

Family Friendly Gaming

THE VOICE OF
THE FAMILY IN
GAMING

TM

Fire Emblem Three
Houses, Dreams,
Mega Man 11 and
more in this fabu-
lous issue!!

ISSUE #133

August 2018

Kingdom
Hearts III points
the way to the
future!

Links:

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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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Praying for a Rebound

We believe in being open, honest and transparent here at Family Friendly Gaming. I am praying for a massive rebound for certain things for us. There have been a lot of things outside of our control. Some of them have been more damaging than others. Take our massive success on Youtube. All of those millions of views, all of those thousands upon thousands of subscribers. The money had been okay until recently. It dropped drastically. No reason why. Views dropped. We found out from some of our wonderful viewers that Youtube stopped sending them notifications of new videos. Thing is we release thirty-two videos a week. Certain viewers are into certain franchises. They want to watch Disneyland Adventures, or iCarly iJoin the click. They are not being told when those videos release. It is my hope and prayer that Youtube fixes this. This bug has lasted way too long. I start to wonder if liberals are punishing us because we are Christians and conservatives. It has happened to us before. That is the legacy of the liberals for me based on real world life experiences.

I have been dealing with physical pain lately. A knee and a shoulder have been giving me issues. It makes doing the dance videos even more difficult. I wish I would have started doing dance videos much earlier than I did. I toughed it out week after week. Some recording days I am so exhausted I can barely make it up to bed. I literally give everything I got and then some. The bad part is I see someone else financially benefits from my hard work. They did no work on their part and take all of the monetization money. It really gets old fast.

I hope and pray for finances for Family Friendly Gaming. We have a few very helpful companies that help us out. Most of the gaming companies only think of themselves. Most do not pull their own weight. Most are happy to have us kill ourselves to make them even wealthier. Sad thing is most of them never once consider reinvesting in us. I have made the point to a few of them. It would be awesome if they actually put their money where their mouths have been. I hope I am not giving them too much credit.

I have done well at the new day job. It is a whole lot less money than what I made at the work from home

day job. I am no longer able to get FFG work done at lunch. Or play a game at lunch. Or have a TV show on for a review while working the day job. Progress for everything FFG has slowed to a crawl. It frustrates me. I let God know of this frustration every single day. I feel like I am just barely holding on. At times I want to let go and slip away. I know that probably makes some of ya'll sad. I have to be honest. I have to be transparent. Some days are more difficult than others. Some days I fight to be positive the majority of the day. Some days I can't stop praying for FFG to be financially viable to be a full time job.

God bless,
Paul Bury



Celebrating Independence

I am writing this article on the fourth of July. This is independence day for Americans. The day we shrugged off the tyranny of a monarchy. A Christian nation was founded by those who embraced freedom. Freedom to worship God how you see fit. Freedom from the slavery of sin. Freedom from oppressors. Freedom from a bloated government bent on over taxation. Freedom to decide which path to take for ourselves. Freedom to follow Manifest Destiny. Freedom to have a little house on the prairie. Freedom to grow the crops you want to grow. Freedom to succeed. Freedom to be rewarded for your good ideas.

It is sad that we have seen an erosion of those freedoms thanks to people who want to protect us. We can not launch fireworks in our area because someone might get hurt. That freedom has been stolen from us. We can not drive down the road without a seat belt on because we could die if we get into an accident. The government will punish us financially for trying to exercise our freedoms. Whatever happens to common sense? Whatever happened to freedom? Society, government, and social media have gotten more controlling. Not everyone will make the wrong choice. Not everyone will have an accident. Not everyone will start a fire. We have freedoms stolen from us because of what might happen. How did these fear mongers steal our freedoms?

It should come as no surprise as we lose freedoms there is hostility toward Christians. It should come as no surprise that as we lose freedoms there is more discrimination against Christians. It does not surprise me to see more hatred toward Christians. The same thing can be said for conservatives. As liberals take more of our freedoms the venom, hatred, and ugliness toward Christians and conservatives grows. It is blatantly obvious the "tolerant of diversity" crowd wants to hurt anyone who opposes them. They are all about revenge and hurting others.

What will it take for a return to normal freedoms we enjoyed as children? What will it take to stop the oppressors trying to destroy America? I really hope it is not what is in the Future Glimpses books. If you don't know what that is then I strongly encourage you to get those two books on Amazon and Kindle. They are fantastic books

that explore an interesting possible future. Could that actually happen? Will it actually happen? In some ways I hope yes, and in some ways I hope no.

I hope you were able to spend some wonderful time with family and/or friends on the 4th of July. Hopefully the fireworks did not keep you up too late. I have a bad feeling it will be a rough night not getting much sleep. Please add something to your daily prayer list. Please add finances for Family Friendly Gaming. The summer time is always the roughest time for us. Thank you in advance for that.

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.

REVERENDFUN.COM COPYRIGHT BIBLE GATEWAY



(See Genesis 6-8)

07-24-2015

WELL BOYS, I HAVE TO SAY IT'S BEEN NICE HAVING THREE DOGS THESE PAST YEARS ... BUT NOT SO MUCH TODAY

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!

Pink Puffer

Yo there! Do you guys own Kirby Star Allies? If you do, then can you guys do videos of that game?
- Maddy

{Teen Gamer};
Maddy,

We do not currently own Kirby Star Allies. We wrote an article some years back that exposed some lies and dis-



crimination against Christians from Nintendo and they have black listed us since then. We have this game on our purchase listing when we receive enough donations to purchase it. No idea when we will have the money for Kirby Star Allies. After the purchase is made we can put it in the massive pile of games to record.

The FFG Haul videos are a great source of seeing what we bought and will be trying to get to. Here is the playlist for the FFG Haul

videos:
https://www.youtube.com/watch?v=uqjvqQ8jnzQ&list=PLzkyFTVU_5WIC1iHZLf7LGYf410MVHmSI

The videos can also be seen on our website here:
<http://www.familyfriendlygaming.com/Videos/2017/FFG%20Haul.html>

That way you will know when we have purchased Kirby Star

Allies.

Thank you

Thank you for all of your videos and website. Our family appreciates all of the work you guys do. How do you find so many wonderful games?
- Tammy

{Paul}; Tammy,

We greatly appreciate your kind words of encouragement. That means a lot to us. We get tired at times, and feel like no one cares. Especially when we are struggling to get by financially and help out all of these millionaires. The sad truth is most of them could care less about us. They only think of themselves. Off my little soap box there.

We have a variety of ways we find so many wonderful games as you so eloquently stated. We work with hundreds of different people in PR and Marketing. All of them want us to spend our money on making their clients money. Some come from there. We also check out media websites where we find out about even more products. We listen to our millions upon millions of readers. We listen to our tens of

thousands of viewers on YouTube. You would be shocked to find out how many games we covered came from ya'll. We go to gaming stores, and find interesting games there. We order games from Amazon. Sometimes we find out about products from there. We find games on the back of game manuals. As you can see there are a variety of different ways we find games.

Connect with FFG

I just found the Family Friendly Gaming Twitter Feed. It is awesome, and a great way for me to keep up on what Family Friendly Gaming is doing. Keep up the awesome work. Everyone in Family Friendly Gaming Universe should follow your Twitter feed.
- Gary

{Paul}; Gary,

Thank you for your kind words. We really appreciate each and every single person that follows us on social media outlets. We also appreciate everyone who comes and visits our website. We also appreciate everyone who purchases copies of my books, and clicks on advertisements on the Updated News stories on our



website. For anyone interested in our social media channels they are:

Twitter
<https://twitter.com/Family-FriendlyG>

Facebook
<https://www.facebook.com/pages/Family-Friendly-Gaming/317193965096>

Youtube
<https://www.youtube.com/c/FamilyFriendlyGaming>

ISSUU
<https://issuu.com/familyfriendlygaming>

Pinterest
<https://www.pinterest.com/FFGRocks/>

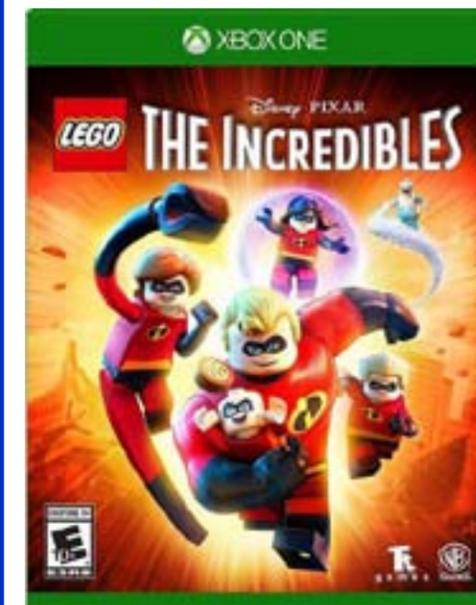
Patreon

<https://www.patreon.com/FFGRocks>

Incredible Lego

I loved your review of Lego The Incredibles. I went out and bought this game for my kids because of your review. My kids love this game, thank you for the recommendation. I even played it with them a little and had fun playing it. I wish more websites were like Family Friendly Gaming. Please keep doing what you do.

- Sarah



{Paul}; Sarah,

SOUND OFF Continued

Thank you so much for your kind words of encouragement. I am so pleased you enjoyed our review of Lego The Incredibles. Kid Gamer had a blast playing that game. Teen Gamer has started a video series of this game that should be online before this issue. It is really neat to hear we are having a positive impact on you and your family.

We tell companies all the time that Family Friendly Gaming Universe supports our advertisers and companies that provide reviewable copies as well as the retail versions of games. The more they hear about this the more they will be on board with trying to reach you and your family.

Finish Games Before Releasing

Finally someone in the gaming media who makes sense. Thank you for writing and publishing the article about finishing games before releasing them. I have said the same thing over and over again to these gaming companies. Why don't they listen? What is their problem? When will they provide products we want to buy? Do you have any

thoughts on that?

I do not want to be an unpaid beta tester for these companies. I want to buy games that are finished, especially when you consider how much games cost nowadays. These companies have no respect for their own customers. Plus they try to shove those political correct opinions down our throats. They do not reflect the morals and ethics we believe in. Don't they care they are offending us? Don't they care that they are losing sales because of the filth they throw into their games?

It is really cool to read someone who is not all about making sure not to offend these companies who are offending us. It is awesome to see Family Friendly Gaming is not part of the corrupt gaming media. More gaming websites need to be like Family Friendly Gaming.

- Karl

{Paul}: Karl,

Thank you for your amazing email with so many words of encouragement. I notice you have some strong opinions there. Which is cool. The disconnect between gamers and companies

has gotten worse in recent years. My opinion is many of the company executives are out of touch, arrogant, haters of Christians, haters of morals, haters of ethics, and more. This is why there have been so many indie companies because they do not want to do games that way.

Sadly the radicalization of the video game industry is getting worse. Radical extreme far leftists want to be heard, followed and obeyed. They do not want to deal with logic, reality, or compromise. They believe in telling a lie loud enough and often enough to get others on their side. They do not care about offending anyone they hate. They hate us pure and simple.

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

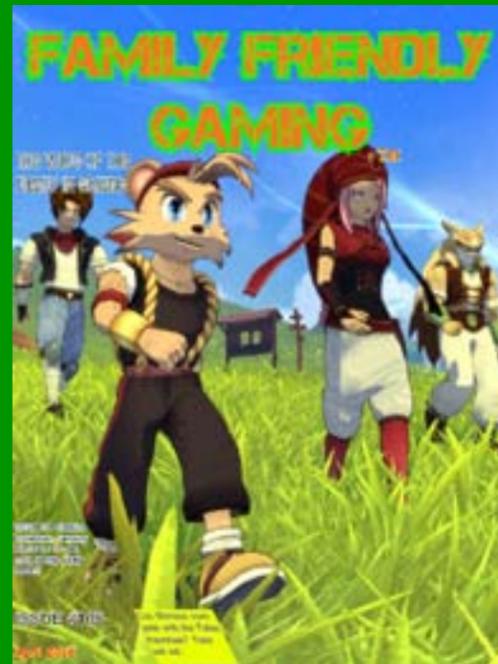
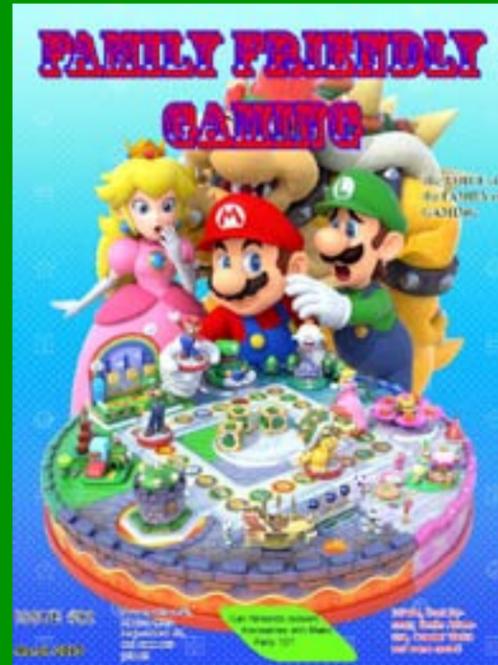
Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family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

Answer:

Question: What year did Family Friendly Gaming start?

Answer:

Question: What was the name of the fanzine the Bury's did before Family Friendly Gaming?

Answer:

Question: What does FFG stand for?

Answer:

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

Answer:

Question: How many sports games have been on the front covers?

Answer:

Question: Have you read Video Game Lies yet?

Answer:

Question: Have you read the Family Friendly Gaming January devotional?

Answer:

Question: Have you ever donated to Family Friendly Gaming?

Answer:

Question: Which companies would make good sponsors to Family Friendly Gaming?

Answer:

Question: Where can you read Family Friendly Gaming?

Answer:

Question: Which red news story is your favorite?

Answer:

Question: Which Future Glimpses book is your favorite?

Answer:

DEVOTIONAL

Helpful Thoughts

Listening and Doing

I find it funny when some study comes along and echoes what the Holy Bible stated two thousand years ago. I find it funny when someone comes along and demands others listen to them. They want to be heard. **James 1: 19-21** *My dear brothers and sisters, take note of this: Everyone should be quick to listen, slow to speak and slow to become angry, 20 because human anger does not produce the righteousness that God desires. 21 Therefore, get rid of all moral filth and the evil that is so prevalent and humbly accept the word planted in you, which can save you.* James the brother of Jesus knew it was better to listen first and talk second. It shocks me when people saying the same thing as the Holy Bible do not give God the credit. They act like they came up with something new.

Another facet to that passage in James is about being slow to anger. How many people do you know that blow their tops all the time? They have no control over their anger. They get angry at the drop of a hat. They need to start obeying God

and being slow to anger. They need to improve their disease that spreads.

There is learning what to do, and then there is actually doing it. **James 1: 22-25** *Do not merely listen to the word, and so deceive yourselves. Do what it says. 23 Anyone who listens to the word but does not do what it says is like someone who looks at his face in a mirror 24 and, after looking at himself, goes away and immediately forgets what he looks like. 25 But whoever looks intently into the perfect law that gives freedom, and continues in it—not forgetting what they have heard, but doing it—they will be blessed in what they do.* How often do your words match your deeds? Some people talk a big game, but they do not follow through. It is important to say the right things. It is also important to do the right things. James teaches us we will be blessed for doing that. Don't you want to be blessed?

We can cause all kinds of damage with the things we say. I have caused all kinds of damage with things I have said. There are certain people that hold grudges. There are certain people who hate you forever for one innocent little joke. **James 1: 26-27** *Those who consider themselves religious and yet do not*

keep a tight rein on their tongues deceive themselves, and their religion is worthless. 27 Religion that God our Father accepts as pure and faultless is this: to look after orphans and widows in their distress and to keep oneself from being polluted by the world.

We must consider what we say before we say it. Again the Holy Bible had this down before the modern world caught up. You can start right now. You can be a better you starting today. It will take time, and mistakes may be made. I have faith in you.

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.

Serving

Too many people in this world are all about how they can be served. From the poor up to the rich there are all kinds of people who act like everyone else is on the planet for them. This leads to all kinds of conflict when two different people have the exact same opinion. Why does this cause conflict? Both of them expect the other person to serve them. They both are suffering from the center of the universe disease. Think about it like this. There are two people driving down the center of the road. They both think they have the right to be in the center of the road. They both expect the other person to get out of their

way. As both vehicles are driving toward one another what will happen if neither of them yield? A spectacular crash is the end result. The same thing goes for feelings, moods, and attitudes as both people are thinking of themselves.

Some might suggest that one of the two needs to yield so the other one can continue to suffer from the center of the universe disease. Who decides that? Who gets to determine that? How is that determination made? What do you think of selfish people? I have seen all kinds of responses. These responses range from rolling of the eyes to outright confrontational anger. One person staying selfish is not the answer. That usually comes from selfish people who want to keep getting their way. They will try that in hopes no one will see through their thinly veiled attempt of staying selfish. There is a better solution.

What is this better solution you are asking about? It is being selfless and serving others. It is amazing how many people can learn from a fine example. It is shocking how service to others is honored by so many people in such diverse circles. The reverence and honoring for those serving is obvious. There

are those who try and twist selfishness into service like some politicians who hold onto their power decade after decade. We see right through that.

I see selfishness on the road when people are driving. I see it with cars merging on the freeway all of the time. The best way of merging is one car merges with traffic, and then one car on the freeway moves forward. Then the next car on the on ramp merges, and so one. It is one and then one. Too often a second and third car try to shove their way onto the freeway. They are trying to take advantage of the kindness of others with no concern to how many other drivers they negatively impact. On the flip side we have people already on the freeway that refuse to let anyone on. They hug the vehicle in front of them like their lives depended on it. They too are creating problems from their selfishness. They too are impacting others negatively.

When you serve and think of others before yourself you are making the world a better place. You are making yourself a better person. You feel better, and you are teaching others the right way to live. You are also following the Golden Rule and living it out.

In The

NEWS

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SOEDESCO reveals Truck Driver

SOEDESCO and Triangle Studios announced that gamers can soon hit the road in trucking experience Truck Driver! Unlike any other trucking experience, Truck Driver is completely focused on the career mode. By valuing the 'game' aspects over the 'simulation' aspects, SOEDESCO aspires to bring the fun-factor back into the trucking genre. The game will be available both digitally and physically, for the Xbox One family of devices including Xbox One X, PlayStation®4 as well as PS4 Pro, and Steam®.

Additionally, CEO of developer Triangle Studios Remco de Rooij shares that they gained a lot of experience from their previous collaboration with SOEDESCO, which inspires them to approach the process a bit differ-

ently this time. For example, they promise to involve the community more closely in the development process and point out that they will invite field experts to help them create a great truck driving experience.

Truck Driver features:

- Enjoy a trucking experience focused on your career as a truck driver
- Build stronger relationships with the local community with each job
- Customize your truck with tons of parts and tune it to your liking
- Explore a vast open world and watch it progress with you
- Navigate through beautiful landscapes and fully explorable cities.

Joel Embiid Lands NBA LIVE 19 Cover

Electronic Arts Inc. revealed Joel Embiid as the cover athlete for EA SPORTS™ NBA LIVE 19, adding to the accolades he has achieved over the past few years. Embiid was the third overall pick of the NBA Draft 2014 and claimed a spot on the All-Star roster for the first time this season. He also led his team to their first playoff appearance since 2012 while averaging nearly 23 points and 11 rebounds a game.

“Joel is a perfect fit to grace the cover of NBA LIVE 19,” said Joshua Rabenovets, Senior Brand Director at EA SPORTS. “He is the voice of the new wave of basketball players and his on-court dominance, creative personality, and love for the fans made him an ideal choice for this year’s game.”

“It’s great, it’s amazing. I’m thankful for this opportunity, especially as a basketball player,” Embiid said. “You work so hard because you have goals in life, you want to be in the Hall of Fame, but also, being on the cover of a video game is something I’ve always dreamed of and I’m happy to be in this position.”

NBA LIVE 19 will empower players to build their squad and take on the world, one court at a time. Embiid will be joined by several other prolific ballers that will be revealed over the coming weeks, each of which has a special connection to NBA LIVE. Stay tuned for the next reveal in The Streets, coming early July.

NBA LIVE 19 is developed by EA Tiburon and will be available worldwide September 7 on Xbox One and PlayStation 4.

Circle Empires Announced

Iceberg Interactive and developer Luminous announce PC RTS game Circle Empires. Many may recognize the title as an indie demo which was available on Game Jolt and has been downloaded by well over 150,000 strategy fans.

new level of experience.” – Mihkel Trei, lead developer at Luminous.

The Circle Empires universe is made up of interconnected circles, each containing loot to plunder, and foes to be defeated. You are the leader of your tiny kingdom, on the road to power. Using your guile and strategic



proWess, you must hunt down increasingly powerful foes and expand your territory. The game world changes every time you play - no two games will be the same.

And... you can grow pumpkins!

KEY FEATURES

- Fast-paced real-time strategic gameplay with large-scale battles
- Expand your empire, circle by circle
- Units can gain XP and level up
- Procedurally generated worlds containing unique flora and fauna
- 150+ different creatures, buildings and resources
- 18 Different faction leaders, a variety of bonuses
- 12 enemy boss monsters
- A magnificent treasury that grows with each battle

Since then Circle Empires has blossomed into a fully-fledged real time strategy game, with completely overhauled art and countless new features, which will be available at an impulse price of \$7.99.

“We worked on the Circle Empires demo for many years and we’re pleased to now have a final product in our hands. Folks who played the demo can expect a greatly improved experience with a lot more content. Love from thousands of Youtubers during the development (who only played the demo, without having the faintest idea Luminous was making it into a full-sized RTS) actively inspired us to stay focused on bringing the game to a

Moses Coming to Theaters

The epic musical drama MOSES from Sight & Sound Theatres comes to cinemas nationwide September 13 and 15 through Fathom Events. Filmed in front of a live audience, the original stage production was seen by nearly two million people at Sight & Sound’s

Synopsis
Set adrift as a baby and now wandering in the wilderness, Moses is one unlikely hero—until God calls him into action. From the Nile River to the Red Sea, journey with Moses as he leads God’s people on an amazing adventure toward the Promised Land.

Filmed in front of a live audience at Sight &



theaters in Lancaster, PA and Branson, MO.

“The burning bush, the plagues, the parting of the Red Sea and the Ten Commandments—the story of MOSES is massive,” Executive Producer Josh Enck said. “But at its heart, this is an intimate story of the man who climbed a mountain to meet God.”

In addition to this incredible production, audiences will get a behind-the-scenes look at the 40-year history of Sight & Sound Theatres, whose live stage shows have been seen by more than 23 million visitors worldwide.

Sound Theatres, MOSES is the original stage production that has thrilled nearly 2 million people. Now families across the country can experience this epic Bible story as it comes to life in movie theaters for two days only: Thursday, September 13, and Saturday, September 15.

“This high-quality production of MOSES will be a thrilling experience for attendees of all ages,” Fathom Events CEO Ray Nutt said. “We are excited to bring another Sight & Sound event to movie theaters that displays the unique multi-dimensional detail put into their titles.”

In The News Continued

New Patch Update for SUPER BOMBERMAN R

A new patch available for SUPER BOMBERMAN R arrives with a group of exciting new characters, challenging rules, fun stages, and other various content and updates. The patch arrives a week after its launch on PlayStation 4, Xbox One and PC via Steam. SUPER BOMBERMAN R's 2.1 update includes:

- Fun new characters:
 - o Solid Snake Bomber (voiced by David Hayter)
 - o Naked Snake Bomber (voiced by David Hayter)
 - o Raiden Bomber
 - o Bill Bomber
 - o Lance Bomber
 - o Vic Viper ZERO Bomber
 - o Ayako Katagiri Bomber
 - o Ebisumaru Bomber
 - o Xavier Woods Bomber
- “Checkpoints” Rule – Adds a layer of excitement in Grand Prix mode as you scramble to take over the battlefield in checkpoints that appear in stage. How long you and your opponents stay in designated checkpoints will determine how many points you can earn - or lose. The team with the most points wins!
- 3 New Stages – Uniquely themed stages offering additional challenges.
- Themed Accessories – Fun new accessories from the Metal Gear, Contra, Origami and Cat series.

Train Valley 2 Release Level Editor

With Train Valley 2, you can fulfill your dreams of becoming an engineer and design the most efficient railroad network, laying your tracks across the most beautiful landscapes. But sometimes that's not enough -- sometimes you want other railway men to face the most complicated challenges you could think of! Indie developer Flazm, creators of the Train Valley series, is pleased to announce that the level editor of Train Valley 2 is already available, included with the base game. With this editor, you can design your own Train Valley 2; thanks to its full integration with Steam Workshop, you will be able to challenge other players with your creations. As a matter of fact, it is the exact same tool used by the developers to create the levels of the game!

ABOUT THE TRAIN VALLEY SERIES

Train Valley 2 is a train tycoon management puzzle game, the sequel to the successful Train Valley, released for Steam, MacOS, and iPad. The Train Valley series debuted in 2014 with the first installment focused on building railways, managing traffic and staying accident-free. Players were able to play in Europe, America, Japan, and USSR between 1830 and 2020 and the story mode spanned from the Gold Rush of 1849 to the first manned spaceflight. Take your railway company from the days of the Industrial Revolution to the future, meeting the needs of the cities and industries of the Valley. Build railroads, upgrade your locomotives, and keep your trains on schedule without delays and accidents. All aboard, the train is leaving the station!

Choo-choo!!

In The News Continued

CAT QUEST II Announced

PQube and The Gentlebros are purr-leased to announce that CAT QUEST II: THE LUPUS EMPIRE will be coming to Nintendo Switch, PlayStation 4, Xbox One and PC/Steam in 2019!

Following the phenomenal success of the acclaimed Cat Quest, developers The Gentlebros, will be continuing the story of the world of Felingard – a fantastical land populated by adorable cats.

Under threat from a continuing war between the Cats of Felingard and the advancing Lupus Empire, CAT QUEST II will tell the tale of two rivals, brought together against their will, on a journey of discovery. Can they put aside their differences and bring peace to their world?

CAT QUEST II: THE LUPUS EMPIRE WILL FEATURE:

- Brand new story set in the world of Felingard - and beyond!
- All new switch and co-op gameplay. Play as both Cat and Dog, either alone or with a friend!
- New weapons types – Swords, Staves and more will bring added depth to combat.
- More spells bringing added furry judgement to your foes.
- New passive abilities, who's attributes can be mixed and combined for endless possibilities

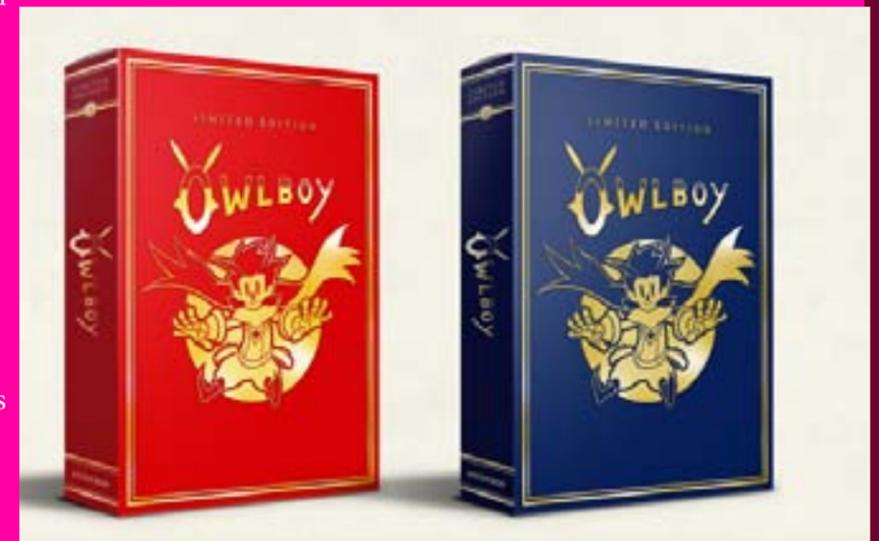
Retaining the delightfully addictive bite-sized adventuring and combat mechanics of Cat Quest, that won the hearts of gamers the world over, CAT QUEST II will expand and improve on every aspect of the original.

Owlboy Limited Edition Postponed

The launch of the eagerly anticipated Owlboy: Limited Edition, created by publisher SOEDESCO, has been postponed until the 31st of August. Marten Buijsse, Community Manager at SOEDESCO, explains: “We want everyone around the globe to receive their Limited Edition at the same time. This was proving to be a challenge, so we decided to delay the launch so that we can have one worldwide launch date. However, I'm sure true fans will agree that it's worth the wait!”

Limited Edition Contents

Ever since the Limited Edition was announced, it has been received with major enthusiasm. The Limited Edition of Owlboy includes the base game for either Nintendo Switch™ or PS4™ along with a range of alluring collector's items, in an exclusive Limited Edition box. Each of these boxes includes the following items:



In The News Continued

- Owlboy base game for Nintendo Switch™ or PlayStation®4
- Certificate of authenticity with a unique Limited Edition number
- Original Soundtrack physical copy featuring the majestic Owlboy sounds
- Owlboy notebook for logging all your adventures
- Owlboy manual full of useful information about the game
- Two pins one of the Owlboy logo and one of main character Otus
- Two metal coins inspired by the collectible 'Buccanary coins' in the game
- Pin box to safely store your pins and coins
- Sticker sheet with seventeen magnificent Owlboy stickers

There will only be 6000 pieces of this Limited Edition available worldwide per platform.

Paradox Interactive to Acquire Harebrained Schemes

Paradox Interactive, a publisher and developer of interactive entertainment, announced it has entered into an agreement to acquire Harebrained Schemes, LLC, a Seattle-based developer of award-winning games set within genre-defining universes. Harebrained Schemes will now act as an internal studio and division within the Paradox organization, led by its own internal management and creative teams, designing and developing the games that have earned them their outstanding reputation.

Harebrained Schemes was founded in 2011 by industry veterans Jordan Weisman and Mitch Gitelman. Weisman is the creator of many acclaimed game universes including Shadowrun, Crimson Skies, and BattleTech/MechWarrior, and has founded several

In The News Continued

previous entertainment companies including FASA Corp, Virtual World Entertainment, FASA Interactive, 42 Entertainment, and Wizkids. At Harebrained Schemes, the partners-in-crime assembled a scrappy, talented team and shipped eight titles in seven years including the Shadowrun Returns series of CRPGs and the recently released turn-based strategy title BATTLETECH, published by Paradox.

"Harebrained Schemes have proven themselves as a world-class studio with a very talented team within a genre where Paradox wants to be present," said Fredrik Wester, CEO of Paradox Interactive. "In addition, we

really like the studio, the people who run it, and their games; these are all absolute hard criteria for us in any acquisition. Our recent successful launch of BATTLETECH, our first project together, has been a fantastic collaboration, but the possibilities of what we can do together in the long term now that we've joined forces -- that's what has us truly excited."

"Mitch and I started Harebrained to create the kind of story-rich tactical games we loved," said Jordan Weisman, CEO of Harebrained Schemes, "and for the last seven years, our studio has been fueled by our team's passion and by the generous support of our fans. As the scale of our games has grown and the marketplace has gotten extremely noisy we felt that HBS needed to team up with a company that could provide us the financial stability and marketing expertise that would allow us focus on what we



love doing - making great games and stories."

Mitch Gitelman, Harebrained Schemes' President, added, "Our experience working with Paradox on BATTLETECH was the best of our careers and proved to us that this was a company we would be proud to be a part of. What's more, we've gotten to experience the incredible audience that Paradox has firsthand: the fans who we met at PDXCON in May after having launched our game were so full of enthusiasm and appreciation. We share a deep respect for our audiences, for healthy and collaborative teams, and for the creative process itself -- the fit just works."

As a token to welcome all fans of Harebrained Schemes to the Paradox family, Paradox will give a complimentary copy of Stellaris, the sci-fi grand strategy game from Paradox Development Studio, to every player who backed BATTLETECH on Kickstarter.

MXGP Pro Out now

Milestone is proud to announce that MXGP PRO is now available in stores and on digital for PlayStation®4, Xbox One and Windows PC®/STEAM.MXGP PRO is a brand-new start, designed to meet the needs of the most demanding fans and relive the real spirit of Motocross.

All the knowledge of the past titles of the MXGP franchise come to life in this new videogame which enhances the experience of the racing by refining the gameplay approach. The result is a videogame based on the feedback from the community and developed side by side with official riders Antonio Cairoli, Tim Gajser, and Gautier Paulin.

A unique and immersive experience which will meet the expectations of all its community, from the most demanding enthusiasts

to the general public: you can choose the Extreme Career where all the race options are fully blocked for an extremely professional experience or you can choose the Standard Career for a game experience with fully customizable options, learning how to progress step by step until ready to face the official motocross champions.

No matter who you are, if you're a professional virtual rider or a only a 2 wheel lover, be ready to have more fun than ever!

All players who purchase MXGP PRO will have access to:

All official tracks, bikes, and riders from the 2017 MXGP season.

A new Bike Set-Up system, redefined following what Milestone's developers call the mechanical approach that let players setup

each single parameter of their bike based on real values and metrics.

A realistic approach to the physics, spectacular movements and a reworked system of grips, collisions and in-air behaviours.

More realistic riders' movements integrated with the bike and affected by the impact on different terrains.

A 1 km² Compound, a training area where players can free roam or trigger races against AI and practice on two different tracks, one for Supercross and one for Motocross.

Innovative tutorials, a dedicated game mode for those who want to improve the custom rider's skills focused on the main aspects of the Motocross discipline: air control, scrubs, cornering, riding in the wet, starting and braking.

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?

This column has been all about games we would play. From brand new Christian video games to a new Animal Crossing video game. The Animal Crossing model is interesting. There have been some other kinds of games like it. What we really want is a church in that style of a game. Let us go to church on Sunday mornings in that kind of a video game. Also have the church giving services on Wednesday nights. Most of the town within the game will show up in their Sunday finest to honor God. It would be a big hit here

in America where 80% of people polled claim to be Christian. Why wouldn't a gaming company want to reach that massive audience? Think about the ability for gamers to learn about the Holy Bible in a game like this. The whole town would shut down on Sundays like the honored, revered, and well respected Chic Fil-A. Honoring the Sabbath would be something else this kind of a video game could teach. It would make the Animal Crossing concept even more realistic. If I had the money to hire a team I would make this game right now. That is how strongly I feel about this game concept. I have even done some gaming documentation preparation on this exact video game. Honestly I am just missing the money to make this game. Do you know a game developer that would be capable of making such a

game? Do you know investors who would fund this kind of a video game? Would you fund this kind of a video game? Can you think of others willing to fund this kind of a video game? A Christian Animal Crossing is how I describe this concept. Could you envision how it would work? Would you like to play this kind of a video game? Can you think of others who would like to play this kind of a game? What other concepts would work in this kind of a game? How about an occasional visit from an angel? Would you find that offensive? This is the kind of a game where Christmas and Easter could be openly celebrated and it would stand up against those hardcore haters that are attacking Christians, Christmas, and Easter. I would love to see this game make it to market. What about you?

Luke 11:27-28

27 As Jesus was saying these things, a woman in the crowd called out, "Blessed is the mother who gave you birth and nursed you."

28 He replied, "Blessed rather are those who hear the word of God and obey it."

REVIEWS

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

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

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

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

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Layton's Mystery Journey Katrielle and the Millionaires Conspiracy



The Alliance Alive



SCORE: 72

SCORE: 62

I cringe whenever there is a new Professor Layton video game to play. I was double cringing on Layton's Mystery Journey Katrielle and the Millionaires Conspiracy because it felt like part of the extreme radical far left attacking men. The push to have more female lead characters. I do not mind playing a man, especially when that is how the franchise always has been. I do mind political correctness being shoved down my throat.



previous games to me.

Graphically Layton's Mystery Journey Katrielle and the Millionaires Conspiracy ranges from anime quality to GBA looking graphics. There is nice music, and good American voice actors. We even have a talking dog in Layton's Mystery Journey Katrielle and the Millionaires Conspiracy. This hand held game really pushes

Layton's Mystery Journey Katrielle and the Millionaires Conspiracy has some of the same problems other Layton video games have. We have odd puzzles that do not make sense. This Nintendo 3DS game will try to trip players up with premises that are ignored in the final solution. Layton's Mystery Journey Katrielle and the Millionaires Conspiracy felt a bit better at that than



women in leadership roles. Obviously Layton's Mystery Journey Katrielle and the Millionaires Conspiracy is part of the war on men.

The puzzles and storylines in Layton's Mystery Journey Katrielle and the Millionaires Conspiracy are actually interesting. Not as good as Paul's Future Glimpses books, but close. There is violent content and bad language in Layton's Mystery Journey Katrielle and the Millionaires Conspiracy. The bad language was not needed.

Layton's Mystery Journey Katrielle and the Millionaires Conspiracy really is a Layton game with role reversals. The detective is female,

and the assistant is male. I surprisingly enjoyed quite a few parts of Layton's Mystery Journey Katrielle and the Millionaires Conspiracy on the Nintendo 3DS.
- Yolanda

The Alliance Alive is better than most of the garbage Atlus releases. With that stated when you are at the bottom of the barrel you have to come up sometime. Or go bankrupt again. Sega bailed them out last time. Will Atlus bring Sega down with them? Family Friendly Gaming purchased a copy of The Alliance Alive on the Nintendo 3DS since their PR and Marketing folks failed us completely.

The Alliance Alive has meh graphics to not good. The lengthy cut scenes can be skipped. Expect to grind, and there are places where you can get stuck. Which means going back to the main save (as opposed to the Quick Save), and



grinding before going back into certain area.

The music in The Alliance Alive is cool to listen to. The story revolves around revolting against the Daemon government to see blue skies again. What is with Japanese RPG's and oppressive governments? It is like their crutch in terms of story telling. No wonder more RPG gamers want more American experiences. The turn based battles are predictable.

The issues families will have with The Alliance Alive are bad language, magic, violence, lack of attire, enticement to lust, blood, rebellion, and more. The Alliance Alive contains a class system that puts humans at the bottom of the heap. The Alliance Alive reminds



me of Bravely Default in terms of graphics and boring battles. Expect to grind a lot in The Alliance Alive.

There are powerful final strike attacks. Be careful since they break your weapon. Have spares on hand. The Alliance Alive is a meh role playing game that will be forgotten very quickly. Most role playing gamers will get bored with The Alliance Alive very quickly. It was a chore to play this game.

Family Friendly Gaming purchased the Launch Edition of The Alliance Alive. It included an Art Book, CD Soundtrack, and Robbins Keychain. Most of that is not worth anyone's time or interest.
- RPG Master

System: Nintendo 3DS
Publisher: Level-5
Developer: Level-5
Rating: 'E10+' for Everyone TEN and OLDER ONLY {Comic Mischief, Mild Language, Mild Violence}



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

System: Nintendo 3DS
Publisher: Atlus
Developer: FuRyu
Rating: 'E10+' for Everyone TEN and OLDER ONLY {Fantasy Violence, Language, Mild Blood, Use of Alcohol}



Graphics: 60%
Sound: 60%
Replay/Extras: 80%
Gameplay: 50%
Family Friendly Factor: 60%

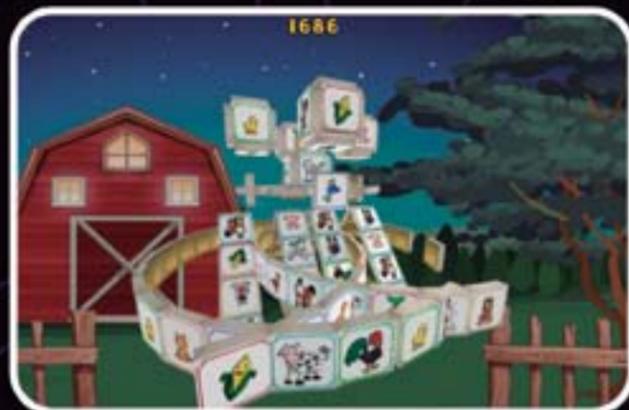


ENSENASOFT



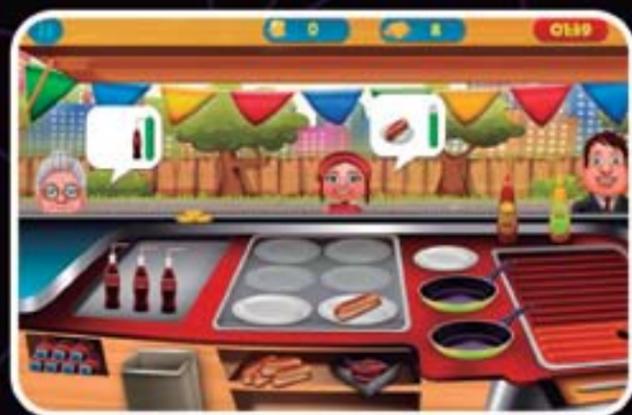
Mahjong Deluxe 3

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



Marvel vs Capcom Infinite

SCORE: 65



Marvel vs Capcom Infinite surprised me. I actually enjoyed playing this fighting game. Too bad Capcom failed Family Friendly Gaming Universe. Marvel vs Capcom Infinite might have sold better if they had provided us a reviewable copy. Older members of the family can now enjoy Marvel vs Capcom Infinite for a really low price since this game flopped so badly at retail.

The modes available in Marvel vs Capcom Infinite are Story, Battle, Training, Mission Mode, Collection, and Settings. There are thirty-six characters in Marvel vs Capcom Infinite. The storyline is interesting, and there are plenty of great looking cut scenes that were

engaging.

The issues families will have with Marvel vs Capcom Infinite are violence, blood, nudity, lack of attire, entitlement to lust, bad language, false gods, long loading, voices being off, glitches, and more. There are some funny comments in Marvel vs Capcom Infinite. There are also some sexual ones. Marvel vs Capcom Infinite had a massive file update. There are online game modes for those that like to battle others online. That may get removed at some near future date. I don't play online so it does not impact me.

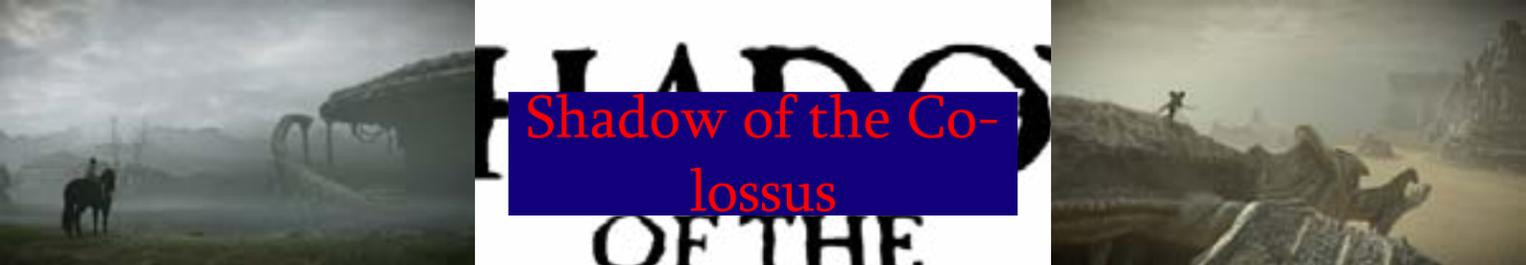
The merger of the two universes is interesting and done well. I love how the different characters interact in Marvel vs Capcom Infinite.

Ryu and Hulk together are an interesting pair to say the least. The Infinity Stones are extremely powerful in Marvel vs Capcom Infinite.

The battling is generally simplistic in my opinion. Certain attacks are better to use in my opinion. The smaller characters are generally weaker and lamer characters in Marvel vs Capcom Infinite. The ability to combo repeatedly to a point will either help you or harm you depending which side you are on. Ultron Sigma makes an interesting bad guy in Marvel vs Capcom Infinite. If you can find Marvel vs Capcom Infinite for between ten to twenty dollars it should be worth it for the story mode alone. - Paul

System: PC/Xbox One/PS4(tested)
 Publisher: Capcom
 Developer: Capcom
 Rating: "T" - THIRTEEN and OLDER ONLY {Mild Blood, Mild Language, Partial Nudity, Suggestive Themes, Use of Alcohol, Violence}

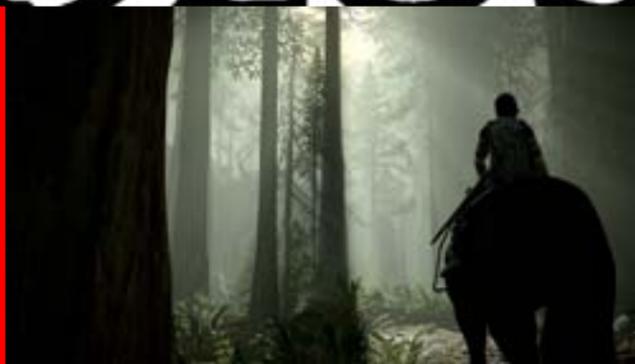
Graphics: 55%
 Sounds: 65%
 Replay/Extras: 70%
 Gameplay: 75%
 Family Friendly Factor: 60%



Shadow of the Co- lossus

SCORE: 56

Family Friendly Gaming never sounded off on Shadow of the Colossus when it was on the Playstation 2. It was decided to check this game out on the PS4.



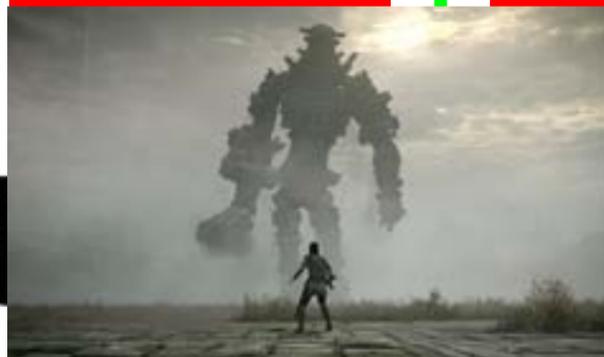
FFG could have saved some money by buying Shadow of the Colossus on the PS2. This game is messed up big time. Shadow of the Colossus fits the rebellion against God image Sony has earned.

The installation took forever, and the loading times can be obnoxiously long. Shadow of the Colossus gives us blood, violence, Japanese voice acting, false gods, deal with a demon, freeing evil spirits, and trying to bring back a soul of a dead loved one. Shadow of Colossus does show a price is paid for that deal.

Shadow of the Colossus is dark in other ways as well. We have to go hunt down these giants and kill all of them.

In the process we are freeing parts of an evil demonic Satan like characters soul. In essence Shadow of the Colossus has us play a servant of Satan. Isn't that special? Shadow of the Colossus also teaches us to pray to false idols to get our health back. Maybe there should be an easier way out of that temple?

The controls always



felt a bit off to me. I dealt with them, and I got through this game, but they always felt a bit off. Collision detection was not always accurate either. Shadow of the Colossus is just under fourteen gigs in size. So make sure your PS4 hard drive has enough space on it. The controls can be a bit complex. Thankfully Shadow of the Colossus explains to us how to do everything.

In my opinion Shadow of the Colossus is way over priced. I can see why those who rebel against God love Shadow of the Colossus. Why? Shadow of the Colossus reinforces their beliefs in that rebellion. I did not enjoy playing Shadow of the Colossus. It felt

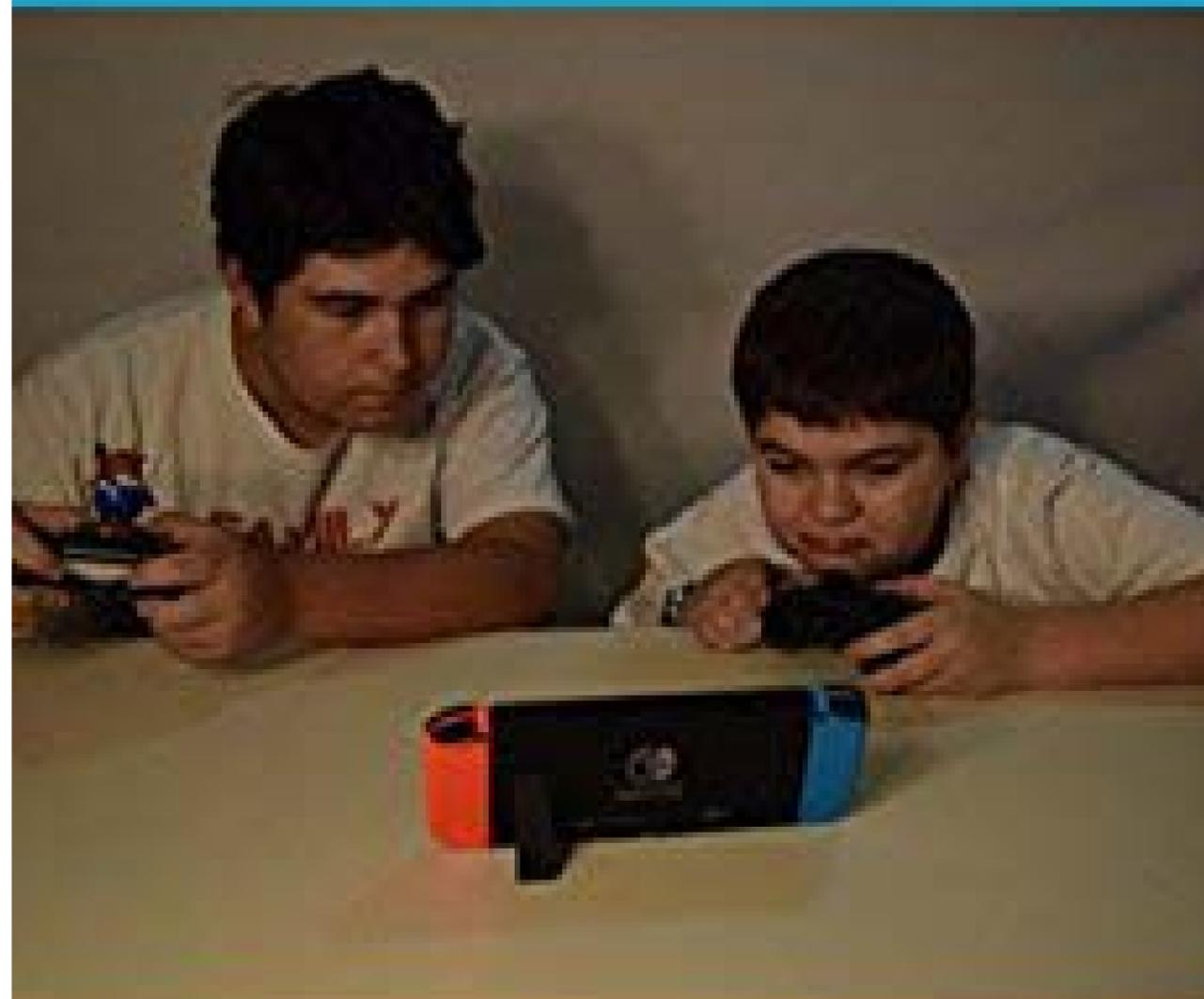
like a chore, especially with all of the demonic content. Why do video game have to include all of that? Why can't they celebrate the diversity of Christian beliefs? Pass on this game. - WMG

System: Playstation 4
Publisher: Sony Interactive Entertainment
Developer: Bluepoint Games
Rating: "T" - THIRTEEN and OLDER ONLY {Blood, Violence}



Graphics: 50%
Sound: 60%
Replay/Extras: 65%
Gameplay: 65%
Family Friendly Factor: 40%

VIDEO GAME LIES



By Paul Bury
Version 3

BUY IT NOW RIGHT HERE



Monster Energy Supercross The Official Videogame

SCORE: 59



M&M's Kart Racing

SCORE: 61



A big thank you goes out to Family Friendly Gaming for purchasing a copy of Monster Energy Supercross The Official Videogame on the Xbox One. I have no clue as to why the PR and Marketing people representing this game failed Family Friendly Gaming Universe. They probably knew their game was bad and did not want us to give you our opinions on it.



Monster Energy Supercross The Official Videogame looks nice, and there are good motorcycle games. The modes in Monster Energy Supercross The Official Videogame are Single Player, Xbox Live, Customize, Track Editor, Options, DLC, and Extras. In Single Player there are Single Events, Time Attack, Career, and Championship. Leveling up is

needed to actually come close to winning. If you make one mistake in Monster Energy Supercross The Official Videogame then you will lose. You will also most likely lose quite a few places. Even on the easiest setting the computer controlled racers outclassed me. They also

liked to knock me off my bike, and make me crash. The controls are too loose in Monster Energy Supercross The Official Videogame.

The music in Monster Energy Supercross The Official Videogame is obnoxious. This music can be turned off entirely. Other issues in Monster Energy Supercross The Official Videogame are lack of attire, enticement to lust, bad language, quick resets, and more. I did not have fun playing Monster Energy Supercross The Official Videogame. Not one bit.

I noticed a variety of glitches while playing Monster Energy Supercross The Official Videogame. The installation took forever, and the loading times are really long. Pass on this game at any price. - Frank



System: PS4/PC/Switch/Xbox One(tested)
Publisher: Milestone
Developer: Milestone
Rating: 'E' - Everyone SIX and OLDER ONLY (Mild Language)



Graphics: 65%
Sounds: 60%
Replay/Extras: 60%
Gameplay: 40%
Family Friendly Factor: 70%

I love playing games like M&M's Kart Racing. I find so much fun in games like this one on the Wii. Hopefully you watched the videos I did of this Wii racing game. If not, please click here. At times I was laughing with M&M's Kart Racing, and at times I was laughing at M&M's Kart Racing. For a cheaper kart racing clone M&M's Kart Racing does some things right.

The modes we can play in M&M's Kart Racing are Quick Race, Training, Arcade, and Tournament. Two family members can enjoy M&M's Kart Racing at the same time. It took me a few tries to understand I had to collect so many cookies in each of the ten race tracks in the Arcade mode.



Which is an odd thing to do, but whatever.

There is an obnoxious screech sound in M&M's Kart Racing on the Wii. Who thought that was a good idea? Otherwise the music is okay in M&M's Kart Racing. The narrator likes to tell us the same things over and over again. Boosts are nearly worthless in M&M's Kart Racing in my personal opinion. We can pick from different colored M&M's in this home console racing game.

The controls in M&M's Kart Racing are horrible. I learned it was better to go slower to make it through the race tracks. How



many other racing games require you to go slower? The lag in the controls is real. There are plenty of places to get stuck in M&M's Kart Racing. It took me awhile to find the reverse button.

I was able to purchase M&M's Kart Racing for just under five dollars before all of the massive taxation. For me M&M's Kart Racing is worth the price of admission. It is a short video game and has some issues. Multiple family members can enjoy M&M's Kart Racing though. I would like to see sequels to M&M's Kart Racing in the future. I know the odds of that happening are pretty light. You never know though. I can hope. - Paul

System: Wii
Publisher: DSI Games
Developer: Frontline Studios, Calaris
Rating: 'E' - Everyone SIX and OLDER ONLY



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



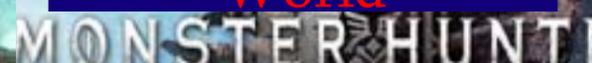
Need for Speed Payback



SCORE: 62



Monster Hunter World



SCORE: 60



I am thankful Family Friendly Gaming purchased a copy of Need for Speed Payback on the Playstation 4. This racing story game can also be found on the PC and Xbox One.



Need for Speed Payback is all about the story too. Which would be awesome if it was mildly interesting. The three main characters are the kind to make the wrong choice over and over again. There are way too many plot holes in this game as well.

Need for Speed Payback looks nice, and there is a decently sized area to play in too. Need for Speed Payback looks realistic with the different kinds of shops, buildings, roads, and more. Need for Speed Payback revolves all around revenge. In fact that is the lesson Need for Speed Payback taught me. Need for Speed Payback did not teach

me to turn the other cheek. The issues families will have with Need for Speed Payback are bad language, violence, lack of attire, enticement to lust, bad lessons, long installation, long loading, long updates, and more. The controls are a bit too loose for my tastes. We have to run from the police and are even encouraged to smash into them. The



timed missions can be difficult even on the easiest setting. We watch cut scenes, race a bit, and watch more cut scenes.

There is not a lot of variety in what we do in Need for Speed Payback. We race, and drift. I got bored playing Need for Speed Payback really fast. Need for Speed Payback tries to be Fast and Furious but fails miserably. Need for Speed Payback fails worse than the people in PR and Marketing that failed Family Friendly Gaming. That is saying quite a bit. I ran into issues with the map screen directions. It is so easy to miss a turn.

Need for Speed Payback has horrible music, and limited nitro. That bad music can be completely turned off. Need for Speed Payback is way too predictable. Once you beat this game there is little reason to replay it. - Frank

System: PC/PS4/Xbox One(tested)
Publisher: Electronic Arts
Developer: Ghost Games
Rating: 'T' - THIRTEEN and OLDER ONLY {Language, Mild suggestive Themes, Mild Violence}



Graphics: 55%
Sound: 55%
Replay/Extras: 75%
Gameplay: 65%
Family Friendly Factor: 60%

The failures from Capcom did not surprise me. I am thankful that Family Friendly Gaming purchased a copy of Monster Hunter World on the Playstation 4. This violent video game can be found on the PC and Xbox One as well. I was curious to see what improvements Capcom would implement with the power of the current generation of video game consoles.

Monster Hunter World has some really cool cut scene movies that explain what is going on in the New World. Monster Hunter World puts the previous hand held games to shame in terms of story telling, atmosphere and fantasy world. The Elder Dragons migrate across the sea to this



other continent. We are part of a hunting expedition to find out why.

The issues families will have with Monster Hunter World is lack of attire, enticement to lust, bad language, blood, violence, and more. Boss battles in Monster Hunter World take forever and wind up going to multiple different locations on the maps. Make sure you sharpen your weapon and keep your stamina up since both are important in extended battles.

The graphics look really good in Monster Hunter World. The voice acting is decent, and there are plenty of quests to complete. They do get old pretty fast though. How many times can we hunt something down before we lose mental cohesion? Many of the special effect sounds have



been recycled from previous games.

The core of Monster Hunter World is the same as previous games. We hunt creatures, collect resources, craft better gear, and eventually get into some story element. Rinse and repeat that process in each of the campsites we go to. Monster Hunter World does include the online mode where you can hunt with other humans. I did not mess with that mode though.

The blood has been toned down in Monster Hunter World. I think Capcom might be listening to Family Friendly Gaming Universe. I wish the bad language had been left out of Monster Hunter World entirely. - Sam

System: PC/Xbox One/PS4(tested)
Publisher: Capcom
Developer: Capcom
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Mild Language, Use of Alcohol, Violence}



Graphics: 57%
Sound: 60%
Replay/Extras: 70%
Gameplay: 60%
Family Friendly Factor: 55%

Jumanji Welcome to the Jungle

SCORE: 76

I am so thankful we had enough money to purchase Jumanji Welcome to the Jungle on Blu-ray when it went on sale for ten dollars at a local retailer. I have been burned on Dwayne Johnson movies before. I am not a fan of most of his movies. He does a decent job in Jumanji Welcome to the Jungle. Jack Black, Kevin Hart, and Karen Gillan are amazing in this movie.

The premise is four high school kids get sucked into Jumanji which upgraded into a video game. There is another kid who has been trapped in this Jumanji video game for twenty years. The kids take on roles and bodies of specific characters. The prissy pretty girl who takes on the role of Jack Black is hilarious on so many levels. The



differences between men and women are explored.

The issues families can have are bad language, lack of attire, enticement to lust (as some images on this page show), violence, sexual innuendo, and more. The bad language could and should have been left out of Jumanji Welcome to the Jungle. It does nothing to enhance this movie. In fact it detracts from it.



Jumanji Welcome to the Jungle or all of its humor. A few things have been cleaned up to make this movie better.

- Paul

System: Blu-ray
Publisher: Sony Pictures
Developer: Columbia Pictures
Rating: 'PG-13' - Parents Strongly Cautioned {Adventure Action Suggestive Content and Some Language}



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

Madden NFL 2000

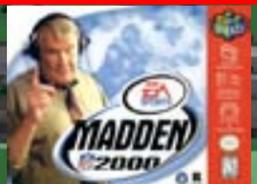
SCORE: 80

Hopefully you enjoyed the game my dad and I did of Madden NFL 2000. It shows this game pretty good. We played Madden NFL 2000 on the Nintendo 64. It can also be found on the original Playstation, and Personal Computer. The character models look pretty good in Madden NFL 2000 for that era. Madden NFL 2000 plays decently as well.

Passing can be a bit of gamble in Madden NFL 2000. Certain plays to certain players will almost always work. Other plays will have weird effects like the quarterback will throw behind or throw too far ahead. None of us are sure what is going on there. The computer can be challenging in Madden NFL 2000. I had to work at it and find strategies that would work in those situations.

Families can find Madden NFL 2000 really cheap nowadays. I certainly did when I bought it at a local used gaming store. The fans in the stands do not look that great. This does fit in with that gaming era though. Modern gamers can notice all of the little issues and glitches in Madden NFL 2000. Kicking can be challenging in Madden NFL 2000. Madden NFL 2000 is easily worth five dollars. - Paul

System: PS1/PC/N64(tested)
Publisher: EA Sports
Developer: EA Tiburon
Rating: 'E' for Everyone SIX and OLDER ONLY



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

Langrisser II

SCORE: 61

Someone told me Langrisser II was better than Shining Force. If you are going to make that statement your game better bring it. Langrisser II does not. Langrisser II gives us more troops. The problem is most of them are meaningless people that we never care about. Battles can take longer. It is harder to heal in Langrisser II. Troops must stand near their captain. Certain characters can heal too though.

The issues families will have with Langrisser II are bad language, violence, lack of attire, enticement to lust, false goddess religious teachings, annoying death sounds, small graphics, and more. This SRPG was fan translated, and extremely expensive. I bought Langrisser II and feel it is not worth the price of admission. Plus Langrisser II is one of those games I could have never played, and never missed.

The music is okay in this game. The story made little sense to me. It is pretty typical Japanese beliefs that reminds me we need good American SRPG's that are family friendly. Langrisser II is nowhere near as family friendly as Shining Force. I disagree with the rating of Langrisser II. It should have been much higher in my professional opinion. I will happily forget Langrisser II after this review is published. - Paul

System: Genesis
Publisher: Nippon Computer Systems
Developer: Masaya Games
Rating: 'K-A' - Kids to Adults



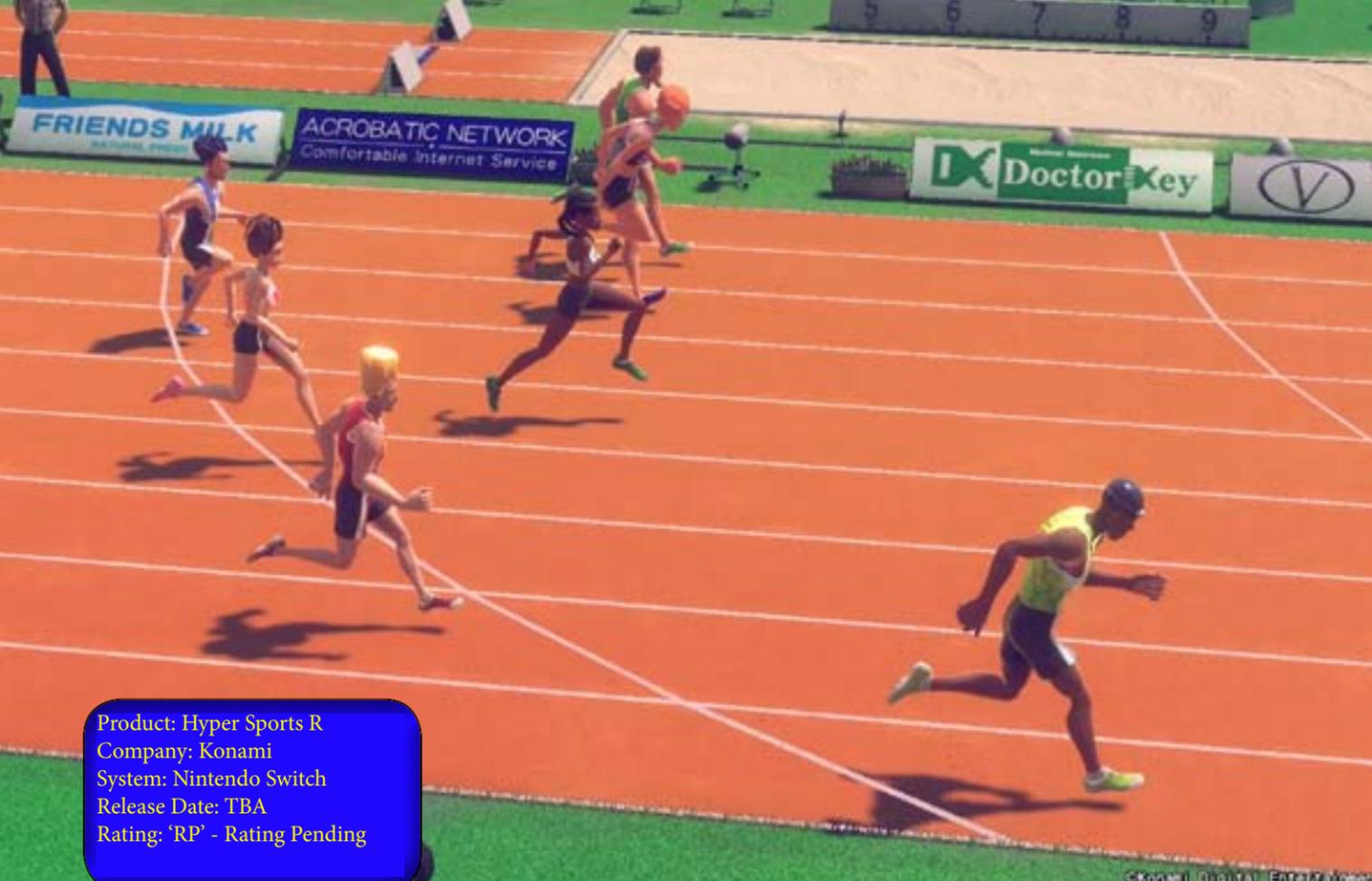
Graphics: 60%
Sounds: 50%
Replay/Extras: 70%
Gameplay: 75%
Family Friendly Factor: 50%

SPORTS



Product: Hyper Sports R
Company: Konami
System: Nintendo Switch
Release Date: TBA
Rating: 'RP' - Rating Pending

©Konami Digital Entertainment



Product: Hyper Sports R
Company: Konami
System: Nintendo Switch
Release Date: TBA
Rating: 'RP' - Rating Pending

DEVELOPING

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GAMES





HIGH WIND

Allack

Product: Kingdom Hearts III
Company: Square Enix
System: PS4/Xbox One
Release Date: January 29, 2019
Rating: "RP" for Rating Pending



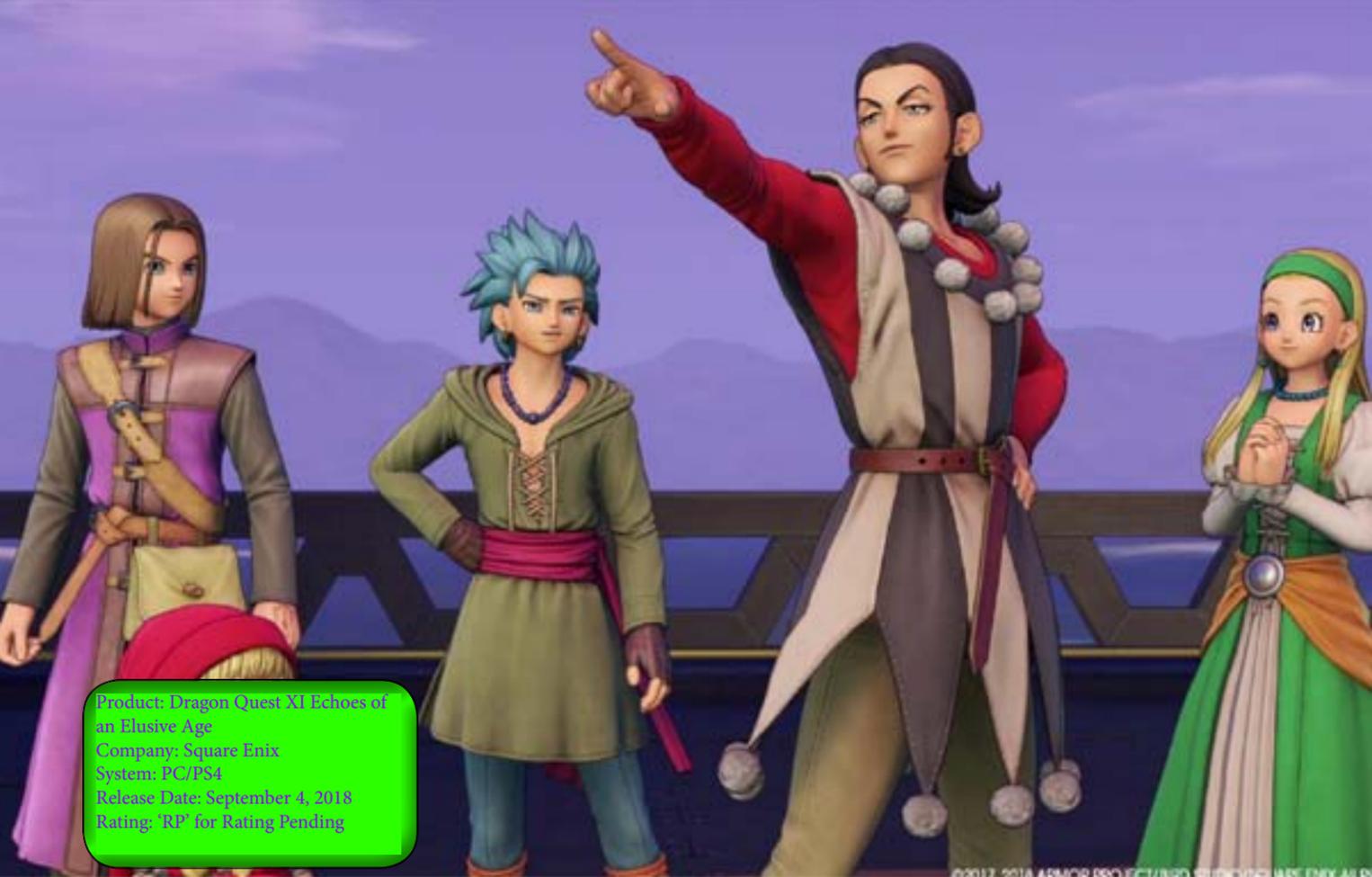


Product: Kingdom Hearts III
Company: Square Enix
System: PS4/Xbox One
Release Date: January 29, 2019
Rating: 'RP' for Rating Pending



Product: Dragon Quest XI Echoes of an Elusive Age
Company: Square Enix
System: PC/PS4
Release Date: September 4, 2018
Rating: RP for Rating Pending

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Product: Dragon Quest XI Echoes of an Elusive Age
Company: Square Enix
System: PC/PS4
Release Date: September 4, 2018
Rating: 'RP' for Rating Pending



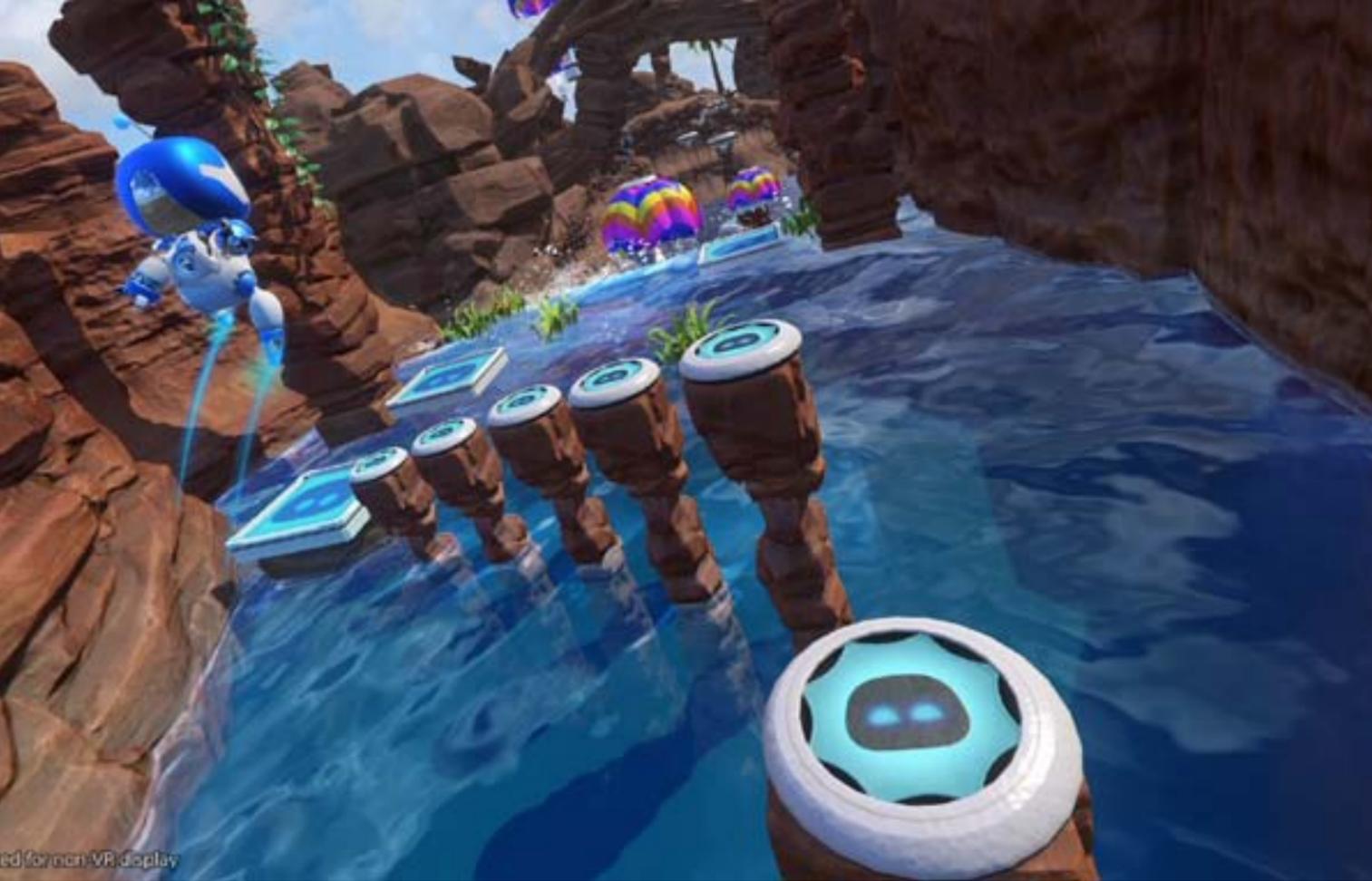
Product: Dragon Quest XI Echoes of an Elusive Age
Company: Square Enix
System: PC/PS4
Release Date: September 4, 2018
Rating: 'RP' for Rating Pending





Product: Fire Emblem Three Houses
Company: Nintendo
System: Nintendo Switch
Release Date: Spring 2019
Rating: 'RP' - Rating Pending





ed for non-VR display



ed for non-VR display

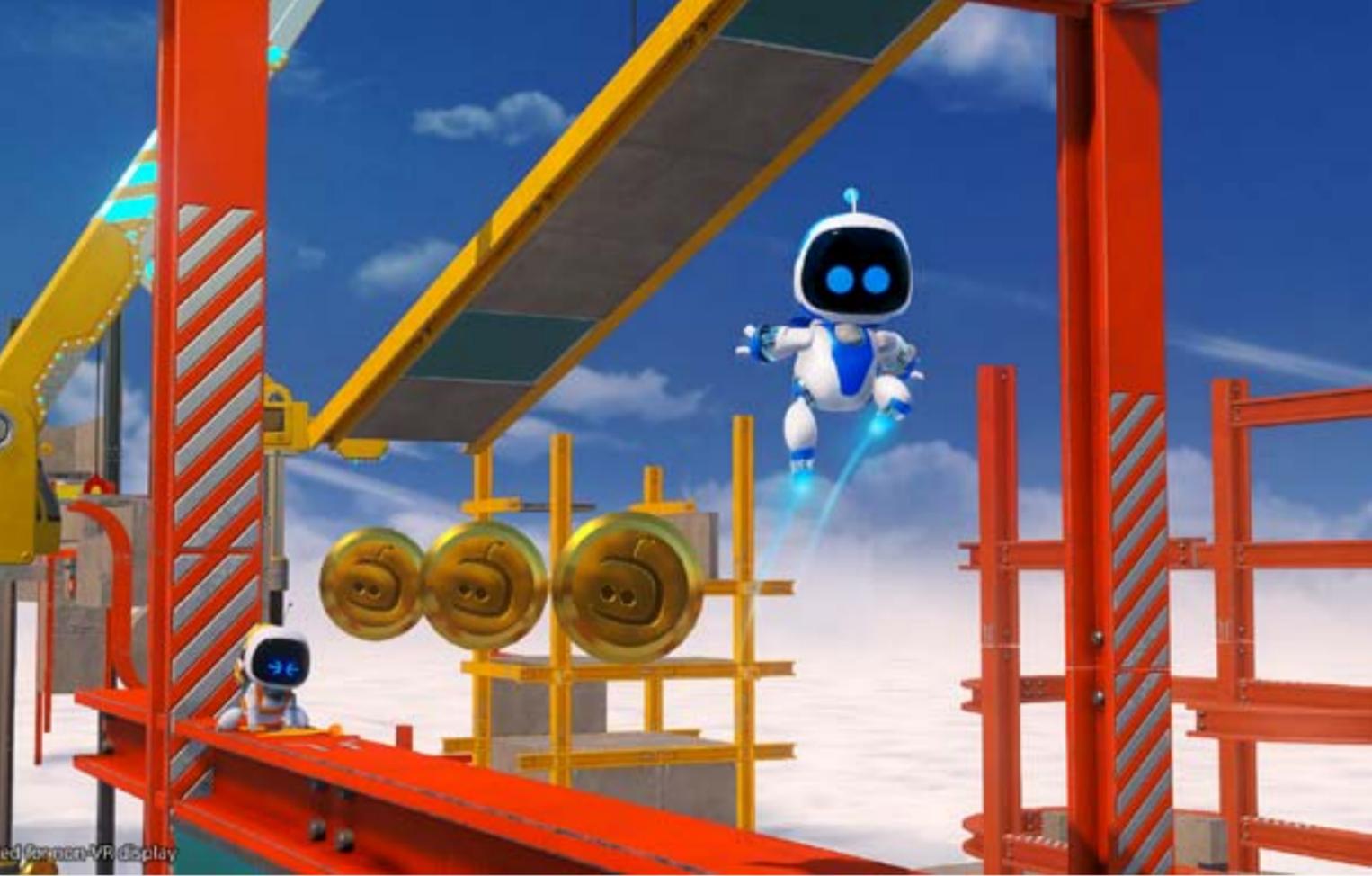


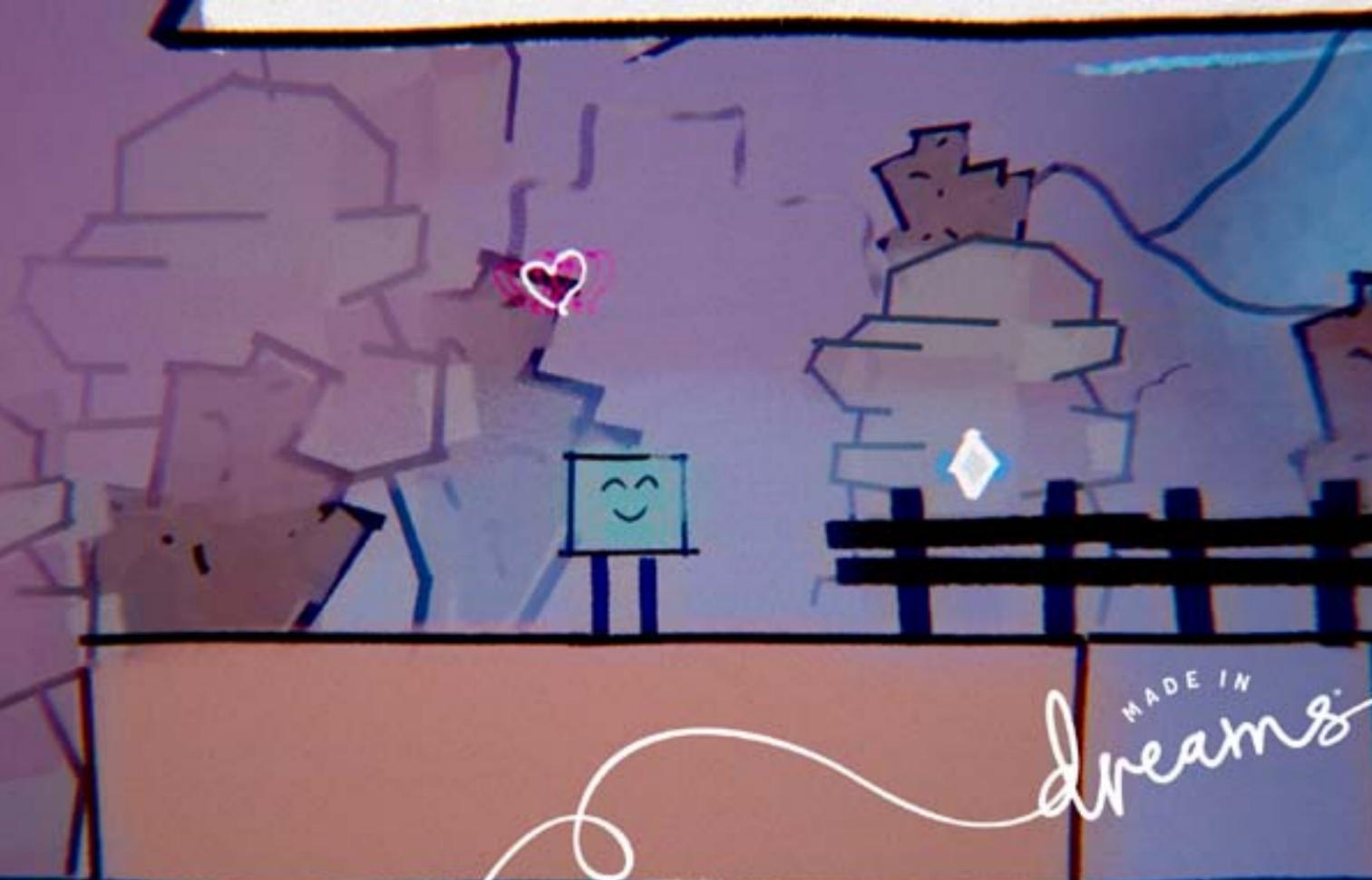
ed for non-VR display

Product: Astro Bot Rescue Mission
Company: Sony Computer
System: PS4 VR
Release Date: Fall 2018
Rating: "RP" - Rating Pending



ed for non-VR display





Product: dreams
 Company: Nintendo
 System: PS4
 Release Date: TBA
 Rating: "RP" - Rating Pending



Product: TALES OF VESPERIA
Definitive Edition
Company: Bandai Namco
System: Switch/Xbox One/PS4/PC
Release Date: TBA
Rating: RP - Rating Pending



NOW

PLAYING

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Fortnite
Star Wars Battlefront II
Lego The Incredibles

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Name: Fortnite
System: PC/Xbox One/PS4/Switch
Publisher: Epic Games
Developer: Epic Games
Release Date: Out Now
Rating: 'T' THIRTEEN and OLDER ONLY {Violence}



Name: Fortnite
System: PC/Xbox One/PS4/Switch
Publisher: Epic Games
Developer: Epic Games
Release Date: Out Now
Rating: 'T' THIRTEEN and OLDER
ONLY {Violence}



Name: Fortnite
System: PC/Xbox One/PS4/Switch
Publisher: Epic Games
Developer: Epic Games
Release Date: Out Now
Rating: 'T' THIRTEEN and OLDER ONLY {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}

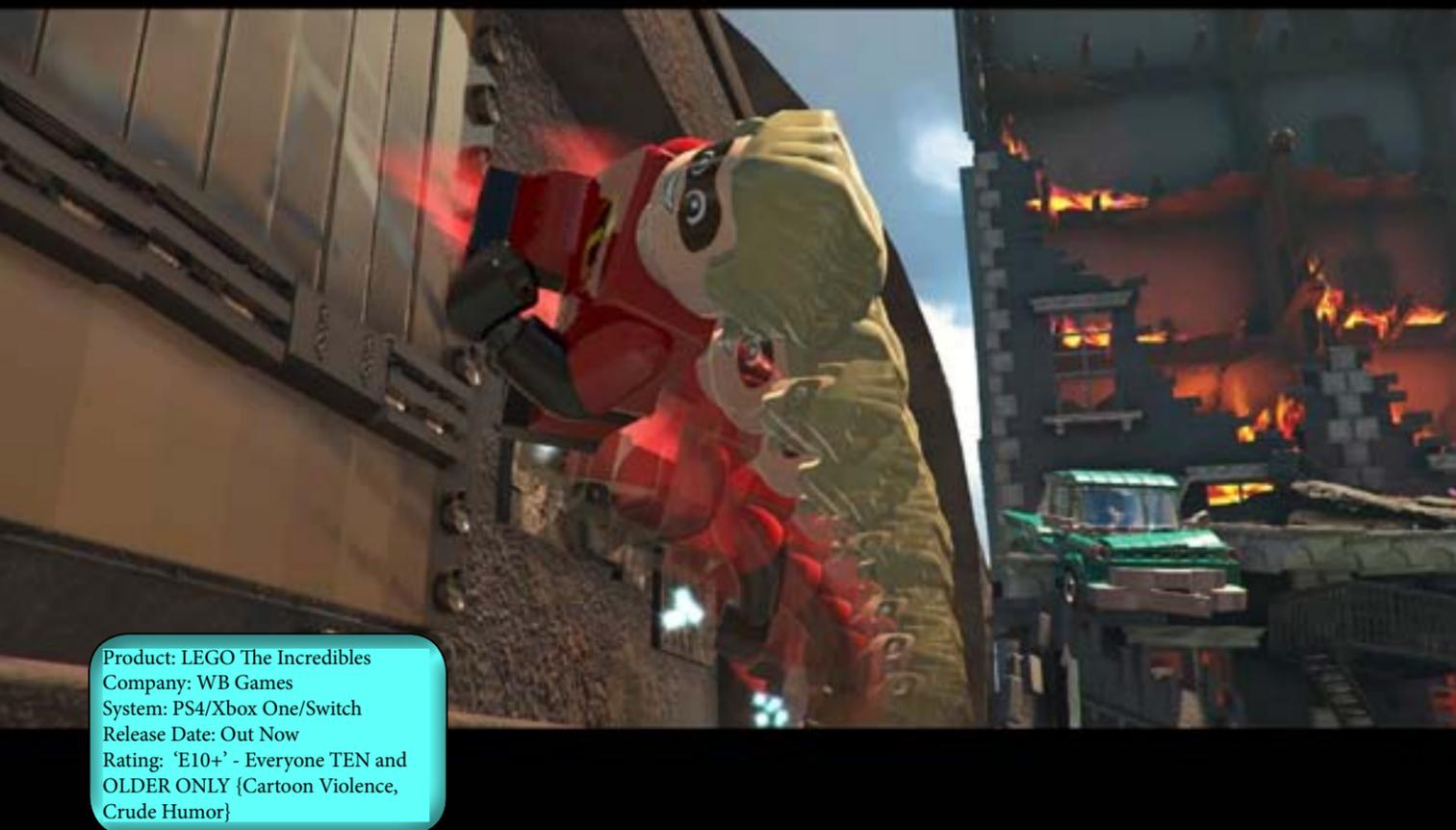


Product: Star Wars Battlefront II
Company: Electronic Arts
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: 'T' - THIRTEEN and OLDER ONLY {Violence}





Product: LEGO The Incredibles
Company: WB Games
System: PS4/Xbox One/Switch
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and
OLDER ONLY (Cartoon Violence,
Crude Humor)



Product: LEGO The Incredibles
Company: WB Games
System: PS4/Xbox One/Switch
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Crude Humor}

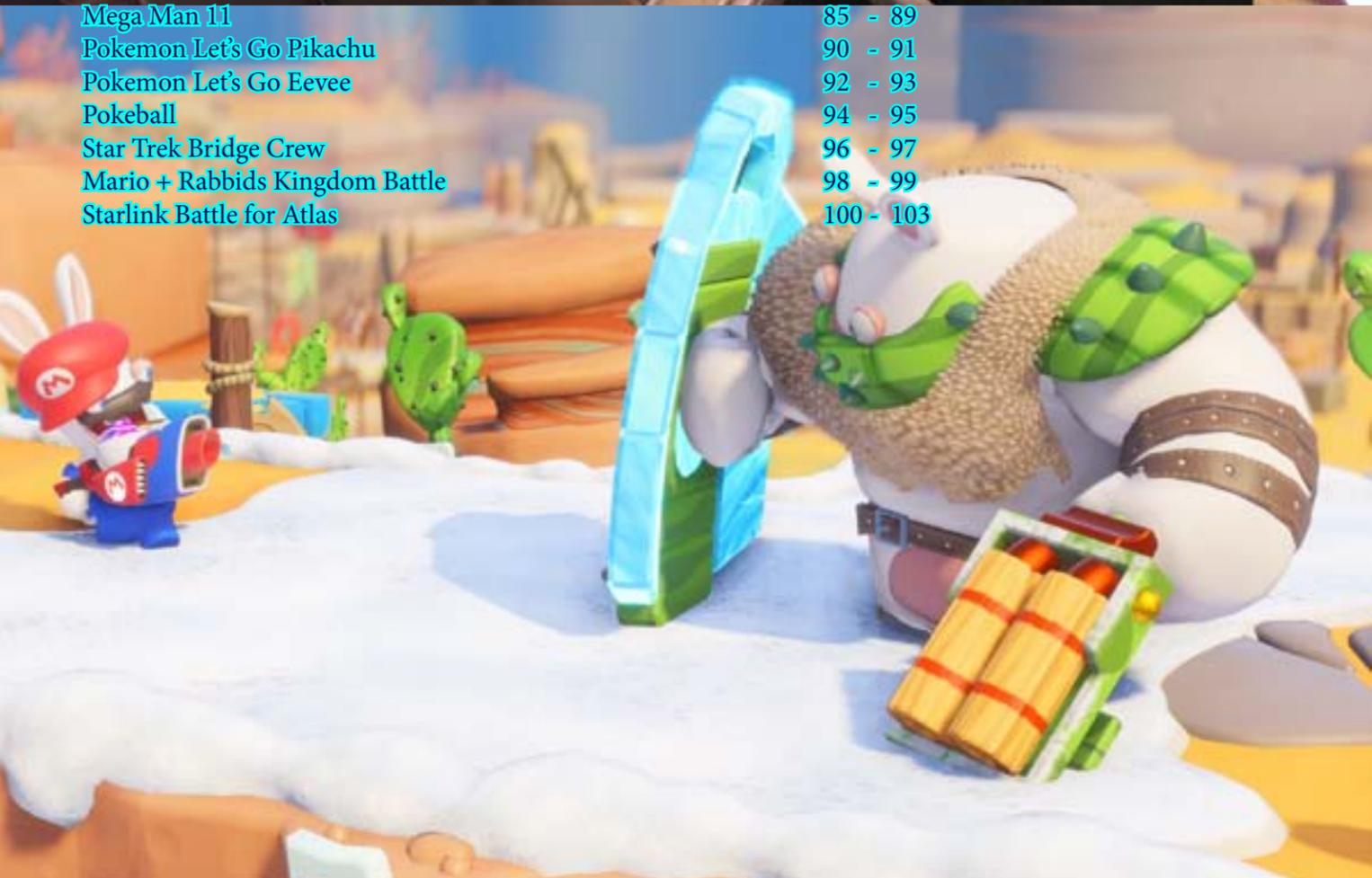
Last Minute

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Tidbits



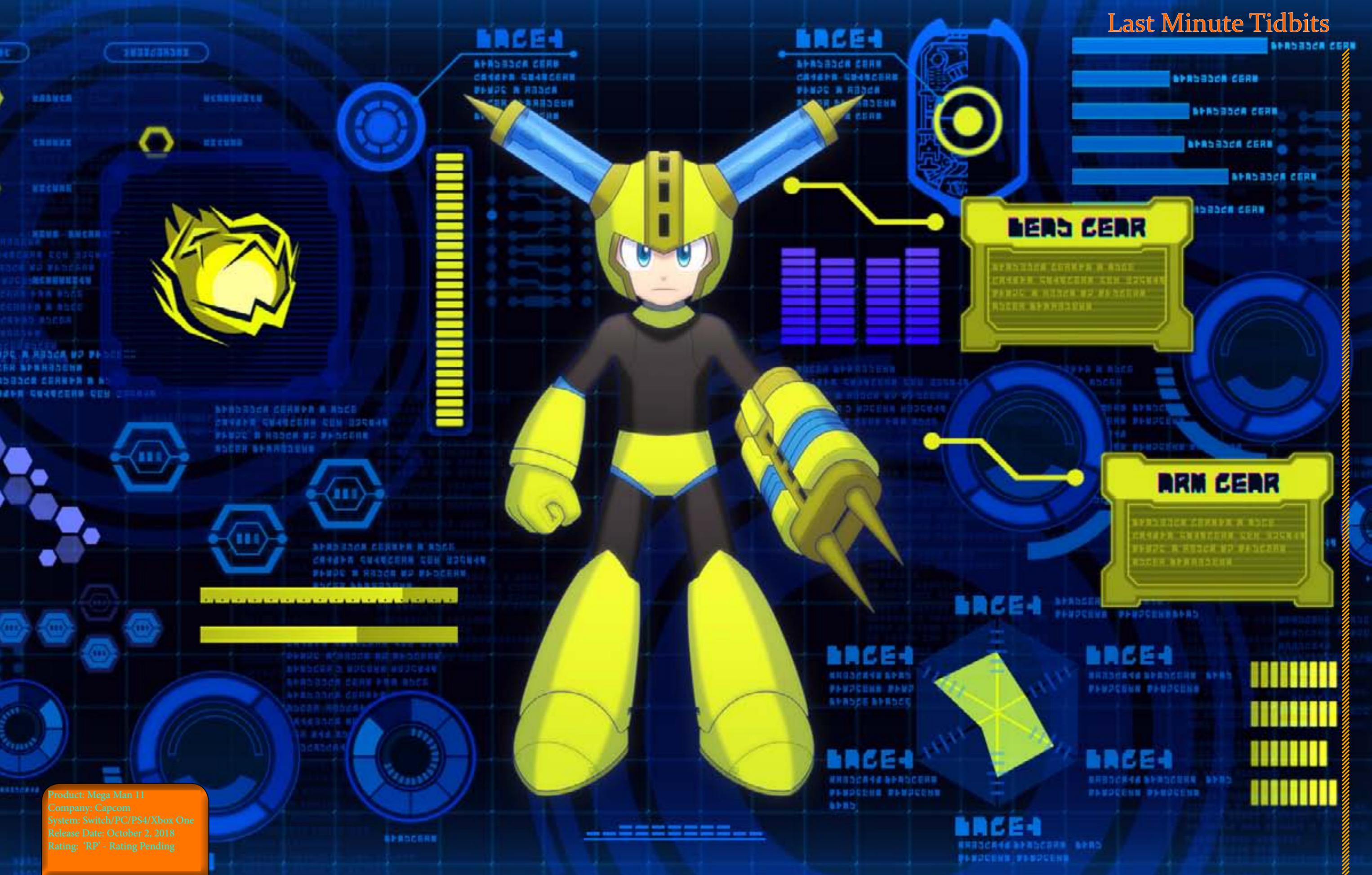
Dr. Wily

I've simply come to give Dr. Light a message!

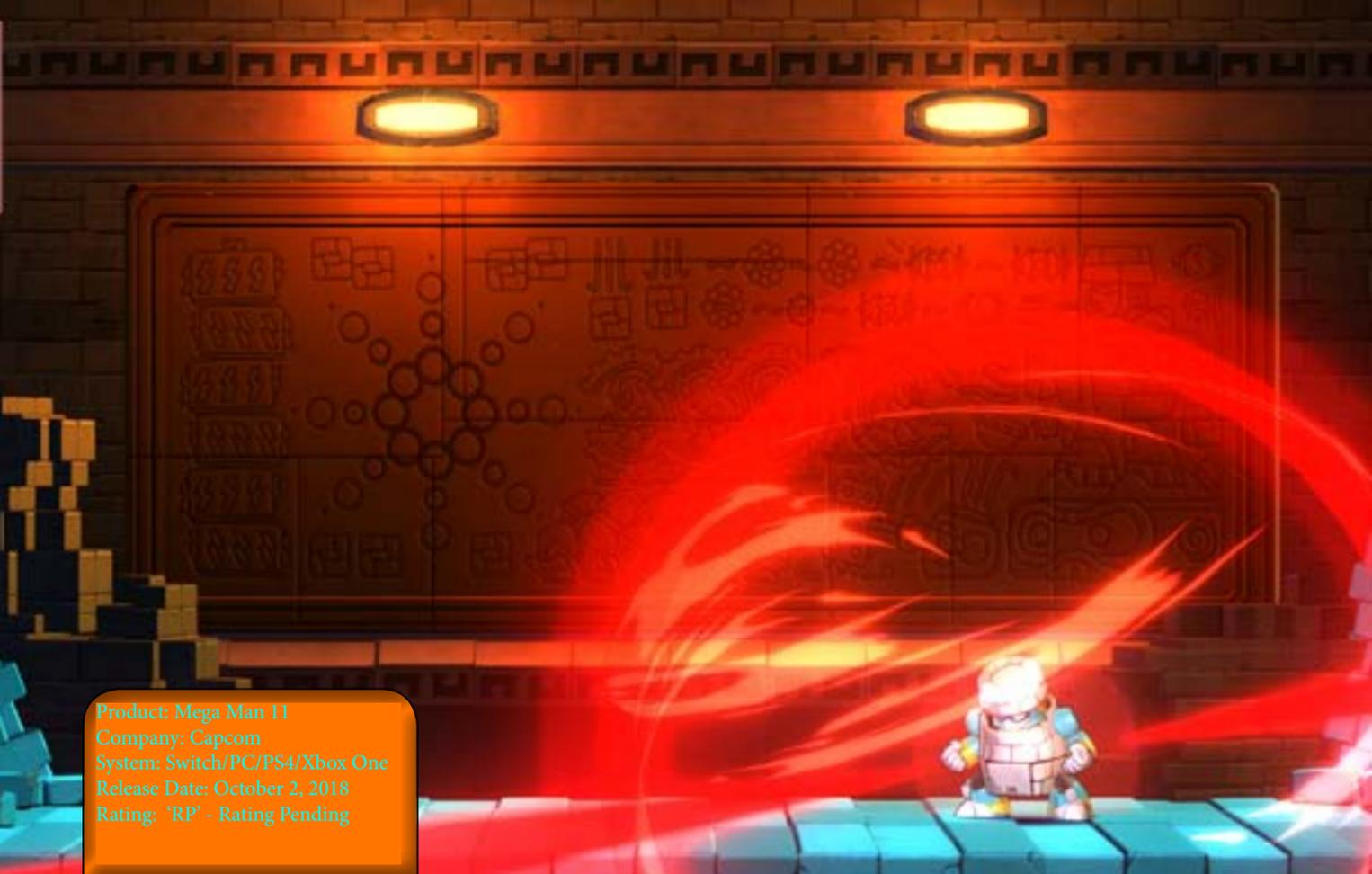
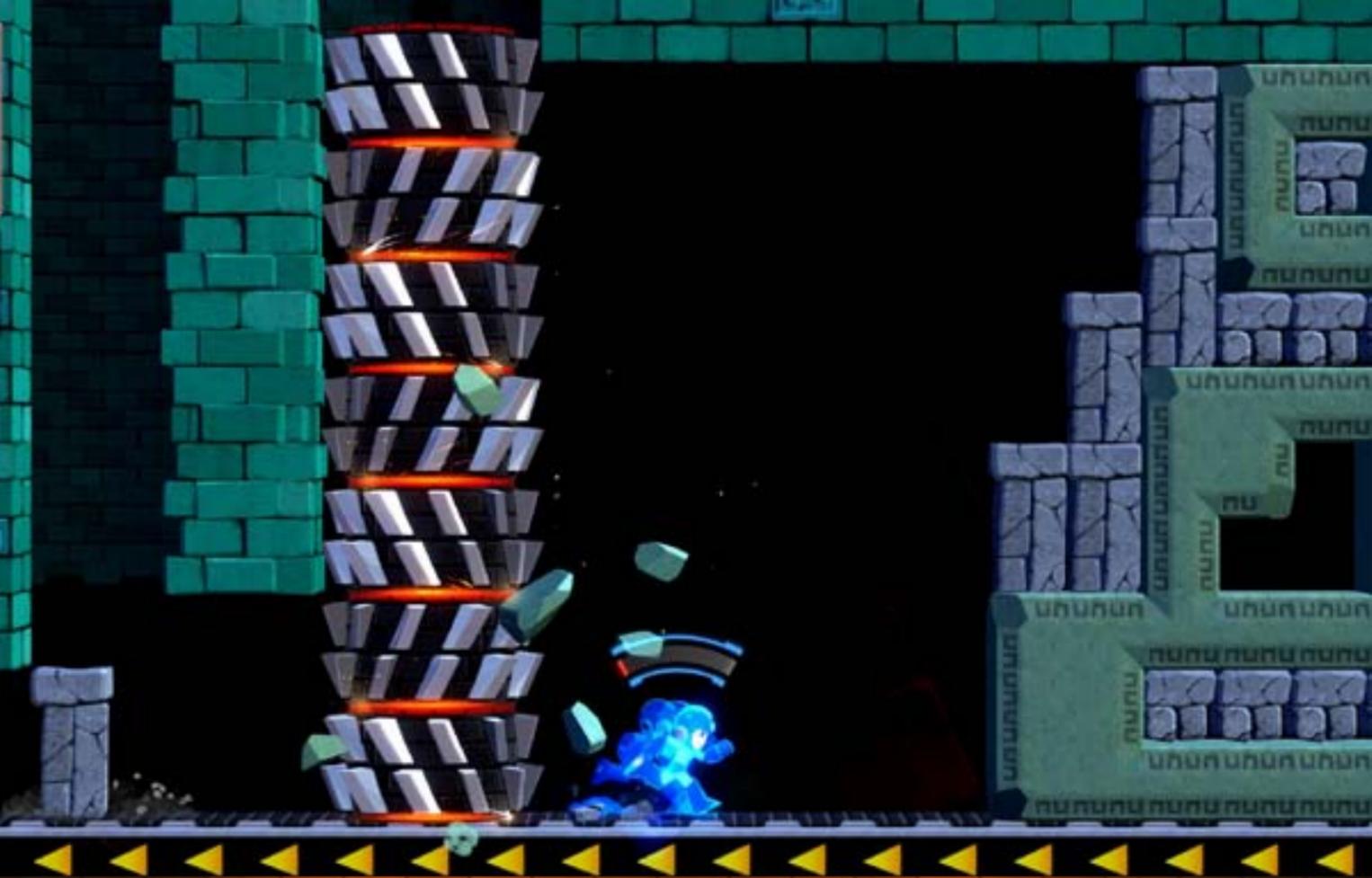


Dr. Light

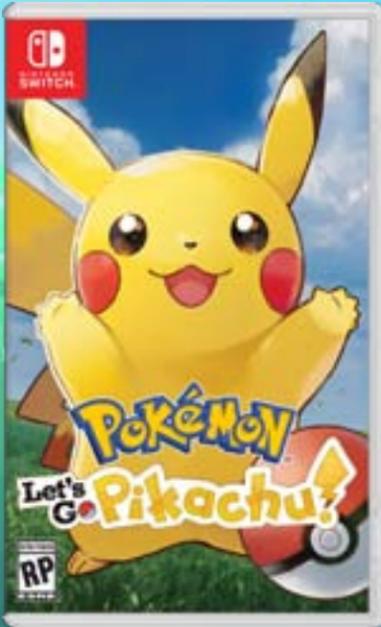
If I install this into your circuits, you may be able to stop him.



Product: Mega Man 11
 Company: Capcom
 System: Switch/PC/PS4/Xbox One
 Release Date: October 2, 2018
 Rating: 'RP' - Rating Pending



Product: Mega Man 11
 Company: Capcom
 System: Switch/PC/PS4/Xbox One
 Release Date: October 2, 2018
 Rating: "RP" - Rating Pending



Product: Pokémon Let's Go
Pikachu
Company: Nintendo
System: Nintendo Switch
Release Date: November 16, 2018
Rating: 'RP' - Rating Pending

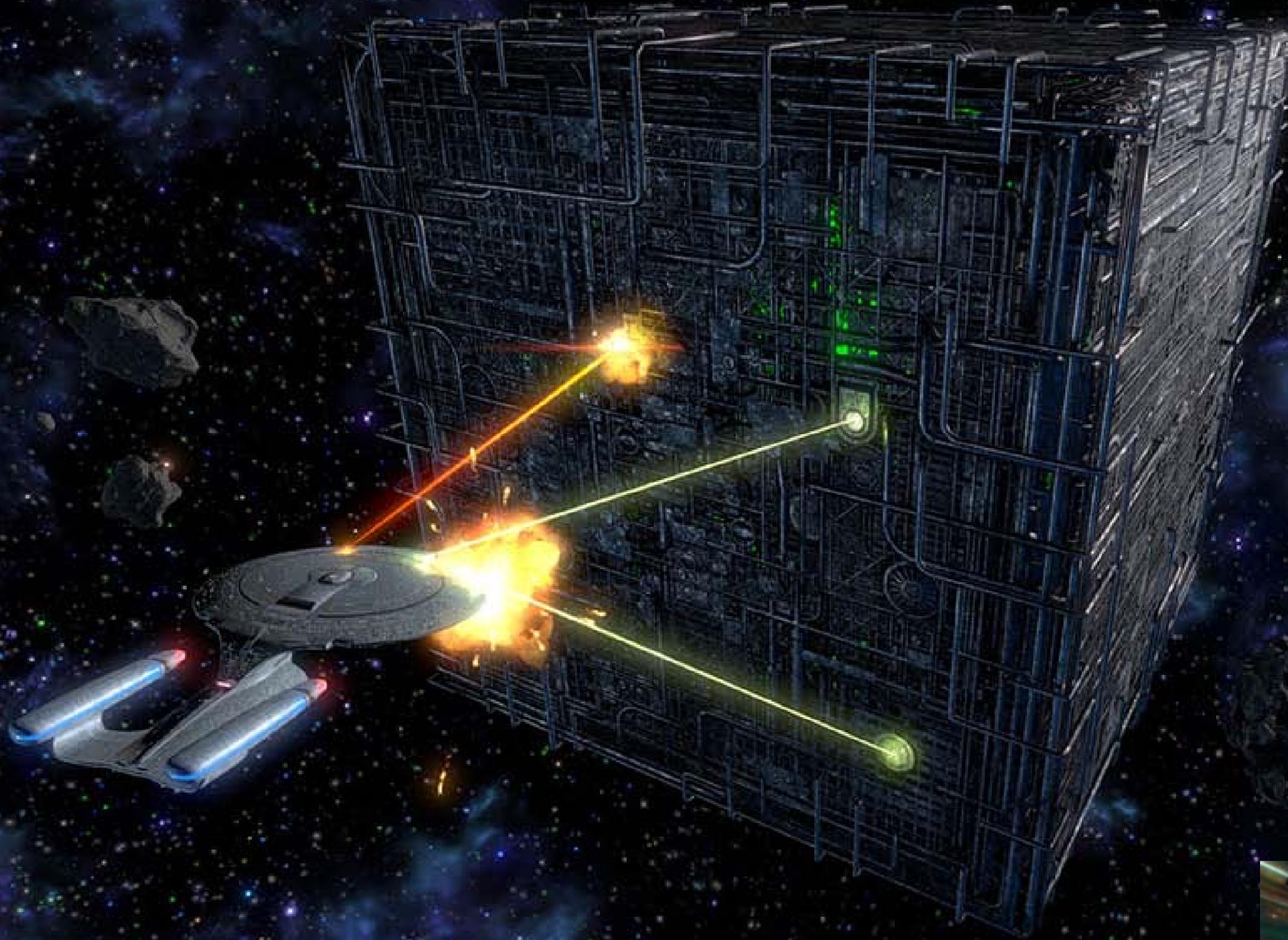


Product: Pokémon Let's Go
Eevee
Company: Nintendo
System: Nintendo Switch
Release Date: November 16, 2018
Rating: 'RP' - Rating Pending



Product: Pokéball Plus
Company: Nintendo
System: Nintendo Switch
Release Date: November 16, 2018
Rating: 'RP' - Rating Pending





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



Product: Mario + Rabbits Kingdom Battle
Company: Ubisoft
System: Nintendo Switch
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Cartoon Violence, Comic Mischief, Mild Language)



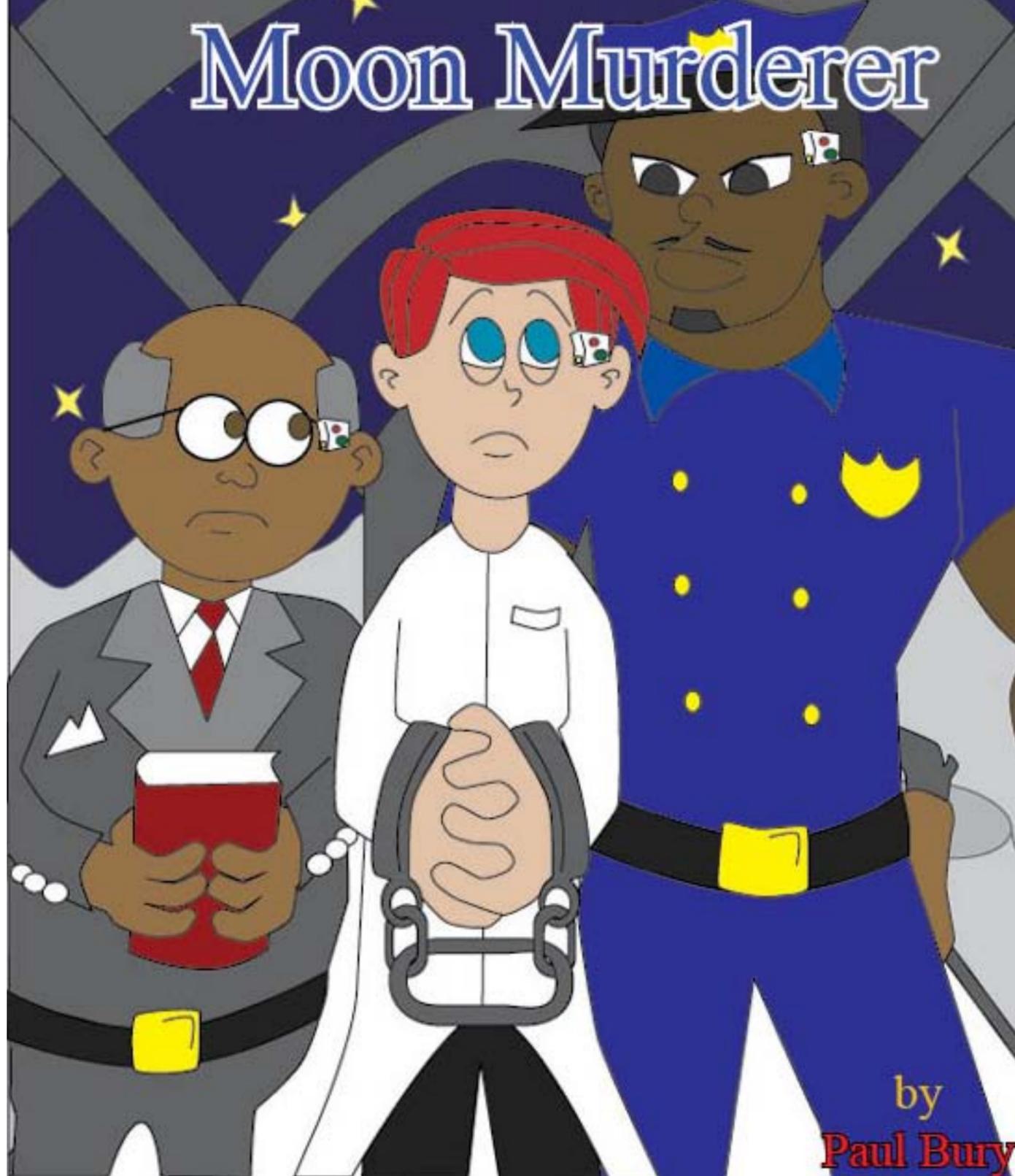
Product: Starlink Battle for Atlas
Company: Ubisoft
System: PS4/Xbox One/Switch
Release Date: October 16, 2018
Rating: 'RP' - Rating Pending



Product: Starlink Battle for Atlas
Company: Ubisoft
System: PS4/Xbox One/Switch
Release Date: October 16, 2018
Rating: 'RP' - Rating Pending



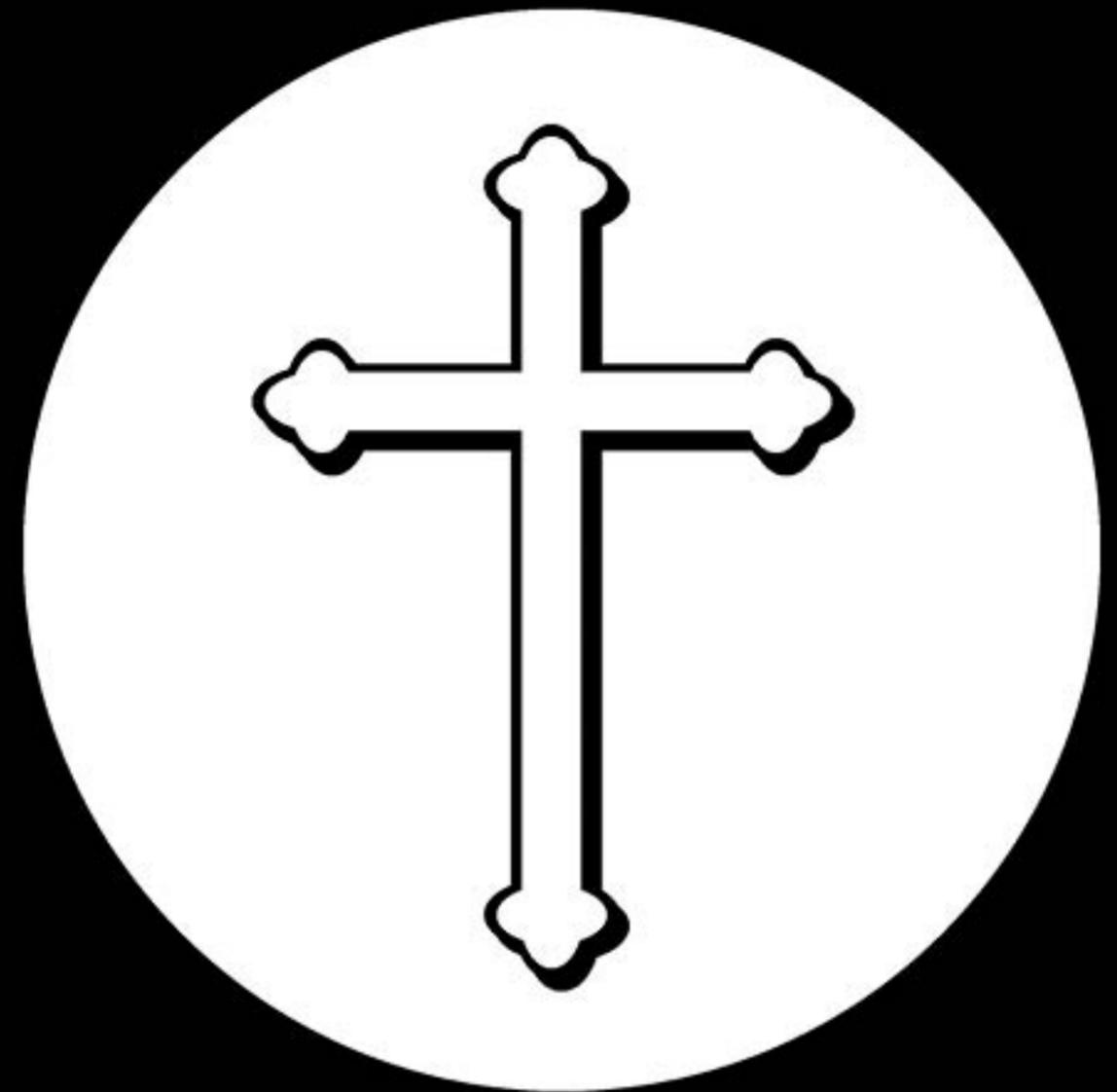
Future Glimpses Moon Murderer



by
Paul Bury

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FREE AT LAST



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