

Family Friendly Gaming

THE VOICE OF
THE FAMILY IN
GAMING

TM

TIE-BREAK

Two Point Hospi-
tal, Digimon, One
Piece, Final Fanta-
sy and more in this
fabulous issue!!

ISSUE #128

March 2018

Mario Tennis Aces
is coming in 2018.
Can you win a few
sets?



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STAFF:

Editor in Chief:	Paul Bury
Art Director:	Yolanda Bury
Sports:	Frank
Music:	Shirley
History:	Patricia
Gaming Journalist:	Mark
Gaming Journalist:	John
Gaming Journalist:	Luke
Gaming Journalist:	Sam
Working Man Gamer:	Secret
Kid Gamer:	Secret
Teen Gamer:	Secret

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Family Friendly Gaming
 7910 Autumn Creek Drive
 Cordova, TN 38018
 Pbury@familyfriendlygaming.com

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Rise of Physical Copies

The more I look at the video game industry the more I notice the rise of the physical copies. Some may call it a resurgence. After all video games started in the physical copy realm. Others might say there is a backlash against the digital downloads. Some might even say the rise of consumer rights and consumer rights advocates is to thank for the increase in physical copies.

Prices of cartridges must have something to do with it. After all prices have plummeted into realms where even indie video game companies can release physical copy versions of their video games. We have even noticed retro video games coming out on older systems. Guess what? When those retro games come out, they are coming out on cartridge. It is fantastic to see this trend grow, develop, and mature.

Family Friendly Gaming was one of (if not the) first gaming media outlets to put all of our weight behind physical copies. Too many of the extremely radical and far left gaming journalists supported digital downloads thinking they were saving the environment. Most of them found out within a few years how out of touch they were with the gaming community. Whereas Family Friendly Gaming proved to be an industry leader, and innovator that is constantly ahead of our time and the herd on yet another issue. That is not a brag, just stating a fact.

We have noticed plenty of digital downloadable video games growing into physical copies. Video game companies are realizing that they are stunting their growth, and limiting their sales by staying in the digital download only realm. They have learned that there are millions upon millions of gamers who will not buy digital downloads. They have read the original news articles in support of physical copies. They have seen the comments from readers who do not want digital downloads. It may have taken a few of them some time to open their eyes to reality and truth. They are now seeing it.

It amazes me how many press releases now focus on video games having a physical copy. The people in PR get it. The people in PR realize their story has a better chance of being published if it actually has some value to it. The people in PR acknowledge we do not want to spend

our money publishing a story that has nothing to it. The people in PR have gotten aboard the physical copy movement train.

The rise of the physical copy movement shows me something personally. What does it show me? If you work hard at something, bring the facts to the public forum, and have logic on your side then you have a very good chance of effecting change. The physical copy movement is change we can all believe in. The physical copy movement is fair to all gamers of all skill sets. The physical copy movement is gaining steam in 2018. Will you get on board?

God bless,
Paul Bury



Doing the Right Thing

Whatever happened to our culture? What happened to our society? Why are so many people doing the wrong thing? Why is doing the right thing so hard for some people to do? American society and culture has been twisted around completely backwards by some people in some areas. They preach their radical backwards beliefs on the television, in movies, and increasingly in video games. The discrimination of things that are good has reached intolerable levels. What is wrong with these people? Do they hate God and His people so much that they are willing to destroy everything?

The one government religion that these zealots try and shove down everyone's throats is atheism. They attack anything of God, the Holy Bible, and those of us with a relationship with Jesus Christ. It astounds me they try and sow fear when any Christian wants to share their faith. Yet when they force their beliefs on others at the threat of the government's gun, they see no problem. Their double standard and lack of diversity is appalling. This exact problem was predicted many years ago. Not enough people acted on that information when it was shared then. Now the problem has grown in a tree that needs to be cut down. This problem must be faced head on. Maybe we need some million family marches on the Capital. Maybe President Trump needs to continue to drain the swamp. Corruption, double standards, evil, wickedness, and worse are common place in the nations capital.

Too many people look to the corrupt leaders for moral and ethical leadership. They follow what they see and hear. President Clinton showed us what happens when a weak moral leader is in the Oval Office. On the flip side of the coin President Bush showed us what a strong moral leader looked like. What is sad is how the radicalized media attacked him relentlessly for being a strong moral leader. They could not bother to celebrate him. But when we got a weak kneed leader like President Obama they ran all kinds of fluff pieces. Now that a Republican is in office the radicalized media is right back at attacking. They did attack anyone who opposed President Obama during his reign of terror.

Do not look to human beings for your leadership.

Do not look to human beings for your moral compass. Do not look to Hollywood for your opinions. Do not listen to clueless actors and actresses on important issues. Look to God, Jesus, and the Holy Bible. Pray, and ask the Holy Spirit to give you discernment. It may not be easy doing the right thing. It is called the right thing for a reason. Truth stays truth no matter who tries to redefine words and institutions. History stays the same no matter what they try to do to redefine it. Ask yourself one question over and over again. Is this the right thing to do?

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

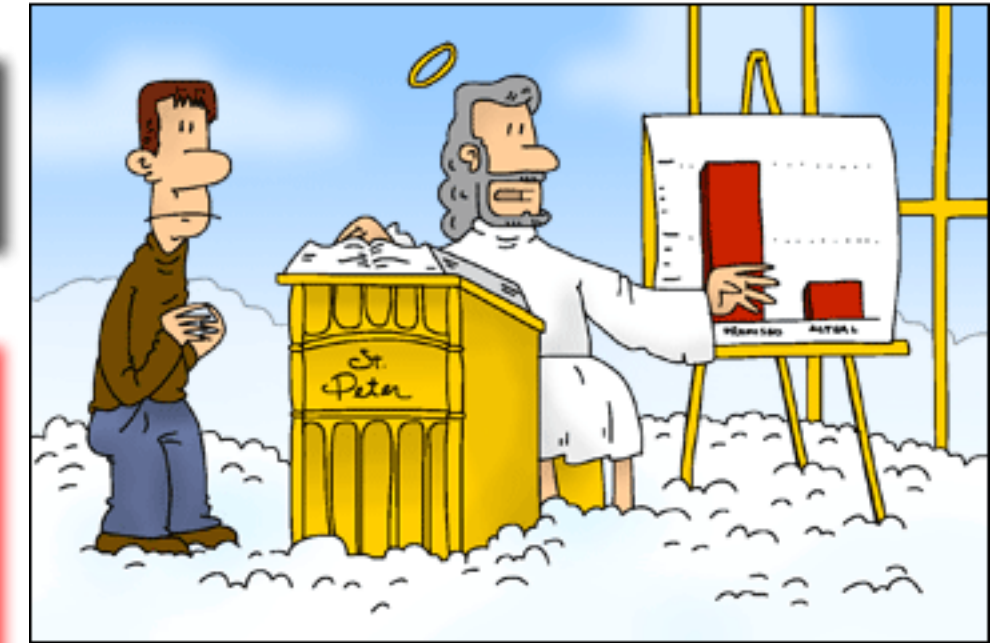


Interactive Bible Series for Windows by GraceWorks Interactive



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.



06-29-2015

IN THIS CHART WE CAN SEE YOUR PROMISED GOOD DEEDS COMPARED TO YOUR ACTUAL FOLLOW THROUGH

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!

XFL Returning

Did you hear the XFL is coming back. Do you think they will make a video game based on the

XFL? I hope so. I want to play another football game that is not the EA Sports one. That monopoly is hurting video games in general. Do you like the EA video game football monopoly? Look at how soccer has competition and the two franchises are trying to outdo one another. We gamers get better games when there is competition. That is how I feel about that topic. What changes do you think the XFL will bring?
-Mark

{Paul}: Mark,

Thank you so much for your email. Yes we did hear the XFL is coming back. We are very excited. In fact we did a video of

what we want to see in the new XFL when it comes back. Both myself and Teen Gamer came up with Top Ten Listings. Hopefully you enjoy that video as much as we enjoyed making it.

We totally agree with you on the monopoly. The NFL and EA Sports made a contract to keep everyone else out. The NFL gets money out of the deal, and EA Sports gets the sales from being the only game in town. That deal needs to end, and not get any more renewals. Like you, we are ready for that to stop. Lord willing it will happen soon. The NFL keeps making all of the wrong moves so I am not sure it will happen.

We would love to play an XFL video game. We have been asking for one for years now. Hopefully someone out there will make it happen.

Found You

I just found Family Friendly Gaming and

I love it. Thank you for your reviews, and news stories. I absolutely love there are Christians out there doing this. It is something I kept telling all my friends that someone needed to do. Not only do you do it, but you have done it for a very long time. I was shocked to hear how well established Family Friendly Gaming is. It is so awesome to find your website. Our family will be reading reviews for months. Thank you for all that you do.
- Tonya

{Paul}: Tanya,

You are very welcome. Thank you for your wonderful kind words of encouragement. They mean a lot to us here at Family Friendly Gaming. We have been doing a lot of videos in the past few years. So that is something else here at Family Friendly Gaming you might want to check out. We do some Previews, and Images on top of News and Reviews. Our News section is split between regular News, and Updated news. The Updated news is generally products we have covered before. The Red News stories are our own original works. So those are opinion pieces where we discuss something that is hopefully fas-

inating. We try to find interesting topics.

No Man's Sky

Thank you for your diligence in providing believers with relevant information. And having to work a day job and glorify God with the tithe of your time!

My husband and I play Minecraft a LOT! It's a safe one. For the PS4 i have found Overcooked and Little Big Planet to be safe. We also bought Horizon Zero Dawn but haven't played yet.

My old favorite was Skyrim but as I grew in Christ I could not keep killing the NPCs. We still have a Wii and own a plethora of games for that. Everything from racing, mini golf, side scrollers, and some fun Japanese games. Game developers for Nintendo have mostly leaned toward safer games.

I did much research on PS4 vs Switch but after seeing the graphics on PS4 opted for that. Spent the extra \$100 for Pro version as more games are in the works utilizing HD 4k graphics.

I recently discovered your

website and have it bookmarked now. Thank you and may our Lord bless you and give you the desires of your heart!

In Him,
Cindy

{Paul}: Cindy,

Thank you for your kind words of love and encouragement. :)

What is your opinion of Dragon Quest Builders?

Do ya'll have PS4 VR? If yes, then I recommend Job Simulator. Star Trek Bridge Crew can be fun as well. Plus playing non-VR games with the headset is like sitting in front of a movie theater screen. They updated Star Trek Bridge Crew so non-VR consoles could play it (or so Ubisoft claims).

We play more on the PS4 and Xbox One than we do on the Switch. The Wii U is only being used to record videos of the Wii games.

On No Man's Sky - does it reach the E3 presentation level? I ask because Teen Gamer has that as part of his Top Ten. We recorded that video some weeks ago. We



SOUND OFF Continued

upload videos the night before as unlisted and then make them public in the morning before I leave for the day job. I think you can see it here:

<https://www.youtube.com/watch?v=njCyAfRJ5zM>

We had plenty of feedback on our Skyrim review. :) The world-ly were not too happy with it. We asked them how our opinion impacted their enjoyment of the game?

If No Man's Sky reaches the E3 presentation level I might be able to convince Teen Gamer to queue it up in a month or three.

From ROM to Physical

Thank you so much for your article entitled: "From ROM to Physical." I have been looking for this kind of a company, and I am so happy to hear about them from Family Friendly Gaming. Did they pay you for that placement?

Whether they did or not does not matter to me. Family Friendly Gaming continues to bring interesting, cool, and relevant news to the Internet. I appreciate all that you do. Please keep it up. I will be making an order from OCD Reproductions very soon.
- Troy

{Paul}: Troy,

You are very welcome. Thank you for your kind words of encouragement. They mean a lot to us. We are all very pleased to hear you found this story relevant. We are constantly looking for interesting ideas to write about. For those unclear what this story is about, please go here:

<http://www.familyfriendlygaming.com/News/2018/From%20ROM%20to%20Physical.html>

Please take a look at the bottom of the News page. There is a legend there with color coding. This legend shows that stories

in the green and black color are company press releases that are edited by us. The red colored stories are our own original stories. We write them, and we are giving our own opinions on things. Other colors are sponsored posts. Things like the magenta color for example. Why is this important? Because the From ROM to Physical story is in red. That is an original FFG story. OCD Reproductions has paid us nothing. In fact we have paid them. We have purchased multiple games from them. When we find something cool we like to share it with ya'll. We really like what they are doing and want to see more of it. Hence the FFG Original story was created.

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

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

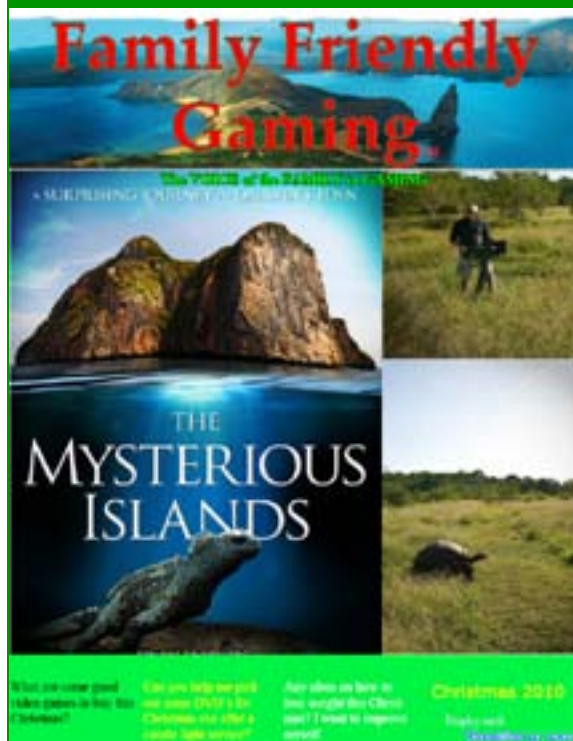
Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family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



LOOK BACK

QUIZ

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



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

Question: In what year did Family Friendly Gaming start?

Answer:

Question: How many issues has Family Friendly Gaming released?

Answer:

Question: Which cover(s) has Sonic the Hedgehog been on?

Answer:

Question: Why should you help your parents?

Answer:

Question: When did Family Friendly Gaming start original videos?

Answer:

Question: How can you make the video game industry better?

Answer:

Question: Why is it good to read the Bible daily?

Answer:

Question: How many sports games have been on the front cover of Family Friendly Gaming?

Answer:

Question: Which Future Glimpses book was released first?

Answer:

Question: How many devotional books has Family Friendly Gaming released?

Answer:

Question: Where can you donate to Family Friendly Gaming?

Answer:

Question: What is the lag for video releases?

Answer:

Question: What can you do to combat discrimination against Christians in the video game industry?

Answer:

DEVOTIONAL

Helpful Thoughts

Abide in Me

Our Sunday School teacher had an amazing lesson where he referenced John 15. Jesus talked about how we are to abide in Him. **John 15:1-11** "I am the true vine, and My Father is the vinedresser. 2 Every branch in Me that does not bear fruit, He takes away; and every branch that bears fruit, He prunes it so that it may bear more fruit. 3 You are already clean because of the word which I have spoken to you. 4 Abide in Me, and I in you. As the branch cannot bear fruit of itself unless it abides in the vine, so neither can you unless you abide in Me. 5 I am the vine, you are the branches; he who abides in Me and I in him, he bears much fruit, for apart from Me you can do nothing. 6 If anyone does not abide in Me, he is thrown away as a branch and dries up; and they gather them, and cast them into the fire and they are burned. 7 If you abide in Me, and My words abide in you, ask whatever you wish, and it will be done for you. 8 My Father is glorified by this, that you bear much fruit, and so prove to be My disciples. 9 Just as the Father has loved Me, I have also loved you; abide in My love. 10 If you keep My command-

ments, you will abide in My love; just as I have kept My Father's commandments and abide in His love. 11 These things I have spoken to you so that My joy may be in you, and that your joy may be made full. I know that is a lot to absorb.

Have you given much thought and/or meditation to this? What does abide mean anyway? I looked up the dictionary definitions here:

1. to remain; continue; stay;
2. to have one's abode; dwell; reside;
3. to continue in a particular condition, attitude, relationship, etc.; last.

Notice the words used there? Words like stay, reside, continue, and remain stick out to me. These are words that teach all of us to be more like Christ we have to actually be like Christ. We have to do what He did. We have to act like He did.

We have to keep His commandments. We have to focus on the things of God, and less of the things of the world. The world is all about selfishness. If I were being selfish I would talk about this being Paul's Planet. Instead I want to focus on all of us following God closer. Doing what God taught

us to do all of the time. Not just on Sundays. Not just when others are watching. God will judge us, and if we are not bearing fruit we are in danger of being cut off, and thrown away.

If we are abiding in God's will then we can ask for things. It will be done for us. How many of us ask for things but are not abiding in God's will? How many of us wish for things but forget to ask? How often do we ask for things that are nowhere near God's will? Jesus was clear on how to act. We just have to obey.

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.

OBEDIENCE

How often have you actually taken the time to analyze why we do things? Do you obey the rules? Do you obey the laws? Do you turn and look the other way when a crime is going on? Do you do something about it? Why should we obey the laws? Why should we obey the regulations? Why should we respect those in authority? Is there any reason to disobey the laws, rulers, and authorities?

Hopefully this article will be able to clear some of that up. The one instance we believe laws should be broken is when they are in direct disobedience or contraction to God. So if a ruler passes a law that we must all

bow down and worship a false idol or human being instead of God; then we disobey it. If the rulers tell us we can not faithfully obey God in his commandments to us. Why do we obey God over man? Because God is so much bigger, better, and way more powerful.

With that out of the way why do we obey all the other laws? The easy answer is because it is the right thing to do. There are of course deeper reasons. We obey the laws and regulations because we want others to as well. Take a four way stop sign intersection. We stop at the sign and wait our turn because we expect everyone to do the same thing. If everyone tried to go, and ignored the stop signs then accidents would happen. Which would make all of us later to our destinations. There are criminals who decide they will impatiently cut in line and try and steal time from others. Unless they have their emergency flashers on and have a real emergency they are in the wrong.

Say you decide to break some law. Maybe it is jay walking. You feel people have about as much right to be on the roads as cars. Safety of people walking among cars has no bearing in your belief set. So you decide to

ignore the laws about jay walking. Guess what you have just done? You have just opened the door to everyone else to ignore whatever laws they don't like. Someone else does not like stopping for people in crosswalks and decided they have a right to run them over. You opened the door because they feel those laws are unjust and interfere with their pursuit of happiness. Maybe someone else does not feel they should have to pay taxes for government waste. So they ignore that law. Maybe someone pollutes the environment because they don't like those laws. Whatever justification you use to break the jay walking law others can use to break whatever laws you want enforced.

Why respect others? Because we want to be respected. Do unto others as you would have them do unto you. Aka the Golden Rule. If you want someone to do something then you should be willing to do it yourself. Hopefully this article got you thinking. Hopefully it encourages you to obey the rules, laws, and regulations. This day and age needs this badly. This current society and culture needs to stop picking and choosing what laws and regulations it will follow.

In The

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LEGO STAR WARS THE FREEMAKER ADVENTURES SEASON TWO on DVD MARCH 13

The second season of “LEGO Star Wars: The Freemaker Adventures” delivers all 12 action-packed episodes plus five bonus shorts on DVD! The Emmy®-nominated animated television series is set between Stars Wars: The Empire Strikes Back and Star Wars: Return of the Jedi and focuses on the three Freemaker siblings as they explore new worlds, meet new characters and Star Wars icons, and have unforgettable adventures. The second and final season follows Rowan, Kordi and Zander as they are thrown into battle after they join up with the Rebels! Bring home the out-of-this-galaxy adventure on DVD on March 13, 2018!

NEWS

SYNOPSIS: In season two of “LEGO Star Wars: The Freemaker Adventures,” the three Freemaker siblings—Rowan, Kordi and Zander—have found a new home with the Rebel fleet. But working with the Rebels in their fight to bring down the Empire brings them face to face with brutal Imperial forces, desperate Hutts, conniving Sith Lords and the Emperor’s latest plaything, M-OC.

Fans who bring home the second and final season will enjoy all 12 action-packed episodes plus five bonus shorts that follow the Freemakers as they are thrown into battle after they join up with the Rebels – including an adventure that has them embarking on a daring mission to save two of the Rebellion’s finest heroes: Lando Calrissian and Chewbacca. Bonus shorts include:

- Home One

- Thrown Into Battle
- Rowan’s Secret Adventure
- Zander Freemaker, Superstar Pilot Guy
- Beware The Gamorrean Flu

“LEGO Star Wars: The Freemaker Adventures,” the Emmy®-nominated animated television series on Disney XD, is set between Stars Wars: The Empire Strikes Back and Star Wars: Return of the Jedi and stars three siblings who scour the galaxy for useful debris that they use to build new vehicles of their own design. Rowan Freemaker is a spunky Force-sensitive 12-and-a-half-year-old with a thirst for adventure; his quick-witted older sister, Kordi, manages the family business and is the glue that holds the family together; ace pilot and charming rogue, Zander, is the oldest brother and the family’s self-proclaimed starship connoisseur; and

R0-GR is their refurbished battle droid from the Clone Wars. When Rowan has visions of an ancient and powerful Jedi starship called The Arrowhead, he and his family set out on an epic quest to rebuild it so they can turn the tide of battle for the Rebellion. Together, they explore new worlds, meet new characters and Star Wars icons, and have unforgettable adventures.

VOICE CAST: The season two voice cast includes Nicolas Cantu (Rowan), Vanessa Lengies (Kordi), Eugene Byrd (Zander), Matthew Wood (R0-GR), Trevor Devall (Emperor), Dana Snyder (Graballa), Vanessa Marshall (Hera), Yvette Nicole Brown (Lt. Valeria), Corey Burton (Quarrie), James Urbaniak (M-OC) and Matt Sloan (Darth Vader).

CREATORS/ DIRECTORS: Developed for television by Bill Motz and Bob Roth, they join Torsten Jacobson and Jill Wilfert



RELEASE DATE:
March 13, 2018

PACKAGING:
2-Disc DVD
(12 episodes)
EPISODES:

1. Trouble on Tibalt
2. The Tower of Alistan Nor
3. The Embersteel Blade
4. The Storms of Taul
5. Return to the Wheel
6. The Lost Crystals of Qalydon
7. The Pit and the Pinnacle
8. Flight of the Arrowhead
9. A Perilous Rescue
10. Escape from Coruscant
11. Free Fall
12. Return of the Return of the Jedi

RATING: US:
TV-Y7, CE:
PG, CF: G
ASPECT RATIO: 1.78:1
AUDIO: English 5.1 Dolby,
French 2.0
Dolby, Spanish

as executive producers alongside producers Carrie Beck, Jason Cosler, Jake Blais and John McCormack.

2.0 Dolby
SUBTITLES: English SDH, Spanish, French

Image & Form and Zoink join forces

The owners of game studios Image & Form and Zoink have joined forces and formed Thunderful, a limited liability company that will wholly own Image & Form and Zoink. In turn, Thunderful is owned by Bergsala Holding, Brjann Sigurgeirsson and Klaus Lyngeled.

In 2017 Image & Form has been very successful with their latest release, SteamWorld Dig 2. The SteamWorld series, established 2010, has forged the studio into a developer and publisher of many different game genres on all current-gen platforms. Zoink made headlines when EA, responsible for game franchises such as FIFA, clinched the contract to publish Zoink's pioneering game Fe, slated for release early 2018. Among others, the studio has also launched a very interesting VR project with one of the industry leaders in the field.

Both Image & Form and Zoink are based in Gothenburg, Sweden. They've collaborated for a long time, and will continue to develop games with existing and new IPs under their respective labels.

"We already work together on a daily basis in PR, marketing, intelligence and publishing," says Brjann Sigurgeirsson, CEO of Image & Form and CEO of Thunderful. "Image & Form and Zoink will continue to produce games like we always do, but we're now formalizing our close relationship. Through Thunderful we can share resources more effectively, officially act together and launch bigger, more ambitious game projects. We're becoming a real powerhouse."

With the paperwork out of the way, the next step in 2018 is moving into bigger offices together.

"Brjann and I already exchange very much information, so this development is natural," says Klaus Lyngeled, CEO of Zoink and Chief Creative Officer of Thunderful.

"With a group of close to 50 people we'll grow our clout both nationally and internationally."

"The gaming industry is rife with opportunities and many try their hand at it," says Sigurgeirsson. "We know that in order to stay at the absolute top level, we must continue to develop world-class games. Fortunately, we are consistently proving that this is where we belong."

A common denominator is Bergsala Holding, who among other things is the sole distributor of Nintendo products in the Nordic region. Bergsala is a long-standing partner in both companies, and have been imperative for the growth this far. Owe Bergsten, the CEO of Bergsala Holding, looks forward to the Thunderful cooperation. "There's strength and clarity in gathering these great game developers and all their projects under one roof," says Owe Bergsten. "The future looks both bright and exciting."

Info

- Employees: 46
- Years in the industry: 20
- Games in development: 9
- Games released: 16
- Games sold: 2M+
- Total downloads: 6M+

EY Corporate Finance acted as exclusive financial advisor in the establishment of Thunderful AB.



In The News Continued

JESUS coming to Lancaster in March

This spring, Sight & Sound Theatres® premieres JESUS—an epic telling of the Gospel story with a cast of 45, one of the largest LED screens ever used theatrically in the world, and the largest moving set piece in Sight & Sound history.

JESUS debuts March 10 in Sight & Sound's 2,000-seat theater in Lancaster. Galilee, Capernaum and Nazareth spring to life on a panoramic 300-foot performance space wrapping audiences on three sides with action on stage, on screen and in the aisles.

The massive LED screen measures 113 feet wide by 30 feet tall and, with the hoist that can fly it in and out, weighs 24 tons. With its almost 21 million individual pixels, the screen lifts Sight & Sound's visual effects to another level, adding a large-scale diorama of scenes in biblical times.

Tickets are on sale now for JESUS, which runs through Jan. 5, 2019.

“Throughout its history, Sight & Sound has been committed to bringing the Bible to life on stage in epic scale,” Sight & Sound CEO Matt Neff said. “There’s no more epic story than the singular life of Jesus that changed lives and changed the world.”

From the streets of Jerusalem to the raging Sea of Galilee, Jesus befriends outcasts and heals the hurting. He challenges social norms and confronts hypocrisy. He sets sail with fishermen and reasons with religious scholars. And the lives he touches will never be the same.

Experience the action-packed musical stage adventure, the miraculous journey of the most famous person ever to walk the earth and the everyday people whose lives he forever changed.

SAMSON IN BRANSON in March

SAMSON IN BRANSON

Just one week before JESUS opens in Pennsylvania, Sight & Sound launches the Branson, Missouri, premiere of SAMSON on March 3. A cast of 44 actors—plus 34 live animals—brings the larger-than-life Old Testament character to the stage with a jaw-dropping climax featuring 12 columns, each 28 feet tall—toppling in full view of the audience.

SAMSON runs through Dec. 29, 2018 in Sight & Sound's Branson theatre, which is a 2,000-seat twin of the theatre in Lancaster.

SYNOPSIS

He defeated an entire army and slayed a lion with his bare hands. But there's a secret behind Samson's superpower. Chosen by God from birth, he's been given superhuman strength—as long as he follows the rules. And that's where the trouble begins. Samson soon falls prey to temptation, losing his strength and sight. And it's here where he will face his greatest challenge.

Journey with this unlikely hero as he battles the Philistines—and his own personal calling. This unforgettable, uplifting story literally bring the house down.

“We're thrilled to bring the inspirational story of SAMSON to audiences in 2018,” Sight & Sound President and Chief Creative Officer Josh Enck said. “Everything we do stands on years of prayerful consideration and our best creative efforts.”

In The News Continued

Bio Inc Redemption Makes Diagnoses on PC March 8

Bio Inc. Redemption, the medical malpractice simulator from DryGin Studios, will exit early access and release for PC via Steam on March 8 allowing would-be doctors and Grim Reapers alike the chance to save lives or gleefully end them.

Bio Inc. Redemption will launch with a slew of new content including competitive online play complete with a matchmaking system and leaderboards, a sandbox mode and the ability to choose a patient's gender. Three new stages including a boss will be added to each of the campaigns.

Separate campaigns for life and death give practitioners the choice to save patients or sentence them to a miserable demise. Infect patients with diseases in the death campaign, treating them as human petri dishes for dastardly experiments, or diagnose symptoms in search of the root cause of infirmities to restore the ill to good health in the life campaign.

Twenty-four challenging medical cases feature more than 600 real diseases, symptoms, diagnostic tests, treatments, and other conditions. The unprotected sex roulette wheel turns “spin to win” on its head, with the prize being one randomly selected STD to inflict on the patient.

Have fun at the expense of some of the most recognizable people around the world with Easter Egg patients

such as Kim Jong Un, Hillary Clinton, Hitler, Jesus, and more. Want to make America great again and get rid of President Trump? Put him into a campaign as a patient and decide his in-game fate!

“Bio Inc. Redemption gives players the opportunity to play mad scientist on world leaders, religious figures, and average joes alike,” said J-F Mitchell, president, DryGin Studios. “Do you want to play good doctor or bad doctor? Savior or sinner? The choice is yours and we're not here to judge - we're just here to make sure you have a good time, whichever path you choose.”

Bio Inc. Redemption is currently available via Steam Early Access in English, French, German, and Russian for \$12.99 USD. The price will raise to \$14.99 USD at launch.



In The News Continued

Trailmakers Coming to Consoles

Trailmakers, the vehicle-building adventure from the Press Play, Rare, Square Enix, and CCP veterans at Flashbulb Games, is out now on Steam Early Access. More intrepid explorers can join the fun later this year when Trailmakers comes to the Xbox One Preview Program.

Trailmakers invites daredevils across the galaxy to a vehicular playground planet. Everyone is invited to create any vehicle they can imagine and explore an alien world with their friends. With a bit of imagination and some digital elbow grease, players can inspire each other to build ever-crazier vessels and race, find the best cliff for stunts, or discover the hidden corners of the land. No place or idea is out of reach in Trailmakers!

Building the perfect vehicle is a breeze with Trailmakers' easy-to-use interface. Snap together parts including every-

thing from off-roading wheels to wings. Each part has its own physical rules including shape and weight, but the possibilities they offer are endless. Ever wanted to pilot a cannon-powered rocket ship? Go for it, but be careful up there! If it does work out, save the blueprints and share them with friends in only a couple of quick clicks.

Trailmakers' single-player Expedition Mode challenges players to start with only four wheels, a seat, a frame, an engine, and a destination on the other side of the island. Resources and new parts to play with are scattered around the world. Some hills require hefty amounts of horsepower, while other gaps and valleys can only be leapt over with rockets strapped onto the vehicle, or even flown over with helicopter blades if they can be uncovered. Expedition will later be updated so up to four friends can explore, create, and overcome obstacles together.

If imagination outgrows the amount



of available resources in Expedition Mode, Sandbox Mode empowers up to four

players to build to their tinkering hearts' desire. This is where Trailmakers' abundance of vehicle parts can truly shine: with no limits on what's available to players, they can build anything from walking tanks to cars able to transform into a robot or jet with one button press. Land, sea, and sky are all testing grounds for turning impossible ideas into exciting experiments.

For those who wish to build with friends, Dethrone Mode, a high-impact fusion of capture-the-flag and king-of-the-hill, will debut with Early Access. Flash-

bulb's "Physics-Over-Network" technology synchronizes crashes for up to four players so each participant sees the same glorious explosions. More multiplayer modes, as well as new skins and vehicle parts, are already in development and will be introduced later as comprehensive, frequent post-launch support.

"Trailmakers emphasizes fun first over everything else," said Mikkel Thorsted, creative director, Flashbulb Games. "We want everyone to feel as free as their untamed imaginations allow, and we can't wait to see the vehicles our players will dream up throughout Early Access."

Trailmakers is currently available to play in English, French, Italian, German, Spanish, Brazilian Portuguese, Russian, Simplified Chinese, Traditional Chinese, Danish, and Polish for \$19.99 / €19.99 / £14.99. A one-week 10% launch discount takes it down to \$17.99 / €17.99 / £13.49.

Power Shell Case for Switch Releases

Nyko Technologies, the inventive LA-based video game accessories manufacturer, today announced the launch of Power Shell Case for Nintendo Switch. This new accessory lets gamers conveniently store and charge their Nintendo Switch while on the move.

The Power Shell Case for Nintendo Switch is now available at Amazon and Nyko.com for an MSRP of \$39.99. The Power Shell Case will also be available on Toysrus.com, and in Toys"R"Us® stores later this month.

Power Shell Case for Nintendo Switch features a durable hard shell and an internal 5000 mAh battery that charges the Switch via the case's stowaway Type-C charging cable -- doubling the console's battery life! Gamers who want to get even more out of their Switch while on-the-go can utilize Power Shell Case's built-in fold out stand for



tabletop gameplay and storage slots to store up to 12 games and two microSD cards. The LED indicators show the Power Shell Case's charge levels, so you always know how much battery life you have left at a glance.

Power Shell Case Key Features:

- Conveniently store and transport the Nintendo Switch console with one of the only hard shell cases on the market
- Charge the Nintendo Switch during gameplay with the built-in 5000 mAh battery pack and stowaway USB Type-C cable
- The fold out kickstand lets you play in tabletop mode while charging your Nintendo Switch at the same time
- Store up to 12 games and 4 microSD cards
- Charge the Power Shell Case with the included Micro-USB charging cable

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?

Anyone in Family Friendly Gaming Universe remember the choose your own adventure books? They were books for children where you make choices and that determines the outcome of the plot. Some might claim there have been choose your own adventure concepts used in video games. Not quite like the book though. Certain video games have choose your own adventure aspects to them. Most of them sadly are not for children. They are only for the adults in the family. Why can't we have choose your own adventure

video games for kids? Imagine this if you will. You play a game and there is a choice offered. You can go with this person or go with that person. You pick the first choice and play the game. Then you decide you want to take the other path later. The choose your own adventure books lets you pick up the plot from any point in time and change the outcome. There are multiple outcomes. Yes I know there are games with more than one ending. Mainly those are based on what you did in the game. Or what you did not do. To get the different outcome you must go back to earlier saves or play the game from the start and do things differently. I am talking about hopping around in the game at any point making different choices. Plus too many video games with "branching" storylines are limited and very similar

in the outcomes. Would you play this kind of a video game? Imagine a role playing game where you could easily change a choice and keep a town from being destroyed. Imagine hopping between the different storylines where in one the city is destroyed and in another the city is still there. Maybe it destabilizes an area. Maybe a whole country falls because of it. The differences between one choice and another would offer drastically different outcomes to the entire video game world. Maybe this concept is beyond what the technology and software can currently provide. This is the kind of a video game we would love to play here at Family Friendly Gaming. What kinds of ideas could you see for a choose your own adventure video game? Which current video games are closest to this concept?

Philippians 4:12-13

12 I know what it is to be in need, and I know what it is to have plenty. I have learned the secret of being content in any and every situation, whether well fed or hungry, whether living in plenty or in want.

13 I can do all this through him who gives me strength.

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.

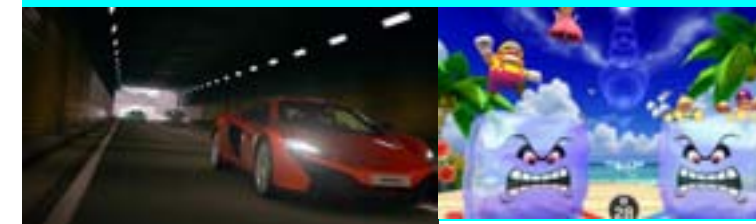
We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts 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.

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Rabbids Go Home

SCORE: 82



It was so awesome of Family Friendly Gaming to purchase a copy of Rabbids Go Home on the Nintendo DS. The video series on the Wii has been blowing up. Missed it? Well you can catch up right here. Rabbids Go Home on the Nintendo DS is a completely different kind of a video game. We are not running around levels collecting stuff. Rabbids Go Home on the DS is a physics based puzzle game.

What do we do in Rabbids Go Home on the Nintendo DS? We look at a level and then we place items. These items will help our Rabbid with a shopping cart to pick up orange cones and make it to the toilet. We are then judged on how fast we beat the level, the number of tries it took to beat the level, and the number of objects we collected. Rabbids Go Home starts easy and then gets more



complicated.

After we beat all ten levels in a world of Rabbids Go Home then we get a mini game where we are filling up containers. The Rabbids launch them and we must place lines to change the trajectory of the objects into the container. After the first world is completed this hand held video game has a neat little tutorial to explain exactly how it works. A basic reading ability is helpful in that tutorial.

Rabbids Go Home has a lot in it for such a small cartridge. We can play Story Mode, Multiplayer, Challenge, and Build a Level. I believe Rabbids Go Home is worth the price of admission. There is mucho grande content in this Nintendo DS video game. The



graphics are on the small side in Rabbids Go Home. The music in this game is fantastic. So are the special effect sounds.

In my opinion Rabbids Go Home is a fun game for families. The cut scenes in Rabbids Go Home are humorous. You must be right on with the placement of objects. I ran tests and figured out where I needed to make minor adjustments to the placement of objects. In the second world I noticed Rabbids Go Home had a good challenge to it. I hope there are sequels to Rabbids Go Home in the future.

- Sam



System: Nintendo DS
Publisher: Ubisoft
Developer: Ubisoft Montpellier
Rating: 'E' - Everyone SIX and OLDER ONLY {Comic Mischief}

Graphics: 70%
Sound: 85%
Replay/Extras: 100%
Gameplay: 85%
Family Friendly Factor: 70%



Mario Party The Top 100

SCORE: 86



Nintendo's PR and Marketing may be failing them completely in regards to Family Friendly Gaming. I think they did listen to what we said because Mario Party The Top 100 has Local play and Download play. It is always so much better to play with others locally versus the lame and boring online game play modes. I need to give a shout out to Family Friendly Gaming for spending all the money to buy Mario Party The Top 100 on the Nintendo 3DS.

The modes found within Mario Party The Top 100 are 100 Mini Games, Mini Game Island, Mini Game Match, Championship Battles, Decathlon, Collection, and Play with Friends. I am impressed with the amount of content found on this little Nintendo 3DS cartridge. Mario Party

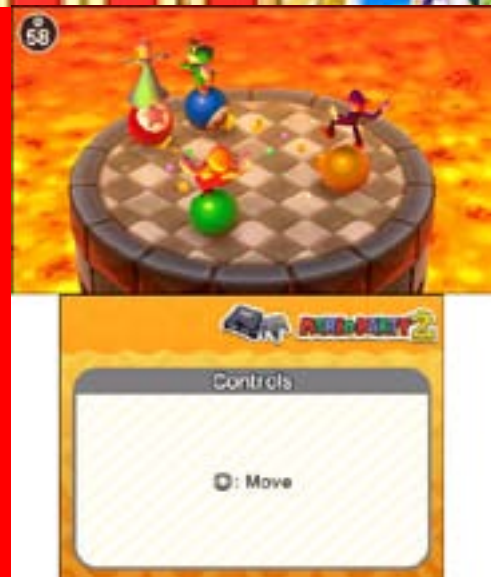


The Top 100 is a fun game to play too. Please be aware you will need to unlock most of the mini games in the Mini Game Island mode.

There can be some cartoon violence in some of the mini games found within Mario Party The Top 100. The cool part about Mario Party The Top 100

is you can practice before you actually play it for real. I love practicing first. Why? Because I could learn the mini game before it counted. The only mini games I do not like are the luck ones. You might get lined up just right to be the first one out. That will cost you a life.

The goal in Mario Party The Top 100 is to make it through all of the worlds.



There are plenty of areas to go through. Most families will not make it through the first time either. Then you will want to practice some mini games before losing those lives. There are other characters that will challenge you in Mario Party The Top 100. I

loved competing against Bowser, Donkey Kong, Toad, and more.

The controls are generally very tight in Mario Party The Top 100. This 3DS game tells you what system the mini game originally came from. So in a way Mario Party The Top 100 is a hand held compilation of what Nintendo thinks their best mini games are from the Mario Party series. I feel Mario Party The Top 100 is worth twenty-five to thirty dollars brand new. It looks good, sounds good, and gives us an extra life after every one hundred coins.

- Kid Gamer



System: Nintendo 3DS
Publisher: Nintendo
Developer: Nd Cube
Rating: 'E' for Everyone {Mild Cartoon Violence}

Graphics: 80%
Sound: 85%
Replay/Extras: 100%
Gameplay: 85%
Family Friendly Factor: 80%

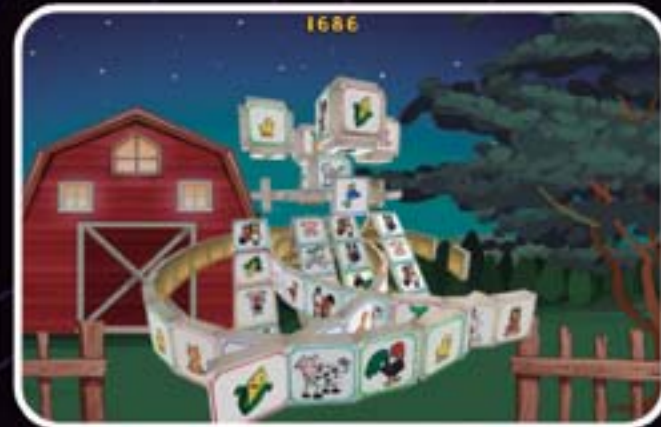


ENSENASOFT



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

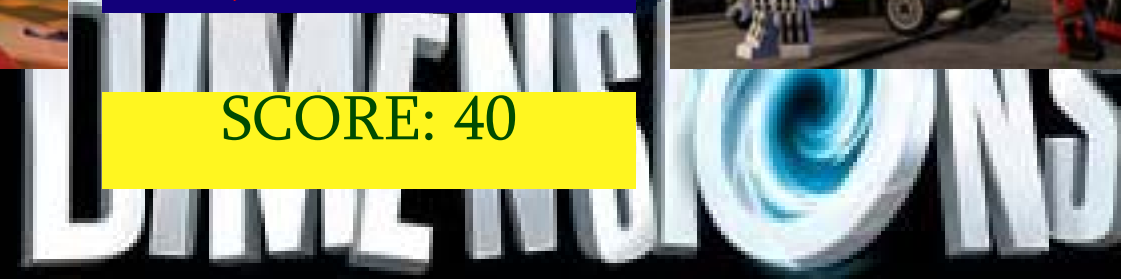
An exciting point-and-click adventure game full of mystery and suspense.

www.ensenasoft.com



Lego Dimensions Beetlejuice Fun Pack

SCORE: 40



As of right now Lego Dimensions Beetlejuice Fun Pack has the honor of being the lowest scoring Lego Dimensions product for Family Friendly Gaming. If you watch the FFG Haul videos then you knew this review was coming at some point. If not please go find those videos under the FFG Originals in our videos section of the website. They can also be found on our Youtube channel on the FFG Hauls playlist.

It is too easy to arm chair quarterback WB Games and point out that Lego Dimensions Beetlejuice Fun Pack is something that helped Lego Dimensions fail. Why did they choose such a morbid franchise? Who thinks Christians

want to play a game all about witchcraft, ghosts, strange after life concepts, exorcism, and creepy locales. The Sandworm that comes with Lego Dimensions Beetlejuice Fun Pack is horrible.

Lego Dimensions Beetlejuice Fun Pack comes with Beetlejuice and Saturn's Sandworm. Beetlejuice has five skills. The five skills are Cracked Lego Objects, Illumination, Mind Control, Magic, and Mini Access. The Saturn's Sandworm can be turned into the Spooky Spider, and the Haunted Vacuum. The Battle Arena is Beetlejuice - Saturn. We hated that battle arena.

Having to run around those snakes to get a flag was horrible.

When I first tried to play Lego Dimensions Beetlejuice Fun Pack, the game had a 9 gig download to enact first. Then it



had a second download that was much slower. Why? Why can't I just play? Why did I have to waste close to an hour waiting on the game to update. This is another obvious reason why Lego Dimensions failed. The Sandworm was a huge pain to put together too.

Beetlejuice runs really weird. The sandy area was pretty boring. The small town was actually interesting. The Sandworm has to be the most lame vehicle in all of Lego Dimensions. I have no value for Lego Dimensions Beetlejuice Fun Pack. The ghosts, witchcraft, occult, and more make it something to stay far away from. It is the lowest scoring Lego Dimensions for a reason. - Paul



Publisher: WB Games
 Developer: TT Games
 System: Wii U/PS3/Xbox 360/Xbox One/PS4(tested)
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Crude Humor}



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



Pokken Tournament DX



SCORE: 50



It is one thing for a game to be gone for awhile and come back with an upgraded version. It is a completely different story for a game like Pokken Tournament DX.



characters start out unlocked. Why even play the story mode? Families

porting this game over a year later.

There are twenty-one fighters in Pokken Tournament DX. Some of them are just the same with a different face. There are twenty stadiums that did not look that different to me. The graphics look nice, and the special effects are neat. The music is cool to listen to while bashing in other Pokemon. There are some Pokemon that are really difficult to fight with. I would trash others with some Pokemon and only lose with other Pokemon.

This Pokemon fighting game was on the Wii U, and then the Nintendo Switch one year later. Come on Nintendo. We know you like to rehash and recycle your games, but one year later is a bit too quick for me. I am thankful Family Friendly Gaming purchased a copy of Pokken Tournament DX after the PR and Marketing people for Nintendo failed us.

must be made aware of the content issues within Pokken Tournament DX. There is violence, lack of attire, enticement to lust, religious teachings of evolution, ghosts, psychics, and more. The price of Pokken Tournament DX is way over inflated in my professional opinion. Pokken Tournament DX should be selling for no more than fifteen dollars brand new. Shame on Nintendo for expecting sixty dollars for

If you go through the leagues than you can level up your Pokemon. There are four skills we can improve one at a time, when we level up. I did not really like or enjoy Pokken

I can get into Smash Bros and play it. Pokken Tournament DX is horrible compared to Smash Bros. The attacks are not great, and the combo juggling system is broken. I could combo juggle someone all the way to a wall. Or maybe they did the same to me. Shields are temporary and can get broken. All of the



Tournament. So it goes to say I think even less of Pokken Tournament DX. Sure there is more content. Problem is it is overpriced, too much rehash, and released too close to the Wii U version.

- Teen Gamer

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



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

VIDEO GAME LIES



By Paul Bury
Version 3

BUY IT NOW RIGHT HERE

Gran Turismo Sport

SCORE: 59

Some are declaring the PS4 VR a bigger failure than the PR and Marketing firm representing this game. I am thankful Family Friendly Gaming purchased a copy of Gran Turismo Sport on the PS4 VR. Please note you can play Gran Turismo Sport without the VR headset. That is actually a better way of playing Gran Turismo Sport in my professional opinion. You might disagree.

There was a 15 gig update required before we could play online. Gran Turismo Sport is sadly an extremely online heavy video game. Ranking up can be a pain in Gran Turismo Sport. Why does that matter? Certain tracks are only opened up when you reach a certain level. There is a two day free trial to play Gran Turismo Sport online. After that you must pay Sony a yearly or monthly fee to play Gran Turismo Sport online.

The online matching in Gran Turismo Sport is hor-



rible. It takes fifteen minutes to get into a match. The elevator music in Gran Turismo Sport is horrible. The VR racing, and VR Tour sections gave me a headache and made me feel ill. If you can unlock all of the tracks then you will get thirty-three. There are thirty cars in Gran Turismo Sport. We can play Gran Turismo Sport in three difficulty settings (Beginner, Intermediate, and Expert).



There are three control schemes in Gran Turismo Sport. None of them control very well in my opinion. The intro movie in Gran Turismo Sport is pretty cool. To me Gran Turismo Sport is like a light racing game from the Dreamcast era. They may have had more content and definitely better controls from that gaming era. Racing at different times of the day is a cool feature in Gran Turismo Sport.

In my professional opinion Gran Turismo Sport is worth five dollars brand new. It winds up costing you more money for Playstation Plus, and has a low amount of content. The controls are not very good, and the music is horrible. Gran Turismo Sport is not the worst VR racing game I have played. Driveclub VR holds that distinction. I had high hopes for Gran Turismo Sport. Sony dashed those hopes to bits. - Paul

System: PS4/PS4 VR
Publisher: Sony Interactive Entertainment
Developer: Polyphony Digital
Rating: 'E' for Everyone
{Use of Alcohol, Use of Tobacco}



Graphics: 70%
Sound: 60%
Replay/Extras: 50%
Gameplay: 55%
Family Friendly Factor: 60%

One Piece Burning Blood

SCORE: 48

One Piece Burning Blood is more of a failure than the PR and Marketing people that failed Family Friendly Gaming. This game was purchased and sit in the pile for over a year. All of the new E, and E10+ rated games kept bumping it down. Our awesome EIC decided that issues of the e-mag should get at least one T rated game to move these games from the pile. I chose One Piece Burning Blood.

This is a 3D fighter game in large arenas. There are plenty of different moves to use. Some of them will break a guard. Those are the moves I spammed over and over again. It is really easy to combo juggled someone in One Piece Burning Blood from beginning to the KO. The downside to that system is the computer can do the same to you. So be careful. I



also noticed I could win a match in story mode if the time expired. So when I kept dying in a chapter I avoided until time expired. Cheap but it works.

The issues families can have with One Piece Burning Blood are blood, violence, lack of attire, enticement to lust, Japanese voices, bad language, and more. Why are almost all the female characters that well endowed? Whoever created this franchise has a really bad fetish that they are spreading through the anime. One Piece Burning Blood is a very offensive game with little defense to it.

The modes in One Piece Burning Blood are Pirate Base, Paramount War, Collection, Wanted Versus,

Free Battle, and Online. We level up characters in different modes. So the normal fighting has one level

up, and Paramount War has another. I wish they were the same because One Piece Burning Blood is either too easy or too hard. We can spend Beli on support characters to help us out.

I noticed some bugs in One Piece Burning Blood (on top of the combo juggling). Collision detection did not always work. Sometimes the wrong attack would animate. One Piece Burning Blood has fast battles that grow old quickly. The anime storyline is interesting. Not interesting enough to warrant more time with this violence, enticement to lust video game. I value One Piece Burning Blood at one penny brand new. - WMG

System: Xbox One/PC/PS Vita/PS4(tested)
Publisher: Bandai Namco Entertainment
Developer: Spike Chunsoft
Rating: 'T' - THIRTEEN AND OLDER ONLY {Blood, Suggestive Themes, Use of Tobacco, Violence}



Graphics: 40%
Sound: 50%
Replay: 80%
Gameplay: 30%
Family Friendly Factor: 40%



Rapala Fishing Pro Series

SCORE: 77



Rush A Disney Pixar Adventure

SCORE: 90



It warms my heart that Family Friendly Gaming purchased a copy of Rapala Fishing Pro Series on the Xbox One for a review. The PR and Marketing folks representing this game failed. They have also failed to respond to any inquiries about the video policy for GameMill Entertainment. FFG will not do videos of this game until we are provided that answer. I know that bums many of ya'll with how God has blessed the FFG Youtube channel with so many millions upon millions of views. They only hurt themselves.

Rapala Fishing Pro Series has a limited create a character section, Solo Play, Tournament Play, Daily Challenge, Tutorial, Shop, Records, and About. The game play in Rapala Fishing Pro Series is very unbalanced. We go to six different lakes (seven with the DLC download), and complete goals. Those goals give us a lit-

tle bit of money. We then spend the money on better rods, reels, boats, and more. We get so little money compared to the prices that hours are needed to just upgrade a few things.

To make matters even worse in Rapala Fishing Pro Series the Tournaments cost money. I tried multiple times and could not catch one of the fishes for the first tournament. So grinding on the goals I had to go. Casting is extremely difficult in Rapala Fishing Pro Series. There is a curved bar where we must hit the button in the green area, and then quickly when it flies back. Out of hundreds of attempts I got it right twice. Supposedly if I could ever get the money for upgrades it gets better with better gear.

Graphically Rapala Fishing Pro Series looks like the last generation.

The lakes are large with twenty-two species of freshwater fish. There are a decent amount of lures and rods. The narrator is very helpful. The tutorial can be skipped. The reeling is where Rapala Fishing Pro Series really shines. We keep the fish in a giant box, and press a button to reel them in. A gauge builds and L3 can be pressed. Pressing L3 gives you a super charged reel that speeds up the process. Hooking a fish is easy too.

Rapala Fishing Pro Series does not look great. It has some game play quirks. Rapala Fishing Pro Series also has a few things going for it. The reeling in shines in Rapala Fishing Pro Series. The fish look decent. Moving the boat around is easy to pick up. Casting is a pain. Button combinations to attract a fish is cool. The lack of being able focus on just one fish in an area hurts the tournaments. Rapala Fishing Pro Series is worth fifteen dollars brand new in my book. - Frank

System: Xbox One/PS4(tested)
Publisher: GameMill Entertainment
Developer: Concrete Software
Rating: 'E' for Everyone SIX and OLDER ONLY



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

I am so thankful Family Friendly Gaming purchased a copy of Rush A Disney Pixar Adventure on the Xbox One. The PR and Marketing folks for Microsoft failed us completely. Their loss yah know? This is a game that we loved on the Xbox 360, and we are happy it was ported to the Xbox One. I guess their PR and Marketing folks are working on getting less sales for Microsoft.

Rush A Disney Pixar Adventure is a game for kids of all ages to play with characters from The Incredibles, Ratatouille, Finding Nemo, Toy Story, Up, and Cars. Rush A Disney Pixar Adventure lets us control with Kinect or with

a controller. I personally feel the controller is easier to use for many of the controls. Using Kinect gives us more exercise. Benefit to either one.

Rush A Disney Pixar Adventure looks good, sounds good, and plays good. The installation is way too long. Why does it take so long to install this game? Why can't we play off of disc? Why do modern games make it harder and worse to play? We play games in Rush A Disney Pixar Adventure to unlock more games.

They are all a lot of fun.

Families need to be made aware of some violent content in Rush A Disney Pixar Adventure. If you know the franchises then

you can probably guess which ones have violent content. I loved playing Cars personally. That franchise has historically done well with Family Friendly Gaming.

The atmosphere of Rush A Disney Pixar Adventure is pure fun. I lost track of how many times I had a blast and felt like a kid thanks to Rush A Disney Pixar Adventure. I feel Rush A Disney Pixar Adventure is worth twenty dollars brand new. I am so happy to be able to play and review Rush A Disney Pixar Adventure on the Xbox One. More games like this one please.

- Paul

System: Xbox One
Publisher: Microsoft Game Studios
Developer: Asobo Studio
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}



Graphics: 86%
Sound: 90%
Replay/Extras: 90%
Gameplay: 95%
Family Friendly Factor: 90%



Soldam Drop Connect Erase

SCORE: 73



Family Friendly Gaming continues to do right by everyone month after month. FFG purchased a copy of Soldam Drop



Connect Erase after Dispatch Games failed Family Friendly Gaming Universe totally, and utterly. I am glad FFG did too. I am happy to play Soldam Drop Connect Erase on the Nintendo Switch for a review.

Soldam Drop Connect Erase is a strange puzzle game. We have four circles clumped together. We can rotate them around. We drop them onto one of five rows. Then if there is a yellow, and then blue, and then yellow - the blue will be turned to a yellow. Soldam Drop Connect Erase changes colors based on the dropping. This can create horizontal rows of the same color. When that happens they go away. They

vanish and we get points. Soldam Drop Connect Erase is like Tetris in regards to the top of the screen. If you fill up the screen up to the top then you will lose that level. The modes in Soldam Drop Connect Erase are Soldam, Easy Mode, Challenge, and Showdown. There are two hundred levels in Soldam, and fifty

levels in Challenge. Those two hundred levels in Soldam are like Tetris. That is how far the endless mode goes.

The music in Soldam Drop Connect Erase is good. The graphics do not really impress me. We have fairies in the storyline. Soldam Drop Connect Erase is a game for one or two family members. There is references to evolution and false gods in Soldam Drop Connect Erase. In my opinion Soldam Drop Connect Erase is an okay puzzle game that feels light on modes and content.

Soldam Drop Connect Erase is a game that can be fun for a few hours. Families should be able to find it for a decent price.

I enjoyed my time with Soldam Drop Connect Erase. I wish a few things had been made more family friendly. - Yolanda



System: Nintendo Switch
Publisher: Dispatch Games
Developer: City Connection
Rating: 'E' Everyone SIX and OLDER ONLY



Graphics: 65%
Sounds: 80%
Replay/Extras: 80%
Gameplay: 75%
Family Friendly Factor: 65%



NFL Quarterback Club 98

SCORE: 70



Peter and I have different opinions of NFL Quarterback Club 98 on the Nintendo 64. He absolutely despises it. I was able to learn this football video game, and enjoy it. The kicking is a bit of an issue in NFL Quarterback Club 98 though. The graphics look good, and the sounds are okay. This football game is a bit quiet.

The game play in NFL Quarterback Club 98 is hit or miss. At times things work perfectly, and other times I have no idea what is going on. NFL Quarterback Club 98 has enough teams, modes, and options to keep retro gamers happy. I enjoyed this football video game, and did not have to spend much money on it. Which is something I appreciate. Multiple family members can enjoy this N64 video game at the same time.

I am sad this franchise is no longer around. NFL Quarterback Club 98 had its good moments. The controls feel weird and certain plays almost always work. I guess that is an issue with football video games from this era. The developer left in plays that could be used to rack up the points.

NFL Quarterback Club 98 is pretty run heavy which is weird considering the name. I wish passing was a bit better in NFL Quarterback Club 98. It is hard to tell what will happen when you throw the ball. - Paul

System: Nintendo 64
Publisher: Acclaim Sports
Developer: Iguana Entertainment
Rating: 'E' for Everyone SIX and OLDER ONLY

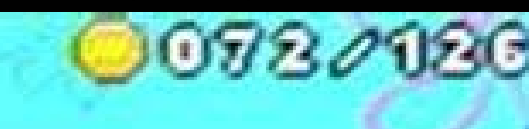


Graphics: 70%
Sound: 60%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Factor: 80%



Spongebob Squarepants Revenge of the Flying Dutchman

SCORE: 58



Some of ya'll may wonder why I even played Spongebob Squarepants Revenge of the Flying Dutchman on the Gameboy Advance. We had received FFG Universe requests to do a video series of this hand held video game. After that I decided it really needed a review. Spongebob Squarepants Revenge of the Flying Dutchman is one of the most annoying, frustrating, and aggravation games I have ever played. That is saying a lot.

The controls in Spongebob Squarepants Revenge of the Flying Dutchman are glitchy too often. Certain keys must be found to complete levels. Spending half an hour or more in one level does not fit a hand held video game. The graphics are okay. We have some cartoon violence as characters take damage from too many cheap hits. The music is okay. I was relieved to finish playing this GBA video game.

Spongebob Squarepants Revenge of the Flying Dutchman tells the story of a ghost who wants to get his revenge. Not the most family friendly content if you know what I mean. I liked those bonus levels where we rode a creature toward the screen. That is one of the best parts of Spongebob Squarepants Revenge of the Flying Dutchman. I found this game cheap so we are not out a lot of money. - Paul

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



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

SPORTS



Product: Aqua Moto Racing Utopia
Company: Zordix
System: Nintendo Switch
Release Date: Out Now
Rating: 'E' - Everyone SIX and
OLDER ONLY



Product: Aqua Moto Racing Utopia
Company: Zordix
System: Nintendo Switch
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



DEVELOPING

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Product: Mario Tennis Aces
Company: Nintendo
System: Nintendo Switch
Release Date: Spring 2018
Rating: 'RP' - Rating Pending



Product: Mario Tennis Aces
Company: Nintendo
System: Nintendo Switch
Release Date: Spring 2018
Rating: "RP" - Rating Pending



Product: Mario Tennis Aces
Company: Nintendo
System: Nintendo Switch
Release Date: Spring 2018
Rating: "RP" - Rating Pending



MAKE



Product: Nintendo Labo
Company: Nintendo
System: Nintendo Switch
Release Date: April 20, 2018
Rating: "RP" - Rating Pending



PLAY



DISCOVER

DEVELOPING GAMES





Product: Nintendo Labo
Company: Nintendo
System: Nintendo Switch
Release Date: April 20, 2018
Rating: "RP" - Rating Pending



Product: ONE PIECE World Seeker
Company: Bandai Namco
System: PC/PS4/Xbone
Release Date: 2018
Rating: 'RP' - Rating Pending



Product: ONE PIECE World Seeker
Company: Bandai Namco
System: PC/PS4/Xbone
Release Date: 2018
Rating: 'RP' - Rating Pending





Product: Donkey Kong Country
Tropical Freeze
Company: Nintendo
System: Nintendo Switch
Release Date: May 25, 2018
Rating: 'RP' - Rating Pending



Product: Donkey Kong Country Tropical Freeze
Company: Nintendo
System: Nintendo Switch
Release Date: May 25, 2018
Rating: 'RP' - Rating Pending

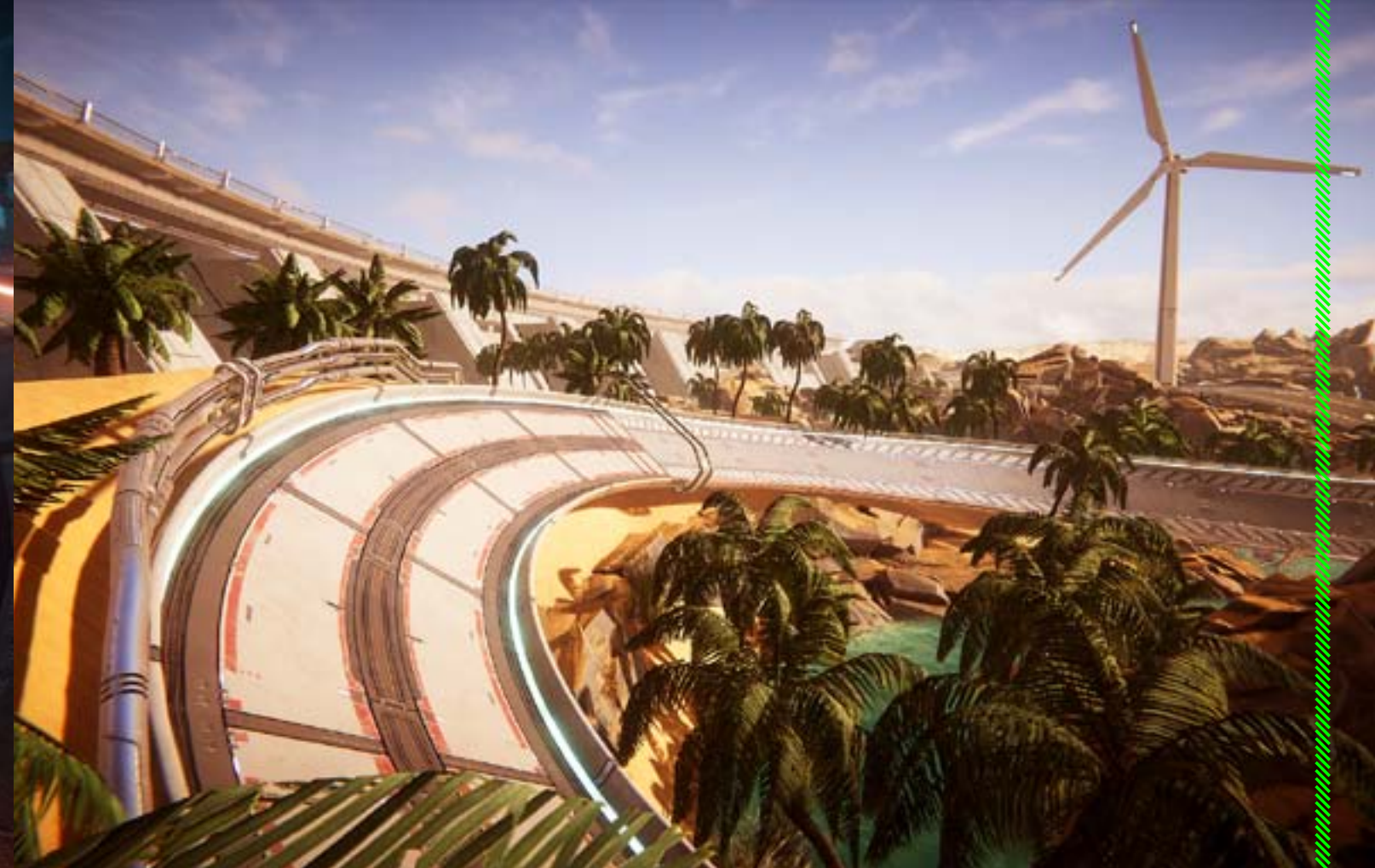


Product: Donkey Kong Country Tropical Freeze
 Company: Nintendo
 System: Nintendo Switch
 Release Date: May 25, 2018
 Rating: 'RP' - Rating Pending



Product: Antigravator
Company: Iceberg Interactive
System: PC/PS4/Xbox One
Release Date: Q2 2018
Rating: "RP" - Rating Pending





Product: Antigravator
Company: Iceberg Interactive
System: PC/PS4/Xbox One
Release Date: Q2 2018
Rating: "RP" - Rating Pending

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PLAYING





Name: Final Fantasy XII The Zodiac Age
System: PC/PS4
Publisher: Square Enix
Developer: Square Enix
Release Date: Out Now
Rating: 'T' THIRTEEN and OLDER ONLY
{Mild Blood, Suggestive Themes, Violence}



Name: Final Fantasy XII The Zodiac Age
System: PC/PS4
Publisher: Square Enix
Developer: Square Enix
Release Date: Out Now
Rating: 'T' THIRTEEN and OLDER ONLY
{Mild Blood, Suggestive Themes, Violence}



Name: Final Fantasy XII The Zodiac Age
System: PC/PS4
Publisher: Square Enix
Developer: Square Enix
Release Date: Out Now
Rating: 'T' THIRTEEN and OLDER ONLY
{Mild Blood, Suggestive Themes, Violence}



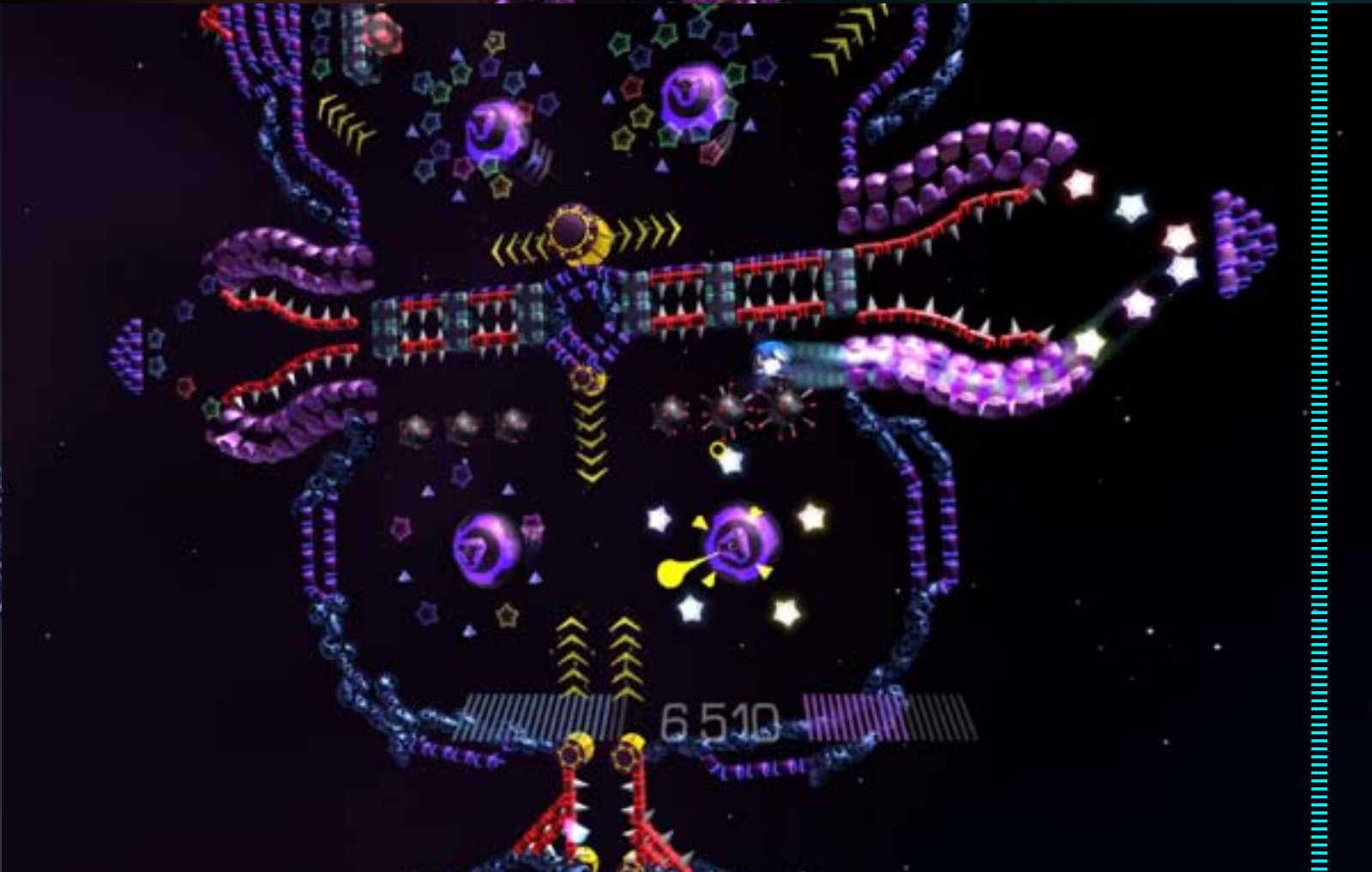
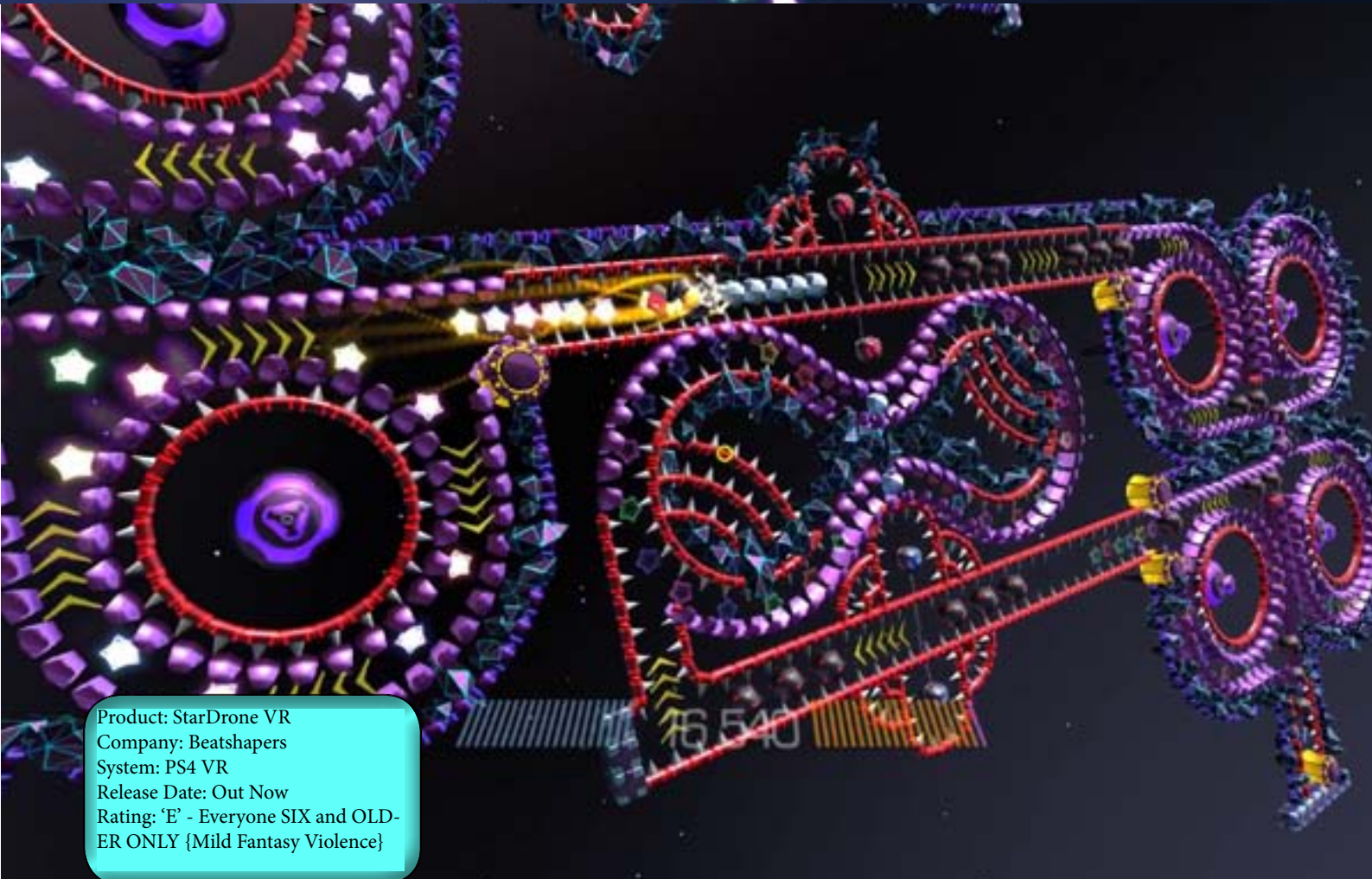
Product: Zwei The Arges Adventure
Company: XSeed Games
System: Personal Computer
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: Zwei The Arges Adventure
 Company: XSeed Games
 System: Personal Computer
 Release Date: Out Now
 Rating: 'NR' - Not Rated



Product: StarDrone VR
Company: Beatshapers
System: PS4 VR
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLD-ER ONLY {Mild Fantasy Violence}



Product: StarDrone VR
 Company: Beatshapers
 System: PS4 VR
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLD-ER ONLY {Mild Fantasy Violence}

Last Minute

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Tidbits





Product: Two Point Hospital
Company: Sega
System: Personal Computer
Release Date: Late 2018
Rating: 'NR' - Not Rated



Product: Two Point Hospital
Company: Sega
System: Personal Computer
Release Date: Late 2018
Rating: 'NR' - Not Rated



Product: Street Fighter V Arcade Edition
 Company: Capcom
 System: PC/PS4
 Release Date: OUT NOW
 Rating: "T" - THIRTEEN and OLDER ONLY (Mild Language, Suggestive Themes, Violence)



Product: Street Fighter V Arcade Edition
 Company: Capcom
 System: PC/PS4
 Release Date: OUT NOW
 Rating: 'T' - THIRTEEN and OLDER ONLY (Mild Language, Suggestive Themes, Violence)



Product: Star Wars Battlefront II
Company: Electronic Arts
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: 'T' - THIRTEEN and
OLDER ONLY {Violence}

JIGI LUCASFILM EA



DICE EA



DICE EA

Product: Star Wars Battlefront II
Company: Electronic Arts
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: 'T' - THIRTEEN and
OLDER ONLY {Violence}



DICE EA



DICE EA



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

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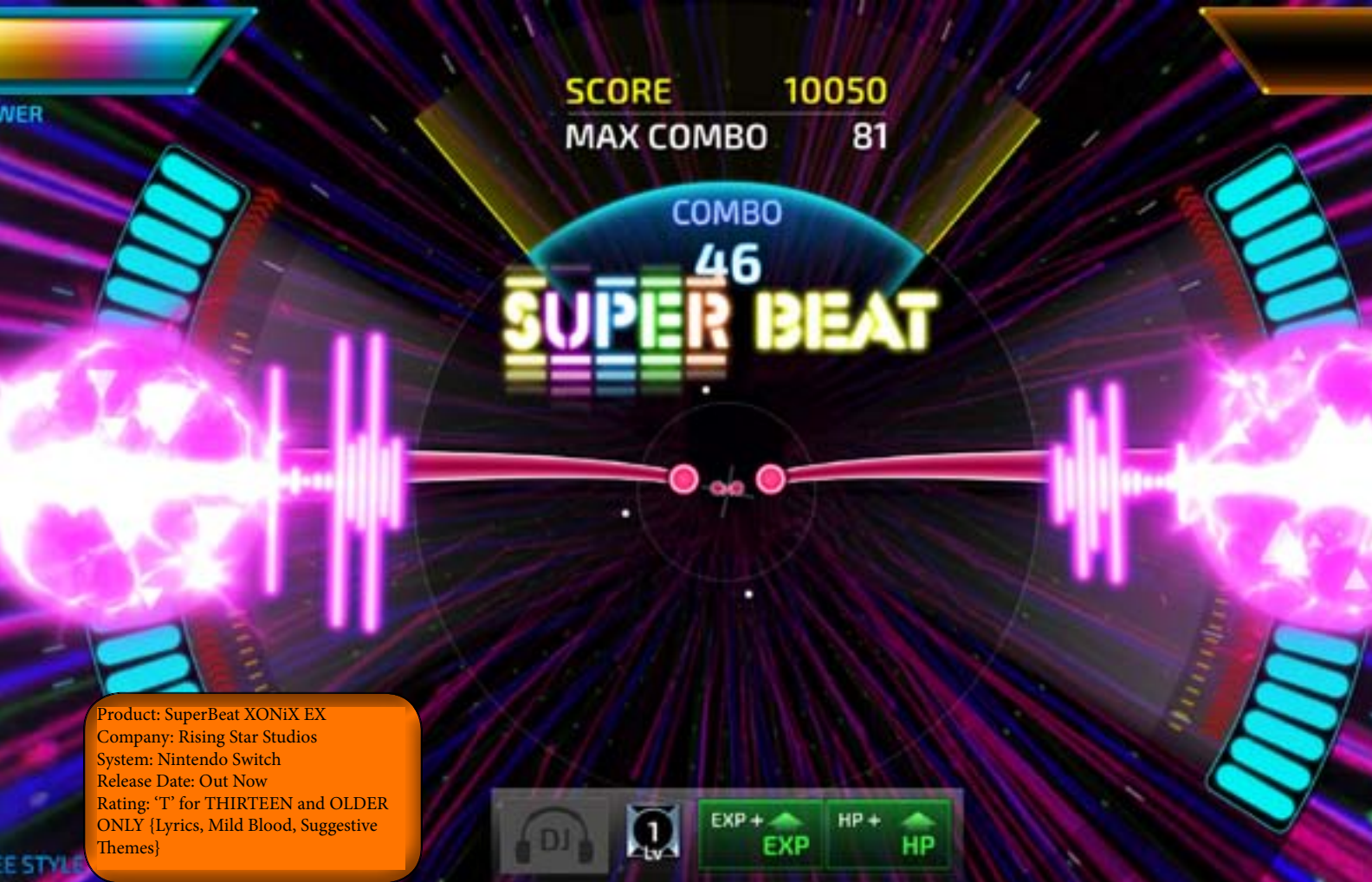


Product: Digimon Story: Cyber Sleuth - Hacker's Memory
 Company: Bandai Namco
 System: PS4/PS Vita
 Release Date: Out Now
 Rating: 'T' - THIRTEEN and OLDER ONLY (Blood, Crude Humor, Fantasy Violence, Language, Suggestive Themes)

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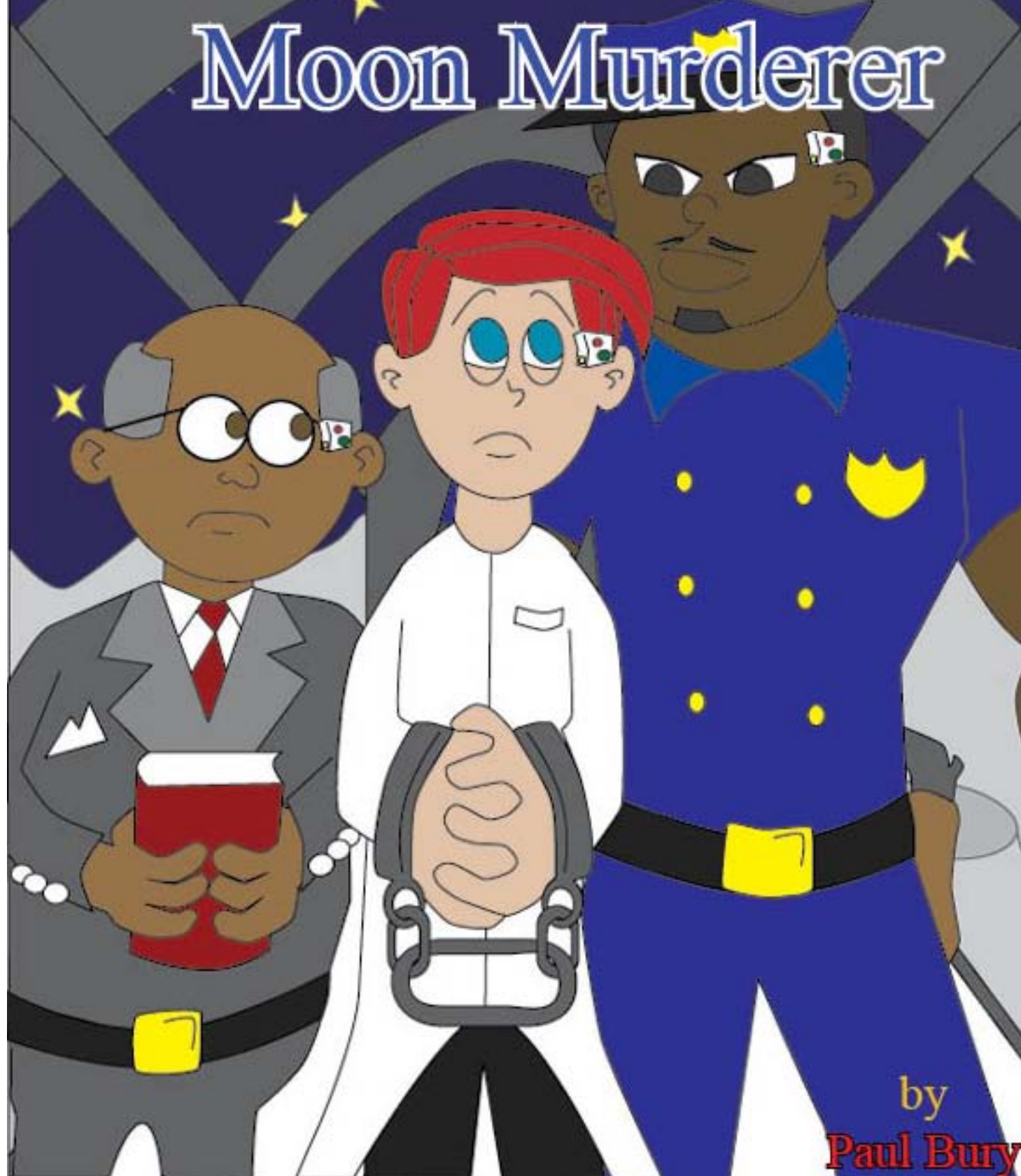


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Product: SuperBeat XONIX EX
 Company: Rising Star Studios
 System: Nintendo Switch
 Release Date: Out Now
 Rating: "T" for THIRTEEN and OLDER ONLY (Lyrics, Mild Blood, Suggestive Themes)

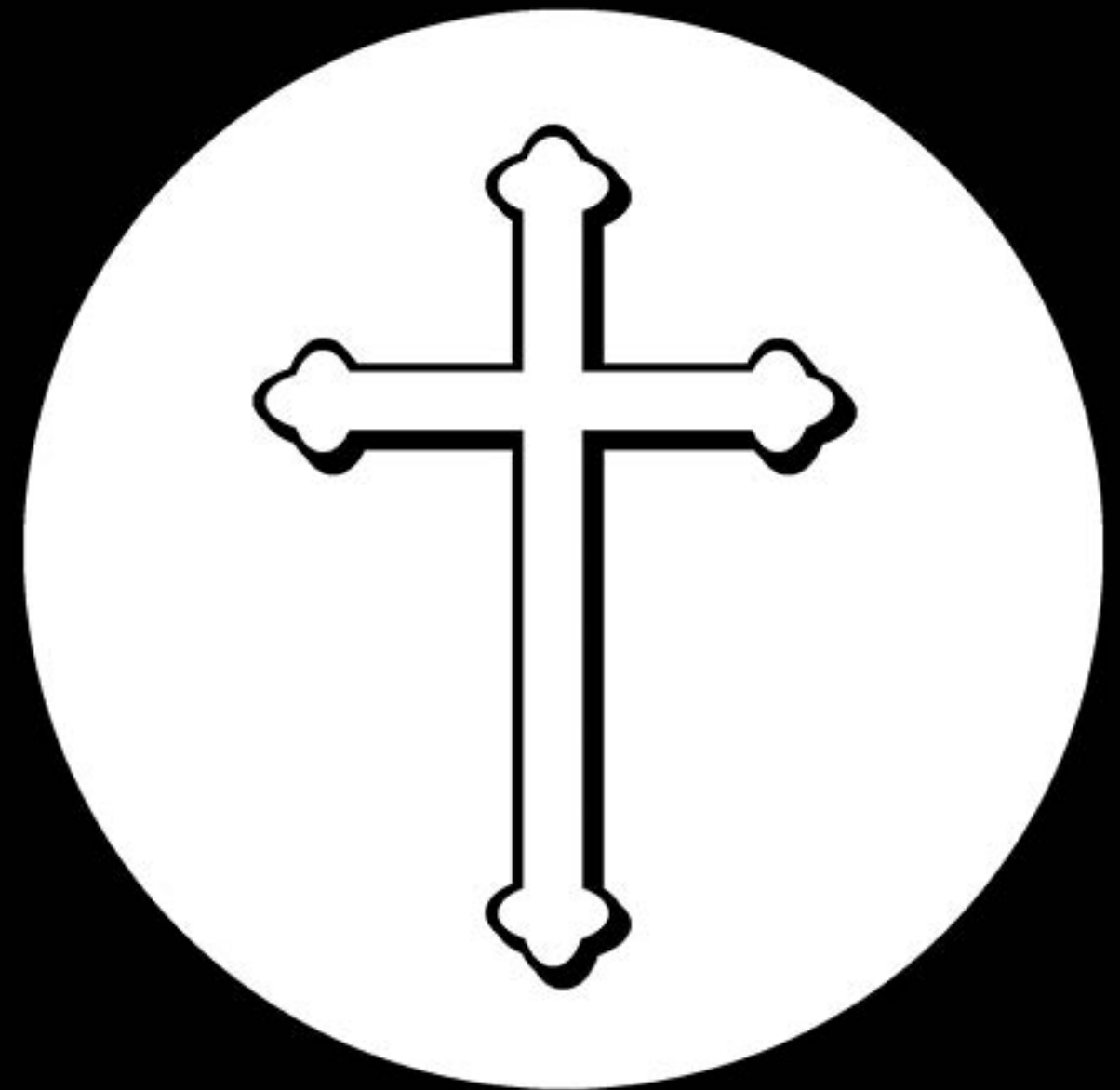
Future Glimpses Moon Murderer



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Paul Bury

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