

Family Friendly Gaming

THE VOICE OF
THE FAMILY IN
GAMING

TM



*The Lego Move
2 Videogame wants
you to build it!*

**Pokemon Sword,
Pokemon Shield,
Snooker 19, and
more in this fabu-
lous issue!!**

ISSUE #142

May 2019

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May 2019

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Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their parents.

On the Cusp

I can feel we are on the cusp of something amazing. Have you ever had that feeling before? You are excited and nervous at the same time. At least I am. There are changes in our lives that are bad. I feel a wonderful, amazing, great change is right around the corner. There have been so many signs that show this to me. Will I be able to contain my excitement? I doubt it. Ya'll know me. I wear my heart on my sleeve. I am transparent, and open. I have been real and genuine throughout all of the Youtube issues.

Speaking of the Youtube issues I noticed something interesting. Whenever God needs his people to go into the world somewhere else and shine as a light in the darkness He allows persecution to come. The end result is believers move to new areas and there is explosive growth for the Kingdom of God. I can not help but wonder if that is what is going on with Family Friendly Gaming and Youtube. We got a little complacent. We got used to the constant continuous success. We were not really challenged. Did God allow Youtube to get so horrible so we would move into Twitch, Daily Motion, Metacafe, and Bit.Tube? I believe we are right on the edge of explosive growth with these as sites as well.

I see all kinds of different paths in front of me. Which one will God open for me? Change can be bothersome, especially for those of us who are capable of being content. I force myself to remember to keep churning on a daily basis. What I do may change from time to time. How I do it may change as well. I keep my heart and mind open to the new things God wants me to do. I am willing to humble myself in a variety of ways. I continue to be that shining light in the face of a variety of people being evil toward me and Family Friendly Gaming. I have the strength to squash them with little effort from me. That is not the right way though. I choose the right way, and they shame themselves and their entire families with their deeds. It is my hope they learn from these mistakes and turn from their wicked ways.

There have been so many cool things going on here at Family Friendly Gaming. From new advertisers to discussions over sponsorships. We are having a blast playing games, doing streams, and more. A lot of these things

are new to us. We are adapting and changing as we have been required to. We see such an amazing and positive future for Family Friendly Gaming. It is all thanks to you. Without your prayers, love, support, donations, and other areas of assistance we would have closed up shop many years ago. Give yourself a pat on the back for keeping us going this long. Lord willing miracles will happen that will allow us to keep going strong for years to come. I have faith and confidence that they will. I have the belief we have a shiny happy future. How about you? What do you think?

God bless,
Paul Bury



Springtime

I am so happy that the weather has warmed up and we have gotten to spring. This was a long yo-yo winter. It was cold for a spell, and then warmed up. Then it got cold again for another spell. This meant the weeds did not get completely killed off. There were too many insects left as well. It felt like the winter dragged on because it would warm up for just enough to make us year for warmer weather. Now that spring has finally arrived I am thankful.

Spring has brought us quite a bit of rain. It has also brought us lightning and thunder. We are happy to have another little garden going again this year. Hopefully the strawberries in the back yard will rebound. The weeds have taken over the ground level of where the raspberries are. Paul feels bad but does not have the time he used to when he worked from home. A lot of people do not realize how much time is lost in commuting to and from a work site. He still prays for the finances to do Family Friendly Gaming full time. I know how much he loves doing this work. Sadly it does not pay enough. Too few video game companies ever consider our financial needs. Most of them are all about themselves and make them more money with their latest product. It is always funny when someone in PR and Marketing complains we did not do enough slave labor for them and their product failed.

Do you have any plans to do any spring cleaning? Is that in your upcoming and near future? I have not considered it myself. I have not had the urge to go on a cleaning spree yet. We need to repaint our shed when the weather gets nice enough. We probably will not put out our pool this year since the teenagers are not into it anymore. *Sigh* Enjoy your kids when they are bright eyed, young, and hang on your every word. The teenage years are challenging in a great many ways. There are new rewards as they age. I hope to see some of them soon. Peter is finally interested in learning how to drive. Which for me as a mother is a scary thing. I remember my little baby that is going to be driving soon. Where has the time gone?

Someone asked me recently how I felt about my kids playing video games. I told them I am pleased they are not running around getting into trouble. They are not robbing places, doing drugs, or alcohol. Yes video game ad-

diction is a serious problem. Yes there needs to be limits on video game play. My teens are not getting someone pregnant. They are not harming others. They are not harming themselves. I see they could be doing much worse things. I know not everyone agrees with me on this though. Which is fine. You can disagree. We are all doing our best, and learning as we go.

What plans does your family have for the spring? Any trips being planned? Any projects being set up? We are still trying to work it out here at Family Friendly Gaming and with our family.

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.

PRAYER PUPS BY JEFFREY SMITH



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TOM YOU WON'T BELIEVE IT I GOT FRONT ROW SEATING AGAIN OH MY GOODNESS RUN UP HERE NOW I'LL SAVE IT WHILE I CAN

04-28-2014

This catalog features **1500+** of **9000** available Homeschool titles.



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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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Easter 1	EAN 5060209840680
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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
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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



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!

Use your video

Hello,
my name is Christina {EDITED OUT FOR SECURITY}. I'm a teacher in a primary-school near Munich. I would like to use the song "jump up", which I found on youtube: <https://www.youtube.com/watch?v=52pdkAMDe4>, for a school - intern event for the parents of my pupils. Is it possible to buy this song on a cd or something like that?
Thank you very much for your answer
- Christina

{Paul}: Christina,

Excellent question. Do not know for certain. Here is the intro and credits video that shows who wrote, sang, etc the song: https://www.youtube.com/watch?v=eB6lAi_pveM

Hopefully that should have information that can assist you. Ubisoft made this game – Just Dance Kids 2. They might have additional information. Ubisoft gave us a license to record our dance game play of their game. Our understanding of the fair use copyright laws in the United States (not sure about Germany) is education is allowed to use these videos.

Hopefully that helps.

Youtube is evil

Your article entitled Youtube Steals from US is perfect. Finally someone else coming out and exposing Youtube for their massive corporate greed, lies, and discrimination. I have been watching your Twitch videos and noticed your website



added Daily Motion. I have been watching your videos on Daily Motion. Keep up the good fight. I know it can be stressful to deal with Youtube.
- Carl

{Paul}: Carl,

Thank you for your support. If we could get 10% of our Youtube subscribers over to Twitch we would have it made. The same goes for Daily Motion. Thank you for watching videos on both places. A Twitch stream updating the status will be coming out most likely before this publishes. As I write this we were put on indefinite hold for our monetization on Youtube. They refuse to tell us what we are doing wrong in their radical far leftist eyes. They refuse to tell us what to change. They just tell us to get in line with their vague and highly

subjective policies. They are still running ads on our videos. So our videos are good enough for them to profit off of, but we can not get paid for our hard work. Youtube went from 40% of the ad revenue to 100%. Corporate greed seems the more likely scenario.

Last year I asked you guys to start streaming on Twitch. You told me you would look at it and get the right equipment to do so. I am so happy to see Family Friendly Gaming has gotten the right equipment. Your Twitch streams are awesome. Please

them later though. Are you guys taking game play requests at all?
- Jason

{Paul}: Jason,

Appreciate the words of encouragement. For everyone who does not know here is our Twitch channel -

https://www.twitch.tv/family_friendly_gaming

We need everyone in Family Friendly Gaming Universe to go here and click on the purple heart. That will allow you to find out when we have streams coming, and new videos.

We are taking game play requests as long as they are rated EC to T and we can work them in. We are still doing games that had a series/playlist on Youtube. We have also tried asking on Twitter. We plan on doing that again in the near future. I want to try and connect more with ya'll, and be more interactive. We need to get to Twitch Affiliate status very soon if we are going to continue streaming on Twitch. That is no joke and that is no exaggeration. We are in a tough spot after Youtube stole all of our monetization money. We keep asking the 78K in subscribers on Youtube to come over to Twitch. We are doing all the



Twitch

keep them going. I love watching them. I can not always watch them live so I do catch up on

SOUND OFF Continued



Way to lay out the gauntlet. Who is up for the challenge? It is my hope and prayer that your challenge is answered

same stuff and more on Twitch.

FFG Emergency

Our family has used Family Friendly Gaming for years. I have a confession to make. I never once thought about the needs of you and your family. I was always thankful for what you do. I am still thankful. The Holy Spirit convicted me that I should do something to help out Family Friendly Gaming. You and your family are not constantly asking for help. This is the first time I ever remember seeing you ask for help. I

am sending a donation and will check out the other video sites like you asked. I challenge every other Family Friendly Gaming Youtube viewer to also help out. I challenge all of the companies who have benefited from Family Friendly Gaming to help out. If half of them do, I know you and your family will be taken care of for years to come.

- Tabitha

{Paul}: Tabitha,

Thank you so much for your donation, assistance, and challenges. It almost made us cry here at Family Friendly Gaming.

by a great number people. Or we cease to exist.

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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Want to advertise in Family Friendly Gaming?

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: Can companies sponsor Family Friendly Gaming?

Answer:

Question: Do you enjoy watching R-rated movies? Why or why not?

Answer:

Question: Do you enjoy playing M-rated games? Why or why not?

Answer:

Question: Where can the Video Game Lies book be purchased?

Answer:

Question: Is there a page on how you can help Family Friendly Gaming?

Answer:

Question: Does Family Friendly Gaming have a Twitch channel?

Answer:

Question: Does Family Friendly Gaming have a Daily Motion channel?

Answer:

Question: What was in the FFG Emergency video?

Answer:

Question: When did you start reading FFG?

Answer:

Question: What day of the week is it right now?

Answer:

Question: Were you born in this calendar month?

Answer:

Question: What would you do if Family Friendly Gaming stopped publishing?

Answer:

Question: Are you one of the 8.88 million readers of FFG?

Answer:

DEVOTIONAL

Helpful Thoughts

Wages Not Paid

One of the reasons I was so bothered by Youtube stealing the monetization money from us after paying us for five and a half years are spiritual and religious. **James 5:1-6** *Now listen, you rich people, weep and wail because of the misery that is coming on you. 2 Your wealth has rotted, and moths have eaten your clothes. 3 Your gold and silver are corroded. Their corrosion will testify against you and eat your flesh like fire. You have hoarded wealth in the last days. 4 Look! The wages you failed to pay the workers who mowed your fields are crying out against you. The cries of the harvesters have reached the ears of the Lord Almighty. 5 You have lived on earth in luxury and self-indulgence. You have fattened yourselves in the day of slaughter. 6 You have condemned and murdered the innocent one, who was not opposing you.* There is a lot in there to digest.

Youtube put advertisements on our videos. Youtube was paid 40% of that for five and a half years. They then decided they want 100% of the advertisement money. Since it is their site they abused their position of power. Youtube expect us to

continue to work for them, and get paid nothing. Their greed seems to know no bounds. They are not content with the massive wealth they already have. They steal from the poor to add to their wealth. Youtube claims our channel has problems and that is why we can not get paid. Yet they have no problems running advertisements on these videos and profiting from it themselves. If our videos are so offensive that we can not make money from them, then how can Youtube profit from them?

If Youtube cared about respecting the religious beliefs of others they would know what they have done is highly offensive to Christians. We know the Holy Bible. We know James 5:4. We know how evil it is for a wealthy entity to not pay people for their work. This is exactly what Youtube has done to us now. They are in essence attacking our religious beliefs. They are showing themselves to be that evil entity that God will punish. I would prefer Youtube turn from its evil ways. I would prefer Youtube repent from its evil deeds. Do you think they will do it?

The wealth hoarding going on at Youtube and Google are horrible. Someone needs to

speak out. Someone needs to address this. Christians should boycott everything Youtube and everything Google until they prove they can respect James 5:4. Do you think they will prove they respect our religious beliefs? I honestly have little faith in Youtube or Google. They have been evil and abusing for many years now. It has gotten worse as they have gotten more powerful. We need Christian alternatives. We need believers who will be fair, just, and honest with content creators.

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.

Golden Rule

It is astounding how many people treat others like dirt. At the exact same time they want to be treated with respect. There are people who are rudely talking over others. When it happens to them they have a conniption fit. They are just getting treated how they treat others. It is really sad to see certain people act this way. They want respect, but they do not give it out. Maybe their class system is based on job title, or how old someone is. Whatever they use as a system to mistreat others is going to come right back to them. Others will not respect them when they behave in such an evil manner. They do not even comprehend

what the golden rule is all about.

The golden rule is really boiled down to treat others the way you want to be treated. If you rudely interrupt someone when they are talking, then expect others to do the exact same thing to you. Those in positions of power that do this are guilty of abuse. They should be punished and taught a lesson that they can not abuse those entrusted under their control. Too many leaders are weak in this way. They spew all kinds of venom and hatred. They then expect to be talked about only in kind terms.

Treat others the way you want to be treated!

It dismays me to see so many people not comprehend what the golden rule is about. If you want to listen then you

should be listening yourself. Over and over again I hear people complain about how certain people treat certain other people. The funny thing is the people doing the mistreating are complaining about how someone else treats them. Someone at some points needs to stop this vicious cycle of mistreatment. Someone needs to show the way of how to properly treat others.

Our EIC does this on a daily basis. He has earned the title EMPEROR because he leads the proper way. He listens first, and speaks later. He smiles at others because he wants to see smiles from them. He helps out even when it is way beneath him. He does not see anything as beneath him. Too many others on this planet act like they are too good for certain activities like listening. He does not. He exhausts himself helping others on a daily basis. He takes the load and carries others over and over again. He does not complain about it either.

In what ways can you apply the golden rule in your life? Where can treat others better than they treat you? How can you make this a better world one person at a time? When and where can you do the right thing in your life?

In The

NEWS

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Lionsgate launches NEW American Sign Language Movie Viewing Initiative

Lionsgate has teamed up with Actiview, a mobile application company that provides film accessibility solutions for blind, deaf, and foreign language speaking audiences, and Celebrity Deaf Advocate Nyle DiMarco to make the worldwide box office hit WONDER the first US film to have an American Sign Language interpretation available for viewing along with the film.

The Actiview app is designed as a “second-screen” experience, either through headphones or on the user’s

phone screen, that allows users to playback audio descriptions, captions, multi-language dubs, and even sign language interpretations of films and shows while they watch on a TV, laptop, or in a theater.

“Lionsgate is committed to making our movies increasingly available and accessible,” said Brian Day, Lionsgate Senior Vice President Business and Legal Affairs. “We’re delighted to be working with Nyle and Actiview to make our incredibly moving and heartfelt movie WONDER the first film to ever have American Sign Language available alongside it.”

After winning America’s Next Top Model in 2015 and then becoming a champion on Dancing with the Stars, actor and model Nyle DiMarco has become a major advocate for the deaf community. His goal in teaming up

with Actiview and Lionsgate is to ensure that everyone has equal access to entertainment.

“I am so excited about working with Lionsgate and Actiview to make the inspiring film WONDER accessible to everyone and offer them an ASL viewing option,” said DiMarco. “It allows me to take a huge step forward in my campaign to make increasing accessibility a priority in the TV and film industry.”

How it works:

Users can watch Wonder on any available platform and the app will automatically synchronize with their TV. The app “listens” to the movie (similarly to Shazam listening to songs) and figures out where in the movie the viewer is, matching the playback from their device.

Any user will be able to download the app (iOS Only) at <http://activiewapp.com/download> or by searching “Actiview” in the App Store. They then select the movie they’re watching and the accessibility service they need (Sign Language, Audio Description, etc.).

Wonder follows the inspiring story of the Pullman family, whose youngest child, Auggie, is a boy born with facial differences. When Auggie enters mainstream elementary school for the first time, his extraordinary journey unites his family, his school, and his community, and proves that you can’t blend in when you were born to stand out.



Star Trek Alien Domain Incursion Now LIVE

GameSamba announces the official launch of the highly anticipated game, Star Trek™: Alien Domain Incursion.

Star Trek™: Alien Domain Incursion ran a successful Open Beta just weeks prior to the official launch. After optimizations and updates based on players' feedback, the game is now ready for a new future of adventure and excitement! Players and fans have battled Species 8472 - and each other - for the better part of four years in GameSambas' first Star Trek™ game, Star Trek™: Alien Domain. The story evolves in Star Trek™: Alien Domain Incursion, as players find themselves on the other side of the Bajoran Wormhole, in the Gamma Quadrant. Players will have the option to join either the United Federa-

tion of Planets or the Dominion, a military superpower indigenous to the Gamma Quadrant. Both factions must not only face each other, but also must prepare to face 8472's forces from Fluidic Space.

Star Trek™: Alien Domain Incursion features fierce competitions between squadrons: groups of players battling their rivals for control of vital resources. Star Trek™: Alien Domain Incursion also features larger fleets than the original Star Trek™: Alien Domain.

Fans and players will be able to enjoy both sides of the Bajoran Wormhole with the Flash Player based Star Trek™: Alien Domain and HTML5 based Star Trek™: Alien Domain Incursion!

To learn more about the game, fans can visit one of their paid advertisements that show they care to ensure Family Friendly Gaming continues to exist in the future.

Spycursion Releases

Indie developer defun games is proud to announce the forthcoming release of Spycursion, a ground-breaking PC Edutainment MMO centered around realistic hacking and espionage. Spycursion offers an open-source client for Linux, Windows, and Mac, keeping the door open to other platforms in the future.

Spycursion challenges you to use strategic subterfuge and technical craft to carve your own path in a universe which is both strange and familiar. Real-world espionage goes beyond computer hacking and involves fun stuff like dumpster diving, eavesdropping, gaining physical access to air-gapped system and getting close enough to targets to attack via Bluetooth or Wi-Fi. The sandbox world of Spycursion offers this, and a lot more in its 3D world, in which you will be able to spy on, or collaborate, with other human players and NPCs. You decide how you wish to play the game and there will always be other players to whom you can interact with, befriend, scheme, hack, deceive or ignore – just like the real world! The game has a flexible skill-based system allowing you to mix and match the skills that make the most sense to how you wish to play, and you are never locked to one particular role.

Spycursion was designed to be fun and challenging, but also to provide educational value. A key component of the game is its very own in-game programming language called "Slang" (short for spy-lang), designed to be easy to learn and use, and which can mimic real-world programming. Players with no coding experience can use it to learn about programming, while experienced players can polish their skills. All in-game software

is written in Slang, and Spycursion is largely a game about the role software plays in society. Spycursion shines as an MMORPG but can also be enjoyed as a single-player experience; between the game's mysterious lore and auto-generated missions involving NPCs, there will always be plenty to explore and fun to be had.

Spycursion features an in-game economy based on supply and demand. Tangible items such as hardware upgrades, wearable gadgets and cosmetic items are available and while non-tangible software and services don't have stock issues, they too will see prices vary based on demand. Largely a player driven MMO, the game will continuously evolve and grow as new players join the game and additional features are added.

Spycursion is being created using Lisp, arguably one of the most powerful programming languages ever to be designed and sometimes referred to as "The Programmable Programming Language". (defun games ()) will be releasing the full source code to the Spycursion client, in all of its "Lispy glory". Linux gamers are treated as first-class citizens: Spycursion will be available for Linux on day one.

KEY FEATURES

- Sandbox MMO gameplay offering flexibility in who and how you play
- Urban 3D sandbox world and an ever-evolving in-game internet.
- Learn programming and cybersecurity with Slang, the in-game programming language.
- Creative offline hacking; dumpster dive, eavesdrop, or shoulder surf passwords.
- Dynamic in-game economy obeys the laws of supply and demand.
- An open-source client and native Linux support show appreciation for the FOSS community.

In The News Continued

Anderson Group Equipment Pack

Farming Simulator 19 is expanding even further! GIANTS Software and Focus Home Interactive are excited to announce the Anderson Group Equipment Pack DLC, bringing various additions and equipment from the Anderson Group. We've been continuously improving the game with great free features and patches, and this is our first major, paid DLC pack, out now.



Baling is the big focus feature of this DLC, adding new types of bale and new tools to interact with them, all from the Anderson brand. A new tool allows for the creation of wood bales, integrated seamlessly into various already-existent systems within the game. We're also improving some of those features in Farming Simulator 19, with two new inline wrapper tools allowing the wrapping of multiple bales together into a tube - a must for farmers low on space for silos.

The Anderson Group Equipment Pack DLC is coming to PC/Mac and consoles out now, and includes a number of other new tools for transporting and wrapping bales. We can't wait to continue to build upon and improve the best Farming Simulator experience ever as we continue to release new content for Farming Simulator 19.

In The News Continued

Cities Skylines Celebrates Fourth Anniversary

Let there be cake! Paradox Interactive and Colossal Order released Cities: Skylines for Windows, MacOS and Linux four years ago this Sunday, March 10. Since its last birthday, the best-selling city-building game has sold over a million MORE copies - more than six million to-date, but who's counting? (We are.) Prepare for a deluge of delightful numbers.

- Total playtime: 16,938,045 days
- Total population: 2,185,317,000,000 (Holy reproduction, mayors - that's over two trillion people! Earth, on the other hand, has a measly eight billion at best.)
- Cities built: 39,733,045
- Unpopular mayors: 1,911,067
- Paradox Plazas built: 7,007,128
- Most popular building: Wind turbine
- Mods created by the community: 175,970

"When we first launched Cities: Skylines, we knew it was special, but we never dreamed how far players would



take it," said Sandra Neudinger, Cities: Skylines Product Manager at Paradox Interactive. "The community is the heart and soul of the game - we're just here to give them the tools they want and need to make it their own," added Mariina Hallikainen, CEO of Colossal Order.

To celebrate turning four and fabulous, the Cities: Skylines community team has special events planned all weekend. If you ever wanted to have your own Chirper in the game, now is your chance. Share your best Chirper design on the Cities: Skylines social channels for a chance to see it in-game. After entry submissions end on Monday, Colossal Order will add the best Chirpy design into Cities: Skylines for everyone to enjoy. Also, keep an eye out for free radio DLC giveaways from some top Cities creators!

Over the past four years, Cities: Skylines has become a pillar in the simulation genre, and one of the top-selling video games in the world. Aside from the PC edition, console versions are also available for Playstation®4, Xbox One and Nintendo Switch.

In The News Continued

Golem Gates Releasing in April

Indie publisher Digerati is pleased to confirm the acclaimed action-strategy card-game hybrid, Golem Gates, is coming to Xbox One (and as a full 4K gaming experience on Xbox One X), PlayStation 4, and Nintendo Switch in April – exact release date is still TBC.

Developed by Laser Guided Games, Golem Gates is a post-apocalyptic sci-fi blend of action-strategy and card battler, pitting your conjured armies against otherworldly forces.

An ancient threat surges from the Golem Gates, and only the Harbinger stands guard. Wielding the nanite-infused power of The Ash, you must protect a world ravaged by ancient wars. Choose from 100 cards (known as Glyphs) and unleash diverse units, build-

ings, buffs, and more in tactical combat across single player, co-op, and online multiplayer.

Randomized drawing and quick unit placement means you'll have to adapt on the fly as you formulate your strategy. Add more forces to a battle to turn the tide, transform a



scouting party into an army, place emergen-

cy defenses to respond to the enemy, or hide an outpost in a direction the enemy doesn't expect. The choices are yours, but beware: the enemy will do the same and with the right Glyph your forces can be destroyed as fast as they were created.

Key Features

- Choose your Glyphs: Customize your deck from dozens of units, buildings, traps, buffs, debuffs, and techs
- Streamlined tactics: Play cards/Glyphs directly into active combat and adapt at a moment's notice to defend, flank, and fortify
- Hours of unique content: Single player campaign, challenge scenarios, solo/co-op survival, local and online multiplayer, and more
- Full 4K gaming on Xbox One X: Enjoy the gorgeous spectacle of science-fantasy warfare and screen-filling magical mayhem

She Remembered Caterpillars Releases on Switch

She Remembered Caterpillars, the dream-like, abstract puzzler exploring love and loss with painstakingly hand-drawn art from Ysbryd Games and Jumpsuit Entertainment, has launched.

She Remembered Caterpillars, a nominee in the 2017 Independent Games Festival for Excellence in Visual Art, is a somber experience set in a beautiful world. Explore fractured relationships, loss and grief in a scientist's experiment to save her father. Chapter by chapter, discover the intricacies of this strange dreamscape filled with adorable little creatures called Gammies, while eavesdropping on her heartbreaking tale.

Solve 40 brain-teasing puzzles by leading the



charming Gammies, each with a distinct color, through matching gates and to their goals. Difficulty builds in every act with challenging new color-

based mechanics ingrained in the living architecture of the world, including bridges and flora that can only be passed by Gammies of certain hues. Designed with accessibility in mind, each Gammie color is associated with a shape so that colorblind players can also enjoy the fun.

Haunting tunes from the composer of Deponia and Galaxy on Fire complement this illusory world. She Remembered Caterpillars provides a relaxing environment through its ethereal aesthetic combined with sounds that soothe the soul and intuitive puzzle designs.

“Our writer, Cassandra Khaw, drew from her personal experience to craft a narrative that really touches the heart,” said Daniel Goffin, CEO of Jumpsuit Entertainment. “We’ve woven a tale through our puzzles that examines bereavement and the devastating aftermath of losing someone close to you.”

WE WOULD PLAY THAT!

REVIEWS

There are all kinds of cool family friendly video game ideas out there. This column features ideas of video games we would play. We hope games like these are created in the near future. Can you make it happen?

Family Friendly Gaming has written about a common theme for a very long time. Want to know what is seriously missing from the video game industry? Payment for long term gamers. We are also missing payment for media outlets and bloggers that have helped these video game companies become massively wealthy.

Some of these video games are so horrible they should pay us to play them. We have done so much work that has made them so much money we should be paid to publish any content on them.

The best way for these video games to say thank you is with paid sponsorships and advertisements. They spend too much counting their wealth like Scrooge McDuck swimming in his money bin. Somehow they can not share with those of us that made them that wealthy. We are just to be used and thrown away.

We would play a game that paid us to play it. We would play a game where the work we did on it turned into real world money for us. None of that earning credits for in app purchases. We are talking about real money provided to us in some way shape or form. Would you play a game that paid you to play it? Would you play a game that paid gaming media outlets and bloggers for the work they did on the game?

What kind of potential problems would you see with this

kind of a video game? Do you think the companies would go bankrupt paying us to play their games? Some video game companies have done this with Youtubers and Twitch streamers. They have selected a few people that they feel will get them more sales. In essence there are video game companies that have done this and continue to do this. They do not see any of us as important enough to do this with though. What would it take for this to change?

Obviously the video game companies have to turn a profit somehow. If they paid all of us to play their games then it might be hard for them to continue to exist in the future. This really is the next logical step after the free app concept. Providing us payment to play their games is the next milestone the video game industry will reach if we are right.

James 5:4-6

4 Look! The wages you failed to pay the workers who mowed your fields are crying out against you. The cries of the harvesters have reached the ears of the Lord Almighty. 5 You have lived on earth in luxury and self-indulgence. You have fattened yourselves in the day of slaughter. 6 You have condemned and murdered the innocent one, who was not opposing you.

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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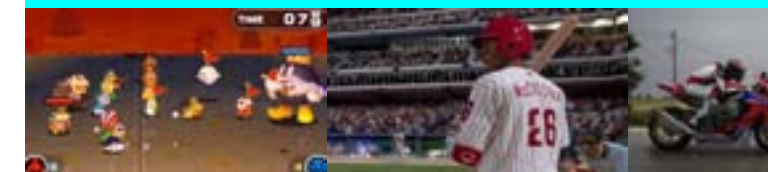
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Mario & Luigi Bowser's Inside Story + Bowser Jr's Journey

SCORE: 70



Sushi Striker The Way of Sushido

SCORE: 69



I appreciate Family Friendly Gaming purchasing a copy of Mario & Luigi Bowser's Inside Story + Bowser Jr's Journey on the Nintendo 3DS. This hand held video game is rehash with a bit more. Something Nintendo has been doing a lot lately. The PR and Marketing people representing this game failed Family Friendly Gaming one hundred percent. Maybe they will mature and progress past that soon.



Mario & Luigi Bowser's Inside Story + Bowser Jr's Journey contains the Nintendo DS video game Mario & Luigi Bowser's Inside Story. It adds Bowser Jr's Journey which gives us some behind the scenes of what happened with Fawful and the other bad guys. The battles in Bowser Jr's Journey are watching the teams battle it out. We can interact with certain commands based on how many Captain Points we have. Picking the right team

is vital in Bowers Jr's Journey. If you have played any of the Mario & Luigi video games then you know what to expect in the turn based battles. We can jump and hammer our way to victory. We can also avoid attacks if we time things properly. Mario & Luigi Bowser's Inside Story + Bowser Jr's Journey has violence, insults, and more. Graphically Mario & Luigi Bowser's Inside Story + Bowser Jr's Journey did not really impress me. Bowers Jr's Journey looks a bit better. Bowser

inhales Mario & Luigi in Mario & Luigi Bowser's Inside Story + Bowser Jr's Journey. He goes on a quest to stop another bad guy from ruling the world. Why? Because that is his goal and he does not like to share. Mario & Luigi help Bowser out inside his body. We might hit a spot to give him more power for example. The music in Mario & Luigi Bowser's Inside Story + Bowser Jr's Journey is good.

If you never played this game on the Nintendo DS then Mario & Luigi Bowser's Inside Story + Bowser Jr's Journey is worth twenty dollars brand new. If you have played it before then it is only worth five dollars in my opinion. Unless you really want to play the game again. If you did then play it on the Nintendo DS cartridge. No need to pay for the same game twice. - RPG Master



System: Nintendo 3DS
Publisher: Nintendo
Developer: AlphaDream, Arzest
Rating: 'E' for Everyone
{Comic Mischief, Mild Cartoon Violence}

Graphics: 69%
Sound: 68%
Replay/Extras: 72%
Gameplay: 79%
Family Friendly Factor: 60%

I thank Family Friendly Gaming for purchasing a copy of Sushi Striker The Way of Sushido on the Nintendo 3DS. The PR and Marketing people representing this game completely failed us. It is their right to tell Family Friendly Gaming Universe they never want you to spend any money on any of their products ever again. Will ya'll respect that wish?

As a puzzle game I like Sushi Striker The Way of Sushido. We match plates of the same color. We only have seven seconds to match. If we hold the matches too long then we lose the entire stack. We can hold five stacks at a time. If we get a sixth stack of plates then one of the stacks is launched at

our opponent doing damage. We can also launch stacks of plates ourselves. Sushi Striker The Way of Sushido grades us on three things in all levels. Completing them is like completing a mission in an app. Sushi Striker The Way of Sushido has a definite app feel to it. Thankfully there is a physical copy version of this game available on the Nintendo 3DS. There is also a Nintendo Switch version of Sushi Striker The Way of Sushido that will be covered in another review.



There are sushi sprites (like spirits or demons) in Sushi Striker The Way of Sushido that grant us the power to do these battles. There is also lack of attire and enticement to

Just issues in Sushi Striker The Way of Sushido. The violence is kept low and honestly I did not pay much attention to plates being thrown at someone because I had to find more matches to win.

Expect to grind in this corny sushi related video game that contains some mild voice acting. Thankfully when we lose we still earn experience. The main character and the sushi sprites all level up. We can use three sushi sprites at the same time. Different sprites have different powers in Sushi Striker The Way of Sushido. Choose wisely. Sushi Striker The Way of Sushido is worth ten dollars brand new in my opinion. - Teen Gamer

System: Nintendo 3DS
Publisher: Nintendo
Developer: Nintendo EPD, indieszero
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence, Mild Suggestive Themes}

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



ENSENASOFT



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Mahjong Deluxe 3 includes 640 thought provoking puzzle layouts to enjoy in classic 2D and glorious 3D.



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Mega Man 11

SCORE: 66

I have a love hate relationship with the Mega Man video games. There are so many things I appreciate about this franchise, and there are things that annoy me to the ends of the Earth. Mega Man 11 is the most recent video game in the franchise that is being reviewed here at Family Friendly Gaming. There are many admirable things about this video game. There are areas that need improvement.

I am very thankful Family Friendly Gaming purchased a copy of Mega Man 11 after the Blast Man failures of the PR and Marketing department representing it. The graphics in Mega Man 11 are bright and colorful. There is voice acting as well. We learn

about a Double Gear system and there are multiple difficulty settings. Bosses are generally easier on the lower difficulties.

Mega Man 11 has violent content. We blow away all of these different robots. If you go back a screen and come back the enemies respawn. This can also happen if you go too far left or right. There are glitches in Mega Man 11 like in the Bounce Man level where jumping on the balls does not always produce the higher jump. This made many of those screens obnoxious.

Mega Man 11 contains Extra Modes as well. The Extra Modes are Challenge, Leaderboards, Gallery, and Auto Upload On/Off. Capcom has been known for making hard games. Mega Man 11 is no exception. I appreciate that bird that saves

us from falling on the easiest setting. I wish that bird could fly higher and longer though. It would have helped me through screens where enemies keep coming and I kept getting hit and knocked down.

If you are looking for a challenging 2D side scrolling video game where you earn the powers of the bosses you beat then check out Mega Man 11 on the PC, Nintendo Switch, PS4, and Xbox One. The installation will take a bit due to the size of Mega Man 11. I had moments of enjoyment with Mega Man 11. I also had periods of complete frustration. I value Mega Man 11 at ten dollars brand new.

- Sam



System: Nintendo Switch/PC/PS4/
Xbox One(tested)
Publisher: Capcom
Developer: Capcom
Rating: 'E' for Everyone SIX and
OLDER ONLY
{Cartoon Violence}



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



WWE 2K19



SCORE: 53

Out of all the WWE video games in recent years I like WWE 2K19 the least. This is certainly the case for all of the WWE video games on the PS4 and Xbox One. WWE 2K19 does not fix the problems and adds more. Why do they have to make things so complicated? Why is the reversal system still overpowered? The ladder matches are still absolutely horrible. Does the developer and publisher listen? Or do they just pay off gaming sites to give them good reviews?

The content issues with WWE 2K19 are blood, violence, lack of attire, enticement to lust, bad language, and more. The women wrestlers are back in WWE 2K19. We must sit through long loading screens after a long installation. The wrestler's hair still looks completely wrong. We must agree to all of their terms and conditions with no com-



promise before even playing. Good luck taking this game back if you refuse their control freak terms.

There are a lot of wrestlers in WWE 2K19. Sadly many of them are locked. WWE 2K19 is better than past WWE games in this regard though. I am sure there are pay gates for some of the wrestlers. I am not a fan of the control scheme in WWE 2K19. The glitches are still present and accounted for in WWE 2K19. The menu screen music is lame and sometimes offensive. Even if you have a way better wrestler the computer controlled character will stomp you. We are graded on how many different moves we do in a match.

The modes in WWE 2K19 are WWE, 2K Central, Showcase, 2K Towers,



Play, Any Player, WWE Universe, WWE Creations, WWE Community Creations, WWE Online, My WWE, Options, and Store. There are a decent variety of matches in WWE 2K19. War Games is not in WWE 2K19 either. When will that match arrive? The lack of competition continues to hurt this series. WWE 2K19 never really feels like wrestling. It did not feel like a fighting game either. Getting in and out of the ring is now a complete pain. How much more can they break before fans have had enough?

I am thankful Family Friendly Gaming purchased a copy of WWE 2K19 for this review. I feel this game is worth five dollars brand new. There can be a few moments of fun. Eliminations from the Royal

Rumble are obnoxious again. I will not keep playing WWE 2K19. Local multiplayer is the only area I had any fun.
- Frank

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



Graphics: 45%
Sounds: 40%
Replay/Extras: 85%
Gameplay: 50%
Family Friendly Factor: 45%

VIDEO GAME LIES



By Paul Bury
Version 3

BUY IT NOW RIGHT HERE

Starblood Arena

SCORE: 55

Starblood Arena is a great example of what to avoid creating in a video game. At its core it feels like a small arena battling game in the vein of Descent. Starblood Arena is missing a good single player experience. This game is hard on the easiest setting. Moving and shooting in full 360 degree fashion gets sickening really fast. I stayed docked wherever I spawned a couple of times because it was easier to hit the other ships.

Starblood Arena includes nine total pilots. On top of the violent content, we also have some enticement to lust content. The language in Starblood Arena is horrible. It hurts a game that was already struggling. The blob and robot announcers are only there between matches. They are insulting and threatening all at the same time. The only thing that helped in dealing with

them was the long loading screens. There is rock music in Starblood Arena while we play. That can be turned off if you are offended by lyrics in these songs. There are multiple weapons we can use in Starblood Arena. I loved throwing mines out there. The different characters have different ships which have mild variations to them. Matches go for so many



minutes and this game tracks your kills, and the times you were killed.

The worst part about Starblood Arena is getting sick. The tutorial teaches all of the commands. Rolling in the vehicle is probably the worst one. Even in the tutorial it made me feel sick. I did not use it in the game. Flying around with the joystick, and targeting with my head is hard enough. Trying to do that while rolling made me extremely nauseous.

There are online battles in Starblood Arena. Some of them are ranked. That is if you can find other players online to play against. Starblood Arena is not a very popular game. After playing it I can see why. I have already uninstalled it.

I am thankful Family Friendly Gaming purchased a copy of Starblood Arena on the PS4 VR. The failures from the PR and Marketing firm make no logical sense. - WMG

System: Playstation 4 VR
Publisher: Sony Interactive Entertainment
Developer: WhiteMoon Dreams
Rating: 'T' - THIRTEEN and OLDER ONLY {Language, Violence}



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

Tales of Vesperia Definitive Edition

SCORE: 67

I am very thankful Family Friendly Gaming had enough money to purchase Tales of Vesperia Definitive Edition on the Playstation 4. Have you been watching the Twitch streams of this game? If not please go here and follow our Twitch channel. This is a way we are connecting with ya'll better and getting content online much faster.

The issues families will have with Tales of Vesperia Definitive Edition are violence, blood, bad language, lack of attire, enticement to lust, magic, proselytizes a belief in a false goddess, proselytizes the belief of evolution, bad attitudes, and more. Tales of Vesperia Definitive Edition starts out with the

main character trying to hunt down a thief. The story expands and grows as we progress through this role playing video game.

The battle system grows and develops in Tales of Vesperia Definitive Edition. We see the enemies and once we touch them we get into a hack and slash like battle with them. We also have skills that we can use to attack the enemies. Grinding is required in Tales of Vesperia Definitive Edition. It is actually hard to avoid many of the enemies so Tales of Vesperia Definitive Edition provides for that grinding need.



As we reach new towns we can find better armor and weapons. We also find better gear in the dungeons. Expect the boss battles to be challenging. Characters level up quite often

in Tales of Vesperia Definitive Edition. This is needed since monsters get tougher as we progress. There are comic relief characters in Tales of Vesperia Definitive Edition. The little conversations at the end of battles do get repetitive.

I have enjoyed the Tales franchise for some time now. I do not recall this game from the past so it is great to be able to play it on modern systems.

I wish some of the bad content had been left out, of some family safe mode had been included. If you enjoy the battles and are curious about the story then you might be interested in Tales of Vesperia Definitive Edition for twenty to twenty-five dollars.

- Paul



System: Nintendo Switch/Xbox One/PC/PS4(tested)
Publisher: Bandai Namco Entertainment
Developer: Bandai Namco Entertainment
Rating: 'T' - Teen {Alcohol Reference, Blood, Fantasy Violence, Mild Language, Simulated Gambling, Suggestive Themes}



Graphics: 59%
Sound: 62%
Replay/Extras: 88%
Gameplay: 75%
Family Friendly Factor: 52%



Namco Museum Arcade Pac

SCORE: 63

It pleases me that Family Friendly Gaming purchased a physical copy of Namco Museum Arcade Pac on the Nintendo Switch. This compilation contains Pac-Man Championship Edition 2, Pac-Man VS, Pac-Man Championship Edition 2 Plus, Pac-Man, Dig Dug, Splatterhouse, Tower of Druaga, Tank Force, Rolling Thunder, Rolling Thunder 2, Sky Kid, Galaga, and Galaga 88. This is an eclectic combination of games. Some of them fit well together and there is one that does not seem to fit.



screen than the game itself. So Bandai Namco added it for some odd reason.

Did you catch the Family Friendly Gaming stream on Twitch of this game? If not make sure to check out our Twitch channel and follow us here. That stream also had a couple of surprises in terms of who joined it and what game we played after Namco Museum Arcade Pac. All of the games included in Namco Mu-

Splatterhouse is the game that gives Namco Museum Arcade Pac its thirteen and older only rating. I am not that big on this 2D side scrolling hack and slash video game. The blood and gore could have been left out in my opinion. Rolling Thunder 2 is where the majority of the enticement to lust comes into play. Which is more artwork around the



seum Arcade Pac were played in that Twitch stream. The controls in most of the games are good. There are a few controls that are hard to use with the Switch Joy Con controllers. Pac-Man is a great example. To be fair I remember having some of the same control issues with Pac-Man back in the day. So maybe Namco Museum Arcade Pac replicated those issues perfectly. The Rolling Thunder games can be a bit touchy in the controls as well. If you are a Nintendo Switch owner who has not previously played these games, then you might want to check out Namco Museum Arcade Pac for ten dollars brand new. That is what I value this retro compilation at. Multiple family members can play Namco Museum Arcade Pac together. There are a few stand outs like Sky Kid, and Pac-Man Championship Edition 2 Plus.
- Sam

System: Nintendo Switch
Publisher: Bandai Namco Entertainment
Developer: Bandai Namco Entertainment
Rating: 'T' for THIRTEEN and OLDER ONLY {Blood and Gore, Suggestive Themes, Violence}



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



Ride 3

SCORE: 77



I get warm tingles up and down my spine in gratitude for Family Friendly Gaming purchasing a copy of Ride 3 on the Xbox One. Did you catch Paul's stream of Ride 3? If not make sure to go here and follow us. Then you will know what we are streaming and when. It can even give you some insight into what products are going to be reviewed very soon. Or maybe they have already been reviewed.

Ride 3 looks nice, and it sounds nice. There are a variety of options on the controls. Ride 3 can be made easier or harder depending on your personal skill set. Everyone here at Family Friendly Gaming found Ride 3 to be on the dif-

icult side. We get to customize our rider and then we can get into this motorcycle racing video game. The more you race and place the more money you get. That money is used to buy better bikes. Players need to grind in Ride 3.

The modes in Ride 3 are Career, Quick Modes, Xbox Live, Weekly Challenges, Livery Editor, My Rider, My Bikes, Message Center, and Downloadable Content. There are thirty different tracks from all over the world in Ride 3. There are over 230 bikes in Ride 3. DLC adds to that count. Each bike has multiple different stats players can modify. Money is very helpful in Ride 3.

I wish Ride 3 was accessible right from the beginning. It is lame that we have to practice, buy

better bikes and then finally start to win. Even on the easiest difficulty setting. Ride 3 can be fun if you are willing to invest the time into it. Not every family has that time though. There are plenty of other racing games that families can get right into from the beginning.

I hope this franchise continues in the future. I value Ride 3 at fifteen dollars brand new. It is neat to see Milestone move away from the alligator in the swamp of corruption Square Enix. I would like to see this company have success in their business ventures. I hope they listen to the voice of the family in gaming.
- Frank



System: PC/Playstation 4/ Xbox One(tested)
Publisher: Milestone
Developer: Milestone
Rating: 'E' - Everyone SIX and OLDER ONLY

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





MLB The Show 19



I like sports. I like baseball. I like MLB The Show 19. I am extremely thankful Family Friendly Gaming went half and half with me on MLB

The Show 19 on the Playstation 4. This franchise continues to look good and generally plays good too. The intro video to MLB The Show 19 is very cool. The offensive music can be turned off one song at a time.

The modes in MLB The Show 19 are Play Now, Diamond Dynasty, Moments, March to October, Franchise, Road to the Show, Community Market, Vaults, Leaderboards, History & Profile, Media, Challenge of the Week, Post Season, Options Explorer, Home Run Derby, Retro Mode, Custom Practice, and the Options page. Quite a bit to do in MLB The Show 19.

I struggle every year

System: Playstation 4
Publisher: Sony Computer Entertainment
Developer: Sony San Diego Studio
Rating: 'E' - Everyone SIX and OLDER ONLY



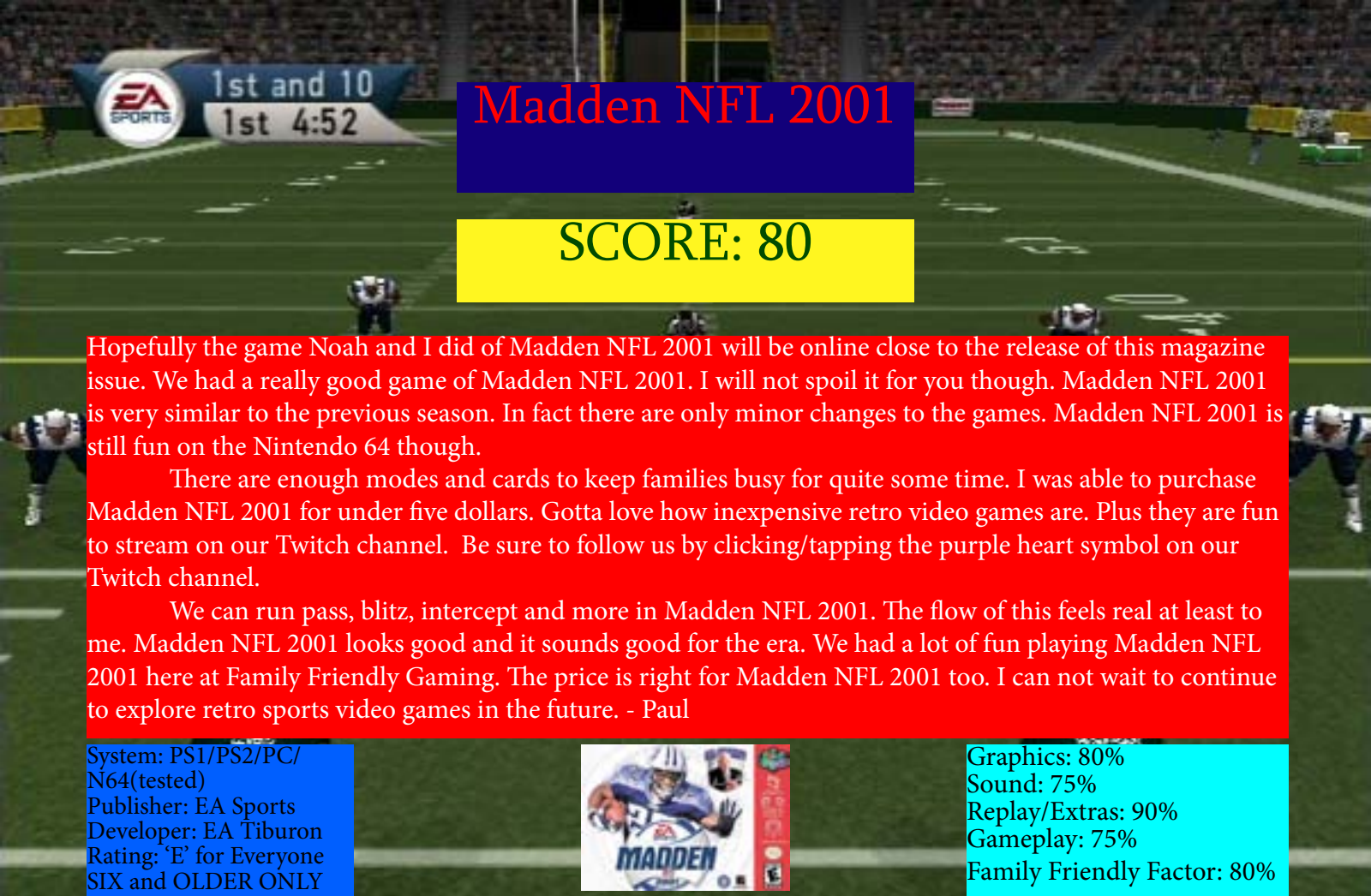
with the cost of MLB The Show 19. Is this game really worth sixty dollars? We get a new one every single year. They do not have a lot of differences between them from year to year. MLB The Show 19 does have a lot to do. I value this game at forty to fifty dollars if you are a baseball fan and want to spend hours playing baseball in the



video game format. The announcers are pretty good in MLB The Show 19. We can get pitching pretty fast and show the announcers can be a bit behind. There are a variety of options to adjust to make MLB The Show 19 play the way you want it to. I still do not understand the early and late on the pitches. I gave up trying to learn that years ago. I try to go away from the control scheme whenever I start a new year.

MLB The Show 19 feels like baseball. There are enough different modes to keep most baseball fans happy. Family members can play one another in a game. The confidence meter for a pitcher is very important in MLB The Show 19. I will enjoy this game for months to come. The installation is huge again. - Teen Gamer

Graphics: 95%
Sounds: 90%
Replay/Extras: 75%
Gameplay: 75%
Family Friendly Factor: 80%



Madden NFL 2001



Hopefully the game Noah and I did of Madden NFL 2001 will be online close to the release of this magazine issue. We had a really good game of Madden NFL 2001. I will not spoil it for you though. Madden NFL 2001 is very similar to the previous season. In fact there are only minor changes to the games. Madden NFL 2001 is still fun on the Nintendo 64 though.

There are enough modes and cards to keep families busy for quite some time. I was able to purchase Madden NFL 2001 for under five dollars. Gotta love how inexpensive retro video games are. Plus they are fun to stream on our Twitch channel. Be sure to follow us by clicking/tapping the purple heart symbol on our Twitch channel.

We can run pass, blitz, intercept and more in Madden NFL 2001. The flow of this feels real at least to me. Madden NFL 2001 looks good and it sounds good for the era. We had a lot of fun playing Madden NFL 2001 here at Family Friendly Gaming. The price is right for Madden NFL 2001 too. I can not wait to continue to explore retro sports video games in the future. - Paul

System: PS1/PS2/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%



Nagano Winter Olympics 98



There are so many Olympic based video games that are horrible. Nagano Winter Olympics 98 is just another one to add to that long list. Graphically Nagano Winter Olympics 98 looks okay in some parts. There were obvious glitches though. The audio department of Nagano Winter Olympics 98 did not thrill me. The controls are confusing and convoluted. I wish Nagano Winter Olympics 98 was a better game.

The biggest issue with Nagano Winter Olympics 98 is the previously mentioned controls. There are some light directions in Nagano Winter Olympics 98. The game tells us what buttons to use. How to get the right angle is left for the player to figure out. This is something I was not capable of figuring out. This is one of those cases where the directions are not intuitive. Four family members can struggle together.

I only spent five dollars on Nagano Winter Olympics 98. It was an experience I enjoyed sharing with Family Friendly Gaming Universe. This is not a game I plan on going back to very often. If anyone wants to see more we can do a Twitch stream of it. Otherwise I will not play Nagano Winter Olympics 98 ever again. Pass on this frustration. - Paul

System: PS1/N64
Publisher: Konami
Developer: Konami
Rating: 'K-A' - Kids to Adults



Graphics: 65%
Sounds: 60%
Replay/Extras: 70%
Gameplay: 30%
Family Friendly Factor: 70%

SPORTS



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



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

DEVELOPING

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Pokemon Sword Pokemon Shield
Ghost Giant
Million Arthur Arcana Blood
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GAMES





Product: Snooker 19
Company: Ripstone Games
System: PC/PS4/Switch/Xbox
One
Release Date: Spring 2019
Rating: 'RP' for Rating Pending



Product: Snooker 19
Company: Ripstone Games
System: PC/PS4/Switch/Xbox
One
Release Date: Spring 2019
Rating: 'RP' for Rating Pending



Product: Snooker 19
 Company: Ripstone Games
 System: PC/PS4/Switch/Xbox
 One
 Release Date: Spring 2019
 Rating: 'RP' for Rating Pending

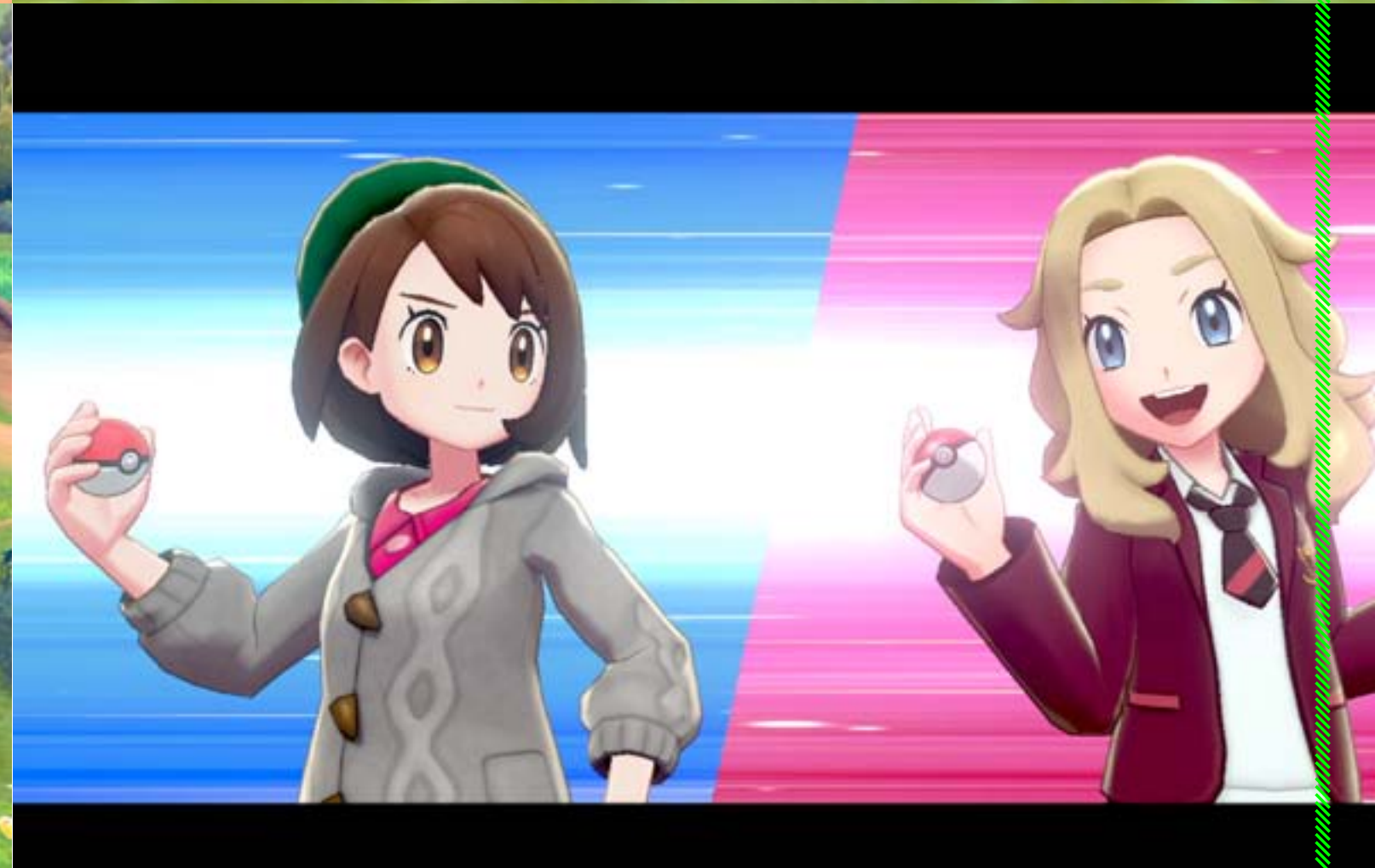




Product: Pokemon Sword Pokemon Shield
Company: Nintendo
System: Nintendo Switch
Release Date: Late 2019
Rating: 'RP' for Rating Pending



Product: Pokemon Sword Pokemon Shield
Company: Nintendo
System: Nintendo Switch
Release Date: Late 2019
Rating: "RP" for Rating Pending





Product: Pokemon Sword Pokemon Shield
Company: Nintendo
System: Nintendo Switch
Release Date: Late 2019
Rating: 'RP' for Rating Pending



Product: Ghost Giant
Company: Zoink Games
System: PS4 VR
Release Date: TBA
Rating: 'RP' for Rating Pending



Product: Ghost Giant
Company: Zoink Games
System: PS4 VR
Release Date: TBA
Rating: 'RP' for Rating Pending



Product: Ghost Giant
Company: Zoink Games
System: PS4 VR
Release Date: TBA
Rating: 'RP' for Rating Pending



Otherworldly Iori Yagami

Otherworldly Riesz

49



Product: Million Arthur Arcana Blood
Company: Square Enix
System: Personal Computer
Release Date: Summer 2019
Rating: "RP" for Rating Pending

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Product: Million Arthur Arcana Blood
 Company: Square Enix
 System: Personal Computer
 Release Date: Summer 2019
 Rating: "RP" for Rating Pending





Product: Umihara Kawase
Fresh
Company: NIS America
System: Nintendo Switch
Release Date: July 9, 2019
Rating: 'RP' for Rating Pending

NOW

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- The Lego Movie 2 Videogame
- Tetris 99

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PLAYING





Name: Kingdom Hearts VR Experience
System: PS4 VR
Publisher: Square Enix
Developer: Square Enix
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



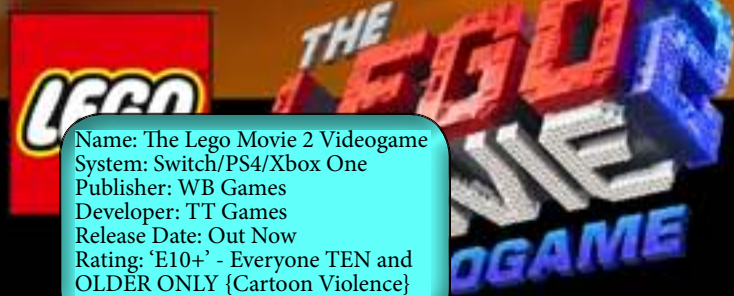
Name: Kingdom Hearts VR Experience
System: PS4 VR
Publisher: Square Enix
Developer: Square Enix
Release Date: Out Now
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Name: Kingdom Hearts VR Experience
System: PS4 VR
Publisher: Square Enix
Developer: Square Enix
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Name: The Lego Movie 2 Videogame
System: Switch/PS4/Xbox One
Publisher: WB Games
Developer: TT Games
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}



Name: The Lego Movie 2 Videogame
System: Switch/PS4/Xbox One
Publisher: WB Games
Developer: TT Games
Release Date: Out Now
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System: Switch/PS4/Xbox One
Publisher: WB Games
Developer: TT Games
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}



Name: Tetris 99
 System: Nintendo Switch
 Publisher: Nintendo
 Developer: ARIKA
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY



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Product: Williams Pinball Volume 3
Company: Zen Studios
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: 'E10+' for Everyone TEN
and OLDER ONLY (Fantasy Violence, Mild Language)

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Product: Williams Pinball Volume 3
 Company: Zen Studios
 System: PC/PS4/Xbox One
 Release Date: Out Now
 Rating: 'E10+' for Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Language)



Product: Williams Pinball Volume 3
 Company: Zen Studios
 System: PC/PS4/Xbox One
 Release Date: Out Now
 Rating: 'E10+' for Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Language)

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Last Minute Tidbits



Product: Castlevania Anniversary Collection
Company: Konami
System: Xbox One/PC/PS4/Switch
Release Date: Summer 2019
Rating: "RP" - Rating Pending



Product: Castlevania Anniversary Collection
Company: Konami
System: Xbox One/PC/PS4/Switch
Release Date: Summer 2019
Rating: "RP" - Rating Pending





Product: Stunt Kite Party
Company: Handy Games
System: Nintendo Switch
Release Date: Out Now
Rating: 'RP' - Rating Pending





Product: Stunt Kite Party
 Company: Handy Games
 System: Nintendo Switch
 Release Date: Out Now
 Rating: 'RP' - Rating Pending




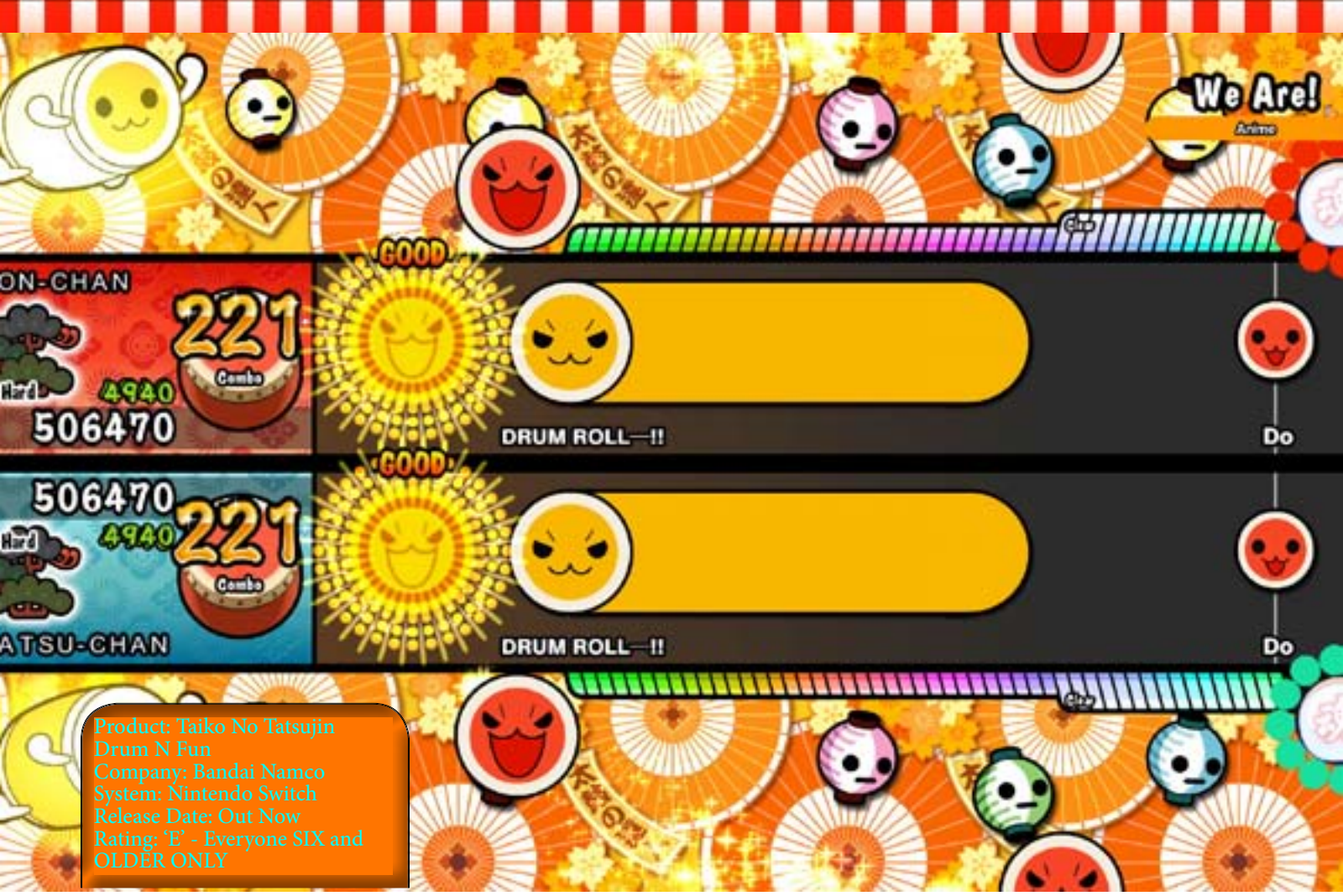


Product: Taiko No Tatsujin
 Drum N Fun
 Company: Bandai Namco
 System: Nintendo Switch
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY

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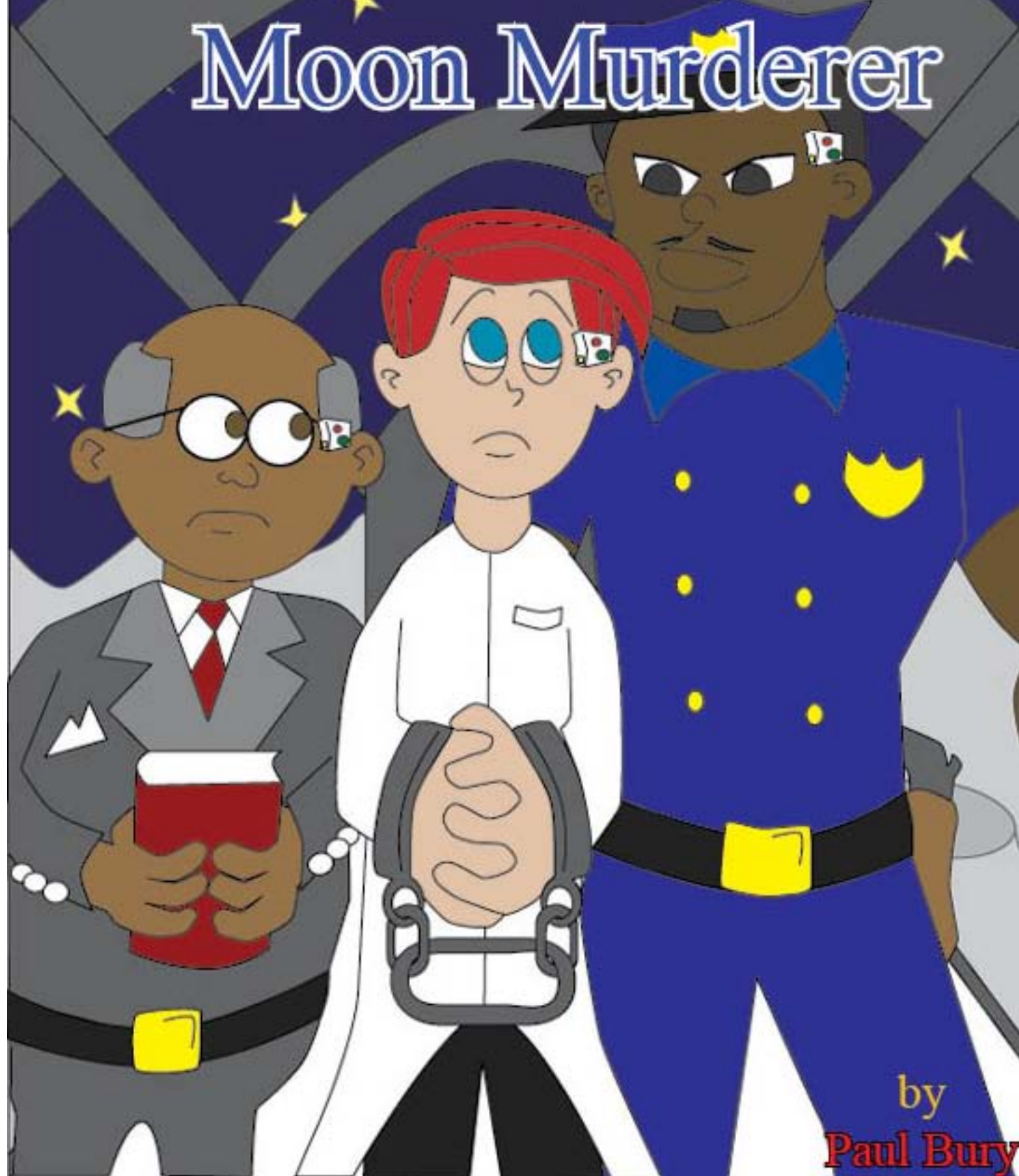
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Product: Taiko No Tatsujin Drum N Fun
 Company: Bandai Namco
 System: Nintendo Switch
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY

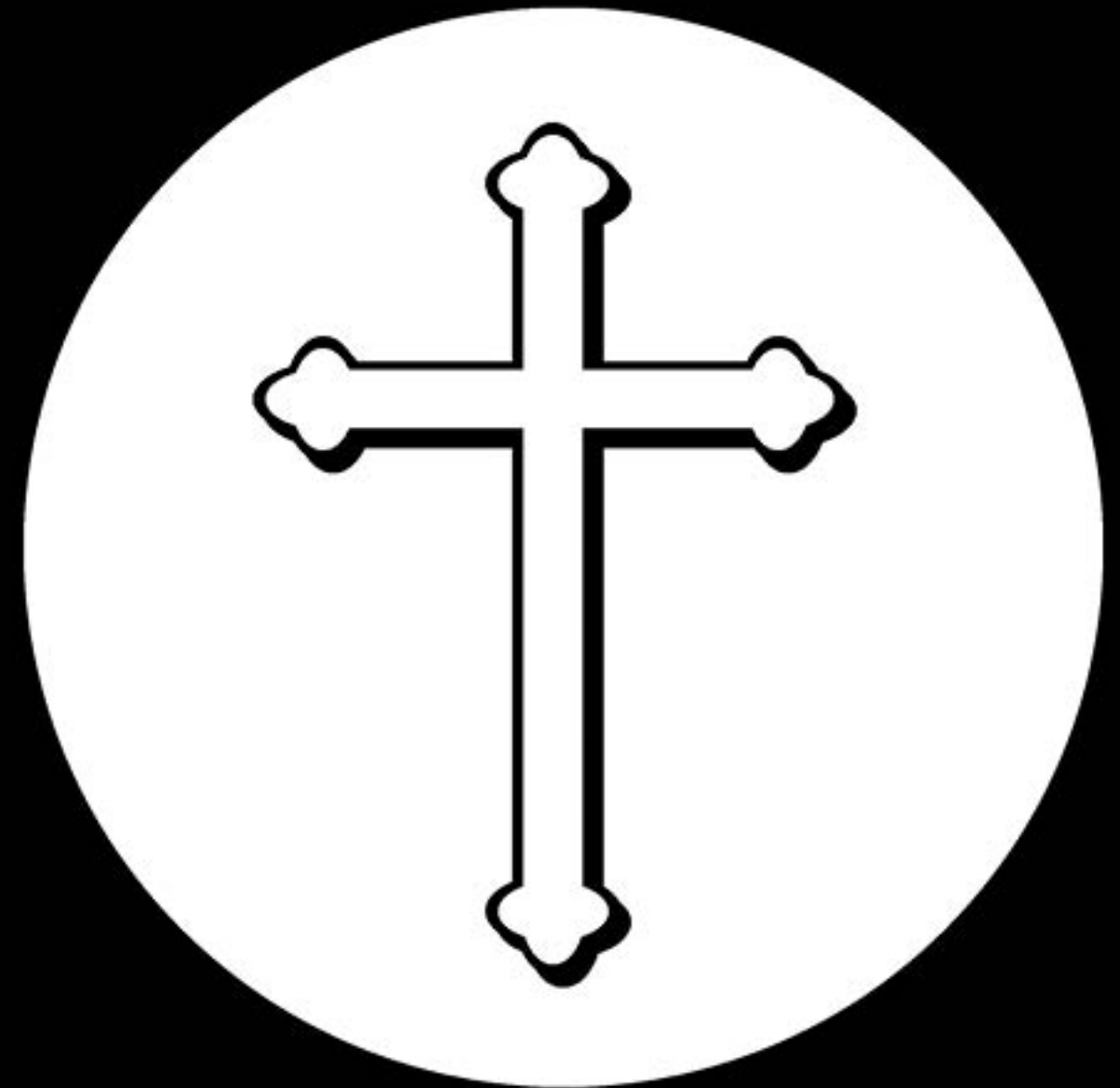
Future Glimpses Moon Murderer



by
Paul Bury

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