

Family Friendly Gaming

THE VOICE OF
THE FAMILY IN
GAMING

TM

Gravel, LEGO Mar-
vel Super Heroes 2,
Super Mario Odys-
sey and more in
this fabulous issue!!

ISSUE #125

December 2017

Zoo Tycoon Ulti-
mate Animal Col-
lection is on Xbox
One.

Links:
Home Page



Section	Page(s)
Editor's Desk	4
Female Side	5
Comics	7
Sound Off	8 - 10
Look Back	12
Quiz	13
Devotional	14
Helpful Thoughts	15
In The News	16 - 23
We Would Play That!	24
Reviews	25 - 37
Sports	38 - 41
Developing Games	42 - 67
Now Playing	68 - 83
Last Minute Tidbits	84 - 106

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Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their parents.

Better and Better

Things keep getting better each and every single day. This is great to see. The website continues to do well. The Youtube channel continues to climb. Twitter is growing, and Facebook is adding a few here and there. Some video sponsorships even came through. We are so thankful for each and every person and company that invests in Family Friendly Gaming. We appreciate all ya'll.

Plenty of our plans went on hold as the money situation hit a valley. Things are now looking up, and we hope to get back on track in the near future. We still have not purchased a new gaming PC. Lord willing that will happen in a few months. We know we need to upgrade the background in the videos. We also know there is an interest in getting the PC VR. I have no timeline for either of those projects.

I have been jotting down some ideas for the next Future Glimpses book. No release date as of yet. I have a lot of work to do in that book. I am starting to get a general idea of where I want to take the story. Time will tell on that. The developers and publishers names have been added to all our files. The next step is to get those files in databases. From there a Java program will need to be written to access the databases. My hope is in a year or two we can have a new cool search function on the Family Friendly Gaming website. A lot of hurdles to get through on that though. Again no official time line. It is on the books as I have the time to work on it. I may hire someone from like fiverr to do the Java program when we are at the stage. We will see on that.

The Unboxing videos have been exploding on our website. I am so thankful for all of the support. Ya'll are awesome. I have even participated on some of the Unboxing videos. Which has been a blast. We are still having fun doing Top Ten videos, Chronicles, and more. Have you seen some of Yolanda's Art n Crafts videos? Those are so cool. We continue to expand and try new things. We are looking at toys and comics when/if the right opportunity presents itself. We are certainly not sitting still. Some of our plans may have been put on hold for two months. We were continuing to look for ways to improve things. There are some ideas in the works that I can not talk about as of yet.

Know that we are looking at more cool things to do on the website and Youtube channel. Some of them may even go online before this issue is officially published. Keep an eye out if you know what I mean.

I am full of hope and joy right now. There is always uncertainty about the future. I have a real positive outlook right now. Thank you for trusting us. Thank you for sticking with us. Thank you for believing in truth, honesty, and transparency. Thank you for standing up for the things of God. Thank you for being kind, considerate, and helpful. Thank you for your prayers.

God bless,
Paul Bury



FFG Arts n Crafts

Hopefully by now you have seen the FFG Arts n Crafts videos on the Family Friendly Gaming website, Youtube, and Daily Motion. I am the star of this new video series. I have a love for snowmen, and this video series is giving me an opportunity to show that to Family Friendly Gaming Universe. If you are not sure what the FFG Arts n Crafts videos are please check them out here:
<http://www.familyfriendlygaming.com/Videos/2017/FFG%20Arts%20n%20Crafts.html>

My hubby has been trying to get me into doing videos for some months now. He and Peter are constantly coming up with new ideas for videos. They kick around a lot of ideas that never make it onto video. Sometimes one idea leads to another idea. Paul has pitched a lot of different ideas to me for video series. We were planning on doing a series called FFG Home and have cooking, cleaning, and more on it. As we started to plan out the first video we realized that it fit Arts n Crafts a lot better. I just finished recording that video. It was the Pom Pom rug. It was not the first FFG Arts n Crafts video either. As we are marching toward Christmas it dawned on me that teaching simple, easy, and cost effective ways to do some snowman ornaments and more would be fun. It is fun for me. It is fun for my hubby, and it is fun for the guests I occasionally have in my videos. Hopefully by the time you read this at least one of my guests will have a video online.

Neither Paul or I had an interest in getting in front of a camera and talking. Neither of us sought more attention that we already receive. That is partially why I resisted doing videos for so long. Plus Paul shares with me some of the hate speech, and threats he receives from time to time. Those that like to bully want to silence anything good, wholesome, uplifting, happy, and helpful. We have also experienced plenty of bullying from the political left. Some of them want to silence Christians and freedom of religion. It is so sad to see it happen in America in this day and age. So I knew haters would come to attack me, the videos, and more. Thus far there has been a whole lot more positive feedback than negative feedback. I am so thankful for that, and for you.

The more videos I do the more I enjoy doing them.

I could have never predicted that. But it is true. Oh it is true. I keep finding new craft ideas to share in video format. I do not know where these videos will lead. Thus far I am having fun making them. I am so pleased that there are those of ya'll out there interested in watching them. Thank you so much for your prayers, and support.

Maybe at some point I will wind up doing another video series. Maybe FFG Home will come back as an idea for something at some point in time. As of right now I am enjoying FFG Arts n Crafts. I will keep investing in making these videos.

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

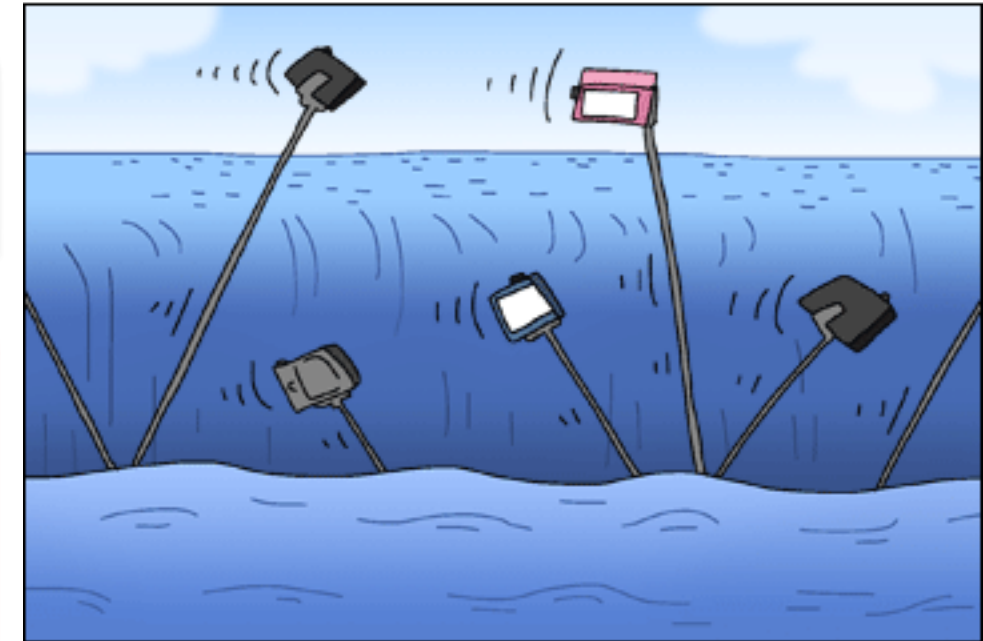


Interactive Bible Series for Windows by GraceWorks Interactive



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.

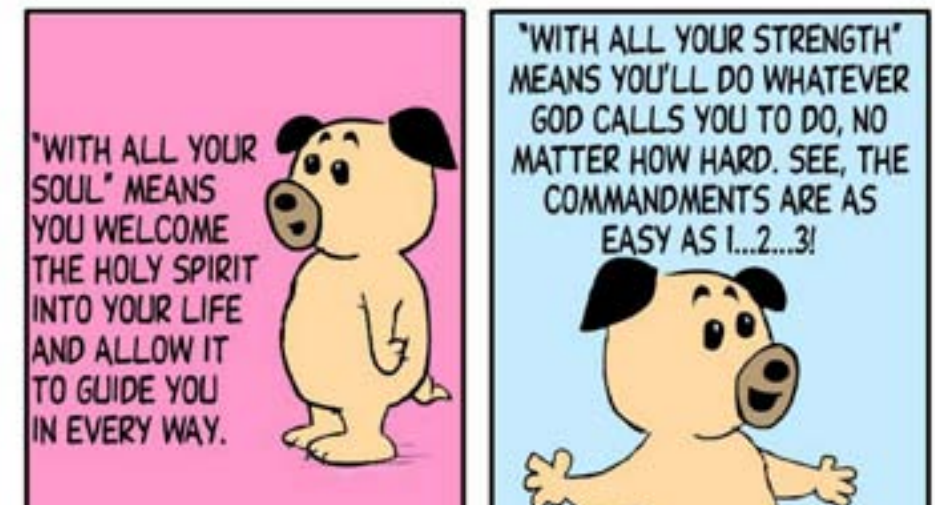


(See Exodus 14)

05-29-2015

THERE WERE SO MANY SELFE STICKS AT THE CROSSING OF THE RED SEA THAT IT WAS NEARLY CLASSIFIED AS ANOTHER PLAGUE

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!

Holidays I would like to abolish!

Dear Mr. Bury,

Halloween is coming up in a few days, and I imagine you and many others would want to eliminate that holiday. So would I. I would like to wipe Halloween from the calendar for several reasons. First, because of its satanic origins. Second, because the costumes designed for women seem to have less and less surface area with each passing year (if you get my drift). Third, because the holiday encourages adults to give out candy to children who are complete strangers, whereas Thanksgiving and Christmas encourage both adults and children to strengthen the relationships they already have with their own family

members (and in some cases, close friends).

Here are two other holidays that I would like to eliminate.

First, I would like to eliminate April Fool's Day, because the whole goal of celebrating that holiday is to pull pranks on people. I have never been the perpetrator or victim of an April Fool's Day joke. But too many people have been. The big danger of April Fool's Day is that what one person defines as a "prank" might more accurately be defined as a crime or even an act of terrorism. For example, some people consider shoplifting a prank. More disturbingly, others see setting off a cherry bomb in a toilet as a prank. That is not a prank. That is an act of terrorism.

Second, I would like to take Groundhog Day off the calendar. That holiday involves an unscientific method of forecasting the weather six weeks out. Asking a groundhog to predict the weather for an entire nation over a six-week time window based on whether or not that groundhog sees its shadow belongs in the same category of unscientific and unbiblical methods of predicting the future such as fortune telling, palm reading, astrology, and psychic readings.

However, if I am forced to choose between eliminating April Fool's Day and Groundhog Day, I would

eliminate April Fool's Day.

That's just my two cents. Let me know if you agree when you get a chance. Have a great day, and God Bless You.

Sincerely,

David

{Paul}: David,

Interesting list, and definitely interesting reasons. I have not understood Halloween for a long time. In fact I have asked people about it. I remember a conversation many years ago where someone said: "Happy Halloween," to me. I asked them what was happy about it. They said: "we get candy." To which I replied that gives us cavities. Which dentists certainly like. After all dentists get a lot of work and money a little after Halloween. I am not fond of shots in my mouth, or drilling in my teeth. So to me the outcome of Halloween leads to pain and suffering. You are completely right about the Satanic origins of Halloween. Halloween is also one of those days that encourages making threats, and begging.

I have also had problems understanding April Fool's Day. Lying is wrong. Yet a lot of people will lie on April 1st and it is somehow okay on that day. I missed where the Commandment of not bearing false witness was removed for one day. Where was that written down.

April 1st causes a lot of mistrust too. I know I do not believe much of what anyone says on that day. So it leads to cynicism. Once you know the fruit of things they are not good.

Groundhog Day made me laugh. Let me explain why. I don't know when it is. I have never paid any attention to it. I agree with you that it is not an accurate weather forecasting system. Neither are a lot of weather men and women either though. I lost track of how many times the weather men and women have been wrong. Man if I could be wrong that often in my job and have no consequences. I don't know what it is like to be wrong that often. Plus they get a lot of money to be wrong that often.

This is a great topic for discussion. I hope other readers in



Family Friendly Gaming Universe provide some input on these holidays and others they do not like.

Shining Force II

Hello Mr. Bury,

What do you think of Shining Force II? I've noticed that you've never reviewed it. I know you are a fan of the franchise.

Daniel

{Paul}: Daniel,

Excellent question. I have had a fondness for Shining Force franchise for some time now. I would have to go back and replay the game and do a review to see where it would land. That is definitely something else I will get to when the time allows for it. So much to get to.

We have reviewed the first Shining Force game. It received a 90 in the modern review scale we use at Family Friendly Gaming. The review can be found here: <http://www.familyfriendlygaming.com/Reviews/2012/Shining%20Force.html>

There are so many games from the past that I want to do reviews on. I want to go through all the old Ultima games and see how they do for example. We will see if it is in God's will or not. I know I would like to get it done at some

point in time.

Sesame Street beats Allstate

Dear Mr. Bury,

How is Sesame Street better than Allstate?

Several months ago, Allstate insurance released a commercial in which a teenage son enters his parents' bedroom, announcing he had a minor fender-bender "in an unreasonably narrow fast food drive-thru lane". He goes on to say that he contacted Allstate Insurance and knows that they have accident forgiveness, and the mother finally says, "Four weeks without the car," at which point the son says good-night and leaves. There are probably many things wrong with this commercial, but the thing that really stood out to me was this-There was a father in the bed right next to the mother. And that father said and did absolutely nothing. Why hire someone to appear onscreen for a television commercial, television episode or movie if they say and do absolutely nothing? Allstate is clearly involved in the war on men, or more specifically, the war on dads. The war on men and dads is not limited to Hollywood. It is a much larger society-wide problem.

But if you turn to Sesame Street,

SOUND OFF Continued

there is one great dad in the show. That dad is Elmo's dad, Louie. Go to the Sesame Street YouTube channel, and you'll find Louie singing a song to help baby Elmo learn to use the potty. On the YouTube channel "Sesame Street in Communities", you can find Elmo and Louie spending a few minutes coming up with a personalized goodbye ritual before Elmo leaves for school in a video clip called "Bye Bye for Now". You can also find Louie encouraging Elmo not to give up learning to button his pajamas by showing Elmo concrete examples of how Elmo improved his writing and drawing talent over time in "Elmo Doesn't Give Up". Louie also gives Elmo advice on how to deal with overwhelming feelings in a clip entitled "Big Feelings: Sesame Street: Here for Each Other", including talking with an adult you trust, cuddling with a stuffed animal, and giving a hug to an adult you trust. There's also a DVD you can buy called "Bedtime with Elmo", starring both Elmo and Louie as Louie works to help Elmo go to sleep.

Elmo's dad has educational value not just for small children, but for current fathers and men who aspire to be fathers as well.

You have reviewed multiple Sesame Street games and DVDs in the past, and I hope you get the chance to review more in the future, including "Bedtime with Elmo". Have a great day, a Happy Thanksgiving, a Merry

Christmas, and God Bless You.

Sincerely,
David

{Paul}: David,

This is why I do not even watch television anymore. There is so much messed up content. There are attacks on Christians, men, God, traditional family, and more. You are right the attacks on men, and dads are part of a coordinated effort by those trying to radically transform and change America. They want a new status quo. They want to tear down tradition, and the past to implement a completely different future. It is a real shame they have such a disrespect for the great men and women of the past. The problem is they do not care for or about truth.

In corporate America there are campaigns in companies to get more women in Information Technology. How does that work exactly? Well men have to be removed to get more women in there. So then men are discriminated against based on their gender so more women can take those roles. Problem is that is a violation of so many laws. Those implementing this ignore the laws they do not like. They are justified in their minds because they are being kind, and considerate to women. They believe they are doing the right thing because they want to be more gender diverse. I know of plenty of men who have

lost their jobs to women. The sad truth is when this happened the teams, departments, and organizations were made worse. They are a protected class right now in corporate America so they find ways to blame others for their mistakes.

Great example of Sesame Street compared to Allstate. Men are made to look slow, dumb, and not in control. Which is the opposite of reality. Obviously the people making that ad have no problem making men third class citizens. I will say that Sesame Street has done controversial things before, and have been guilty of attacking Biblical marriage. So even Sesame Street is not 100% safe. It is sad that the political left politicizes everything including sports. They remind me of Nazis more and more every single day with their trying to force everyone in to their beliefs.

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

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LOOK BACK

QUIZ

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



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

Question: How do you respond when someone wrongs you?

Answer:

Question: Which FFG Christmas Buying Guide is your favorite?

Answer:

Question: Which Christian games are your favorite?

Answer:

Question: Which Future Glimpses book is your favorite?

Answer:

Question: How much has Video Game Lies taught you?

Answer:

Question: How much has Family Friendly Gaming taught you?

Answer:

Question: Do you like yourself?

Answer:

Question: Do you like your family?

Answer:

Question: Which video game character do you like the best?

Answer:

Question: Who do you model your life after?

Answer:

Question: Which book of the Bible is your favorite?

Answer:

Question: How can you help Family Friendly Gaming?

Answer:

Question: Which dance video is your favorite?

Answer:

DEVOTIONAL

Helpful Thoughts

God's Plans

It amazes me on a daily basis the plans God has for us. I might think things will go a certain way. I might pray for certain things to happen. God's plans are always better than my plans. Part of submitting to God's will is acknowledging that. I can rant and rave about something or other. Yet I have to realize that ranting is rebellion against God. Maybe I am just starting on the path toward wisdom. I acknowledge what God has in store for me, my family, Family Friendly Gaming and more is way better than what I could plan. **Jeremiah 29:11** *For I know the plans I have for you," declares the Lord, "plans to prosper you and not to harm you, plans to give you hope and a future.* That alone gives me hope for the future.

God is always doing things behind the scenes that we may not see. If we are paying attention we can see His holy hand in these things. We may not always understand why certain things come. I get hints here and there as I notice how things improve. Other times I notice there was some pruning going on. God needed to remove something from our lives.

Psalms 40:5 *Many, Lord my God, are the wonders you have done, the things you planned for us. None can compare with you; were I to speak and tell of your deeds, they would be too many to declare.* Ultimately we need to be like David from the Holy Bible. He realized that God is greater than we are. Isn't that where it ultimately winds up with so many things?

Jesus Christ died on the cross for all of our sins. That was all part of God's plan. **Acts 2:23** *This man was handed over to you by God's deliberate plan and foreknowledge; and you, with the help of wicked men, put him to death by nailing him to the cross.* Jesus Christ rose from the dead on the third day. Jesus had to be killed to rise from the dead. All of it was a part of God's plan. Think through all of the variables needed to have Jesus Christ die on that day. God makes masterful plans beyond our comprehension. So why not trust Him with the plans in your life?

I am not trying to dissuade you from making any plans for your life. I make plans all the time. Some of them are in line with what God's will is. Some of them are not in line with God's will. I never know until I go and try. Make plans

in your life. Make sure you are adaptable to change. God may take you a completely different direction. It is better to go willingly than kicking and screaming. **Hebrews 11:40** *since God had planned something better for us so that only together with us would they be made perfect.* Trust that God's plans are for your best. It may not always feel that way at the time. Trust me it is. You will be so blessed by faithfully following the plans God has for you. I know I have been.

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.

HOME RUN

There are a lot of people who fall into depression when things go badly. There are plenty of people who can not handle many of the bad things that come to us in life. Each and every one of us can focus on the good in our lives or the bad. We can focus on what we are missing, or we can focus on what we have. How often do you thank God for all of the wonderful blessings in your life? Look around you and notice all of the things you have. How and where you are reading this article is a great example. You must have something to be able to read this. You must have some kind of blessing to be able to read this. There are people who

are blind and can not see this like you can. How often are you thankful for sight? What about a brain to comprehend the words? The more we look around us the more we realize just how much we can be thankful for.

I tell people that I feel like I am one swing away from my next home run. There have been challenges. There have been problems. There have been set backs to the plans I had. God has better plans. I realized I needed to submit to His plans. I realized that it is my duty to keep my chin up. I go to all kinds of doors and see what God will open. I try all kinds of things and see what God opens up. I never know what major blessing is just around the corner. I focus on my next swing is going to be that home run. The home run that wins the game.

God has taken care of us all of these years. The more we focus on all of the times God has previously carried us the more we realize things are okay in the bad times. Others may freak out. Maybe you were wronged. Maybe someone evil did something horrible to you. We can choose to focus on the bad done to us by evil, vile, and wicked people; or we can move forward to the next thing God has for

us. We encourage everyone here at Family Friendly Gaming to move to the next challenge God has for you. Do not give the evil, vile, and wicked people any power over you. You will find you are happier, and your family will thank you for that wonderful positive example.

Look at life as your next opportunity will be a home run. Your next opportunity you will knock it out of the park. It is amazing how many wonderful things happen to us when we are positive. There are plenty of negative people. There are plenty of people who lie. There are plenty of people who steal. There are plenty of people who abuse power. There are racists, sexists, and breeder phobics that make all kinds of people miserable. There are people spreading their hate against a variety of things. Some people discriminate on looks, or how you dress. They do not focus on the content of the character. It is always wonderful proving those people wrong. It is great to show you can succeed in spite of their Debbie Downer venom.

What will it be? Will you choose to focus on striking out? Will you focus on hitting a home run? Which choice will you make today?

IN THE

NEWS

CONTENTS

Story

Page(s)

Gamemill Entertainment launches Deer Hunter Reloaded	16 - 17
Samson in Theaters February 16	17 - 18
Marble Land for VR announced	18
Professional Farmer American Dream Now Available	19
Special Edition of Star Trek Bridge Crew at IMAX VR Centers	20
Wonder Boy The Dragon's Trap Gets Physical on Switch and PS4	21
ACE COMBAT 7 SKIES UNKNOWN in VR	22
AbleGamers and Gamers Outreach Team Up	22 - 23
JONAH The Musical Launches	23

Gamemill Entertainment launches Deer Hunter Reloaded

GameMill Entertainment, in partnership with Glu Mobile, has released Deer Hunter®: Reloaded, a new first-person hunting game featuring the world's top hunting franchise. It is available for \$29.99 on the PlayStation®4 computer entertainment system and Xbox One at major retailers and on the PlayStation®Store and Xbox Games Store, respectively, as well as on Windows PC via Steam.

Deer Hunter: Reloaded throws players into the wild on epic guided hunts to become a master hunter. Venture through some of the most untamed hunting regions in North America – from the rolling plains of West Texas to the rugged hills of Alaska – in pursuit of authentic big game trophy animals with reactive AI, including

white-tailed, mule and Sitka deer, bighorn and Dall sheep, caribou, elk, and more. You can also compete in side hunts for game birds like ducks and geese.

Track your prey through realistic environments and lifelike hunting scenarios while guarding against the threat of dangerous predators like bears, wolves and mountain lions. Completing daily and weekly challenges will earn you extra money for top gear and upgrades like firearms, scopes, and other equipment and accessories, which you'll need to survive this heart-pounding action experience.

Deer Hunter: Reloaded is rated T (Teen) by the ESRB.

Samson in Theaters February 16

From the creators of GOD'S NOT DEAD comes SAMSON, an action-packed biblical epic starring Billy Zane, Golden Globe winner Rutger Hauer and Jackson Rathbone and premiering nationwide Feb. 16. Samson's journey of passion, betrayal, and redemption inspires audiences to realize that life's failures need not define their future.

"For anyone who ever wondered if they really could do what God called them to do, this film is for them," Pure Flix CEO Michael Scott said.

SAMSON also features Lindsay Wagner, Caitlin Leahy and Taylor James as Samson.

SYNOPSIS

SAMSON is based on the powerful, biblical epic of a champion chosen by God to deliver Israel. His supernatural strength and impulsive decisions quickly pit him against the oppressive Philistine empire. After being betrayed by a wicked prince and a beautiful temptress, Samson is captured and blinded by his enemies. Samson calls upon his God once more for supernatural strength and turns imprisonment and blindness into final victory.

PRODUCTION



SAMSON was filmed on location in South Africa, and is a production of Pure Flix, producer of GOD'S NOT DEAD, the leading faith film of 2014.

"Most people know that Samson had long hair, Delilah cut it off, and that he lost his strength," Director Bruce Macdonald said. "But there's so much more. Samson was an unwilling hero, and his journey to regain his faith—the whole story—is relevant in 2017." SAMSON was written by Zachary Warren Smith, Jason Baumgardner, Galen Gilbert, and Timothy Ratajczak.

SAMSON was produced by David A.R. White, Michael Scott, Elizabeth Travis, Alyson Wolfe, Vlokkie Gordon, Bruce Macdonald, Craig Jones, Brittany Yost.

Marble Land for VR announced

Independent developer Devious Technologies, in partnership with Carbon Incubator, announced that their physics-based puzzle title Marble Land is launching on Oculus Rift, HTC Vive and Gear VR this November, with Playstation VR and Google Daydream support planned in the coming months. In Marble Land players manipulate futuristic Rube Goldberg-inspired devices scattered across ancient ruins, to guide a blue marble to its target destination.

"With Marble Land we are trying to bring back the arcade marble run experience to players and VR technology allows us to take this experience to the next level", said George Tudor, the CEO of Devious Technologies. "No time limit or pressure and unlimited tries make Marble Land, a relaxing fun experience, like a walk in the park. Marble Land will appeal to all the people who want to cut down on their stress levels and escape from reality."

In Marble Land, players come up against 45 increasingly complex puzzles set on intricately designed platforms with a goal to clear the way for a blue marble to reach a green target. Players interact with the environment rather than the marble, manipulating various structures with different mechanics (changing the direction of the marble, teleporting it, etc) that affect the marble's path with each change on the platform. Players are allowed to spawn an unlimited number of marbles while figuring out the correct configuration of the puzzle elements that would lead the marble into the target.



Professional Farmer American Dream Now Available

This amazing farming simulation takes you to a farm set in the captivating landscapes of the Midwest. Surrounded by the beautiful nature, build your dream as a rancher in America with lush fields as far as the eye can see!

Drive your pickup and tractors, tend to your cattle, cultivate your fields and reap your harvest! Take this opportunity to specialize in the flourishing pumpkin business. Work with farm equipment from tractors to harvesters and more and milk the preverbal

cash cow!

FEATURES of the game:

- Impressive surroundings inspired by the American Midwest
- Tractors and farm machinery faithful to the original equipment
- Career mode with an extensive tutorial
- Lots of types of crops to grow and animals to raise
- New Pumpkin farming feature – exclusive in Professional Farmer: American Dream
- Visible field phases and dynamic soil

In The News Continued

Special Edition of Star Trek Bridge Crew at IMAX VR Centers

IMAX Corporation (NYSE:IMAX) and Ubisoft® announced that a new edition of Ubisoft's critically acclaimed virtual reality game, Star Trek: Bridge Crew is launching for an exclusive run in IMAX VR centres worldwide. The new edition, called Star Trek: Bridge Crew Rescue at Perseph, has been re-designed and optimized for an interactive and multiplayer destination-based IMAX VR experience, which will let up to four players explore space together and complete missions as members of Starfleet.

Star Trek: Bridge Crew Rescue at Perseph immerses fans into the Star Trek universe as they assume the role of Starfleet officers and complete missions that will determine the fate of their ship and crew. Playable with up to four people per pod, Star Trek: Bridge Crew Rescue at Perseph puts players and their friends directly onto the bridge of a new starship, the U.S.S. Aegis, as they are dispatched to explore an uncharted sector of space.

"Star Trek: Bridge Crew Rescue at Perseph is a game-changing destination-based VR experience and one of the most significant pieces of content to come to IMAX VR centres," said IMAX Corp. Chief Business Development Officer Robert D. Lister. "We've worked closely with Ubisoft to adapt this experience specifically for IMAX VR – offering audiences a truly engaging and interactive multiplayer experience you can't get anywhere else."

Created for destination-based VR, Star Trek: Bridge Crew Rescue at Perseph utilizes the powerful sense of

social presence possible through virtual reality. Through hand-tracking and full-body avatars, including real-time lip-sync, players can live out their Star Trek fantasies as they operate the Starfleet ship as Captain, Engineer, Helm or Tactical. Each role is crucial to the success of the varied missions players face, and only by working together can the crew complete their objectives.

Star Trek: Bridge Crew Rescue at Perseph is now available at the IMAX VR centre in Los Angeles and will be coming soon to its centres in New York and Shanghai. The experience will also be available at its upcoming centres set to open in Toronto, the UK, and other locations worldwide in the coming months



In The News Continued



Wonder Boy The Dragon's Trap Gets Physical on Switch and PS4

Nicalis, Inc. is proud to announce the upcoming physical release of Wonder Boy: The Dragon's Trap for Nintendo Switch™ and PlayStation®4, at major retailers in North America. Nicalis is partnering with DotEmu for

this retail release.

Wonder Boy: The Dragon's Trap is a beautifully drawn and animated remake of the unforgettable Sega Master System game Wonder Boy III. It finds our hero cursed by a dragon, forced to live in the form of a Lizard-Man (and new additional forms) until he can break the curse by defeating all of the other dragons in the land. The game's developer, Lizardcube, reverse-engineered the original game in order to faithfully replicate the character movements, item drop logic, secret door locations and much more.

"Thanks to Nicalis' experience and passion for classic games, Wonder Boy: The Dragon's Trap will be available on physical cartridges and discs in retail stores—just like in the old days," says DotEmu CEO Cyrille Imbert. "This is awesome! A full retail release of Lizardcube's masterpiece is a great way to reflect the spirit of the game and its history."

The Switch and PS4™ versions of Wonder Boy: The Dragon's Trap are presented in widescreen HD, with enhanced interface functions, a new playable character (Wonder Girl) and the option to toggle between the all-new hand-drawn visuals and the original graphics.

Nicalis' retail editions of Wonder Boy: The Dragon's Trap are currently planned for release in the first quarter of 2018 with a MSRP of \$39.99.

In The News Continued

ACE COMBAT 7 SKIES UNKNOWN in VR

The ACE COMBAT franchise has always delivered heart-pounding aerial combat action wrapped in a beautifully presented package that pushed the limits of each console generation the game appeared on. ACE COMBAT 7: SKIES UNKNOWN continues this storied tradition of placing players in the cockpit of their favorite fighter jets to take part in an aerial ballet of death and destruction... this time with the added realism that can only be delivered through PlayStation VR.

Players experiencing ACE COMBAT 7: SKIES UNKNOWN will be able to see their fighters in true-to-life size and detail when exploring their hangers in PlayStation VR. Players will be treated to unprecedented levels of immersion as they enter a fighter jet's cockpit, surrounded by detailed instru-

ments, and afforded a true 360-degree view of battles taking place around them through the fighter's canopy.

Players in the Americas will be able to take to the skies in ACE COMBAT 7: SKIES UNKNOWN in 2018 on the PlayStation 4, Xbox One, and PCs via STEAM.

* ACE COMBAT 7: SKIES UNKNOWN's VR mode is available exclusively on the PlayStation 4.



AbleGamers and Gamers Outreach Team Up

AbleGamers Foundation — the leading charity and organization wielding the power of gaming to break down the barriers of economic and social isolation for people with disabilities — has partnered with Gamers Outreach — a charitable organization that provides gaming kiosks (GO Karts) to enable videogames to be brought to anyone anywhere in a hospital setting — to bring fun to children and adults by equipping select GO Karts (Gamers Outreach Karts) with AbleGamers Expansion Packs.

GO Karts are portable video game kiosks constructed specifically for the hospital environment. Each unit is equipped with a gaming console, games, monitor, controllers and occasionally VR devices. GO Karts are secure mobile entertainment units which

allow hospital staff to easily provide children with access to recreation at the bedside environment or during long-term treatment.

AbleGamers' Expansion Packs are customized packages of equipment provided to healthcare professionals which contain an assortment of assistive technology such as modified controllers and custom devices used to enable people with disabilities to play video games. AbleGamers also provides accessibility experts to install and maintain



In The News Continued

JONAH The Musical Launches

JONAH: The Musical!—the first filmed version of a Sight & Sound Theatres' biblical stage epic—releases Oct. 17 for home entertainment on DVD and digital platforms including iTunes, Amazon, Google Play, and ChristianCinema.com.

Filmed before a live audience at Sight & Sound's Lancaster, Pennsylvania, theatre, JONAH: The Musical! first showed on 600-plus movie screens nationwide in a one-night event.

Sight & Sound Theatres has brought Bible stories to life on stage and in epic scale for four decades, drawing millions of people each year to Lancaster, PA and Branson, MO. The home entertainment version of JONAH: The Musical! is distributed by Virgil Films.

WHEN

JONAH: The Musical! releases Tuesday, Oct.

17, on DVD and digital.

SYNOPSIS

JONAH: The Musical! brings to life the journey of a lovable yet stubborn prophet. This filmed version of the spectacular stage production is full of delightful humor, cinematic music, massive sets, amazing costumes and a breathtaking underwater scene featuring a huge 40-foot whale—with one big appetite. When God calls Jonah to offer mercy and forgiveness to the people of Nineveh, Jonah runs straight . . . in the opposite direction. As is often the case, one bad choice leads to another, and soon Jonah's "getaway" ship is on the verge of destruction in a terrible storm. To save themselves, the ship's crew tosses Jonah overboard . . . and into the waiting mouth of one ginormous fish. But as Jonah discovers, God will offer anyone another chance—Ninevites and runaway prophets alike.

these Expansion Packs when introduced to patients and hospital faculty. First launched in early 2016, Expansion Packs have been donated to facilities with multiple special needs patients as a way to ensure gaming experiences are widely accessible regardless of the type of disability one may have.

Gamers Outreach plans to offer AbleGamers' Expansion Packs as accessories to GO Karts, with the hope of expanding the variety of materials available to hospital staff who support patients with limited mobility. The partnership will kick off with a joint donation being made to Children's Healthcare of Atlanta.

"In the hospital environment, we support a wide array of patients, including children who have limited mobility," said Zach Wigal, Founder of Gamers Outreach. "There's an obvious synergy between our programs and

the work of AbleGamers. The Expansion Packs equipped to our GO Karts will provide healthcare professionals with a diverse entertainment toolkit. Ultimately, we believe these devices will help ensure the joy of gaming is experienced by all patients, regardless of their circumstances."

"The work we do to support people with disabilities is bigger than us," said Steven Spohn, AbleGamers COO. "There are roughly 33 million children, adults and veterans with disabilities in America alone. Gamers Outreach has been a friend and ally since the creation of both organizations. It's a natural fit, now that we both have generous supporters who believe in helping those in need, to come together and help even more people. Together, we will ensure that children inside the hospital and at home can enjoy a distraction from the sometimes scary hospital environment."

WE WOULD PLAY THAT!

There are all kinds of cool family friendly video game ideas out there. This column features ideas of video games we would play. We hope games like these are created in the near future. Can you make it happen?

In the past Family Friendly Gaming has written about wanting to play sports games in the first person perspective. That would be amazing. From baseball to basketball to football it would be quite the experience. As we discussed this internally here at Family Friendly Gaming we realized there is another way this could be even better? Can you guess how first person sports video games could be made even better? If they were put in Virtual Reality. Imagine playing center field in a baseball game and having to pay atten-

tion to the batter and ball. If there are too many strike outs in a row then you might get bored and look around at the grass. You might even miss a pop fly coming toward you. It would also be awesome to play the catcher and make sure wild pitches do not get past you.

Basketball might be the easiest game to do in VR. The courts are small, and developers should be able to design it easier. Imagine watching the eyes of the guy with the ball while you are defending. Or to see if your team mates are looking or not. Maybe you do not see a defender coming over to swat away your lay up attempt. There are so many opportunities for video game developers in terms of making really cool VR basketball video games. Like being interviewed after the game if you are player of the game.

Football needs some com-

petition badly. So a football VR video game would be awesome. Imagine playing the quarterback and looking around the field. Or the receiver having to get his hands in the right place to catch the ball. Maybe you want to be a defender and swat the ball out of the hands of the running back. Perhaps you prefer being the running back breaking tackles with a stiff arm. There is so much that could be done in a football VR video game.

Then there are other sports that could be given the VR treatment. I am encouraged there are some sports mini games like blocking goals in soccer, or throwing passes in football. I want to see full blown sports titles in the near future. What about you? Would you play a sports VR video game? Can you make this kind of a game come to retail?

REVIEWS

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

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

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

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

Nintendo 3DS	Score	Page
Rabbids Rumble	80	26

Nintendo Switch	Score	Page
Has-Been Heroes	50	34

PC	Score	Page
Bob The Builder Can We Fix It?	82	37
Has-Been Heroes	50	34
Megaman Legacy Collection 2	66	36
Micro Machines World Series	66	32
Oxenfree	38	29

Playstation	Score	Page
Bob The Builder Can We Fix It?	82	37
ET The Extra Terrestrial Interplanetary Mission	56	37

PS Vita	Score	Page
Exist Archive	50	27
Hatsune Miku Project Diva X	55	35

PS4	Score	Page
Everybody's Golf	80	30

Has-Been Heroes	50	34
Hatsune Miku Project Diva X	55	35
Megaman Legacy Collection 2	66	36
Micro Machines World Series	66	32
Oxenfree	38	29

PS4 VR	Score	Page
Driveclub VR	48	33

Xbox One	Score	Page
Has-Been Heroes	50	34
Megaman Legacy Collection 2	66	36
Micro Machines World Series	66	32
Oxenfree	38	29



Luke 22:26-30

26 But you are not to be like that. Instead, the greatest among you should be like the youngest, and the one who rules like the one who serves. 27 For who is greater, the one who is at the table or the one who serves? Is it not the one who is at the table? But I am among you as one who serves. 28 You are those who have stood by me in my trials. 29 And I confer on you a kingdom, just as my Father conferred one on me, 30 so that you may eat and drink at my table in my kingdom and sit on thrones, judging the twelve tribes of Israel.



Rabbids Rumble

SCORE: 80



When it comes to Rabbids video games I am either hot or cold generally. There is a lot in Rabbids Rumble to like. There are also some issues that I will deal with in this review. I am shocked to find out so many gaming media outlets black listed this game. I would think they would be all over this mini game compilation with three on three fighting. FFG picks up the balls they drop many times.

The issues families can have with Rabbids Rumble is violence, enticement to lust, lack of attire, and some crude humor. I really do not know why things like the lack of attire and enticement to lust were included. They dropped the score drastically of this Nintendo 3DS video game. I noticed the ESRB dropped the ball on the sexual content



found within Rabbids Rumble. There are multiple goals in Rabbids Rumble. We try to collect the 102 different Rabbids. We play mini games and we fight other Rabbids. There is a Story mode and an Arena mode in Rabbids Rumble.

In Arena mode we just fight three other rabbids. In Story mode we play mini games on a board (making Rabbids Rumble feel like Mario Party), and then the last space we fight three other Rabbids.



We can collect one of the three defeated Rabbids in the Story mode. Rabbids Rumble has AR functionality to bring in Rabbids, as well as Streetpass, Spotpass, and Local vs play. There are plenty of reasons to replay Rabbids Rumble. Toilet paper is used to bring Rabbids back after they have been knocked out. The chips we earn in some mini games are used to unlock other Arenas. The Rabbids level up and get more powerful as they win and stay alive.

The music in Rabbids Rumble is good and there is plenty of humor in this hand held video game. I like the graphics in Rabbids Rumble. I enjoyed the little Rabbids cut scenes before playing one of the mini games. The controls are generally touch and work fantastically. Rabbids Rumble is worth fifteen dollars in my opinion. If you like Rabbids you should like this 3DS video game.
- Paul

System: Nintendo 3DS
Publisher: Ubisoft
Developer: Kuju Entertainment
Rating: 'E10+' for Everyone TEN and OLDER ONLY
{Crude Humor, Mild Cartoon Violence}



Graphics: 65%
Sound: 80%
Replay/Extras: 90%
Gameplay: 95%
Family Friendly Factor: 70%



Exist Archive

SCORE: 50

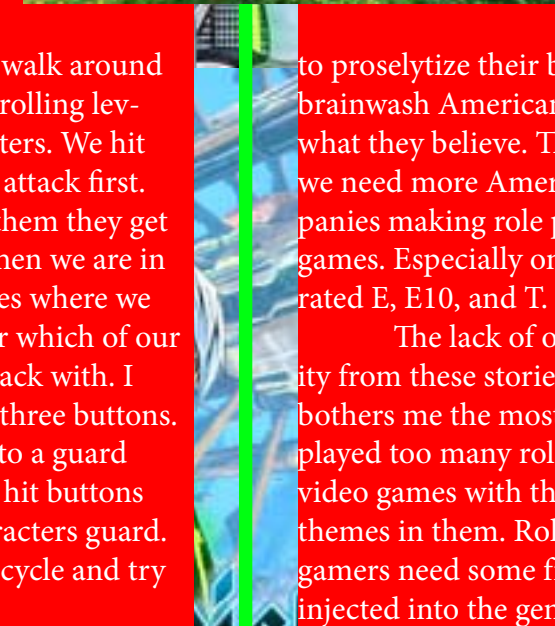


My heart is grateful Family Friendly Gaming purchased a copy of Exist Archive on the PS Vita. It has been such a long time since I played a game on the PS Vita. It was cool to use that hand held device again. It made me almost forget the PR and Marketing failures related to Exist Archive. This is one odd Japanese role playing game. In fact it probably should have stayed over there in Japan.

First and foremost Exist Archive is a boring role playing game. We experience the predictable Japanese storyline with their religious beliefs being shoved down our throats. Exist Archive has blood, violence, bad language, lack of attire, enticement to lust, magic, false gods, attacks Christians and more. The music is okay, and we get English

voice actors if we want. Exist Archive will let gamers hear the English or Japanese voices.

The game play in Exist Archive is predictable. We walk around these 2D side scrolling levels to find monsters. We hit them and get to attack first. If we walk into them they get to attack first. Then we are in turn based battles where we press buttons for which of our characters to attack with. I generally hit all three buttons. Finally we go into a guard phase where we hit buttons to have our characters guard. Rinse, repeat, recycle and try to stay awake.



The deep Eastern religious beliefs are oozing out of Exist Archive. Here is another role playing video game where Christian beliefs are de-

meant, and attacked. It is like these people over there are trying

to proselytize their beliefs to brainwash Americans into what they believe. This is why we need more American companies making role playing games. Especially ones that are rated E, E10, and T.

The lack of originality from these stories is what bothers me the most. I have played too many role playing video games with the same themes in them. Role playing gamers need some fresh ideas injected into the genre. The characters in Exist Archive are somewhere between short and squat characters to normal sized. They do not quite look right in Exist Archive in my opinion. Pass on this game. It is not worth the entrance fee.
- RPG Master

System: Playstation Vita
Publisher: Aksys Games
Developer: Spike Chunsoft
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Fantasy Violence, Language, Suggestive Themes}



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



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



Oxenfree
SCORE: 38



Oxenfree is one of those free games on Xbox Live if you are an Xbox Gold member. That is the only way someone at Family Friendly Gaming would ever play this odd indie video game. In fact Night School Studio should have paid us to play this horrible video game. This downloadable only 2.9 gig video game is offensive to families on so many levels. This game should have been given the macabre and morbid 'M' rating instead of the thirteen and older rating.

Oxenfree is all about these young people who go to an island to party. They find a radio in a cave can set off a supernatural and demonic adventure. The horror elements in Oxenfree are extremely deep. Characters get possessed, there is death, bodies vanishing, and more. Oxenfree

is demented on multiple levels. There are choices the player makes in conversation bubbles. This winds up helping you bond with other characters.

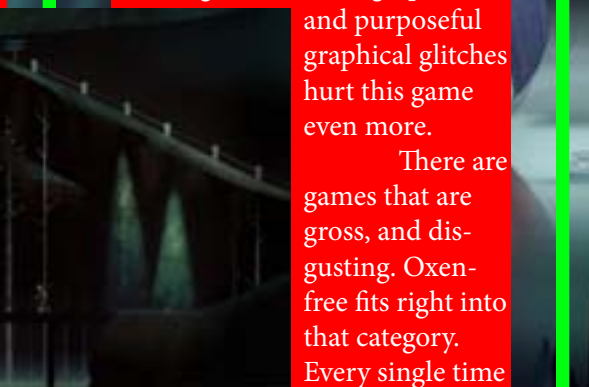
The choices that are made in Oxenfree can help determine who survives the night and who does not. There is a lot of voice acting in Oxenfree. For the most part it is okay. There is too much profanity in Oxenfree. There is also tobacco, alcohol, drugs, and more. Oxenfree is probably one of the most shocking video games in terms of dialogue. The indie graphics

and purposeful graphical glitches hurt this game even more.

There are games that are gross, and disgusting. Oxenfree fits right into that category. Every single time

I played Oxenfree I felt like it was creepy. I was relieved when I finally stopped playing Oxenfree on the Xbox One. This offensive video game is also on the Personal Computer, and Playstation 4. Oxenfree never needs to get a physical copy release. It needs to fade to black.

Some of the adult only topics in Oxenfree are death, divorce, re-marrying, ghosts, spirits, demons, evil, and more. Oxenfree is one of those games that can give gamers nightmares. In my opinion Oxenfree makes the video game industry look worse. I also believe Oxenfree is one of those games that hurts the entire image of the video game industry. We need less games like this one going forward.
- Mark



Publisher: Night School Studio
Developer: Night School Studio
System: PC/PS4/Xbox One(tested)
ESRB: "T" - THIRTEEN and OLDER ONLY
[Violence, Sexual Themes, Drug Reference, Language, Use of Alcohol and Tobacco]



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

Everybody's Golf

SCORE: 80

I am so thankful Family Friendly Gaming purchased a copy of Everybody's Golf on the Playstation 4. The failures of the PR and Marketing for the company that made this

game continue to grow. They only cost themselves sales from Family Friendly Gaming Universe. I guess they do not want your money.

I complain about the controls in golf games all the time. Everybody's Golf has a bar. We hit 'X' to start it, then hit 'X' for the power, and finally hit 'X' back at the beginning for control. As we play Everybody's Golf and do well the clubs we use will level up. That means we can hit it farther, and have better control. Plus we get to do more activities than just golf in Everybody's Golf. So that is pretty neat.

Families need to be aware of enticement to lust,



lack of attire, bad language, and more. What is with all the bowing in Everybody's Golf? I also noticed some graphical glitches here and there. There is online and offline modes in Everybody's Golf. Everybody plays at the same time. So they hit the ball and all run out there. We can not hit other players though.

The music in Every-



body's Golf is really nice. I liked listening to it. The sound bytes are a completely different story. Courses are in official and unofficial formats. Unofficial can have larger holes, tornado holes and more. Kid Gamer really liked how the tornado hole would suck in the ball if you got close.

I found putting to be like all other modern golf games. What do I mean by that? I mean Everybody's Golf is a guessing game. We see which way it is sloping and have to guess on angle. We are always guessing on strength in Everybody's Golf.

There is local multiplayer in Everybody's Golf. I really like this game. It is one

of the better golf games for families. Everybody's Golf should appear in the 2018 Christmas Buying Guide. It will cost less then too.

- Paul

Publisher: Sony Computer Entertainment
Developer: Clap Hanz
System: Playstation 4
Rating: 'E' - Everyone SIX and OLDER ONLY (Mild Language, Mild Suggestive Themes)



Graphics: 75%
Sound: 70%
Replay/Extras: 90%
Gameplay: 90%
Family Friendly Factor: 75%

VIDEO GAME LIES



By Paul Bury

Version 3

BUY IT NOW RIGHT HERE

MICRO MACHINES World Series

SCORE: 66

WORLD SERIES

A massive thank you goes out to Family Friendly Gaming for purchasing Micro Machines World Series on the Xbox One for this review. No one at the PR and Marketing for this game were capable of



professionally responding to Family Friendly Gaming when inquiries were made. Too bad they failed us so badly. Thanks to all your donations we can afford this game and pay our bills.

The loading time in Micro Machines World Series is long. There is some crude humor and violent content found within Micro Machines World Series. There is also a connection to GI Joe. In the vehicles, skins, and some sound bytes. The power ups are not very intelligent in Micro Machines World Series. I could be in last place and get something that was no help to me whatsoever.

Micro Machines World

Series has very loose controls. Expect to slide off tables frequently in this little game that looks pretty good. The music is good, and the sounds are okay. Micro Machines World Series has Battle, Race, and Elimination in the Single Player mode. Races are randomly brought up as well. There are twelve vehicles to choose from, and each of them has sixty different option on them. None help



with the controls though.

The options in Micro Machines World Series are Play, Garage, loot Boxes, Season, Player Bio and Settings. Micro Machines World Series is extremely online heavy which may be why the connecting and loading takes so long. After a race is done it asks if we want to quit. If you wait ten seconds it will then quit for you. The choices in Micro Machines World Series overwhelmed me.

Coins are earned and can be spent on vehicle skins, grave stamps, gloats, and voices. Micro Machines World Series has ghosts, zombies, and skulls. When you level up loot boxes are earned which unlock changes to the vehicles.

Micro Machines World Series contains Special Event, AI Match, Public Match, and Local Play. Expect to lose in Micro Machines World Series a lot. I value this game at five dollars.

- Frank

Publisher: Codemasters
Developer: Codemasters
System: PC/PS4/Xbox One(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY
{Cartoon Violence}



Graphics: 80%
Sound: 80%
Replay/Extras: 60%
Gameplay: 40%
Family Friendly Factor: 70%



Driveclub VR

SCORE: 48

We are always looking for interesting products to bring to your attention. I had played the demo of Driveclub VR when we first got the Playstation 4 VR. It made me sick. So I did not want Family Friendly Gaming to spend a lot of money on this game after the failures from the PR and Marketing departments over at Sony. Thankfully it dropped in price like a rock in a deep well.

Every single time I played Driveclub VR it made my head feel funny. I learned that it was better in first person mode and if I was sitting on a stool. Driveclub VR is pretty much Driveclub done in the VR mode. So if you already played Driveclub there is little interest of reason to play it in

VR. Driveclub was not a good game in the first place. So Sony took a poor racing game and put it in VR. It did not help this game in terms of the poor controls.

Driveclub VR is a difficult game thanks to the extremely intelligent AI. Or maybe I should say the rules they follow and the rules the player follow are different. The computer can nearly perfect everything. I guess the computer is not getting sick from the visuals. Which did not really impress me either. Why are the characters arms missing in first person mode in Driveclub VR?

The instructions in Driveclub VR are not always accurate. We can drive, challenge, create club, browse club, my profile, garage and replays in Driveclub VR. There



are an okay amount of options in this racing game. There are plenty of car customizations in Driveclub VR. We can view this game in the car (what I call first person), behind the car (worst one), and on the front bumper.

It is very difficult to win in Driveclub VR. The loose controls may have something to do with that. Where are the rear view mirrors? Why do I have to literally turn around to see behind me? I like the car sounds. Sony should pay people to play Driveclub VR. I see little value to this game in the real world markets. The only thing Driveclub VR is good for is making us vomit. Not something I have much of a use for. - Paul

System: Playstation 4
Publisher: Sony Computer Entertainment
Developer: Evolution Studios
Rating: 'E' - Everyone SIX and OLDER ONLY



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

Has-Been Heroes

SCORE: 50

I do not like Has-Been Heroes. I need to let you guys know that. This is not my kind of a video game. I despise the controls, and all of the odd religious teachings. The storyline of older retired heroes coming out of retirement is the one interesting part of this game. Pass on this game. Has-Been Heroes is not even worth five dollars.

Family Friendly Gaming could not trust GameTrust to succeed in providing us a reviewable copy. Not even a code that has no value to it. Now all of Family Friendly Gaming Universe is educated to their failures. Maybe they knew we would tell you guys this difficult game is not worth the price.

Has-Been Heroes has nice music and a good narrator voice. The issues families will have with Has-Been Heroes is blood, violence, ghosts, collecting souls, odd after-life beliefs, bad language, magic, undead, and

more. Has-Been Heroes tries to be funny in an insulting way. The controls in Has-Been Heroes are convoluted. There are three lines where the heroes are on the left. There are three lines where enemies can be on the right. We are moving toward one another. When the heroes gauge fills up they can attack. So we tap triangle (for the top line hero),

and then 'O' for them to attack that line. If we want to the square line hero to attack his line we press square and then 'O'. If you want the square hero to add to the attack of the triangle hero we press square, triangle, and then 'O'. We have to keep the enemies on the right from reaching our heroes on the left. When a turn is over with you must press L1 to take the game off auto-pause.

The map screens in Has-Been Heroes are just as messed up. Press and hold the right stick whichever direction you want to go. While holding it press R1 to have your heroes run toward that location. I played Has-Been Heroes for a bit, stopped for a different game, and when I came back I had completely forgotten the controls. I had to go back through the tutorial to re-learn how to play Has-Been Heroes. This game is also extremely difficult, and not much fun. Enemies block a lot in Has-Been Heroes. -Sam

System: Switch/PC/Xbox One/PS4(tested)
Publisher: GameTrust
Developer: Frozenbyte
Rating: 'E10+' - Everyone 10+ - TEN and OLDER ONLY {Fantasy Violence, Mild Blood, Mild Language}



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

Hatsune Miku Project Diva X

SCORE: 55

Why are Hatsune Mike video games still being made? Can someone please explain that to me? I get no enjoyment out of playing Hatsune Miku Project Diva X on the Playstation 4. Hatsune Miku Project Diva X is also on the Playstation Vita. There is a cross save functionality in case you want to take the game on the go, and then pick it back up at home. The PS Vita has to connect to the cloud to do that.

Hatsune Miku Project Diva X has bad language, lack of attire, enticement to lust, and more. The Japanese voices and Japanese singing makes this game feel partially completed. Like the publisher and game developer were being

lazy. Their PR and Marketing firm failed Family Friendly Gaming so they might be lazy. Hatsune Miku Project Diva X felt like a Digimon video game. We have digital singers in the digital world. The lyrics can be put on the screen in English or Japanese. A second person had to read them while I played. Why did we need a second person? The rhythm action in Hatsune Miku Project Diva X is so fast that there is no time to read while trying to play.

Hatsune Miku Project Diva X is insanely difficult. The controls are less than intelligent. I still have issues hitting those stars in Hatsune Miku Project Diva X. There are all



System: PS Vita/PS4(tested)
Publisher: Sega
Developer: Crypton Future Media
Rating: 'T' - THIRTEEN and OLDER ONLY {Lyrics, Mild Suggestive Themes}



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



Megaman Legacy Collection 2

SCORE: 66

I am so thankful Family Friendly Gaming purchased a copy of Megaman Legacy Collection 2 on the Playstation 4. I have no idea why the PR and Marketing over at Capcom failed us. This retro collection contains Megaman 7, Megaman 8, Megaman 9, and Megaman 10. The games on this collection are on newer systems than the games on the first collection.

There are numerous options in Megaman Legacy Collection 2. The screen can be original, full or wide. There are four backgrounds for each of the games. Megaman 10 has an easy mode that makes the game actually playable. Without dying over and over again that is. There is a lot of artwork in Megaman Legacy Collection 2. There is also some interest-



ing retro music. I had problems getting out of one game to another one. The Quit option is off the screen and not seen. I had to scroll down and bring it up. A small design flaw in my opinion. The modes in Megaman Legacy Collection 2 are Games, Challenges, Museum, Music Player, and Options.



The Challenges are very tough. Make sure you are a really good Megaman player to complete those.

I had fun playing Megaman Legacy Collection 2. If you are a retro gamer with newer systems this is a great way to get a physical copy of these games. The last two were previously only provided in the digital download format. The main issue in Megaman Legacy Collection 2 is the violence. We blow up a lot of enemy robots in Megaman Legacy Collection 2.

Megaman Legacy Collection 2 only contains four games in it. Compare that to the six games in Megaman Legacy Collection. It is a bit of a let down from the first one. I also wish Easy Mode had been in all of the games. This game is worth around ten dollars in my opinion. - Paul



System: PC/Xbox One/PS4(tested)
Publisher: Capcom
Developer: Capcom
Rating: 'E10+' Everyone TEN and OLDER ONLY {Cartoon Violence}



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



Bob The Builder Can We Fix It?

SCORE: 82



We are constantly looking for interesting kids video games from the past. Bob the Builder Can We Fix It? is one such video game. We did a video of this Playstation and Personal Computer (PC) video game in 2016. It took an adult under thirty minutes to beat this game. Kids can replay the mini games as often as they want.

Bob the Builder Can We Fix It? has wonderful controls that are easy to learn and adapt to. Kids can have a grand time playing with Bob, and all of the other characters from that kids television show. Voices and music from the television show are found within Bob the Builder Can We Fix It? on the Playstation/PC. I played Bob the Builder Can We Fix It? on the Playstation.

I wish there were some more Bob The Builder video games out there for families. If you have a video game system that can play a Playstation video game and you have children then please check out Bob the Builder Can We Fix It?. I am surprised it did not earn the respected EC rating. The menu screens in Bob the Builder Can We Fix It? were kept safe for children. Some more mini games would have been nice, but this is an older game so I temper my expectations. - Paul

System: Playstation/PC
Publisher: THQ
Developer: Steel Monkeys
Rating: 'E' for Everyone SIX and OLDER ONLY



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



ET The Extra Terrestrial Interplanetary Mission

SCORE: 56



It is not hard to see why some video game companies went out of business. ET The Extra Terrestrial Interplanetary Mission on the Playstation is horrible on so many levels. The graphics are okay. There is some violent content. The sounds are like sitting out in a forest. Which can be nice if you are not an alien running for your life. We use some beam on plants and animals. We use telekinesis to move objects around.

The controls in ET The Extra Terrestrial Interplanetary Mission are where I draw the line. It is easy to get stuck on objects, enemies do massive amounts of damage, and there are not enough mushrooms to restore health properly. ET The Extra Terrestrial Interplanetary Mission is one of those retro games where the deck is stacked against the player. I did a video series on this game until I was completely stuck.

Playing ET The Extra Terrestrial Interplanetary Mission was a painful experience. Other people here at Family Friendly Gaming tried ET The Extra Terrestrial Interplanetary Mission and got headaches from it. This is a game that can make you physically ill. ET The Extra Terrestrial Interplanetary Mission can be found cheap, but please save your money for something better. I warned you. - Paul

Publisher: NewKidCo
Developer: Santa Cruz Games
System: Playstation
Rating: 'E' - Everyone SIX and OLDER ONLY



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

SPORTS



Product: Project Cars 2
Company: Bandai Namco
System: PC/Xbox One/PS4
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY (Mild Language)



Product: Project Cars 2
Company: Bandai Namco
System: PC/Xbox One/PS4
Release Date: Out Now
Rating: 'E' - Everyone SIX and
OLDER ONLY (Mild Language)

DEVELOPING

CONTENTS

Product Name	Page(s)
Gravel	43 - 51
Secret of Mana	52 - 55
Monster Energy Supercross - The Official Videogame	56 - 61
Star Ocean The Last Hope Full HD Remaster	62 - 65
Sakuna of Rice and Ruin	66 - 67



WORK IN PROGRESS



GAMES



GR
WORK I



GR
WORK I



Product: Gravel
Company: Milestone
System: PC/PS4/Xbox One
Release Date: 2018
Rating: 'RP' - Rating Pending





Product: Gravel
Company: Milestone
System: PC/PS4/Xbox One
Release Date: 2018
Rating: 'RP' - Rating Pending





Product: Gravel
 Company: Milestone
 System: PC/PS4/Xbox One
 Release Date: 2018
 Rating: 'RP' - Rating Pending



Product: Gravel
 Company: Milestone
 System: PC/PS4/Xbox One
 Release Date: 2018
 Rating: 'RP' - Rating Pending



Product: Secret of Mana
 Company: Square Enix
 System: PC/PS4/PS Vita
 Release Date: February 2018
 Rating: 'RP' - Rating Pending



Product: Secret of Mana
Company: Square Enix
System: PC/PS4/PS Vita
Release Date: February 2018
Rating: 'RP' - Rating Pending



Product: Monster Energy Supercross - The Official Videogame
Company: Milestone
System: PC/PS4/Xbone/Switch
Release Date: February 2018
Rating: 'RP' - Rating Pending



Product: Monster Energy Supercross - The Official Videogame
Company: Milestone
System: PC/PS4/Xbone/Switch
Release Date: February 2018
Rating: 'RP' - Rating Pending



Product: Monster Energy Supercross - The Official Videogame
Company: Milestone
System: PC/PS4/Xbone/Switch
Release Date: February 2018
Rating: 'RP' - Rating Pending





Product: Star Ocean The Last Hope
HD Remaster
Company: Square Enix
System: PS4/PC
Release Date: November 28, 2018
Rating: 'T' - THIRTEEN and OLDER
ONLY

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Product: Star Ocean The Last Hope HD Remaster
 Company: Square Enix
 System: PS4/PC
 Release Date: November 28, 2018
 Rating: 'T' - THIRTEEN and OLDER ONLY



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Product: Sakuna of Rice and Ruin
Company: Xseed Games
System: PS4/PC
Release Date: 2018
Rating: 'RP' -Rating Pending



NOW

CONTENTS

Product Name
 LEGO Marvel Super Heroes 2
 Forza Motorsport 7
 Super Mario Odyssey

Page(s)
 69 - 75
 76 - 79
 80 - 83



PLAYING





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Name: LEGO Marvel Super Heroes 2
System: PC/PS4/Xbox One/Nintendo Switch
Publisher: Warner Bros Interactive Entertainment
Developer: TT Games
Release Date: November 14, 2017 - PC/PS4/
Xbox One
Christmas 2017 - Nintendo Switch



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Christmas 2017 - Nintendo Switch



Product: Forza Motorsport 7
Company: Microsoft Game Studios
System: PC/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



Product: Forza Motorsport 7
Company: Microsoft Game Studios
System: PC/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY





Product: Super Mario Odyssey
Company: Nintendo
System: Nintendo Switch
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Cartoon Violence, Comic Mischief)



Product: Super Mario Odyssey
Company: Nintendo
System: Nintendo Switch
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Comic Mischief}



Last Minute

CONTENTS

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

Sonic Forces	85 - 89
Spelunker Party	90 - 93
Star Wars Battlefront II	94 - 95
Steep Road to the Olympics	96 - 99
Zoo Tycoon Ultimate Animal Collection	100 - 101
Disneyland Adventures	102
Rush A Disney Pixar Adventure	103

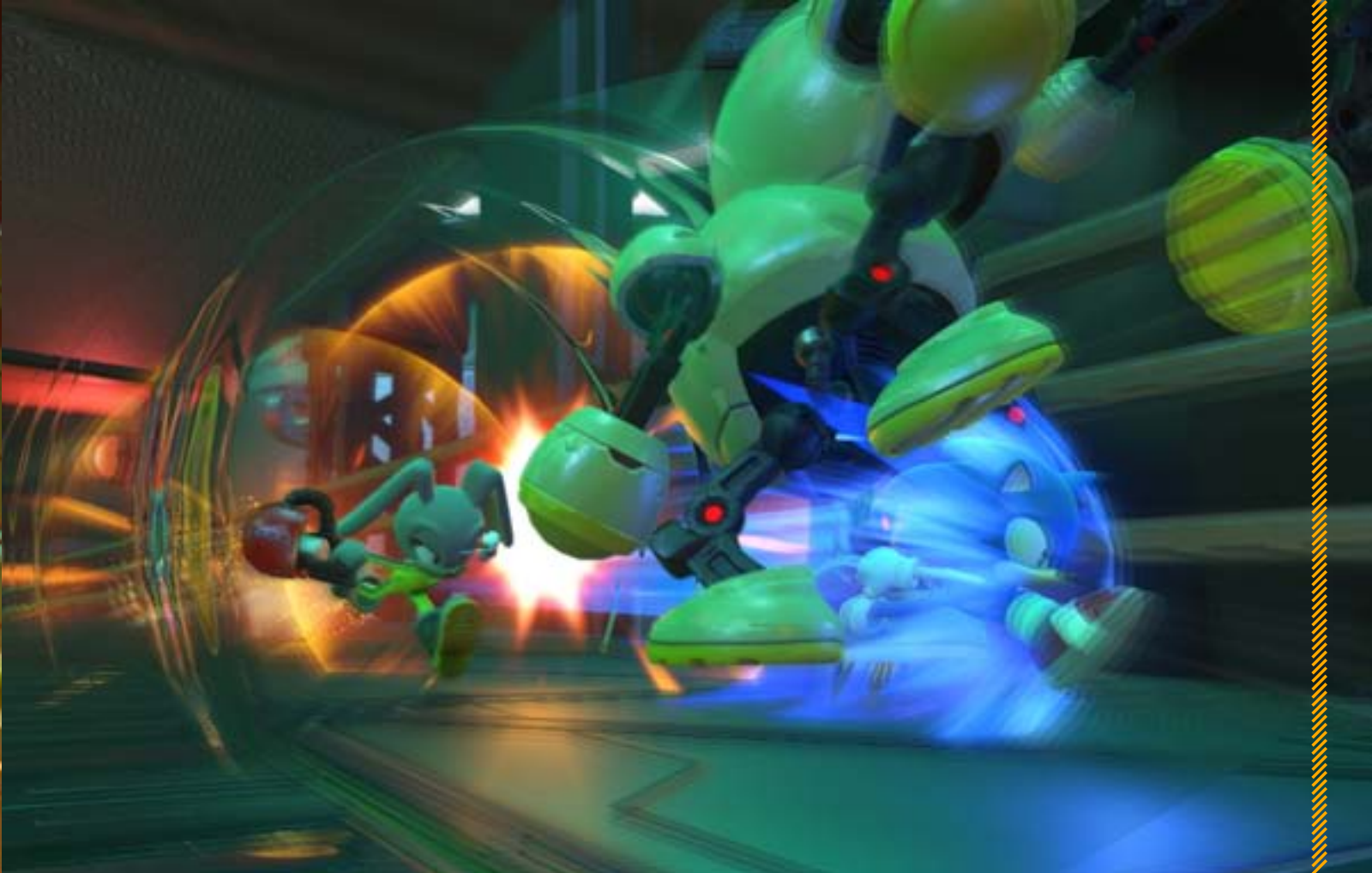


Tidbits





Product: Sonic Forces
Company: Sega
System: PC/Switch/PS4/Xbox One
Release Date: November 7, 2017
Rating: 'E' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Product: Sonic Forces
Company: Sega
System: PC/Switch/PS4/Xbox One
Release Date: November 7, 2017
Rating: 'E' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Product: Spelunker Party
 Company: Square Enix
 System: Nintendo Switch
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER
 ONLY {Mild Fantasy Violence, Mild
 Language}



Product: Spelunker Party
 Company: Square Enix
 System: Nintendo Switch
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Fantasy Violence, Mild Language}



STAR WARS
BATTLEFRONT II
EA



STAR WARS
BATTLEFRONT II
EA



DICE BATTLEFRONT



DICE BATTLEFRONT

Product: Star Wars Battlefront II
Company: Electronic Arts
System: PS4/PC/Xbox One
Release Date: November 17, 2017
Rating: 'T' - THIRTEEN and OLDER ONLY



Product: Steep Road to the Olympics
Company: Ubisoft
System: PS4/PC/Xbox One
Release Date: December 5, 2017
Rating: "T" - THIRTEEN and OLDER ONLY



Product: Steep Road to the Olympics
Company: Ubisoft
System: PS4/PC/Xbox One
Release Date: December 5, 2017
Rating: "T" - THIRTEEN and OLDER ONLY



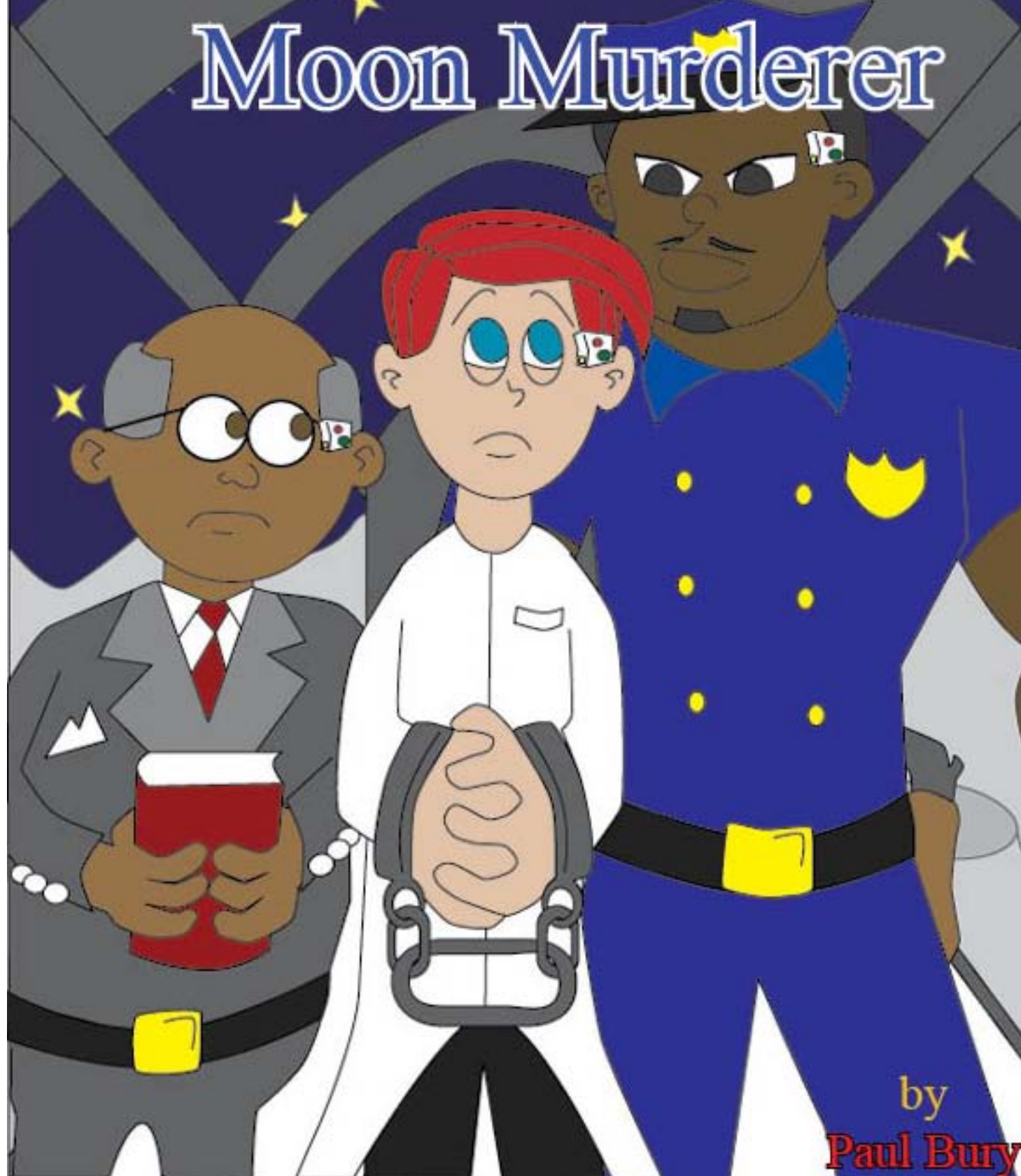
Product: Zoo Tycoon Ultimate Animal Collection
Company: Microsoft Studios
System: PC/Xbox One
Release Date: Out Now
Rating: 'E' for Everyone SIX and OLDER ONLY



Product: Disneyland Adventures
Company: Microsoft Studios
System: PC/Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}

Product: Rush A Disney Pixar Adventure
Company: Microsoft Studios
System: PC/Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}

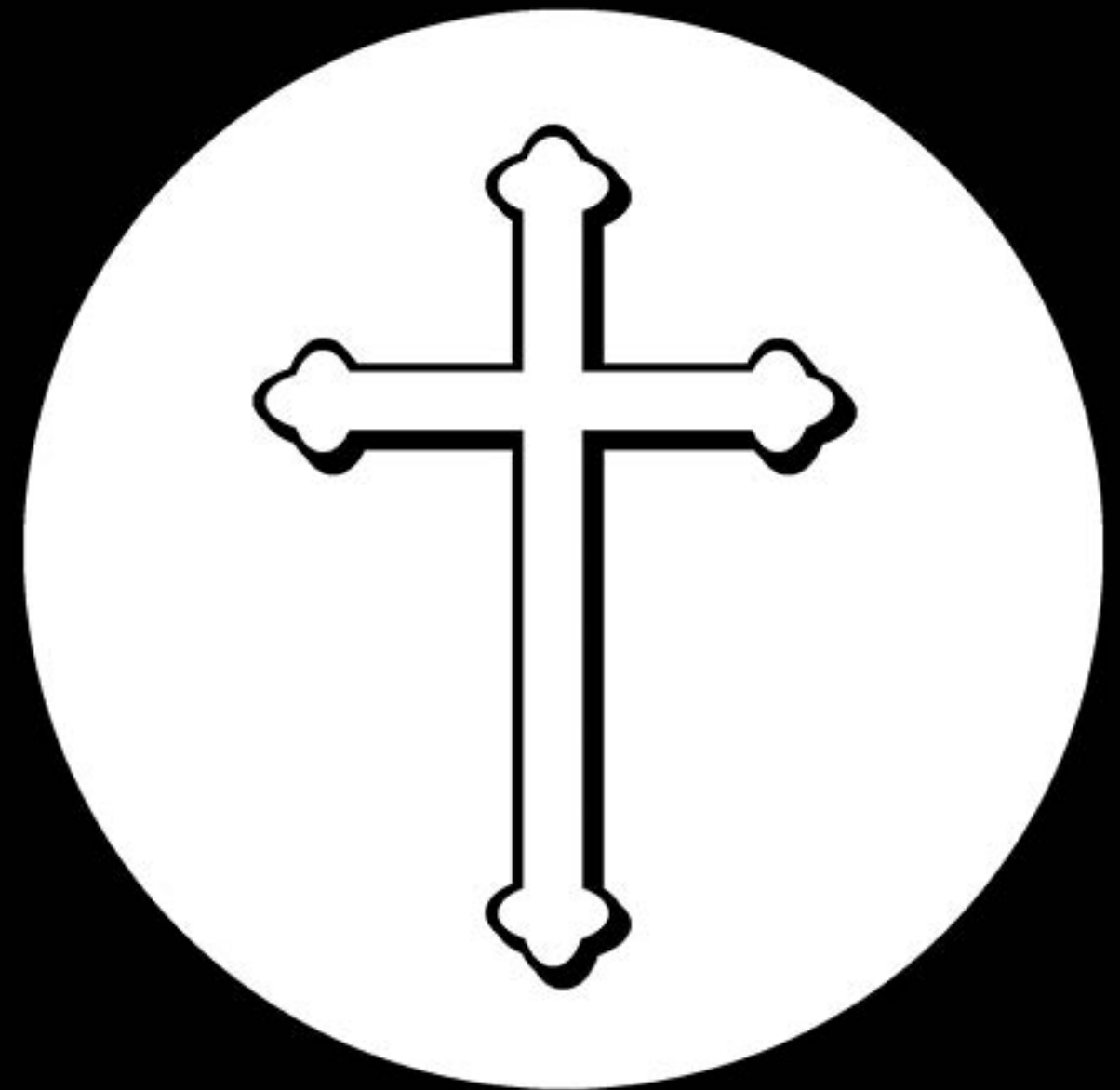
Future Glimpses Moon Murderer



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Paul Bury

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