

Family Friendly Gaming™

THE VOICE OF
THE FAMILY IN
GAMING

Mega Man 11,
Ylands , Poi,
PUBG, Ben 10 and
more in this fabu-
lous issue!!

ISSUE #127

February 2018

Adventure Time
Pirates of the
Enchiridion coming
Spring 2018!

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Change comes from

In my lifetime I have heard all kinds of naysayers saying this and that. They claim things can not be completed. They claim things can not be accomplished. They claim it takes too many people to get things done. I never listened to them. They can spew all their failures all they want. I have seen accomplishment after accomplishment happen. Look at what issue this is. This is issue #127. That means Family Friendly Gaming has happened one hundred and twenty-seven times. The website has reached insane success over the years. Look at the video accomplishments we have attained as well. What is the process we use? It is the baby steps methodology. We improve incrementally little by little. Going back a year or more shows how much things have improved. From day to day it does not really show that much or that often.

There have been plenty of movements in history that started from one person. If you want to make things better you just need to speak out. It is a lot of hard work. If you are on fire for something people will come out to watch you burn. If you are passionate and right about something you will find others to follow the same cause. Are you wondering where change comes from? Change comes from you. The answer is not done there though. Change also comes from Jesus Christ. There are billions of stories of people who changed their lives after they accepted Jesus Christ in their hearts. God brings about change in the lives of those that follow Him. In my opinion that change is always for the better.

There are so many things in life that can distract us from changing things for the better. Some people want to desecrate graves, destroy history and remove certain statues. Other people want to stir up envy and have you take money from rich people. Movies, television, video games, sports, and more can distract us from what is really important. Some people obsess about their jobs and work all of the time. How does that make their families closer? How does that make their neighborhoods better? What about friendships? I bet you can find things that can distract you from what is really important in life. What are some things that disturb you about distractions?

There are all kinds of companies that came from

an idea from a person or two. Some of those companies have become extremely huge. I am not saying that should be your goal. I am pointing out that it does not take many people to implement a change that we can actually really and truly believe in. The physical copy movement, and the offline gaming movements have been monster huge lately. Companies are dealing with all kinds of complaints for violating those movements. Those started from a few people. Those happened because a few people believed in it. God knows how huge those two movements will become in the coming years.

God bless,
Paul Bury



Happy New Year

I am still one month behind on my columns thanks to the FFG Arts n Crafts video series beginning. I am so thankful for all ya'll that have been so welcoming, encouraging, and positive about the FFG Arts n Crafts videos. I am currently working on videos for Valentines Day. I will do a series on DIY videos for Valentines Day and then move on to something else. What do you think about Easter? Would you like some Easter related videos in the FFG Arts n Crafts series? Let me know at my new email craftermom@family-friendlygaming.com.

What plans do you have for 2018? Is there any goals you are looking to achieve? I accepted my hubbies concept on New Year's resolutions. He does not do them. Instead what he does is look for opportunities all year long to improve. You could call it continuous improvement. Some improvements take longer than others. It took me months to stop eating chocolate. It took him close to a year to kick the caffeine habit. Other improvements take a whole lot less time. Like the software changes making our Nintendo DS and Nintendo 3DS videos better. That took a few minutes. Then half an hour learning the software and getting everyone else trained.

Why limit yourself to one personal improvement a year? Why not move on them when you have the time and/or money? That is how we do things. We started some improvements in November, and December. Some of them are done, and some are still being worked upon. We decided to not wait for January 1st to begin them. The FFG Haul videos started in November. The FFG Arts n Crafts videos started in October. The last day of October to be precise. At least that is when that video was released. Would you prefer we waited until January 1st to release those videos? You can email me your answer on that.

Are you hopeful for the opportunities that will come your way in 2018? Are you planning more of the same? Do you have exciting changes in store for your life in 2018? Do you plan on doing something really cool and really fun in 2018? What kinds of things will you change in 2018? What kinds of things will you keep the same in 2018? Do you plan for these things? Do you take them as they come? Which path do you prefer to walk in terms of

planning? What about being positive? Are you hopeful for the future? Are you negative about the future?

I have already seen some amazing, cool, and awesome things in 2018. I am already very hopeful and happy about 2018. I do not know what all God has in store for us. I know He took good care of us in 2017. He has taken great care of us all these other past years. That is one of my reasons for hope, and joy. I see all kinds of wonderful opportunities coming in 2018. I hope you can focus on the positive and overcome the negative in the year of our Lord 2018.

God bless,
Yolanda Bury



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Interactive Bible Series for Windows by GraceWorks Interactive



MISSION STATEMENT

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

PRAYER PUPS BY JEFFREY SMITH



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SIRI ... SAY GRACE

02-06-2015

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SOUND OFF



The Sound Off section is where you the reader/emailer is heard. What you have to say is put in this section for all the readers to see. Of course certain content is edited for appropriateness issues. This is a family friendly magazine, and certain content is just not proper. We hope you enjoy this section as much as we do. Keep an eye out for your comments appearing in these very pages. You have our attention, so SOUND OFF!

How to fix NFL video games

Dear Mr. Bury,

I am glad you want to revitalize NFL video games. If sports video games are not revitalized, the E rating for video games will have the same stigma that the G rating for movies has. If NFL video games are never seen again, and other sports-related games suffer the same fate, the E rating will become an indicator to the general public that games labeled with it are cheap, low-quality "kiddie games".

Now if the NFL goes down, I imagine NFL video games will go down with it. I can accept that. But if the NFL stays in business while NFL video games disappear, I cannot

accept that. So here are my suggestions.

First, I agree with you that they should get rid of the Longshot linear storyline. I do not like games that lock you into linear stories and make you do the exact same thing over and over again. I like being able to make meaningful decisions and come up with my own unique ideas of how to solve problems. I don't even like watching intro videos before going to the main menu. I almost always skip them. The very first SimCity game did not have an intro video. All you had to do was enter the command in DOS to start the program, and you were taken right to the main menu. Microsoft Excel, Word, Access, PowerPoint, and other productivity software packages do not have intro videos, so why do games need them?

Also, we need to bring in somebody new with a fresh perspective. That someone should be Tom Coughlin. He was the first head coach of the Jacksonville Jaguars, a position which lasted from 1995 to 2002. From 2004 to 2015, he was the head coach of the New York Giants. Now he is the executive vice president of football operations for the Jacksonville Jaguars.

Why do I recommend Tom Coughlin? Because he has a sharp eye for details many people barely think about. Before games, he learns the

names of the referees, what penalties they are most likely to call, and how likely they are to overturn calls. When he started the Jacksonville Jaguars, he had an assistant spend two days calling other teams to determine how many feet should be between the front row and the wall in the meeting room. (They ultimately decided on seven feet). He was able to beat the New England Patriots by keeping Tom Brady in check. He did this by determining which play was most likely to result in Tom Brady being tackled before Tom Brady could pass the ball, and by making sure Tom Brady's most trusted receivers had a New York Giant right next to them in case Tom Brady did manage to get a pass off. He wrote an excellent book called "Earn The Right To Win", and my favorite chapter of that book is "Success Is In The Details." I'm sure he could think of ways to improve the EA Sports NFL games that no one else could. Find a way to convert the next generation of game consoles to cartridges or at least higher capacity discs, and his ideas can become reality.

So, the next EA Sports NFL game should be Coughlin NFL 2019. What do you say? Have a great day, God Bless You, and Merry Christmas.

Sincerely,
David

{Paul}: David,

Yeah there is definitely that potential problem as a narrative coming from the worldly gaming media outlets. We will never call them kiddie games here at FFG. I have heard that complaint from some people in the past. Nintendo gets that accusation quite frequently. On the other side of the coin all of the adult content is exclusionary. Which is how we have accused the macabre and morbid games for over a decade now.

Even if EA Sports stopped making football games I believe someone else would. I expect to hear about a full VR Football game pretty soon. I have been expecting that for over a year now. I believe it is in the works somewhere. I would love to see a XFL video game, and an USFL video game. We need some new college football games. A high school football game might be interesting as well. Maybe make different ones per state or something. There are plenty of opportunities. A normal professional football team that has nothing to do with the NFL could be done as well.

I totally agree with you on the new perspective. I would love to see a football game in the first person perspective. It could help us feel like we are actually in the game. Tom Coughlin did a lot of great things. I would be curious to see how he would change the football games. I also want to see the games

come out at the end of the year and reflect the past season. I am tired of Madden trying to "predict" how teams will do in a year and be way off. Like a few years back the intro game was playing the Rams in the NFC game. That did not materialize. Let us replay the previous season. We know who gets injured at what point and how each team did against one another. We can change history if we feel like it.

I would be very interested in playing a Coughlin NFL 2019. Football games need competition. We need to see different things tried. The same goes for the NFL in general. We need more football diversity. I wish the XFL would come back.

Super Mario Odyssey

Thank you for doing a video series on Super Mario Odyssey. I appreciate you being open, honest and transparent about Nintendo. I was going to buy Super Mario Odyssey until you told me how Nintendo treats Family Friendly Gaming. I will not buy this game or give Nintendo any money until they correct this discrimination against Christians. Please let me know when Nintendo corrects their mistake. #boycottNintendo.
- Bob

{Paul}: Bob,

Thank you for your support in this issue. It means a lot to all of us here at Family Friendly Gaming. For everyone not sure what is going on please go to this page: <http://www.familyfriendlygaming.com/Videos/2017/Super%20Mario%20Odyssey.html> Hopefully that will give you some insight as to what is going on.

Your hashtag is very interesting. I checked it on Twitter and there are a lot of people boycotting Nintendo for a lot of reasons. They are becoming a very unpopular company on social media. Hopefully they will start to learn, improve, grow, and mature. I personally doubt it based on personal experience in relation to their culture.

Keep an eye on

Dear Mr. Bury,

Microsoft has purchased a new Canadian company called Maluuba. What Maluuba does is create software used to generate questions from written text automatically. This could allow for the creation of a trivia game with millions or even billions of possible questions instead of just a few thousand like the newest Jeopardy video game has. And if you want more questions, all you have to do is add more data.

I hope Maluuba makes something great. Merry Christmas, Happy New Year, and God Bless

SOUND OFF Continued

You.

Sincerely,
David

{Paul}: David,

Very interesting indeed. Thank you for the information. We are sharing it with all of Family Friendly Gaming Universe in the Sound Off section of issue #127. We are getting closer and closer to things like a holodeck thanks to Microsoft. We are also getting closer to interactive video games. Hopefully the machines never turn on us.

Contestant modeling in Jeopardy Games

Dear Mr. Bury,

I have come up with another idea to improve Jeopardy video/computer games.

NASCAR games and other sports games attempt to model the behavior of their athletes if said athletes are not controlled by the user. Jeopardy should do the same. You should be able to play against Ken Jennings, Brad Rutter, and IBM Watson, and the game should take the strengths and weaknesses of each contestant into account. For example, IBM Watson would not be able to answer clues that are too ab-

stract, or clues that involve sound, pictures, or video. Also, you should be able to create contestants and model their knowledge based on their birth date, their educational background, jobs they have held, and media they have consumed. One person can easily have knowledge in multiple fields. Astronaut Story Musgrave went on to become a Disney Imagineer. Doctor Ben Carson became the secretary of Housing and Urban Development. Actress Mayim Bialik has a Ph.D in neuroscience. Violinist Lindsey Stirling has a bachelor's degree in therapeutic recreation. So the more data this feature allows the user to enter, the better it can model contestant behavior.

Let me know what you think of my idea. Have a great day, and God Bless You.

Sincerely,

David

{Paul}: David,

Thank you so much for your wonderful ideas. We are definitely sharing this with Family Friendly Gaming. They are GLORIOUS like Booby Roode. I am not sure those sports games have done a very good job of modeling the behavior of the athletes in those sports games. That is just my personal opinion on the topic.

On to your point and idea.

I would like to see the video games get better AI, more intelligent AI, and more realistic AI. I have lost track of how many years ago I heard companies brag that the AI of their computer controlled characters was so much smarter. I think I may have even heard how realistic their AI was back in the 16-bit era. They must have started out as dumb as bricks. Or it was another instance of the gaming companies throwing out hype and propaganda. For those not in the know that is lying, and being a forked tongue devil.

I would love to see games get more intelligent computer controlled characters. Imagine a smarter opponent in RISK or Monopoly. Jeopardy, Family Feud and others would be a great spot for more intelligent modeled AI characters.

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 7910 Autumn Creek Drive Cordova, TN 38018

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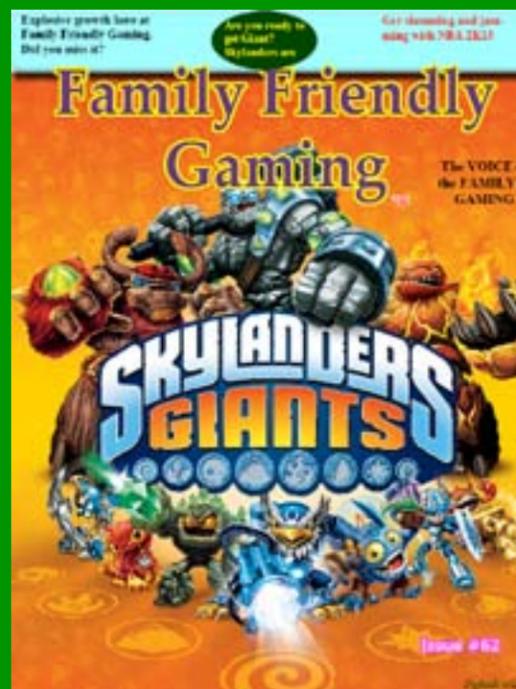
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LOOK BACK

QUIZ

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



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

Question: In what ways can you donate to make Family Friendly Gaming better?

Answer:

Question: How many times has Mario appeared on the cover of Family Friendly Gaming?

Answer:

Question: Who is on the cover of issue #126?

Answer:

Question: Which puzzle game do you like the best?

Answer:

Question: What is your favorite girl game?

Answer:

Question: How long has Family Friendly Gaming been around?

Answer:

Question: How many millions of readers have been to Family Friendly Gaming?

Answer:

Question: How many millions of views has the Family Friendly Gaming Youtube channel received?

Answer:

Question: Which FFG Arts n Crafts is your favorite?

Answer:

Question: Why isn't Family Friendly Gaming part of the bought off gaming media?

Answer:

Question: If you were a role playing game what game would you be?

Answer:

Question: How many games have earned a perfect 100 score?

Answer:

Question: Who is the first family of Family Friendly Gaming?

Answer:

DEVOTIONAL

Helpful Thoughts

Pay the Price

There are evil people in positions of power at times. There are forked tongue devils that are in positions of leadership. I have even had to work for some in the past. There are horrible people that abuse their positions of power and lie. There are vile and wicked people that make good people lose their jobs. There is definite discrimination against Christians in corporate America. It is worse when the company has an extreme, radical, fanatical, zealot far left wing slant. This honestly should not come as a surprise to any follow of Jesus Christ. **Matthew 10:34-39** "Do not suppose that I have come to bring peace to the earth. I did not come to bring peace, but a sword. 35 For I have come to turn "a man against his father, a daughter against her mother, a daughter-in-law against her mother-in-law— 36 a man's enemies will be the members of his own household.' 37 "Anyone who loves their father or mother more than me is not worthy of me; anyone who loves their son or daughter more than me is not worthy of me. 38 Whoever does not take up their cross and follow me is not worthy of

me. 39 Whoever finds their life will lose it, and whoever loses their life for my sake will find it. Jesus was clear on how the world receives us Christians.

I have always known the cost of following Jesus. I have faced it many times in my life. **Luke 14: 25-27** Large crowds were traveling with Jesus, and turning to them he said: 26 "If anyone comes to me and does not hate father and mother, wife and children, brothers and sisters— yes, even their own life—such a person cannot be my disciple. 27 And whoever does not carry their cross and follow me cannot be my disciple. I know judgement will come to us all. I know on that day I want my choices to be ones that honor God as opposed to man. I fear God more than man. King Solomon knew this was true. **Proverbs 1:7** The fear of the Lord is the beginning of knowledge, but fools despise wisdom and instruction. I would much rather be on the side of knowledge and wisdom than foolishness. You make your own choice in this matter.

I completely understand there is a great price for us to pay in this world. **John 16:1-3** "All this I have told you so that you will not fall away. 2 They will put you out of the synagogue; in fact,

the time is coming when anyone who kills you will think they are offering a service to God. 3 They will do such things because they have not known the Father or me." Yet there is good at the end. Jesus will return, and at that point the sinful world system will finally fall apart. **John 16:33** "I have told you these things, so that in me you may have peace. In this world you will have trouble. But take heart! I have overcome the world." Those doing evil will pay the price. They may think they win, but they lose.

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.

CHOICE

I had an interesting conversation with someone who said they were from the political party of choice. I asked them some simple questions. Do you support my choice as to what to do with my own money in terms of retirement? They were a bit confused by my question. So I expanded it in a way that they could comprehend. Would they support people being given the choice to opt out of Social Security? This person who claimed to be from the part of choice, and claimed they supported Pro-Choice was drastically against my being allowed the freedom and liberty to choose what happens with my own retirement

money. They put all of their faith, hope, trust and love in the government doing it. I know how laughable that is when we look at all of the bloated government and its massive waste. We also noticed a lot of issues with corruption within the government. Hopefully the swamp gets drained soon.

I asked this person why couldn't I be allowed the freedom and liberty to be allowed choice when it comes to my own retirement money. They told me it was because I might make the wrong choice and wind up homeless. In other words every single person has to be punished because someone might make the wrong decision. I have a name for that. I call that tyranny. It fits under oppression and slavery as well.

I did not stop there though. I then asked them about guns. Did they support my choice to own a gun. Of course this far left wing radical did not support my freedom and liberty to choose to own a gun. Why not? Because guns are evil and they kill people. We have all seen gangs of guns running around shooting at people and killing them right? Yes I am being sarcastic. The point is this person was against choice. Yet again

they were against my having the choice.

I then asked them if they supported my choice to not bake a wedding cake for sexual deviants who had tried to redefine marriage if I owned a bakery. Again they did not support my choice to follow my First Amendment Right of Freedom of Religion. Why not? Because that discriminates against someone trying to redefine marriage, and openly rebel against God. I feel bad for this person because when God's judgement comes they will not be able to force their lack of choice on God like they can on so many of us in the world today.

I then pointed out to this person that they were not supporting choice in multiple instances. They were supporting tyranny, oppression and slavery. They were not pro choice. They are in fact pro abortion. They are in fact pro murder of babies. They can call themselves pro choice, and they can say they are on the party of choice. Truth is they are not about choice at all. They are about murder, oppression, tyranny, and slavery. They want to control all of us. They do not care about freedom, or liberty. Do not let their lies fool you.

IN THE

NEWS

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Christmas Fundraising at Travian Games

The Munich-based games producer Travian Games is also supporting a charitable organization this year and collecting donations within the company for the foundation Ambulantes Kinderhospiz München (Munich Children's Hospice).

The multi-disciplinary team at the AKM foundation take cares of the families of children with severe and incurable diseases. Travian Games GmbH wishes to raise awareness for these kinds of foundations and keep in mind - not only at Christmas - those who have to go through difficult times. Bavaria's largest games company has therefore already been committed to the charitable organization for two years. In 2017, Travian Games assumed a family sponsorship with the Munich Children's Hospice and was thus able to further build

on this close partnership.

For instance, in November of this year, Travian Games gave an impressive example of how cooperation between a German games producer and a charitable organization can work: The online role-playing title Miramagia hosted a charity event in the game. In collaboration with the subsidiary Bright Future, Travian Games designed an exclusive in-game item called "Mina". This item concerns a colorful magical creature that acts as a kind of strong companion and loyal friend for the player's avatar. The proceeds of this accessory from the German-speaking game worlds were donated to the AKM foundation.

For this year's fundraising event in the run up to Christmas, the Bavarian company is guaranteeing a donation total of €5,000. In addition, donations will also be collected within the company: Each employee has the opportunity to donate to the AKM foundation. This amount will then be doubled by Travian Games

GmbH. What's more, the games producer has decided not to send any printed Christmas cards this year, instead preferring to email a digital version to all the company's business partners. The amount of money this will save in terms of printing and postage will likewise benefit this extraordinary organization.

The regional nature of the Munich Children's Hospice also reflects the focus of the Munich-based games producer. Both companies are dedicated to the local community. The Managing Director of Travian Games GmbH, Lars Janssen, exemplifies this particularly through his voluntary efforts within the organization: "We are a company with many parents among our employees, so our work with the Munich Children's Hospice is very close to our hearts. This is why I am personally committed to this cause. I would also like to utilize the possibilities of Travian Games GmbH to contribute to supporting AKM in the long term and facilitating their valuable work in the region, not just monetarily."

Travian Games wishes all its employees, partners, and players a wonderful Christmas season and would not only like to give back with its fundraising campaign during the festive period, but also raise long-term awareness for issues such as philanthropy and mutual support.



Netflix and DWA TV Announce Six New Series

Netflix and DreamWorks Animation Television are set to release six new original series in 2018 beginning with *Trolls: The Beat Goes On!* premiering Jan. 19, 2018, exclusively on Netflix. The new slate includes series inspired by DreamWorks' beloved animated films as well as classic properties including an all-new *She-Ra*. From executive producer Noelle Stevenson, the new *She-Ra* series will present a modern take on the '80s girl power icon for a new generation of young fans. 2018 series include (unless noted, premiere dates to be announced):

DreamWorks *Trolls: The Beat Goes On!* - January 19, 2018

Picking up where the film left off, the Netflix original series is an all-new chapter in the endlessly upbeat adventures of the *Trolls* as Poppy, Branch and all of Troll Village keep the party going in their fantastical forest home. Executive produced by Matthew Beans, the series features Skylar Astin and Amanda Leighton as the voices of Branch and Poppy with original songs written and produced by Alana Da Fonseca. The series will premiere exclusively on Netflix in the U.S., Canada, Latin America, UK, Australia, New Zealand, Ireland, the Nordics, Benelux and France.

She-Ra

From Eisner Award-winning author and executive producer Noelle Stevenson comes a modern take on the '80s girl power icon for a new generation of young fans. The trailblazing property originally debuted in 1985 to satisfy overwhelming demand for a female lead fantasy series. With Stevenson's unique voice at the helm, fans are in store for an epic and timely tale that celebrates female

friendship and empowerment, lead by a warrior princess tailor made for today. The series will be available to Netflix members worldwide in 2018.

The Boss Baby: Back in Business

Boss Baby, with the help of his big brother and partner-in-crime Tim, continues to navigate the cutthroat corporate jungle gym of Baby Corp, while angling to achieve the near-impossible: the work-life balance of a modern career baby. From Emmy-winning executive producer Brandon Sawyer, the series will be available to Netflix members worldwide in 2018.

Harvey Street Kids

From its never-ending games of kickball to the infinite flavors of its ice cream truck to the greatest climbing tree in the universe, every day on Harvey Street feels like a Saturday. And that's largely thanks to the Harvey Girls – Audrey, Lotta, and Dot – the block's self-appointed guardians and the world's bestest BFFs. They will do whatever it takes to keep Harvey Street the best block to never



grow up on and transform every afternoon into a wild adventure. From executive producer Brendan Hay and Emmy-nominated supervising producer Aliki Theofilopoulos, the series will be available to Netflix members worldwide in 2018.

The Epic Tales of Captain Underpants

Based on the epic books by Dav Pilkey, DreamWorks *The Epic Tales of Captain Underpants* follows the adventures of George Beard and Harold Hutchins, two best friends who've bonded through their love of pranking, comic books and being the thorns in Principal Krupp's side. Their fun gets them mixed up in adventures crazier than their outrageous comic books, which is when they call on their greatest creation: Captain Underpants! From Peabody Award and Emmy-winning executive producer Peter Hastings, the series will be available to Netflix members worldwide in 2018.

Trollhunters (Part 3) and 3 Below (Second installment of Tales of Arcadia Trilogy)
DreamWorks *Trollhunters* Part 2, from

Guillermo del Toro, premieres on Netflix, on Friday, Dec. 15, with a third and final chapter of the Emmy-winning series set to debut in 2018. *3 Below*, the second series in the previously announced *Tales of Arcadia* trilogy, will premiere in late 2018 and feature two royal teenage aliens and their bodyguard who flee a surprise takeover of their home planet by an evil dictator and crash land in Arcadia. Now on the run from intergalactic bounty hunters, they struggle to blend in and adapt to the bizarre world of high school all the while attempting to repair their ship so they can return and defend their home planet. A final chapter, *Wizards*, is set to debut in 2019.

Premiering in 2016 to critical acclaim, *Trollhunters* introduced audiences to the seemingly quiet town of Arcadia and an ordinary kid who embarks on an extraordinary adventure in a hidden world right beneath his feet featuring the voices of Anton Yelchin, Kelsey Grammer, Ron Perlman, Steven Yeun, Anjelica Huston and more. Recently nominated for six 2018 Annie Awards, the first season lead the Creative Arts Daytime Emmys with six wins, more than any other program, including writing for an animated program, directing, casting and a voice acting win for Grammer.

DreamWorks *Trollhunters* is created and executive produced by Guillermo del Toro with Marc Guggenheim, Rodrigo Blaas and Chad Hammes and Christina Steinberg serving as executive producers. Dan Hageman and Kevin Hageman serve as co-executive producers.

Since 2013, DreamWorks Animation Television and Netflix have released 12 original series including DreamWorks *Trollhunters*, *Dragons: Race to the Edge*, DreamWorks *Voltron Legendary Defender*, *All Hail King Julien*, DreamWorks *Spirit Riding Free*, *Dinotrux* and more, winning 17 Daytime Creative Arts Emmys and six Annie Awards.

In The News Continued

Planet Coaster Adventure Pack Releases

Frontier Developments plc launched the rip-roaring Planet Coaster Adventure Pack, with new rides, new scenery and a new entertainer for players to discover on an all-new creative journey.

Unearth a treasure trove of creative possibilities with the Planet Coaster Adventure Pack, bringing the spirit of adventure to players' parks. The Planet Coaster Adventure Pack includes:

New Rides

- Gold Fever is a mine cart coaster taking park guests deep into mysterious places and curious caves
- Island Adventure is a high-capacity boat ride inspired by old steamers, designed to work on large bodies of water.
- Land Ahoy is Island Adventure's little sister, with its own custom water channel.

Adventure Scenery

New Adventure scenery pieces include animatronic beetles, hippos, crocodiles, scorpions, mummies and even treacherous traps for park guests. Players can place static and animated attachments, special effects, shop fronts, path extras, doors and windows, fences and triggerable coaster doors.

Adventure Building Set

Build ancient pyramids and lost temples with new Adventure building components. Planet Coaster's piece-by-piece construction tools mean every part of every theme can be mixed, matched, removed and re-used however players choose.

New Entertainer

Intrepid adventurer Renee Feu arrives in players' parks to entertain and excite park guests. She's the queen of the jungle!

Planet Coaster's Adventure Pack also features 27 new audio 'ambiences,' six new music tracks and 33 triggerable sound effects including a new 'tour guide' for boat rides.

The Planet Coaster Adventure Pack is available now from Steam or the Frontier Store for £7.99 (\$10.99, €10.99). The Planet Coaster Spooky Pack is also available from Steam or the Frontier Store now.

In The News Continued

Nyko Releases Bubble Case and Swivel Grips for Switch

Nyko Technologies, the LA-based video game accessories manufacturer, announced the launch of Bubble Case and Swivel Grips for Nintendo Switch. These new accessories provide Switch owners with additional protection and comfort at budget-friendly prices. The Bubble Case and Swivel Grips for Nintendo Switch are now available at Amazon and Nyko.com for an MSRP of \$14.99 and \$9.99 respectively.

Bubble Case is a protective case for the whole Switch console with Joy-Cons attached, thanks to a durable layer of foam and an included glass screen protector. The Bubble Case's three-piece construction allows users to disconnect their Joy-Cons without having to remove the case -- a unique feature among heavy-duty cases. Bubble Case provides 360-degree protection and is a perfect option for the on-the-go Switch gamer.

Swivel Grips attach to each Joy-Con and improves ergonomics for longer and more comfortable gaming session, as well as a clear protective shell for added durability. Each Swivel Grip has two collapsible handles that swivel out into place and provide a traditional controller-like feel in horizontal orientation. The dock compatible design of the Swivel Grips means that the Joy-Con do not interfere with any buttons or ports even while docked.

"We understand that Switch fans enjoy using their consoles in a variety of environments, so we've designed our products to ensure the best protection with minimal impact on its portability," said Chris Arbogast, Nyko's Director of Sales and Marketing. "While Bubble Case and Swivel Grips are two very different products, they both enhance the defining traits of the Switch and are great for gamers who want to preserve the condition of their console."

Fearful Symmetry & The Cursed Prince Releases

SOEDESCO (publisher) released Gamera Interactive's (developer) unique puzzle game Fearful Symmetry & The Cursed Prince for PC and Xbox One. The game is now available on Steam, Xbox Live and is available as an Xbox Play Anywhere title across the entire Xbox One family of devices, including Xbox One X and Windows 10.

About the game

In Fearful Symmetry & The Cursed Prince, players control two characters, both in different dimensions. The unique twist in the game is that these characters have opposite controls. This, combined with different traps and obstacles in the two dimensions results in a brain-teasing puzzle game. Players can enjoy 30+ levels with multiple characters to unlock along their journey. Replaying previous levels with other characters opens up whole new ways to complete them. It also uncovers secrets, which otherwise had remained hidden.

Features

- Control two characters simultaneously and guide them to safety
- Overcome deadly traps while making your way through 30+ levels
- Discover hidden secrets on your journey through the dimensions
- Get creative, to figure out the optimal path to reach your goal
- Enjoy a timeless pixel art style reminiscent of a classic era of games

In The News Continued

Marble Land Launches on Steam for VR

Independent developer Devious Technologies, in partnership with Carbon Incubator, announced that their physics-based puzzle title Marble Land is available now on Steam for Oculus Rift and HTC Vive, with a Gear VR version coming to digital stores later this month. In Marble Land, players immerse themselves in an alien world where they take control of grandiose gadgets, reminiscent of Rube Goldberg devices, in order to guide the blue marble to safety.

“Marble Land takes an old school concept - the marble game - and makes it fresh with cutting edge technology and ingenious design”, said George Tudor, the CEO of Devious Technologies. “The game’s enchanting environments are the perfect way to escape reality for a few moments. The increasing

difficulty of each puzzle poses challenges that engage players’ mind revealing a captivating visual and intellectual odyssey.”

In Marble Land, players come up against 45 increasingly complex puzzles set on intricately designed platforms. The goal is to clear the way for the blue marble to reach its 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.

Marble Land is also planned to launch on PSVR and Google Daydream early in 2018.

Ultimate Chicken Horse Releases

Ultimate Chicken Horse, the party platformer where friends build the level as they play, makes the jump to PlayStation 4 on December 12th, with Xbox One and Nintendo Switch™ coming soon after.

After over 450k copies sold on PC, more than 200M views on YouTube and an IGF design nomination, Clever Endeavour Games will give console players the chance to experience what EuroGamer called “an early frontrunner for Game of the Year.”

The console release will coincide with the Elephantastic Update, a massive addition of new content for all platforms featuring a brand new Elephant character, new Jungle Temple and Volcano levels, new platforms and traps, as well as an exciting new game mode.

In Challenge Mode, players can build, save, and share custom platforming levels with their friends and with the world, competing



In Ultimate Chicken Horse, friends construct stages as they play, placing deadly traps before trying to reach the end

Dodgeball Rising to Launch in 2018

Japanese videogame publisher Happinet announced that Dodgeball Rising will launch in 2018 (TBA) for PC. Previously scheduled to enter Early Access on Steam on Dec. 14, 2017, developer Asakusa Studios is rescheduling the title’s anticipated PC debut to invest more time and resources towards creating the ultimate showdown experience with full support from publisher Happinet.

Set in the Edo Period in Japan -- where swords and duels have been banned by the government -- Samurai, Ninja, and even Sushi Chefs, gather to settle conflicts and disputes over a game of Dodgeball. With support for up to six-player matches, a wide array of unique Dodgeball warriors from all walks of life, simple controls, and engaging special moves, Dodgeball Rising brings the classic schoolyard sport to life as never-before-seen.

Key Features:

- **A Remarkable Roster:** Choose from 11 unique Dodgeball warriors from all walks of life, including Samurai, Ninja, Sushi Chefs, Kabuki Entertainers, Sumo Wrestlers, and more!
 - **Offline and Online Multiplayer:** Supports up to three players for local co-op and up to six players in online battles via 2v2 and 3v3 team battles. AI players can be called in to fill empty slots.
 - **Story Mode:** Enter the Ultimate Imperial Dodgeball Tournament in this singleplayer mode, and unique story for each character.
 - **Amazing Specials:** Build up your Rising Gauge to unleash a variety of over-the-top special moves and attacks to defeat your opponents.
- Dodgeball Rising is now scheduled to launch in 2018.

on global leaderboards for best times. A level discovery system will allow players to find trending levels, categorize them by difficulty, or find levels that friends have made.

of the level. If an animal can make it but their friends cannot, the one who reaches the end scores points! Play online or locally and experiment with a wide variety of platforms to find new ways to mess with friends.

Features

- Play with friends online and locally
- Alternate between strategic block placement and twitch control platforming
- Select from a huge library of blocks to create an infinite variety of levels
- Discover locations such as the Farm, Iceberg, Dance Party, Pyramids and more
- Create, save, and share custom levels
- Challenge friends to beat your levels in Challenge Mode, with global leaderboards
- Play as a chicken, horse, sheep, and other wonderful animals
- Fun, cartoony art style
- Sweet funky soundtrack

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?

We brainstorm ideas for games here at Family Friendly Gaming. An idea the Editor in Chief came up with one time was a game like Pokemon that was based on real animals. Not only that but also based on the real world. Could you imagine it? What are the benefits of playing such a game based on real animals in the real world. First and foremost it could teach kids a variety of different things. Like what? Well they could learn about habitats, environments, diet, and more. Maybe the games could be based in certain countries or areas

of the world. Maybe have one game in a mountain range, another in a desert, another in the tundra and more.

This game would have real ways to capture these real animals. Think about the difference between catching a beetle versus catching a bear. In most cases the larger animals would be harder to trap. They would also be more powerful in the battles. Again realism is what is important. Kids should learn that a butterfly is not going to beat down a moose. Certain animals would have advantages against other animals. An elephant would have amazing defense. A lion pride might be able to take it down eventually. Families could learn one on one which animals are better at battling than others. Could your jaguar take out an anaconda? Wild animals would have slightly different attributes

than trained animals. The wild animals would be more ferocious but less intelligent. Unless we are talking about an intelligent animal.

Big birds like eagles would have an advantage against small rodents. A barn owl might have problems with a mule. Flying animals need to find some way to land, and then they are vulnerable. Flying around forever would decrease stamina and health. The animal on the ground would increase stamina and health waiting for it to come down. Maybe this game series could go back in time and let us battle with dinosaurs. Trapping them would be very interesting indeed. If not nearly impossible.

Would you play a real animal, real world Pokemon like video game? Should we start a Kickstarter to fund this idea? Would you buy such a game?

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.

Titus 2:11-14

11 For the grace of God has appeared that offers salvation to all people. 12 It teaches us to say "No" to ungodliness and worldly passions, and to live self-controlled, upright and godly lives in this present age, 13 while we wait for the blessed hope—the appearing of the glory of our great God and Savior, Jesus Christ, 14 who gave himself for us to redeem us from all wickedness and to purify for himself a people that are his very own, eager to do what is good.

DVD	Score	Page
The Flash Season Three	57	34
Gameboy Advance	Score	Page
Spongebob Squarepants Supersponge	60	37
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Super Lucky's Tale	90	33
Zoo Tycoon Ultimate Animal Collection	90	30

Metroid Samus Returns

SCORE: 65

I have played a variety of Metroid video games over the years. We have not reviewed many of them here at Family Friendly Gaming. I am thankful Family Friendly Gaming purchased a copy of Metroid Samus Returns on the Nintendo 3DS after the failures of the PR and Marketing firm for this particular product.

We go back to the planet of SR388 to kill off forty Metroids. They were discovered underground. The issues families can have with Metroid Samus Returns is violence, blood, lack of attire, enticement to lust, idols, and more. Parts of Metroid Samus Returns can be difficult due to the controls. Which felt too

loose to me. Especially the targeting. There is nothing more frustrating that constantly missing an enemy. Then missing the Melee Counter to stun them.

I died early and often in Metroid Samus Returns. I

would go on runs where I did good and stayed alive for a bit. Metroid Samus Returns lets you continue if you die so generally not a lot of progress is lost. I still had to redo things since saves are too few and too far between for my tastes. Why can't we just save everywhere? The technology for doing that has existed for decades Nintendo.

If you take too much damage you can die, and go back to your last save. There is another option. You can grind for health. Keep killing the enemies and collecting health



from them. Eventually you will get back to full health. The 2D side scrolling levels in Metroid Samus Returns are augmented by the 3D cut scenes.

Metroid Samus Returns generally looks nice, and sounds good. The violence is one of the main issues in Metroid Samus Returns. There are some areas that are really populated with enemies. Metroids take awhile to kill off in Metroid Samus Returns. They also change what can hurt them based on what attacks you have unlocked. I value Metroid Samus Returns at fifteen dollars brand new. That is my personal price opinion on this product.

- Paul

System: Nintendo 3DS
 Publisher: Nintendo
 Developer: Mercury Steam, Nintendo EPD
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Animated Blood, Fantasy Violence, Mild Suggestive Themes}



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

Pokemon Ultra Sun Pokemon Ultra Moon

SCORE: 64

I bought Pokemon Ultra Moon and beat it. My brother got himself Ultra Sun. Even though Kid Gamer bought Ultra Sun before I bought Ultra Moon I was the first to beat the game. I am shocked with all of the religious content and teachings found in Pokemon Sun Pokemon Moon. It is fascinating that this franchise now has a character that does not like Pokemon fighting. Which is the core mechanic to this game. She however much later in the game randomly decides that battling is okay.

The experience share really helps out players with the leveling up. Grinding is still required in Pokemon Ultra Sun and Pokemon Ultra Moon. The experience share helps with that. How does it do that? It shares the experience with all the Pokemon on you. So the other five that were not used in the battle stay at around the same level as the Pokemon that you use the most. Z-Power, Z-crystals, and the Z-bracelet now helps out with ultra powerful attacks that are built up and can only be used once in a battle, you later get a feature called burst; what it does is, when the cover Pokemon from the previ-

ous games Sun and Moon fuse with Necrozma they get the ultra Necrozma form.

The issues parents must be informed of are lack of attire, false worship, false gods, violence, evolution, psychic, ghosts, elemental powers, theft, threats, and more. It is the same going through trials in Pokemon Ultra Sun Pokemon Ultra Moon as it was in Pokemon Sun and Pokemon Moon. The trials where a cool gimmick at first, but after beating all of the difficult trials I began to miss the gyms. The trials have you do some task in order to call the totem Pokemon, and then you have to battle the extremely tough totem Pokemon (by the way you can catch them now).

The battle presentation is not improved at all in Pokemon Ultra Sun Pokemon Ultra Moon from the additions in Pokemon Sun and Pokemon Moon. I almost fell asleep playing what felt like a re-release of Sun and Moon. I like seeing if a move is effective or not. How do you earn that? Fight that Pokemon in the past,



Kind of unhelpful during battles against Pokemon you have never seen before. Riding around Pokemon is interesting. I found that it helped me get to my destination faster, without having

to battle everyone, because you can go around. It is needed to get past certain areas. The map screen shows a flag where you need to go to progress the main story, in most cases, however it is sometimes wrong such as in your final trial.

The graphics Pokemon Ultra Sun and Pokemon Ultra Moon are bright and the characters look nice. The attacks can be glitchy at times in Pokemon Ultra Sun and Pokemon Ultra Moon - in fact I crashed the game on 5 different times all using the move Scald. Game Freaks is trying things and working on improving certain facets. I wish they would make their games more Christian friendly. Pokemon Sun Pokemon Moon felt like a remake of a Hawaiian Pokemon story to me. I value Pokemon Ultra Sun and Pokemon Ultra Moon at twenty dollars brand new.

- Teen Gamer

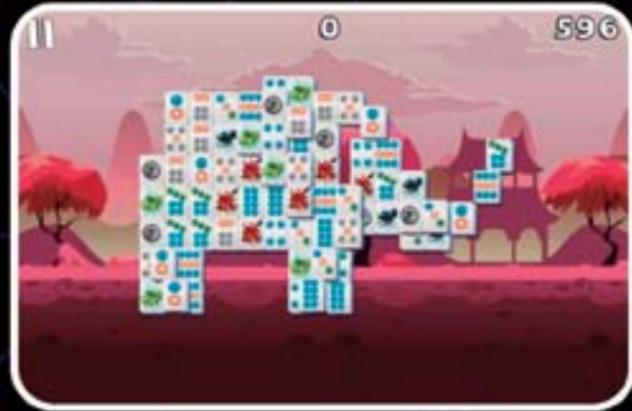
System: Nintendo 3DS
 Publisher: Nintendo
 Developer: GameFreaks
 Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



Graphics: 65%
 Sound: 70%
 Replay/Extras: 80%
 Gameplay: 55%
 Family Friendly Factor: 50%

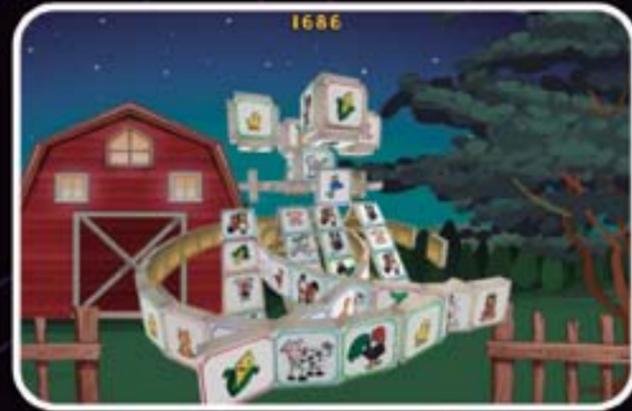


ENSENASOFT



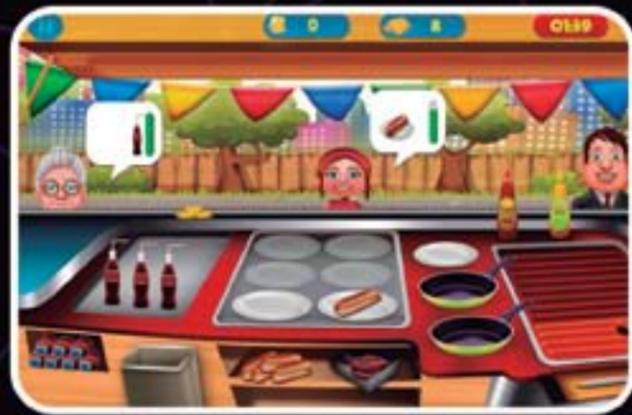
Mahjong Deluxe 3

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



Fifa 18

SCORE: 65



Hopefully you enjoyed the video Paul and Teen Gamer did of Fifa 18. They played it on the PS4. This sub standard soccer video game is also available on the PS3, PC, Nintendo Switch, Xbox 360, and Xbox One. The PR and Marketing folks failed Family Friendly Gaming Universe. They also failed a great many soccer fans with their pay to win gambling loot boxes.

Fifa 18 has long loading, and a very long installation. Fifa 18 is way too online heavy. The modes in this sports game are Kick Off, The Journey, New Career, Ultimate Team, Tournaments, Skill Games, Online (Seasons, Pro Clubs, Co-op Seasons, Online

Friendlys, Live from Playstation), Settings, Profile, Online Settings, Catalogue, Edit Teams, Team Sheets, Create Player, and EA Sports Trax.

The offensive music in Fifa 18 can be turned off. How did the ESRB miss that again? Is EA such a large donor that they get away with not disclosing information related to content that families used to decide on a purchase? The default for Fifa 18 was way too hard for me. Then I found the difficulty adjustment settings so I could actually get near a goal to try and score.

The graphics continue to be small in Fifa 18. Until we see a goal celebration, or are in the story mode that many will find offensive.

The announcers in Fifa 18 are good. The soccer action in Fifa 18 felt too slow to me. I do not feel Fifa 18 is as good as PES 2018.

In my opinion Fifa 18 is worth five dollars brand new. The whole pay to win concept hurts this game. The game play does not feel as good as PES. The Journey continues its offensive concepts from last year.

If you are deeply into online gaming, and like to pay to get some victories then Fifa 18 is the game for you. If you like a good local multiplayer and good single player soccer video game then spend your money on PES 2018. Even previous years of PES are better than Fifa 18. - Frank



Publisher: EA Sports
Developer: EA Canada
System: PC/Switch/PS3/Xbox 360/Xbox One/PS4(tested)
ESRB: 'E' - Everyone SIX and OLDER ONLY



Graphics: 70%
Sound: 70%
Replay: 75%
Gameplay: 60%
Family Friendly Factor: 50%

Zoo Tycoon Ultimate Animal Collection

SCORE: 90

I am so thankful Family Friendly Gaming had the money to purchase Zoo Tycoon Ultimate Animal Collection on the Xbox One.

The PR and Marketing for this company failed us 100%. It is great to see this game ported to the Xbox One with all of the DLC.

The biggest issue families can have with Zoo Tycoon Ultimate Animal Collection is the highly divisive and extremely controversial evolution religious belief being taught in this game. I remembered some of the quirks from years ago and was able to quickly and easily navigate this game. Should I do a video series of Zoo Tycoon Ultimate Animal Collection?

The graphics look good, the animals look good, the habitats look good, and the tutorial is very helpful. Zoo

Tycoon Ultimate Animal Collection also sounds nice. I loved the different animals sounds in this zoo building video game. The music in Zoo Tycoon Ultimate Animal Collection is really good as well.

I enjoyed adopting animals in Zoo Tycoon Ultimate Animal Collection. Always pay attention to the prices and how much money you have. Money is needed to research new things, and to pay your zookeeper workers. It also used

to add feeding and cleaning stations. Why are those not included in the habitat from the start? The loading times are a bit long in Zoo Tycoon Ultimate Animal Collection.

Zoo Tycoon Ultimate Animal Collection includes Single Player, Online, Change Profile, and Options. We can play in Training Mode, Campaign Mode, Challenge Mode, and Sandbox Mode. Zoo Tycoon Ultimate Animal Collection includes the Original Campaign, South America Campaign, and the Australia Campaign.

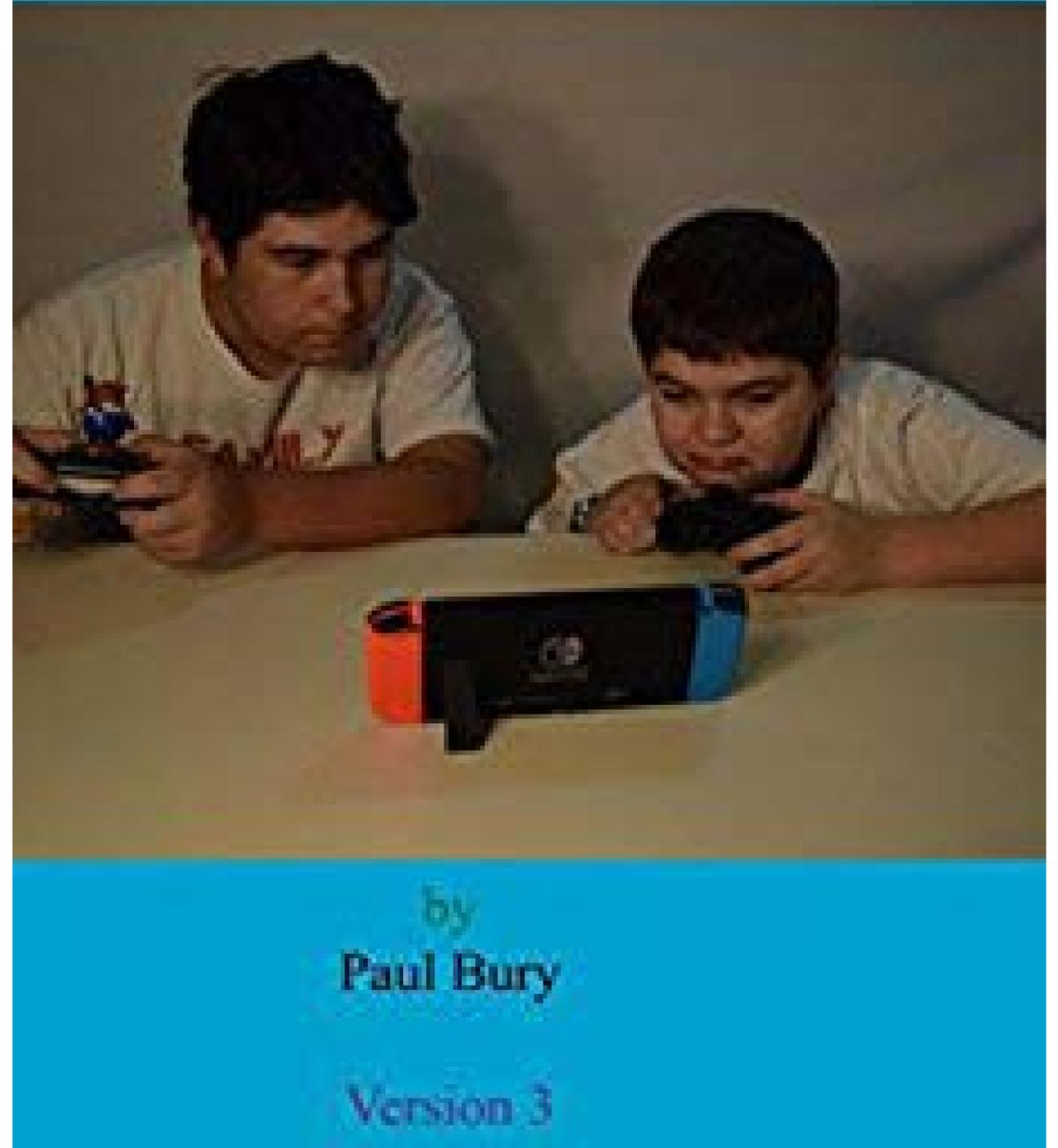
I like playing Zoo Tycoon Ultimate Animal Collection. It is fun for me to take care of the animals and build an amazing zoo. A sequel to Zoo Tycoon Ultimate Animal Collection would be awesome. This Kinect port from the Xbox 360 is fun too. I feel Zoo Tycoon Ultimate Animal Collection is worth twenty dollars.

- Paul

Publisher: EA Sports
Developer: EA Tiburon
System: Xbox One/PS4(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Comic Mischief, Mild Language, Mild Violence}

Graphics: 95%
Sound: 90%
Replay/Extras: 100%
Gameplay: 85%
Family Friendly Factor: 78%

VIDEO GAME LIES



By Paul Bury
Version 3

BUY IT NOW RIGHT HERE

Sonic Forces

SCORE: 90

Sega's PR and Marketing people shot themselves in the foot by failing Family Friendly Gaming. Sonic Forces is a game that would have made our Christmas Buying Guide this year. Because of their failure it might have an opportunity to appear in the Christmas Buying Guide in 2018. They only have themselves to blame though.

I really got into Sonic Forces. I was concerned about this game too. Would it be ultra war zone violent? Sonic Forces is not. In fact it reminds me of Sonic Colors. There are 2D portions and sort of 3D. You know that 3D where we are running really fast and can move to the left or right a bit on the path? That is what happens in Sonic Forces. We fight bosses mainly in 3D areas.

Sonic Forces looks good, and it sounds great.



Kudos to Sega for getting the right voice actors for Sonic Forces. There is some cartoon violence as we free animals from their robotic enslavement. The story telling in Sonic Forces is stellar. This felt like watching the Sonic X animated show. We also get to see retro Sonic from Sonic Generations, and we can have our very own



avatar in Sonic Forces.

After we beat levels we unlock new gear. This gear can be worn on our very own Sonic Forces avatar character. This is pretty neat and encouraged me to keep playing this home console video game. Infinite is an interesting character in Sonic Forces. He creates virtual reality versions of enemies Sonic has defeated in previous games. This is a great way to bring back a variety of characters.

The songs in Sonic Forces caught my ear as I went through levels. I also like how Sonic was captured early on in the game. Eggman conquers almost the entire world, and the resistance must slowly take

the world back area by area. We hop around to different levels a lot in Sonic Forces. In my opinion Sonic Forces is worth thirty dollars.
- Paul

System: PC/Xbox One/PS4/Nintendo Switch(tested)
Publisher: Sega
Developer: Sonic Team
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Graphics: 80%
Sounds: 100%
Replay/Extras: 90%
Gameplay: 90%
Family Friendly Factor: 90%

Super Lucky's Tale

SCORE: 90

It is such a shame the PR and Marketing folks failed Family Friendly Gaming in regards to Super Lucky's Tale. We really like this Xbox One exclusive home console video game. It would have made our Christmas Buying Guide. It should appear in the Christmas Buying Guide for 2018. This is a bright and colorful video game.

Initially I thought Super Lucky's Tale would be an easy game for kids. I found it is easy to fall off the edge and lose a life in Super Lucky's Tale. I had to buckle down and play better. Once I did I added lives easily and made it through the levels one after another. The

music in Super Lucky's Tale is fantastic. The little voice acting is cool.

There are multiple ways to earn four leaf clovers in Super Lucky's Tale.

We can spell LUCKY, get to the end, and find other things to do in levels. Levels can be challenging the first time they are played. I learned how to play them better the second time. I had a lot of fun with this 3D action adventure video game. It takes 300 coins to earn an extra life in Super Lucky's Tale.

We can jump, spin attack, burrow, and more in Super Lucky's Tale. Switches must be hit in certain spots to complete certain missions. Like get-

ting all of the chickens back in the pen for example. Four leaf clovers are needed to unlock additional levels. There are also little mini levels that allow us to earn extra four leaf clovers.

If you like 3D Mario games then you will really enjoy Super Lucky's Tale. This home console video game is easily worth twenty dollars brand new in my opinion. I hope there will be more games like Super Lucky's Tale released on the Xbox One in the years to come. This game helps the image of the industry and the Xbox One. Out of all the 3D Mario clones I have played this year I like this game the best.
- Paul



System: Xbox One
Publisher: Microsoft Game Studios
Developer: Playful
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



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

The Flash Season Three

SCORE: 57

The first two seasons of The Flash were bright, happy and generally full of hope. It was the shining beacon of the DC television shows. The Flash Season Three is darker, and more depressing. It is more like Arrow. The Flash goes back in time and saves his mother. He creates the alternate timeline Flashpoint. He lives in it for three months before finally deciding to fix things back to normal. One small problem though. He is not able to fix things back the way they were exactly.



Barry travels forward in time accidentally and sees Iris murdered. He then spends the rest of the season trying to save her life. SPOILER ALERT! When we finally get to that point we see Iris die. Then we find out it was not Iris but HR instead. Barry is sucked into the speed force at the end of the season because the speed force needs balance. The issues families can have with The Flash Season Three are bad language, lies, deceit, lack of attire, enticement to lust, war on men, shacking up, sex outside of marriage, supports sexual deviancy, attacks Biblical marriage, violence, blood, death, murder, and more. Too often characters lie to one another to protect one another. Then they



eventually tell the truth and the other character is mad for a bit. That pattern happens over and over again in The Flash Season Three.

The crossovers in The Flash Season Three are pretty cool. It is neat to see the other characters from the other shows. I really liked seeing Captain Cold multiple times in The Flash Season Three. He is a great character. Jessie and Wally get speed powers. That was pretty predictable. Killer Frost makes her presence known in The Flash Season Three. Savitar is a really confusing villain in The Flash Season Three.

If you saw the FFG Haul video then you know The Flash Season Three was one of the products purchased on Black Friday 2017. Click here for that video. Ten dollars was a good price for The Flash Season Three. It takes 975 minutes to watch this show. There is also plenty of bonus rah rah content included. - Paul

System: DVD
Publisher: Warner Bros
Developer: DC Comics
Rating: 'NR' for Not Rated



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

NHL 18

SCORE: 68

Did you enjoy the NHL 18 game Paul and Teen Gamer played? I really hope so. It was an exciting hockey game that went into overtime. The new mode in NHL 18 is NHL Threes. That is a three on three past paced game not quite to the arcade level of NHL Hitz. It is a much shorter game though.

You are probably aware of the failures of the PR and Marketing firm that represents this game. You are also probably aware of NHL 18 being part of a FFG Haul video. Finally you should be aware of the game played in video form that is also available online. Man Family Friendly Gaming gives away a lot of free content



System: PS4/Xbox One(tested)
Publisher: EA Sports
Developer: EA Canada
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Violence}

to our amazing readers and viewers. There are three control schemes available in NHL 18. Each of them have their own glitches and problems. How come this game is so glitchy? I found NHL 18 to be difficult and hard even on the easiest setting. I could just barely win some games on the Rookie setting. What is up with that EA? Do you only care about hardcore hockey gamers?

There is fighting allowed in NHL 18. The game is way too online heavy for my tastes. The presentation is good. The graphics are small. Offensive music can be removed. There are a lot of teams in multiple leagues available for play in NHL 18. The announc-



ers are generally good to listen to.

The modes available in NHL 18 are Play Now, Franchise, Be A Pro Career, NHL Threes, Hockey Ultimate Team, Practice Mode, Create Team, Tournaments, EA Sports Hockey League, Playoff Mode, Create Player, Settings, Online News, Season Mode, Draft Champions, Shootout Mode, and Rosters. The majority is sadly online yet again. EA continues to fail to listen.

Wait for NHL 18 to come down to ten dollars brand new. As of right now NHL 18 is way overpriced. I hope future games will fix all of the glitches. - Frank



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

Eve Valkyrie

SCORE: 50

I am so thankful Family Friendly Gaming purchased a copy of Eve Valkyrie. This is a Playstation 4 VR video game. It is also available on PC VR. Since FFG does not currently review PC VR games we can not verify any differences. Eve Valkyrie is an interesting idea with poor implementation.

If you are concerned that VR video games will make you sick, then do not play Eve Valkyrie. A few minutes of playing this 3D space shooter video game made me feel sick. Others here at Family Friendly Gaming tried Eve Valkyrie and they felt ill from playing it as well. That is just the first issue I found with Eve Valkyrie.

It took a 10 gig download of an update file just to play Eve Valkyrie. I don't want to play online so why do I have to waste my limited Internet usage on such a large down-



load that only impacts online game play? The answer is pretty insidious. Eve Valkyrie has a very limited single player section. In order to properly progress you must play online. Guess what you need to play online? A Playstation Plus membership.

I could not find a pause in Eve Valkyrie. What is with games like this not providing a

pause section? The controls are loose, bad, confusing and slow. If that were not bad enough it is a real pain to try and customize them in the options. I found it easy to die in Eve Valkyrie. I also found it is difficult to hit the enemies because they are buzzing around like bees. This helps us get physically ill even quicker.

The story in Eve Valkyrie is lacking greatly. Weapons recharge after taking a couple of shots. Eve Valkyrie looks really nice in VR. There is violent content as we are blowing other ships up. The voices sound nice. Sadly there is bad language included in this 3D space shooting video game. The Battlestar like launch is really cool.

I value Eve Valkyrie at five dollars brand new. Technically they should pay us to play this game, and the medical bills. - WMG



System: PS4 VR
Publisher: CCP Games
Developer: CCP Games
Rating: 'T' THIRTEEN and OLDER ONLY {Mild Language, Violence}



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

Mickey's Safari in Letterland

SCORE: 80

Hopefully your family has been able to see the video I did of Mickey's Safari in Letterland on the 8-bit NES. This is a great learning game for kids. Children can learn the alphabet and short words. All while playing in a safe environment. Kids will have a blast playing Mickey's Safari in Letterland.

Graphically Mickey's Safari in Letterland impressed me for its era. The animations are great. The music in Mickey's Safari in Letterland is very catchy. I like the special effect sounds in Mickey's Safari in Letterland as well. There is no violence or death in Mickey's Safari in Letterland. When Mickey bumps into an enemy he trips over them. He can land on them and squish them a bit.

There are three difficulty settings in Mickey's Safari in Letterland. These three difficulty settings (normal, advanced, super advanced) can be played in six different locales. The deeper I got into Mickey's Safari in Letterland the more it impressed me. It did not cost Family Friendly Gaming a lot of money to purchase. This is one of the retro games that families need to know about. If you are a retro gamer with children and want to give them a learning game then definitely check out Mickey's Safari in Letterland. - Paul

System: NES
Publisher: Hi Tech Expression
Developer: Beam Software
Rating: 'NR' for Not Rated

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



Spongebob Squarepants Supersponge

SCORE: 60

Did you enjoy the video series of Spongebob Squarepants Supersponge on the Gameboy Advance? I hope so. This is a game FFG purchased for the video series. As we are looking for retro games to review it dawned on me that Spongebob Squarepants Supersponge would be a great game for a retro review. So here it is.

I like the music and graphics in Spongebob Squarepants Supersponge. The game play is a bit repetitive and boring. The lack of direction can be a pain at times, especially in the boss fights. Cheap hits, deaths, and questionable collision detection hurt this hand held video game.

Spongebob Squarepants Supersponge does not cost much money. That is the good news. Spongebob Squarepants Supersponge is really short. That is the bad news. There are certain spots in Spongebob Squarepants Supersponge that are nearly impossible. There are others that are too easy.

There is some crude humor in Spongebob Squarepants Supersponge on the GBA. Fans of Spongebob have a good chance of getting into Spongebob Squarepants Supersponge. I enjoyed playing and reviewing this GBA video game. Some tweaks would have made this game better in my opinion. - Paul

Publisher: THQ
Developer: Climax Studio
System: Gameboy Advance
Rating: 'E' - Everyone SIX and OLDER ONLY {Comic Mischief}

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

SPORTS



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



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

DEVELOPING

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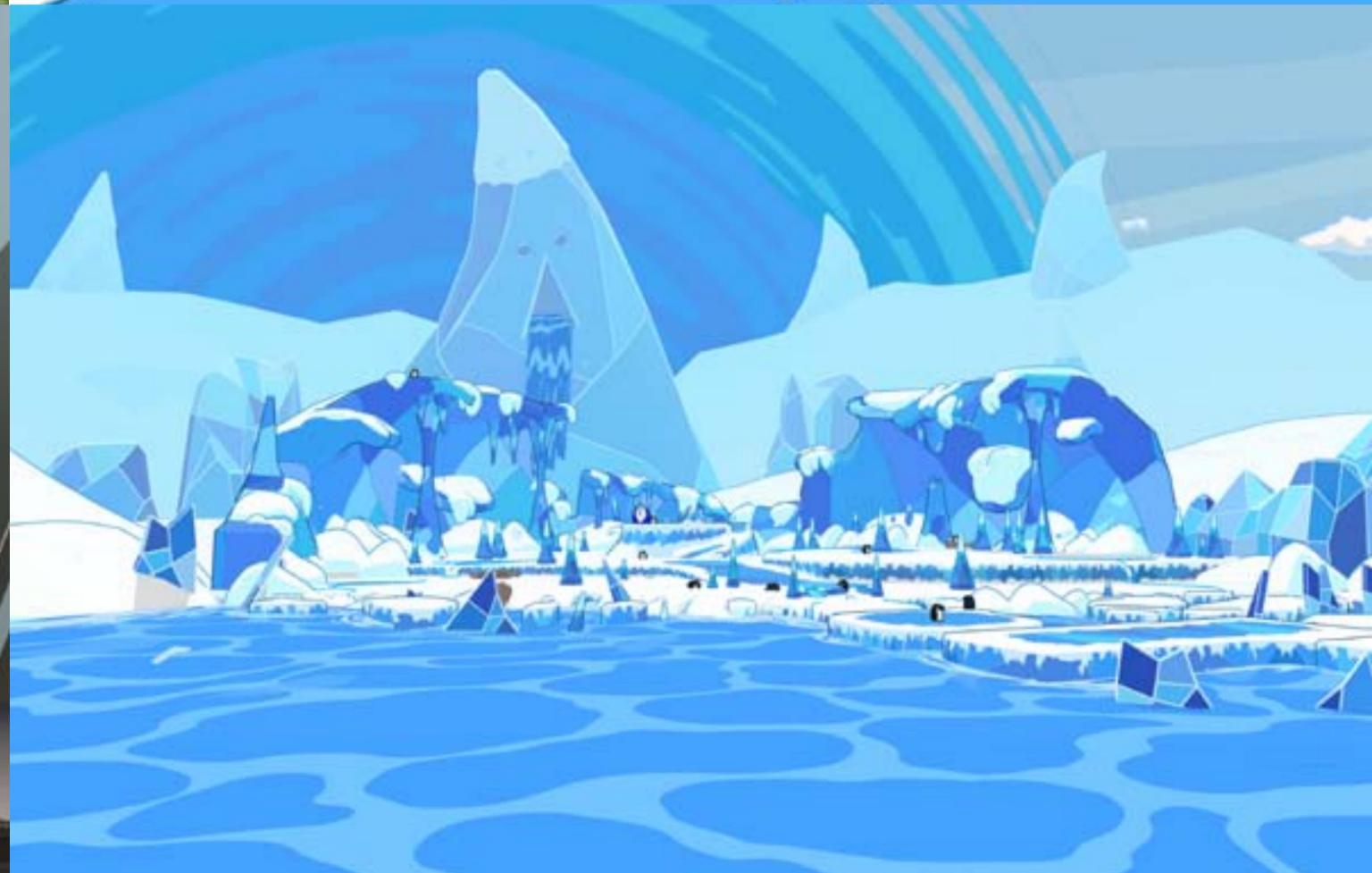
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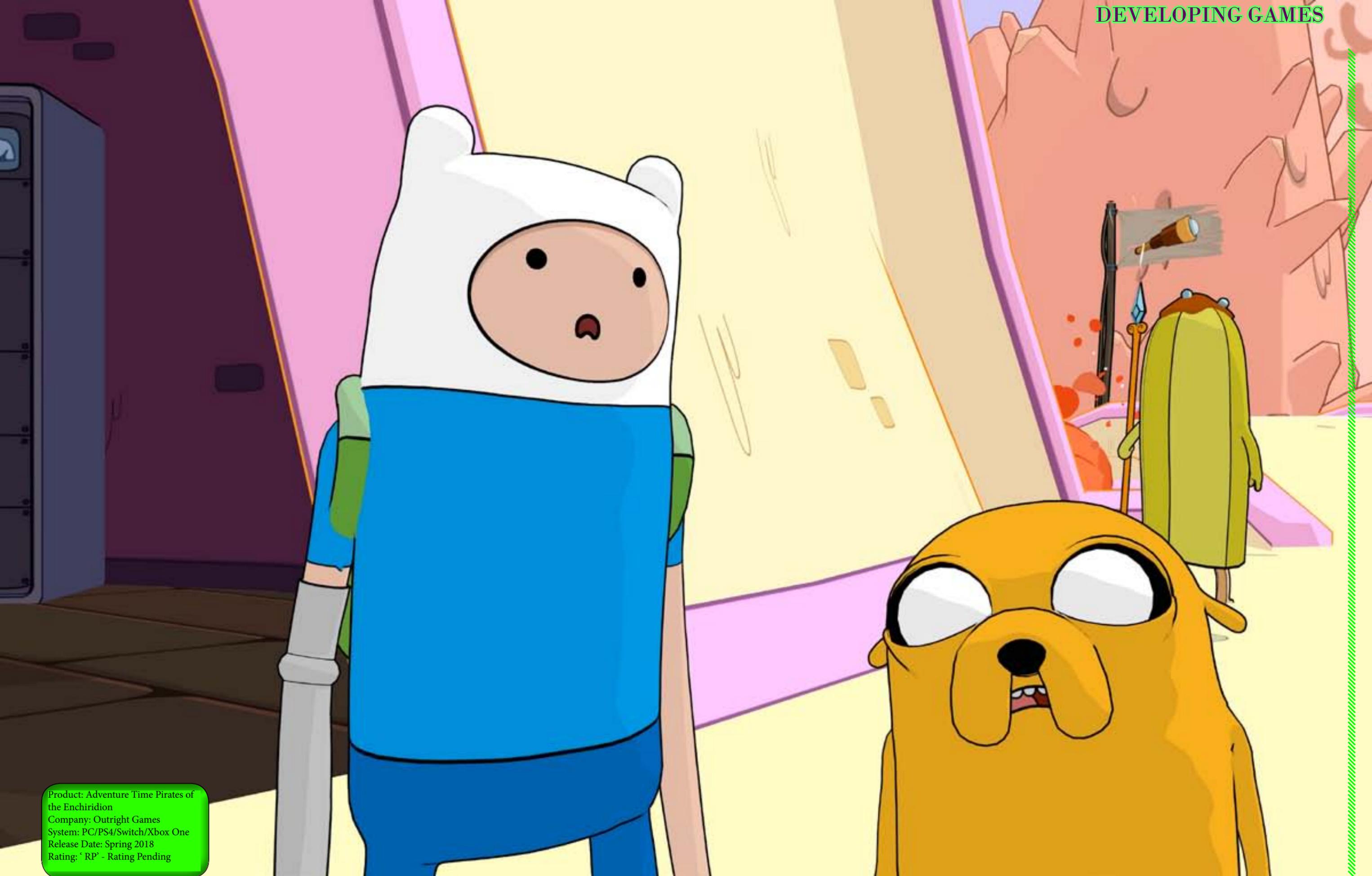
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GAMES





Product: Adventure Time Pirates of the Enchiridion
Company: Outright Games
System: PC/PS4/Switch/Xbox One
Release Date: Spring 2018
Rating: 'RP' - Rating Pending



Product: Adventure Time Pirates of the Enchiridion
Company: Outright Games
System: PC/PS4/Switch/Xbox One
Release Date: Spring 2018
Rating: 'RP' - Rating Pending



Product: Adventure Time Pirates of the Enchiridion
 Company: Outright Games
 System: PC/PS4/Switch/Xbox One
 Release Date: Spring 2018
 Rating: 'RP' - Rating Pending



Product: Mega Man 11
Company: Sony
System: Switch/PC/PS4/XBone
Release Date: Late 2018
Rating: 'RP' - Rating Pending



Product: Mega Man 11
 Company: Sony
 System: Switch/PC/PS4/XBone
 Release Date: Late 2018
 Rating: 'RP' - Rating Pending



Product: Mega Man 11
Company: Sony
System: Switch/PC/PS4/XBone
Release Date: Late 2018
Rating: 'RP' - Rating Pending



Product: The Last Guardian VR
Company: Sony
System: PS4 VR
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: The Last Guardian VR
Company: Sony
System: PS4 VR
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Black Clover Quartet
Knights
Company: Bandai Namco
System: PC/PS4
Release Date: 2018
Rating: 'RP' - Rating Pending



Product: Black Clover Quartet Knights
Company: Bandai Namco
System: PC/PS4
Release Date: 2018
Rating: 'RP' - Rating Pending



Product: Black Clover Quartet
Knights
Company: Bandai Namco
System: PC/PS4
Release Date: 2018
Rating: 'RP' - Rating Pending



Product: One Piece Grand Cruise
Company: Bandai Namco
System: PS4 VR
Release Date: 2018
Rating: 'RP' - Rating Pending



NOW

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Ben 10
Digimon Story: Cyber Sleuth - Hacker's Memory
PUBG

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AA/XX

I'm going to visit my brother at Central Hospital again today. I wish he would wake up.

PLAYING



BEN 10

New Game

Settings

0 / 18

Quit

Name: Ben 10
System: Nintendo Switch/PC/PS4/Xbox One
Publisher: Outright Games
Developer: Torus Games
Release Date: Out Now
Rating: 'E10+' Everyone TEN and OLDER ONLY [Cartoon Violence]

B Back

A Enter

65

Enemies Remaining

11

Destroy Happiness Sucker



Four Arms

Name: Ben 10
System: Nintendo Switch/PC/PS4/Xbox One
Publisher: Outright Games
Developer: Torus Games
Release Date: Out Now
Rating: 'E10+' Everyone TEN and OLDER ONLY [Cartoon Violence]



Alien Unlocked

Wildvine unlocked! Capable of fighting from either short or long range, Wildvine is the most versatile alien in Ben's arsenal. Don't worry; he'll grow on you.

A Accept



Name: Ben 10
System: Nintendo Switch/PC/PS4/Xbox One
Publisher: Outright Games
Developer: Torus Games
Release Date: Out Now
Rating: 'E10+' Everyone TEN and OLDER ONLY [Cartoon Violence]





Gallantmon

Arata Sanada... I would recognize that hideous sight anywhere.

Product: Digimon Story: Cyber Sleuth - Hacker's Memory
Company: Bandai Namco
System: PS Vita/PS4
Release Date: January 19, 2018
Rating: 'T' - THIRTEEN and OLDER ONLY (Blood, Crude Humor, Fantasy Violence, Language, Suggestive Themes)



Chitose

I'm sure he'll make Ryuji...and the whole team... just like we used to be.



Erika

That's not nice. I think I'm really good at it.



Suedou

just a hypothesis. I have no idea what effect could have on the human body.



Chitose

Wouldn't forming a new team just reopen those old wounds?



Product: Digimon Story: Cyber Sleuth - Hacker's Memory
Company: Bandai Namco
System: PS Vita/PS4
Release Date: January 19, 2018
Rating: 'T' - THIRTEEN and OLDER ONLY (Blood, Crude Humor, Fantasy Violence, Language, Suggestive Themes)



Product: PlayerUnknown's Battle-grounds
Company: Bluehole
System: PC/Xbox One
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY {Blood, Violence}



Product: PlayerUnknown's Battle-grounds
Company: Bluehole
System: PC/Xbox One
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY {Blood, Violence}

Last Minute

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Tidbits





Product: Ylands
Company: Bohemia Interactive
System: Personal Computer
Release Date: OUT NOW
Rating: 'NR' - Not Rated



Product: Ylands
Company: Bohemia Interactive
System: Personal Computer
Release Date: OUT NOW
Rating: 'NR' - Not Rated



UNINVITED



Shadowgate



THE UNINVITED



Product: 8-Bit Adventure Anthology Volume One
 Company: Abstraction Games
 System: Personal Computer
 Release Date: Out Now
 Rating: 'NR' - Not Rated



PROPERTY	
✖	
✖	
✖	
✖	
✖	
✖	
✖	

THE SMELL OF GASOLINE
 FILLS THE AIR. YOU MUST
 HAVE PUNCTURED THE TANK.



GOODS	
☞	
☞	
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☞	
☞	
☞	

☞



GOODS	
☞	COIN=7
☞	GUM
☞	
☞	
☞	
☞	
☞	
☞	

YOU SEE YOURSELF IN THE
 MIRROR. YOU AGAIN REALIZE
 WITH HORROR THAT YOU CAN'T
 REMEMBER WHO YOU ARE!!

Product: 8-Bit Adventure Anthology Volume One
 Company: Abstraction Games
 System: Personal Computer
 Release Date: Out Now
 Rating: 'NR' - Not Rated



Product: The Legend of Heroes
 Trails of Cold Steel
 Company: XSeed Games
 System: Personal Computer
 Release Date: Out Now
 Rating: 'NR' - Not Rated





Product: Poi
Company: Polykid
System: PS4/PC/Xbox One/Switch
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



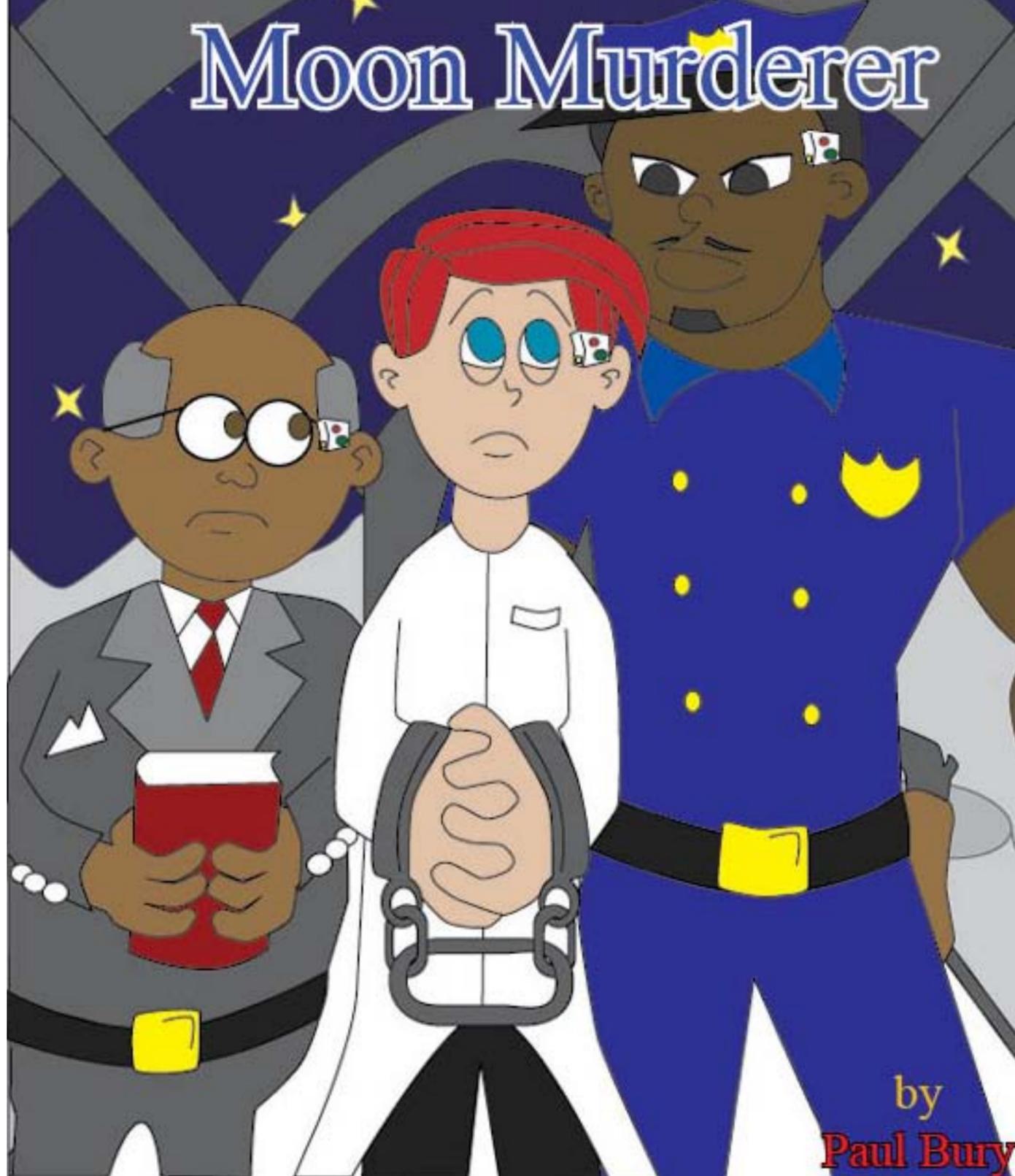
Product: Poi
Company: Polykid
System: PS4/PC/Xbox One/Switch
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}





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

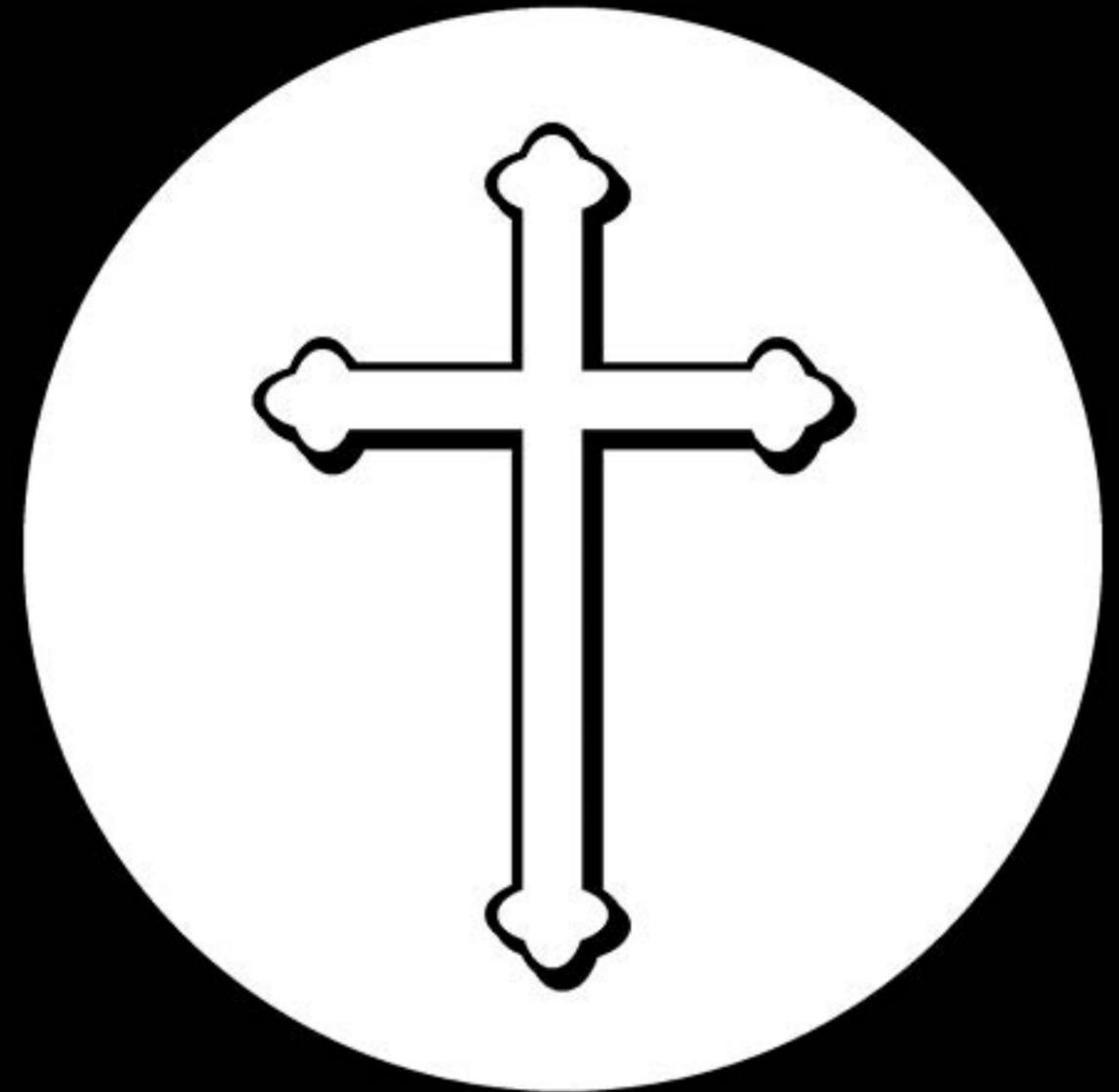
Future Glimpses Moon Murderer



by
Paul Bury

BUY IT RIGHT NOW HERE

FUTURE GLIMPSES
FREE AT LAST



BY
PAUL BURY

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FAMILY FRIENDLY

THE VOICE OF THE
FAMILY IN GAMING

GAMING™

Devotional January

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