

Family Friendly Gaming™

THE VOICE OF
THE FAMILY IN
GAMING

Want to patty-
cake in Just Dance
2019? Kids Mode
is back.

Jump Force, King-
dom Hearts III,
Christmas Carol,
and more in this
fabulous issue!!

ISSUE #138

January 2019





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Disappointment

It dawned on me recently that our culture does not spend a lot of time discussing disappointment. There is all of this talk about snow flakes throwing tantrums when they do not get their way. None of us enjoys disappointment. None of us seeks disappointment. Yet it is something we face in life. How we face it, and how we deal with it is rather important. We can show our maturity or immaturity based on our reactions to disappointment. Those that throw temper

tan-
trums
based
on not
getting
their
way are
showing
just how
immature
they actu-
ally are.
Do you
want to be
seen that
way? I sure
don't.

dis·ap·point·ment
sadness or dis-
pleasure caused by
the nonfulfillment
of one's hopes or
expectations.

I have had a really rough day today. There have been plenty of things that did not go my way. There have been plenty of challenges I did not want to face. From double ice on my windows to a blown out tire. From a tea bag ripping and spilling all over the floor to stubbing a toe. From software and programs not working right to facing the reality that one of my better ideas will never be implemented. How did I react to it? I took a deep breath and did my best to get through each situation. I prayed and asked God for assistance. I did not throw a tantrum nor did I get angry. Today was full of disappointments.

I hope there are others out there that can learn from my example. I have not always faced adversity with this much maturity. I have failed at this test many times in the past. I will probably fail at it in the future at some point. I am deeply exhausted today and take little pride in

behaving the right way in response to my day. Maybe that is part of maturity. What do you think?

We do not always get our way. There are days where it feels like the entire world is against us. We all need to learn how to deal with that. We all need to learn how to react and respond to disappointment. Not every day is filled with love, kindness, and sunshine. There are days that are difficult. There are days that are challenging. There are days that we feel like crawling right back into bed. Face it as best as you can. Face it with strength and help from above.

God bless,
Paul Bury



Christmas and New Years

This column is being written before Christmas. Which means it is also being written before New Years. This issue will release on New Years so it will be relevant. New Years is not that far away from Christmas. I hope you had a wonderful Christmas. I hope you had a wonderful New Years. It is my hope and prayer that you got to spend wonderful time with family and friends. We have that planned ourselves. Lord willing things will go well on that day. As I write this we are still discussing plans for that day.

What kind of family traditions do you have? I love the traditions we have. We have all of the movie nights that march us to Christmas. We go to Chic Fil-A on Christmas Eve for dinner. We have a candle light service with singing wonderful songs to God. We will give our boys a pizza blanket we found at Five Below (buy one at five dollars, and get the second one for 50% off). We will have our final Christmas movie. We will read the birth of Christ from the Holy Bible. Then there is present opening as a reminder what the three wise men did for Jesus as a toddler. After that we spend time with family. Are your family traditions anything like ours?

I will admit I am an old fuddy duddy when it comes to New Years. I wind up going to bed and sleeping through the calendar shift. I have no interest in going anywhere in the cold and watching a ball drop, or some other form of ringing in the New Year. I do not drink alcohol so that is another aspect of why I do not participate in ringing in the New Year. I have too many traumatic memories of my uncle when it comes to alcohol. We had to hide in our rooms and be locked in there when my uncle came by beligerant, angry and drunk. It showed me the dangers of the demon in the bottle.

There are so many wonderful memories I have from Christmas. I remember our boys being little. We would get them matching pajamas to wear to bed on Christmas Eve. It was so cute to see them in matching PJs the next morning. Cherish those years because before you know it they are teenagers and get all sweaty and smelly. One of our boys cares about hygiene more than the other one. I have at least one that works on that aspect of life. My hubby showers after working out. He understand the concept of good

hygiene.

Do you watch bowl games in the Christmas to New Years window? I am not a big football game watcher. I am thankful only one of the males in my life likes to watch football. Even he gets bored of it and wants to play a video game. They like to actively participate in what they are doing. Sitting there passively watching something on TV is something that can only happen so long for them. Are your kids that way? Or have they bonded with the couch/chair? Which is better in your opinion? Which is worse in your opinion?

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.


14 DVD ROM titles
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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
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Issue 1 Jonah	ISBN 9781904064947
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Issue 7 Titanic	ISBN 9780957152304



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Products can be ordered from your
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MISSION STATEMENT

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

PRAYER PUPS BY JEFFREY SMITH



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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!

Intellivision Amico

Dear Mr. Bury,

I am excited about the Intellivision Amico. I think that it has a lot of good things going for it, such as:

1. It will be limited to games rated E or E10+ by the ESRB.
2. It will have motion-sensing controllers with full color touchscreens, microphones, and speakers.
3. The console will only cost \$200, and games will only cost \$3 to \$8.
4. The console will come with preloaded games, and additional games can either be downloaded

or be purchased on SD cards.

I like the Intellivision Amico, and I hope it succeeds. However, there are a few factors that might limit its success, factors that I have questions about:

1. Is the console capable of generating 3D graphics? So far, everything that Intellivision has published has stated that the console can generate state-of-the-art 2D graphics. But if the Amico cannot generate 3D graphics, then Intellivision is bringing a plastic butter knife to a machine gunfight with armor-piercing bullets.
2. Does the Amico have any games in development based on well-known intellectual properties? It should if it wants to succeed. Since all the Amico's

games are console exclusive, that undoubtedly rules out the possibility of any games based on major professional sports leagues, or any Disney or LEGO games. Perhaps the Amico could be home to the next Sesame Street video game. I think a new Sesame Street video game is long overdue.

3. Will the Amico have voice recognition? Since the Amico controllers have microphones, perhaps one or more singing games could be made for the Amico. There could be singing

games with Sesame Street songs, Christmas songs, or songs by Chris Tomlin, Enya, Josh Groban, or Celtic Woman.

4. How many people can play together during localized multiplayer? Pictures of the Amico show two controllers on the console. I think the Amico should slow at least four people to play alongside each other.

5. Will the Amico have parental controls? It should. Even if all the games for the Amico are rated E to E10+, I would still

want the Amico to have parental controls to stop children from buying games online, to stop children under age 10 from playing E10+ games already on the console, or to stop children from playing games at inappropriate times.

So, what do you think of the Intellivision Amico? What suggestions do you have to ensure its success? Any answers you can provide me would be greatly appreciated.

If I don't write to you again before 2019, have a wonderful day, a Happy Thanksgiving, a Merry Christmas, and a Happy New Year!

Best wishes,

David

{Paul}: David,

You are not the only one excited about the Intellivision Amico. I could not believe my eyes about it at first. This system announcement is part of the reason I wrote the FFG Original (Red News story) 'Resurgence of Family Games'. This system sounds really cool. I hope it has amazing success.

Your point on the 3D graphics is spot on. I would hope it could do 3D graphics. I guess we will find out in the future. Especially when we can see some games and see what they look like. The OUYA could handle 3D graphics so I would expect the Intellivision Amico too as well. I have been wrong before so we will see.

Console exclusives is an interesting concept. Maybe they have a special edition of a game and claim that is a console exclusive. I have seen companies make that claim before. Lego City Undercover was a Wii U exclusive for many years. They might have a life cycle for the exclusives. It is also possible that concept will not stay for long. Microsoft and Sony announced things for their systems that did not happen. BTW we would welcome a new Sesame Street game, especially if we can record videos of them. We have asked them their video policy and are awaiting a response.

Love your idea on the singing games. That would be pretty cool. Agreed on four family members. How much will additional controllers cost? That could be problematic if the costs are too high. Totally agree on the parental controls especially with

SOUND OFF Continued

online purchases.

Very excited about the Intellivision Amico. It seems better than the new Atari system to us. We are also hoping the game has physical copy releases as well. No retail presence in terms of games has killed too many other systems. Happy Thanksgiving, a Merry Christmas, and a Happy New Year to you as well.

Walls of Jericho

Paul,

Congrats on another issue of FFG!

I saw the HOG request in the note from Shelby.

Walls of Jericho started working again on Windows 10 (works on XP - broke on Vista, not sure about others). I still have some CDs left plus they can try the demo out from our CGNOW.com site to make sure it will work.

FYI, we were tempted to do a HOG - may still do one but making progress is difficult (Lord willing, we'll finish the first half of the Gospel of Mark in the Interactive Bible series first).



I'm not sure what is available on Android.

God bless,
Tim
Graceworks Interactive

{Paul}: Tim,

Thank you so much. We are so glad you saw Shelby's request for a hidden object game safe for families, and Christians. In many ways we are constantly connecting people to make things happen. Even if they do not happen we are happy to see the dialogue going on important issues of good games for families.

The next Interactive Parables game is going to be on Mark,

very cool. I am sure our readers are excited to hear about that. I would love to see Interactive Parables in VR some day. I am sure that is a lot of effort. I felt like throwing it out there. I am not personally aware of any Christian VR video games as of yet.

Walls of Jericho was one of my personal favorites from back in the day. I guess I need to upgrade to Windows 10 then.

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 pages is Video Game Lies?

Answer:

Question: How many books in the Future Glimpses series?

Answer:

Question: Where can you buy the Family Friendly Gaming January devotional book?

Answer:

Question: In what ways can you help Family Friendly Gaming?

Answer:

Question: Which lie in Video Game Lies was the most eye opening for you?

Answer:

Question: Which magazine column is your favorite?

Answer:

Question: When did Family Friendly Gaming start making original videos on Youtube?

Answer:

Question: Has the Family Friendly Gaming Youtube channel received over 100 million views?

Answer:

Question: Which FFG front cover is your favorite?

Answer:

Question: How many Christian video games have you played?

Answer:

Question: If you made a video game what kind of a game would it be?

Answer:

Question: Why don't hardcore haters listen?

Answer:

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

Answer:

DEVOTIONAL

Helpful Thoughts

Complaining

A lot of us complain about a variety of things. Generally we did not get our way in something. Maybe it is a lot of different somethings. Ever think about how God feels about complaining? **Numbers 11:1-2** *Now the people complained about their hardships in the hearing of the Lord, and when he heard them his anger was aroused. Then fire from the Lord burned among them and consumed some of the outskirts of the camp. 2 When the people cried out to Moses, he prayed to the Lord and the fire died down. God was not pleased with their complaining.*

Do you ever think God gets tired of the complaining? **Numbers 14:26-29** *The Lord said to Moses and Aaron: 27 "How long will this wicked community grumble against me? I have heard the complaints of these grumbling Israelites. 28 So tell them, 'As surely as I live, declares the Lord, I will do to you the very thing I heard you say: 29 In this wilderness your bodies will fall—every one of you twenty years old or more who was counted in the census and who has grumbled against me. I know I get tired of hearing my*

kids complain about something, especially when their perspective is so out of whack.

What should you do when you are complaining? Should you listen to others? **Isaiah 29:24** *Those who are wayward in spirit will gain understanding; those who complain will accept instruction.* When we complain we should accept the instructions we are given. I really do not want to find out what happens if a complainer does not accept instructions. That was most likely covered in the previous paragraph. It was not very pleasant for those complainers.

Jesus had to deal with complainers. Do you know how he lovingly responded? **Luke 5:29-31** *Then Levi held a great banquet for Jesus at his house, and a large crowd of tax collectors and others were eating with them. 30 But the Pharisees and the teachers of the law who belonged to their sect complained to his disciples, "Why do you eat and drink with tax collectors and sinners?" 31 Jesus answered them, "It is not the healthy who need a doctor, but the sick. Jesus threw some wisdom their way. Could you imagine how much that perplexed the complainers? Would*

you accept that instruction?

Are there any valid complaints to have? **Jeremiah 12:1-2** *You are always righteous, Lord, when I bring a case before you. Yet I would speak with you about your justice: Why does the way of the wicked prosper? Why do all the faithless live at ease? 2 You have planted them, and they have taken root; they grow and bear fruit. You are always on their lips but far from their hearts. Seems like a very valid complaint to me. God responds in Jeremiah 12:14-16.*

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.

Love

The worst dis-service to mankind happened in the 1960s when they attempted to redefine love. Those of us who stuck with the traditional definition shake our heads in sadness at those that embrace the merely human redefinition attempt. Why don't we go with the flow? Why don't we embrace the human attempts to redefine? The answer to those questions are pretty simple. God gave us the definition. We find it arrogant and rebellious to attempt to redefine what God has already defined. Who do these people think they are? Why do they think they know better than God? Can't they see all of the problems created by their at-

tempts to redefine? They ruined countless families with concepts like: "you should be happy," and "you should get your way."

Love is about sacrifice. Love is about putting that person above you. Love is about accepting your role and embracing it. God gave us roles for a reason. God understand how we think. God understands what makes us happy. The most miserable people are those who get their way all of the time. Serving others is where true happiness comes from in terms of actions and deeds. When you serve others many of them learn from your fine example and want to serve as well.

When it comes to relationships and marriage putting the needs of your husband or wife above your own makes a lot of points. They look for ways to do nice things for you. Listening and communication are great as well. The more we understand one another the better we can serve one another. When you think about yourself and what you want you are being selfish. Instead when you think of your partner, and do things for your partner; they look for ways to reciprocate. It may seem backwards but it works.

Too much of entertain-

ment is all about what you can do that makes you happy. Instead you should focus on what you can do that makes your husband or wife happy. What do they need? What do they want? Instead of focusing on getting your way, see where you can give them their way.

Research the past and see what pillars of true and traditional love said and did. There are plenty of wonderful role models throughout history. The divorce rate would be lower if married men and married women spent more time focusing on what they could do for their partner instead of what they could get out of it. There are times husbands and wives may not really like one another. That is when they need to focus on serving the other one instead of their own transient feelings.

Fight for true and real love. Stand up against those who attempted to redefine it decades ago. Refuse to go along with all of the people telling the Emperor he has wonderful new clothes on. Stick with truth and reality. Jesus Christ taught all of us what true love is, and the concept is still true today. Do you accept that truth? Do you choose to rebel against God instead? Where do you fall?

In The

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When Ski Lifts Go Wrong Coming to Steam and Switch

Curve Digital and Hugecalf Studios have partnered up to lift low-poly physics puzzler, When Ski Lifts Go Wrong, out of Steam Early Access and send it skidding onto Nintendo Switch™ in early 2019. When Ski Lifts Go Wrong mixes construction with destruction, sending hapless skiers, boarders and snowmobiles across perilous courses, and sometimes to their deaths.

When Ski Lifts Go Wrong is a growth of the title previously known as ‘Carried Away’. Curve Digital has changed the name in preparation for the full launch early next year, which will see more stages and new vehicles. There’ve been a number of improvements since the successful Early Access began, such as a complete UI

NEWS

overhaul, players having more control over the riders and extra buckets of polygonal blood (look, it’s a square bucket, okay?). Even more features are planned for the final Nintendo Switch™ and PC launch early next year.

The game, due to be released commercially on PC and Switch in early 2019, challenges players to build ski lifts to transport eager skiers from one side of the mountain to the other, then wince as the results of their haphazard constructions are revealed in a full 3D simulation where skiers tumble out of chairs and land face first in the snow.

“Many digital concussions were caused in the making of When Ski Lifts Go Wrong... but that’s a small price to pay when developing a game which brings fresh ideas to the classic games that came before it (such as Poly

Bridge and Bridge Constructor),” said Jonny Hughes, Producer and Game Designer for Hugecalf Studios. “We’re always thinking of (and being shown by our playtesters) new ways to maim skiers, snowboarders and other people daft enough to visit our virtual ski resorts. Over two years we perfected our building tools, but it’s funny to think that the addition of blood was an afterthought to this otherwise peaceful construction and puzzle game.”

“We’ve seen the incredible response Hugecalf has received during Early Access and we’re delighted to be building on this for Nintendo Switch,” said Simon Byron, Publishing Director at Curve Digital. “Together with the development team here at Curve, we’ve planned a ton of exciting new updates and content.”

Realistic physics means realistic disasters. This is a game about enjoying each failure, as madcap physics and bloody mishaps make every run feel fresh. You must construct ski-themed courses - rigging chair lifts, gondolas, and ramps - and use direct control to get your skiers and snowmobile drivers to the finish line without them tumbling down a ravine. Or depending on how you feel, purposely send them tumbling down a ravine.

The developers at Hugecalf are now completing the construction, adding the finishing touches, upping the death count, and laying down solid foundations for the final, transformed release in early 2019. So strap on your skis, grab your tools and bring some bandages because ski lifts are bound to go wrong when this construction puzzler releases for Nintendo Switch and Steam in early 2019.



Stranded Sails Shovel & Spyglass replace Master Sword & Shield

German publisher/developer rokapublish and indie studio Lemonbomb Entertainment are setting sail for an excitingly new gaming experience fusing different genres. In Stranded Sails players explore a mysterious world full of discoveries and adventure in which both crafting and farming are crucial for survival. “While Zelda and Stardew Valley were our main sources of inspiration for this game, we are going to take an entirely different approach”, says Robert Kaiser, Managing Director of rokapublish GmbH. “By combining adventure and farming elements we can create a world in which your achievements in a certain area will unlock new possibilities in another one. Our goal is to create as diverse a gameplay experience as possible, both exciting and relaxing”, adds Roman Matuszczak, Creative Director for Stranded Sails at Lemonbomb Entertainment. Stranded Sails will embark on its big adventure in Q2 2019 to captivate players with exploration, crafting, and farming in a fascinating maritime setting. Adventure ahoy!

Along with their crew players are shipwrecked on a mysterious archipelago in Stranded Sails. As the son of the gravely injured captain players take charge and set up

a camp for the survivors. Since food resources are limited they plant their own crops and establish a small farm. Their goal is to eventually build a new ship with the help of their surviving crew. So players search all 7 islands for useful treasures and forage deeper and deeper into the wilderness. On their excursions many exciting story-driven quests and challenging puzzles await them – as well as numerous dangers and threats. Will they solve the secret of the cursed islands? It's the only way to escape.

Features:

- Unique mix of adventure and farming simulator: Prove yourself as a dauntless adventurer and crafty farmer!
- Exploration, crafting and farming: You will need better and better equipment and enough food for your journeys deep into the heart of the islands!
- Story-driven quests: Quests tell the game's story and lead you from one adventure to the next!
- Tricky puzzles and challenges: Fire up those tiny grey cells to solve the many exciting riddles!
- Creation and expansion of a survivors' camp: Manage your provisional camp to survive!
- Mysterious islands and dangers: Solve the secret of the cursed islands and fight against supernatural threats!

Data East Classic Arcade Machines Ship

My Arcade, the go-to source for all things retro gaming, announced that their line of Data East™ licensed products has begun shipping to select European territories. Now available from selected retailers across Europe, the Data East Micro Player™ range presents gamers with a scaled down tabletop arcade experience, complete with arcade stick, action buttons and authentic marque artwork. Licensed from Data East, each game looks, sounds and plays just the way you remember, enabling gamers to rewind time and play the classics just as they remember.

The Micro Player range each provides an action-packed line-up of official Data East classics, including BURGER-TIME™, KARATE CHAMP™, CAVEMAN NINJA™, HEAVY BARREL™ and BAD DUDES™, each deserving their place in gaming history and offering timeless fun. Irresistible to collector and arcade fans alike, the Micro Player line or arcades impress with artwork inspired by the original arcade cabinets, full-colour screens, backlit coin traps and a detachable joystick for those who prefer the directional pad.

“My Arcade is committed to bringing the very best arcade classics to the gamers of today, and our range of Data East hardware has proven a massive hit with fans across the USA. We're delighted to be bringing the range to Europe in time for Christmas,” commented Crystal Dugan, Marketing Manager for My Arcade. “Iconic games like Bad Dudes and Caveman Ninja stand the test of time, remaining just as fun and compelling now as they did first time around. We're pleased to bring them back in style.” The Micro Player range from My Arcade, is shipping now.

Resort Boss Golf Announced

Excalibur Games announced Resort Boss : Golf, a brand new tycoon management game which challenges players with building their golf club from a one hole course to a five star resort. Previously known as Boss Golf, Resort Boss: Golf is developed by industry veteran Gus Martin and will launch in Early Access for PC on 7th of February 2019.

About Resort Boss: Golf
Build Your Golf Club

Paint the land with fairways to create the world class resort required to attract VIP golfers from all over the planet.

Utilise expansive landscaping tools; mould terrain, plant trees and populate your resort with sprawling green hills, seaside cliffs, bunkers and water hazards to create fun and challenging holes. Build the restaurants, shops and hotels demanding golfers expect from the world's best resorts.

Be the Resort Boss
Strategically transform your business with full control over hiring, firing and shops, while always keeping one eye on balance sheets to see if your revenue is on track as you build a bustling resort!

Ensure that your golf courses are of the utmost quality by taking to the fairways and sneaking in a round or two of golf for yourself.

Become World Famous Attract new guests and act on feedback to hone your resort and deliver the luxury golfing experience VIP guests demand.

Will you be able to take your golf club to the global stage and build a world-renowned resort?

In The News Continued

City Patrol Police releases

City Patrol Police is racing towards the end of the Early Access Phase! After more than half a year of Early Access, many new ideas and valuable input from the community have been implemented to the game, it is now time to open the gates and offer the fast-paced action simulation as a full release to the players.

“City Patrol was a very exciting project which offered many challenges to us. Thanks to the intensive Early Access Phase, we succeeded in designing the game together with the community in such a way that fans of both genres - racing and simulation - will enjoy it,” explains Bernhard Kasch, Producer Toplitz Productions.

For the Austrian publisher Toplitz Productions it is important to fulfil the wishes of the community. City Patrol - Police is the first multi-platform title from Toplitz Productions based on the popular and high-quality Unreal 4 Engine. Starting with the release of the PC version now, the young publishing house will also launch City Patrol: Police at a fair price in the international console market around spring 2019.

About City Patrol: Police

Toplitz Productions presents City Patrol: Police, a daring and action-packed simulation in a class of its own. The City Patrol: Police ensure law and order!

Now you can start your action-packed adventure in your own district: the streets and motorways of the city.



City Patrol: Police features an amazing story-driven gameplay! The game takes you mission by mission deeper into the gripping story. Combined with pure racing action in various environments, the game challenges your driving skills in numerous chases across the city and across the highway. Choose your vehicle

wisely - it may not be the most powerful car that gets you quickly and unharmed to your destination in the narrow alleys of the city center! Your fleet is packed with a multitude of different cars!

Use courage, driving skills and speed - in City Patrol: Police they are the key to success!

In The News Continued

Tactical Adventures Created

Mathieu Girard is pleased to announce the creation of Tactical Adventures, a new video game development and publishing studio.

Located in Paris, France, the new team is made up of passionate industry veterans from both independent studios and major publishers. As fans of board games and RPGs, their first project will be the realization of a dream, that of the tactical role playing game they have always wanted to play.

“When I decided to leave Amplitude Studios for new adventures, it was obvious to me that I needed to make my oldest dream come true and develop the deepest, most immersive and most accessible tactical RPG,” explains Mathieu Girard.

The objective of the studio is to reproduce the sensations of a real role-playing game on screen by offering a faithful adaptation of the rules and the universe specific to the genre. Tactical Adventures has therefore the ambition to deeply advance the mechanics of CRPG (Computer Role Playing Game) through technical innovations and new gameplay mechanics brought to the three main aspects of the genre: combat, exploration and storytelling.

Mathieu Girard is passionate about video games and their creation since his childhood. Engineer by training, he climbed the ladder to become a project manager and an entrepreneur. In 2011, he co-founded Amplitude Studios in Paris, which was sold four years later to the SEGA group. During his career, Mathieu has launched 11 major games, 4 of which sold more than one million copies..

Will their games be Christian friendly?

Venom Releases Carry Case

Venom provider of quality gaming accessories, announced today the Carry Case for PlayStation® Classic, the ideal travelling and storage companion to the new PlayStation Classic console.

Available for pre-order today and expecting to ship via Amazon on December 14th, 2018 for the Christmas season, the Carry Case offers a one-stop storage solution, providing custom fit internal space for the PlayStation Classic console and the two wired controllers.

High-performance protection is provided via the robust outer shell and comfortable carry handle, designed to prevent the hardware from damage associated with travel. The soft lining eliminates the chance of scuffs and scratches, while the internal straps prevent internal movement, keeping your PlayStation Classic pristine at all times!

Lightweight, durable and portable, the Carry Case for PlayStation Classic also houses an internal zip pocket, providing ample storage for accessories such as an HDMI cable, as well as an extra secure dual-zip fastening system, ensuring your console remains safe when being unpacked from the case.

“PlayStation fans have an opportunity to purchase a piece of gaming history with the PlayStation Classic and the team at Venom is excited to relive the legendary 20 titles included with the system,” said Kelly Rist, Marketing Executive for Venom UK. “The PlayStation Classic contains a lot of fun in a most diminutive size, all the more reason as to protect your hardware when travelling this Holiday season, or when not in use. The Carry Case from Venom will help ensure that your classics remain playable for another 25 years, and we expect it to be a popular stocking filler for PlayStation fans everywhere.”

In The News Continued

Xenon Racer to cross the finish line in early 2019

SOEDESCO has revealed the official new box art for Xenon Racer. The futuristic arcade racer, developed by Italian studio 3DClouds, is scheduled to launch early 2019 for PlayStation®4 and PlayStation®4 Pro, the Xbox One family of devices including Xbox One X, Nintendo Switch™ and Steam®. For all three consoles, the game releases both digitally and physically.

Drifting through city streets

In Xenon Racer, the action takes place in seven different locations across the world, in the year 2030. Two of the racing locations have been revealed already, the bustling metropolis Tokyo and the luxurious city of Dubai. Tokyo offers racers six unique tracks and Dubai offers an additional four, all of



which can be raced in reversed direction as well.

Today, another city was unmasked, taking a major leap westward to the East Coast of the USA. Here, racers can drift around in the city of Boston, Massachusetts, also known as the “City of Champions”. In Boston, players can race on three completely different tracks, in both directions.

Take pole position

In Xenon Racer, players can race against the AI in Fast Race and Elimination Mode, and unlock new cars, parts and maps in the singleplayer Championship. To practice their racing skills and to break personal records, players can hit the tracks by themselves in Time Attack, Checkpoint Attack and Free Mode. There’s also a local split screen mode and an online multiplayer to challenge others to a race.

Crystal Crisis Release Date

Nicalis, Inc. announced that Crystal Crisis, the cute and colorful new color-matching combat game, will be released on April 23, 2019. Previously announced for Nintendo Switch™, the game will now see simultaneous releases on both Nintendo Switch and PlayStation®4.

Nicalis also revealed plans to bring The End Is Nigh, a challenging adventure platformer, and Dungreed, an infinitely replayable 2D action game, to PS4 in 2019.

Crystal Crisis

Developed and published by Nicalis, Crystal Crisis is presented like a traditional fighting game, but instead of pressing buttons to kick and punch, competitors arrange falling crystals into matching colors to clear them from the screen and inflict attacks on their oppo-



nents. In this star-studded crossover puzzle game, players can choose from 19 different playable characters, including fan favorites from Cave Story, and many other surprise entrants.

Dungreed

Developed by Team Horay, Dungreed lets players assume the role of an adventurer who must explore a continuously evolving dungeon in order to prevent the town from being destroyed. The game features a variety of environments such as prisons, jungles and lava zones. Players can defeat enemies and advance through the dungeon using powerful magic items and an arsenal of weapons, ranging from rusty swords to cutting-edge sniper rifles.

The End Is Nigh is macabre and morbid so Family Friendly Gaming will not be covering it at this time.

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?

We are constantly floating ideas here at Family Friendly Gaming for interesting ideas for video games. We know these ideas could make someone in the millions of dollars if they were to make such a game and do it right. If we had the resources we would make certain games. Maybe someone will make one of our game ideas and send us some profit sharing as a way of saying thank you.

This column it is all about holidays. Yes we know all about confusion. Here is what this game is about. It is about preparing

for and celebrating the different holidays on the calendar. Start with President's Day in January, and end with New Years Day at the beginning of the next year. Could you imagine how cool it would be to see Christmas and Easter preparations in a video game?

Families could learn from a holiday video game too. They could learn about Veterans Day, and Labor Day. They could find out the history of Valentines Day. There is so much rich history in so many of the wonderful holidays we celebrate throughout the year. The origins of the different holidays could be a major part of the game. What kind of preparations and things are done for Thanksgiving for example. What is it that we really celebrate on Christmas? The answer is the birth of Jesus Christ.

There are enough holidays in a year that it could easily make

one entire video game. Families could discuss the origins of the different holidays. Gamers could learn how bad things were in the past. Gamers could learn to be grateful and thankful for all of the amazing blessings we have in this day and age. Gamers could also learn traditional values and why it is important to stand up for them. We do not want to be doomed to repeat history thanks to ignorance.

What kind of game play would work best in a holiday video game? Something that looks like Animal Crossing with a library teaching about the different holidays? That way we could decorate a house in whatever celebration there currently is within the game. Would you want to play non-holiday days as well? Would you play this kind of a video game? Would you like to learn the history of holidays we celebrate?

Galatians 2:19-21

19 "For through the law I died to the law so that I might live for God. 20 I have been crucified with Christ and I no longer live, but Christ lives in me. The life I now live in the body, I live by faith in the Son of God, who loved me and gave himself for me. 21 I do not set aside the grace of God, for if righteousness could be gained through the law, Christ died for nothing!"

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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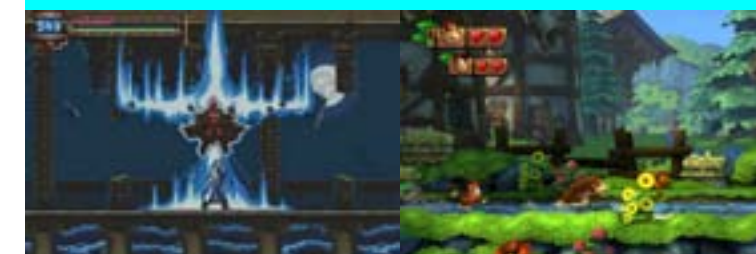
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WarioWare Gold

SCORE: 66

I am very pleased Family Friendly Gaming purchased a copy of WarioWare Gold on the Nintendo 3DS. The continued failures from the PR and Marketing are really no surprise. They show how deeply they hate, and how they discriminate. WarioWare Gold has three hundred microgames. These games are over with in mere seconds. The story mode in WarioWare Gold is really short too.

There are four control schemes in WarioWare Gold. We use buttons on the Nintendo 3DS, we use the touch screen, we twist the system around, and we blow into the microphone. We must quickly figure out what to do in WarioWare Gold. Once we figure out what to do we need to figure out how to do it. I failed a lot of microgames because I did not get both of those done in a few seconds.

WarioWare Gold does not look great, and it borrows



heavily from other games. WarioWare Gold does sound okay. There is some voice acting in WarioWare Gold which is neat. We earn coins by beating microgame packs, and can use coins to continue if we lose four times or more. WarioWare Gold has Mash League, Touch League, Twist League, Story, Index, Arcade, Challenge, and Missions.

The storyline in WarioWare



Gold is disappoint on numerous levels. Wario steals from others, and show just how selfish he really is. I suppose it is good for Nintendo to show their true colors in a game like WarioWare Gold. Wario constantly tries to stiff others and run away from his responsibilities. WarioWare Gold tries to make this funny. I was apalled and disgusted at it throughout this entire video game.

The short length of WarioWare Gold makes me give it a value of fifteen dollars brand new. That is with the understanding that you will be playing an evil, selfish, self-centered character. There is also some crude humor in WarioWare Gold. We do things like pick a nose for example. I do not see the appeal to games like WarioWare Gold.
- Paul

System: Nintendo 3DS
Publisher: Nintendo
Developer: Nintendo
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Crude Humor}



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

Tennis World Tour

SCORE: 57

Have you ever wanted to like a game really bad? Have you ever wanted to be all positive and upbeat about a certain game? Have you been so disappointed by a game that you know you have to be honest about it? That is where I find myself with Tennis World Tour. I wanted to like this game so much. Tennis World Tour could not get out of the way though.

The poor controls make Tennis World Tour a really hard game. Even on the easiest difficulty setting. The biggest problem with Tennis World Tour is the aiming. Over and over again I tried to hit the ball far away from the computer player. Over and over again my guy hit it right back to them.

This led to long volleys and an eventual mistake by me.

I was worried about the controls in Tennis World Tour when I tried to take the tutorial. It took me forever to get through certain parts. In career mode I could not complete some of the training to improve my customized player because of the controls. That meant going into the next match under powered. Tennis World Tour forced me to constantly handicap myself without any equalization.

The music in Tennis World Tour is good to listen to. The graphics looks nice. There are male and female characters to play in Tennis World Tour. I

loved leveling up in this sports video game. Families might have fun playing against one another in Tennis World Tour.

The modes in Tennis World Tour are Career (Challenger, Professional, and Realistic), Tennis School, Exhibition, Online Play, My Player, and Options. I value Tennis World Tour at five dollars brand new. This is sad for me because Tennis World Tour is generally very family friendly. I wanted to like this game so much. It just needed better aim controls. If you like losing and feeling like you were cheated then please check out Tennis World Tour on the Nintendo Switch, PS4, and/or Xbox One.
- Frank



System: PS4/Xbox One/Switch(tested)
Publisher: BigBen Interactive
Developer: Breakpoint
Rating: 'E' for Everyone SIX and OLDER ONLY



Graphics: 70%
Sound: 75%
Replay/Extras: 50%
Gameplay: 30%
Family Friendly Factor: 60%

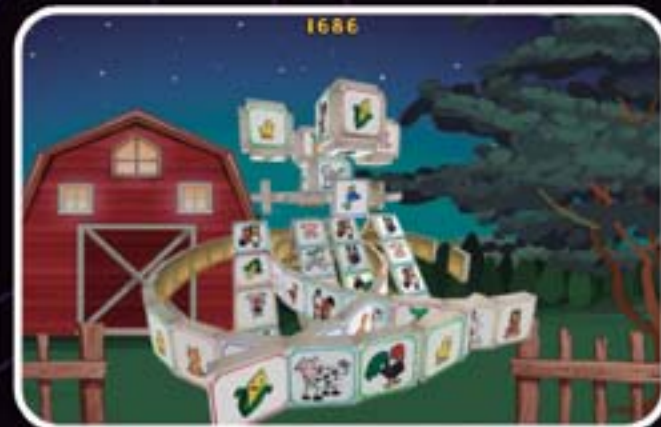


ENSENASOFT



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

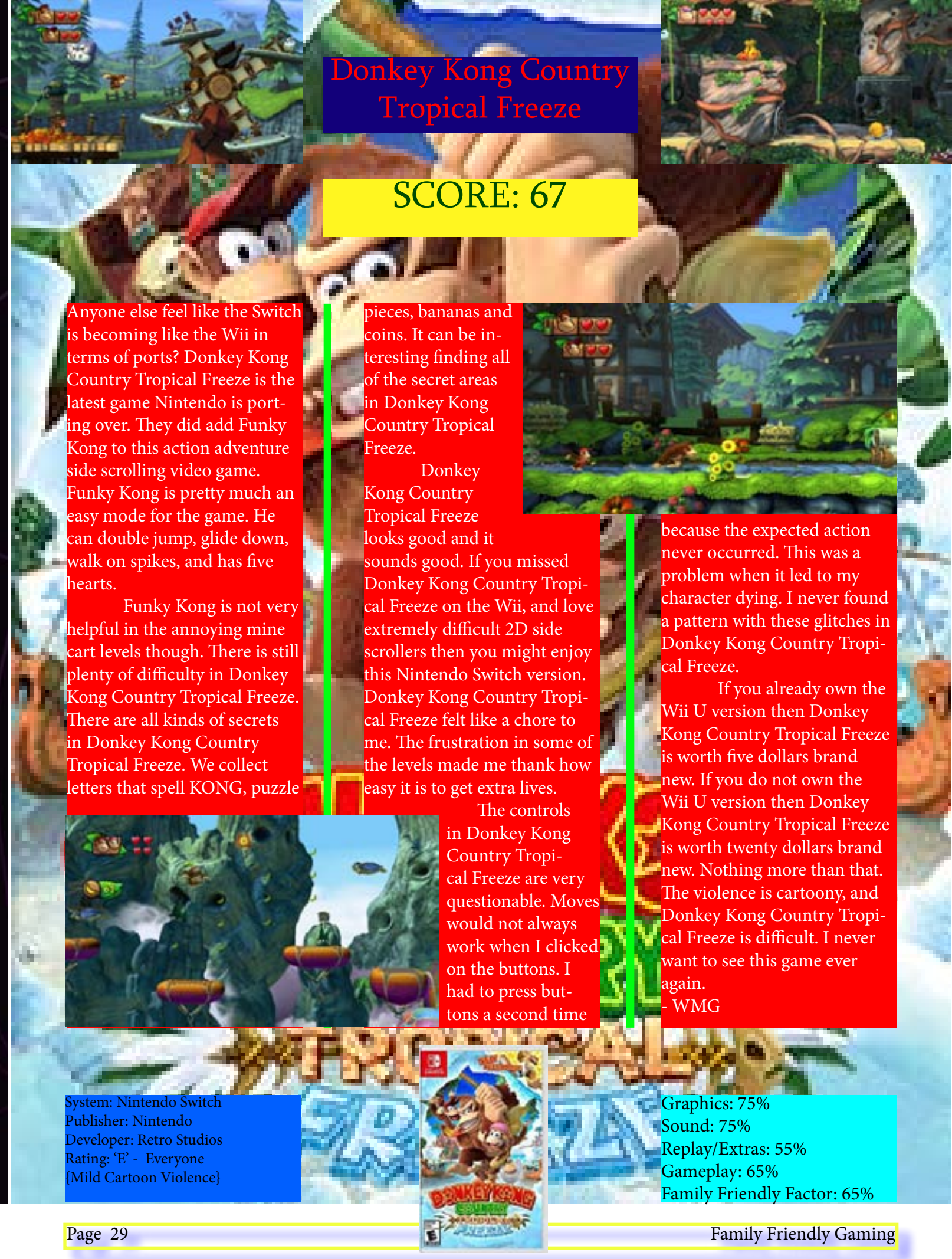
A fast paced time-management arcade game testing your skills as the cook of a busy food truck.



Mystery of Rivenhallows

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

www.ensenasoft.com



Donkey Kong Country Tropical Freeze

SCORE: 67

Anyone else feel like the Switch is becoming like the Wii in terms of ports? Donkey Kong Country Tropical Freeze is the latest game Nintendo is porting over. They did add Funky Kong to this action adventure side scrolling video game. Funky Kong is pretty much an easy mode for the game. He can double jump, glide down, walk on spikes, and has five hearts.

Funky Kong is not very helpful in the annoying mine cart levels though. There is still plenty of difficulty in Donkey Kong Country Tropical Freeze. There are all kinds of secrets in Donkey Kong Country Tropical Freeze. We collect letters that spell KONG, puzzle

pieces, bananas and coins. It can be interesting finding all of the secret areas in Donkey Kong Country Tropical Freeze.

Donkey Kong Country Tropical Freeze looks good and it sounds good. If you missed Donkey Kong Country Tropical Freeze on the Wii, and love extremely difficult 2D side scrollers then you might enjoy this Nintendo Switch version. Donkey Kong Country Tropical Freeze felt like a chore to me. The frustration in some of the levels made me thank how easy it is to get extra lives.

The controls in Donkey Kong Country Tropical Freeze are very questionable. Moves would not always work when I clicked on the buttons. I had to press buttons a second time

because the expected action never occurred. This was a problem when it led to my character dying. I never found a pattern with these glitches in Donkey Kong Country Tropical Freeze.

If you already own the Wii U version then Donkey Kong Country Tropical Freeze is worth five dollars brand new. If you do not own the Wii U version then Donkey Kong Country Tropical Freeze is worth twenty dollars brand new. Nothing more than that. The violence is cartoony, and Donkey Kong Country Tropical Freeze is difficult. I never want to see this game ever again.

- WMG

System: Nintendo Switch
Publisher: Nintendo
Developer: Retro Studios
Rating: 'E' - Everyone
(Mild Cartoon Violence)

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



Mega Man X Legacy Collection 1+2

SCORE: 67

After Capcom failed Family Friendly Gaming so completely and totally with Mega Man X Legacy Collection 1+2, I am very glad FFG stepped up and paid for this retro video game compilation. As you know I like seeing retro video game compilations. I actually like all kinds of compilations. FFG paid for a used like new version of Mega Man X Legacy Collection 1+2. Unfortunately it was not accurately reported.

Be careful buying any used copies of Mega Man X Legacy Collection 1+2 on the Nintendo Switch. There is a cartridge for the first Legacy Collection (games 1-4). The second Legacy Collection (games 5-8) is included on a digital download code. Guess what was missing for us? The digital download code. Why did you do that Capcom? They included a second disc for the PS4 and Xbox One versions.



Mega Man X Legacy Collection 1+2 gives us eight Mega Man X video games. We also get a X Challenge Mode(fight two bosses at once), Mega Man X Archives, and The Day of E animated prequel film. There is a fair amount of content contained within Mega Man X Legacy Collection 1+2 as long as you get everything and do not currently own all of these retro



titles. Expect a lot of violent content within Mega Man X Legacy Collection 1+2. We blow apart all of these different robots in all eight of the games, and the additional new content. Mega Man X Legacy Collection 1+2 also contains blood, lack of attire, and enticement to lust. If you are a Mega Man X fan then you will find plenty of bonus content in terms of art, videos and more. I liked some of the clothing.

As technology continues to improve companies can easily emulate their games on newer systems. Mega Man X Legacy Collection 1+2 is a classic example of this. I just wish the Nintendo Switch version was not so much of a letdown.

I can not recommend the Nintendo Switch version of Mega Man X Legacy Collection 1+2 to anyone based on the problems we ran into. Hunter Mode is handy though.
- Paul

System: PC/PS4/XBONE/Switch(tested)
Publisher: Capcom
Developer: Capcom
Rating: "T" - THIRTEEN and OLDER ONLY {Blood, Cartoon Violence, Mild Suggestive Themes}



Graphics: 55%
Sounds: 75%
Replay/Extras: 85%
Gameplay: 60%
Family Friendly Factor: 60%

VIDEO GAME LIES



By
Paul Bury
Version 3

BUY IT NOW RIGHT HERE



Tempest 4000

SCORE: 60



Dragon Quest XI Echoes of an Elusive Age

SCORE: 68



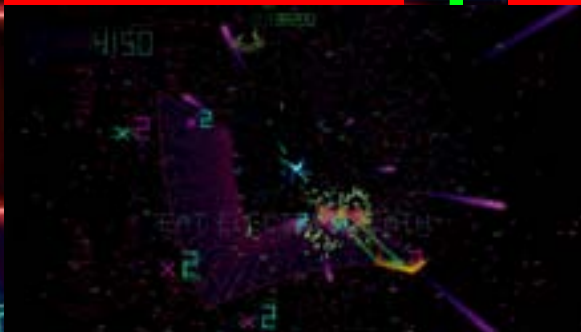
I don't know what I expected from Tempest 4000. I thought it would be a modern video game based on the retro Tempest franchise. I thought there would be some cool amazing graphics and things to do. Atari was already off to a bad start by failing us completely. How difficult is it to reply to emails? Obviously the millions of readers in Family Friendly Gaming Universe are not enough for them to want to make sales. No wonder Atari has gone bankrupt so many times in the past.

We move around these objects in Tempest 4000 and shoot things that come up at us. This might be interesting and this might be fun if the controls were a bit better. The lag in the controls make playing this game a miserable experience. I tried over and over again and died on certain objects in Tempest 4000. The 1.7 gig installation made me feel like I wasted my disc space



on this game. Yes we have a physical copy. You would know that if you were watching our FFG Haul videos. Go here for more information.

The retro font and the visual special effects are really cool in Tempest 4000. The techno music will keep you awake and energized. There are two modes to play Tempest 4000 in. They are Pure and Survival. There are supposed to be one hundred levels in



Tempest 4000. I was only able to get to ten of them because of the controls and difficulty. There are levels that are fun.

The best level in Tempest 4000 in my opinion is the flat one line. That level worked better than the others. I am not sure why some of the others were so difficult. There are power ups and smart bombs in Tempest 4000. Be aware those smart bombs are limited. I needed them more times than I had them. Those things got to the top really quickly and I could not get them all.

Tempest 4000 does not feel very different from past Tempest games in my opinion. I am thankful Family Friendly Gaming purchased a copy so I could review Tempest 4000.

I value this game at five dollars brand new. Anything more than that will be a waste of money. Tempest 4000 feels small, looks small, and is a weekend rental at best for most families. - Peter



System: PC/PS4/Xbox One(tested)
Publisher: Atari
Developer: Llamasoft
Rating: 'E' - Everyone SIX and OLDER ONLY
{Mild Fantasy Violence}

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

My hit points are full thanks to Family Friendly Gaming purchasing a copy of Dragon Quest XI Echoes of an Elusive Age on the Playstation 4. The PR and Marketing human beings representing this game failed Family Friendly Gaming Universe like attacking a boss when your char has one hit point. I was able to take my time with Dragon Quest XI Echoes of an Elusive Age since there was no deadline from the impatient selfish human beings in PR and Marketing.

The issues families will have with Dragon Quest XI Echoes of an Elusive Age are violence, blood, lack of attire, enticement to lust, magic, gambling, alcohol, bad lan-

guage, spirits, religious teachings of reincarnation, and more. The voice acting is either hit or miss with the player. I enjoyed listening to their radical accents. Not everyone here does though.

Expect to grind early and often in Dragon Quest XI Echoes of an Elusive Age. Grinding was never a chore in this game though. I liked earning skill points and getting more powerful skills. Forging weapons is also a fun past time as long as you have the recipes to make things. The



an Elusive Age. Chase scenes shook up the monotony in Dragon Quest XI Echoes of an Elusive Age. The storyline in Dragon Quest XI Echoes of an Elusive Age is typical Far East religious content that continues to bring down the genre.

Dragon Quest XI Echoes of an Elusive Age does a fairly decent job of relaying emotion to the player. There are a variety of characters in Dragon Quest XI Echoes of an Elusive Age that we come across. Some are more helpful than others. I value Dragon Quest XI Echoes of an Elusive Age at thirty dollars brand new. Anything above that is too much.
- RPG Master



fortune tellers in Dragon Quest XI Echoes of an Elusive Age are freaky. Riding a horse around the large world is fun in Dragon Quest XI Echoes of

System: PC/Playstation 4(tested)
Publisher: Square Enix
Developer: Square Enix
Rating: 'T' - THIRTEEN and OLDER ONLY {Crude Humor, Fantasy Violence, Mild Blood, Simulated Gambling, Suggestive Themes, Use of Alcohol}



Graphics: 60%
Sounds: 60%
Replay/Extras: 85%
Gameplay: 85%
Family Friendly Factor: 50%



LEGO DC Super-Villains

Fifa 19

SCORE: 70

SCORE: 68

I like most Lego video games that are created. LEGO DC Super-Villains is a game where we play the bad guys. The back of the case says: "It's Good to be Bad." When and where has that ever been true? Does God say: "well done evil and foul person?" No he does not. So why are we playing the bad guys in LEGO DC Super-Villains?

I am not surprised the PR and Marketing people failed Family Friendly Gaming with this game. After all we stand up for what is right. We do not support evil, vile, and wicked things. This is part of the video game corruption problem. Think for yourself and get ignored. Stand up for God and find yourself discriminated against in this industry. Doesn't that violate the First Ammendment?

The voice acting is

stellar in LEGO DC Super-Villains. I recognized many of the voices in this home console super hero brick breaking video game. The areas are large and the graphics look really good. Graphically LEGO DC Super-Villains is a mixture between real things and Lego objects. The levels are long in LEGO DC Super-Villains. Some of

them took around an hour to complete. There are check-points within them thankfully. Stud collection is lost if you save and quit though.

LEGO DC Super-Villains has hints for newbies to the Lego video games. I used the hints myself to get through levels faster. I noticed the loading time is long in LEGO DC Super-Villains. We are not allowed to skip the intro movie to this game which is extremely lame. There are twenty chapters in LEGO DC Super-Villains. Which warrants a price of twenty-five dollars in my opinion.

The typical Lego humor is found within LEGO DC Super-Villains.

At times it got old especially since we are playing with the villains. At least we can choose to be a hero at the end of this game.

- Teen Gamer

The gap between PES and Fifa continues to grow. Fifa 19 comes close to catching PES a few years back in terms of ball handling. Fifa continues to lack in many other areas though. After the long installation I had to deny EA access to spam email me advertisements, and then I had to connect to their servers. Why do I need to do that when I just want to play the game offline only? EA does still not get it.

I was shocked to find bad language and offensive music in Fifa 19. The ESRB was not professional in their rating since that was left off the case. Fifa 19 has no descriptors even though we found multiple descriptors in this game. Fifa 19

also has a lack of attire and enticement to lust. The Journey returns and makes us play as a woman. Typical extreme radical far leftists political correctness rebellion against God propaganda in Fifa 19.

There are a lot of teams in Fifa 19. The difficulty settings are either way too easy to too difficult. There is not a good in between setting in Fifa 19. The modes in Fifa 19 are Kick Off, The Journey Champions, Claim Your Pack, Ultimate Team, Career, UEFA Champions League, Kick Off,

Tournaments, Skill Games, and the Options. The Online modes are Online Seasons, Co-op Seasons, Pro Club, Online Friendlies, and Fifa 19 on Twitch. Fifa 19 disap-

pointed me. Especially considering the cost we paid for this game on Black Friday. PES continues with the crown yet again this year. Fifa 19 barely improves last year, and includes offensive content that should have been reported by the ESRB. I value this game at five to ten dollars brand new.

The graphics in Fifa 19 are okay. Since we are zoomed out so far when playing it can be difficult to see when the ball was stolen. The announcers are about the same this year as last year. Do they record anything new every year? Or is it just a lot of rehash. Get ahead by ten goals to see what I mean. I also found glitches in Fifa 19.

- Paul

System: Nintendo Switch/PC/PS4/Xbox One
Publisher: WB Games
Developer: TT Games
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}



Graphics: 75%
Sounds: 85%
Replay/Extras: 70%
Gameplay: 70%
Family Friendly Factor: 50%

System: PS4/Xbox One(tested)
Publisher: EA Sports
Developer: EA Vancouver
Rating: 'E' - Everyone SIX and OLDER ONLY



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



Castlevania Aria of Sorrow

SCORE: 65



WWF Royal Rumble

SCORE: 74



If you watch our Youtube channel then you know I have been playing through Castlevania Aria of Sorrow on the Gameboy Advance again. It has been over a year of working on this game every other week. Some people have asked me why. We received a reader/viewer request. We already had the game, and was interested in the challenge of replaying and getting a re-view online.



The issues families can have with Castlevania Aria of Sorrow are blood, violence, lack of attire, enticement to lust, bad language, and more. The main character we play is supposed to have Dracula's soul within him. We also collect the souls of monsters and use them for special skills, attacks, defenses, and more. The main character does not want to become Dracula and fights it.

The coolest thing about Castlevania Aria of Sorrow is we can level up our character. This means grinding is required in certain areas to make it through. Whenever I had trouble with a boss I went and beat enemies until I was a high enough level to beat the



boss. A certain amount of skill also helps in finding patterns, avoiding damage, and dishing it out when there are opportunities.

Castlevania Aria of Sorrow encourages players to explore. As we get new skills and powers we can access new areas of the castle. Remembering where everything is can be a bit on the tricky side. So Castlevania Aria of Sorrow encourages the players to explore around the castle finding what has now been opened up thanks to the new skills earned.

I had fun playing Castlevania Aria of Sorrow. I also was extremely frustrated at times. Castlevania Aria of Sorrow made me question my gamer skills more than once. When you beat Castlevania Aria of Sorrow then you can play Boss Rush mode, and harder modes. - Paul

System: Gameboy Advance
Publisher: Konami
Developer: Konami
Rating: 'T' - THIRTEEN and OLDER ONLY {Animated Blood, Violence}



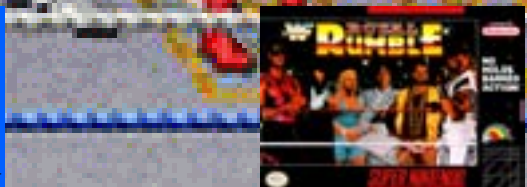
Graphics: 50%
Sound: 60%
Replay/Extras: 85%
Gameplay: 80%
Family Friendly Factor: 50%

I am very thankful I had the money to purchase WWF Royal Rumble on the Super NES. This game is also on the Genesis and Sega CD. Those versions have different wrestlers in them though. The modes in WWF Royal Rumble are One-On-One, Tag Team, Triple Tag Team, and Royal Rumble. There are multiple difficulty settings in WWF Royal Rumble.

Two family members can enjoy this retro game at the same time. It took some experimentation to learn the controls in WWF Royal Rumble. There is violent content as we pummel one another in WWF Royal Rumble. Throwing characters over the top rope and on to the floor does not seem too terribly bad in WWF Royal Rumble compared to modern day wrestling games.

The graphics in WWF Royal Rumble look good for its era. The fans in the stands look different and have head animations. The animations of the wrestlers are decent in WWF Royal Rumble. The audio in WWF Royal Rumble could have been better. I feel like I got my moneys worth out of WWF Royal Rumble on the Super NES. I may investigate other retro wrestling games in the future. - Paul

System: Super NES
Publisher: Acclaim Entertainment
Developer: Sculptured Software
Rating: 'NR' for Not Rated



Graphics: 80%
Sound: 60%
Replay/Extras: 90%
Gameplay: 80%
Family Friendly Factor: 60%

Astyanax

SCORE: 58

I love finding different retro games and presenting them to Family Friendly Gaming Universe. Astyanax is one such video game. I will admit I am not impressed with this side scrolling 2D hack and slash video game. Enemies repawn way too quickly, and there are way too many cheap hits. We must back track quite a ways whenever a cheap hit kills us.

We have quite a bit of health in Astyanax on the NES. We need it too because it is easy to get hit over and over again. The power level for the sword is interesting, but really makes the game even tougher. The storyline is predictable and filled with holes. A fairy transfers us to her world to save the princess. Only the princess can send us home.

The music in Astyanax is actually cool to listen to. The graphics had numerous glitches. The difficulty of Astyanax is up there. This is a game I have no interest in playing ever again. I am glad there were never any sequels to Astyanax (that I know of). Magic is a part of the fantasy world of Astyanax. Only one player at a time can get frustrated playing Astyanax. - Paul

System: NES
Publisher: Jaleco
Developer: Aicom
Rating: 'NR' - Not Rated

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

SPORTS



Product: Team Sonic Racing
Company: Sega
System: PC/PS4/Xbox One/Switch
Release Date: May 21, 2019
Rating: 'E' - Everyone SIX and OLD-
ER ONLY {Mild Cartoon Violence}



Product: Team Sonic Racing
 Company: Sega
 System: PC/PS4/Xbox One/Switch
 Release Date: May 21, 2019
 Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}







DREAMWORKS

DRAGONS
NEW RIDERS

Product: Dragons Dawn of New Riders
Company: Outright Games
System: PS4/Xbox One/PC/Switch
Release Date: February 15, 2019
Rating: "RP" for Rating Pending



DREAMWORKS

DRAGONS
NEW RIDERS

Product: Dragons Dawn of New Riders
Company: Outright Games
System: PS4/Xbox One/PC/Switch
Release Date: February 15, 2019
Rating: "RP" for Rating Pending



Product: Dragons Dawn of New Riders
Company: Outright Games
System: PS4/Xbox One/PC/Switch
Release Date: February 15, 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: 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: TALES OF VESPERIA
Definitive Edition
Company: Bandai Namco
System: PC/PS4/Xbox One/
Switch
Release Date: Jan 11, 2019
Rating: "RP" for Rating Pending



Product: TALES OF VESPERIA
Definitive Edition
Company: Bandai Namco
System: PC/PS4/Xbox One/
Switch
Release Date: Jan 11, 2019
Rating: "RP" for Rating Pending





Product: ONE PIECE World
Seeker
Company: Bandai Namco
System: PC/PS4/Xbox One
Release Date: 2019
Rating: 'RP' for Rating Pending





Product: ONE PIECE World Seeker
 Company: Bandai Namco
 System: PC/PS4/Xbox One
 Release Date: 2019
 Rating: 'RP' for Rating Pending





Product: Jump Force
Company: Bandai Namco
System: PC/PS4/Xbox One
Release Date: February 2019
Rating: "RP" - Rating Pending





Product: Jump Force
 Company: Bandai Namco
 System: PC/PS4/Xbox One
 Release Date: February 2019
 Rating: "RP" - Rating Pending





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PLAYING



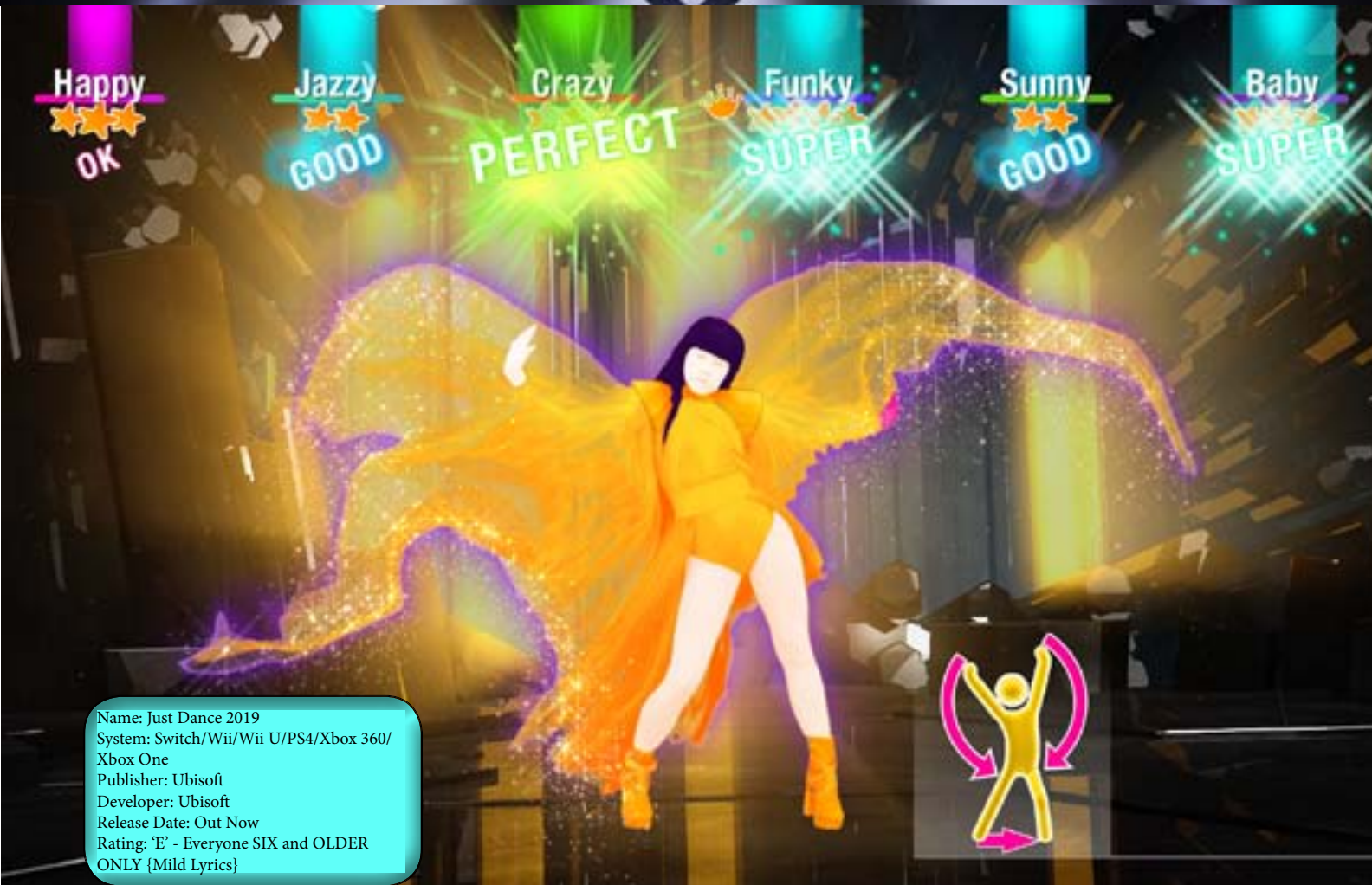


Name: PAW Patrol on a Roll
 System: Nintendo Switch/PC/PS4/Xbox One
 Publisher: Outright Games
 Developer: Torus Games
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY





Name: PAW Patrol on a Roll
 System: Nintendo Switch/PC/PS4/Xbox One
 Publisher: Outright Games
 Developer: Torus Games
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY



Name: Just Dance 2019
System: Switch/Wii/Wii U/PS4/Xbox 360/
Xbox One
Publisher: Ubisoft
Developer: Ubisoft
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER
ONLY {Mild Lyrics}



Name: Just Dance 2019
System: Switch/Wii/Wii U/PS4/Xbox 360/
Xbox One
Publisher: Ubisoft
Developer: Ubisoft
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER
ONLY {Mild Lyrics}



Name: Forza Horizon 4
System: Xbox One/PC
Publisher: Microsoft Studios
Developer: Playground Games
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY

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NOW PLAYING



Name: Forza Horizon 4
System: Xbox One/PC
Publisher: Microsoft Studios
Developer: Playground Games
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY

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NOW PLAYING



Name: Forza Horizon 4
System: Xbox One/PC
Publisher: Microsoft Studios
Developer: Playground Games
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY

Last Minute

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Product Name

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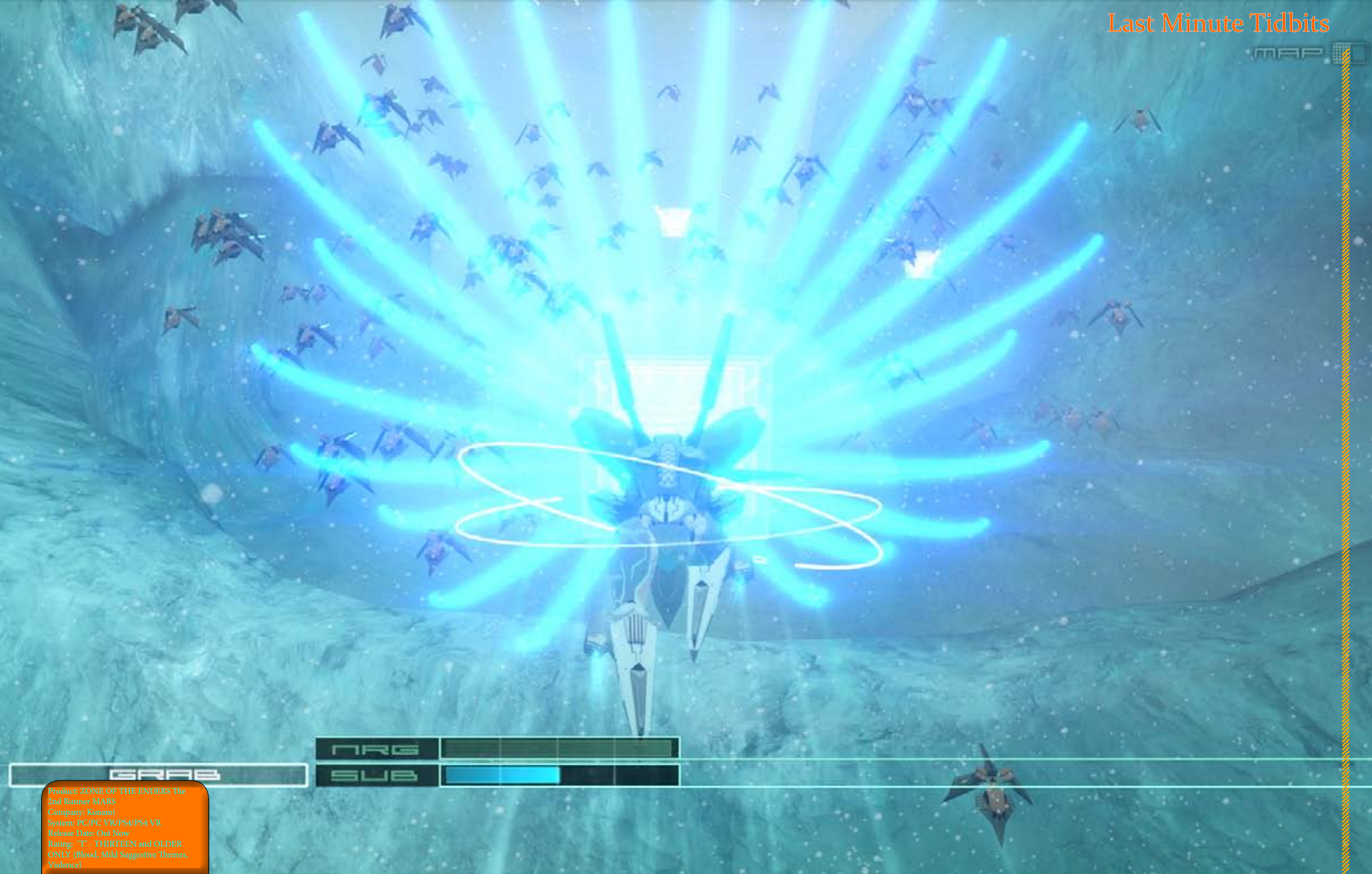
Product: Christmas Carol
Company: Libredia Entertainment
System: PC
Release Date: Out Now
Rating: 'NR' - Not Rated





Product: Christmas Carol
 Company: Libredia Entertainment
 System: PC
 Release Date: Out Now
 Rating: 'NR' - Not Rated





Product: ZONE OF THE ENDERS The
2nd Runner MARS
Company: Konami
System: PC/PC VR/PS4/PS4 VR
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER
ONLY (Blood, Mild Suggestive Themes,
Violence)

NRG				
SUB				



Product: ZONE OF THE ENDERS The 2nd Runner MARS
 Company: Konami
 System: PC/PC VR/PS4/PS4 VR
 Release Date: Out Now
 Rating: "T" - THIRTEEN and OLDER ONLY (Blood, Mild Suggestive Themes, Violence)





Product: BATALI
 Company: Fall Damage
 System: Personal Computer
 Release Date: TBA
 Rating: 'RP' - Rating Pending





Product: BATALJ
Company: Fall Damage
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending

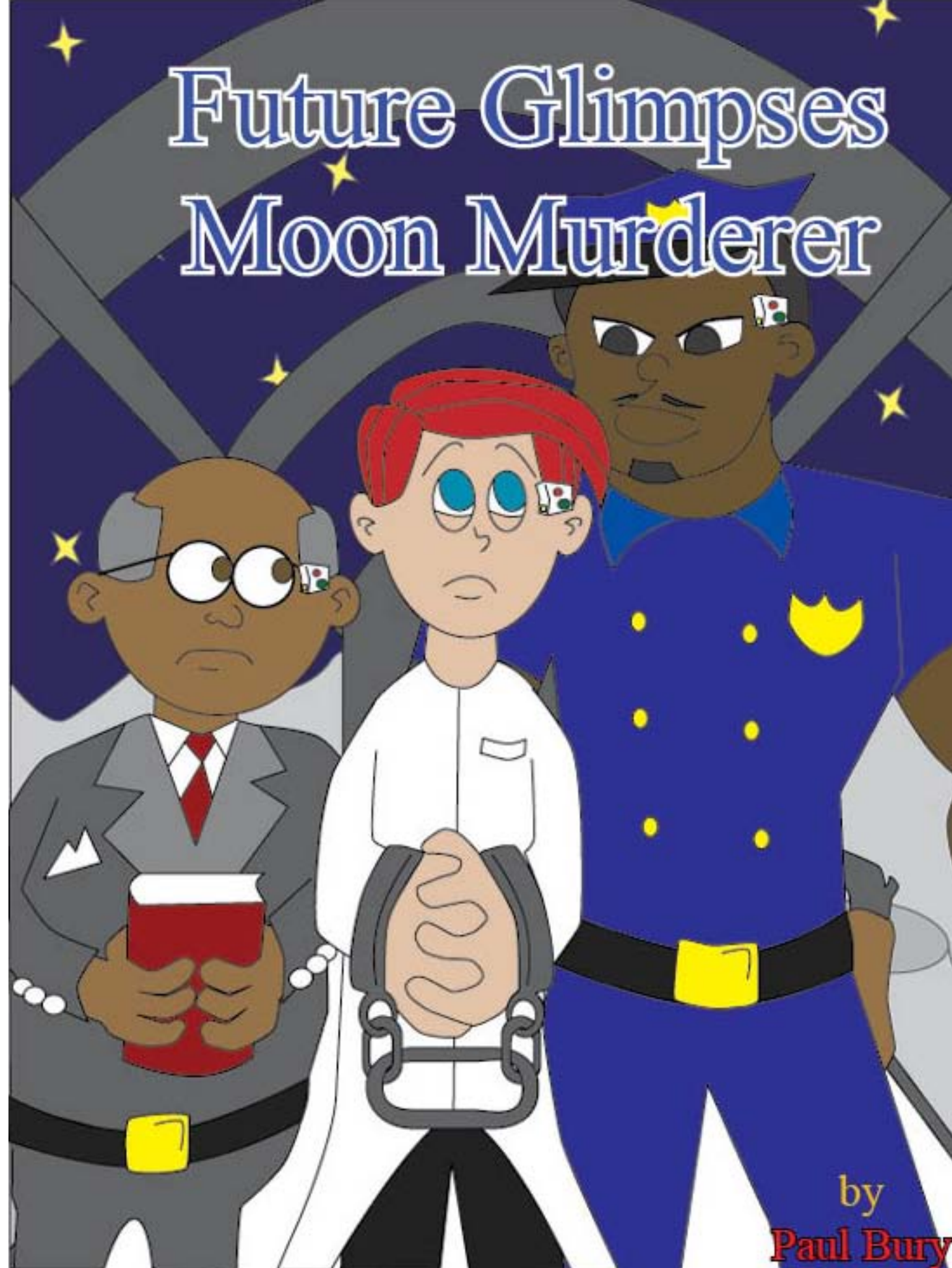




Product: Williams Pinball Volume 1
Company: Zen Studios
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: "E10+" - Everyone TEN and OLDER ONLY [Fantasy Violence, Mild Language]

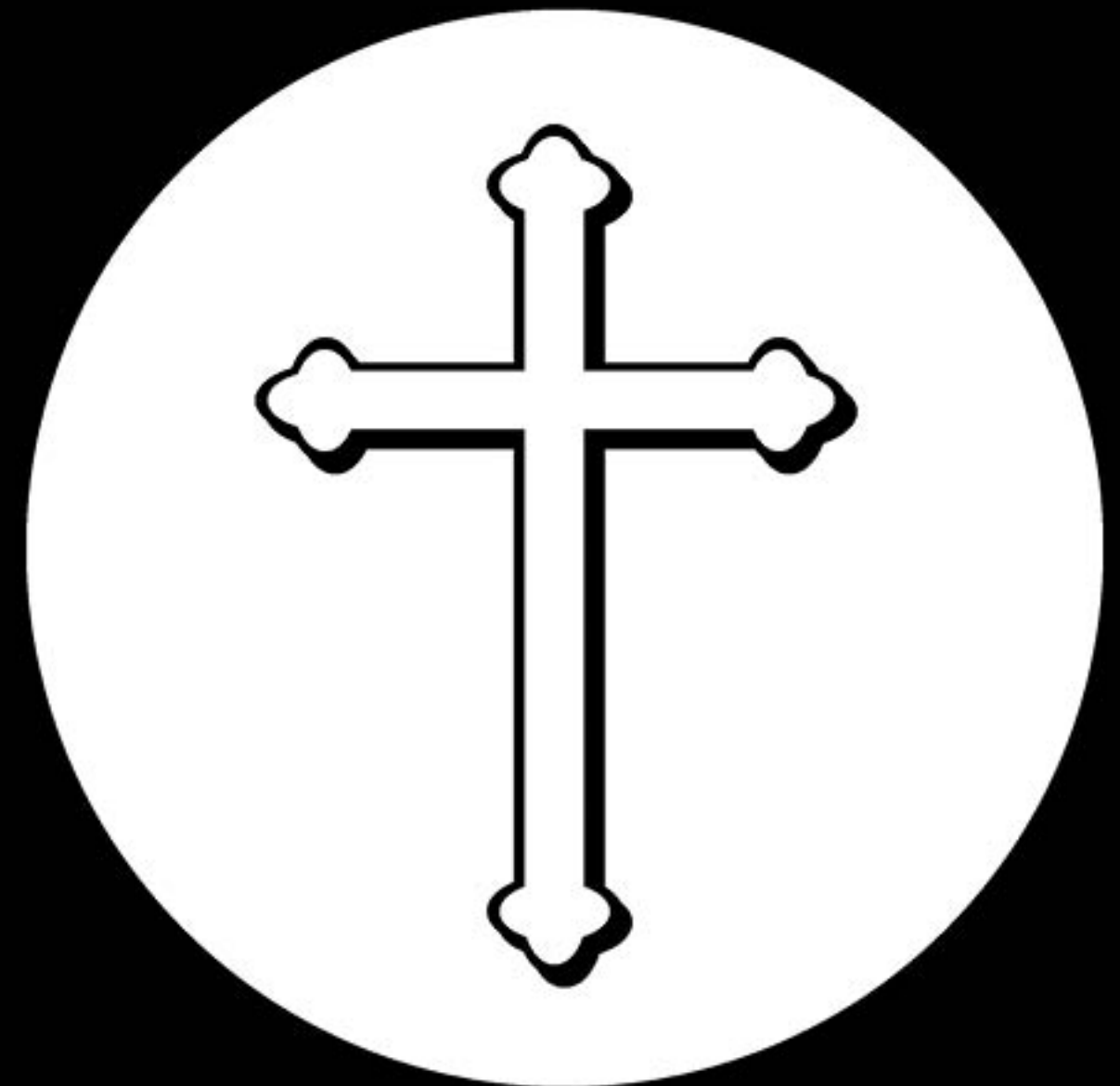


Product: Deracine
Company: Sony Interactive Entertainment
System: PS4 VR
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY (Fantasy Violence)



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