

Family Friendly Gaming

THE VOICE OF
THE FAMILY IN
GAMING

TM

Tempest 4000,
Steamworld Dig 2,
Knack II and more
in this fabulous is-
sue!!

ISSUE #124

November 2017

MX vs ATV All
Out will be coming
in the year of our
Lord 2018.

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Crazy Busy

Wow is all I can say when I get a chance to breath. It has been crazy busy here at Family Friendly Gaming. From all the products coming in, to the Unboxing videos, to all of the Youtube videos, to Youtube sponsorships and more. I am a little bit tired. There has been so much work to do, and we are getting close to finishing a few projects. I have one more file to finish in terms of the developer and publisher names. Then I plan on getting these records in a database. From there searching on companies will be a lot easier. I still have to build out the Java programs for the searching but one obstacle at a time. We are working diligently with what little resources we have to get as much done as we possibly can.

I am so happy that Video Game Lies Revision 3 is out on the market for all ya'll to enjoy. It has been made available to libraries as well. It is my hope that libraries will pick up this book and assist with educational sources on the topic of video games. We have done everything we can within our limited resources to get the word out about Video Game Lies Revision 3. I hope you enjoy that book as much as I enjoyed writing it.

The video department at Family Friendly Gaming continues to grow and keep us going. I never thought I would enjoy sitting in front of a camera and talking about things. I have enjoyed it, and God has blessed it. I am so thankful for the over fifty million views are Youtube channel has received. Want to know a secret? We reached fifty million views in just four years of doing original videos. That is shocking growth. We are seeing more companies want to be a part of it. Youtube sponsorships may make Family Friendly Gaming a full time job for me. At least that is my personal hope and prayer.

We are working diligently on the Christmas Buying Guide between issues here at Family Friendly Gaming. We are working hard to find the best products that we have reviews online for since the last Christmas Buying Guide was completed. It is a labor or love. Thank you so much for your prayers, love and support on this. I really appreciate every single person who has financially donated so we can pay our bills. May God keep and bless you for thinking of us. It is great to see selfless people helping out instead of

the selfishness we see from too many people in this day and age.

The new 3DS/DS recording screen layout is amazingly popular here at Family Friendly Gaming (Peter did great finding that). We are constantly finding new ways to improve our videos as time progresses. We do not sit still with the stellar success we have had thus far. We are constantly looking for ways to make things better here at Family Friendly Gaming. I suppose that is one of the reasons I am so busy. Another reason is we are on the march to Christmas. Thank you so much for putting your trust in us.

God bless,
Paul Bury



Fall Break

I am writing this as our kids are on fall break. If you are a parent then you know generally what that means. Especially with one child in high school and another child in middle school. What are the kinds of things that your kids do on fall break? Does your family take a trip somewhere as the temperature begins to drop? I will explain in the next paragraph what happens with our children. I am very curious to hear from all ya'll as to what happens with your families.

Our kids find time to argue over just about everything. They argue over who is using the television, who is eating what meal. They argue over talking too much, or being too quiet. Part of this has to do with both of our children have different personalities. They can irritate one another without trying. Which is sad that they go out of their way to annoy one another. I have seen it time and time again. We tell them at the start of every single vacation that they need to avoid arguing with one another. I know that falls on deaf ears. Or maybe they just ignore what I tell them in that regard.

Our first born son has really stepped it up recently in terms of doing chores. We are hoping and praying that our youngest son can learn from his fine example. He has been doing school work from work books we purchased to help him catch up in school. Our youngest is not always as interested in doing chores as his older brother. He is going through that selfish phase where he does not want to stop what he is doing to help out the rest of the family. I pray he will he will outgrow that phase very soon.

Both boys have been doing more videos on fall break. They want to bulk up and catch up on their series' while they have some extra time. I love how they are working really hard for the family. They earn money from those videos too. So that motivates them more than say school work. Especially our first born son. He sees school as a giant waste of time. Especially with how out of touch academia is.

I have been enjoying being able to sleep in this week. I play taxi driver for our kids. I take them in to school, and then pick them up from school. So it gives me a break from getting up early. I love that. I am the kind of

person who loves to sleep in. I am more of a night owl than a morning person.

I know both of my kids are not very interested in going back to school after this week ends. It is part of life. Our first born son especially wants to do Family Friendly Gaming full time and have nothing to do with school again. He bears that cross the best he can. Lord willing Family Friendly Gaming will be blessed financially and he can finish up schooling after high school. That is what he really wants to see happen. We will see if that is within God's will or not. What does your family go through on fall break?

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



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



MISSION STATEMENT

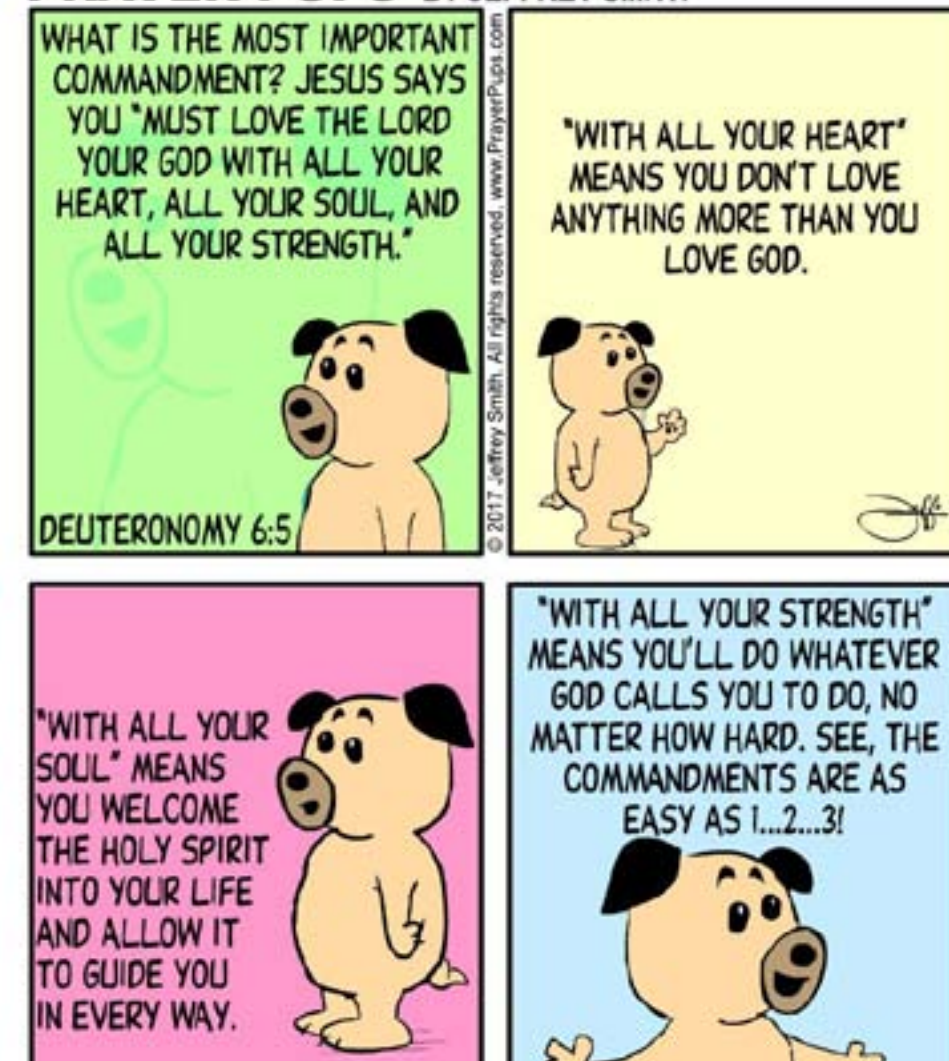
Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews,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



04-20-2015

KNOWING THAT HIS MESSAGE WAS ON THE WEAK SIDE, HE MAXIMIZED THE VISUALS FOR IMPACT

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.

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!

Why Include Bad Content?

Dear Mr. Bury,

I enjoyed reading your article "Why Include Bad Content?". I agree with everything you said 100%. I have a few additional reasons as to why game developers add bad content to their games:

Reason #1: Lack of confidence in their product.

Two photorealistic racing simulators will be coming out in the next few weeks, Forza Motorsport 7 and Gran Turismo Sport. I believe Microsoft has a higher level of confidence in Forza Motorsport 7 than Polyphony Digital has in Gran Turismo Sport. Why? Both games

are rated E. However, Forza Motorsport 7 is rated E for Everyone with no content descriptors, and Gran Turismo Sport is rated E for Everyone with the content descriptor "Use of Alcohol and Tobacco". Here is the ESRB rating summary for Gran Turismo Sport:

This is a racing simulation game in which players can drive a variety of cars around realistic tracks from around the world. Historical photos occasionally depict authors or innovators holding cigarettes; in some sequences, players can zoom in on real-world locations and view people smoking or drinking beer.

What gamer would want to waste time zooming in on real-world locations or looking at historical photos instead of racing, designing race tracks, and upgrading their cars? The only reason I can think of for this content to be included is product placement. Polyphony Digital did not think their game would sell enough copies, so they attempted to recoup their expenses by getting money for subtle product placement of alcoholic beverages and tobacco products.

This is the same reason why DJs at school dances play edgy popular music with profanity, sexually charged lyrics, and references to alcohol/tobacco/drugs. They fear if they fail to play this music, nobody will show up.

Reason #2: An unwholesome childhood.

I had a very wholesome

childhood, and I imagine you did as well. But not everyone does. There are lots of people who come from bad homes and grow up in bad neighborhoods. They would never fit in at wholesome entertainment companies like Disney, for example. The wholesome environments of G-rated movies and E-rated games strike them as "unrealistic". They see dark and edgy movies and games as "daring" and "honest".

Let me give you a specific example. John Carmack, the creator of Doom, spent a year in juvenile detention for breaking and entering. Specifically, he broke into a school to help other children steal Apple II computers. His psychiatric evaluation stated that he had "no empathy for other human beings."

I do not believe these people can ever be expected to truly understand wholesomeness. The best strategy I can think of for these individuals is to suggest alternative career paths for them.

That's my analysis. Have a great day, and God Bless You.

Sincerely,
David

{Paul}: David,

Thank you so much for your kind words. To me a lot of what is behind choices that are made falls into one of two camps. The first camp is obedience to God, and the second camp is rebellion against

God. We see that clearly more and more with a lot of entertainment. The two camps can also be defined as worshipping life, or worshipping death. I noticed people that liked the worldly things hated Barney and Elmo for example. Why? Because Barney and Elmo are teaching the exact opposite of what they are worshipping. They are building up and uplifting. As America gets more worldly we are seeing discrimination and persecution against Christians. Why? We worship and obey God. The worldly worship and obey Satan. Whether they acknowledge it or not that is what they are doing.

On your reasons you are correct. They do not have confidence in their product. It always comes down to sales. They have people that are trying to project/guess/estimate what sales will be. I honestly do not know how accurate they are. They could leave things out, or replace them with safer advertisements. They make their choice and then have to live with it. Forza Horizon is a good franchise to look at. It started 'T', and has moved down to the 'E' rating. Now some may debate if Forza Horizon 3 should be 'E10+' instead of 'E'. Microsoft did make sure a lot of the bad content was removed. The game is better and more people can play it. We applaud Microsoft for doing it.

Excellent point on how certain people come from bad upbringings and overlay that on

what they create. I knew a guy in Seattle who came from an abusive alcoholic family. He was loving and caring to his kids. Do you know what he told me about his physically abusive alcoholic father? He learned how not to be a father from his dad. In other words instead of using it as an excuse, and following the same path he chose a better path. Many people have many issues that can impact them. They use it as a crutch or they get better. It really is a choice.

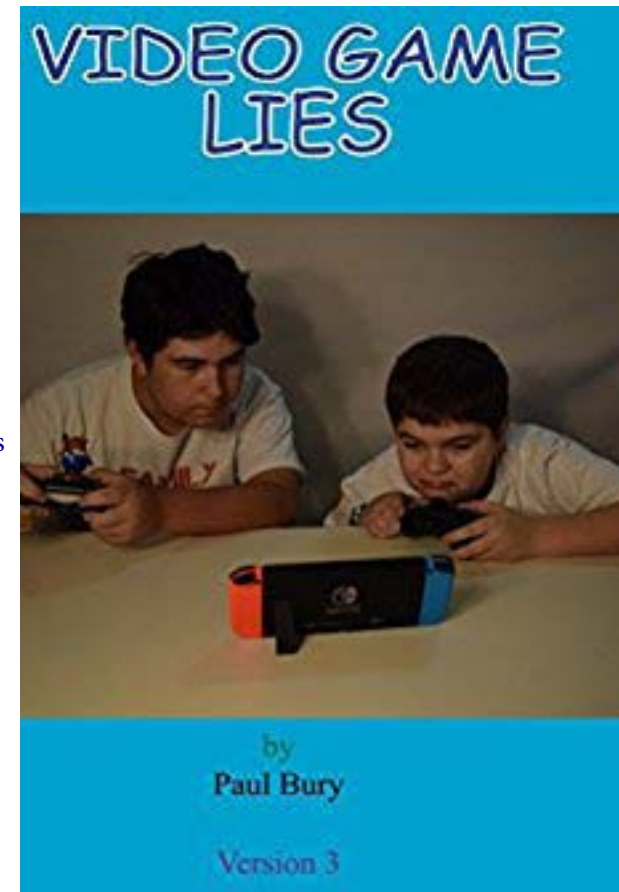
Video Game Lies

I just received my copy of Video Game Lies Revision 3. Thank you so much for writing this book. The revision is fantastic. I love all of the new stuff. When will you be doing a book signing tour? What cities will you come to for a book signing tour? Is there another way to get an autographed copy of your book? I pray that God blesses this book with millions of sales.

God bless,
Sara

{Paul}: Sara,

Thank you so much for your kind words of encouragement. It warms my heart to hear you recently



purchased Video Game Lies Revision 3, and that you are enjoying it so much. Sadly we do not have the money to go around on a book tour. Maybe if some churches invited us and took an offering to pay for our travel costs we could do it. Maybe some pastors out there could assist with that. We keep a small stock of my books for direct sales and would happily autograph any of them for anyone interested. Since you already purchased a copy we could sign it if you send it to us. We would be more than happy to do that. If you have any other ideas

SOUND OFF Continued

that would facilitate it let us know. How many different lies can you find on the front cover?

Please Help

I am offended that Family Friendly Gaming has ads on it now. I am offended that there are ads on your Youtube videos. You should get rid of all advertisements to stay pure. Too many gaming sites have advertisements. I want to read stories and watch videos without ads. Get rid of the ads. I have used Family Friendly Gaming for over five years and will stop if the ads do not go away.

- Aaron

{Paul}: Aaron,

Thank you for contacting us. We pay attention to all feedback we receive. Some people wanted talking on our videos and others did not. There was really no good compromise. We eventually moved to the direction of more talking on our videos. I want to assure you that we listened to you. Here is where we need your assistance. We have bills to pay. That is a fact. We need money to pay those bills.

I am very pleased that you have enjoyed Family Friendly Gaming for over five years. Have you ever once considered our needs? Have you ever donated so we can pay our bills? How are we supposed to pay our bills? For twelve and a half years we have given. We seri-

ously need help, or Family Friendly Gaming will cease to exist. Do you want us to go away and not be there for anyone? That has happened to other gaming sites because not enough people stepped up to help them.

We are constantly trying to find ways to pay the bills we have to pay. This is the latest attempt to try and bring some money in. We also came to all ya'll being completely transparent letting you know we need help. Pray about it. I can tell you right now I do not like those ads there either. We will continue to pray about it and see how much or even if they help us pay the bills. As of right now I have no good answer for you. If you have a good idea on how we can pay the bills please let us know.

For everyone confused about this conversation check out this video here on Youtube: <https://youtu.be/kFI99YTAXvo>

Duck Dynasty

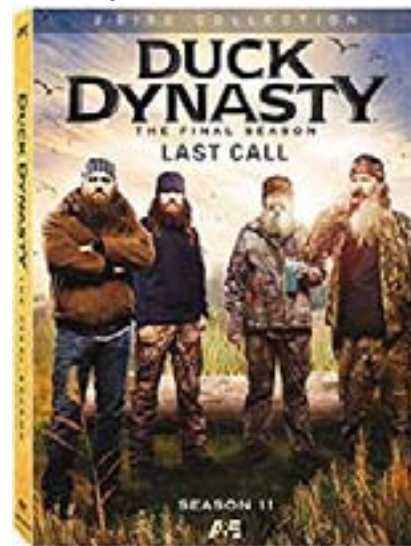
Will you review the rest of the Ducky Dynasty seasons? I saw the review for Duck Dynasty Season Eleven on DVD, and noticed you had done some other seasons but are missing a great number of them. So will you review the rest of them?

- Tasha

{Paul}: Tasha,

The short answer is yes. The long

answer is we will work them in as we have time. We have most of the other seasons of Duck Dynasty and have watched them. None of us recall a lot from those seasons so we need to rewatch them and then a review can be written. They are in line behind some other television shows we are watching and plan on reviewing.



Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page: <http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
Family Friendly Gaming
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Want to advertise in Family Friendly Gaming?

Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

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

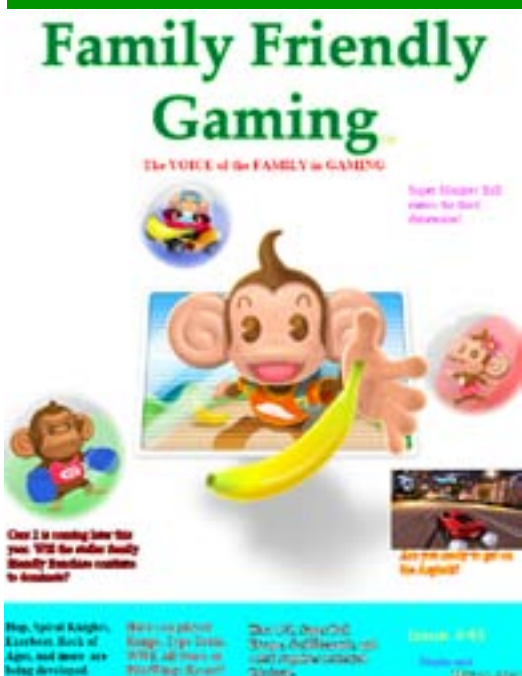
Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family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



LOOK BACK

QUIZ

There has been a lot of history made here at Family Friendly Gaming. Let us take a look at some of the historic front covers to a few of the issues in our long and storied history.



Family Friendly Gaming decided to do some fun little historic quizzes. Anyone who is not a business partner, advertiser, PR contact, or works for Family Friendly Gaming can answer these questions. Email answers to SoundOff@familyfriendlygaming.com. After three months the person with the most right answers will be emailed an Amazon gift card.

Question: How many issues has Family Friendly Gaming released?

Answer:

Question: What ways can you provide aid and assistance to Family Friendly Gaming?

Answer:

Question: Which games help Christian video game developers?

Answer:

Question: What are ways you can help Christian video game developers?

Answer:

Question: How many ways can you serve others?

Answer:

Question: What is your first priority in life?

Answer:

Question: Do you help those around you?

Answer:

Question: Do you help your parents?

Answer:

Question: Do you help your children?

Answer:

Question: Which front cover(s) feature dogs?

Answer:

Question: Which front cover(s) feature cats?

Answer:

Question: How many different animals have been on the FFG front covers?

Answer:

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

Answer:

DEVOTIONAL

Helpful Thoughts

Blessings

There are so many blessings in our lives. None of us have to go far to see them. We are still alive and breathing. We can see to read this. We can hear to listen. We have arms and legs that work. We have a brain that functions. We have friends. We have family. We have purpose in what we do. The more I look around the more blessings I see. What about you?

Genesis 49:26 *Your father's blessings are greater than the blessings of the ancient mountains, than the bounty of the age-old hills. Let all these rest on the head of Joseph, on the brow of the prince among his brothers.*

The more I focus on the blessings the happier I become. God wants us to focus on the good in our lives. That theme is found throughout the entire Bible. God set aside times to celebrate so we did not just work all of the time. **Deuteronomy 16:10** *Then celebrate the Festival of Weeks to the Lord your God by giving a freewill offering in proportion to*

the blessings the Lord your God has given you. Focusing on our own blessings makes us more generous in my opinion. Have you noticed how much more you care about others less fortunate than yourself when you focus on your own blessings?

Some wonder what is required to earn the blessings of the Lord. **Deuteronomy 28:1-2** *If you fully obey the Lord your God and carefully follow all his commands I give you today, the Lord your God will set you high above all the nations on earth. 2 All these blessings will come on you and accompany you if you obey the Lord your God: I encourage you to read the rest of that chapter. It chronicles a long list of blessings the Israelite people would experience. The one catch was they had to carefully follow the commands God gave. How many of us follow them? How many of ya'll know what they are? I encourage you to research them in the Holy Bible. There is a lot to be learned in there.*

Too often prosperity teaches focus on blessings that involve the material world. There are also spiritual blessings. **Ephesians 1:3** *Praise be to the God and Father of our Lord Jesus Christ, who has blessed us*

in the heavenly realms with every spiritual blessing in Christ. Spiritual blessings are even better than material blessings. Spiritual blessings lead to wisdom, understanding, peace, joy, happiness, and more.

Someone probably once told you that you can't take it with you. That is not true when it comes to sharing the Good News of Jesus Christ. Bringing other people into a relationship with God will bring them with you into heaven. So there is something you can bring.

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.

Have Faith

There are a wide variety of issues and problems that come into our lives in this fallen world. We can get injured and try and recover what we once were. Loved ones can get injured or sick and we do all we can to encourage, uplift and serve them. Jobs can be lost for a wide array of reasons. Accidents can happen. Theft occurs when selfish people feel they have more of a right to your property than you do. Loved ones can die, and leave us on this world. Evil people can do evil things spreading fear and hatred. This entire article could chronicle all of the different bad things that can come into our lives. How would that be uplift-

ing and encouraging?

Where we need to go is have faith things will get better. Have faith that God has something wonderful for you. Have faith that you will make it through the valley of the shadow of death. Someone once told me: "if a loved one who knew Jesus Christ died, then they are healed in heaven." This is a concept that had not been brought to my attention before. Even in what can seem the darkest circumstances there is a ray of sunlight, hope, and truth. We all need to realize there is hope things can get better.

You might be down two runs in the ninth inning with two outs, and two strikes. There are two men on base and you are one swing away from a home run and winning the game. Do you look at it that way? Do you think one swing and I win the game and maybe the World Series? Or do you think one swing away from striking out and losing the game and maybe the World Series? There is hope if you are willing to embrace it. It all comes down to having faith. Faith is something that can not be seen. Faith is something that can not be touched. Faith is something that gets many people through the day. Faith is

something that gets many people through the night.

Like so many things in life it is about making a choice. We all choose to look at things in the positive or the negative. We all choose to have faith in God, or to reject Him. We all choose to have faith God has our best interests at heart. We all choose to have faith that things will get better. Or we choose the opposite. We perpetuate and continue the hatred, distrust, and venom. We focus on the negative things of life. We get angry that we did not have enough time with a loved one, or we did not have enough time on this planet.

Which will you choose? Will you choose to have faith and be positive? Or will you choose to have no faith and focus on the negative. Jesus was clear that many of us humans have so little faith. We focus on the negative. Look at the majority of the news. Too much of the media focuses on the negative. Some media outlets do not even try to find any positives. I encourage you to surround yourself with people and inputs to your brain that strengthen and grow your faith. Find people and inputs that build you up instead of tear you down.

IN THE

NEWS

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Including both USA and European maps, Ticket to Ride: First Journey allows you to collect train cards, claim routes across the continent and connect major cities across the map.

Playable in solo mode against three AI of varying difficulties, or with up to three friends (or bots) with the 'pass and play' mode, each game of Ticket to Ride: First Journey will steer you through the wild landscapes of the USA or historical Europe, learning more about iconic monuments and collecting pictures of the cities as you go.

A digital adaptation for the masses, Ticket to Ride: First Journey has been simplified for younger audiences, so parents and children can experience the ride together. The game features a colorful, fully-animated 3D user

experience, and user-friendly drag and drop mechanics to make the first Ticket to Ride journey easy and fun for all ages.

Ticket to Ride: First Journey features:

- Two maps: Europe & North America
- Family-friendly gameplay, including interactive, kid-focused tutorial
- Solo mode: Easy, normal & difficult AI
- Pass and play mode on a single device: Up to four players (or bots)
- Unlockable rewards to build geographical knowledge

Ticket to Ride First Journey Now Available

Asmodee Digital is excited to announce Ticket to Ride: First Journey is now available on Steam, iOS and Android devices, with a Mac version coming soon. Now players can discover the experience of Ticket to Ride: First Journey on digital screens, based on the acclaimed tabletop game by world famous designer, Alan R. Moon.

Ticket to Ride: First Journey brings the popular kid and family version of Days of Wonder classic board game Ticket to Ride, to digital platforms. Perfect for all ages with quicker and easier gameplay for younger players, this adaptation is a must-have introduction to the award-winning and millions-selling game Ticket to Ride.

GameStop Celebrates 10 Years of Granting Wishes

"You're going to WrestleMania*!" Those were the words 12-year-old Make-A-Wish kid Solomon heard from WWE Announcer Renee Young and WWE Superstar Dean Ambrose as his wish was revealed in front of nearly 4,000 GameStop store leaders at the company's annual Store Leader Conference and EXPO in Las Vegas. Solomon, who battles muscular dystrophy, wished to go to WrestleMania. Now, thanks to those nearly 4,000 store leaders, GameStop guests, and WWE, his wish will come true. Solomon's wish serves as the kick-off for GameStop's annual point-of-sale campaign benefiting Make-A-Wish®.

GameStop, announced today, the launch of its fourth annual in-store donation campaign benefiting Make-A-

Wish. The campaign runs in the U.S. and Canada from August 30 – October 31. Funds raised during the campaign help grant wishes for children battling critical illnesses like Leeanna, 15, who recently had her wish for an electronics shopping spree granted at GameStop.

In celebration of 10 years of partnership, GameStop and its family of brands invites customers to help make more wishes like Leeanna's and Solomon's come true. Customers can donate \$1, \$5, or \$10, or "round up" their total bill at checkout. One hundred percent of all customer donations collected during the campaign dates at GameStop, ThinkGeek and EB Games Canada stores, and on gamestop.com will be donated to Make-A-Wish. The company's tech brand stores including Spring Mobile and Simply Mac will collect in-store donations from Nov. 1 through Dec. 31.

"It has been our company's distinct pleasure to help grant shopping spree wishes in our stores nearly every day. Together with our guests, we are committed to raising even more donations for Make-A-Wish so that they can continue to provide a lifetime of happy memories for kids fighting big illnesses," said Rob Lloyd, chief financial officer of GameStop and Make-A-Wish North Texas board member.



As a thank you for donating, customers at GameStop and EB Games stores will receive:

- GameStop PowerUp Rewards members will score triple PowerUp Rewards Points on donation amounts of \$1 or more from August 30 – October 31
- EB Games Edge Rewards members earn 100 bonus Edge Rewards Points on donation amounts of \$1 or more from August 30 – October 31

"Research is showing that wishes can truly be a transformative part of a wish child's medical journey and it is a privilege to work with partners like GameStop who truly understand the power of a wish come true," said David Williams, president and CEO of Make-A-Wish America. "Make-A-Wish needs everyone's help to grant more wishes for children with critical illnesses and GameStop's campaign provides a simple way for customers to help make a lasting impact on the lives of wish children and their families."

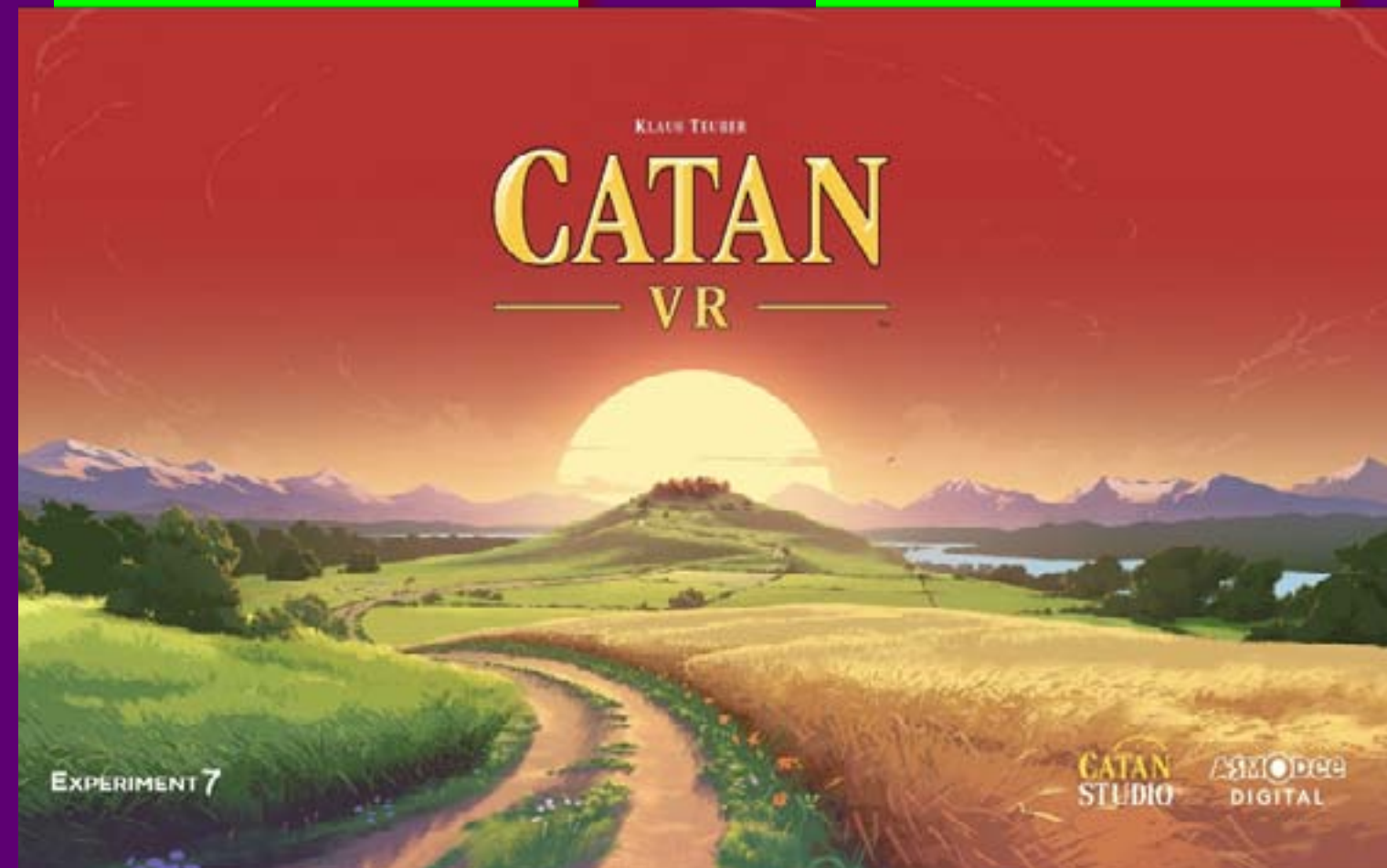
Asmodee Digital and Experiment 7 Announce Catan VR

Catan GmbH, Catan Studio, Asmodee Digital and virtual reality game developer Experiment 7 announced a partnership to bring the acclaimed Catan® board game to VR. Catan VR™ is an immersive take on Klaus Teuber's landmark title that revolutionized modern board gaming. This amazingly engaging game is set to release on Oculus Rift and Samsung Gear VR for Christmas 2017.

True to the classic, but optimized for virtual reality, Catan VR allows tabletop fans and new players alike to experience the best-selling board game in a fresh, fully-immersive format. Whether taking on other players around the world, or playing against

Catan personalities, players can watch the island come to life in VR for the first time, with beautiful in-game environments and cross-play functionality. Created in conjunction with Klaus and Benjamin Teuber, along with the Catan and Asmodee Digital teams, Catan VR brings everything board gamers love to the Oculus Rift and Samsung Gear VR. The fun begins at launch, with additional VR platforms to follow.

"The first time I saw Catan on the Magic Table™, I was fascinated by what VR has to offer," said Catan creator Klaus Teuber. "The game I made in our living room with my family 25 years ago in Virtual Reality? It's incredible. I never imagined actually stepping into the world of Catan when we first started making cut-outs and dreaming about exploring new lands."



In The News Continued

Firefighters – Airport Fire Department now available for consoles

Firefighting is a dangerous job and nowhere are the dangers more apparent than in a modern airport where thousands of travelers are close to highly flammable aviation fuel and hazardous materials. The risks are huge, and so is the demands on the elite squad of airport firefighters!



Your tasks as a firefighter are diversified – day and night! You will never know when the next dangerous mission calls. Control ultra realistic fire fighting vehicles, across 20 square kilometers of airport runways, hangars and terminals, including the famed PANTHER. Each vehicle offers unique equipment for any emergency!

Special CARS 3 NASCAR Hall of Fame Event

On September 28th, NASCAR racing legends and executives joined “Cars 3” filmmakers and voice actors to welcome world-champion racer Lightning McQueen, #95, to the NASCAR Hall of Fame. Lightning, along with numerous NASCAR-inspired characters from Disney•Pixar’s “Cars 3,” are making an almost seven-month pit stop in a hands-on, family-friendly exhibit in the Great Hall, as they gear up for the arrival of “Cars 3” digitally in HD and 4K Ultra HD™ on Oct. 24, and on Blu-ray 4K Ultra HD™ and Blu-ray™ on Nov. 7.

“We are honored to showcase the NASCAR stories, characters and locations that inspired the world of ‘Cars,’ in this new special exhibit,” says NASCAR Hall of Fame Executive Director Winston Kelley. “And we’re excited for our friend Lightning McQueen to join us in welcoming guests from around the world, including the next generation of young fans, as they discover the rich history and heritage of NASCAR.”

Through May of 2018, visitors to the NASCAR Hall of Fame will get the chance to enjoy an action-packed animation spectacular featuring a full-size, fiberglass replica of Lightning McQueen from “Cars 3,” hands-on kids activities as well as 16 displays that feature renderings, biographies and artifacts from real-life NASCAR personalities who contributed their voices and stories to the movie. Featured legends include Ray Evernham (voice of Ray Reverham), Kyle Petty (voice of Cal Weathers), Jeff Gordon (voice of Jeff Gorvette) and Junior Johnson (voice to Junior “Midnight” Moon), as well as young drivers like Chase Elliott (voice of Chase Race-lott), Ryan Blaney (voice of Ryan “Inside” Laney), Daniel Suárez (voice of Danny Swervez) and Bubba Wallace

In The News Continued

(voice of Bubba Wheelhouse).

“When developing ‘Cars 3,’ we consulted and recruited NASCAR greats, from rookie drivers and legends to the voices behind the sport,” says director Brian Fee. “They revealed what happens behind the scenes of racing and helped bring the film’s characters to life. To see them displayed at the NASCAR Hall of Fame—a shrine to the history and heritage of NASCAR—is a real thrill.”

The evening’s events included a VIP reception/Panel to celebrate the new “Cars 3” exhibit. Attendees included:

- “Cars 3” filmmakers including director Brian Fee, producer Kevin Reher and creative director Jay Ward
- Ray Evernham (Class of 2018 Hall of Fame Inductee /voice of Ray Reverham)
- Richard “The King” Petty (NASCAR retired driver/voice of “The King”)
- Kyle Petty (third-generation NASCAR driver and NBC Sports Network analyst & voice of Cal Weathers in “Cars 3”)
- Junior Johnson (voice to Junior “Midnight” Moon)
- Shannon Spake (NASCAR Correspondent/Voice of “Shannon Spokes”)
- Winston Kelley (NASCAR Hall of Fame Executive Director)
- Buz McKim (NASCAR Hall of Fame Historian)
- Kevin Schlesier (NASCAR Hall of Fame Director of Exhibits)

Amazon Announces Fall Slate for Kids Originals

Amazon announced its fall slate for kids originals, exclusively on Prime Video. Amazon Studios creates series for kids with heart for both enjoyment and impact to inspire a generation of lifelong creative learners. The fall slate includes Wishenpoof (September 26), Sigmund and the Sea Monsters (October 13), If You Give a Mouse a Cookie (November 7), and The Stinky & Dirty Show (Fall 2017); all series will premiere on these dates in the US and UK, and made available worldwide at a later date.

“We’re honored to reintroduce If You Give a Mouse a Cookie and Sigmund’s iconic character to a new generation of kids and families,” said Tara Sorensen, Head of Kids Programming at Amazon Studios. “Our fall slate will bring customers more engaging and heartwarming stories to enjoy with their families.”

Wishenpoof – New season premieres on September 26

Wishenpoof centers on Bianca (Addison Holley), a fairy who can grant wishes using Wish Magic. The series highlights her thought process as she thinks, decides and solves problems in her own creative way. Each episode features a new song by Bianca for viewers to sing along with and imaginative stories to follow. Created by Angela C. Santomero and produced by Out of the Blue Enterprises, the show features guest voice talent Jason Priestly as Bianca’s dad. The series’ learning approach is based on Ellen Galinsky’s “Seven Essential Life Skills” framework that focuses on skills to help children reach their full potential by having empathy for others, tackling challenges, communicating effectively, thinking critically, and to never stop learning. Season one is rated 4.7 out of 5 stars by customers with 79% 5-star reviews.

Sigmund and the Sea Monsters – New series premieres on October 13

In The News Continued

Sid & Marty Krofft's *Sigmund and the Sea Monsters* follows two beachcombing brothers, Johnny (Solomon Stewart) and Scotty (Kyle Breitkopf), who find Sigmund – a real live sea monster. The two brothers befriend the harmless and funny Sigmund and hide him in their clubhouse. However, keeping him a secret may be nearly impossible since the town's overzealous Captain Barnabas (David Arquette) is obsessed with proving that sea monsters are real. With the help of their cousin Robyn (Rebecca Bloom), this team of friends makes it their mission to protect their new friend and have a great and memorable summer. Based on the nostalgic 1970s live-action series, *Sigmund and the Sea Monsters* is directed by Ron Oliver and is executive produced by Sid and Marty Krofft. The series will also feature a cover of the original theme song, "Friends" by The Roots.

If You Give a Mouse a Cookie – New

series premieres on November 7. When you give a mouse a cookie, he'll probably ask for a glass of milk, and then...who knows what he'll ask for next? Based on the beloved books by Laura Numeroff and Felicia Bond and executive produced by Numeroff, Bond and Emmy Award-winning writer Ken Scarborough who also serves as head writer, *If You Give a Mouse a Cookie* follows the adventures of Mouse, Oliver, Moose, Pig, Cat, and Dog, as they discover that when you've got a curious Mouse for a friend one thing always leads to another, then another, and then another! The show's learning approach was developed in consultation with authors Mimi Ito and John Seely Brown and revolves around a cause and effect narrative structure that sparks imagination and the creativity engendered by knowing that possibilities are endless. *If You Give a Mouse a Cookie* will feature new recordings by Grammy nominated recording artist Lisa Loeb.

In The News Continued

The Stinky & Dirty Show – New season premieres in Fall 2017. Based on the "I Stink!" book series by Kate and Jim McMullan, *The Stinky & Dirty Show* follows the adventures and mishaps faced by best friends and unlikely heroes, Stinky the garbage truck and Dirty, the backhoe loader. They are a dynamic and hilarious duo of resourcefulness that learn when things don't go as expected, asking "what if" can lead to success. The series is written and developed by Guy Toubes, executive produced by Toubes and Holly Huckins, and animated by Brown Bag Films, Ltd. This season will once again feature original music from acclaimed folk singer and songwriter Dan Bern and celebrity voice talent, including Whoopi Goldberg, Mark Hamill, Jane Lynch, Andy Richter, Joan Cusack and Wallace Shawn. The series' learning approach is based on Jessica Lahey's New York Times best-seller "The Gift of Failure: How the Best Parents Learn to Let Go

So Their Children Can Succeed," specifically modeling resourcefulness, resilience, teamwork, and the benefits of failure. Season one is rated 4.8 out of 5 stars by customers with 87% 5-star reviews.

Prime members will be able to stream the series exclusively via the Amazon Prime Video app for compatible TVs, connected devices including Fire TV, mobile devices, and online at www.amazon.com/primevideokids. Members can also download the series to mobile devices for offline viewing at no additional cost to their membership. Amazon kids originals are also available on FreeTime Unlimited, the all-you-can-eat subscription service designed from the ground up for kids. FreeTime Unlimited is available exclusively on Amazon devices, including Amazon Fire TV and Fire tablets, and a year-long subscription is included with every Fire Kids Edition. FFG has not seen any of these shows.

Ubisoft Saguenay Studio Created

Co-Founder and CEO of Ubisoft, Yves Guillemot, the CEO of the Ubisoft Montréal, Quebec and Toronto studios, Yannis Mallat, and the Managing Director of Ubisoft Saguenay, Jimmy Boulianne, announced plans for the next phase of the company's expansion in the Province of Quebec.

This announcement took place in the presence of the Prime Minister of Quebec, Mr. Philippe Couillard, the Minister of Finance, Mr. Carlos Leitão, as well as the Mayor of Saguenay and Chairman of the Board of Directors of Promotion Saguenay, Mr. Jean Tremblay.

Ubisoft Saguenay and Regional Investments. Ubisoft is focusing on significantly increasing its regional operations with the creation of the Ubisoft Saguenay studio in early 2018. Online services and technologies are one of the videogame industry's main growth and

innovation drivers, and Ubisoft Saguenay will be dedicated continuing to develop expertise in this area within the company. The studio should grow to 125 employees within 5 years, which represents direct regional investments from Ubisoft of \$135M by 2027.

"We are entrusting Ubisoft Saguenay with a mandate that is resolutely focused on the future. The development of connected experiences that allow millions of players to meet and interact on online game platforms is a leading growth and innovation driver not only for Ubisoft, but for the entire videogame industry as a whole," said Mallat. Ubisoft also intends to pursue its regional expansion and open another studio in the Province of Quebec by 2027.

The opening of Ubisoft Saguenay is part of Ubisoft's larger expansion blueprint for Quebec, with plans to invest an additional \$780M and create 1,000 new jobs by 2027. In addition to the 125 jobs in Saguenay,

Ubisoft anticipates creating 200 new jobs for Quebec City as well as 675 for Montreal and another new studio to be opened elsewhere in Quebec.

"We are proud to have contributed to the emergence of Quebec as a world-renowned hub for videogame development. Over 20 years, Ubisoft has created more than 3,600 jobs, invested more than \$3.5 billion and developed some of the greatest brands in the industry here in Quebec. Today, videogames are the most dynamic segment of the entertainment industry, and are at the heart of technological revolution. As a result, we have a unique opportunity to build tomorrow's Quebec, together," said Guillemot.

In order to support its growth and that of the industry, Ubisoft plans on investing \$13M, in addition to its current commitments, in education, applied university research, and the ecosystem of techno-creative start-ups. These new investments in Quebec

will be deployed across additional regions to attract and train an increasing number of young people in disciplines related to videogame technology.

Ubisoft Saguenay wishes to build a multidisciplinary and diversified team composed of professionals from various fields of expertise, ranging from production management to programming, from graphic design to modelling, from animation to level design. "I come from the Côte-Nord region and I am proud to be able to concretely contribute to creating regional jobs. I also have always had the ambition of returning to the region and sharing the expertise I have acquired during my career. Thanks to Ubisoft's support, today, I am achieving these two ambitions. I invite all of those who want to participate in this great adventure to reach out to us using any of our communications or recruiting platforms. Ubisoft Saguenay is destined for a wonderful future!" concluded Boulianne.

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?

Entertainment teaches us a variety of lessons. It would be fantastic if there was a video game that challenged all of us to find the lessons in certain television shows, movies, and video games. The video game developers, TV show producers, and movie producers openly admit they are trying to change, sway, and move public opinion on a variety of topics. It would be wonderful if there was a video game that exposed this.

In fact there could be a video game made from the Video Game Lies book. Since Revision

Three was recently released it would be wonderful for gamers to play a game that helped exposed so many of the lies in the video game industry.

Too many people accept that lie of: "it is just entertainment." It is odd that they are saying they do not believe the people behind those products. The people that say they are trying to brainwash you into a radical belief that rebels against God. Why do you think they are lying about that? Why would you think they don't want to change your mind?

For many years Family Friendly Gaming has exposed the various lessons in a variety of products. What is taught in these movies, TV shows, and video games is just as important as what they leave out. Take a Christmas related product. Does it teach about the birth of Jesus Christ?

Does it teach about the three wise men? Does it teach about Mary and Joseph? Does it include fake things like Santa Claus? Does it try to tell you the true meaning of Christmas is something other than the birth of Jesus Christ?

If you get brainwashed into what they are teaching over and over again you will eventually lose connection with the truth. We need more video games that connect people to the truth. There needs to be more movies and TV shows that connect people to and with the truth. The tools that most people need is to analyze the entertainment and ask questions. What is this product trying to teach me? Do I agree with those lessons? Do they reinforce my beliefs? Do they attack my beliefs? The answers to those questions will help you properly respond. Would you play a game like this?

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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Mark 7:27-29

27 "First let the children eat all they want," he told her, "for it is not right to take the children's bread and toss it to the dogs."

28 "Lord," she replied, "even the dogs under the table eat the children's crumbs."

29 Then he told her, "For such a reply, you may go; the demon has left your daughter."



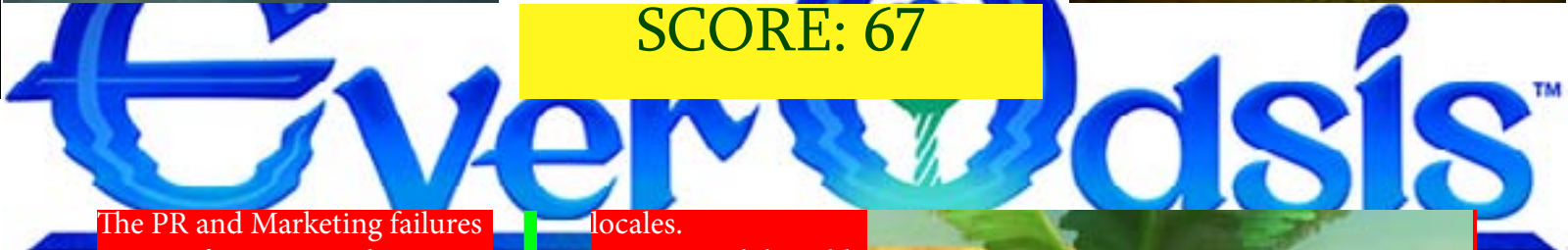
RPG Maker Fes

SCORE: 60



Ever Oasis

SCORE: 67



I am very thankful Family Friendly Gaming purchased a copy of RPG Maker Fes on the Nintendo 3DS. The PR and Marketing folks over at NIS America failed us miserably. There is good and bad in RPG Maker Fes. If you are interested in making your own role playing games on the Nintendo 3DS then you might consider purchasing RPG Maker Fes. You must be all in though.

RPG Maker Fes is a very difficult tool to learn. I floundered around trying to figure out how to do things. Take for example you want to add a town or a dungeon. These are hidden on a sub screen that takes some looking to find. Then you place it on the map and test it. Nothing happens. So you have to create a map for the town. Then go and create an event on the map town icon to move to that other map.

Normally we are not that big on tutorials here at



Family Friendly Gaming. We do not need to be shown how to jump in a 2D side scrolling game. RPG Maker Fes is one of those games that really needs a tutorial. There is also a limit on how large you can make games based on memory. Games that you create can be dispensed for others to play. You will receive no money for your hard work though. What are we slave labor?

Families can download other players games from the



Nintendo eShop. It is unknown what kind of bad content you may run across in other players games. The main content we found within RPG Maker Fes is violence, enticement to lust, alcohol, language, and more. There some pretty twisted people out there making games. I advise caution when it comes to downloading other players games.

I love the idea of giving gamers the tools to make their own games. RPG Maker Fes fulfills that decently on the Nintendo 3DS. There are plenty aspects lacking in this tool. RPG Maker Fes is also not very intuitive. If you are willing to dig into RPG Maker Fes, and spend the time to learn it then you might find a love for video game creation. It could even start you on the path to actually getting paid for your games in the future. - Paul

System: Nintendo 3DS
Publisher: NS America
Developer: KADOKAWA GAMES
Rating: 'E10+' for Everyone TEN and OLDER ONLY
{Alcohol Reference, Mild Fantasy Violence, Suggestive Themes}



Graphics: 55%
Sound: 65%
Replay/Extras: 80%
Gameplay: 40%
Family Friendly Factor: 60%

The PR and Marketing failures coming from Nintendo are getting worse. I did not know Ever Oasis was a city builder role playing game. I thought it was just a role playing game. I am thankful Family Friendly Gaming gave me the opportunity to play and review Ever Oasis on the Nintendo 3DS. I am thankful for all of the readers that send in donations to pay for this as well.

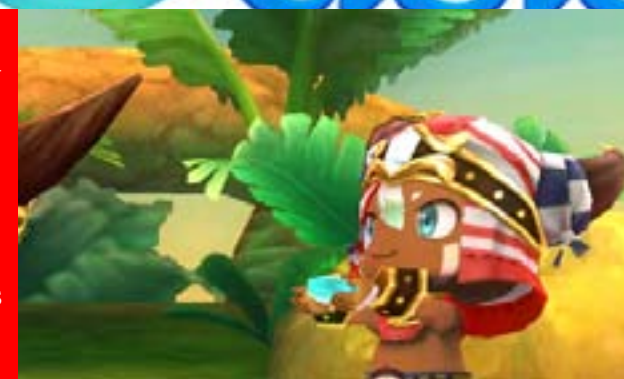
The problems found within Ever Oasis are lack of attire, enticement to lust, magic, spirits, Gaia religious indoctrination, violence, and more. Players must get resources to restock the shops in their oasis. Resources can be gathered from a variety of



locales. Truth be told I felt like a slave in Ever Oasis. I had to go get the resources, and find the people in the desert. I had to fight the monsters and save others. Someone constantly had some request

of me. On some of the quests I was given assistance from other characters. Mainly it was up to me to do everything to save the oasis.

Ever Oasis has cool music that fits the theme of this ultra religious video game that tries to change the religious beliefs of the super majority of Americans. This Nintendo 3DS has adequate graphics for a hack and slash video game. Every time I saw the rainbow in Ever Oasis I thought of Noah's Ark and God's promise to all of us. God's promises are



so wonderful.

I felt like I was playing a Sonic video game since we were trying to defeat Chaos. There is a deep lack of originality in Ever Oasis. The most original thing in Ever Oasis is the desert. Maybe having an oasis for a town. I am sure plenty of role playing video games also had deserts and oasis's in them. Maybe not the central theme of the game though.

In my professional opinion Ever Oasis is worth around ten dollars brand new. Fighting is simplistic, and the enemies telegraph their attacks. The town building portion is interesting but tiring. - RPG Master

System: Nintendo 3DS
Publisher: Nintendo
Developer: GREZZO Co
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Graphics: 60%
Sound: 80%
Replay/Extras: 70%
Gameplay: 70%
Family Friendly Factor: 55%

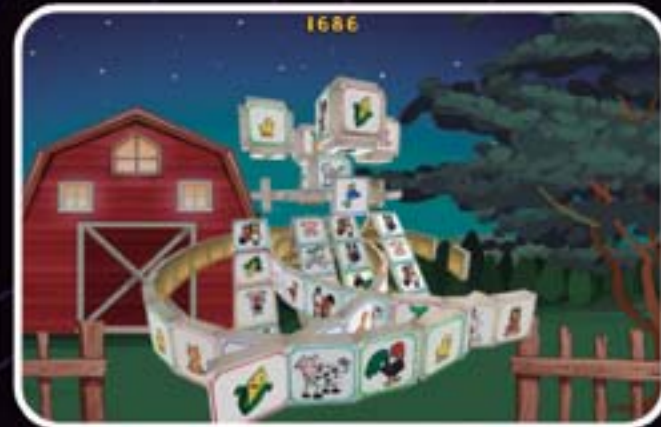


ENSENASOFT



Mahjong Deluxe 3

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



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www.ensenasoft.com



Destiny 2

SCORE: 65

DESTINY 2



You might think that since Destiny 1 failed so abysmally that we would pay no attention to the sequel. If you did think that then you were obviously wrong considering here we are. Day one Destiny 2 clocks in at around 31GB, which is no small amount of space. For those asking "isn't Destiny 2 a FPS game?" Yes, yes it is, however Destiny 2 is a considerably more tame FPS compared to its counterpart-made by Activision - Call Of Duty. Destiny 2 is also an online only game, so watch your ISP charges, this is disappointing as it has a good story that you can play solo but you have to connect with Bungie servers in order to open the game.

The graphics in Destiny 2 are much better than they were in Destiny 1. Everything is so much brighter and less gloom and doom despite the story being gloomy in the beginning. Fair warning when you get precision kills on the cabal some unspecified liquid flies out of their helmet, but the cabal still has his head and the liquid comes out of what we call the Caballs which is how the cabal arrive in the first mission. Destiny 2 also has a nice soundtrack, but is a shame that

all you can hear is gunfire when playing Destiny 2 in battle. Some of the only times that you can hear the music is when you are on the menu or when you are flying into a location.

Destiny 2 has you pick one of 3 classes: Warlock, Titan, and Hunter. Each of these classes has sub-classes - now if you don't want spoilers then this is as far as you go - three per class they are as follow: Titan = Sentinel, Striker, and Sunbreaker, Hunter = Arcstrider, Gunslinger, and Nightstalker, and last but not least Warlock = Dawnblade, Voidwalker, and Stormcaller. I chose the tanky Titan, and in the beta gameplay we have on our channel I am good with the Striker. I was disappointed at the fact that I had to unlock the Striker and the Sunbreaker sub-classes, however the Sentinel grew on me. The Titan feels like Captain America, you can throw shields at your enemies, I know so original.

The story of Destiny 2 I found to be quite interesting. The story Destiny 2 is about you as one of the "Guardians" losing your "Light" which is how they explained your ability to revive at most times. The 'Light' is re-

placed by a new system "Power" which is an average of your overall gear. My biggest problem with Destiny 2 that you have to beat the story in order to get a sparrow, which is like a speeder if you have seen Star Wars VI Return of The Jedi, this makes it so slow to get anywhere in a decent matter of time.

It took me at least 15 hours to do the straight campaign, which may not seem like much but the game has so much more. You have 4 planets that you can explore and do side quests on, tons of adventures, lost sector, and much more on the planets. Now I will be honest in order to gear up for the review I used 2 of the known loot caves and one of my own but I won't have it being patched on me so I won't divulge details. I also did public events on my favorite planet and are good old Earth in the EDZ or European Dead Zone. Overall Destiny 2 has many pros and cons such as the bandwidth needed as a con and the more tame FPS as a pro, once we get a streaming device Destiny 2 is a definite candidate, and for those wondering yes I did buy Destiny 2 myself.
-Teen Gamer

System: PC/PS4/Xbox One(tested)
Publisher: Activision
Developer: Bungie
Rating: 'T' Teen THIRTEEN and OLDER ONLY
(Blood, Violence, Language)



Graphics: 60%
Sound: 60%
Replay/Extras: 85%
Gameplay: 70%
Family Friendly Factor: 50%



Portal Knights



SCORE: 65

I am extremely thankful Family Friendly Gaming purchased a copy of Portal Knights on the Playstation 4. The PR and Marketing folks representing this game failed us completely. Portal Knights is a bit of a failure as well. Portal Knights is a clone of Dragon Quest Builders. It just does not do nearly as good of a job. Especially in the guidance department. Which Dragon Quest Builders did an amazing job in. There is also a lot less to do in Portal Knights.

Portal Knights really pushes the online game play mode. That is the first selectable play section. Then the secondary play button is the normal offline game play. I think they got that a bit backwards if you know what I mean. There is also a local multiplayer mode for two family members. So two family members can struggle in Portal Knights



together. Expect to die early and often. Gear breaks pretty quickly

in Portal Knights. Monsters start easy and then get really tough later on. Make sure you level up as much as you can. Portal Knights requires quite a bit of grinding. Portal Knights bored me to tears. There is not much of a story to keep me interested. Families can play a knight, archer, or mage in small areas or large areas. There is too much random generation in Portal Knights for me.



The issues families can have with Portal Knights is magic, violence, and more. Players can fight with swords, bows, arrows, and magical wands. If your impatient then you will probably find Portal Knights very difficult. I learned at first that jumping ahead was a very bad idea. The enemies would one shot kill me, and it took me fifty attacks to take them out. So I learned to grind it out.

Portal Knights lets us mine and craft. The craft tables may need to be fixed first. Make sure you keep a variety of blocks in your backpack, and on your character. Why? So you can make things, and fix things easier. The blocky world in Portal Knights has a lot of vegetation on it that makes it look less like Minecraft. At least until you look below the surface. The loading times in Portal Knights are on the long side. This game is worth ten dollars in my opinion.

- Paul

Publisher: 505 Games
 Developer: Keen Games
 System: Xbox One/PS4(tested)
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}

Graphics: 65%
 Sound: 60%
 Replay/Extras: 80%
 Gameplay: 60%
 Family Friendly Factor: 65%

VIDEO GAME LIES



By Paul Bury
 Version 3

BUY IT NOW RIGHT HERE

Lumo

SCORE: 77

I am extremely thankful Family Friendly Gaming purchased a copy of Lumo on the Playstation 4 (PS4). This isometric looking video game can also be found on the Personal Computer (PC), and the Xbox One. A kid gets sucked into a computer game and becomes a little wizard looking character. He must solve the puzzles in this video game to find his way out of the game.

The isometric view looks fantastic in Lumo. The problem can be precise jumping in this game. Did I mention precise jumping is required to progress through Lumo? If I did not, then you should now realize it is required. I enjoyed the music in Lumo. I also enjoyed the non-violent nature of this game. We can use things like light to scare away the spiders. If we make a mistake we teleport back to the start of the room.

Lumo reminded me of

King George and the Ducky. Why? There are yellow dummies to collect in Lumo. There are other things like tapes to collect in Lumo as well. The dummies can be challenging to grab. Many times they are on top of liquid that will teleport our character back to the start of the room. Gamers can play Lumo in Adventure of Old School modes. If you play in Old School you are allowed

only so many deaths before it is game over. There are some frustrating jumps in Lumo thanks to the view point and two possible control schemes. I love the elevator music in Lumo. The camera can be rotated slightly in Lumo. Never enough to help in my opinion. There are numerous traps that can make you have a really bad day. Lumo contains magic in it. I know there are plenty of families that will not play games with magic in it.

Even though Lumo frustrated me at times, I actually enjoyed playing it. There are few games these days I want to keep playing. Lumo is one such video game. It is a shame the PR and Marketing for Rising Star Games failed us so horribly. Their loss though. I hope to see sequels to Lumo in the near future. It was a pleasure to play and review Lumo on the PS4.

- Paul

System: PC/Xbox One/PS4(tested)
Publisher: Rising Star Games
Developer: Maximum Games
Rating: 'E' - Everyone TEN and OLDER ONLY
{Fantasy Violence, Mild Blood}



Graphics: 85%
Sound: 90%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Gaming: 70%

Splatoon 2

SCORE: 60

I tried to hard to like Splatoon 2. I drank the Kool-Aid, and listened to the fan-boys. There are just too many parts of Splatoon 2 that are obnoxious. First thing that happens when we get into this game is to listen to two female squid characters about the different online options and modes that are available. This can not be skipped. We are forced to see it every single time we start to play Splatoon 2.

The default controls are horrible. They can be changed after the tutorial. Even then the controls in Splatoon 2 are not that great. I had to constantly adjust the camera to shoot all these enemies. Splatoon 2 attacks the single player mode and calls it shady. The online

matching is still horrible, and in the near future families will have to pay to play online. Splatoon 2 is nice to families in terms of violence. We have less violence in Splatoon 2 than most other shooters.

The issues families can have with Splatoon 2 is the violence, lack of attire, no local multiplayer and more. There are real limitations to what kind of inkling character we can create in Splatoon 2. Upgrades are extremely costly. They are needed to win online though. There are some neat weapons in Splatoon 2.

The single player mode in Splatoon 2 is more difficult

than the first game. There are all kinds of obnoxious tricks the enemies perform. There are also ink seeking enemies to get you on the hook to cook. Old Amiibos give gear only which

is really lame. I do not know what new Amiibos give in this Nintendo Switch video game. Each level in Splatoon 2 has some little twist to it. I got so tired of constantly having to do things a certain way to get through specific areas. Online wait times are horrible. You will need to be a certain level to even consider competing online. At this point it is level four, and will most likely climb in the future.

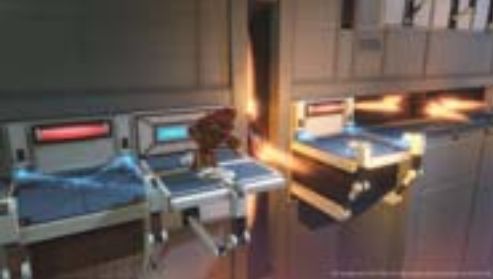
I am thankful Family Friendly Gaming purchased Splatoon 2 for this review. The failures of the PR and Marketing departments for Nintendo are well chronicled. To me Splatoon 2 is worth five to ten dollars brand new.

- Paul

System: Nintendo Switch
Publisher: Nintendo
Developer: Nintendo
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}



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



Knack II

SCORE: 70

I used my own spending money to purchase Knack II on the Playstation 4. The PR people for Sony were not capable of replying to any of the requests Family Friendly Gaming put in. They also failed to respond to the massive amounts of coverage Family Friendly Gaming did for them on this game. Ungrateful, unprofessional, and unthankful come to mind. Thankfully Knack II is part of Sony's new \$40.00 brand new program.

Knack II is better than the original Knack in almost every single way. Two family members can now play Knack II. There is drop in and drop out features in this home console video game. There are quick time events, fighting areas, puzzle areas, and jumping areas. Knack can learn a

lot of different attacks and he can level up on grid. There are still cool secrets to find. Yellow crystals give us extra life. There are multiple difficulty settings.

The graphics look great in Knack II. I love how we get different powers based on different kinds of Knack. Ice Knack is my personal favorite. I love freezing the enemies. There is a lot of shrinking and growing in Knack II. The music is good, and so is the voice acting. The storyline drew me in instantly, and kept me until I had beaten the game. Knack II has monk characters in it.

Getting into vehicles is another part of Knack II. I liked doing that too. I never got bored playing Knack II. There were times I got tired of fighting the same guys over



and over again. Knack II tries to break up the fighting with different things like puzzles, and jumping. The camera behaves properly, and usually give us a good angle of the area. You might have to avoid leaving statues right in front of small tunnels to see properly.

I feel Knack II is worth around thirty dollars. I paid a bit more than that brand new. I really like the first Knack game and suspected I would like Knack II. I do like Knack II. This is a fun game for members of the family ten and older. The fighting and violence is the biggest part of Knack II that families will have a problem with. I hope Knack II gets a sequel in the future. I want to see this franchise continue for many years to come.

-Kid Gamer

System: Playstation 4
Publisher: Sony Computer Entertainment
Developer: Sony Japan Studio
Rating: 'E10+' - Everyone 10+ - TEN and OLDER ONLY {Fantasy Violence}



Graphics: 60%
Sound: 75%
Replay/Extras: 80%
Gameplay: 70%
Family Friendly Factor: 65%



Halo Wars 2

SCORE: 55

My heart jumps for joy that Family Friendly Gaming purchased a copy of Halo Wars 2 on the Xbox One for this review. The politically correct PR and Marketing people for Microsoft failed Family Friendly Gaming completely. My guess is because we do not have the same religious beliefs they do. Just a guess.

This RTS (real time strategy) video game is a very large installation. It also follows the Halo universe. Halo Wars 2 is mostly online only. There is an offline skirmish mode with eight maps to play. They can be played in Domination, Strongholds, and Deathmatch. Games is Halo



Wars 2 can go a long time. Especially as we gather resources, research better troops, make troops and deploy them. Battles can wage for a while until

one side gets the upper hand. The match making in Halo Wars 2 is horrible. My first match they put me up against a level 45. I was level 1. How exactly is that fair or balanced? Players can not get any experience from beating the AI. You are forced to play

others on-line. Which requires an Xbox Live Gold membership. So pay even more after paying for this game.

Halo Wars 2 can



be hard depending on the amount of resources you start with. The more I started with the better I did against the AI. The less I had the worse I did. In fact Halo Wars 2 can be a challenging game if you do not know what you are doing. Go through the tutorial to learn how to build things up.

There are a few options in Halo Wars 2 like turning off the fog of war. Loading times are long. The sections of Halo Wars 2 are Campaign, Multiplayer, Blitz, Tutorial, Skirmish, and Store. Campaign and Blitz are both online. I value Halo Wars 2 at five dollars brand new.

- Sam

System: PC/Xbox One(tested)
Publisher: Microsoft Studios
Developer: 343 Industries
Rating: 'T' - THIRTEEN and OLDER ONLY {Mild Blood, Mild Language, Violence}



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



The Last Ship Season Three

SCORE: 65



Bases Loaded

SCORE: 56



I am very thankful I was given The Last Ship Season Three on DVD as a birthday gift. Everyone here at Family Friendly Gaming knows I am a disabled war veteran who



form America into something it was not intended to be. There is also

enjoys this military based television show. One of my biggest complaints about this show is it is too short. Seasons need more episodes than thirteen. It takes 572 minutes to watch The Last Ship Season Three. There are a couple of cool bonus features on the three discs. The bonus features are Inside the Episode, Behind The Curtain, and From America's First Fighting Ship to the Last Ship.

grace and some forgiveness in The Last Ship Season Three. Most of The Last Ship Season Three deals with Asia. China is helping out with dispersing the cure. The problem is it is not working in Japan. That is where the Nathan James starts to investigate. The conspiracy against America goes really high up. The Last Ship Season Three touches upon genocide and those that

are greedy for power. Some of the groups and characters in The Last Ship Season Three that look like enemies turn out to be friends. The same goes for friends - they turn out to be enemies. The Last Ship Season Three really shakes things up. I am a bit surprised The Last Ship Season Three goes to Asia instead of Europe or South America. I would think Europe would be a more pressing matter for America. Will they go to Africa next year?

The military action in The Last Ship Season Three is exceptional. I am very curious to see what happens next season with the events that unfolded at the end of The Last Ship Season Three. Is Chandler stepping away from power like President Washington did? The ending certainly leads us to believe that. Who can be trusted in the US Government going forward? I will have to wait for the next season to make it to DVD. - Paul



The issues families can have with The Last Ship Season Three are blood, violence, death, fighting, lack of attire, profanity, and more. Some really cool and important characters die off in The Last Ship Season Three. There is also a conspiracy to radically trans-

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

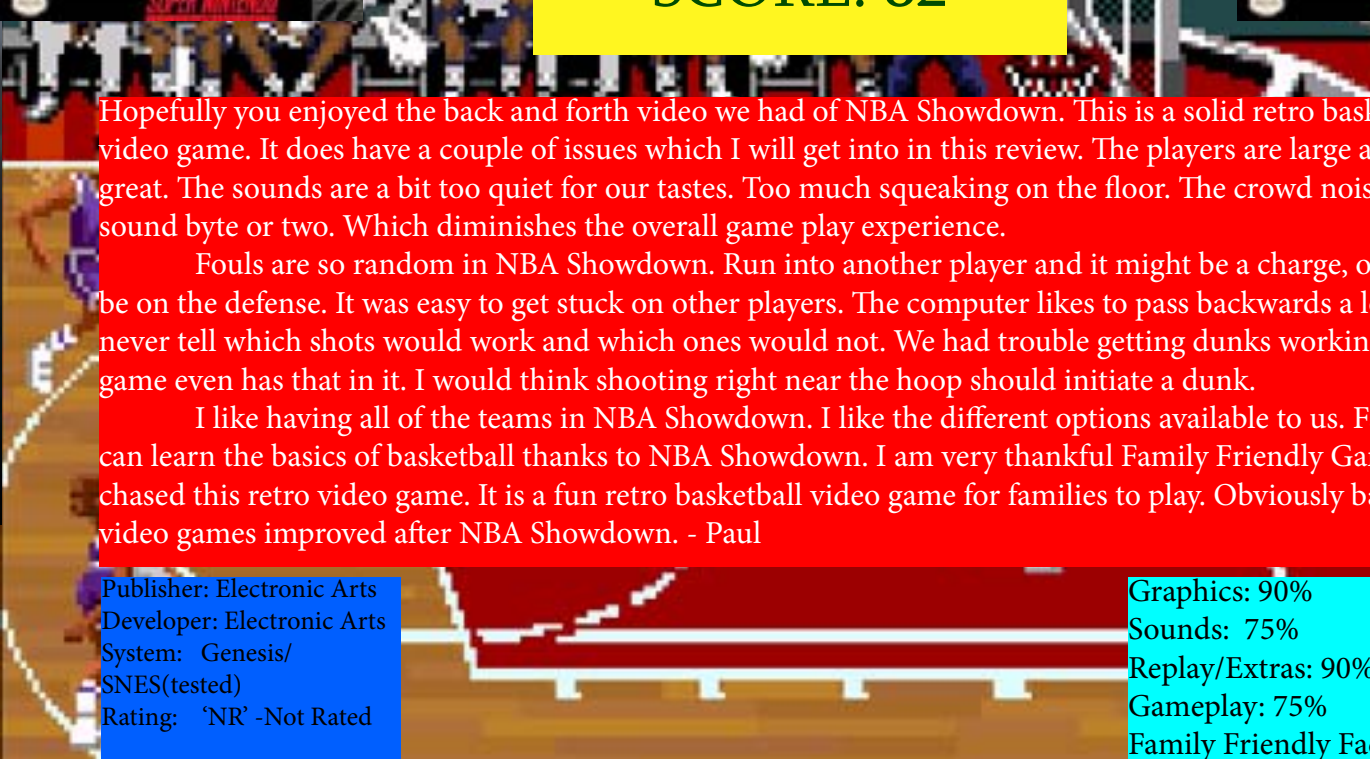


Graphics: 55%
Sounds: 60%
Replay/Extras: 64%
Gameplay: 85%
Family Friendly Factor: 60%



NBA Showdown

SCORE: 82



Hopefully you enjoyed the back and forth video we had of NBA Showdown. This is a solid retro basketball video game. It does have a couple of issues which I will get into in this review. The players are large and look great. The sounds are a bit too quiet for our tastes. Too much squeaking on the floor. The crowd noises are a sound byte or two. Which diminishes the overall game play experience.

Fouls are so random in NBA Showdown. Run into another player and it might be a charge, or it might be on the defense. It was easy to get stuck on other players. The computer likes to pass backwards a lot. I could never tell which shots would work and which ones would not. We had trouble getting dunks working, if this game even has that in it. I would think shooting right near the hoop should initiate a dunk.

I like having all of the teams in NBA Showdown. I like the different options available to us. Families can learn the basics of basketball thanks to NBA Showdown. I am very thankful Family Friendly Gaming purchased this retro video game. It is a fun retro basketball video game for families to play. Obviously basketball video games improved after NBA Showdown. - Paul

Publisher: Electronic Arts
Developer: Electronic Arts
System: Genesis/SNES(tested)
Rating: 'NR' -Not Rated

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

SPORTS



Product: Forza Motorsport 7
Company: Microsoft Game Studios
System: PC/Xbox One
Release Date: October 3, 2017
Rating: 'RP' - Rating Pending



Product: Forza Motorsport 7
Company: Microsoft Game Studios
System: PC/Xbox One
Release Date: October 3, 2017
Rating: 'RP' - Rating Pending

DEVELOPING

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GAMES



0011350 NEW

0011350



Product: Tempest 4000
Company: Atari
System: PC/Consoles
Release Date: Christmas 2017
Rating: 'RP' - Rating Pending

00204700

00204700



ONEUP

Product: Tempest 4000
Company: Atari
System: PC/Consoles
Release Date: Christmas 2017
Rating: 'RP' - Rating Pending

00241450

00011500



Product: Tempest 4000
Company: Atari
System: PC/Consoles
Release Date: Christmas 2017
Rating: 'RP' - Rating Pending



Product: . MX vs ATV All Out
Company: THQNordic
System: PC/PS4/Xbox One
Release Date: 2018
Rating: 'RP' - Rating Pending



Product: . MX vs ATV All Out
Company: THQNordic
System: PC/PS4/Xbox One
Release Date: 2018
Rating: 'RP' - Rating Pending



Product: . MX vs ATV All Out
Company: THQNordic
System: PC/PS4/Xbox One
Release Date: 2018
Rating: 'RP' - Rating Pending



Li Mu
I have not seen either of your faces around here before... But I am grateful for your bravery! Join me and we will keep the village safe!



Suan Yu
Let us work together to support my brother's grand vision, and bring an end to this age of chaos.

Product: Dynasty Warriors 9
Company: Koei Tecmo Games
System: PC/PS4/Xbox One
Release Date: Early 2018
Rating: 'RP' - Rating Pending





Product: Dynasty Warriors 9
Company: Koei Tecmo Games
System: PC/PS4/Xbox One
Release Date: Early 2018
Rating: 'RP' - Rating Pending





Product: Atelier Lydie & Suelle The Alchemists and the Mysterious Paintings
Company: Koei Tecmo
System: PC/PS4/Switch
Release Date: Early 2018
Rating: 'RP' - Rating Pending



Product: Atelier Lydie & Suelle The Alchemists and the Mysterious Paintings
Company: Koei Tecmo
System: PC/PS4/Switch
Release Date: Early 2018
Rating: 'RP' - Rating Pending



Product: Sword Art Online Fatal Bullet
Company: Bandai Namco
System: PS4/Xbox One/PC
Release Date: 2018
Rating: 'RP' -Rating Pending



Product: Sword Art Online Fatal Bullet
Company: Bandai Namco
System: PS4/Xbox One/PC
Release Date: 2018
Rating: 'RP' -Rating Pending



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LIGHT TRACER
Steamworld Dig 2
PES 2018

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PLAYING





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

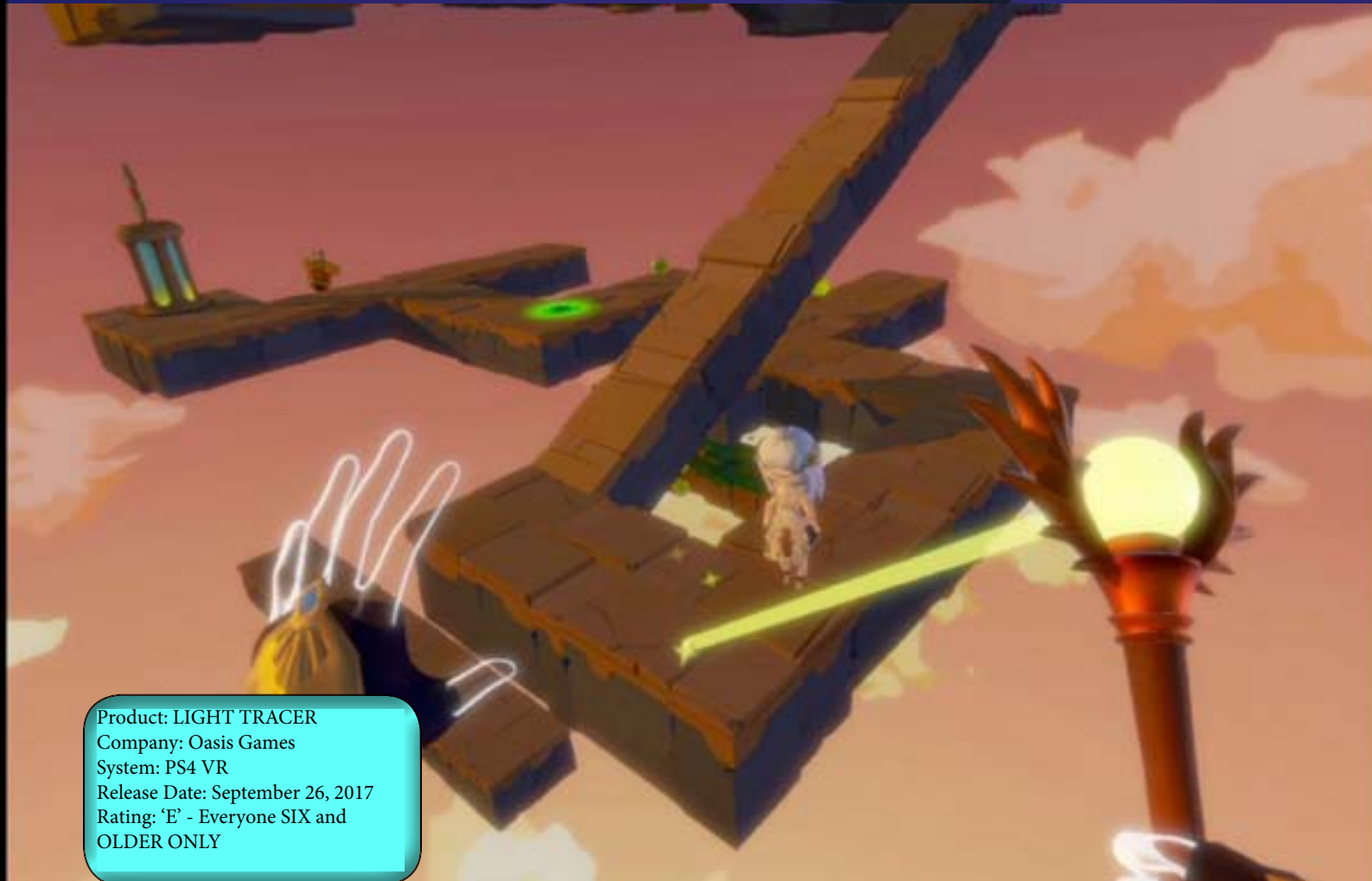
FORZA
HORIZON 3



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



Product: LIGHT TRACER
Company: Oasis Games
System: PS4 VR
Release Date: September 26, 2017
Rating: 'E' - Everyone SIX and OLDER ONLY



Product: LIGHT TRACER
Company: Oasis Games
System: PS4 VR
Release Date: September 26, 2017
Rating: 'E' - Everyone SIX and OLDER ONLY





Product: Steamworld Dig 2
Company: Image & Form
System: PS4/PC/Vita/Switch
Release Date: September 21,
2017
Rating: 'RP' - Rating Pending



Product: Steamworld Dig 2
Company: Image & Form
System: PS4/PC/Vita/Switch
Release Date: September 21, 2017
Rating: 'RP' - Rating Pending



NOW PLAYING



Product: PES 2018
Company: Konami
System: PC/PS3/Xbox 360/Xbox One/
PS4
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER
ONLY

SCORE 1600
TIME 1'42"72
RINGS 5

Last Minute

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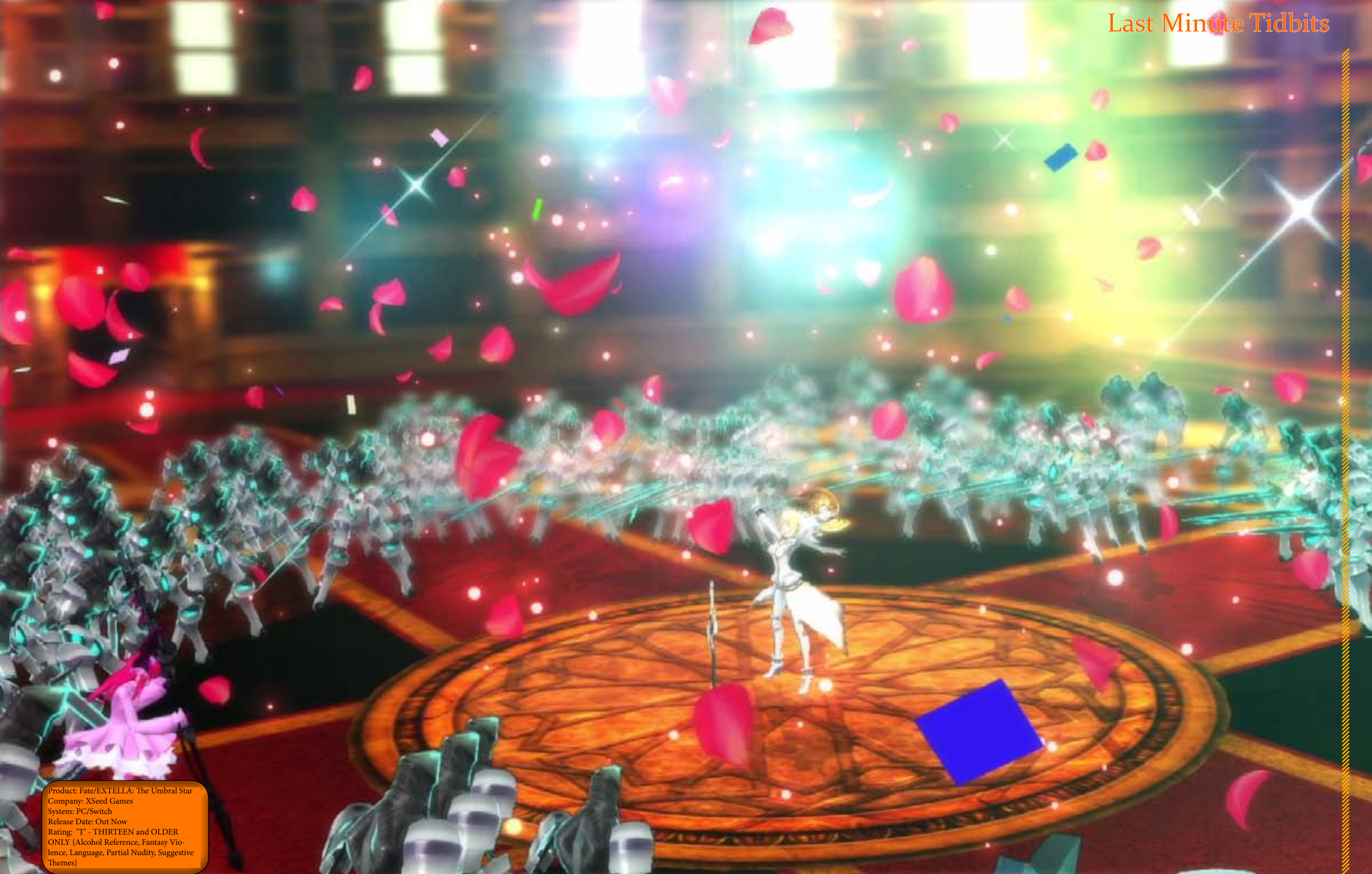
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Tidbits





Product: Fate/EXTELLA: The Umbral Star
Company: XSeed Games
System: PC/Switch
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY (Alcohol Reference, Fantasy Violence, Language, Partial Nudity, Suggestive Themes)



Product: Fate/EXTELLA: The Umbral Star
Company: XSeed Games
System: PC/Switch
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY (Alcohol Reference, Fantasy Violence, Language, Partial Nudity, Suggestive Themes)



Product: Knack II
Company: Sony Computer Entertainment
System: Playstation 4
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Fantasy Violence)

4K display device required to view in 4K.



Images captured from PS4 Pro, 4K display device



4K images are from PS4 Pro, 4K display device



Product: Knack II
Company: Sony Computer Entertainment
System: Playstation 4
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Fantasy Violence)



Images captured from PS4 Pro, 4K display device

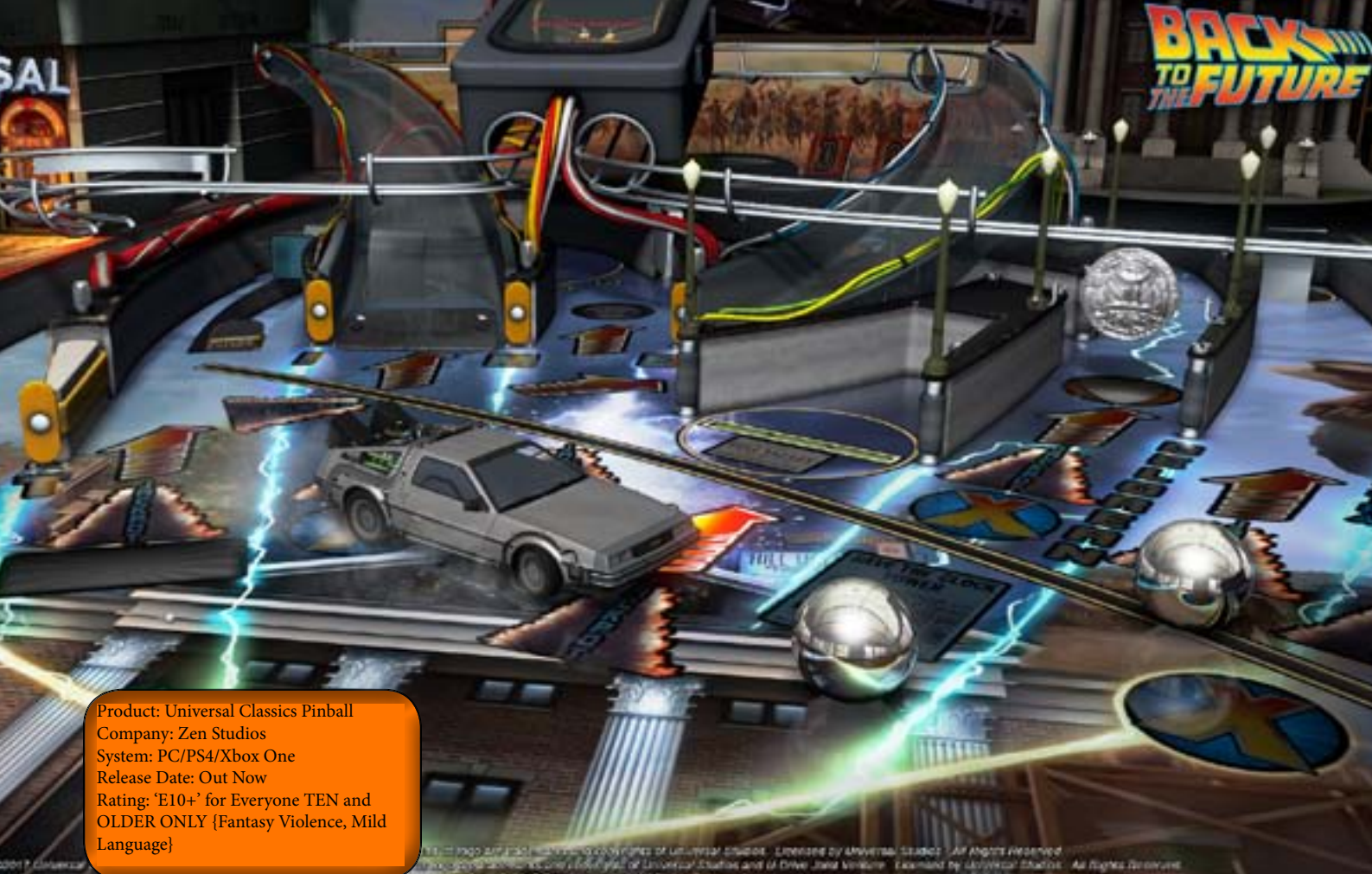


Product: Zone of the Enders The 2nd Runner
Company: Konami
System: PS4
Release Date: TBA
Rating: 'RP' - Rating Pending





Product: Zone of the Enders The 2nd Runner
Company: Konami
System: PS4
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Universal Classics Pinball
 Company: Zen Studios
 System: PC/PS4/Xbox One
 Release Date: Out Now
 Rating: 'E10+' for Everyone TEN and OLDER ONLY {Fantasy Violence, Mild Language}

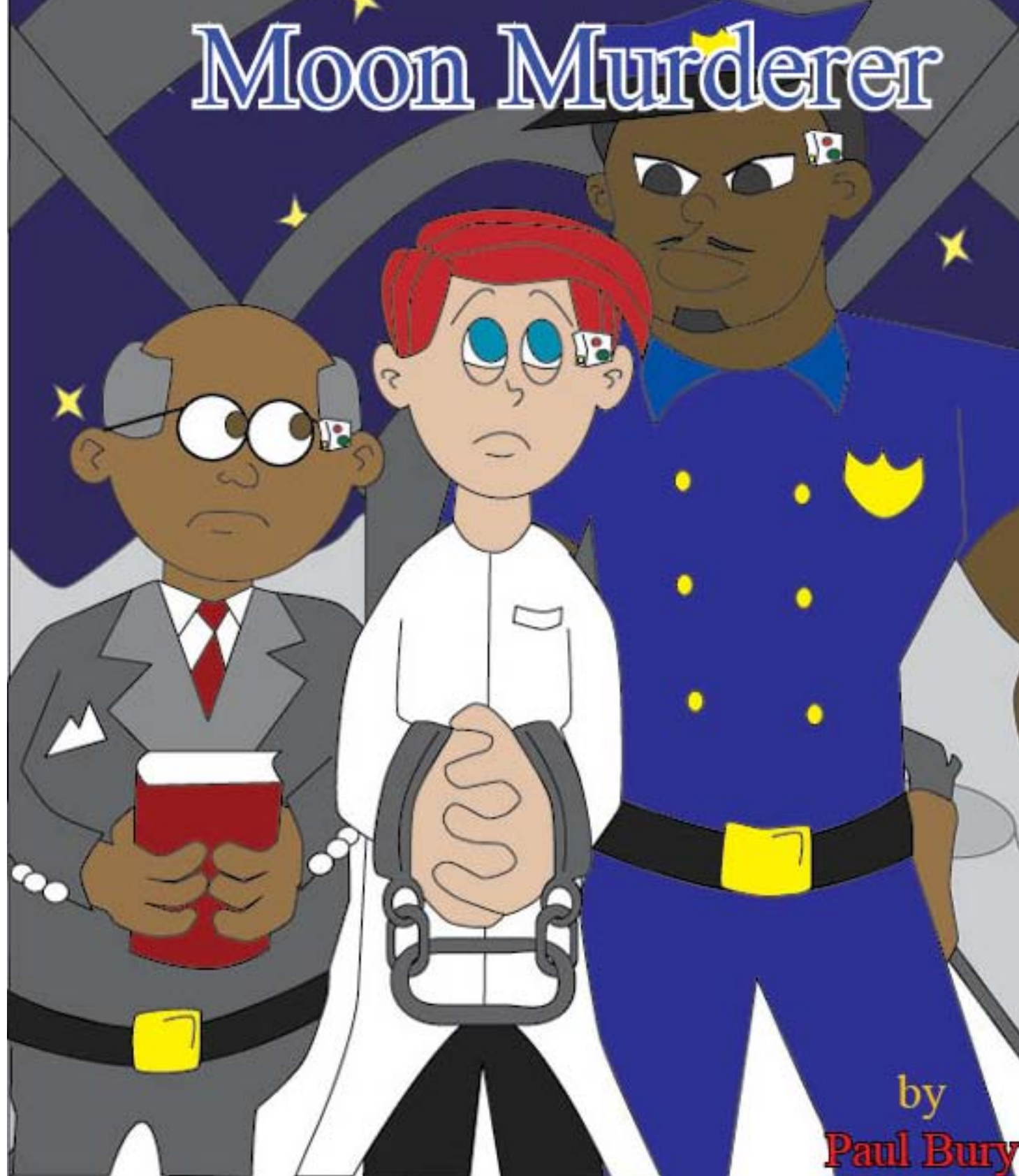


Product: Universal Classics Pinball
 Company: Zen Studios
 System: PC/PS4/Xbox One
 Release Date: Out Now
 Rating: 'E10+' for Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Language)



Product: Sonic Mania
 Company: Sega
 System: PC/PS4/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLD-ER ONLY {Mild Cartoon Violence}

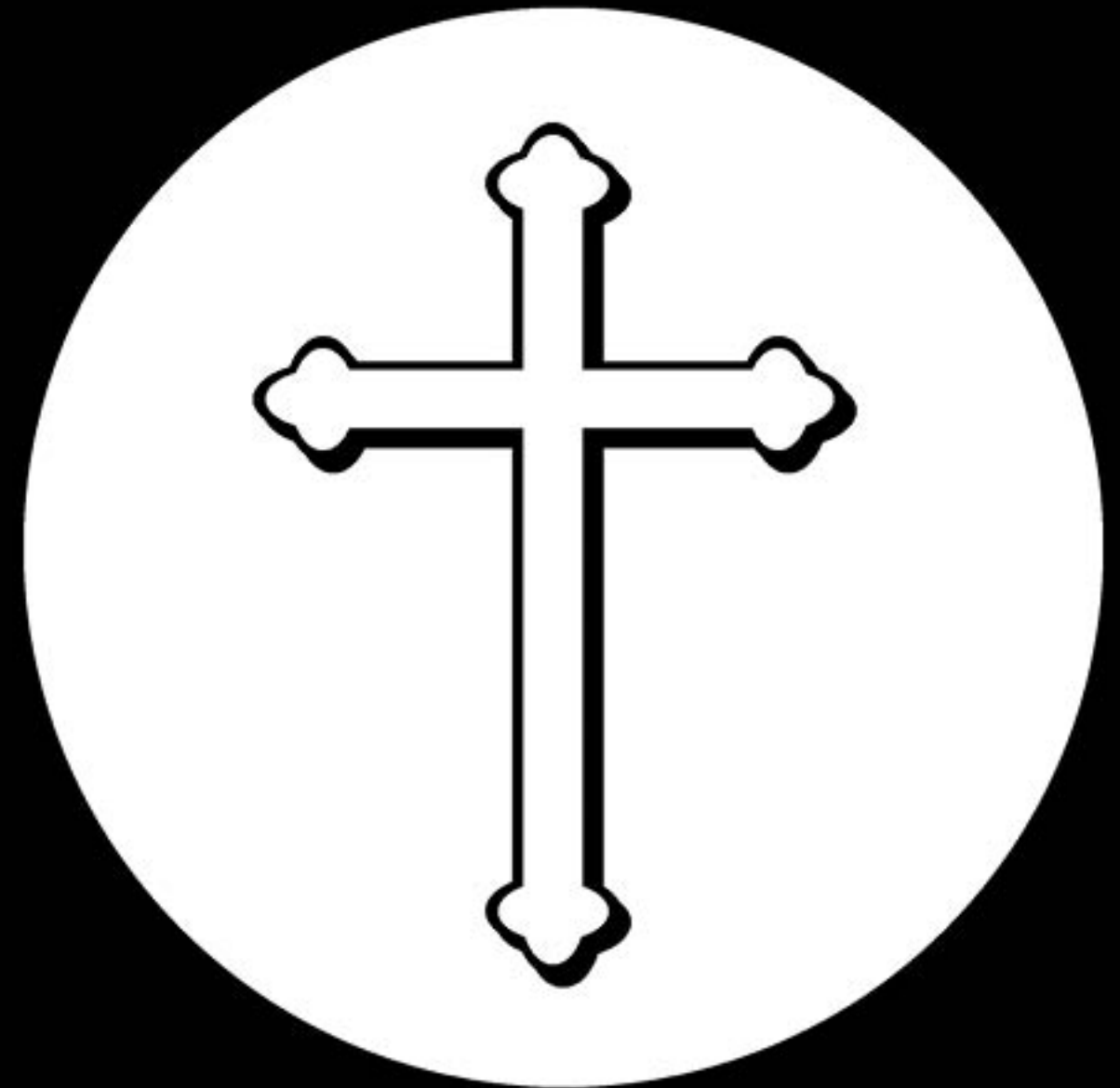
Future Glimpses Moon Murderer



by
Paul Bury

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FREE AT LAST



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FAMILY FRIENDLY

THE VOICE OF THE
FAMILY IN GAMING

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**Devotional
January**

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