Question: What can you do about the brainwashing in video game journalism?

Answer:

Question: What can be done to make video games more free?

Answer:

Question: How long have you been a part of Family Friendly Gaming Universe?

Answer:

Question: Which FFG e-magazine is your favorite?

Answer:

Question: Would you pay for a physical copy of Family Friendly Gaming e-magazines?

Answer:

Question: How can you turn the other cheek inside video games?

Answer:

Question: What are your favorite kinds of games?

Answer:

Question: How often do you pray for others?

Answer:

DEVOTIONAL

Helpful Thoughts

Grateful

After twenty-four columns on areas the modern day American church needs to reform, the Holy Spirit prompted me to move in a new direction. How grateful are you? The perspective you have will help determine the level of happiness you have. Are you thankful and grateful for all of the things you have? Or do you focus on the things you want? Do you spend more time giving thanks for what you do have? Or do you spend more time complaining about what you do not have? **Jonah 2:9** *But I, with shouts of grateful praise, will sacrifice to you. What I have vowed I will make good. I will say, 'Salvation comes from the Lord.'* There is so much to be grateful for.

A perfect example happened as I started writing this column. I had to stop because my wife needed a pickup from the car repair place. Now I had a choice. I could get irritated or unhappy because doing the Lord's work was being interrupted. Or I could be thankful that I have a wife. Plenty of single people wish they were married. Plenty of lonely men wish they had a woman in their life. I

choose to be grateful that I have a wife and she needs me. **Ephesians 5:20** *always giving thanks to God the Father for everything, in the name of our Lord Jesus Christ.* There is so much in our lives we can be grateful for. It is a choice we make.

The more I look around in my life the more I have to be thankful for. The more things I can be grateful. I am grateful that Jesus Christ died for all of our sins. I am grateful that God did it for us. We do not have to go through all kinds of rituals and things to try and earn salvation. It is a free gift to each and every one of us. I am still drawing breath. I have a wife, kids, working vehicles, home, possessions and more. I am a part of a wonderful ministry pointing people to God. **Colossians 3:15** *Let the peace of Christ rule in your hearts, since as members of one body you were called to peace. And be thankful.* There is such a peace I get when I focus on all of the wonderful and positive things in my life.

I love to show God how grateful and thankful I am. I get plenty of alone time in my day to day life. I think about King David. I think about all of the Psalms he wrote. I listen to praise and worship songs. Want

to know something else I love to do? I sing along. **Psalm 147:7** *Sing to the Lord with grateful praise; make music to our God on the harp.* That alone uplifts my spirits in ways I can barely put into words. It draws me closer to God. It helps me get the right focus and the right perspective.

Here is my challenge to you. Find time to be grateful. Find time to tell God how grateful you are. Look around at what is in your life. Acknowledge the things you can be thankful and grateful for.

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.

Keep Trying

So many people give up. So many people quit. It is rare to find someone who will keep trying. Look at baseball for example. Someone considered a good batter is over .300. That means they hit the ball and make it to one of the bases (or a home run) three out of ten times. In other words they fail seven out of ten times. The class is less than one third full. They are considered to be good batters. Apply that to your life. If you fail seven out of ten times do you consider that good or bad?

Perspective can be very important. We can focus on all of our mistakes and failures, or we can use them to strive to be

better. We make plenty on mistakes at Family Friendly Gaming. As this column is written numerous typos are made. The article will be proofed and spell checked multiple times before it goes out to the public. Even then we find errors after the fact. We could curl up into the fetal position and cry about it in a corner. Or we try to do better next time. We keep trying.

Injuries are a part of life. We can strain muscles. We can pull muscles. We can dislocate things. We can break bones. There are plenty of things that can slow us down. There are plenty of things that can cause us down time. Once healing has happened it is time for rehab. It is time to retrain parts of our bodies that went down. Some people just sit there and wallow because it is hard. It is difficult to overcome an injury. I encourage you to keep trying. Do not quit. It takes time to rehab from an injury. In the end all of the hard work is worth it. In the end many people say they are stronger than they were in that area of their body before the rehab.

People in our neighborhood go for jogs. We like to walk ourselves. We see people jogging about as fast as we walk. Guess what? They are out there trying.

They are dripping in sweat. They are tired. Guess what? They are still out there. They are still trying. I respect that way more than someone just sitting around making fun of them. My response to them is get off your every expanding behind and try some exercise.

It is disheartening to hear some people say they never hear God. Some of them I have observed. They constantly have noise going on around them. How can they hear God if they are constantly trying to drown Him out? How many minutes a day do we sit in silence waiting to hear from God? How many minutes do we try to hear. It is easy to complain about something. It is much harder to stop and listen.

There are so many areas of life this can be applied. So many things we can look at in our lives and analyze them. Are we putting enough effort into this area of our life? Do we skate by with the bare minimum? Do we try to do better? Do we strive to be better? What areas of your life can you try harder? What areas of your life can you make more of an effort? Before you know you will have built some perseverance in your life that can be applied elsewhere.

IN THE

NEWS

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ASSEMBLE Entertainment open for business

Newly founded games publisher ASSEMBLE Entertainment GmbH starts work. Founded by Kalypso Media Group co-founder and GAME Bundesverband chairman Stefan Marcinek, the company is starting out with a small team based in Wiesbaden, Germany.

The A-Team includes producer Philipp Keydel, product manager Timothy Thee, trainee Joel Griebel and managing director and company owner Stefan Marcinek. Keydel and Thee are no strangers to Marcinek, having already worked with him at Kalypso's Noumena/Skilltree studio and at Kalypso Media, respectively.

"We're currently talking with several teams about development of the first few games to be released by the end of next year," said Assemble CEO Stefan Marcinek, adding, "Naturally, our goal is - you guessed it -



world domination. I mean, come on, we've already got the prize for best press photo in the bag!"

Assemble is based in Georg-August-Zinn-Strasse 2 in Wiesbaden in Germany. In order to foster the next generation, the publisher is providing an office for a four-member student team from Mainz free of charge. The developers not only have free long-term use of the office space itself, but also access to all the amenities of a modern office building including the newly founded publishing team's know-it-all competence.

"We are incredibly pleased to be able to support the team by providing the infrastructure needed for their final assignment. Besides, we need someone there to accept all the packages when we're out cruising the area, anyway" said Marcinek, Keydel, Thee or Griebel.

THE BOOK OF MYSTERIES

Book of Mysteries Debut as New York Times Best Seller

From Charisma House, The Book of Mysteries, Jonathan Cahn's third national best-selling book—the account of a journey through the desert and hidden chambers to uncover the greatest mysteries of the age—is a New York Times best seller: no. 4 in Religion, Faith and Spirituality. The NYT ranking appears as The Book of Mysteries enters Amazon's top 10.

Author Cahn has spoken to members of Congress on Capitol Hill and to the United Nations, is Messianic rabbi and senior pastor of the Jerusalem Center/Beth Is-

rael in Wayne, New Jersey, and founder and president of Hope of the World Ministries. In 2012 he first drew national attention and caused a worldwide stir with the release of his first book, The Harbinger, which reveals the eerie signs and parallels of post-9/11 America and the last days of ancient Israel. The Harbinger debuted as a New York Times best seller and parked on the

list for 110-plus weeks.

“If The Harbinger was the revealing of a mystery, The Book of Mysteries is the revealing of hundreds of mysteries, 365 mysteries, every day another mystery,” Cahn said. “Each day the man known simply as ‘the teacher’ takes the traveler through the desert, to mountaintops, caverns, secret chambers, and more, and he opens up another one of the mysteries—and reveals the way to apply that mystery to transform one’s life.

Raised in a Jewish family, Cahn became an atheist as a young man. After a miraculous escape from a catastrophic car/train collision he became a follower of Jesus.

Tornadoes Create First-Whirled Problems in Cities Skylines

Paradox Interactive, a publisher of games for Twister champions, revealed data for “Natural Disasters,” the upcoming expansion for Cities: Skylines from developer Colossal Order. Natural Disasters will feature a collection of cataclysms for mayor-players to deal with, all the way from early warning systems through recovery and rebuilding following the devastation. Disasters can affect their city, and how things may wind up when the wind is up.

Natural Disasters will add a series of city-destroying emergencies to Cities: Skylines, which can occur unexpectedly during the game – or be manually triggered by mayors seeking a challenge or who just really dislike their citizens. Buildings and infrastructure will suffer untold destruction unless cities include the right emergency countermeasures, and players will have to act fast to keep things running as fire and flood sweep through town. In addition, a new Scenario Mode allows for custom challenges to be designed and shared through Steam Workshop.

Natural Disasters will be available for Cities: Skylines players on Windows, Mac, and Linux PCs this winter.

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



Minnesota Educational Computing Corporation Donates to The Strong Museum

A group of former employees from the Minnesota Educational Computing Corporation (MECC)—including Don Rawitsch, co-creator of The Oregon Trail; Dale LaFrenz, co-founder and president; and Susan Schilling, vice president for product development—recently donated an extensive collection of materials to The Strong museum documenting the history of the pioneering company from 1973 to 1996. The collection includes hundreds of pieces of software, internal documents, and press clippings that illuminate the ways that MECC integrated its educational products into school curricula around the nation.

“MECC was a leading producer of educational games, played a prominent role in helping schools integrate computers into classroom learning, and produced the most recognized, most influential educational game of all time, The Oregon Trail,” says Jon-Paul Dyson, director of The Strong’s International Center for the History of Electronic Games. “Because of this influence, The Oregon Trail was inducted into The Strong’s World Video Game Hall of Fame earlier this year.”

Started in 1973 as a consortium of educational systems for providing computing to classrooms throughout Minnesota, MECC operated the first statewide mainframe timeshare computer for classroom use and later initiated the first statewide school purchase contract for personal computers. The company created a collection of more than 300 software titles that became part of the curricula of schools nationwide, including an enhanced and popularized version of The Oregon Trail educational game, which went on to sell more than 65 million copies.

The Case for Christ Comes to Life on Film

THE CASE FOR CHRIST, based on Lee Strobel's best-selling book about his own journey as an award-winning investigative journalist and resolute atheist who sets out to disprove Christianity, completed principal photography and will make its big screen debut in Spring 2017.

"The book The Case for Christ lays out the overwhelming foundation of evidence from which personal faith can rise," Strobel said. "The film gives the dramatic story behind the story of a man with personal animosity for Christianity who used journalistic and legal techniques to evaluate its claims. THE CASE FOR CHRIST takes audiences on an exciting journey from skepticism to belief."

The film draws on the true story of Lee and Leslie Strobel, whose marriage struggled mightily as her growing faith collided with his determined atheism. The dramatic retelling of their journey offers heart and a human touch on the in-depth research Lee Strobel conducted. THE CASE FOR CHRIST is a moving story that will inspire everyone who sees it: believers, those who are searching for answers, and even those who are where Lee Strobel once was.

From Pure Flix and Triple Horse Studios, THE CASE FOR CHRIST stars Mike Vogel, Erika Christensen, Academy Award® winner Faye Dunaway, Academy Award® nominee Robert Forster, L. Scott Caldwell and Frankie Faison.

Jonathan M. Gunn (DO YOU BELIEVE?) directs THE CASE FOR CHRIST, written by Brian Bird, (When Calls the Heart, Touched by An Angel) and based on Strobel's book, published by Zondervan, part of HarperCollins Christian Publishing.

THE CASE FOR CHRIST

In 1980, after he won prestigious awards for investigative journalism, Strobel (Vogel) was promoted to legal affairs editor for the Chicago Tribune. When his wife, Leslie (Christensen) became a Christian, Lee utilized his journalistic and legal training to disprove the claims of Christianity. Working as an investigative reporter would, Strobel interviewed leading scholars on Evangelicalism and Christianity, offering them an opportunity to defend their views. Contrary to his intent, Strobel's investigative efforts convinced him of Christianity's reliability. The book became a worldwide best-seller and launched Strobel in a new direction – defending Christianity himself.

THE CASE FOR CHRIST is distributed by Pure Flix and produced by Michael Scott, David A.R. White, Karl Horstmann and Brittany Lefebvre, and is set to release theatrically in the spring of 2017.

Skylanders Academy Releases

Activision Blizzard, Inc.'s (NASDAQ: ATVI) highly anticipated animated series Skylanders Academy makes its debut today on Netflix. Based on Activision Blizzard's Skylanders video game franchise, Skylanders Academy follows the heroic adventures of Spyro, Eruptor, Stealth Elf, Jet-Vac and Pop Fizz as they travel the vast Skylands universe, protecting it from evil-doers. Skylanders Academy is the first project from Activision Blizzard Studios.

"We are so excited to bring Skylanders to families in a new, fun and exciting way," said Activision Blizzard Studios Co-President Stacey Sher. "High-quality writing, incredibly talented actors and beautiful animation makes Skylanders Academy an epic adventure for the whole family."

"With a huge and engaged global fan base, the \$3 billion Skylanders franchise was a natural fit for our first project," said studio Co-President Nick van Dyk. "Partnering with Netflix means huge new audiences can meet the Skylanders, while giving millions of fans worldwide even more of the characters they love."

In Skylanders Academy, as darkness begins to threaten peace in the Skylands, Master Eon is forced to assemble a ragtag group of heroes to protect the universe from evil-doers Kaos and the Doom Raiders. Using their unique blend of personalities and super powers, Spyro and his fellow Skylanders are called upon to set



aside egos as they come together to maintain harmony and balance in the land.

Created by Toys For Bob, the Skylanders franchise has sold through more than 250 million toys since pioneering the toys-to-life category in 2011. Earlier this month Activision revealed the Skylanders Imaginators video game, which gives kids the power to create their very own Skylanders and bring them to life for the first time.

Season 1 of Skylanders Academy runs for 12 episodes and Season 2 will debut on Netflix in late 2017. Led by showrunner Eric Rogers (Futurama), the series features the voices of Justin Long (DodgeBall) as Spyro; Ashley Tisdale (High School Musical) as Stealth Elf; Jonathan Banks (Breaking Bad) as Eruptor; and Norm MacDonald (Saturday Night Live) as Glumshanks. Additional voice talent includes Susan Sarandon, Daniel Wu, Bobcat Goldthwait, The Diamond Minecart, Parker Posey, James Hetfield, Catherine O'Hara, Chris Diamantopoulos and Harland Williams, among others. The series features the exclusive song "Harmony" (The Skylanders Academy Theme) produced and performed by GRAMMY® Award winner Timbaland, featuring Dalton Diehl. Skylanders Academy is the first Netflix original series to be inspired by a video game franchise.

Sher and van Dyk are joined by Activision Blizzard CEO Bobby Kotick and Sander Schwartz, the Emmy® award-winning producer of animated hits including "The Batman" and "The Aquabats! Super Show!" as the show's executive producers. Skylanders Academy is animated by the internationally acclaimed TeamTO studio in France.

Activision Blizzard Studios launched last year to create original content based on the company's extensive library of iconic and globally-recognized intellectual properties, which includes some of the most popular entertainment franchises in the world.

In The News Continued

Through the Eyes of Hope Debuts January 10, 2017

From a combined birth defect so rare only 50 other cases exist in the world, Christian Buchanan was born without eyes. Now, in her new book, *Through the Eyes of Hope*, Christian's mom, Lacey Buchanan, tells the gripping story of how God helped two parents see the worst circumstances radiate with glory.

"When we choose to love others despite their differences, we glorify God in His creation," Lacey says. "Instead of hearing people say, 'I'm sorry,' as if Christian had died, I want to hear, 'Congratulations! Christian is learning to survive and thrive in this world.'"

Married to her childhood sweetheart at 21, and pregnant at 23, Lacey was a joyful expectant mom. Working in rural Tennessee, she also was about to start her first year of

law school in Nashville.

Then Christian arrived, diagnosed with Tessier cleft lip and palate, a syndrome in which a baby's skull fails to knit together in the womb. Most visible were his severely cleft palate and missing eyes.

For his first four weeks, Christian's parents visited him in the neonatal intensive care unit. When he finally came home, all life intensified. Work, school, care for a severely challenged son, and a labyrinth of medical and insurance complexities also strained Lacey and Chris' marriage.

Meanwhile the Buchanans fielded remarks from well-meaning but uninformed friends, rudeness from strangers, and the vile comments of Internet trolls on Lacey's Facebook page.

The low point, as Lacey relates in *Through the Eyes of Hope*, was a woman's post: "You are selfish for letting him live just so you could have a baby. You are a pathetic

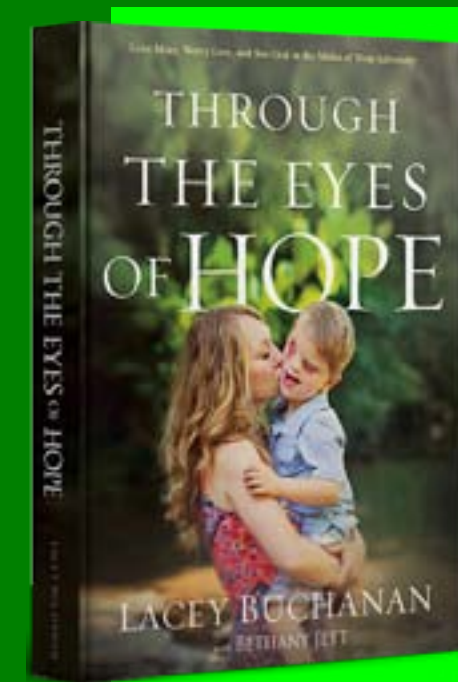
excuse for a mother. He will have a miserable life."

On the contrary. Doctors worked wonders on Christian's cleft palate, and today he thrives at the Tennessee School for the Blind. Christian is a joy to his parents and inspires the millions around the world who follow his story.

"The most crippling disease is ignorance," Lacey says. "One day when Christian is old enough, I'll say to him, 'I loved you too much to give up on you. I love you too much now to give up on you. You are an amazing person who God chose to be my son, and I am thankful.'"

Through the Eyes of Hope is the arduous but uplifting journey of Lacey, Chris, and Christian—the years of medical procedures, battles with an often-indifferent health system, unexpected kindness and help, a viral video with six million views, a healed marriage, and most of all the unfailing love

In The News Continued



of parents for their child and God for His children.

"God doesn't guarantee a trouble-free life or a stress-free marriage," Lacey says. "But our experience has taught us that when life takes a dramatic turn, He is unchanging, even in the worst of circumstances."

From Charisma House publishers *Through the Eyes of Hope* debuts January 10, 2017.

The Lion Guard Life in the Pride Lands Debuts January 10, 2017

Includes Five Episodes of Disney's "The Lion Guard"

Plus Five FREE Exclusive Silicone Bracelets!

Synopsis: Rough, tough and roarin' to go, your favorite heroes are back for more epic adventures in *The Lion Guard*, the animated series that continues the storytelling of Disney's *The Lion King*.

Join Kion and his diverse group of friends as they celebrate unity within the Circle of Life and protect the Pride Lands in five action-packed episodes also featuring Simba, the spirit of Mufasa and the hilarious antics of Timon and Pumbaa. You'll go wild for all the ferocious fun, because whether the *Lion Guard* team is tracking a rogue leopard, foiling tricky jackals or facing stubborn crocodiles, *Life In The Pride Lands* is always

"hevi kabisa" – totally intense!

Voice Cast: Rob Lowe as Simba; Gabrielle Union as Nala; Max Charles as Kion; Joshua Rush as Bunga; Atticus Shaffer as Ono; Diamond White as Fuli; and Dusan Brown as Beshte. Many of the beloved characters from "The Lion King" reprise their roles, including Ernie Sabella as Pumbaa.

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

Developed By and Executive Producer: Ford Riley

Co-Executive Producer/

Supervising Director: Howy Parkins

Episodes: The Rise of Makuu (featuring guest

star Blair Underwood as the voice of Makuu)

The Kaputana Celebration

Bunga and the King

Never Roar Again

The Imaginary Okapi

Bonus: Music Videos:

- A Trail to Hope
- Teke Ruka Teleza

"It's UnBungalievable!" Shorts

- Who's Quicker?
- Who's Hungrier?
- Who Has Better Hair?
- Who's Cuter?
- Who's Louder?
- Who's Mightier?

Release Date: January 10, 2017

Packaging: DVD and Five Free Exclusive

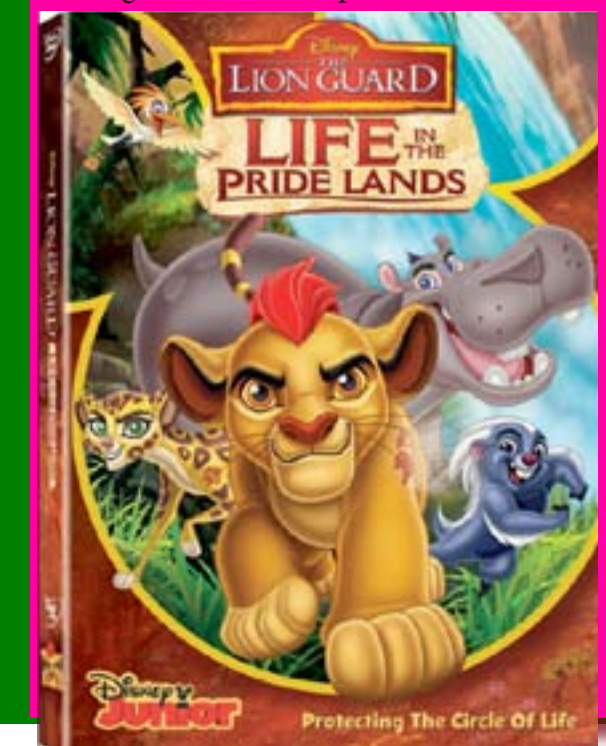
Magic Lion Guard Power Bracelets

Ratings: TV-Y (US); G (CE/CF)

Feature Run Time: Approx. 110 mins.

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

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



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?

There have been some wonderful cooking video games in the past. In fact Hall of Famer Cooking Mama needs to make a return. Family Friendly Gaming would welcome a return of Cooking Mama. There have even been recipe games like America's Test Kitchen Lets Get Cooking. Families can't forget Food Network Cook or Be Cooked either. These cooking games have been great. We would love to see some new ones. There are plenty of cooking shows that could make great source material for video games. How about a

Chopped video game? That would allow families the opportunity to try and learn how to make something edible with really tough ingredients. The video game could even be used as an entrance for a future Chopped television show. Think about that. The people who do the best in the video game could be invited to try and do the real thing in a real kitchen. I would love to see a Chopped show like that. Contestants could talk about how different it is in the real world versus the video game. Or maybe they could tell us how similar it is thanks to an intelligent design in the video game. It would be a very interesting video game to play.

There is another idea related to this. Every single human being needs to eat. How about a video game on cooking that teaches us ways to eat healthier? Maybe the kids do not like fruit

and/or vegetables. A cooking video game that can help mask some of the strong flavors to get kids off of the synthetic and back into the natural. It could also teach us about calories and finding better ways to eat. A video game with a focus on healthy eating would be fantastic. It could be used in schools and universities. Especially the ones that are on a healthy kick. Families could embrace this educational learning game as one that could help turn their lives around. Maybe even have suggestions on some light exercise like walking a mile after eating. If you are going to eat you need to exercise.

What do you think? Would you be willing to play video games based on cooking? Would you like to play a Chopped video game? Would you like to play a game that helps you with your physical health?

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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Daniel 1:12-16

12 "Please test your servants for ten days: Give us nothing but vegetables to eat and water to drink. 13 Then compare our appearance with that of the young men who eat the royal food, and treat your servants in accordance with what you see." 14 So he agreed to this and tested them for ten days.

15 At the end of the ten days they looked healthier and better nourished than any of the young men who ate the royal food. 16 So the guard took away their choice food and the wine they were to drink and gave them vegetables instead.



7th Dragon III Code VFD

SCORE: 54

7th Dragon III Code VFD on the Nintendo 3DS had so much promise and potential. It is a shame to see Sega throw it away. We have

dragons attacking humans, and the Noden Enterprises corporation comes up with a way to fight the dragons. By going back into time and defeating them in the past. Role playing gamers work their way up the different dragons to get to and defeat the biggest one.

Where does 7th Dragon III Code VFD go wrong? There is violence, enticement to lust, false gods, Old Earth theory, spirits, horrible bad language, Eastern religious beliefs, promotes the Global Warming Lie, and more. I wish Sega had taken the time to complete 7th Dragon III Code VFD. We do not get English speaking voices. We get to listen to them prattle on in Japanese. Why can't some of



these companies take the time to complete their games, or remove the Japanese voices? Is

that really too difficult for them to do?

Players start with a limited number of character classes. The more this 3DS game is played the more classes are unlocked. I stuck with my originals as much as possible. Even on the easiest difficulty there is some grinding required in 7th Dragon III Code VFD. The turn based battles are boring with the exception of the different skills we spend points on to learn.

There are also ways to make our characters super powerful



for a limited amount of turns. Works best on the boss characters.

Players spend their time going through dungeons helping the people of the past, rescuing those in need, and fighting dragons. Dragons can be all over the map on top of regular enemy fights. Kind of like the super powerful monsters in the Etrian games. In fact a lot of 7th Dragon III Code VFD reminds me of the Etrian games. 7th Dragon III Code VFD is not in the first person mode though. 7th Dragon III Code VFD does have the same art style and gameplay concepts.

I am thankful Family Friendly Gaming purchased a copy of 7th Dragon III Code VFD on the Nintendo 3DS. Sega's PR and Marketing failed Family Friendly Gaming on this game from top to the bottom. - RPG Master

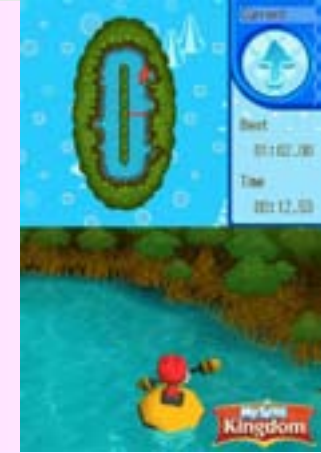
Publisher: Sega
Developer: Sega
System: Nintendo 3DS
Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence, Language, Mild Blood, Suggestive Themes}



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

My Sims Kingdom

SCORE: 85



I am so thankful Family Friendly Gaming purchased a copy of My Sims Kingdom on the Nintendo DS.

This hand held video game is a really fun game that families can enjoy. A villain messes up the town and it is up to you to help out the citizens and rebuild. We are given a special gun that can collect resources. We then use this pot to create items from those essences.

The biggest knock against My Sims Kingdom on the DS is trying to figure out what to do. Don't expect much guidance from this Nintendo DS video game. The guidance that is given is not always helpful. Like go and find this item. I looked everywhere on every screen and did not find it. I talked to each of the characters, and wound up playing



tennis with one of them. After losing to her, she gave me the item I needed. Another item was earned by moving an item in the town to a specific spot. That made a certain character happy.

My Sims Kingdom is all about exploring and helping out those that need help. I loved cheering up that one character. I had to pick the right

responses to their comments. I love the idea of fixing what was damaged and/or destroyed. My Sims Kingdom is all about creating, helping and fixing. I wish more video games used these con-



cepts.

The characters in My Sims Kingdom are a bit blocky. The graphics are okay. I had to remind myself that My Sims Kingdom is a Nintendo DS game, not a Nintendo 3DS video game. The music is really neat in My Sims Kingdom. I liked listening to it while playing this game. My Sims Kingdom costs Family Friendly Gaming three dollars with a case and manual so I feel like it was money well spent. If

you get everything right the first time My Sims Kingdom can be a short game. Most families would need to check a walkthrough to figure out where to go next.

I enjoyed exploring and talking to characters in My Sims Kingdom. I am happy the My Sims franchise continued on for some time. - Yolanda

Publisher: Electronic Arts
Developer: EA Redwood Shores
System: Nintendo DS
Rating: 'E' - Everyone SIX and OLDER ONLY {Comic Mischief}



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

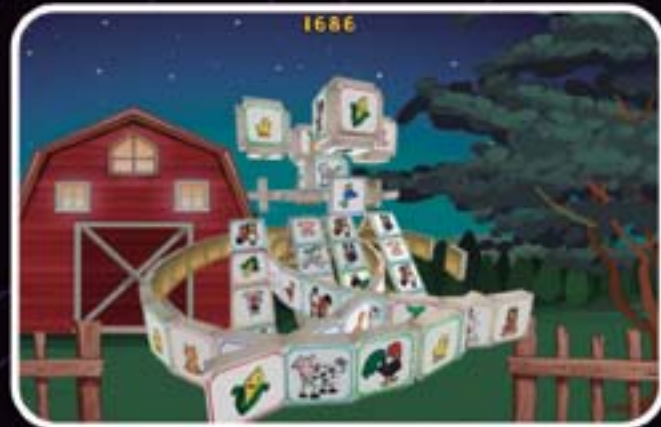


ENSENASOFT



Mahjong Deluxe 3

Mahjong Deluxe 3 includes 640 thought provoking puzzle layouts to enjoy in classic 2D and glorious 3D.



Barnyard Mahjong 3

Barnyard Mahjong 3 includes 640 joyful puzzles filled with animal sounds and farming fun.



Fabulous Food Truck

A fast paced time-management arcade game testing your skills as the cook of a busy food truck.



Mystery of Rivenhallows

An exciting point-and-click adventure game full of mystery and suspense.

www.ensenasoft.com



Tokyo Mirage Sessions #FE

SCORE: 50



I am thankful Family Friendly Gaming purchased a copy of Tokyo Mirage Sessions #FE. Nintendo's PR and Marketing failed us completely. This



game is developed by Atlus. One of our least favorite developers of all time. Tokyo Mirage Sessions #FE takes Shin Megami Tensei and sort of merges it with Fire Emblem. A seventeen and older franchise mixed with a thirteen and older franchise. Can you guess which rating the ESRB gave this game? Yup the lower one. Even though there is plenty of much older content in this home console video game.

Tokyo Mirage Sessions #FE has violence, enticement to lust, bad language, alcohol, false idols, false gods, ghosts, spirits, demons, reincarnation, and more. The voices do not match the words on the

screen. Atlus was too lazy to hire English voice actors. So we listen to the people prattle on in Japanese and read what is going on in this generic story.

Grinding is required in Tokyo Mirage Sessions #FE. After defeating the right number of certain kinds of monsters then the characters can get new weapons and learn new magic. The souls of the



monsters is what powers this. We do not know which ones we need to earn these weapons and magical skills. Mirages are entering the human world. These mirages look like demons in many cases. Others are characters from Fire Emblem games. They possess humans to control them.

The battles in Tokyo Mirage Sessions #FE are turn based. I found out early on that grinding was needed to survive in this Wii U game. Side quests are also helpful to get your characters more powerful. Be sure to work on them in the intermissions between chapters. There is a prologue and then six chapters in Tokyo Mirage Sessions #FE. Due to

the grinding the game play time is inflated. I price Tokyo Mirage Sessions #FE at twenty dollars brand new. If you want to expose yourself to so much offensive content and characters.

- RPG Master

Publisher: Nintendo
Developer: Atlus
System: Wii U
Rating: 'T' - THIRTEEN AND OLDER ONLY (Fantasy Violence, Language, Suggestive Themes, Use of Alcohol)



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



PES 2017



SCORE: 80

For the second year in a row Konami's PR and Marketing has failed Family Friendly Gaming. Their loss. We have played both the Fifa game this year and now the PES game. We are ready to declare PES 2017 the winner of the soccer wars this year. We like PES 2017 much more than we like Fifa 17. The game plays so much better for PES. It feels more like real soccer.



things to do in PES 2017.

I like the career mode in PES 2017 better than Fifa 17. First off we can design our own character and we are given tons of options. I like becoming a legend because it feels different than playing a game. We are also not lulled to sleep with all kinds of offensive cut scenes in PES 2017. There are plenty of lame online game play modes in PES 2017. This

The highly divisive and extremely controversial religious word evolution is still being used in this franchise. Konami obviously does not care about who they offend. They are losing sales from it, but are too arrogant to listen. The music can be a pain to turn off in PES 2017. The music is better in PES 2017. The graphics are better in PES 2017. There are more options in PES 2017. There are more

soccer game bugs us to connect and agree to their radical and extremely offensive terms.

The announcers in PES 2017 are good. There are even some classic teams in PES 2017. I wish PES 2017 had the American teams and the American leagues in it. There are others like UEFA Champions League, UEFA Europa League, AFC Champions League, and more in PES 2017. There are enough teams in PES 2017 to keep most families busy for a few months.

If I were to put a price on PES 2017, I would say twenty to twenty-five brand new. Family Friendly Gaming purchased a copy of PES 2017 on the Xbox One for a bit more than that. I am thankful



Family Friendly Gaming stepped up to the plate after the failures of Konami. I hope this franchise continues to improve as the years go on. A name change would do the most good. - Paul



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

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

VIDEO GAME LIES



by Paul Bury

Version 2

BUY IT NOW RIGHT HERE



RIGS Mechanized Combat League

SCORE: 56

I am so grateful Family Friendly Gaming purchased a copy of RIGS Mechanized Combat League on the Playstation 4 VR (PS4 VR). This game is a mixture of quite a few different things



and in VR. First off RIGS Mechanized Combat League is a mech battling game. We get into mechs, and we have weapons to shoot. RIGS Mechanized Combat League makes me realize a Battletech game would be fun in VR. Then we play different kinds of sports games. Some like football, others like basketball and so on.

The content families need to be informed of in RIGS Mechanized Combat League are violence, bad language, and no local multiplayer. There is online game play if you can stomach playing RIGS Mechanized Combat League without getting sick. Yes everyone here at Family Friendly Gaming did

get messed up thanks to RIGS Mechanized Combat League. I finally built a bit of a tolerance but still I am only able to play for thirty minutes to forty-five minutes before I need a break from it.

There are plenty of teams and mechs to buy in RIGS Mechanized Combat League. There are enough game play modes for gamers



immune to motion sickness. I value RIGS Mechanized Combat League at twenty dollars. This is a hard game with the difficulty cranked up. I had to replay multiple missions many times just to complete them successfully. It can be frustrating when you team is not being very helpful.

The VR graphics in RIGS Mechanized Combat League are really nice looking. It felt like being on that mech and walking around. It felt like shooting with my left and right arms. When your mech is destroyed you are ejected high above the arena. Then we can pick where we will spawn back into the match.

I liked the competition in RIGS Mechanized Combat League on the PS4 VR. It does have some bad content, and motion sickness is going to be a real problem for many families.
- Teen Gamer



Publisher: Sony Interactive Entertainment
Developer: Guerrilla Cambridge
System: PS4 VR
Rating: 'T' - THIRTEEN and OLDER ONLY {Violence}

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



Dirt Rally

SCORE: 68



Dirt Rally is a Fia World Rally-cross Championship Officially Licensed Product. Dirt Rally is a racing game for hardcore racers. Families will immediately discover that Dirt Rally is hard. There are all kinds of twists and turns in the roads. Players must increase and decrease their speeds at radical rates to stay on the narrow roads. Fall of the edge and you are penalized. Since time is how players are placed, it is nasty. There is only one car on the road at a time.

If you damage your car in Dirt Rally then it has to be repaired. Thing is there is only so much time before you have to race. So players must pick



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

and choose what to repair. After the first race I rarely went into the race with my vehicle in top shape. I could find no option to make damage cosmetic only. Earn money by winning and purchase additional vehicles.

Any little real world distraction can lead to a crash in Dirt Rally. The navigator tells the player what is coming up. He has a lingo I am not familiar with. It took me many races to start to understand the verbal (and visual cues) system used in Dirt Rally. Players lose restart bonus money if they restart a race. The ice ones were the most difficult for me. Even going slow I would go off the bridge and into the water.



Obviously a death for my driver and navigator.

The loading time in Dirt Rally is horrendous. There is not a lot of content. We can play Career, Leagues, Custom Event, Profile, Options, Extras and Tutorials. Controls can be adjusted. Which did not help me much. Rally racing fans will get into Dirt Rally.

The graphics in Dirt Rally look good. The music is pleasant to hear. The cars look nice at the beginning of the race. The more I practiced the better I got. Dirt Rally is overpriced as I write this review. Twenty dollars brand new would be a fair price.
- Frank



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



Recore

SCORE: 56

After the PR and Marketing failure from Microsoft Game Studios I put Recore on our purchase listing. I was shocked to hear it sold horribly and dropped in price drastically. So we spent the money on purchasing this Xbox One exclusive. The E3 trailers and information had not impressed me much. I was actually pleasantly surprised with Recore at first.



The story telling and storyline in Recore are what saves this game from being an abysmal failure. It is one of the few reasons anyone would suffer through playing this third person shooter. The loading times are insanely long in Recore. The game play is repetitive. Recore puts three robotic enemies to fight, and after we defeat them we get three more of the same type. This repeats until you think you are going to go mad. Once I got different

colors to my gun it got even worse. It is really easy to die in Recore. Once we clear an area, we can leave, come back, and fight them again. This is not true inside dungeons all of the time. Collecting resources and blueprints are important. That is how we upgrade our robotic companions. Bosses are annoyingly difficult and there is one way to defeat them. Remove their cores in the few seconds of opportunity as long as their health is low enough and all other enemies have



been defeated in the room. I was shocked to find glitches in Recore. Things like the beacons of where to go next vanished. I had to leave the area and come back to get them to reset. Enemies would glitch into walls. They could not be hit by gunfire since the wall protected them. Too many of the areas in Recore are recycled and reused. Destabilization is a pain. Playing Recore was like trudging through a swamp. It was slow, tedious, boring, and filled with dangers.

The storyline and heart are what helps Recore. In my opinion this game is worth fifteen dollars brand new. That is only because of the character and storyline. Plus there is a mystery to find out what happened in Far Eden. Is it actually worth the time and heartache to go through the game play? That is your choice to make.
- Paul

Publisher: Microsoft Game Studios
Developer: Armature Studio
System: Xbox One
Rating: 'T' - THIRTEEN and OLDER ONLY {Violence}



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



Jurassic World

SCORE: 58



As I continue to work through my pile I came across Jurassic World on DVD. The Jurassic movies are part horror which is why many families avoid watching them. Then there is the issue of man playing God by bringing back extinct animals. Jurassic World goes a step further and applies gene splicing. Where different dinosaurs are merged together to make even more lethal ones. Hubris of such concepts are bound to backfire.

There are some cool visual effects in Jurassic World. I find it interesting that Raptors are made into obedient lap dogs for humans. In essence they are like trained wolves.



Publisher: Universal
Developer: Amblin Entertainment
System: DVD
Rating: 'PG-13' for Parents Strongly Cautioned {Intense Sequences of Science Fiction Violence and Peril}

Which goes against previous movies. There are other inconsistencies in Jurassic World. Indominus Rex is supposedly part Raptor. But it eats its own sibling instead of being social like the other Raptors. Later the Indominus Rex because social with Raptors. Plenty of plot convenient moments in this movie that takes two hours and five minutes to watch.

The issues families will have with Jurassic World is bad language, violence, blood, gore, religious teachings of evolution, Old Earth theory, promotes divorce, and more. There are plenty of moments of peril in Jurassic World. I felt bad for the kids trying to escape. Although I expected they would survive whereas so many others would get killed off. Human life



is shown as really cheap in Jurassic World. The animals are allowed to do whatever they want.

There are different personalities in Jurassic World. Work obsessed people, people who like to have fun, people that like to help others, wise people, and more. I enjoyed seeing how the different personalities interacted in this scary film. The storyline in Jurassic World is a tad too predictable. It is like the people in the Jurassic movie franchise never learn from their past mistakes. They keep making the same mistake over and over again. We can learn from Jurassic World to obey God and follow the right path.
- Paul

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





.hack//Roots The Complete Series

SCORE: 56

I received .hack//Roots The Complete Series on DVD as a birthday present this summer. I remembered the first four .hack games fondly. I also remember the



did. Disconnected does not even begin to describe it.

.hack//Roots The Complete Series

starts so slow. It is boring beyond belief in the beginning. Why exactly are people playing an online MMORPG standing around looking at stuff inside a game? Like watching a water fall. Talk about wasting your time. Especially when people have to pay money for each month to play these games. Leveling up and doing quests makes much more sense.

Characters in .hack//



Roots The Complete Series grow. Some down a path to being good, and others down a path to being evil. There are some twists and turns in .hack//Roots The Complete Series. Not everything in .hack//Roots The Complete Series is explained. There are also threads left open. I wonder if the show was canceled before it could be finished. It certainly felt that way near the end.

.hack//Sign was interesting and built upon a story that was deep and engaging. The concept of the video game that was offline and pretended to be online was fantastic.

.hack//Roots The Complete Series is not up to the level of .hack//Sign in terms of story telling. Too much of .hack//

Roots The Complete Series makes no sense. This show tarnishes the image of the original show. Which already had some image problems if you know what I mean.

- Paul

Publisher: Funimation
Developer: Bandai Visual
System: DVD
Rating: 'TV-14' FOURTEEN and OLDER ONLY

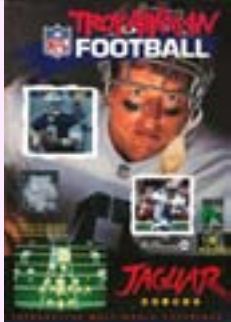


Graphics: 50%
Sound: 60%
Replay: 60%
Gameplay: 60%
Family Friendly Factor: 50%



Troy Aikman Football

SCORE: 90



Troy Aikman Football is a very pass heavy football video game. Which makes since sense there is a quarterback on the cover of this home console video game. We played it on the Jaguar. Troy Aikman Football is also available on the Genesis and Super NES. For its era it is a solid football video game.

I hope you enjoyed the video capture we did of Troy Aikman Football on the Jaguar. We had a fun and competitive game. Troy Aikman Football reminds me of Tecmo Bowl in some regards. We can go back far with the quarterback and throw a long bomb of a pass to a receiver we can not see. Troy Aikman Football looks way better than Tecmo Bowl. In fact Troy Aikman Football looks better than comparable Madden games from that era.

I enjoyed the audio as much as the graphics in Troy Aikman Football. The game play in Troy Aikman Football is spot on football. Good things and bad things can happen. From interceptions to fumbles, Troy Aikman Football keeps it real. I really wish Troy Aikman Football had continued as a franchise. Families can find this game for a fair price. - Paul

Publisher: Williams Entertainment
Developer: Telegames
System: Genesis/SNES/Jaguar(tested)
Rating: 'A' - All Ages



Weaponlord

SCORE: 46

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



My dad has a ton of video game history and knowledge in his brain. He has shown me a ton of it. One of the pieces of history he showed me was Weaponlord. This is one of those early ultra violent video games. With all of the violence, blood, gore, and enticement to lust how did this game get a thirteen and older rating? Weaponlord is definitely an adults only video game. There is that much bad content in it. We are fighting a demon lord with weapons.

Weaponlord is one of those games that sent the video game industry off the rails. The extremely radical gaming media did all that it could to push this game. Thankfully their attempts failed. Which fits the animations, controls, and overall game play Weaponlord. This is one tough retro video game to play. It is easy to spam buttons and decimate an opponent. I did not find much intelligent strategy in Weaponlord.

The lack of attire is a part of almost every Conan wannabe character in Weaponlord. The sounds get annoying. The clanging of the weapons can create real world migraines. The storyline is reused in Weaponlord. Do yourself a favor and pass on this game. - Teen Gamer

Publisher: Namco
Developer: Visual Concepts
System: Genesis/SNES(tested)
Rating: 'T' - THIRTEEN and OLDER ONLY {Animated Blood and Gore}

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



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



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

DEVELOPING

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Lily

Grandpa, what's the name of this story?!





Product: Sabans Mighty Morphin Power Rangers Mega Battle
Company: Bandai Namco
System: PS4/Xbox One
Release Date: January 2017
Rating: 'RP' - Rating Pending



Product: Sabans Mighty Morphin Power Rangers Mega Battle
 Company: Bandai Namco
 System: PS4/Xbox One
 Release Date: January 2017
 Rating: 'RP' - Rating Pending



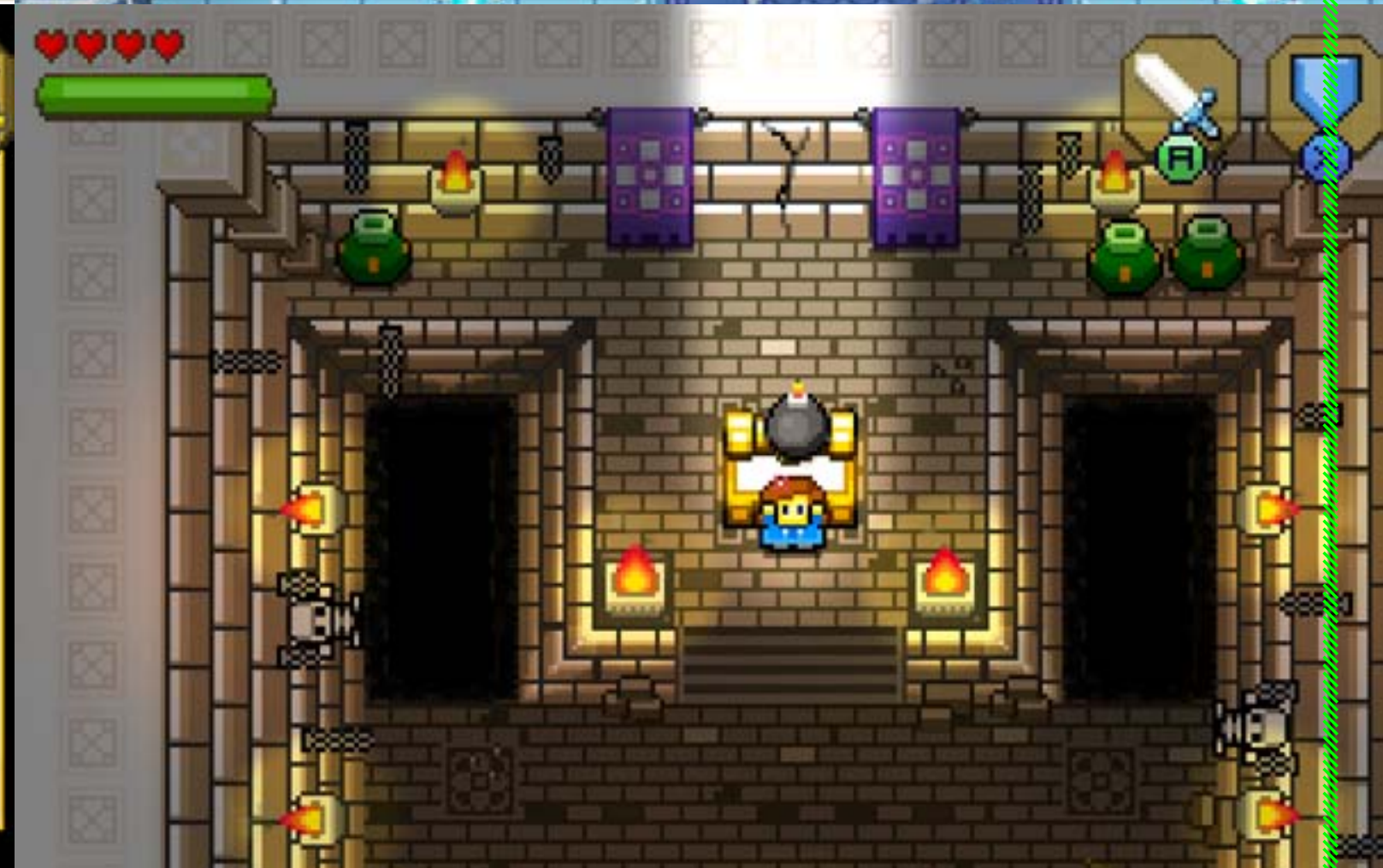
Product: Ever Oasis
Company: Nintendo
System: Nintendo 3DS
Release Date: 2017
Rating: 'RP' - Rating Pending



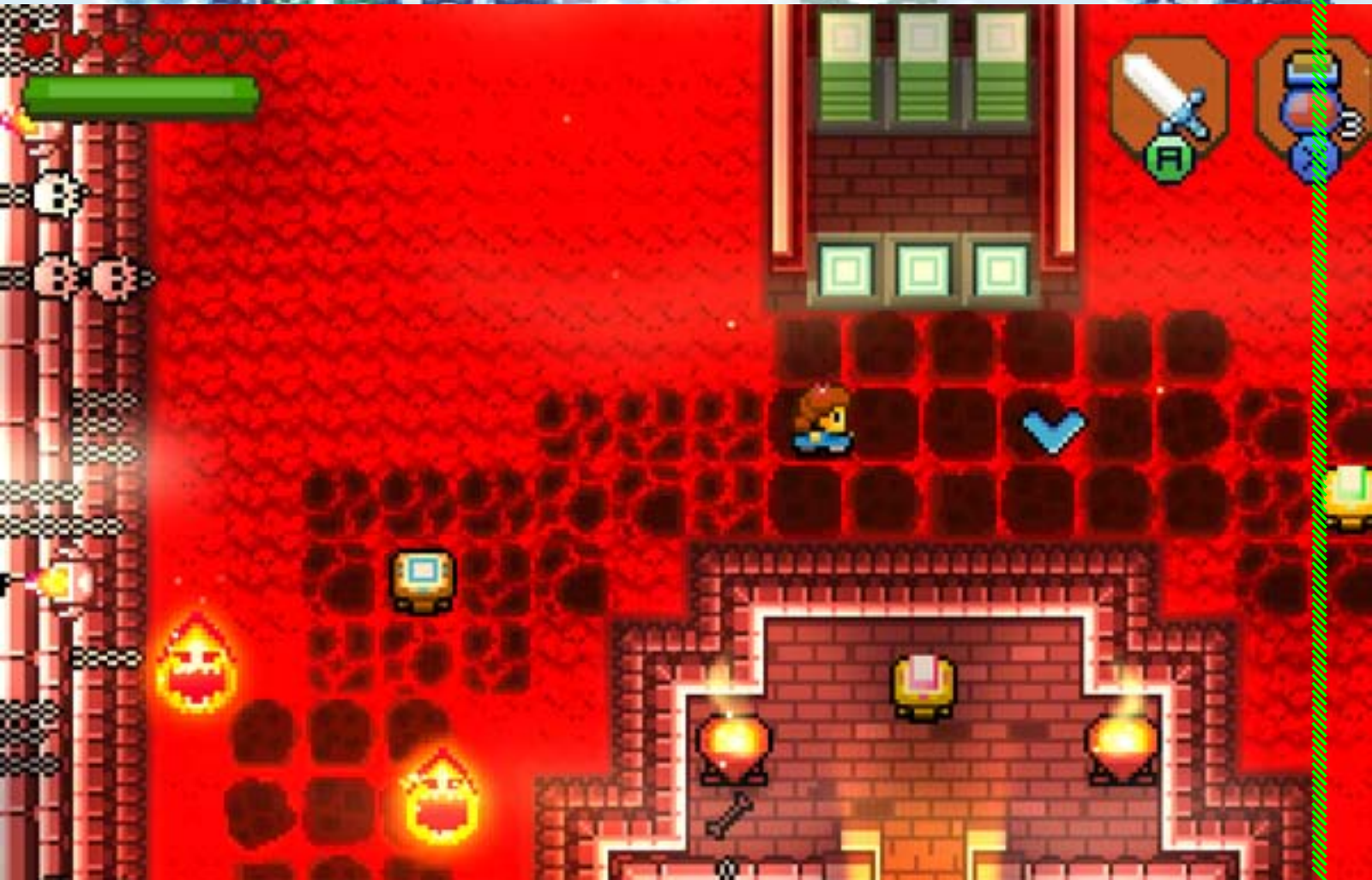
Product: Atelier Shallie Plus
Alchemists of the Dusk Sea
Company: Koei Tecmo
System: PS Vita
Release Date: January 17, 2017
Rating: 'RP' - Rating Pending



Product: Atelier Shallie Plus
Alchemists of the Dusk Sea
Company: Koei Tecmo
System: PS Vita
Release Date: January 17, 2017
Rating: 'RP' - Rating Pending



Product: Blossom Tales The Sleeping King
 Company: FDG Entertainment
 System: PC
 Release Date: Q1 2017
 Rating: 'RP' - Rating Pending



Product: Blossom Tales The Sleeping King
 Company: FDG Entertainment
 System: PC
 Release Date: Q1 2017
 Rating: 'RP' - Rating Pending



Product: Monster Boy and The Cursed Kingdom
Company: FDG Entertainment
System: PS4/PC/Xbox One
Release Date: Q1 2017
Rating: 'RP' - Rating Pending



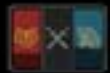
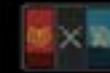
Product: Monster Boy and The Cursed Kingdom
 Company: FDG Entertainment
 System: PS4/PC/Xbox One
 Release Date: Q1 2017
 Rating: 'RP' - Rating Pending



Product: Oriental Empires
 Company: Iceberg Interactive
 System: PC
 Release Date: TBA
 Rating: 'RP' - Rating Pending



Menu
Map Editor
Object Color
Action Test
Quit Game



- Infantry x2
- Infantry x1
- Infantry x1
- Infantry x3
- Infantry x1
- Mixed x2
- Infantry x1



Product: Oriental Empires
Company: Iceberg Interactive
System: PC
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Final Fantasy XII The Zodiac Age
Company: Square Enix
System: PS4
Release Date: TBA
Rating: 'RP' - Rating Pending

NOW

CONTENTS

Product Name
Forza Horizon 3
RIGS Mechanized Combat League
Tumble VR
Pixel Gear

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 **FORZA
HORIZON 3**



 **FORZA**

PLAYING



 **FORZA
HORIZON 3**





Product: Forza Horizon 3
Company: Microsoft Game Studios
System: Xbox One/PC
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Lyrics, Mild Violence}





Product: Forza Horizon 3
Company: Microsoft Game Studios
System: Xbox One/PC
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Lyrics, Mild Violence}



Product: RIGS Mechanized Combat League
Company: Sony Interactive Entertainment
System: PS4 VR
Release Date: Out Now
Rating: 'T' - THIRTEEN and OLDER ONLY [Violence]



Product: RIGS Mechanized Combat League
Company: Sony Interactive Entertainment
System: PS4 VR
Release Date: Out Now
Rating: 'T' - THIRTEEN and OLDER ONLY [Violence]



Product: Tumble VR
 Company: Sony Interactive Entertainment America
 System: PS4 VR
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY

NOW PLAYING



Product: Pixel Gear
Company: Oasis Games
System: PS4 VR
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Last Minute

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Tidbits

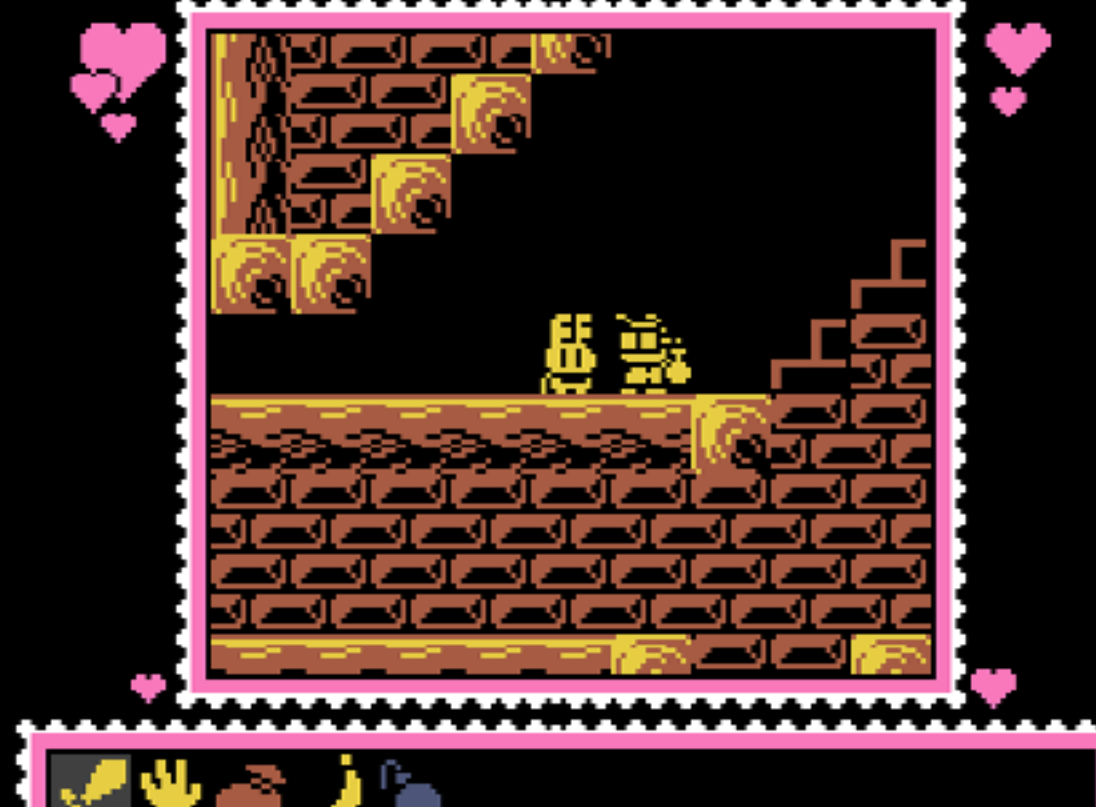
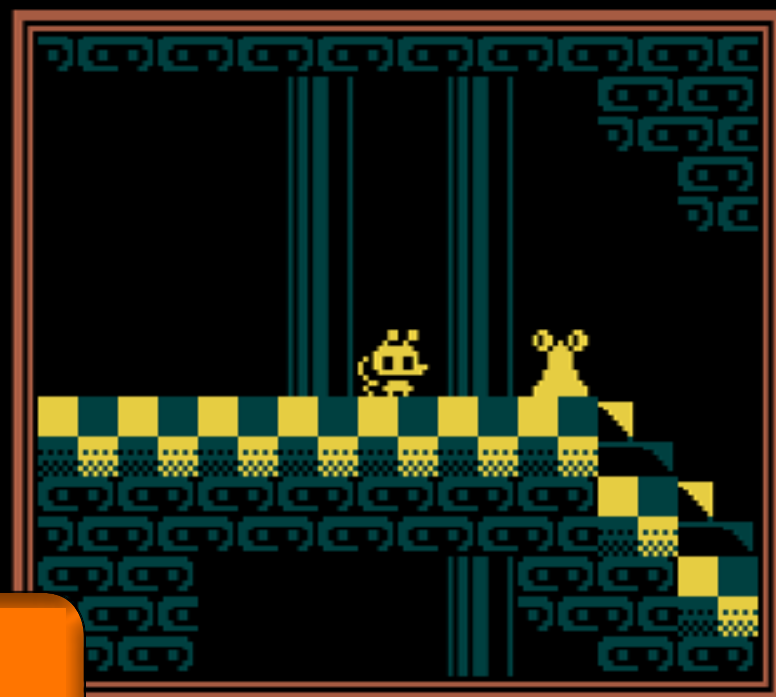
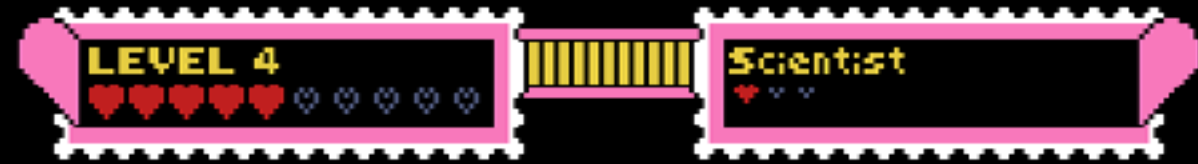




Product: Final Fantasy XV
Company: Square Enix
System: PS4/Xbox One
Release Date: February 14, 2017
Rating: "T" - THIRTEEN and OLDER ONLY (Language, Mild Blood, Partial Nudity, Violence)



Product: Final Fantasy XV
Company: Square Enix
System: PS4/Xbox One
Release Date: February 14, 2017
Rating: "T" - THIRTEEN and OLDER ONLY (Language, Mild Blood, Partial Nudity, Violence)



Product: Creepy Castle
 Company: Nicalis
 System: PC
 Release Date: October 31, 2016
 Rating: 'NR' - Not Rated



Product: Deponia
Company: Daedalic
System: PS4/PS3/PC
Release Date: December 1, 2016
Rating: 'T' - THIRTEEN and OLDER ONLY





Product: DUNGEON PUNKS
Company: Hyper Awesome Entertainment
System: PC/PS Vita/PS4/Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Language)

Bath Rugby (Recreation Ground)

Pos	Name
LP	Nathan Catt
HK	Ross Betty
TP	Kane Palma-Newport
LK	Luke Charteris
LK	Dave Allwood
FL	Francis Louw
FL	Guy Mercer
NO	Toby Faletau (C)
SH	Nikola Metawala
PH	Rhys Priestland
WC	Semesa Rokoduguni
IC	Jonathan Joseph
OC	Tom Homer
WC	Matt Banahan
FB	Anthony Watson

Gloucester

Pos	Name
LP	Yann Thomas
HK	Richard Hibbard
TP	Cameron Orr
LK	Tom Savage
LK	Jeremy Thrush
FL	Ross Moriarty (C)
FL	Matt Kvesic
NO	Ben Morgan
SH	Will Heinz
PH	Greig Laidlaw
WC	Henry Purdy
IC	Tom Marshall
WC	Billy Twelvetrees
WC	David T-Halafonua
FB	Andy Symons

Most aggressive pack awarded Disruption Feat | Fastest backs awarded Clean Heels Feat | Best kickers awarded Sure Shot Feat

Disruption | Clean Heels | Sure Shot

Simulate Match | Play Match



Bath Rugby Mon 1st Aug 2016

Pld	No	Name	Calibre	Star	Qual	Prim	Sec	Net	Height	Weight	Age	Potential	Value	Att	Fit
1	1	Nathan Catt	National			LP	TP	ENG	187 cm	115 kg	28 yrs		£ 156 K	54	85
2	2	Ross Betty	Professional			HK	TP	ENG	184 cm	102 kg	30 yrs		£ 36 K	52	88
3	3	Kane Palma-Newport	National			TP	LP	ENG	189 cm	120 kg	26 yrs		£ 154 K	42	91
4	4	Luke Charteris	International	★		LK	FL	WAL	206 cm	125 kg	33 yrs		£ 432 K	78	80
5	5	Dave Allwood	National			LK	NO	ENG	201 cm	119 kg	29 yrs		£ 158 K	64	97
6	6	Francis Louw	International	★		FL	FL	SA	190 cm	109 kg	31 yrs		£ 435 K	84	86
7	7	Guy Mercer	Professional	★		FL	NO	ENG	181 cm	100 kg	27 yrs		£ 42 K	70	85
8	8	Toby Faletau	International	★		NO	NO	WAL	187 cm	111 kg	26 yrs		£ 435 K	84	85
9	9	Nikola Metawala	National			SH	WC	FIJ	180 cm	85 kg	27 yrs		£ 160 K	54	98
10	10	Rhys Priestland	World Class	★		PH	IC	WAL	182 cm	95 kg	27 yrs		£ 684 K	90	82
11	11	Semesa Rokoduguni	National			WC	OC	ENG	184 cm	98 kg	29 yrs		£ 162 K	56	84
12	12	Jonathan Joseph	International	★		IC	PH	ENG	183 cm	91 kg	25 yrs		£ 432 K	78	89
13	13	Tom Homer	Professional			UB	UB	ENG	178 cm	85 kg	26 yrs		£ 36 K	62	80
14	14	Matt Banahan	Professional			WC	OC	ENG	201 cm	110 kg	30 yrs		£ 35 K	48	91
15	15	Anthony Watson	World Class	★		FB	WC	ENG	185 cm	93 kg	22 yrs		£ 657 K	70	99
16	16	Henry Thomas	National			TP	HK	ENG	188 cm	118 kg	26 yrs		£ 154 K	46	91
17	17	Tom Durr	Professional			HK	TP	ENG	187 cm	106 kg	24 yrs		£ 33 K	54	85
18	18	Nick Aulrac	Professional			LP	LP	ENG	183 cm	115 kg	24 yrs		£ 32 K	46	91
		Stie Ewels	National			LK	LK	ENG	197 cm	112 kg	21 yrs		£ 156 K	62	81
		Denton	International	★		NO	LK	SCO	196 cm	114 kg	26 yrs		£ 435 K	82	90
		Cook	National			SH	WC	ENG	178 cm	92 kg	25 yrs		£ 160 K	52	99
		lowden	Professional			UB	UB	NZ	178 cm	84 kg	30 yrs		£ 35 K	52	85
		Williams	Professional	★		IC	WC	ENG	185 cm	98 kg	28 yrs		£ 45 K	68	80

Best Individuals | Best Form | Best Rotation | Clear Selection



Product: Rugby Union Team Manager 2017
 Company: Alternative Software
 System: PC/MAC
 Release Date: Christmas 2016
 Rating: 'RP' - Rating Pending

THE

PARTY PACK

Jackbox.tv
WJCV



SECRET TASK #1
Raise your hand if you own a hockey jersey.

SECRET TASK #2
Raise your hand if you've continued eating some food after finding a hair in it.

Janice
Richard
Dennis
Lily
Tom

FAKER ✓○○○
○○○
○○○
○○○

ROOM CODE
TRMD

USING
GLOBAL DATA

Love Letters

What percentage of people have mail from ex-lovers that they would NEVER throw away or delete?

HIGHER
34%
LOWER

LILY 0

MUSTACHIO 0
JOHNNY 0
JANICE 0
JEAN 1,000
RICK 2,000
WAT 0

SI

Join the audience!
FBUL

A bumper sticker a nudist would have

LICK IT AND STICK IT **OR** BARE IT ALL!

Pick your favorite on your device now!

Join the audience!
FBUL

A rejected title in the Magic School Bus series: The Magic School Bus Goes to _____

1 THE USSR SAUCY
HOPE

5 NORTH KOREA VICKY
JANICE HAMBURGER
TOM MEAT MIKE



GUESSPIONAGE
jackbox games

10

JOIN THE AUDIENCE!
KBMN
JACKBOX.TV

VS

SHAKE IT, DON'T BREAK IT

Product: The Jackbox Party Pack 3
Company: Jackbox Games
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY (Violence, Blood, Sexual Themes, Drug Reference, Mild Language)

Which body of water borders Saudi Arabia?

1 Red Sea
2 Bering Sea
3 Caspian Sea
4 Black Sea

15

YHLR



QUIZ BASH
jackbox games

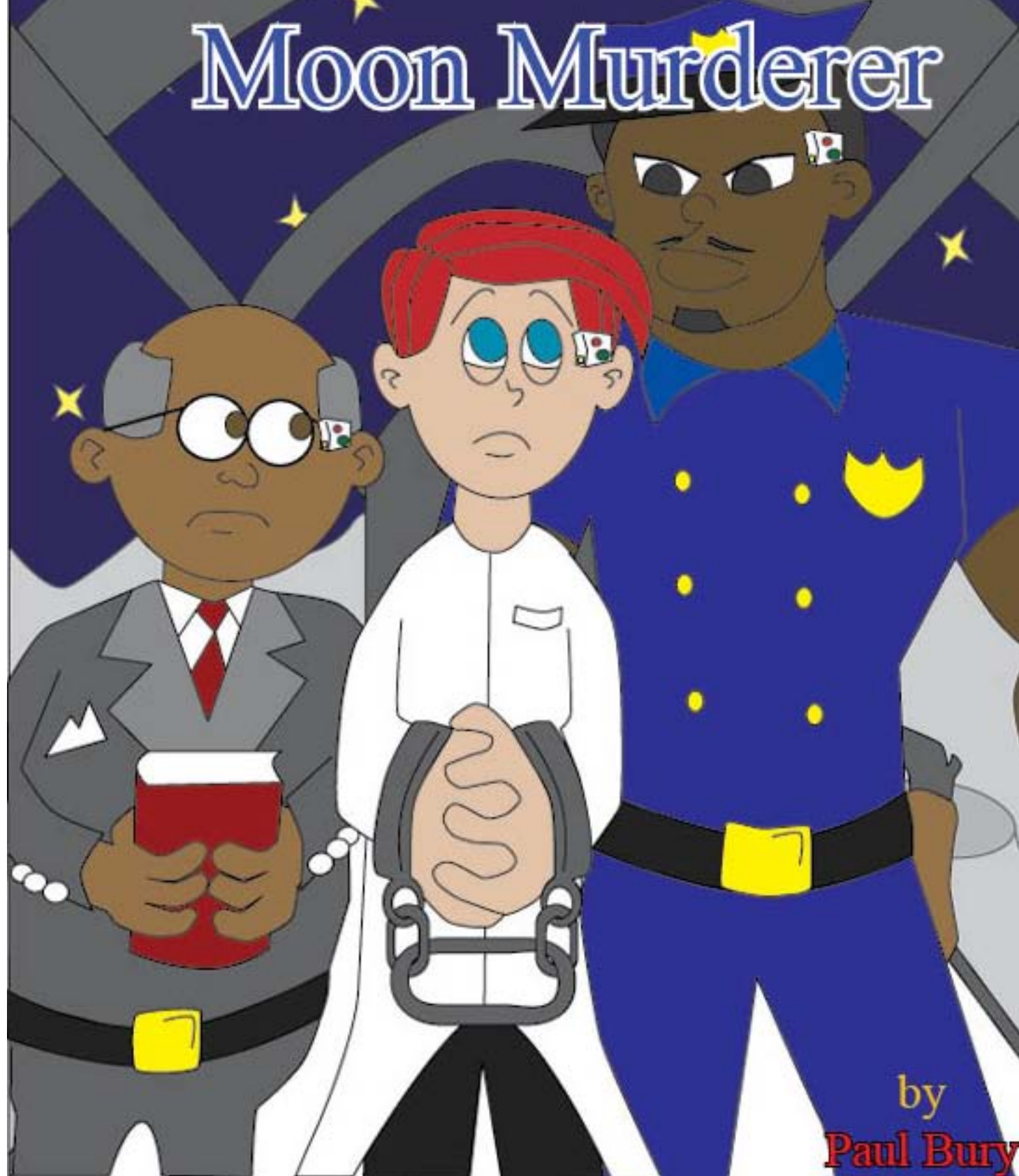


Product: Pinball FX 2 VR Season One
 Company: Zen Studios
 System: PC VR
 Release Date: Out Now
 Rating: 'NR' - Not Rated



Product: Just Dance 2017
 Company: Ubisoft
 System: PC/PS3/PS4/Wii/Wii U/Xbox 360/Xbox One
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN and OLDER ONLY (Mild Lyrics)

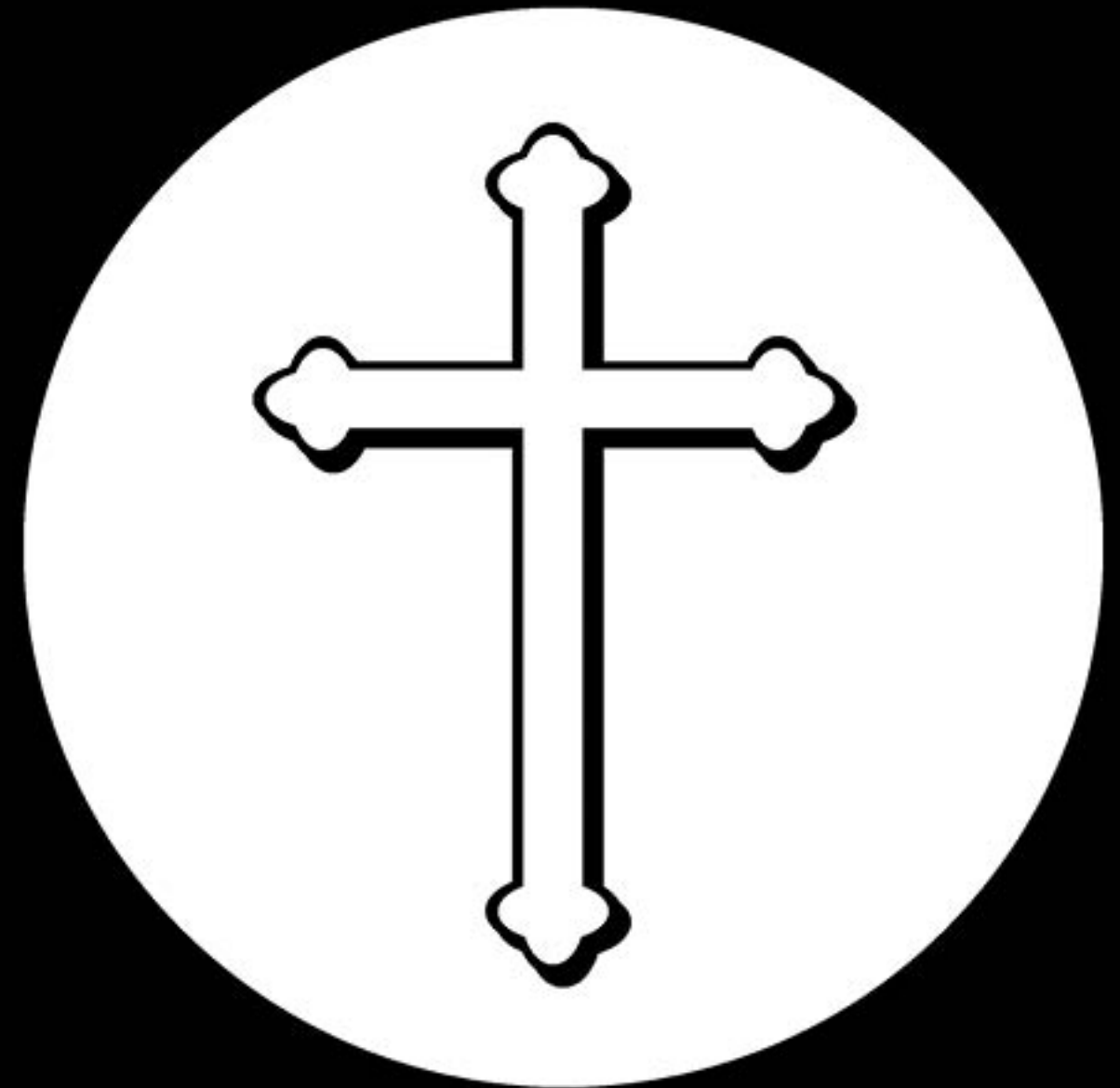
Future Glimpses Moon Murderer



by
Paul Bury

BUY IT RIGHT NOW HERE

FUTURE GLIMPSES
FREE AT LAST



BY
PAUL BURY

BUY IT NOW RIGHT HERE