

Family Friendly Gaming

THE VOICE OF
THE FAMILY IN
GAMING

TM

Sonic Mania, Little
Dragons Cafe, Spy-
ro Reignited Trilogy,
and more in this
fabulous issue!!

ISSUE #132

July 2018

PES 2019
wants you to kick
it. Can you? Will
you?

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Balance

It amazes me to see so much imbalance in our world. I see imbalance in the video game industry, Holly Weird, mainstream media and more. Maybe it is part of this fallen world since I see so many people openly rebelling against God. Anyone who stands up for God is viciously attacked by those servants of Satan. They are celebrating evil things, and attacking anything good and wholesome. There used to be balance in serving God. There used to be balance in worshiping God. Now there are horrible mean spirited demonic attacks on Christians.

We now have to deal with the war on men, war on Christians, war on Christmas, war on white people, and more. There used to be wonderful balance in these things. Men were respected as the leaders of society and the home. Christians were admired for supporting chastity, innocence, honesty, purity, humility and more. Christmas was considered a wonderful time for all to spread joy, love, and happiness. White people were honored for their many achievements of society, medicine, technology, and making the world a better place.

Now we have complete imbalance in this things. We have chaos, and constantly being offended. At times these people who are always offended have to redefine something to scream and shout. Their fruit it chaos, disorder, distrust, anger, hatred, and worse. We know who their father is. So why are these nasty, evil, vile, and wicked people able to take control of the conversation? Why must they use social media to spread their demonic influence? What can be done to return us to a great place of balance? Do you have any ideas?

The 1950s were a wonderful era where there was more respect for one another. No era was ever 100% perfect. The Israelites had plenty of times where they obeyed God and were blessed. Then there were periods of rebellion and they faced the consequences. I am so concerned about the consequences we will face from all of this current rebellion against God. It is like watching someone drive off a cliff. Do you tell them they are driving really well? Or do you yell a warning to them that they are driving toward a cliff? Which of the two is more loving and caring? I believe in stating the facts and encouraging people to turn from

their drive off the cliff. Maybe you disagree. Maybe you want them to drive off the cliff. Thing is they are taking the rest of us with them. We will have to account for how we encouraged them driving off the cliff.

I speak out here at Family Friendly Gaming. I work diligently to point people to God. I consistently encourage people to turn from their evil ways. I know many will not listen. I know the proud and arrogant will continue on in their pride and arrogance. I rejoice at every single person I reach for God. I celebrate every single person who turns from the path of destruction.

God bless,
Paul Bury



Why so anti-family?

My hubby and I were talking recently about the degeneration of the video game industry. There was one facet of this issue we were discussing deeply. Why are so many of the E3 Press Conferences too anti-family? Too many of them are also extremely anti-Christian. How did the video game industry get so radicalized so quickly? Aren't there any guardians to try and correct this problem? Family Friendly Gaming has called attention to it for over thirteen years now. Why do things continue to get worse?

If I was the mother of some of those people presenting I would wash their mouths out with soap. That is what we need in the video game industry. We need someone to get in there and start to clean up this mess. Paul talks about the swamp of corruption in the video game industry needs to be drained. He is totally, completely and utterly correct. At the same time we need this mess to get cleaned up. Draining the swamp is still going to leave some gross stuff. That gross stuff needs to be cleaned up. I would think gamers would want better for their industry. I would think they would call out these liars and spewers of propaganda. Those foul mouthed repugnant haters need to be addressed. All gamers should shun them and the macabre and morbid games they release. No more sales of ugly hating video games would correct the video game industry. I doubt it will happen any time soon though.

Why am I pessimistic about the video game industry getting cleaned up? They are already preparing their defense. They are already calling themselves artists. They are calling video games an art form. That way they can say and do anything they want. They can be demonic. They can be Satanic. They can be totally evil. They can be vile. They can be wicked. They can continue to be greedy. They can be complete scum. They can be offensive as they want because they feel they are protected as 'art.'

We the people have to stand up against this wickedness. Unless you want God to judge our industry harshly. Are you hoping for the wickedness to be removed immediately by God? Why not stand up against it yourself? You can speak out against it. You can spend money on good, wholesome, moral, and ethical video games. You can show your disgust when other gamers ask if you played some

evil, vile, and wicked franchise. Tell them you will never ever play a bad game like that. They need to understand the myopic, narrow minded hardcore gamer viewpoint is not the majority viewpoint. Once they realize they are participating in rebellion against God, and they are on the losing side - hopefully they will turn from those wicked ways.

I prefer to spend time focusing on the all of the good things that are in family video games. Every so often I need to point out all of the problems the immature games cause in our world. What can you do to help us clean up this giant mess?

God bless,
Yolanda Bury



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Interactive Bible Series for Windows by GraceWorks Interactive



DVD-ROMs contain PowerPoint Bible stories, 3 - 5 on each disk. The PowerPoints contain stunning lifelike still graphics. Not cartoons, but computer generated photorealistic imagery. Their purpose is to provide a great backdrop while the teacher articulates the story, there is no audio, but a lesson outline is provided for the teacher along with Bible references. Each story also has a printable PDF activity sheet and a coloring page.

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www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

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.



08-07-2015

CAN YOU SCROLL BACK UP?

PRAYER PUPS BY JEFFREY SMITH

Panel 1: A dog says, "I PLAYED IN AN INFLATABLE POOL TODAY. IT WAS SO FUN!"

Panel 2: A dog says, "AWESOME! YOU KNOW, WATER'S VERY IMPORTANT IN THE BIBLE. THE WOMAN AT THE WELL. THE FLOOD. AND WHEN JESUS WAS BAPTIZED IN THE RIVER JORDAN, THE HEAVENS OPENED AND THE HOLY SPIRIT CAME TO EARTH LIKE A DOVE. THEN GOD SAID, 'THIS IS MY DEARLY LOVED SON, WHO BRINGS ME GREAT JOY!'"

Panel 3: A dog says, "MY EXPERIENCE WAS A LITTLE DIFFERENT."

Panel 4: A dog says, "I JUMPED OUT OF WATER AND ROLLED IN DIRT AS MY MASTER CALLED ME A 'BAD GIRL!'"

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!

Level Editors

Dear Mr. Bury,

One of the best features any game is a level editor that lets you design custom challenges. SimCity 3000 Unlimited lets you create custom scenarios. So does Planet Coaster, Trackmania and The Golf Club.

The next game to feature a level editor should be a puzzle game like Safecracker, which you were clearly impressed by. It should allow you to create custom 3-D objects with the help of 3-D input devices such as the Leap Motion sensor. Here are some unique locking devices that I

would like to see:

- A lock that works by analyzing the liquid in a container
- A lock disguised as a multi-CD player that works when the right CDs are in the right slots
- A weather sensor that only opens if the temperature/humidity/wind speed/direction meet the correct parameters
- Linkage to building doors and lights where some lights must be on or off or some doors must be open or closed
- An exercise bike where you must pedal a certain distance at a certain speed
- Weight sensors embedded into the floor and/or chairs
- Keyboard for a typewriter or a computer where you must enter a text passage containing a string of words at least a paragraph in length correctly before time runs out
- A chess board, Scrabble board, or other game board where the right pieces must be in the right places
- A movable box or suitcase that only unlocks at a certain location in a certain timeframe, and at a certain altitude
- A copier or scanner that needs a certain document
- A key that must be assembled from multiple separate compo-

- nents and then used to turn a combination lock
- A breath sensor that senses if you have eaten or drank one or more specific foods and/or beverages
- A numerical code that must be punched in from a seemingly ordinary device such as a calculator, phone, microwave, or TV remote control
- A gas pump that must have a vehicle of a certain weight next to it, and then have a certain dollar and cent amount of a certain grade of gasoline pumped

If people are unable to solve the main puzzles in a puzzle game, they could get a sense of satisfaction from designing puzzles that no one else could solve. Of course, you would need a website to upload your creations and share them with the world.

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

Sincerely,

David

{Paul}: David,

As long as the entire game is not players making levels. Like

you pointed out plenty of games include the tools to create our own levels. Disney Infinity was really good about this. It was bad in how we had to acquire the content to edit with. Safecracker is a very solid game with an interesting idea. I would certainly welcome a sequel that gives us the ability to make our own levels, areas, room, etc. You are correct there would need to be a way to disperse levels. Back in the day we would create levels and save them to discs. Then take our discs over to a friend's house. It would be neat to see that implemented in the future once again.

Representing Us

How can you represent families and not cover 'M' rated video games? Shouldn't you cover all the video games? All the other gaming sites do. Why do you have to be different? Your missing a lot of good games. There are plenty of good 'M' games.
- Trey

{Paul}: Trey,

First and foremost thank you so much for contacting us. You posed interesting questions that needed to be addressed. These

have actually been addressed before in the past. I have no problem reinforcing those answers as new generations of gamers find us.

Somewhere between 90-95% of gaming media outlets over cover the 'M' games. There are only so many resources so guess what happens to the family friendly video games? They are ignored, neglected, and do not get the proper percentage of coverage for the population and sales within the industry. One of the things we decided when we started Family Friendly Gaming was to correct that imbalance. The macabre and morbid 'M' rated titles get more than their fair share of coverage. We are not part of the herd following the same path. We take a different path. Which is one of the things that has made us so popular over the years.

I cover one of the things you said in my first book Video Game Lies. Here is a link to where you can purchase it from



Amazon:

https://www.amazon.com/Video-Game-Lies-Version-Paul/dp/1977575110/ref=sr_1_1?s=books&ie=UTF8&qid=1528670287&sr=1-1&keywords=video+Game+Lies

In essence there is a chapter that explores what is good. Whose definition are you using? Who has the right to determine what is good? How many people do

SOUND OFF Continued

you ask what is good and what is not?

We represent the super majority of Americans who self identify as Christian. That population percentage is around 80%. Why don't the video games being released match that percentage? Why don't the gaming media outlets represent that in their coverage? We are working very hard to correct the horrible imbalance in the video game industry. To be like the others who are actively creating the imbalance makes no sense. How will that make things better? How will that correct the imbalance? How will that drain the swamp of corruption in the video game industry?

E3 2018

Thank you for your E3 2018 coverage. Our family absolutely loved it. Especially the videos you guys did. Those were a real treat. Thank you for all of your hard work covering this event. I hope God blesses your hard work on this. We were laughing so many times in your videos. Thank you for pointing out when there was propaganda. It is nice to see videos from someone who does not drink the kool aid and repeat whatever the big



gaming companies tell you to say.
- Bob

{Paul}: Bob,

Thank you so much for your kind words. We really appreciate them. We put quite a bit of time and money into our E3 2018 coverage. For those that are not aware here is the page with the coverage on it:

<http://www.familyfriendlygaming.com/E3%202018.html>

We will see what God does with all of that hard work. We do not know if it will be amazingly successful or not. Time will tell

on that one. I am happy to help so many families all over the world. It was a pleasure covering it from Memphis again this year. Going to LA is so lame.

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

QUIZ

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



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

Question: How many Christian video games are there?

Answer:

Question: How long have you been reading Family Friendly Gaming?

Answer:

Question: Which video game franchise has been on the front covers of FFG the most?

Answer:

Question: Who has more front covers Mario or Sonic?

Answer:

Question: How many Lego video games have been on the front covers of FFG?

Answer:

Question: How many of the FFG related books have you read?

Answer:

Question: Have you ever donated to a charity before?

Answer:

Question: How involved are you in your local church?

Answer:

Question: Who have you told about FFG?

Answer:

Question: Where can you get FFG for free?

Answer:

Question: Would you pay for FFG?

Answer:

Question: Which FFG Original video series is your favorite?

Answer:

Question: Which FFG Original video series has the most videos?

Answer:

DEVOTIONAL

Helpful Thoughts

Everyone has Faith

Too many people misunderstand faith. Too many people associate faith with religion. Not enough people acknowledge each and everyone of us has faith. **Hebrews 11:1** *Now faith is confidence in what we hope for and assurance about what we do not see.* The interesting thing is where do you put your faith? Do you put your faith in yourself? Do you think you can do things by yourself? Do you put your faith in someone else? Do you put your faith in the government? Do you put your faith in some theory? Do you put your faith in money? Do you put your faith in good looks?

I asked those questions because those are many things people put their faith in. Some people put their faith in a sports team. Others put their faith in themselves. Still others put it in some idea they were told by others. I have talked to people who openly admit they put their faith in the religious belief of evolution. They have no evidence to prove it. They have no facts they can see that shows it to be true. They know plenty of intelligent

people reject it. They admit they have faith in that idea.

Where should you put your faith? Do you know where I put my faith? **Mark 11:22** *"Have faith in God," Jesus answered.* I obey Jesus and put my faith in God. I do not put my faith in myself because I know I make mistakes, sin, and fail. I do not put my faith in others for the exact same reason. I do not put my faith in ideas from man because they are rebellion against God way too often. I put my faith where it belongs. God is the only one who deserves our faith. God is the only one who has earned our faith.

Amazing things can happen when we put our faith in truth. **Luke 8:48** *Then he said to her, "Daughter, your faith has healed you. Go in peace."* Here is another example. **Luke 18:42** *Jesus said to him, "Receive your sight; your faith has healed you."* There are plenty of other examples where Jesus healed people based on their faith. Where did they put their faith? They put their faith in Jesus Christ the Son of God. They did not put their faith in doctors, medicine or hospitals. Do you? Do you put your faith in doctors, medicine or hospitals? Do you put your faith in Jesus Christ? Which one

has a better track record with miracles? Logically where should you put your faith?

The more I study the Holy Bible the more I learn interesting tidbits like this one. The more I observe this sinful fallen world the more I understand. I see all kinds of people putting their faith in all kinds of meaningless things that do not bring them happiness. Yet they do this over and over again. It reminds me of the definition of insanity. Go to truth. Go to the source.

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.

Be ready

God has blessed me in a variety of ways in my lifetime. Part of that in my opinion is my willingness to be ready when God calls upon me to do something. Another part is being aware of those around me and their needs. So many people think just of themselves. Or they think of themselves first. They are not prepared to help others. They are not ready to do things that need to be done. They are too obsessed with themselves and whatever they happen to want at this time. Those people are usually not thankful for all of the blessings around them. They get what they want and they want more. They get their way, and

they want it again. Tantrums come from the lack of getting their way. They are not ready.

It goes against human nature to be like God. It goes against human nature to think of others before yourself. The first step is humbling yourself and letting others have their way. The next step is having an awareness of what others are going through around you. How much do you know about what your parents, children, and/or sibling are going through right now? How aware are you of what your co-workers and friends have going on in their lives? If you don't know then you need to find out. You can not be ready to help if you have no clue what is going on with them. They will appreciate you expressing an interest in their lives. Trust me most people love talking about themselves and what they are doing.

Too often we arrogantly think we are ready for whatever to happen in our lives. Very rarely are we actually ready. Men and women think they are ready for marriage. Then the man marries the woman and realizes how he was not ready. The same thing goes for the woman when she marries the man. She finds out there was a lot more to it than she thought. Then when a hus-

band and a wife decide to have a child they realize how they were not ready. The point is there are things in life we can not be completely ready for. You may not be ready for a loved one to die. Whether you prepared for it or not it will happen. Whether you are ready or not you will have to face it. Might as well work diligently to become as ready as you can for as many things as you will face in life.

We are seeing all kinds of evil, vile, wickedness from people who were not ready for President Trump. Their prolonged tantrums speak volumes about their lack of character. They should have gotten themselves ready. They should have asked about ways they could support the leader God allowed into that position of power. All of their rebellion against President Trump is rebellion against God. I thought Obama was one of the worst presidents of all time who oppressed and discriminated against Christians. I did not disrespect him because God allowed him there. To do so would be rebellion against God. Be ready for leaders you do not like. Be ready for leaders who will oppress you. Be ready for leaders who will weaponize the IRS against you.

In The

NEWS

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Aksys Games Announces Quad Fighter K

Aksys Games is ecstatic to announce that Quad Fighter K, the local 4-player co-op retro shooter you never knew you needed until now, will be coming to the Nintendo eShop summer 2018 for the Nintendo Switch™!

“We are excited to have this fun, 4-player timeless arcade shooter in our library!” says Akibo Shieh, Founder and CEO.

In the far distant future, a mysterious alien race set its sights on nothing less than the conquest of the Earth and the total annihilation of the human race. To counteract this threat the nations of Earth formed the EDC

(Earth Defense Corps) and launched an all-out counter attack. Despite humanity’s best efforts, the alien invaders superior technology proved too much to overcome and they took over most of the planet.

However, before all hope was lost the remnants of mankind came into possession of alien artifacts that would allow it to launch one last desperate assault.

At this point, the enemy forces were already at the doorstep of EDC headquarters, and Earth was bound to fall... With limited recourse left, they came up with the final plan; attack the enemy headquarters with all they have. With help from “Dr. AKEMI” the plan was to destroy the central core of the alien base.

With enemy forces at the gates of the last fortress of the EDC and the fate of the planet hanging in the balance, the leaders of Earth’s forces decide on a desperate course of action: throw everything they had left at the enemy’s headquarters. With the help of the erratically brilliant “Dr. AKEMI,” the goal is no less than the destruction of the very heart of the alien stronghold.

Features of Quad Fighter K include:

- It’s Dangerous to Go Alone-The alien forces are an overwhelming force, but one you don’t have to face alone. Bring along three friends and face the alien hordes with local co-op play!
- It’s not Retro, it’s Timeless-With 8-bit graphics and a focus on pure arcade shooting action, Quad Fighter K harkens back to the times when it was all about you (and perhaps a couple of friends), a quarter, and

lightning-fast reflexes.

- Quad Fighter Powers, ACTIVATE! -Do your best work solo, or unleash real damage by linking your ship with a teammate to crush your foes and save the planet. Unlock different attacks by connecting your ship with your allies.
- Should I Stay or Should I Go?-Whether you’re gaming at home or on the run, thanks to the mighty morphing powers of the Nintendo Switch™, you can take out the alien hordes threatening our alternate Earth whenever, wherever.

Developed by Happy Meal Inc., Quad Fighter K is rated E for Everyone by the Entertainment Software Ratings Board (ESRB).

Fort Triumph Out Now on Steam Early Access

Well met, Heroes! Cookie Byte Entertainment is pleased to announce that the adventure officially begins today. Fort Triumph is out now on Steam Early Access.

Fort Triumph is a tactical RPG emphasizing the use of Environmental Interactions to create rich, challenging and rewarding tactical gameplay. In the game, you command a party of chosen heroes who set out to change the world, one quest at a time. On your path you will explore the world, discover ancient secrets, and face down any enemy who stand in your path to glory through turn based tactical combat.

In Fort Triumph, every crate and every tree is a potential weapon in the hands of experienced tacticians: in order to succeed, you will have to burn, freeze, topple, kick around or outright destroy the scenery at the right moment.

Fort Triumph's Early Access campaign will feature community driven decisions and development priorities.

The game is in active development and will be continually updated on an ongoing basis. No word of a physical copy version of this game at this time.

Features:

- Hardcore tactical turn-based gameplay
- Fully Interactive environments at your disposal
- Heroes developing by learning new abilities from their class skill tree
- Non-linear missions and quests
- Strategic gameplay and world map exploration

Natural Disasters Now Appearing in Cities Skylines for Console

Paradox Interactive announced a new expansion for Cities: Skylines console from developer Colossal Order. Natural Disasters will be available for PlayStation®4 and Xbox One.

The new expansion adds a calamitous collection of new features to Cities: Skylines, including new systems for disaster alerts and response -- and of course the disasters themselves, which can occur randomly, or be triggered deliberately by monstrous mayors who have never liked their citizens. Also added for free are three new in-game radio stations with a set of pleasant city-building tunes; owners of the Natural Disasters expansion will also get emergency broadcasts and early warnings via the radio.

Natural Disasters includes the following features:

- Deep, Impactful Gameplay: Meteor strikes, forest fires, tsunamis, earthquakes, and more will destroy districts and devastate estates
 - With Great Power Comes Great Response Abilities: Plan for, and respond to, disasters using early warning systems, countermeasures, and new disaster responses such as helicopters and evacuations
 - This is Not a Test (but it is just a game): New radio systems put the station in devastation with disaster warnings and three free radio stations
 - An Objectively Good Feature: A series of pre-made scenarios challenge players with various objectives and conditions
 - Chirpocalypse Now: Sweet new hats for Chirper, man
- No word of a physical copy version of this DLC at this time.

Owlboy physical copy releases

Owlboy fans all over the world will be on cloud nine : The physical version of the critically acclaimed pixel art platformer will be available in stores worldwide for Nintendo Switch™ and PlayStation®4 on August 31st.

Crafted with love

The ten years of care and attention that went into developing Owlboy have resulted in a fresh and contemporary take on classic 16-bit pixel art, with an exceptional amount of detail and luscious pixel animations.

Icing on the Owlboy cake is its sensational soundtrack, with most tracks featuring live instruments. Push Square wrote a feature on it, stating: "Jonathan Geer's music accompanies the high-soaring gameplay and brings an incredible beauty and a sense of wonder to an already uplifting title".

Limited Edition

For devoted Owlboy fans there is also an Owlboy: Limited Edition on the way, which will hit stores on the 13th of July. This boxed edition, limited to only 6000 copies worldwide per platform, contains the base game with a range of desirable collector's items.



Tour de France 2018 Releasing

The official Tour de France 2018 video games will release June 28th this year on PlayStation 4, Xbox One and PC for download.

In Tour de France 2018 on consoles, play as the greatest champions and hit the official track of Le Tour 2018! Dive into the intensity of this legendary race where you'll need to attack, follow the best trajectories, and carry out the finest racing tactics to lead your team to victory and earn the mythical Yellow Jersey LCL!

This year, experience a brand new game mode: Pro Leader, where you create your own rider and bring him to the top of his career by completing objectives to improve and gain new responsibilities from season to season! The simulation aspect of the game goes even deeper thanks to your new team Progression System, an improved Fitness Peak System for your riders, and a more aggressive and realistic AI, making this year's sprints and breakaways as competitive as ever.

Along with the new official route from Le Tour 2018, new races and Classics such as the mythical Paris-Roubaix are joining the long list of roads you will have to ride to prove you are the best cyclist!

In Pro Cycling Manager 2018 on PC, step into the shoes of a sports manager and lead your pro cycling team through a challenge-packed 2018 season where you'll compete in more than 200 races and 500 stages around the world, including famous Tours such as La Vuelta and the iconic Tour de France. It's up to you to make all decisions for your team: hiring the best cyclists and staff, contract negotiations, sponsoring, race scheduling, training... During the race, choose the finest tactics to lead your riders to victory. Play solo or online multiplayer in leagues or clans with up to 16 players.

In The News Continued

SEGA Genesis Classics Launches for PS4, Xbox One and PC

Raise the Sword of Vermilion™ with Shining Force™ as a retro Phantasy has become reality! Today, SEGA® Europe Ltd. is pleased to announce the launch of SEGA® Genesis Classics™ both digitally and physically for PlayStation® 4 and Xbox® One with the PC collection on Steam receiving a free update bringing parity with the console versions. The physical edition is available from select retailers* and comes complete with a double sided Golden Axe™ and Streets of Rage™ poster.

In celebration, SEGA are excited to announce a collaboration with Eclectic Method, a leading video-remix pioneer to bring you a high-energy, up-beat and nostalgia oozing-launch trailer. The trailer features an original track of classic 16-bit sounds composed solely of memorable thwacks, zings and booms from fan-favourite SEGA Genesis titles, which plays alongside visuals of landmark locations and famous characters found in the collection.

The collection has over 50 classic titles to experience across every genre; arcade action, shooters, beat'm ups, puzzlers, old favorites and hidden gems, all of which can be accessed through the games 90's inspired retro gamer's bedroom. All retro classics boast a raft of modern features which include online multiplayer, achievements, mirror modes, rewind and save states meaning players old and new should find revisiting these great games an absolute Sonic 3D Blast™.

*Please check with local retailers for details.

Shelter Generations gets a physical Switch release

Super Rare Games have announced Shelter Generations as their next indie gem physical release for Nintendo Switch. This console-exclusive collection includes two games, two soundtracks and two 'living books', combining a lot of special content that was previously only available on PC.

Limited to only 3,000 copies, Shelter Genera-



In The News Continued

tions, developed by Might and Delight and published by CIRCLE Entertainment, includes Shelter 2 (with the Mountains DLC included) which follows the life of a mother Lynx; it's a journey of parenthood in which nurturing your cubs is paramount for survival. You need to raise them safely until they reach adulthood, with a different experience and circumstances each time you play.

Also included in this version is Paws: A Shelter 2 Game, which is based in the same world as Shelter 2. In this poetic adventure you need to explore and survive the wilds as a cub, interacting with the environment and forging a surprising alliance. It features puzzles, a special soundtrack and plenty of memorable moments.

Shelter Generations also includes the official soundtracks of both Shelter 2 and Paws: A Shelter 2 Game; you can enjoy the music at any time. In addition there are two 'living book' experiences to take you further into the Shelter world - 'Fables From the Den' and 'The Lonesome Fog'. Plus each copy will contain a blind-boxed pack of high-quality trading cards. Featuring beautiful artwork from the game, just 125 of the entire production have been signed by members of the Might and Delight team, making them highly collectable.

"When we first started this company I made a list of 5 games that we most wanted to release physically and Shelter was on that," said George Perkins from Super Rare Games.

"To now be able to release this gorgeous game as part of our limited edition releases is amazing! This is a truly heartfelt adventure and it plays amazingly well on the Switch. The artwork that Might and Delight have pro-

duced for the series is simply breathtaking and I hope this game resonates with people the same way it did with us."

Having the chance to publish the physical version of Shelter Generations on Nintendo Switch™ was an enticing prospect for the team at CIRCLE Entertainment. Talking about the partnership, Thomas Whitehead, Product Manager at CIRCLE Entertainment said, "We're excited to team up with Super Rare Games and release this special physical edition of Shelter Generations. Might and Delight created something special with this game. With an incredible art style and soundtrack, it deserves to be experienced on Nintendo Switch. This edition does a great job of celebrating the developer's vision and gives fans the chance to own a special copy for their collection."

"Since we haven't done a physical release before, just that feels very special." Added Might and Delight's CEO, Anders Westin. "But all the extra items like the trading card set is what makes it truly delightful. We're glad that Shelter Generations is about to be a part of the Super Rare Collection, partly for our core fans who love everything Shelter, and partly because everyone at the studio is excited to get their hands on a copy!"

Starship Corporation Blasts out of early access

Publisher Iceberg Interactive, well known for their comprehensive library of 4X Strategy titles, is today proudly releasing their first '4D' title – Starship Corporation, developed by Coronado Games, where players are able to Develop, Design, Deal and Deliver their very own intergalactic Starships! Starship Corporation is a complex and in-depth starship-builder simulation game, in which players must design, assemble and test spaceships, in a bid to build a supreme Galactic mega-corporation. Gain your reputation by engineering and selling your own spacecraft, testing them to the limit in RTS simulated emergency and combat situations.

In Starship Corporation, players develop their spaceship manufacturing business skills in real-time, while facing the daily challenges

that any business owner needs to overcome. Analyze the market to increase market share, engage in strategic partnerships, invest in new technology, control manufacturing costs in the design process and assembly line, expand your team's expertise by providing training, optimize your designs and win the race for technological supremacy.

Starship Corporation's full release adds a campaign mode with 99 different business contracts and two different endings based the player's business relationships, as well as a ship database and two new rooms. Additionally, Russian language support is now available, as well as improved loading/saving times, Steam achievements, and bug and performance fixes.

Key Features:

- Campaign mode with 99 different contracts and two different endings, based



on your business dealings.

- Sandbox Mode with access to all known human settlements in the galaxy, business opportunities for your ships in ar-

eas like transport, mining, route-maintenance, security, military and research and racing.

- 177 unlockable rooms and facilities for ship design.
- 22 unlockable fuselages.
- 24 Missions for standard operation,

emergencies and hostile encounters to test your ship in Crew Management.

Parklife is Available for Cities Skylines PC

Paradox Interactive and Colossal Order today released the playful Parklife expansion for Cities: Skylines PC. The best-selling city-builder now offers vibrant new parks, playgrounds, zoos, green spaces and more importantly, new ways to play. With a new park area tool, five new maps, a ton of new assets and level-up features that increase your park's property values, Parklife is will spruce up any city in a snap.

Cities is also getting a new radio station today: Country Road Radio, with 16 new songs from Appalachian Folk, Bluegrass/Honky Tonk, Nashville Modern Country and Unplugged country.

In addition to the paid expansion, Cities: Skylines will also get a free PC update.

Ice Cream Surfer's Ace surfs his way to Super Hyperactive Ninja

Summer is around the corner, and what could be better than some DELICIOUS ice cream? Here comes Ace, the Ice Cream Surfer! Ace is a character from the game and comic Ice Cream Surfer, by Dolores Entertainment and Stephen Hausdorff respectively.

Use Ace's Ice Cream Shot to freeze enemies from a distance. You can aim up or down to give your foes a good taste of the cold flavor from any angle!

You can also use Ace in Super Hyperactive Ninja's fight mode, to play against a friend!

Super Hyperactive Ninja is a fast-paced hyper-caffinated action-platformer in 2D, designed with those who want a real tough challenge and speedrunners in mind.

TerraTech Coming This Summer

Payload Studios, a growing British independent game studio, has announced that the award-winning open-world adventure game, TerraTech, will be leaving Steam Early Access to launch alongside PlayStation 4 and Xbox One versions in Summer 2018.

TerraTech is a creative sandbox, where players design and build their own creations through a mix of crafting, combat and discovery. Set in a future in which Earth's resources have been depleted, players can choose to explore an uncharted alien landscape to forage, fight and craft, or simply build and explore without the threat of enemies in Creative Mode.

On release the game will bring a wide variety of brand new features, developed with ultimate creativity and player satisfaction in mind over four successful years in

Early Access, with the feedback of a vibrant, dedicated and ever-expanding community of players. As an extra bonus, PC players will be able to try out the brand new multiplayer mode, which features up to 16-players in free-for-all and team-deathmatch modes, from May 18th.

Payload Studios founder Russ Clarke said: "This summer's multi-platform launch of TerraTech is a huge milestone for the game, and the team. It's been a long road to this point, and we've been blown away by the support and enthusiasm of our wonderful community of players. Their dedication has contributed hugely to the quality and depth of experience which we are now tremendously excited to bring to a wider audience" No word on a physical copy version of this game on this system at this time. Families are required to pay for Internet usage fees to download this game. For more information click here.

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?

There are some apps that have ported over to the Nintendo 3DS, PS Vita, PS4, Xbox One, and Nintendo Switch. There are plenty more that need to make the jump. We want more from these games though. We want them to come out in physical copy versions and one time payments. Take Disney Crossy Road for example. That game should be sold on the Nintendo 3DS in the physical copy format for a one time payment of thirty dollars. Make sure all of the characters are unlocked when we start to play the game. Or if

we are unlocking some characters make sure it never repeats. Meaning if you already have a character do not allow that character to be won when the coins are spent on a new character. Maybe assign a coin value to the characters and let families purchase them within the game.

Would you purchase physical copies of app games if there were none of the lame in-app purchases? Would you prefer to play them on the Nintendo 3DS? PS Vita? PS4? Xbox One? Or some other system? What do you think would happen if app games were migrated into the physical copy world? Do you think those would sell better than in-app purchases? Do you think it would ultimately hurt the app? Do you think it could help the app? Where do you come down on this particular issue?

This method could even be used to revive some dead video games. I loved playing Yslandia. The company that made the game pulled it from the app store and it no longer works because we had to connect to a server. Ultima Forever is another great game that could benefit from this. Electronic Arts tried to shove this franchise into the repeat pay to play segment. It failed. Instead of making minor tweaks and letting us play on another system, EA just sits on it. It is making them zero money where it is. It has an opportunity to make money if they would just give physical copies a chance. Maybe even sell them from their website and only burn a copy when they sell a copy. EA could do that if they actually listened. Why do you think companies refuse to give app ports to physical copies a chance? What can be done to fix this?

James 2:14-17

14 What good is it, my brothers and sisters, if someone claims to have faith but has no deeds? Can such faith save them? 15 Suppose a brother or a sister is without clothes and daily food. 16 If one of you says to them, "Go in peace; keep warm and well fed," but does nothing about their physical needs, what good is it? 17 In the same way, faith by itself, if it is not accompanied by action, is dead.

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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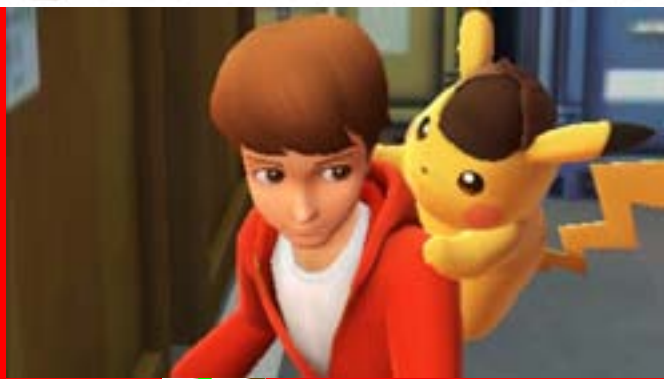
Detective Pikachu



SCORE: 64

PIKACHU

I did not know what to expect from Detective Pikachu on the Nintendo 3DS. I knew there was a talking Pikachu with a detective's hat on. He is helping the son on his quest to find his father. Is his father still alive? SPOILER ALERT! We go through the entire game and still do not find the father in Detective Pikachu. How lame is that? I guess Nintendo and The Pokemon Company are stretching things out into more than one game.



all of them again. Every so often in Detective Pikachu we get a quick time event. Near the end of a mystery we can make selections to prove we were listening to all these characters droning on about the same things. It is really easy to get stuck in Detective Pikachu. Thankfully there is a hint button (at least on the easy mode) that tells you exactly what to do. I did not try

the other difficulty settings. The graphics look decent in Detective Pikachu. There are plenty of movies in Detective Pikachu. Many times I had deduced what was wrong but Detective Pikachu would not let me try to solve the case. Instead I had to run around and talk to all these characters about all these topics. Detective Pikachu is really annoying that way. The main character is the only person who can understand the Pikachu.

Certain Pokemon will do evil things in Detective Pikachu. There is some mild violence in Detective Pikachu as well. The religious teachings of evolution are taught in Detective Pikachu on the Nintendo 3DS. Nintendo continues that



controversial practice. I am not that big into this game. With that divulged I would like to see a sequel to Detective Pikachu. I am sure there are those that enjoy this kind of a game. - Paul

The gruff voice for Pikachu in Detective Pikachu annoys me to no end. It does not fit for me. There are multiple voice actors that do not fit for me in Detective Pikachu. The game play in Detective Pikachu is obnoxious. We have to talk to every single character in an area about every single topic. Then we get a new topic and have to go over talking to

System: Nintendo 3DS
Publisher: Nintendo, The Pokemon Company
Developer: Creatures
Rating: 'E10+' for Everyone TEN and OLDER ONLY {Mild Cartoon Violence}



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

Wireway



SCORE: 95

WIREWAY

People ask me all the time why I waste time with video games. I also get asked about there being so many bad video games why do I even try to find any good ones. I can understand the perception that the video game industry is just filled with filth. Wireway is one of the reasons. Wireway is a fun little game that earns the rarely given Family Friendly Gaming seal of approval.

Wireway gives us a character collecting stars. He moves around levels by launching off of wires. We send him up, down, left, and

right via this method of movement. The levels are all planned out. There are secret puzzle pieces in the levels as well as stars to collect. A certain number of stars are needed to beat certain levels.

When we fill up the star gauge on our screen we get a limited power. That power makes all of the wires supercharged. In fact this is how the boss of the second world is beaten. We can earn different voices, costumes and more in Wireway.

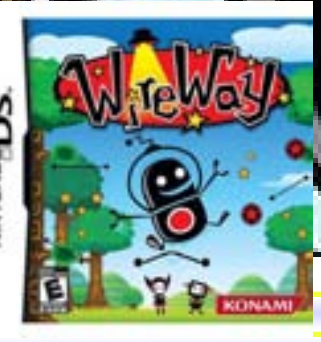
The music in Wireway is fantastic. I love listening to this game. The graphics look good for this era. We can bump into enemies and they will launch off the screen. If we take a hit



we lose some stars or fall of the screen (if we have no more stars). Wireway is a fun game that can be found at a low price. Wireway is definitely worth the price

of admission. If you miss wires and land on the ground your character runs around. We just tap the screen to have him jump up to the wire when it is above us. Bosses can be challenging in Wireway. The touch screen controls work perfectly in Wireway. I hope this game receives a sequel in the near future. - Paul

System: Nintendo DS
Publisher: Konami
Developer: Now Production
Rating: 'E' for Everyone SIX and OLDER ONLY {Comic Mischief}



Graphics: 90%
Sound: 90%
Replay/Extras: 100%
Gameplay: 100%
Family Friendly Factor: 94%

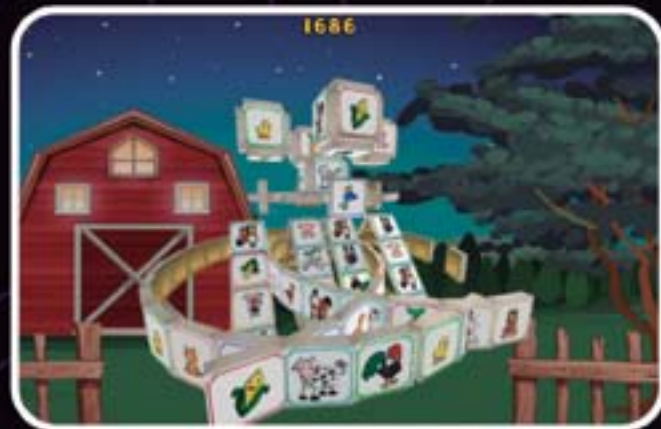


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Lego Dimensions Teen Titans Go Fun Pack

SCORE: 65



As of right now this is the final planned review of Lego Dimensions. I am happy to be done with it. Lego Dimensions Teen Titans Go Fun Pack contains Starfire and the Titan Robot. The Titan Robot can be transformed into T-Rocket, and then the Robot Retriever. The skills Starfire has are Atlantis, Acrobat, Laser, Rainbow Lego Objects, Dive, Flying, Parseltongue Doors, and Hearts Regenerate.

The Battle Arena that comes with Lego Dimensions Teen Titans Go Fun Pack is actually half decent. I enjoyed playing in it. It has a few quirks like lasers when you try to get back up to where your flag goes. It can be hard to score

points in that Battle Arena.

Starfire is a fun and decent flying character. She has a power beam that can be charged up and decimate a lot of objects right in front of her. She is great to use in the Teen Titans Go area, and other areas. The Titans Robot is about worthless in my opinion. It floats off the ground just a little bit and can not fly unless it is transformed. There is no need for it to fly with Starfire though.

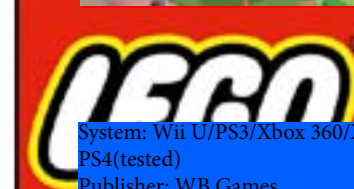
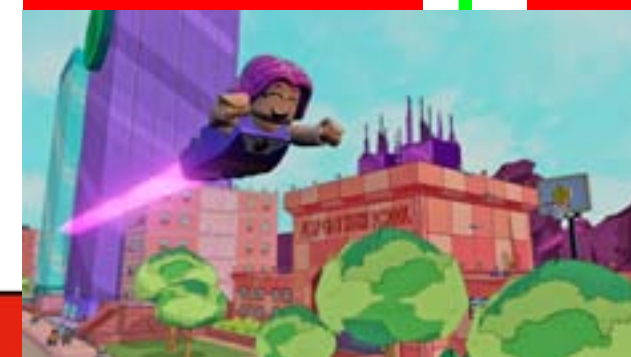
Whenever I put Starfire on the Titan Robot it felt like a total and complete downgrade. Sort of like how the PR and Marketing people treated Family Friendly Gaming Universe. Which is offensive after we have done so much for them for so many years. Maybe if they were nicer to us Lego Dimensions



would have done better. They have to live with their failures.

The Titan Robot can fire a beam. Again little need with Starfire. The voice commentary from the Lego Dimensions Teen Titans Go Fun Pack is meh at best. There is action adventure violence that comes from the Lego Dimensions Teen Titans Go Fun Pack package. The robot is not very stable and can fall apart easily.

I am thinking about boxing up all of the Lego Dimensions characters now. We do not plan on doing videos since Warner Bros Interactive Entertainment has such backwards video policies. This is part of video game history now. - Paul



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



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



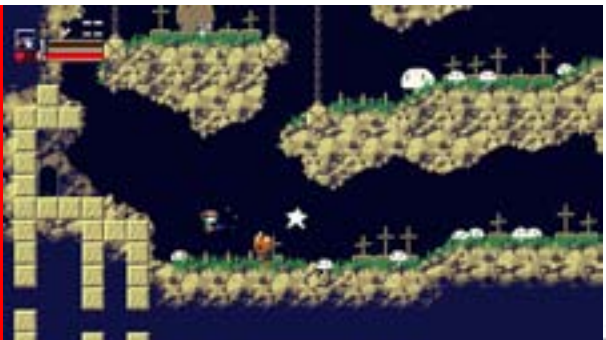
Cave Story+



洞窟物語

SCORE: 66

There are some days I groan about having to play certain video games. That is exactly how I felt when I started to play the indie Cave Story+ on the Nintendo Switch. I knew this game would most likely look like a 16-bit video game. Yes it does look like a 16-bit video game. I knew the music would most likely be indie as well. Again, yes it is. Thankfully the music does grow on the player.



Cave Story+ has a storyline that actually interested me and grew on me as well. The game play in Cave Story+ started bad and got a bit better once we acquired the gun. Then we can shoot things that hurt us. Expect to find life capsules so your character can take more hits. The best way to start playing Cave Story+ is on the easiest of three difficulty settings. You can always make this indie game harder if you want to.

for getting a physical copy of Cave Story+ made. This is definitely something more indie developers and publishers need to do. I would not have played Cave Story+ if there was not a physical copy made. The characters in Cave Story+ are strange in an Alice in Wonderland kind of way. Cave Story+ is not very good at giving the player directions though. You are expected to figure it out. I



got stuck multiple times. Cave Story+ is a charming game that has some difficulty to it. There is some violence and bad language as well. The bad language should have been left out. I understand the original Metroid style of violence in Cave Story+. Parts of Cave Story+ can be frustrating to get through. If you think defensively first then you should be okay in Cave Story+. Remember avoid attacks more than making attacks.

I hope Cave Story+ is improved in the graphical department. That is one of the biggest issues with Cave Story+ in my opinion. The strange story drew me in, and had me wanting to understand what was going on. I enjoyed my time with Cave Story+ on the Nintendo Switch. The copy FFG purchased came with an instruction manual and a small music CD which is pretty cool. - Paul



System: Nintendo Switch
Publisher: Nicalis
Developer: Omega Force, Team Ninja
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Mild Language}

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

VIDEO GAME LIES



by Paul Bury
Version 3

BUY IT NOW RIGHT HERE



WWE 2K18

SCORE: 55



Rugby 18

SCORE: 77



FFG bought WWE 2K18 some months ago. After the broken promises and failures of the PR and Marketing for this game I was in no rush to play and review WWE 2K18. We all know this game is going to fail with Family Friendly Gaming. Since we are not a part of the corrupt gaming media we do not get a free copy anymore. WWE 2K18 is 43 gigs in size. That is huge. It takes forever to install this game, and it likes to download some of it too.



Some of the music in WWE 2K18 can be offensive. There is also lack of attire, enticement to lust, blood, bad language, violence, alcohol, and more in WWE 2K18. There are tons of wrestlers from different eras to play with. Sadly most of the cool ones have to be unlocked. Money has to be paid to be able to play certain characters

as well. Ugh pay gates are lame. Even on the easiest setting the computer can be tough. It is easier to eliminate in the Royal Rumble now. Which means you can be eliminated easier as well. The ladder mini game is even worse this year. Why can't they get this right? Expect to find glitches while playing WWE 2K18. Some of them will



require a reset. When will this ever get fixed?

The modes in WWE 2K18 are Play, My Player, WWE Universe, WWE Creations, WWE Community Creations, WWE Online, My WWE, Option, and Store. We can battle in 1 on 1, 2 on 2, Triple Threat, Fatal 4-Way, 6-Man, 8-Man, Royal Rumble, and Tournament. We really are missing some of the cool modes from the past. The Royal Rumble can be done in the 10, 20, or 30 man fashion. No 50 man fashion like at the Greatest Royal Rumble.

Players can take women and have them beat up other wrestlers. I really wish the women were taken out of this franchise. The only thing that made the Greatest Royal Rumble any good was the lack of the women. WWE 2K18 is worth five to ten dollars to the adults in the family. - Frank

System: PS4/PC/Switch/Xbox One(tested)
Publisher: 2K Games
Developer: Yukes, Visual Concepts
Rating: 'T' - THIRTEEN and OLDER ONLY {Alcohol Reference, Blood, Mild Language, Mild Suggestive Themes, Violence}



Graphics: 45%
Sounds: 40%
Replay/Extras: 85%
Gameplay: 60%
Family Friendly Factor: 45%

I am pleasantly surprised by Rugby 18 on the PS4 and Xbox One. Teen Gamer received a copy of Rugby 18 for his birthday. The options in this sports game are Quick Match, League, Career, My Squad, Weekly Challenge, and Extra. Rugby 18 is a bit light on modes. What it does provide is some fun and realistic Rugby action. I have never watched a Rugby game so my opinion is not based on history with the sport.

We have played a variety of Rugby games here at Family Friendly Gaming. After playing each and every single one of them we felt like we were no closer to understanding the sport of Rugby. That all changed with Rugby 18. I felt



like I actually understood a few things. I started to learn how to play, and how to grind my way down the field to a score. I also learned to score closer to the middle for those try kicks.

Graphically Rugby 18 looks good. There is tackling in Rugby 18. Normally the tackles are not brutal. I saw a few clotheslines in Rugby 18. The team that did that kind of a tackle had a penalty called on them. The computer AI is pretty bright in Rugby 18. They rarely let me through the line. I learned to pass at the last minute to get by them. The stamina bar is a bit low for my tastes, especially after making it through the line.

Why did I start to understand a few things about Rugby after playing Rugby 18? I read the tutorial during my first game against the



computer. I learned what to do in each instance. This helped me become better at Rugby video games. The control scheme makes sense since I have played other Rugby video games. The loading screen trivia is interesting. Too bad I failed so many questions.

There are numerous options available to the player in Rugby 18. I enjoyed playing around with them, and seeing how they impacted the games. I hope to see sequels to Rugby 18 in the future. Rugby 18 is a fun game that families can get into. There needs to be more modes and options though. Other modern sports games put Rugby 18 to shame in that regard. - Paul

System: PS4/Xbox One(tested)
Publisher: Maximum Games
Developer: Eko Software, Bigben Interactive
Rating: 'E' - Everyone SIX and OLDER ONLY



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



Pure Farming 2018

SCORE: 88

Hopefully you read my article on the explosion of farming games. If not, please click here. Pure Farming 2018 is a simulation video game we recently noticed. We did not even try to find the PR and Marketing people that represented this game. Instead we purchased a copy on the Xbox One and played it when we got a chance. Pure Farming 2018 also appears on the PC, and PS4.



Farming 2018 is nice. The voice actor in the story mode does well. The available things to do in Pure Farming 2018 are My Farm, Farming Challenges, Free Farming, Add-ons, Custom, Profiles, Options and Credits. We see our character as they run around the farm. This is spectacular. The tutorial is extremely helpful. Although it was annoying constantly going into emails to read how to do things. On screen prompts



are also there. There is a ton to do in Pure Farming 2018. There are a lot of different options available as well. I loved being able to repair vehicles in Pure Farming 2018. This farming game feels very realistic as well. We do not glitch through things in Pure Farming 2018. Instead we run into them and they stop us. Like another vehicle on the road for example. Yes Pure Farming 2018 has other vehicles and people.

I am very thankful Family Friendly Gaming purchased a copy of Pure Farming 2018. This is one of the better farming games on the market. I put Pure Farming 2018 just behind Farming Simulator 17. It is pretty close to. We can do

more things in Pure Farming 2018 in some areas. The vehicles are really slow in Pure Farming 2018. In my opinion Pure Farming 2018 is worth twenty-five dollars brand new. - Paul

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



Graphics: 80%
Sound: 90%
Replay/Extras: 95%
Gameplay: 85%
Family Friendly Factor: 90%



Scribblenauts Showdown

SCORE: 69

It is official now. Scribblenauts Showdown is officially the worst Scribblenauts game ever created. The failures of the PR and Marketing people were completely ignored when I sat there waiting for Scribblenauts Showdown to install. Then it had to download some update. Why can't you companies complete a game and then ship it? This is so obnoxious.

I was all ready for a fun, immersive and interesting Scribblenauts experience. Scribblenauts Showdown is like a mini party game though. Which makes Scribblenauts Showdown way overpriced right now. This game should be selling for no more than five dollars brand new. The graph-



ics are meh and the music is okay.

The modes in Scribblenauts Showdown are Versus, Showdown, Sandbox, Awards, My Scribblenauts, and Settings. There are only eight levels in Sandbox. There are like twenty-five mini games for Versus and Showdown. Showdown is like a board game where mini games are played. Too many of the mini games are similar to others in this game.

The only cool thing in Scribblenauts Showdown is we can spell a word before playing a mini game. What good is that? It will give us that item in some of the mini games. Scribblenauts Showdown is very limited in the words we can use though. It would not allow a lot of words that would



have fit the category and theme. We earn starites while we play and can use them on hints, more levels, or ways to change the look of our character.

There are a limited number of characters in Scribblenauts Showdown as well. To me Scribblenauts Showdown feels like a cash grab. I like the bright colors in the game. The mini games disappointed me. I do like the instructions before we play a mini game. Although once we know how to play it those instructions can grate on you. No one in our family liked Scribblenauts Showdown. Four family members can play Scribblenauts Showdown at the same time. - Paul

System: Switch/PS4/Xbox One(tested)
Publisher: WB Games
Developer: Shiver
Rating: 'E' - Everyone TEN and OLDER ONLY {Cartoon Violence, Crude Humor}



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

Xenoblade Chronicles 2

SCORE: 59

I am very thankful Family Friendly Gaming purchased a copy of Xenoblade Chronicles 2 on the Nintendo Switch. This home console action adventure hack and slash role playing video game is a strong thirteen and older only video game. Some critics may argue Xenoblade Chronicles 2 should have earned the macabre and morbid seventeen and older only rating.

The issues families can have with Xenoblade Chronicles 2 are violence, bad language, lack of attire, enticement to lust, false gods, odd religious beliefs, and more. The battle system in Xenoblade Chronicles 2 is boring beyond belief. We initiate combat and sit there and watch. Once we get more powerful attacks charged we hit a button to initiate those.

There are some odd creatures in Xenoblade

Chronicles 2 that talk to us. The American voice acting is nice to hear. I wish Americans had been picked because the accents do not fit for me. It is easy to get lost in Xenoblade Chronicles 2. Where we need to go next is not clearly denoted.

The three difficulty settings help reach different audiences. The storyline is a

bit on the boring and predictable side for role playing games that came from Japan. American beliefs and morals are not used in Xenoblade Chronicles 2. Which is a real shame. The fantasy world in Xenoblade Chronicles 2 is falling apart. Humans live on titans who roam sea of clouds.

Older family members can spend a fair amount of time playing Xenoblade Chronicles 2. Expect to spend quite a bit of time playing Xenoblade Chronicles 2. It is easy to die in Xenoblade Chronicles 2. There are extremely powerful monsters that will attack you in the field. Some of them can one hit kill you at certain points. There are plenty of

dangerous spots to grind in. Expect to grind a lot in Xenoblade Chronicles 2. Which is only bad since it is so boring. Pass on this Nintendo Switch game. - RPG Master

System: Nintendo Switch
Publisher: Nintendo
Developer: Monolith Soft
Rating: 'T' THIRTEEN and OLDER ONLY {Language, Suggestive Themes, Use of Alcohol, Use of Tobacco, Violence}

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

EA Sports Supercross

SCORE: 70

Did you enjoy the video Teen Gamer and I did of EA Sports Supercross? If not please check it out here. I was better at racing and he was better at tricks. EA Sports Supercross looks like a lot of original Playstation video games. I don't mind that though. It looks okay for its age and era. The biggest downer in EA Sports Supercross is the offensive music. We turned that off as quickly as we could. I wish less games included that bad content.

The controls took us a little bit to get used to. Once we did we found out how fun and deep EA Sports Supercross really is. This is a good retro motorcycle video game. There are plenty of professional racers (26) to play with. There are even more tricks to perform (35). We compete in Supercross, Motocross, Freestyle, Arenacors, and Women's Motocross. EA Sports Supercross can be found really cheap nowadays as well.

If you like to play original Playstation video games, and you like race games then you should check out EA Sports Supercross. I am very thankful this game was purchased by Noah. He loves racing games. Even if he has to adapt to the retro D-pad controls. EA Sports Supercross feels like motorcycling racing to me. Which is interesting considering its age. Maybe newer games should emulate EA Sports Supercross. - Paul

System: Playstation
Publisher: EA Sports
Developer: MBL Research
Rating: 'E' for Everyone SIX and OLDER ONLY {Mild Lyrics}



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

Rugby 06

SCORE: 70

My dad and I played a game of Rugby 06. I wound up not liking this sports game because of that trouncing. Too much went wrong for me. Players passed to nobody, or out of bounds. I could never break free, and the offensive music had to be turned off. The controls in Rugby 06 are different from modern Rugby games. That was probably part of my problem. I also had a bad attitude that day. Kicking is such a pain in this game.

Rugby 06 looks good for its age. I like a lot of the things this game does. There are a lot of teams we can play with. Families can enjoy Rugby 06 together. The pace of Rugby 06 is pretty quick. The tackling in Rugby 06 can get violent. I saw a few penalties playing this sports game. The more I played Rugby 06 the better I got. Rugby 06 can be found for a really low price too. So you won't spend a lot to enjoy this game.

I still do not know much about Rugby. I do not understand much of the game. I skipped the tutorial so you can say it is my own fault. I loved passing when my guy was getting tackled. That is a neat and realistic feature in Rugby 06. If you like older sports games then you might enjoy Rugby 06. People in my age bracket will probably not like Rugby 06 as well. My dad continues to trounce me in retro games. - Teen Gamer

System: PC/PS2/box(tested)
Publisher: EA Sports
Developer: EA Canada, HB Studios
Rating: 'E' - Everyone SIX and OLDER ONLY

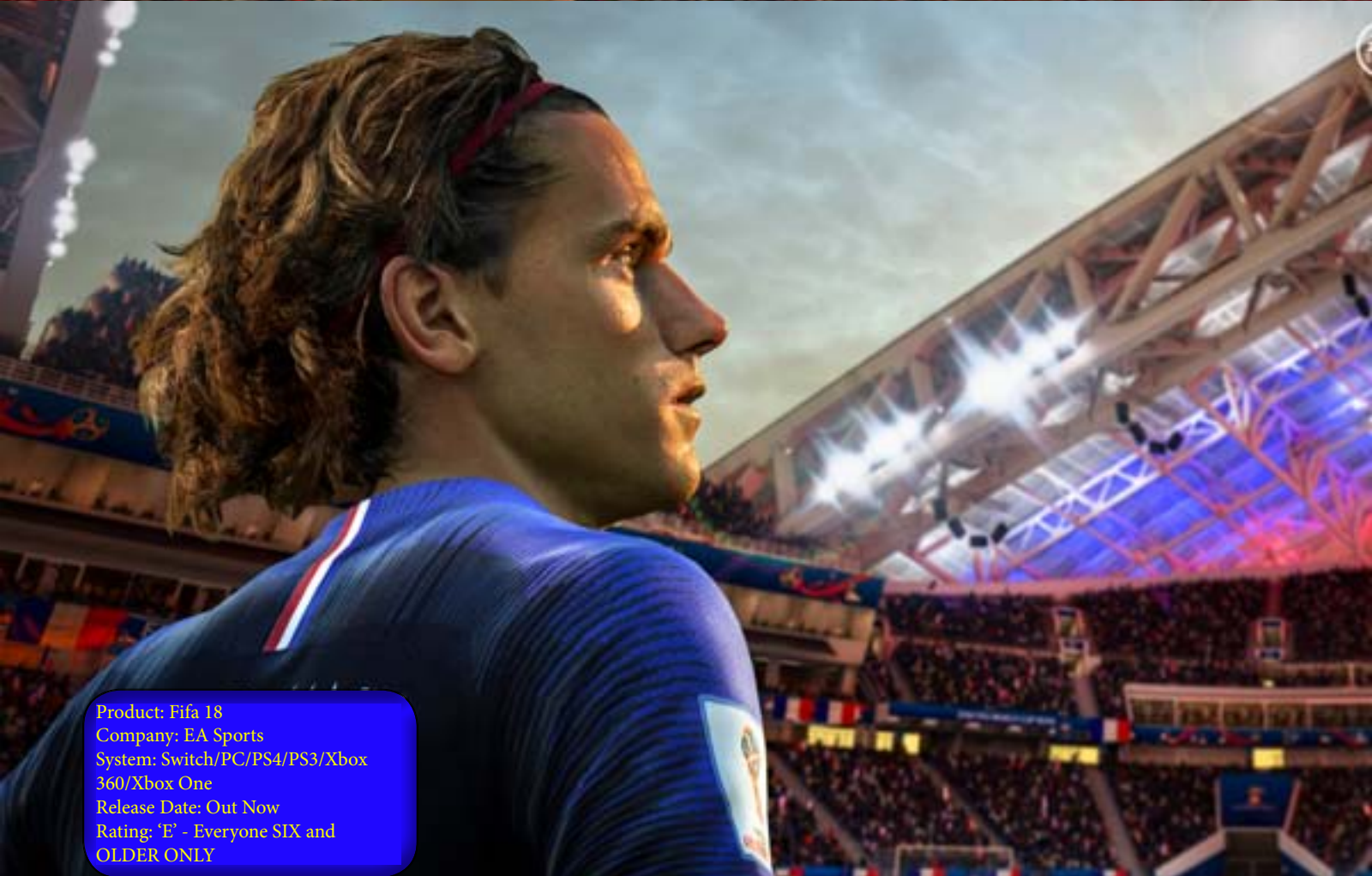


Graphics: 75%
Sounds: 70%
Replay/Extras: 80%
Gameplay: 55%
Family Friendly Factor: 70%

SPORTS



Product: Fifa 18
Company: EA Sports
System: Switch/PC/PS4/PS3/Xbox
360/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and
OLDER ONLY



Product: Fifa 18
Company: EA Sports
System: Switch/PC/PS4/PS3/Xbox
360/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and
OLDER ONLY

DEVELOPING

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PES 2019

PRO EVOLUTION SOCCER

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Product: PES 2019
Company: Konami
System: PC/PS4/Xbox One
Release Date: August 28, 2018
Rating: 'RP' for Rating Pending



Product: PES 2019
Company: Konami
System: PC/PS4/Xbox One
Release Date: August 28, 2018
Rating: 'RP' for Rating Pending



Product: PES 2019
 Company: Konami
 System: PC/PS4/Xbox One
 Release Date: August 28, 2018
 Rating: "RP" for Rating Pending



Product: Adventure Time Pirates of the Enchiridion
Company: Outright Games
System: Switch/PC/PS4/Xbox One
Release Date: July 17, 2018
Rating: "E10+" for Everyone TEN and OLDER ONLY



Product: Adventure Time Pirates of the Enchiridion
Company: Outright Games
System: Switch/PC/PS4/Xbox One
Release Date: July 17, 2018
Rating: 'E10+' for Everyone TEN and OLDER ONLY





Product: Adventure Time Pirates of the Enchiridion
Company: Outright Games
System: Switch/PC/PS4/Xbox One
Release Date: July 17, 2018
Rating: 'E10+' for Everyone TEN and OLDER ONLY

Old Man

It's a very special dragon's egg.
If you raise it properly, I'm sure
it will give you the help you need.



Product: Little Dragons Cafe
Company: Aksys Games
System: Switch/PS4
Release Date: August 24, 2018
Rating: RP - Rating Pending

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Product: Little Dragons Cafe
 Company: Aloys Games
 System: Switch/PS4
 Release Date: August 24, 2018
 Rating: "RP" - Rating Pending





Product: Little Dragons Cafe
Company: Aksys Games
System: Switch/PS4
Release Date: August 24, 2018
Rating: "RP" - Rating Pending



Product: Luigi's Mansion
Company: Nintendo
System: Nintendo 3DS
Release Date: TBA
Rating: "RP" - Rating Pending



Product: Luigi's Mansion
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: TBA
 Rating: "RP" - Rating Pending





Product: Sonic Mania Plus
Company: Sega
System: Switch/Xbox One/PS4
Release Date: July 17, 2018
Rating: "RP" - Rating Pending



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PLAYING



Master Bonku and me.



Name: Forgotton Anne
System: PC/Xbox One/PS4
Publisher: Square Enix Collective
Developer: Throughline Games
Release Date: Out Now
Rating: 'T' THIRTEEN and OLDER ONLY
{Partial Nudity, Crude Humor, Use of Tobacco}



Name: Forgotton Anne
 System: PC/Xbox One/PS4
 Publisher: Square Enix Collective
 Developer: Throughline Games
 Release Date: Out Now
 Rating: 'T' THIRTEEN and OLDER ONLY
 {Partial Nudity, Crude Humor, Use of Tobacco}



How could they?

What should I do?



Name: Forgotton Anne
System: PC/Xbox One/PS4
Publisher: Square Enix Collective
Developer: Throughline Games
Release Date: Out Now
Rating: 'T' THIRTEEN and OLDER ONLY
{Partial Nudity, Crude Humor, Use of Tobacco}



Product: Star Trek Bridge Crew
Company: Ubisoft
System: PC VR/PS4/PS4 VR
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and
OLDER ONLY {Fantasy Violence}



Product: Star Trek Bridge Crew
Company: Ubisoft
System: PC VR/PS4/PS4 VR
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Product: Fox n Forests
 Company: Bonus Level Entertainment
 System: Nintendo Switch/PC/Xbox One/PS4
 Release Date: Out Now
 Rating: 'E10+' for Everyone TEN and OLDER ONLY {Fantasy Violence}



Product: Shantae Half Genie Hero
 Company: Wayforward
 System: Nintendo Switch/PS4
 Release Date: Out Now
 Rating: "T" - THIRTEEN and OLDER
 ONLY {Cartoon Violence, Suggestive
 Themes}

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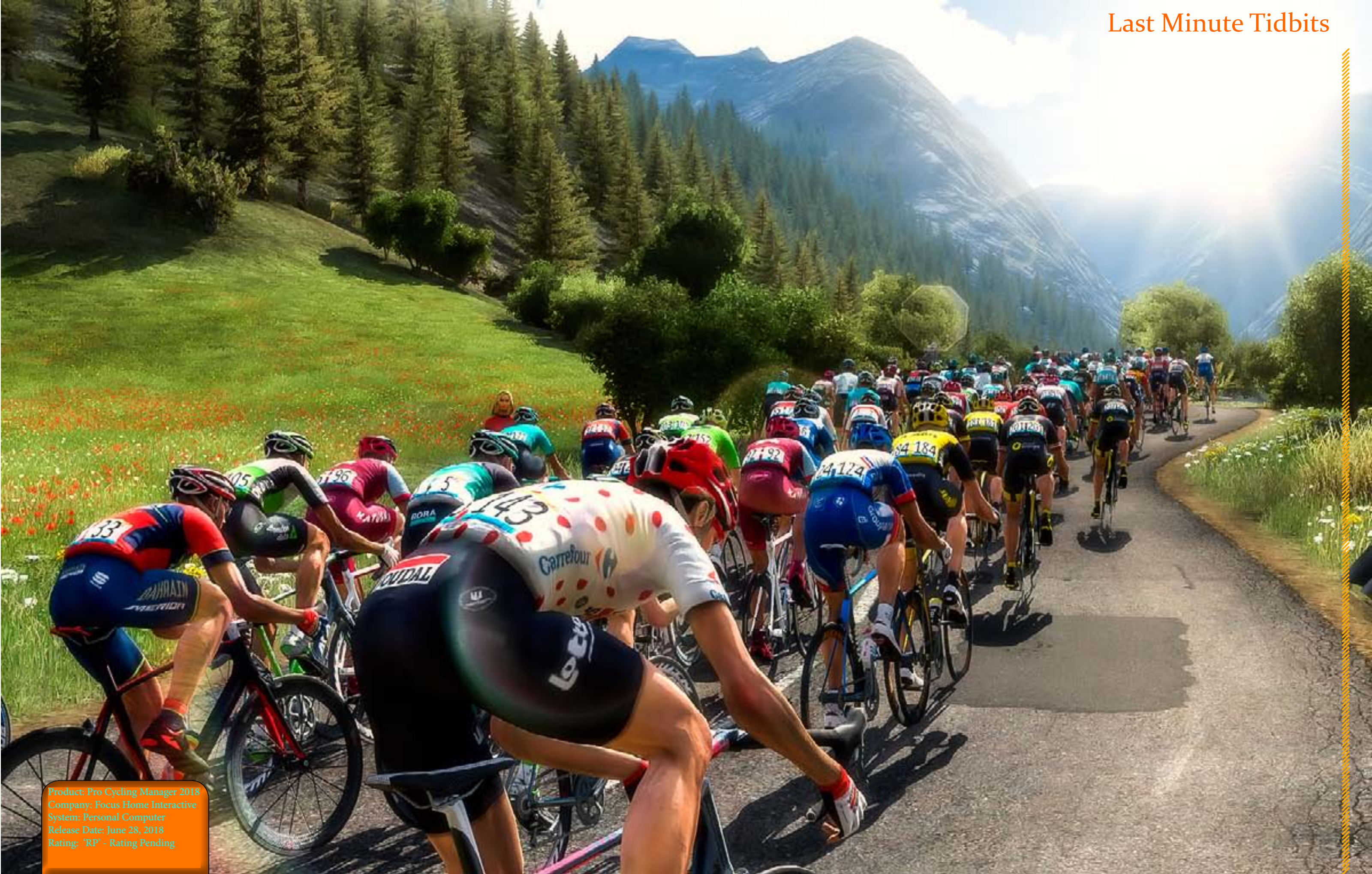
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Tidbits





Product: Pro Cycling Manager 2018
Company: Focus Home Interactive
System: Personal Computer
Release Date: June 28, 2018
Rating: 'RP' - Rating Pending



Product: Pro Cycling Manager 2018
Company: Focus Home Interactive
System: Personal Computer
Release Date: June 28, 2018
Rating: "RP" - Rating Pending



Product: Tour de France 2018
Company: Focus Home Interactive
System: PS4/Xbox One
Release Date: June 28, 2018
Rating: 'RP' - Rating Pending



Product: Tour de France 2018
Company: Focus Home Interactive
System: PS4/Xbox One
Release Date: June 28, 2018
Rating: 'RP' - Rating Pending



Product: PES 2019
 Company: Konami
 System: PS4/Xbox One/PC
 Release Date: 08/28/2018
 Rating: 'RP' - Rating Pending



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Product: PES 2019
Company: Konami
System: PS4/Xbox One/PC
Release Date: 08/28/2018
Rating: 'RP' - Rating Pending



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Product: Spyro Reignited Trilogy
Company: Activision
System: PS4/Xbox One
Release Date: September 21, 2018
Rating: 'RP' - Rating Pending



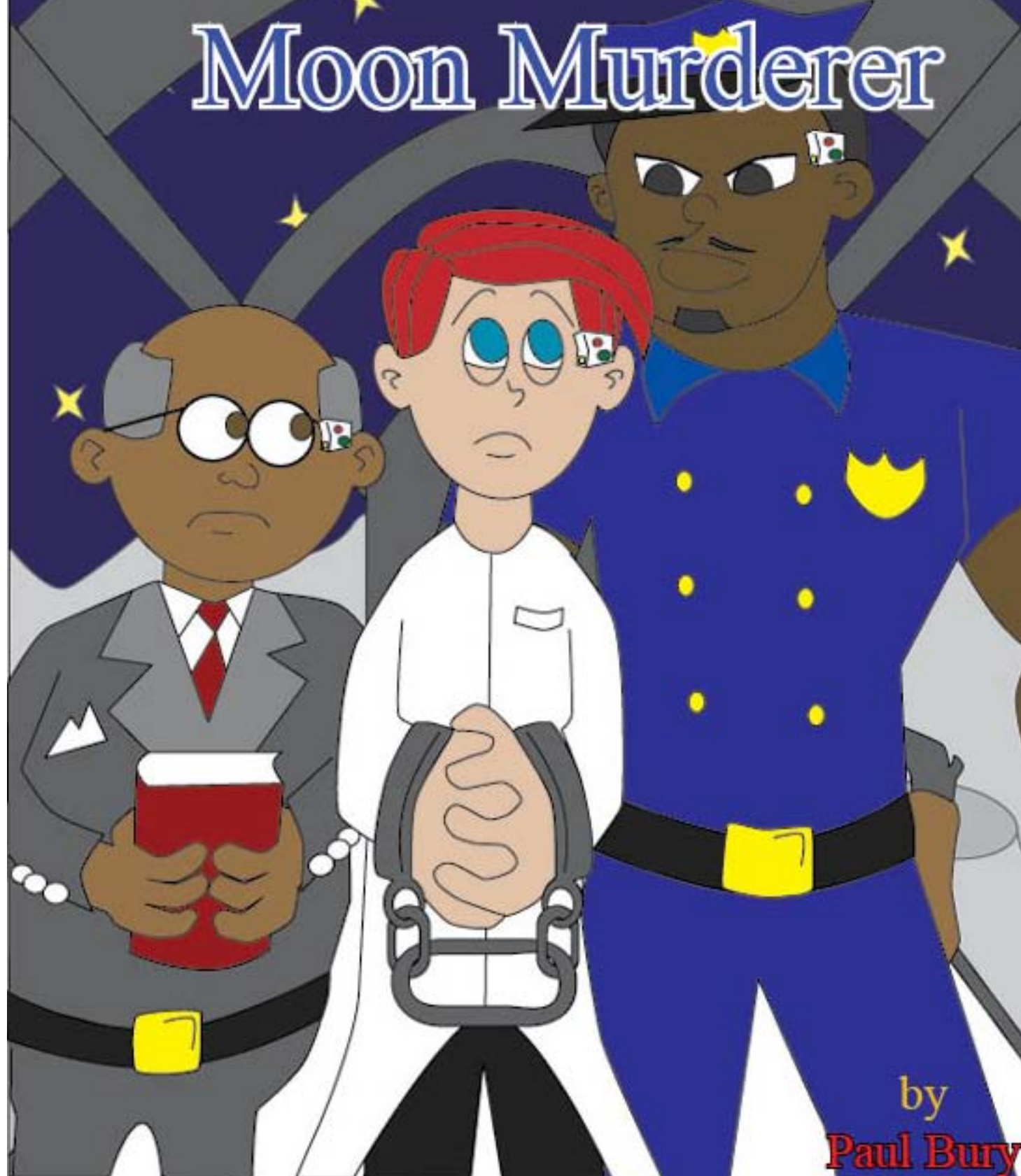
Product: Spyro Reignited Trilogy
Company: Activision
System: PS4/Xbox One
Release Date: September 21, 2018
Rating: 'RP' - Rating Pending



Product: LEGO DC Super-Villains
Company: WB Games
System: Switch/PC/PS4/XBone
Release Date: October 16, 2018
Rating: 'RP' - Rating Pending



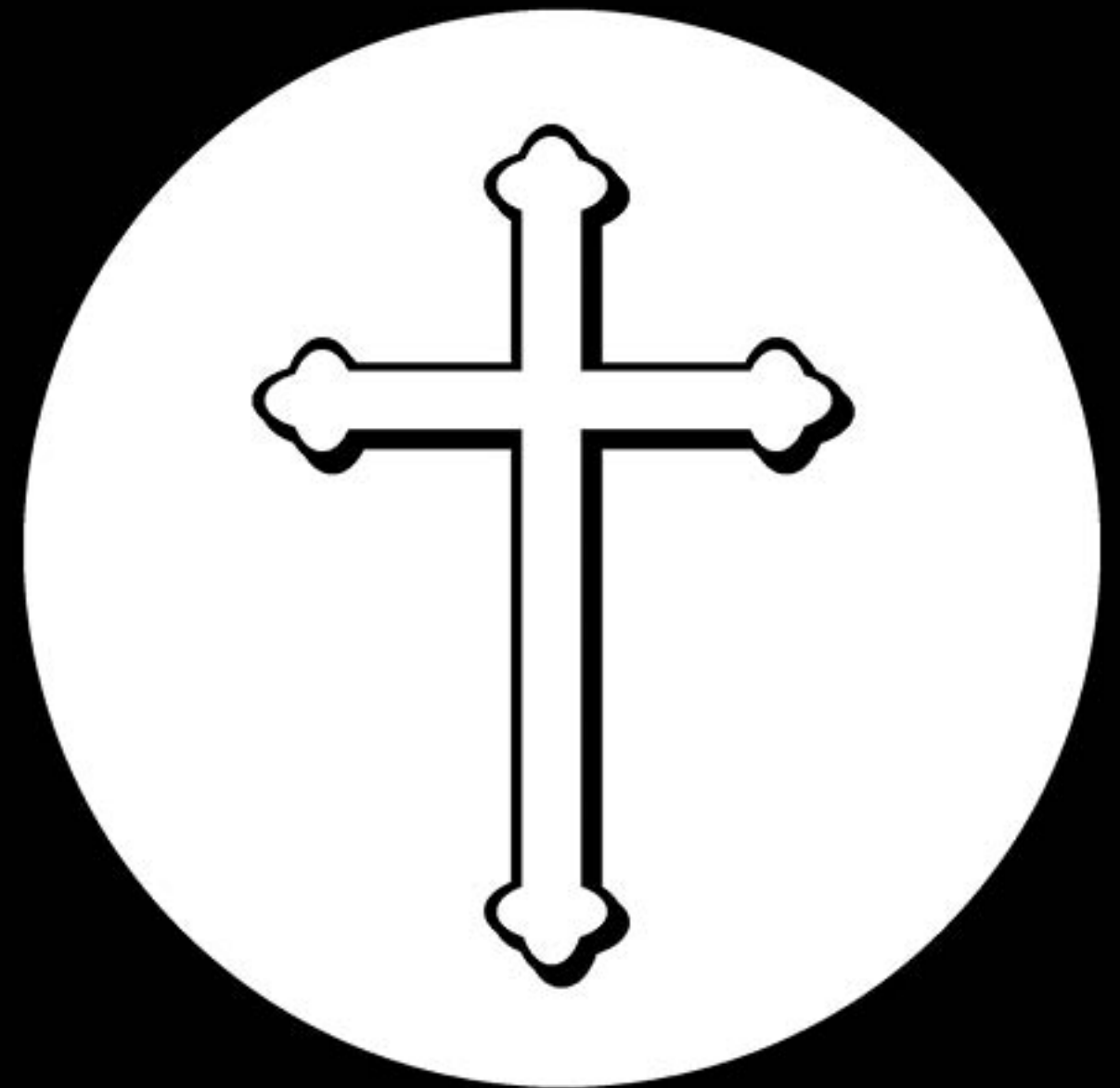
Future Glimpses Moon Murderer



by
Paul Bury

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FUTURE GLIMPSES
FREE AT LAST



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FAMILY FRIENDLY

THE VOICE OF THE
FAMILY IN GAMING

GAMING TM

**Devotional
January**

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