

Family Friendly Gaming

THE VOICE OF
THE FAMILY IN
GAMING

TM

Doraemon Story of
Seasons, Moon-
lighter, Pinball,
Crash Team Racing
and more this issue.

Final Fantasy
VII Remake is look-
ing better!

ISSUE #144

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Links:
Home Page



Section	Page(s)
Editor's Desk	4
Female Side	5
Comics	7
Sound Off	8 - 10
Look Back	12
Quiz	13
Devotional	14
Helpful Thoughts	15
In The News	16 - 23
We Would Play That!	24
Reviews	25 - 37
Sports	38 - 41
Developing Games	42 - 67
Now Playing	68 - 83
Last Minute Tidbits	84 - 106

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Trademark Notice
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.

Propaganda

I am writing this column as we are waiting on the Microsoft E3 2019 press conference to begin. The EA Press Conference was extremely disappointing. In fact it annoyed me deeply. They wasted so much time going over the same things multiple times. What is the deal with that? Also the level of propaganda was way too high for me. They bragged over and over again how they were providing for gamers. They bragged over and over again how they are listening to the community. I have to take issue with that. We have told them certain things for years and they have not done it. I do not believe they listen. Maybe they listen to hardcore haters, and people that tell them what they want to hear. My experience is they do not listen. I have told them so at E3 conferences in the past as well.

For us here at Family Friendly Gaming E3 is a ton of work. I have been to seven of them live in Los Angeles. I had to take some years off because I am sick of all the propaganda, lies, and fakeness that is there. The industry likes to call E3 the SuperBowl of video games. No it is not. That is just more typical propaganda to help them sell more games. That is the real point of any E3 event. They are there to sell more games. They are there for a friendly audience. Look at the EA Press conference this year. There were EA employees interviewing EA employees, with an audience of EA employees. Not much diversity there EA. Sorry for chasing a bit of a rabbit. Back to the issues with E3. The PR and Marketing folks are doing and saying whatever it takes to get themselves press coverage. They will promise the moon as long as they get what they want. Thing is when it comes time to pay the piper - they forget how to use the reply button. When we try to collect on the promises they have Alzheimer's. We have written about their high level of cowardice and lack of honor in the past. Every time I think of E3 I remember it.

The plan is to go back to Los Angeles for another E3 in 2020. I will still see if that is the plan in January of 2020. I want to let Peter see it at least once. I want Noah to see it when he gets old enough as well. It is expensive and much more difficult to cover it from Los Angeles. I keep hoping they move it closer to us at some point in the future. That sadly does not seem very likely anytime soon

though. Lord willing it will happen at some future date.

I am doing my best to keep a positive attitude when these companies are spreading their propaganda. I am not their cheerleader. I am not paid to make them money. I have made them hundreds of millions of dollars in the past and they never once thought about us in terms of advertising and sponsorships. Why kill myself to make them even wealthier? I prefer to be honest, and genuine. I prefer to give you the best thoughts that can save you the most money. Not make them the most money.

God bless,
Paul Bury



Out of Orbit

Want to know what I notice most about E3 2019? It knocks my hubby, and my two boys completely out of their normal orbits. Paul works himself nearly to death helping these companies reach our close to nine million readers. They should pay for that hard work. They should pay for what gives them sales. They should be considerate of the time and money of others. Do they? Nope. These companies claim they listen, but I noticed they do not listen to the things our millions of readers have told them. So it is just another in a long line of E3 lies. Someone nicer than me would call it propaganda. I call it what it is - lies.

The next thing I noticed is many of these companies are stretching things out. There is a good side to this and a bad side to it. The good side is we have more time to work on their content. There is less of a massive dump on us in terms of content. Companies are insuring their content has a higher chance of being utilized. The bad side is it means we have to work longer to cover all of it. There are more days that must be reserved to focus on E3. Paul does not mind that much since he can take time off of his day job.

An interesting theme this E3 is companies are claiming to listen. Paul and I both expose that lie rather easily. On top of that they also claim to provide for everyone. I did not notice one Christian video game in any of their press conferences. So they are not providing for Christian gamers. Which means they are not providing for everyone. See how easy it is to expose these screen readers are promoting a false narrative? Anyone publishing just that content alone is part of the fake news machine. Family Friendly Gaming added content that exposed these companies when they tried to spew such evil, vile, and wicked lies. How often do you challenge what the video game companies tell you? Real genuine journalists would expose these facts and stand up for the truth. Real true journalists would refuse to accept the lies. Real intelligent journalists would challenge these companies on their lies. Where are these real true genuine intelligent journalists?

Throughout all the streams, and arguments the men in my life have a lot of fun. They are growing the Twitch streaming and Twitter feed with all of this massive

amounts of coverage. They are having a blast seeing all these video games. Sure many of them are not out until next year. What kind of Christmas will 2019 be without a lot of interesting video games for families? That reminds me there is still too much of an E3 focus on the macabre and morbid games. The E3 focus is too deep on the hardcore haters. Families are not being accurately represented at E3 anymore. No wonder we feel no interest in wasting so much money to fly out to Los Angeles. There is not enough for us to spend our time at that Convention Center until they start to become truly inclusive.

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



REVERENDFUN.COM COPYRIGHT BIBLE GATEWAY



(See Genesis 4:1-15) 06-13-2014

FOR WHAT IT'S WORTH, CAIN, WE REALLY APPRECIATED YOUR WORK

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

14 DVD ROM titles
\$10.99 each

Easter 1	EAN 5060209840680
Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840642
Parables of Jesus 1	EAN 5060209840758
Parables of Jesus 2	EAN 5060209840765
Power and Glory	EAN 5060209840727
Women of God	EAN 5060209840659

The comics are a further resource. Children love to read them and learn Bible stories.

6 COMIC titles
\$1.50 (issues 1-4) \$2.99 (issues 5,7)

Issue 1 Jonah	ISBN 9781904064947
Issue 2 Samaritan	ISBN 9781907731006
Issue 3 Adam & Eve	ISBN 9781907731013
Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

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



For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

SOUND OFF



The Sound Off section is where you the reader/emailer is heard. What you have to say is put in this section for all the readers to see. Of course certain content is edited for appropriateness issues. This is a family friendly magazine, and certain content is just not proper. We hope you enjoy this section as much as we do. Keep an eye out for your comments appearing in these very pages. You have our attention, so SOUND OFF!

Donation

Dear Mr. Bury,

I read your newest article on how game advertising could be improved, and I agree with you on reducing hype. The way I see it, a good way to reduce hype is to advertise as close as possible to a product's launch date, instead of several months in advance. When Apple Computer released the Macintosh on January 24, 1984, they did not start advertising it on television until January 22, 1984.

I think a lot of well-made games fail because of a poor advertis-

ing strategy. The only ads I have seen for "Jeopardy" games are during TV broadcasts of "Jeopardy", which is essentially preaching to the choir. Those ads fail to showcase what makes the video/computer game version of "Jeopardy" different from the TV version. Also, they fail to attract new users because of their placement strategy. So, here is how I would advertise the "Jeopardy" game I have discussed at length in previous e-mails:

1. I would want the advertising to convey the following messages:
 - A. This "Jeopardy" game will be distributed on a USB flash drive that can be attached to a "Jeopardy" pen. It will run on Windows, Mac OS, or Linux, and it will not need to be installed on your hard drive (it would already be installed on the flash drive for all three operating systems).
 - B. You will be able to create the game of your dreams by searching through hundreds or thousands of categories just like performing a text search on a search engine like Google. In total, the game would have millions of clues.
 - C. You will be able to answer questions using voice recogni-

tion (multiple choice and text entry would be possible as well).

2. I would advertise the game to those who are most likely to enjoy "Jeopardy", people who have 4-year college degrees or are planning to earn them. Here's how I would contact them:

- A. Direct mailing. There is a mail marketing company called Amerilist that has a large mailing list of high school students, a list that can be filtered by GPA and SAT scores. I would send mail advertisements to students with a GPA of 3.66 or higher and a SAT score of 1100 or higher. Budget constraints may compel me to increase the GPA and SAT score thresholds.



- B. The Jeopardy Brain Bus. I would send this bus to the five cities in the United States with the most college graduates: Washington, DC; San Jose, California; Bridgeport, Connecticut; San Francisco, California; and Madison, Wisconsin. The outside of the bus would have a video screen that would have a looping video showing the hundreds or thousands of categories featured in the game. This would work well in an area with a lot of pedestrian traffic, such as an outdoor restaurant or a bus terminal. You could step into the bus and try out a single round of Jeopardy free of charge (with a clear time constraint)

and then buy it right on the spot if you so desired. Think about it. Home video game consoles would probably have never taken off without public video arcades.

3. I would keep most of the secondary features secret, such as:
 - A. Voice cloning for Johnny Gilbert for player introductions, along with gesture recognition so players can show off more if they wish.
 - B. The ability to change the Jeopardy set, intro style, and music to fit certain time periods (such as the original set and music from 1984).
 - C. Deep avatar personalization. I think many people would

enjoy playing Jeopardy with synthetically colored hair (green, blue, purple) or while wearing fancier clothes such as a military uniform, a tuxedo, or a wedding dress. So let's give them those options.

4. Last but not least, I would never stop anyone from uploading screenshots or video clips of the game to YouTube, Flickr, Facebook, or any other social networking site.

Please let me know what you think of my ideas. Have a great day, and God Bless You.

Sincerely,
David

{Paul}: David,

Thank you so much for your wonderful ideas. The reason companies put advertisements to products related to one another is because they think they will get more sales from people already familiar with the brand. Take Jeopardy for example. The people in charge of marketing think they will get more sales from people who watch Jeopardy. So you watch Jeopardy, then you will buy a game based on Jeopardy. Compare that to someone who watches hockey for example. The publisher of the Jeopardy video game does not think people who watch hockey are interested in playing a Jeopardy video game. Are they right? Are they wrong?

I love the idea of only advertising when something is about to come out. I am sick and tired of companies expecting I will publish multiple press releases on a game before it comes out.

SOUND OFF Continued

I am sick and tired of companies throwing a little info here and there on their upcoming products expecting we will have the time and financial resources to give them more coverage. I would love to see advertisements spread around among media outlets. There are plenty of deserving websites, streamers, and Youtubers.

How would you get the data on people to contact? With all of the privacy laws, colleges will not just give that information out. The USB is an interesting idea. I do see your point on preaching to the choir. People who watch other intellectual shows might be interested. Mail campaigns can get costly. What kind of marketing budget would you have? Skip television commercials and you would be fine. Radio commercials could be cool. Website commercials work too. We would run Jeopardy ads on our website and as a sponsor to our videos/streams. Our rates

JUST DANCE

are really low too. The bus idea sounds really cool.

Love being able to change outfits, sets, etc. Definitely love the idea to let us stream it on sites and make money from our videos.

Just Dance

Hey, FFG, I want to say your Just Dance videos are useful, because the menus are in English, why are they in English and not foreign?
-Thomas

{Paul}: Thomas,

Thank you for your words of kindness about our Just Dance videos. We are strong believer in exercise. We predicted the mo-

tion controls of the Wii would be a success. The same goes for the Kinect sensor. We believe in getting up and gaming. The reason the Twitch streams, and videos on Daily Motion, YouTube, Bit.Tube and other sites are done in English is because that is the version we play and that is the language we speak.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page:
<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
Family Friendly Gaming
7910 Autumn Creek Drive
Cordova, TN 38018

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

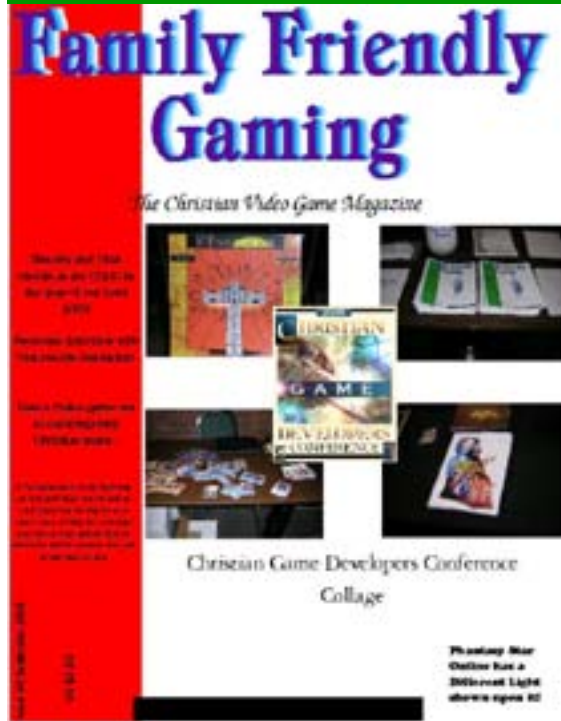
Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family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

Answer:

Question: Where can you buy shirts that show off your FFG Universe pride?

Answer:

Question: When can you catch FFG Twitch streams?

Answer:

Question: What was the first video game system everyone at FFG played?

Answer:

Question: How long have you read/watched Family Friendly Gaming?

Answer:

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

Answer:

DEVOTIONAL

Helpful Thoughts

Before the Fall

One of the things that seems to have been lost in our culture is: "Pride Comes Before The Fall." Whatever happened to that reality? I keep hearing people demanding everyone celebrate their pride. What baffles me is when their pride is promoting rebellion against God. **Proverbs 16:16-18** *How much better to get wisdom than gold, to get insight rather than silver!* **17** *The highway of the upright avoids evil; those who guard their ways preserve their lives.* **18** *Pride goes before destruction, a haughty spirit before a fall.* **19** *Better to be lowly in spirit along with the oppressed than to share plunder with the proud.* There is so much to digest in there. Destruction is such an educational outcome to pride. Yet people in the American culture are celebrating their pride which is scary. It also educates us to not share the plunder of the proud. We are not to celebrate with them. We are not to join them in rebellion against God.

This is not the only place in the Holy Bible that teaches us to avoid being proud. **2 Chronicles 26:16** *But after Uzziah became powerful, his pride led to*

his downfall. He was unfaithful to the Lord his God, and entered the temple of the Lord to burn incense on the altar of incense. What happened to comprehending the mistakes of people in the past? What happened to being better than those before us? It is blatantly obvious that we should not be proud. We are to be humble. Evil doers are proud.

God's law is written on all of our hearts. Those that obey the law, and those that break it. **1 Timothy 1:9-11** *We also know that the law is made not for the righteous but for lawbreakers and rebels, the ungodly and sinful, the unholy and irreligious, for those who kill their fathers or mothers, for murderers, 10 for the sexually immoral, for those practicing homosexuality, for slave traders and liars and perjurers—and for whatever else is contrary to the sound doctrine 11 that conforms to the gospel concerning the glory of the blessed God, which he entrusted to me.* These are evil things we are to avoid doing. We are especially to avoid celebrating them, and being proud about them. It is insane to me that anyone would celebrate anyone choosing to be a rebel against God. Rebelling against God is a really bad thing.

I do not have enough

room in this column to touch upon all of the areas we are taught to avoid pride. **Psalm 10:2-4** *In his arrogance the wicked man hunts down the weak, who are caught in the schemes he devises.*

3 *He boasts about the cravings of his heart; he blesses the greedy and reviles the Lord.*

4 *In his pride the wicked man does not seek him; in all his thoughts there is no room for God.* Educate yourself to avoid following the flock to your own destruction.

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.

Owning

One of the ways you can make sure you stay poor is to rent. You may not get wealthy owning but you will have more options, and more things to sell when you own. As the video game industry tries to move to streaming devices over owning your games there are plenty of people in the physical copy movement who are deeply offended. The brain-washed lemming gaming media regurgitates whatever the forked tongued devils at these companies have to say. What do they care? They won't have to pay for it. They will go about their merry little way getting everything for free. Their grasp on reality and connection with their

audience is tenuous at best. They are not asking the real, true, and hard questions. They are not looking out for your interests. Which saves you more money? If you pay for a game every single month and play it? Or if you pay one time for a game and play it for years? Which of those two ideologies gives you more of your own money? Which of those two takes more money from you.

The video game companies are doing whatever they can to get and keep a steady flow of income coming in. They are not going to give you more if you pay them every single month. Family Friendly Gaming has showed over and over again that the "free" games for Playstation Plus, and Xbox Live Gold are rarely family friendly. Sometimes they give us a thirteen and older only video game. Usually the cost of that game at retail is less than a couple of months of the online paid service.

You wind up getting more games for the same amount of money when you purchase physical copies. Especially if you are wise with your money. You can get even more games for your limited financial resources if you buy them used. Those that purchase retro video

games get even more games for their money. We all know that most modern games disappoint. So you might as well stay a generation or two behind and spend a whole lot less money. Retro video games are a huge market.

When you rent from a company you can never sell what you purchased. Why not? You never owned it in the first place. When you purchase something you can sell it to someone else later. You might even turn a profit if the game is rare. There are collectors who are making money off of their past video game purchases. They owned their games versus renting them. Renters wind up with very little because they paid for an experience versus paying for real and true content.

We tell these video game companies that there are millions of us who want physical copies. We tell these video game companies that we know of millions who believe in owning over renting. Hopefully the video game industry turns from their forced renting concept going forward. Hopefully you will support owning over renting in the your purchase making decisions. Agree? Disagree? Fire us off an email and tell us exactly what you think.

In The

NEWS

CONTENTS

STORY	PAGE(S)
RAZER HAMMERHEAD DUO RELEASES	16 - 17
STAR WARS STORMTROOPER EDITION PERIPHERALS	18
PROFESSOR LUPO AND HIS HORRIBLE PETS ANNOUNCED	19
CYTUS II IS NOW AVAILABLE ACROSS RETAILERS	20
METaverse KEEPER UPDATES	21
RALLY ROCK 'N RACING ANNOUNCED	22
MOWiN' & THROWiN' LAUNCHES	22 -23
CRYSTAL CRISIS DROPS TODAY	23

Razer Hammerhead Duo Releases

“The Hammerhead Duo primes dual driver technology to become a standard for mobile audio users,” said Min-Liang Tan, Razer co-founder and CEO. “It delivers a clear and precise audio experience in a comfortable form factor that perfectly meets the demands of daily use no matter where you are.”

The Razer Hammerhead Duo comes in two versions: The Razer Hammerhead Duo, which features an inline control with volume and play/pause control plus microphone, and the Razer Hammerhead Duo – Compatible

with the Nintendo Switch™. Built specifically with Nintendo Switch users in mind, this variant sports an inline microphone with mute switch that allows for convenient communication across games and calls, a silver Razer logo on each earpiece, and a carry case for easy storage – keeping the in-ears organized to avoid cluttering bags and pockets in-between gaming sessions.

ABOUT THE RAZER HAMMERHEAD DUO

Headphones

- Frequency response: 20 Hz-20 KHz
- Impedance: 32Ω ± 15%

- Sensitivity: 112 ± 3 dB (Max SPL)
- Input Power: 10 mW/20 mW
- Drivers: Dynamic + Balanced Armature
- Connector: 3.5 mm angled jack
- Cable length: 1.2 m
- Approx. Weight: 17 g

Microphone

- Frequency response: 100 Hz -10 kHz
- Pick Up Pattern: Omni-directional
- Signal to noise ratio: ≥ 58 dB

- Sensitivity: -40 ± 3 dB

In-Line Remote

- Volume controls: Volume Up/Down (for Razer Hammerhead Duo only)
- Center control: Play Pause Accept/ End Call (for Razer Hammerhead Duo only)
- Control: Mic mute enable/disable (for Razer Hammerhead Duo – Compatible with the Nintendo Switch™ only)

Compatibility

- Devices with 3.5 mm audio jack
- Devices with 3.5 mm audio + microphone combined jack

Star Wars Stormtrooper Edition Peripherals

Razer introduced a special collection of Imperial stormtrooper-inspired peripherals in collaboration with the beloved Star Wars brand. This new collection includes the Razer BlackWidow Lite mechanical keyboard, the Razer Atheris wireless mouse, and the Razer Goliathus Extended gaming mouse mat – all now available in a stylish white and black Stormtrooper themed edition.

Donning the iconic stormtrooper design, the Razer BlackWidow Lite mechanical keyboard and Atheris wireless mouse are built for productivity and performance, tuned for both the office and home environments. The Star Wars-themed Razer Goliathus Extended gaming mouse mat completes the set with a massive surface area for intense work sessions and high-adrenaline gaming.

“Star Wars is a cultural phenomenon with a rich history not only in cinema, but also in gaming,” said Razer Co-Founder and CEO Min-Liang Tan. “We are excited to join forces with Lucasfilm to create this special collection for our biggest fans and to bring the design of the saga’s most iconic characters to gaming peripherals.”

RAZER STORMTROOPER™ EDITION PRODUCT LINEUP

Razer BlackWidow Lite Silent Mechanical Keyboard – Stormtrooper™ Edition
USD \$99.99 / € 109.99 MSRP

The BlackWidow Lite comes with Razer Orange Mechanical Switches – designed for gaming, with silent and tactile switches for discreet work. With the inclusion of O-rings and individually-backlit keys (with true white lighting), the keyboard can be custom-

ized to be quieter and brighter to suit one’s tastes. The Stormtrooper Edition features a stormtrooper-inspired top plate, a black-and-white braided cable, and an Imperial crest on the escape key.

Razer Atheris Wireless Mouse – Stormtrooper™ Edition
USD \$59.99 / € 69.99 MSRP

The Razer Atheris is a pocket-sized wireless mouse designed with industry-leading signal stability for over 300 hours of continuous use* via 2.4GHz Wireless or Bluetooth connection. The new Stormtrooper Edition carefully integrates the iconic stormtrooper helmet along the ergonomic body of the Atheris mouse.

*Battery life may vary based on connection type.

Goliathus Extended Gaming Mouse Mat – Stormtrooper™ Edition
USD \$34.99 / € 39.99 MSRP

The Goliathus – Razer’s best-selling soft gaming mouse mat – provides speed and precision with its slick, taut weave optimized for all mouse sensitivities and sensors. The portable mat is designed with an anti-fraying stitched frame and an anti-slip rubber base. The Stormtrooper Edition comes in an iconic stormtrooper design that completes the entire set.



Professor Lupo and his Horrible Pets Announced

Professor Lupo and his Horrible Pets is a cartoonish 2D sci-fi themed narrative puzzle adventure game to be released on Switch and Steam in Summer 2019, featuring 100 levels and 12+ hours of gameplay.

Professor Lupo and his Horrible Pets is developed by BeautiFun Games, the studio behind the multi-awarded hit Nihilumbra. In this adventure, the player controls Professor Lupo’s intern in dire need to escape from an alien infested space station.

Become the most epic intern of all times and save humanity from collapse, or at least your own neck, in this frantic upcoming puzzle-adventure game infested with aliens!

Professor Lupo is a scientist who has traveled to every galaxy to collect the most hor-

rible aliens, and has returned to the Earth in order to sell them to the highest bidder. While the alien showcase is going on, an attack occurs, and all the aliens escape and spread inside the Aurora Space Station.

Your job as an intern of the spaceship has been always to study and take care of these creepy and also lethal critters. Anyway, this time you will have to add a new task to your to-do list: find a way to escape, or become your pets’ dinner.

Features

- Puzzle-adventure game remarkably focused in the narrative.

- Investigate the alien’s behaviour: use them in your favour!

- More than 100 levels of gameplay and replayability.

- Distinctive English voice-overs for each character!

- Explore the depths of Aurora Space Station and its machinery.



CYTUS α is now available across retailers

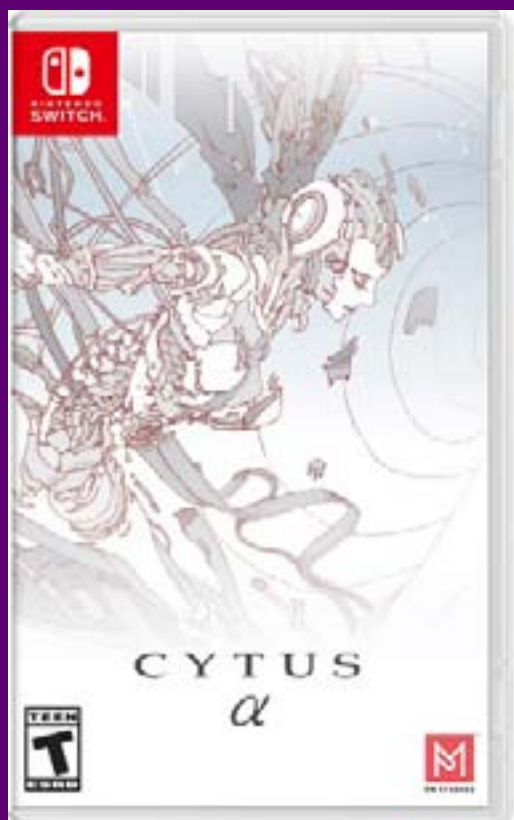
PM Studios and acttil are thrilled to announce that CYTUS α, the latest title from critically acclaimed rhythm game developer Rayark, is now available on Nintendo Switch™ in both digital and physical formats. To celebrate the release of CYTUS α on Nintendo Switch, the initial release of the retail version will include a special CD, featuring music from [Chapter Ω] ! The special CD and the game will be finely packaged using a Collector's box* with exclusive box art featuring some of the awesome visuals of CYTUS α!

The game is now available for \$49.99 at retailers across the US like GameStop, Amazon and BestBuy!

*First print copies, while units last.

For our European Audience:

PM Studios, in an effort to expand their audience and reach for videogames all over the world, partnered up with Numskull Games who will be handling all future European physical releases from the company. The first title from the partnership will be Cytus α, and it will be available for purchase at retail chain stores across the European region and via the Numskull Games website.



About CYTUS α

CYTUS α is a rhythm game featuring a futuristic graphical style, which includes more than 200 songs from the original CYTUS and new tracks created for CYTUS α. Players will use the Nintendo Switch's unique Touch controls to hit notes for maximum control. There is also an online mode, where players can engage in score battles with other rhythm fanatics.

Key Features

- Music: More than 200 tracks from the original release with over 400 Charts, and additional unreleased songs, including exclusive songs from Cytus Ω, which are available in Chapter Ω! and collaborations from Chapter Ω!
- Visuals: Mesmerizing futuristic graphics with a new UI developed specifically for Nintendo Switch!
- Story: An in-depth data system for diving into even deeper story engagement!
- Difficulty: Easy to hard modes to satisfy beginners and veteran rhythm game players alike, and various musical tastes such as pop, jazz, trance, hardcore and more!

Metaverse Keeper Updates

Did you think that saving the Metaverse was an easy task? Joining forces with other three heroes thanks to the space-time anomaly that created the Metaverse has been quite an adventure. An adventure that hasn't stopped yet, because the team at Sparks Games is working hard on creating the most polished dungeon crawler and roguelike experience.

It has not been that long since Metaverse Keeper was released on Steam Early Access, but it has been more than enough for the developer to identify the key aspects that needed some tuning. Sparks Games is happy to announce that Metaverse Keeper next update will address some of the aspects that the fans were demanding since day one.

More difficulty options, an improved resource allocation in multiplayer as well as the addition of aim-assist are some of the new features that the game will have in the near future. Players that want to try the new features will have the chance thanks to a closed beta with a date to be confirmed.

UPDATE'S NEW FEATURES

- New difficulty options

- Optimized resource allocation in the multiplayer mode
- Enabling or disabling of aim-assist

OTHER NEW FEATURES ON THE WORKS

- Add multi-directional attacks
- Decrease cooldown of the Evade abilities
- Optimize variety of monsters simultaneously present in the same rooms
- Continuous optimization of resource acquisition and related content in multiplayer
- Continuous optimization of local and online co-ops

METAVVERSE KEEPER KEY FEATURES

- Bring balance to the Multiverse in this fast-paced dungeon crawler with roguelike elements
- Explore the Bastion, a dimension-traveling ship which is randomly generated: each playthrough will be different!
- Face over 100 crazy enemies and 8 bosses who stand in the way between you and the evil Boss
- Play with friends in local and online coop
- Choose between 4 different heroes, each with their own special skills
- Customize your powers and weapons using Chips
- Find your favorite weapon between the thousands of variations with randomized stats of 7 weapon categories

In The News Continued

Mowin' & Throwin' Launches

House Pixel Games is proud to announce its award-winning game of sabotage Mowin' & Throwin' launched on Nintendo Switch and Steam -- use lawn gnomes racing around in nitro-boosted mowers to wreck your neighbor's yard by blasting rocks, fertilizer bags, and more at your unsuspecting opponents!

Mowin' & Throwin' is a competitive lawn mowing experience where the objective of the game is to have the least amount of grass on your lawn before time runs out. Choose your zany gnome avatar and mow down the competition in 2v2 or 1v1 modes. Mowin' & Throwin' is great for social gatherings, parties, and public events; as well as playing at home with friends, family, or people you only sort of like!

Mowin' & Throwin' Features:

- A stunning variety of items drop from the sky during the match. Use them to knock gnomes off mowers, regrow grass, or flip your opponent's controls!
- Experience the thrill of mowing at breakneck speeds to gather grass bag ammo to shoot at your rival team's yard!
- Grow closer with your friends by teaming up! Or ruin that friendship with a well aimed rock! Keep the couch fun during parties or when you need a break from the online world.
- The controls and objective of Mowin' & Throwin' are easy to learn. But if you want to be a cut above the rest, you'll need to master each lawn's unique challenge to turn them to your advantage -- some examples include shifting terrain, elevators, destructible environments, darkness, and more!

A single match only takes a few minutes, but

In The News Continued



Mowin' & Throwin' can keep you and your friends occupied for seasons! The experience is best played locally, but the PC edition is

also playable online through PARSEC. PlayStation 4 and Xbox One editions are planned for release later this year as well.

Rally Rock 'N Racing Announced

EnjoyUp Games & Super Power Up announces Rally Rock 'N Racing on Nintendo Switch™.

Rally Rock 'N Racing

Get ready to skid around at full speed with your family and friends!

In Rally Rock 'N Racing, you'll enjoy a wide variety of natural environments, such as deserts, snow-covered mountains, forests... where you can show your skill at the wheel, competing against everyone to become the fastest.

The game has several modes, such as Championship, Time Trial, Arcade and 4-player multiplayer.

Online leader board where you can compare

your best times with those of your friends and players from around the world.

Features:

- Wide variety of tracks.
- Multi-player with 4 players.
- Realistic driving physics.
- Lots of Rock 'N Roll music.



CRYSTAL CRISIS Drops Today

Crystal Crisis, the cute and chaotic new color-matching combat game, is available now on Nintendo Switch. Developed and published by Nicalis, Crystal Crisis is an all-new head-to-head puzzle-battle throw-down: Players arrange falling Crystals into matching colors and shatter them to attack their opponents.

Crystal Crisis players can choose from 20 different combatants, including Nicalis favorites like Quote and Curly from Cave Story and Isaac from The Binding of Isaac, in addition to special guests like Astro Boy and Black Jack from Tezuka Productions. Each character has his or her own "home" stage, musical theme, voice-acted exclamations and special moves called "Bursts." Players will need to build up their character's Burst



Gauge before they can deliver a powerful Attack Burst or rearrange their own Crystal grid with a Defense Burst.

A variety of single-player gameplay modes (including Story, Arcade, Tag Team, Survival, Training and more) accentuate the battle options, while local and online multiplayer functionality give challengers the opportunity to play against friends, family members and Crystal Crisis fighters worldwide. The onscreen Crystal colors can also be configured to make the game accessible for players with color blindness.

Crystal Crisis for Nintendo Switch is rated E10+ by the ESRB and is available now as a digital download (\$29.99 MSRP) or physical retail version (\$39.99 MSRP). A PlayStation 4 version will also be available very soon.

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?

How did you do? We get feedback in a variety of ways from a plethora of places. Have you ever thought about a feedback video game? We could take certain actions and then see the results of the actions. A feedback based video game could provide for all kinds of interesting concepts. Some things are blatantly obvious like doing drugs and driving. How about being really tired and driving? Those two scenarios could easily end up in the person being dead. There can be other scenarios where you can propose to your girlfriend and it

leads to marriage. That leads to children, a house, and happiness. A feedback video game could be used to teach good morals. Think about this idea - give your heart to Jesus and make the world a better place. On the flip side of the coin you could choose to be selfish and see how much pain and misery you cause. A feedback video game could be used for great good, and teach wonderful lessons. On the other side of the coin a feedback game could be used for great evil, and teach radical, extremist horrible, bad lessons.

I think a feedback video game has all kinds of promise. Gamers could learn to respect their elders, pastors, priests, policemen, government workers, professors and more. Families could reinforce the challenges they face in teaching their kids the right way to live life. The radicalized

media could be exposed for the true haters they really are. Their extreme bias could be addressed in a feedback video game. The selfishness of too many video game companies could be shown as well. Video game addiction could be dealt with in a feedback video game too. There are so many areas, topics, and ways a feedback video game could be done to make our entire industry better. A feedback video game would also absolutely have to include one thing. Know what that one thing is? Gamer feedback. That would be the coolest thing ever. A feedback based video game that allowed the gamer to provide feedback. Would you play a feedback based video game? What kinds of lessons would you want a feedback based video game teach? Expose the fraud of things like Global Warming perhaps? Some other idea?

Ruth 3:10-11

10 “The Lord bless you, my daughter,” he replied. “This kindness is greater than that which you showed earlier: You have not run after the younger men, whether rich or poor.

11 And now, my daughter, don't be afraid. I will do for you all you ask. All the people of my town know that you are a woman of noble character.

REVIEWS

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

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

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

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

DVD	Score	Page
DC's Legends of Tomorrow Season Three	45	35

Nintendo 64	Score	Page
Toy Story 2 Buzz Lightyear to the Rescue	79	37
Waiialae Country Club True Golf Classics	77	37

Nintendo DS	Score	Page
Phoenix Wright Ace Attorney Justice for All	61	26

Nintendo Switch	Score	Page
RBI 19 Baseball	78	30
Sushi Striker The Way of Sushido	67	27

Personal Computer	Score	Page
Anthem	66	32
Black Clover Quartet Knights	58	34
Dirt Rally 2.0	60	29

PS4	Score	Page
Anthem	66	32
Black Clover Quartet Knights	58	34
Dirt Rally 2.0	60	29

RBI 19 Baseball	78	30
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PS4 VR	Score	Page
VR Karts	61	33

Wii	Score	Page
Rayman Raving Rabbids TV Party	77	36

Xbox One	Score	Page
Anthem	66	32
Dirt Rally 2.0	60	29
RBI 19 Baseball	78	30





Phoenix Wright Ace Attorney Justice for All

SCORE: 61



Phoenix
B-But I'm just a simple defense attorney!



Sushi Striker The Way of Sushido

SCORE: 67



When Family Friendly Gaming heard about the Phoenix Wright video games being released digitally on current generation consoles it was decided to buy the physical copy versions on the Nintendo DS. That is how our editor in chief rolls. Which is pretty cool in my opinion. Phoenix Wright Ace Attorney Justice for All can be found for a very reasonable price too.



Mays
Is everything OK, Nick...?

menu screen. The issues family can have with Phoenix Wright Ace

Attorney Justice for All are blood, violence, lack of attire, enticement to lust, and more. There are some real characters in Phoenix Wright Ace Attorney Justice for All. We consistently expose others as liars in Phoenix Wright Ace Attorney Justice for All. They generally do not appreciate having to



face the truth. My biggest bane in Phoenix Wright Ace Attorney Justice for All is the health bar. We must pick certain evidence to expose the lies when we cross examine the statements of the people. Pick the wrong thing and you lose some health. Lose all of your health and your client is found guilty. Which is lame when we have already presented enough reasonable doubt.

At times what needs to be presented did not make much sense. Other times I thought something would prove the person to be lying and it was not accepted. I rarely made it through a case right the first time. I had to

replay from saves. The saves are too far out from one another in my opinion. Phoenix Wright Ace Attorney Justice for All is a different kind of a game. - WMG

I did some research on Sushi Striker The Way of Sushido before having Family Friendly Gaming purchase it. I knew the positives and negatives to each of the versions (Nintendo 3DS and Nintendo Switch). I decided we should have someone play each version to verify this. You know the worldly gaming media has been wrong on a lot of things over the years. We continue to expose them and they really do not like that. We are viciously attacked for pointing out the facts and truth.

The best way to sum up the differences between the 3DS and Switch versions is the controls. The Switch version is similar if you undock the system. If you dock the

system then Sushi Striker The Way of Sushido becomes pretty much unplayable. The graphics are a bit better on the Nintendo Switch. Hard to even differentiate though.

The issues families will have with Sushi Striker The Way of Sushido is violence, lack of attire, enticement to lust, demonic characters, and more. The grinding in Sushi Striker The Way of Sushido is such a pain. Especially with the linking control issues on the Nintendo Switch.



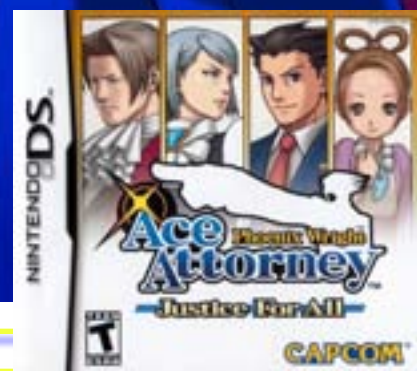
anywhere. I found stories of restaurants banning people from eating their sushi. I also found stories on sushi restaurants banning people from taking photography. The lack of originality is getting old. Who keeps paying these companies to brainwash us to hate the government?

I did not enjoy my time with Sushi Striker The Way of Sushido. The biggest positive I can see is ya'll can save your money and avoid Sushi Striker The Way of Sushido like the plague. The matching plate color as they zoom by is an interesting one. Throwing the stack of empty plates made me feel like a glutton. - Paul



I am so bored with the constant story line of having to revolt against the government. I could find no information on the government banning sushi

System: Nintendo DS
Publisher: Capcom
Developer: Capcom
Rating: 'T' Teen THIRTEEN and OLDER ONLY { Blood, Mild Violence, Suggestive Themes}



Graphics: 58%
Sound: 74%
Replay/Extras: 80%
Gameplay: 45%
Family Friendly Factor: 50%

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



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

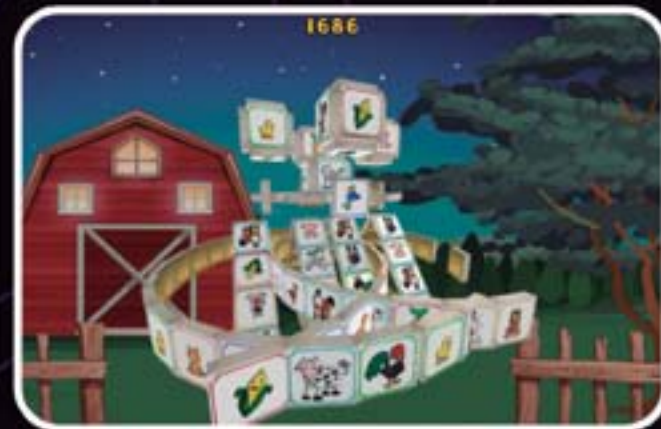


ENSENASOFT



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



Dirt Rally 2.0

SCORE: 60



Everybody and their brother seems to want to make some Rally racing video game. Dirt Rally 2.0 is the most recent one Family Friendly Gaming purchased. No clue why Codemasters failed us so badly. Probably because they know we keep a look out for casual and family gamers. Dirt Rally 2.0 does not. I will get into that problem later in this review of this dirty racing video game.

What is it with modern video games and demanding we agree to all of their legal terms before playing the video game we purchased? Dirt Rally 2.0 makes us agree to all of their terms before we can play. We have no say on any of it. There are no negotiations. That

is of course after the extremely long installation, and nap inducing loading screens. Modern gaming has taken way too many steps backwards.

Dirt Rally 2.0 sounds good, and it looks nice. The controls can be a bit loose, and you better understand the terminology before playing. I get some of it. Other words being used in Dirt Rally 2.0 are a waste of space in my opinion. At least they are a waste when I have no idea what their meaning is. Expect to repair your vehicle after smashing into things, sliding off cliffs and more in Dirt Rally 2.0.



That is on the easiest setting. I never crashed. I never hit anything, and I would place twenty-ninth. If you feel like being humbled then purchase Dirt Rally 2.0. Otherwise do not waste your money on this game.

The modes in Dirt Rally 2.0 are My Team (Events, Garage, Staff), Free Play (Historic, Fia World Rally Cross, Custom, Time Trial), Store and Options. We can race Classic, Back to the 80s, Modern Classics, and Present Day in H1 Trophy, H2 RWD Cup, and H3 RWD Legends. I had zero fun playing Dirt Rally 2.0. This is one of the most obnoxious video games I have ever played.
- Frank



Dirt Rally 2.0 is absolutely brutal in terms of difficulty. I dropped Dirt Rally 2.0 down to the easiest difficulty. That is one out of one hundred. I would place twenty-ninth in rally races in Dirt Rally 2.0.

System: PC/Xbox One/PS4(tested)
Publisher: Codemasters
Developer: Codemasters
Rating: 'T' - THIRTEEN and OLDER ONLY {Mild Lyrics}



Graphics: 80%
Sound: 60%
Replay/Extras: 50%
Gameplay: 40%
Family Friendly Factor: 70%

RBI 19 Baseball

SCORE: 78

Did you enjoy the Twitch stream Teen Gamer and I did of RBI 19 Baseball? We have played this baseball video game other times as well. RBI 19 Baseball can be found on the Nintendo Switch, Xbox One and Playstation 4. I am very thankful Family Friendly Gaming had enough money to purchase this sports based video game. Some things have gotten better in this franchise. There is still one glaring problem that has not improved for years.

The modes in RBI 19 Baseball are Exhibition Match, Home Run Derby, Online Multiplayer, New Franchise, New Post Season, Continue Franchise, Continue Post Season, Favorite Team, Manage Rosters, Settings, Controls, and Playball Program. RBI 19 Baseball includes weekly updates to adjust where the teams are ranked based on what is happening in the real world.

If the music bothers you then it can be turned down to zero. That way none of the

songs will play. RBI 19 Baseball is bare bones compared to a lot of other sports video games. The music is one such example. The graphics look better, and the sounds are pretty good in RBI 19 Baseball. The fans look better in the stands. We still do not have players in the dug-outs. If you want to win change the default settings to assisted fielding, and easy. Even then you can lose.

The computer goes

on streaks in RBI 19 Baseball. There is no rhyme or reason to this. I was up 5-0 in a game against the computer. They got a three run home run, so I switched pitchers. They kept getting hits until they tied the game. In extra innings they did it again and got the win. My hitting which had been hot early died off and never came back in that game. This can be extremely frustrating.

The controls in RBI 19 Baseball are still extremely basic. We can swing or bunt when batting. We can move the pitcher left or right on the mound and throw one pitch. The ball can be moved while it is in the air. This is a very unfair advantage to the pitcher. Home runs are hard to come

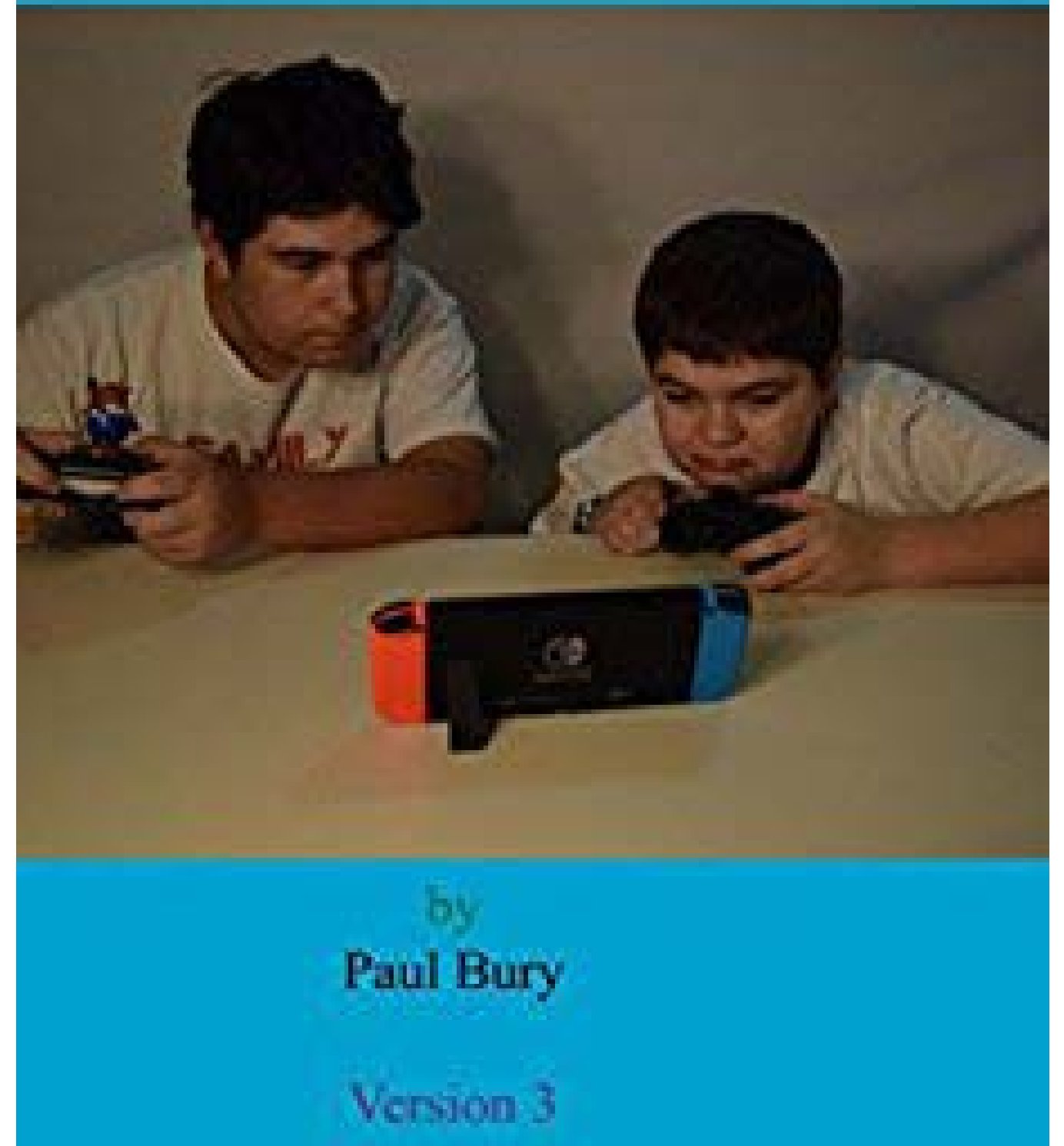
by in RBI 19 Baseball. The computer hits them more than we ever did. I never found the right combination to entice home run hitters to get it over the wall outside the Home Run Derby.
- Paul

System: Nintendo Switch/Xbox One/PS4(tested)
Publisher: Major League Baseball Advanced Media
Developer: Major League Baseball Advanced Media
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 84%
Sound: 77%
Replay/Extras: 85%
Gameplay: 62%
Family Friendly Factor: 82%

VIDEO GAME LIES



By Paul Bury
Version 3

BUY IT NOW RIGHT HERE



Anthem



SCORE: 66

I had heard a plethora of complaints about Anthem from a variety of different people. I am very thankful Family Friendly Gaming purchased a copy of Anthem on the PS4 when prices plummeted. We should get reviewable copies of games like this one but the corrupt gaming companies do not like to give out games unless they are promised a good review. No big deal. Our reviews are always honest. If a company does not like it – oh well.



The issues families will have with Anthem are false gods, blood, violence, bad language, and more. We must always be online to play Anthem which is so lame. The content and story in Anthem is decent in my opinion. The problem can be good loot drops are needed to be able to compete in the end area missions. You can get very unlucky and not get good gear that is needed to beat those missions.

Anthem has nice graphics, voice acting, and realistic feeling characters. The world in Anthem is beautiful to look at. Expect the loading time to put you to sleep though. EA has a habit of spending more time on graphics than actual gameplay or content. The storyline in Anthem is predictable and feels like it has been done before. The gameplay allows players to pick one of four javelin suits.



Flying is fun in Anthem. I learned to be careful though. We can only fly for so long before we need to cool off. How do we cool off? Go through water, or dive downward. There are certain things in Anthem that make no sense. The biggest one is getting back into the fort from freeplay. We can't go in the door we came out of. Instead we must go to the map screen and select a hard to notice option.

I enjoyed my time with Anthem. As my Twitch streams denoted. I am not one of the hardcore haters. I give my impressions and I do not believe in group think. I am also not big on letting others influence my decision or choices on something. I don't mind playing with others in Anthem. I just wish there was an offline mode to this violent video game. Melee attacks are more fun in my opinion than shooting.
- Paul

System: PC/PS4/Xbox One(tested)
Publisher: Electronic Arts
Developer: Bioware
Rating: 'T' - THIRTEEN and OLDER ONLY
(Alcohol Reference, Language, Mild Blood, Use of Tobacco, Violence)



Graphics: 57%
Sound: 60%
Replay/Extras: 82%
Gameplay: 75%
Family Friendly Factor: 55%



VR Karts



SCORE: 61

I was so excited to hear about VR Karts on the PS4 VR. Did you catch my Twitch stream of this virtual reality video game? This game really messed me up. I got sick after playing VR Karts. Those power turns are brutal in this game. I am pleased VR Karts comes in the much sought after physical copy format.

VR Karts is a fun kart racing video game that has a lot of bright colors. There are weapons so we can slow down other racers, spin them out, blind them and more. VR Karts has a tutorial at the beginning that is helpful. The controls are also shown on the loading screen so we do

not need to worry too much about the controls.

There are offline championships and an online mode as well in VR Karts. My problem is the getting sick from playing this virtual reality video game. I love the targeting system – we use our heads literally. I had fun with VR Karts until it made my head and stomach feel funny. There are plenty of boosts available in VR Karts.



I have played one other kart racing video game in VR and that also got my stomach feeling queasy. I do not know if the industry

is ready for a game like VR Karts. I do not know if the technology is not quite there. I do know my personal experiences with VR Karts. I know people that watched my Twitch stream told me they had issues as well.

VR Karts is one of those games I wanted to like so much. I had fun with VR Karts at first. Once I started getting sick that soured my entire experience with VR Karts. Thankfully families will not lose a lot of money purchasing a copy of VR Karts since it is so cheap. I would love to see a sequel that improves upon the sickness issue.
- Paul

System: PS4 VR
Publisher: Viewpoint Games
Developer: Viewpoint Games
Rating: 'E' for Everyone
(Mild Cartoon Violence)



Graphics: 65%
Sound: 70%
Replay/Extras: 60%
Gameplay: 50%
Family Friendly Factor: 60%



Black Clover Quartet Knights



SCORE: 58

I am thankful Family Friendly Gaming purchased a copy of Black Clover Quartet Knights. This is my first ever exposure to this franchise. I know it is all about magic. Outside of that I know little. Black Clover Quartet Knights explains what is going on in the beginning. There is a magical world and one boy who can not use magic. He uses physical attacks instead to keep up with his friends. We play him in the story mode.

The modes in Black Clover Quartet Knights are story, challenge, online battle, training, customize, gallery, and options. There is Japanese voice acting so Americans get to read the storyline. We go from cut scene, to talking scenes, to battles. Sometimes one of those can be skipped. I got bored with Black Clover Quartet Knights really quickly.



The story made little sense to me.

The issues families will definitely have with Black Clover Quartet Knights are violence, bad language, magical content, lack of attire, enticement to lust, and more. The battles can be played in three different difficulty settings. I can see why the video game publisher failed Family



Friendly Gaming Universe. They know this is not a game for families.

When players first go into Black Clover Quartet Knights after the game installs they must agree to the end user license, and the privacy policy. Gamers and families have no rights or say in this contract. How could that ever hold up in court? We are allowed to customize outfit color, voice, and decks. Black Clover Quartet Knights also allows gamers to take screenshots of the game.

I did not enjoy Black Clover Quartet Knights very much. We are on a team of three fighting other characters. Sometimes it is one, two or three. We must take them out,

battle over crystals and more. I really hated the crystal missions where we must capture a circle and move the crystal to our area. Pass on purchasing this game.
- WMG

System: PC/PS4(tested)
 Publisher: Bandai Namco Entertainment
 Developer: ilinix
 Rating: 'T' - THIRTEEN and OLDER ONLY {Language, Suggestive Themes, Use of Alcohol and Tobacco, Violence}



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



DC's Legends of Tomorrow Season Three

SCORE: 45



I just finished watching DC's Legends of Tomorrow Season Three on DVD. I am not sure I want to continue purchasing and watching the DC Comics television shows. DC's Legends of Tomorrow Season Three has gotten worse from the previous season. I am so disappointed with this show on so many levels. I wish the writers of this show were not so nasty.

The issues families will have with DC's Legends of Tomorrow Season Three are violence, blood, gore, bad language, lack of attire, enticement to lust, sexual deviancy, attacks on Christians, attacks on conservatives, attacks on being positive, war on men, war on Christmas, war on

Christians, pro alcohol, occult, demons, and more.

We are introduced to the Time Bureau in DC's Legends of Tomorrow Season Three. The Legends keep messing things up, and somehow it comes out good in the end. I don't remember them being this bad in the past. The Captain continues to feel all wrong. Since a demon is a major part of DC's Legends of Tomorrow Season Three we see a lot of John Constantine. He will also play a role in the next season.

It took me 762 minutes to watch DC's Legends of Tomorrow Season Three. Mick is the comic relief that is honestly the only saving grace of the show. He is also a disobedient drunk. Ray is the only character that is



semi good in DC's Legends of Tomorrow Season Three. There is a lot of cast turn over in DC's Legends of Tomorrow Season Three. I find it hard to connect with the new characters.

I have a lot to think about before Black Friday 2019. I am the only one in the family semi interested in DC's Legends of Tomorrow Season Three. I am sick of all the attacks on men and Christians in these shows. I want better entertainment choices if you know what I mean. DC's Legends of Tomorrow Season Three flops worse this season than previous seasons.

- Paul

System: DVD
 Publisher: Warner Bros
 Developer: DC Comics
 Rating: 'NR' for Not Rated



Graphics: 45%
 Sound: 50%
 Replay/Extras: 55%
 Gameplay: 40%
 Family Friendly Factor: 35%



Rayman Raving Rabbids TV Party

SCORE: 77

Hopefully you enjoyed the videos I did of Rayman Raving Rabbids TV Party on the Wii. If you missed them please go here. Four family members can



violence, bad language, offensive humor and more. I question some of the controls in Rayman Raving Rabbids TV Party. Some

work great and others are a bit too sensitive. It is also difficult to tell when you have done enough in certain mini games. Others last too long for my tastes.

The Rabbids humor is fully expressed and realized in Rayman Raving Rabbids TV Party. Rayman does not really fit in this game in my opinion. I get how the story works. Any other Ubisoft character could have been

There are some mini games in Rayman Raving Rabbids TV Party that are fun. There are some party games in Rayman Raving Rabbids TV Party that are also fun. There are others that are annoying and obnoxious. There are just over fifty mini/party games in Rayman Raving Rabbids TV Party.

The issues families can have with Rayman Raving Rabbids TV Party are blood,



RAYMAN RAVING RABBIDS TV PARTY

used in Rayman's spot and it would have been fine. Rayman does not bring anything to the table in my opinion. Unless his escape is a continuing storyline from previous Rayman Raving Rabbids' video games.

It does not take too long to beat Rayman Raving Rabbids TV Party. I purchased a used copy of Rayman Raving Rabbids TV Party at Game X Change for under five dollars. Rayman Raving Rabbids TV Party has Wii Balance Board compatibility if you want to control this home console video game that way. I feel like I got my money's worth out of this game.

I would like to see this franchise return at some point.

In spite of some frustrations and the offensive content in Rayman Raving Rabbids TV Party I had fun playing this Wii game. You might too. - Paul



System: Wii
Publisher: Ubisoft
Developer: Ubisoft
Rating: 'E10+' for Everyone TEN and OLDER ONLY {Animated Blood, Cartoon Violence, Crude Humor, Mild Language}



Graphics: 80%
Sound: 80%
Replay/Extras: 83%
Gameplay: 77%
Family Friendly Factor: 65%



Waialae Country Club True Golf Classics

SCORE: 77

I am very thankful I had the money to purchase Waialae Country Club True Golf Classics on the Nintendo 64. I have enjoyed some golf games over the years and been frustrated by other video games. The game modes in Waialae Country Club True Golf Classics are Quick Start, Continue, Game Mode, Setup Data, Check Records, Course Guide, and Options. I like a lot of Waialae Country Club True Golf Classics.

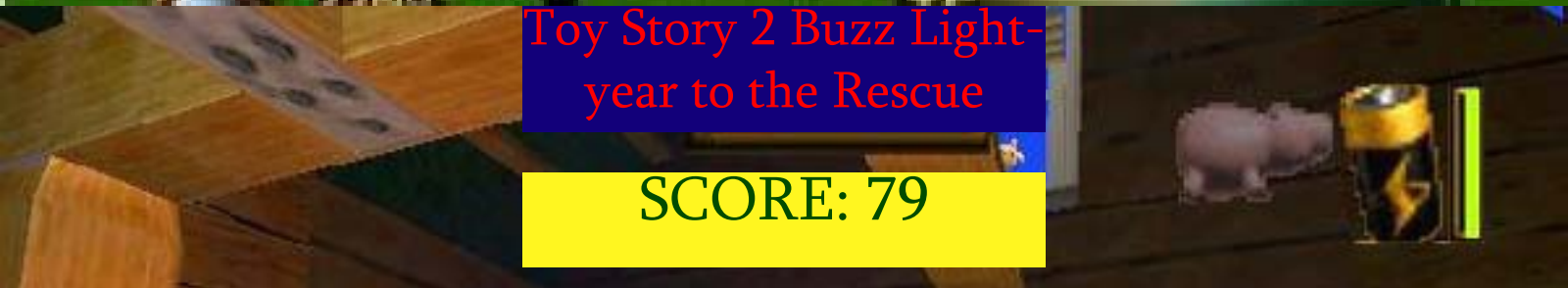
Waialae Country Club True Golf Classics looks great. This is from the era where real looking people were put into video games. Waialae Country Club True Golf Classics could have been better in the sound department in my opinion. The controls in Waialae Country Club True Golf Classics are absolutely miserable to use. There is no way to tell how far you will hit based on the gauge. Putting is even worse.

I wanted to like Waialae Country Club True Golf Classics really badly. Unfortunately the controls harm this game. It takes a lot of work to guess at what the controls need to be. The computer controlled characters are extremely unforgiving. Waialae Country Club True Golf Classics is not worth the money. - Paul

System: Nintendo 64
Company: T&E Soft
Developer: T&E Soft
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 90%
Sounds: 75%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Factor: 80%



Toy Story 2 Buzz Lightyear to the Rescue

SCORE: 79

I am so thankful I had the money to purchase Toy Story 2 Buzz Lightyear to the Rescue on the Nintendo 64. I am always looking for Disney gems. This game has a lot going for it. Giving you directions is not always one of those things. There is a tutorial at the beginning of the game, and then you are left to figure things out. Where do we go next? What are we doing?

Toy Story 2 Buzz Lightyear to the Rescue looks decent for a 3D video game. The Nintendo 64 version does not contain the cut scenes from the movie. Instead we get screenshots. There are ten major levels and five bosses to play in Toy Story 2 Buzz Lightyear to the Rescue. I feel like I got my moneys worth out of this home console movie based video game.

The biggest issue I had with Toy Story 2 Buzz Lightyear to the Rescue was the camera wanting to flip around in certain places. It made me dizzy, got me sick, and irritated me. Especially when I was trying to see a certain spot. There is violence as we attack things in Toy Story 2 Buzz Lightyear to the Rescue. The first person laser view is interesting. - Paul

System: Dreamcast/Playstation/Nintendo 64(tested)
Company: Activision
Developer: Traveler's Tales
Rating: 'E' - Everyone SIX and OLDER ONLY {Animated Violence}



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

SPORTS



Product: Team Sonic Racing
Company: Sega
System: PS4/Switch/PC/XBONE
Release Date: Now
Rating: 'E' - Everyone SIX and
OLDER ONLY (Mild Cartoon
Violence)

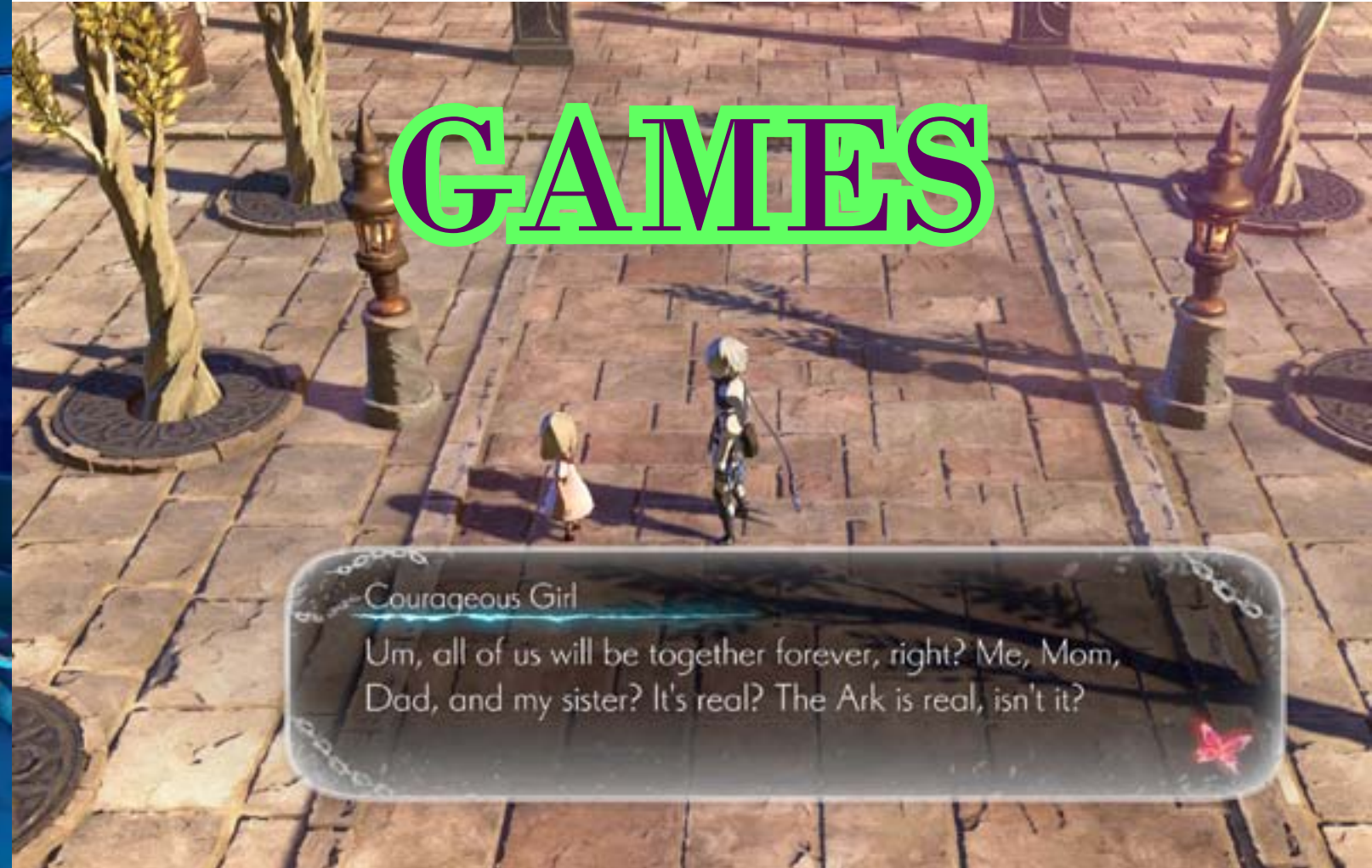




Product: Team Sonic Racing
Company: Sega
System: PS4/Switch/PC/XBONE
Release Date: Now
Rating: 'E' - Everyone SIX and OLDER ONLY (Mild Cartoon Violence)

DEVELOPING

CONTENTS

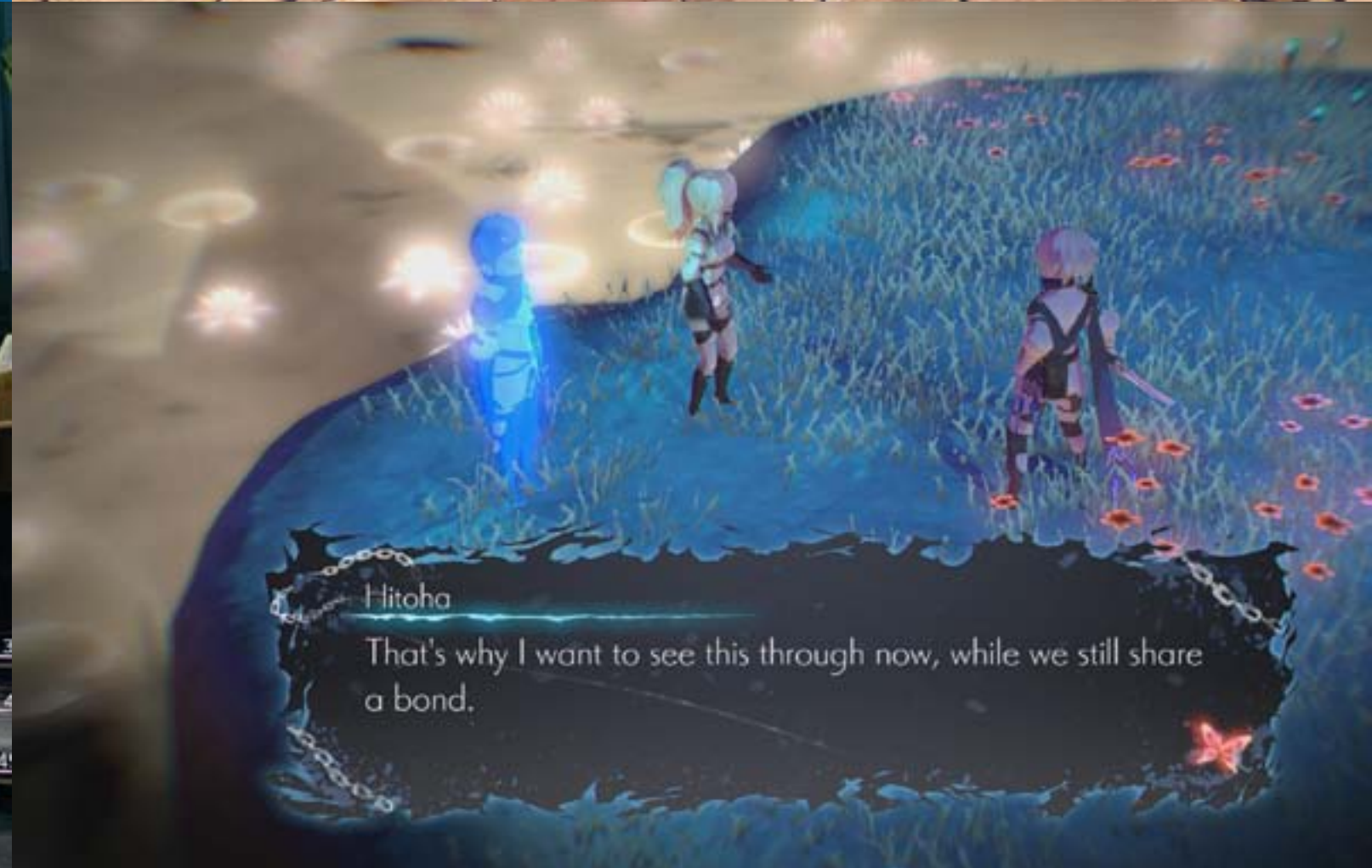


Product Name

Page(s)

- ONINAKI
- Final Fantasy VII Remake
- Doraemon Story of Seasons
- Skull and Bones
- The Moflys Invasion Mayhem

- 43 - 49
- 50 - 55
- 56 - 59
- 60 - 63
- 64 - 67





Product: ONINAKI
Company: Square Enix
System: PS4/Switch/PC
Release Date: Summer 2019
Rating: 'RP' for Rating Pending



Kogachi

Our lives are built on the bonds we form with each other. These bonds are not so fragile that they can be broken by prayer alone.



Kushi

Watchers are who we are because we are human above all else.



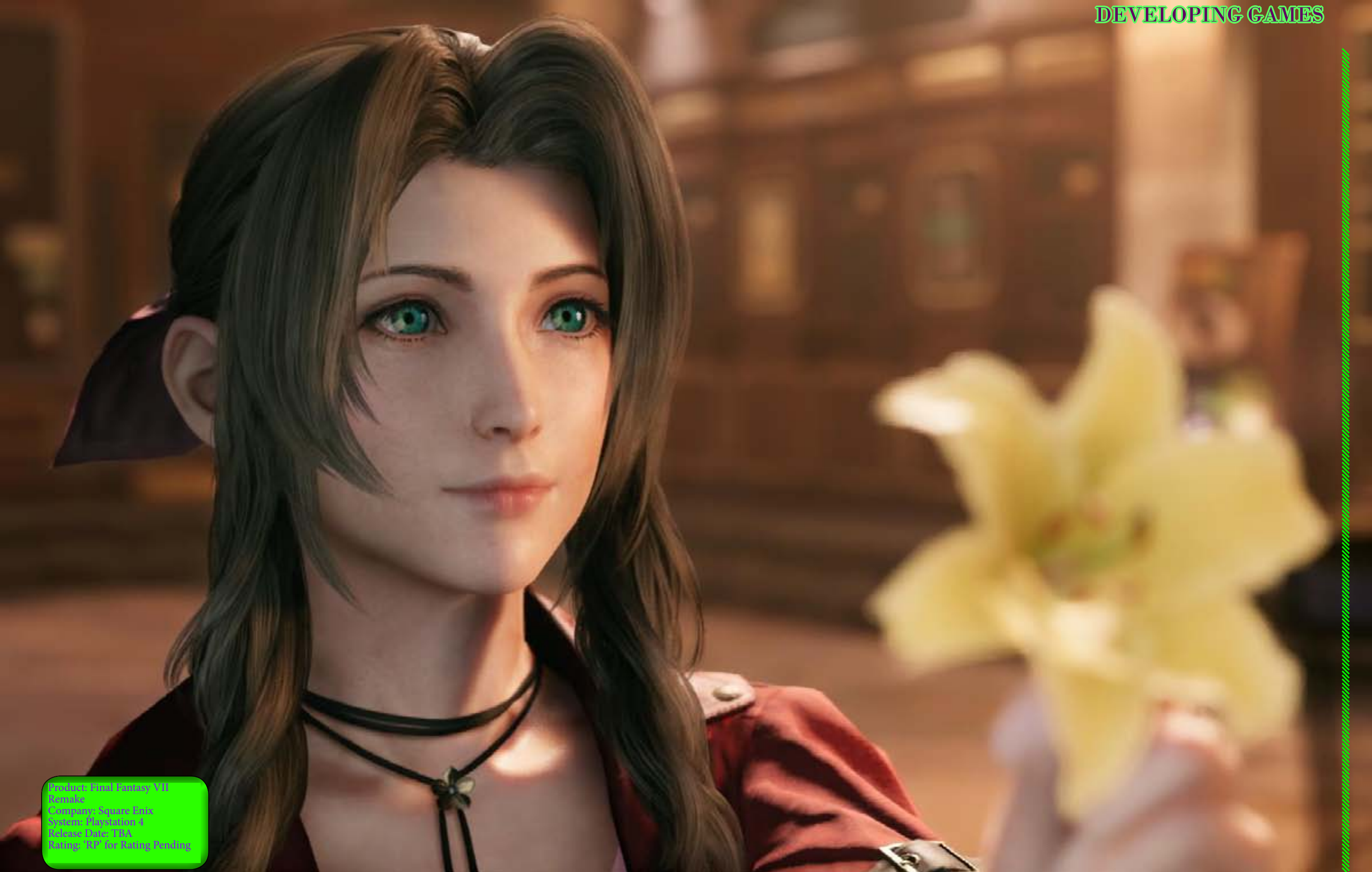
...had Watchers keeping an eye on them and everything. I can't believe this is happening!

Product: ONINAKI
Company: Square Enix
System: PS4/Switch/PC
Release Date: Summer 2019
Rating: 'RP' for Rating Pending





Product: ONINAKI
Company: Square Enix
System: PS4/Switch/PC
Release Date: Summer 2019
Rating: 'RP' for Rating Pending



Product: Final Fantasy VII
Remake
Company: Square Enix
System: Playstation 4
Release Date: TBA
Rating: 'RP' for Rating Pending



Product: Final Fantasy VII
Remake
Company: Square Enix
System: Playstation 4
Release Date: TBA
Rating: 'RP' for Rating Pending



Product: Final Fantasy VII Remake
 Company: Square Enix
 System: Playstation 4
 Release Date: TBA
 Rating: 'RP' for Rating Pending





Product: Doraemon Story of Seasons
Company: Bandai Namco
System: Nintendo Switch/PC
Release Date: TBA
Rating: 'RP' for Rating Pending



Product: Doraemon Story of Seasons
 Company: Bandai Namco
 System: Nintendo Switch/PC
 Release Date: TBA
 Rating: 'RP' for Rating Pending



Product: Skull and Bones
Company: Ubisoft
System: PS4/PC/Xbox One
Release Date: TBA
Rating: 'RP' for Rating Pending



Product: Skull and Bones
Company: Ubisoft
System: PS4/PC/Xbox One
Release Date: TBA
Rating: "RP" for Rating Pending

BLACK HORN
Customization
COMBAT

LB BOW BROADSIDES ARTILLERY RB

1 *Legendary Lost Gear*
RELEASING DRAGONS

+ 7,500
 + 700
 + 3

FIRING PATTERN
SINGLE SHOT + 30

ROUND SHOT: Increased damage to HULL, reduced damage to SAILS.
MANGANESE CORE: HULL hits have a chance to IGNITE the target.

3 **CAST IRON CUIVAINS**

+ 7,350
 + 450
 + 2

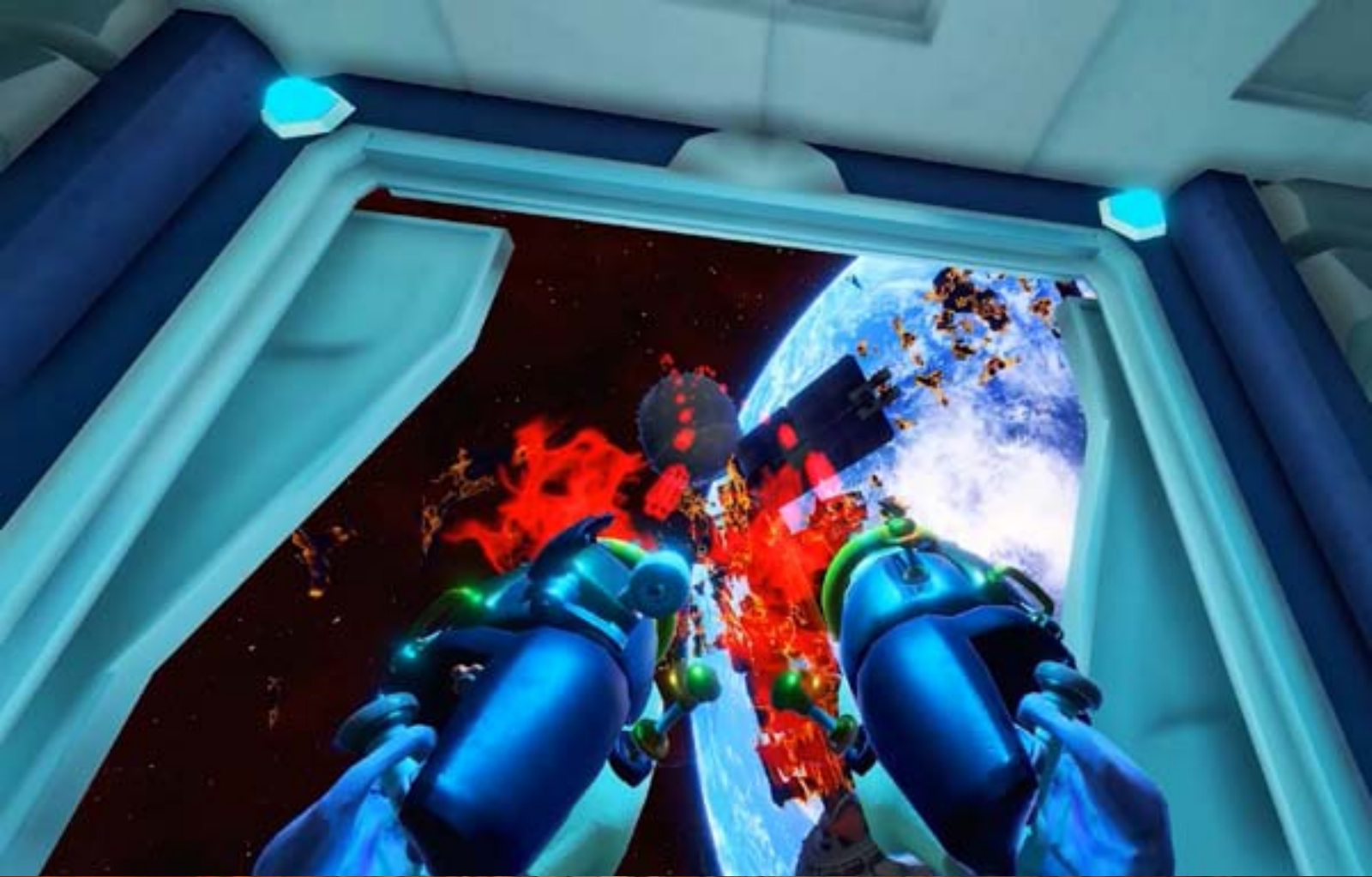
FIRING PATTERN
ALL DECKS + 35

ROUND SHOT: Increased damage to HULL, reduced damage to SAILS.



Product: The Mottlys Invasion
Mayhem
Company: Sindria World
System: Playstation VR/PC VR
Release Date: 2019
Rating: 'RP' for Rating Pending





Product: The Moflys Invasion
Mayhem
Company: Sindria World
System: Playstation VR/PC VR
Release Date: 2019
Rating: 'RP' for Rating Pending

NOW

CONTENTS

Product Name

Page(s)

Starlink Battle for Atlas
Monster Hunter World
Crash Team Racing

69 - 75
76 - 79
80 - 83

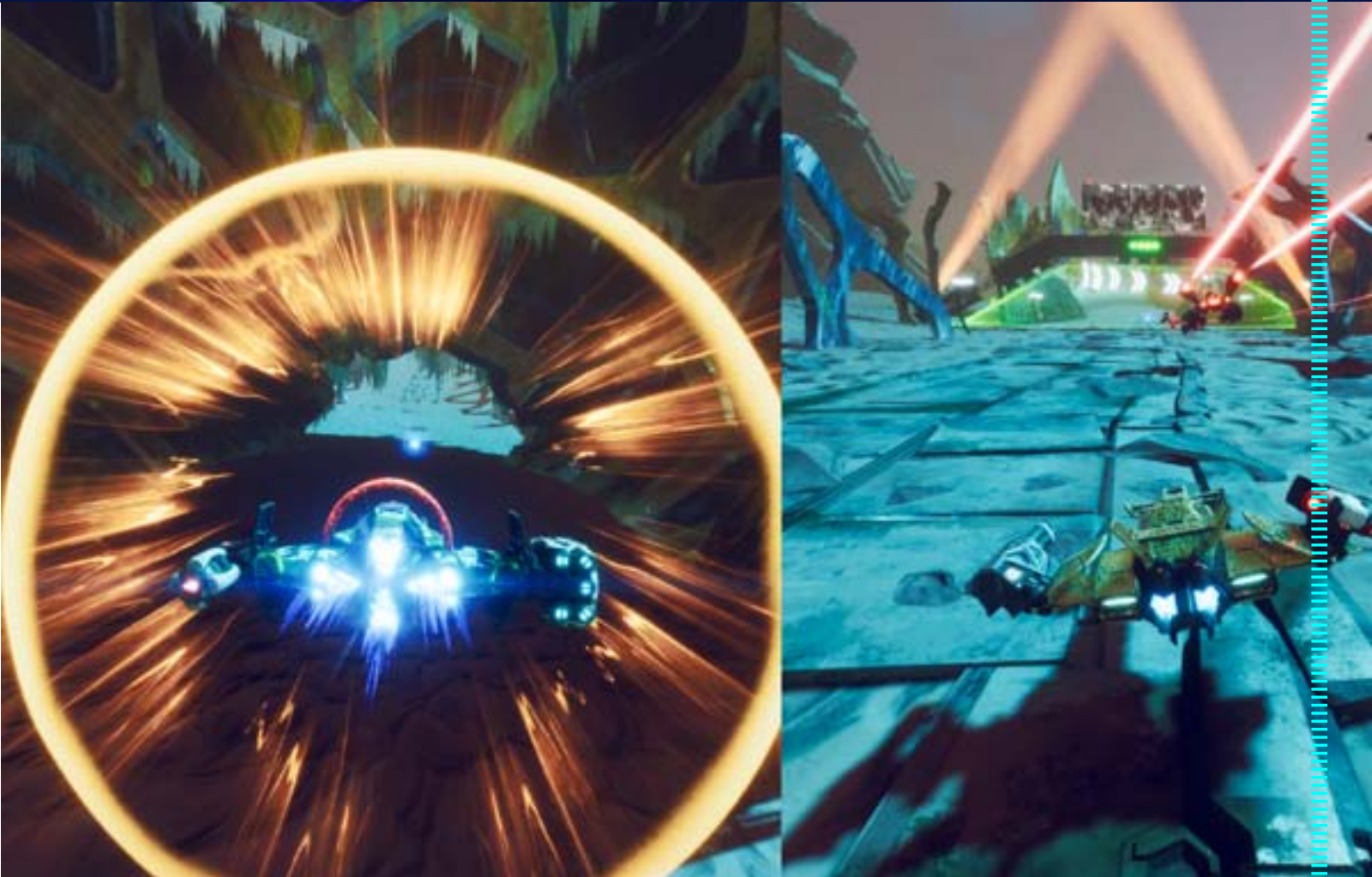


PLAYING

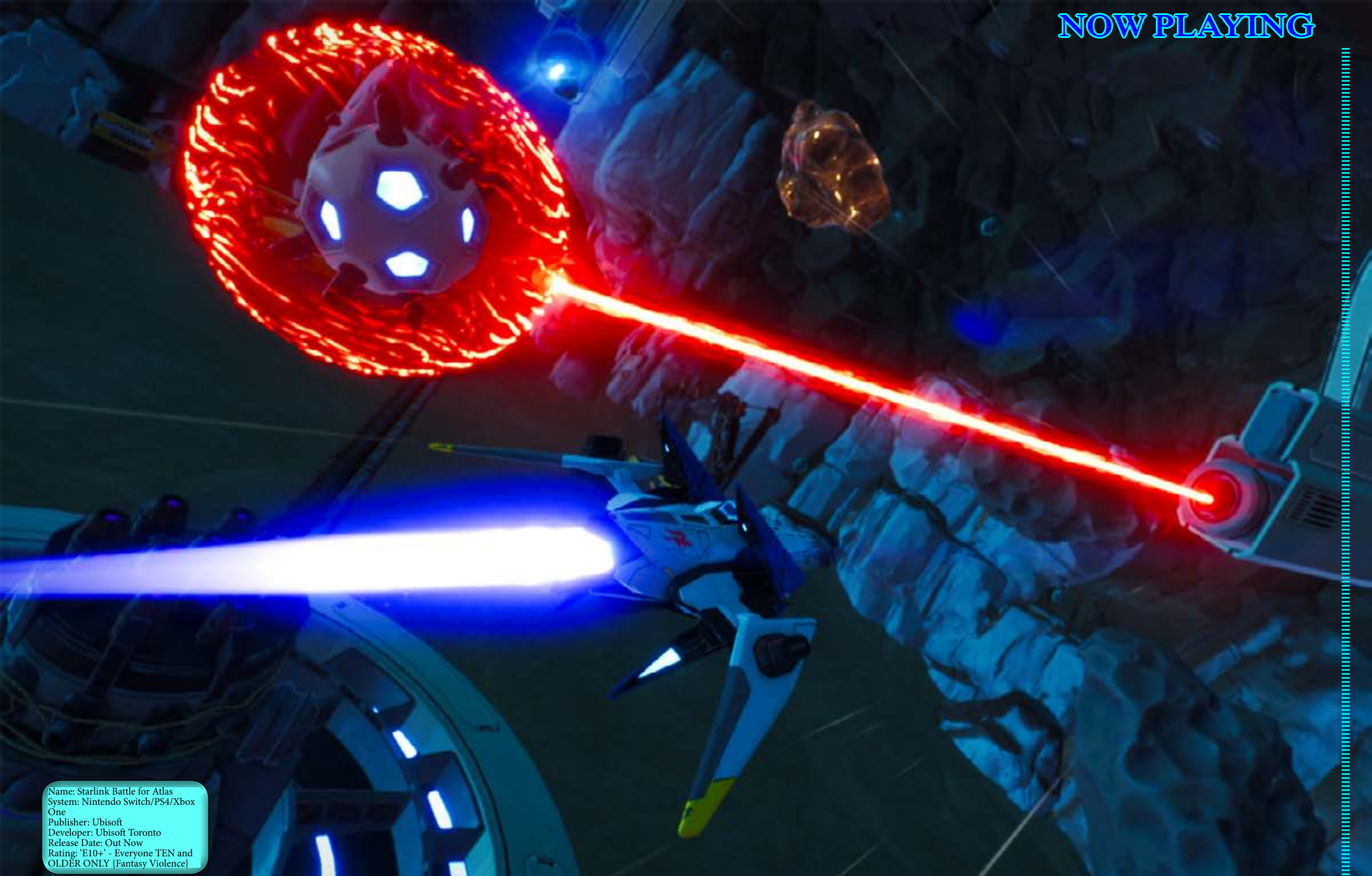




Name: Starlink Battle for Atlas
System: Nintendo Switch/PS4/Xbox One
Publisher: Ubisoft
Developer: Ubisoft Toronto
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Name: Starlink Battle for Atlas
 System: Nintendo Switch/PS4/Xbox One
 Publisher: Ubisoft
 Developer: Ubisoft Toronto
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Name: Starlink Battle for Atlas
System: Nintendo Switch/PS4/Xbox One
Publisher: Ubisoft
Developer: Ubisoft Toronto
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



NOW PLAYING



Name: Monster Hunter World
System: PC/PS4/Xbox One
Publisher: Capcom
Developer: Capcom
Release Date: Out Now
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Mild Language, Use of Alcohol, Violence}



Name: Monster Hunter World
System: PC/PS4/Xbox One
Publisher: Capcom
Developer: Capcom
Release Date: Out Now
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Mild Language, Use of Alcohol, Violence}





Product: Crash Team Racing
Company: Activision
System: PS4/Switch/Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Comic Mischief}



Product: Crash Team Racing
Company: Activision
System: PS4/Switch/Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Comic Mischief}

Last Minute

CONTENTS

Product Name

Page(s)

- Williams Pinball Volume 4
- Endless Legend Symbiosis
- Tyler Model 005
- Moonlighter

- 85 - 91
- 92 - 95
- 96 - 99
- 100 - 103



Tidbits



Williams™



Product: Williams Pinball Volume 4
Company: Zen Studios
System: PC/Xbox One/PS4
Release Date: TBA
Rating: 'E10+' for Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Language)

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PINBALL
W
PINBALL
VOL



Product: Williams Pinball Volume 4
 Company: Zen Studios
 System: PC/Xbox One/PS4
 Release Date: TBA
 Rating: 'E10+' for Everyone TEN
 and OLDER ONLY (Fantasy Violence, Mild Language)



Product: Williams Pinball Volume 4
 Company: Zen Studios
 System: PC/Xbox One/PS4
 Release Date: TBA
 Rating: 'E10+' for Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Language)



Product: Endless Legend Symbiosis
Company: Sega
System: Personal Computer
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: Endless Legend Symbiosis
Company: Sega
System: Personal Computer
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: Tyler Model 005
Company: Maximum Games
System: PC/Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN
and OLDER ONLY [Fantasy
Violence]



Product: Tyler Model 005
Company: Maximum Games
System: PC/Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN
and OLDER ONLY [Fantasy
Violence]



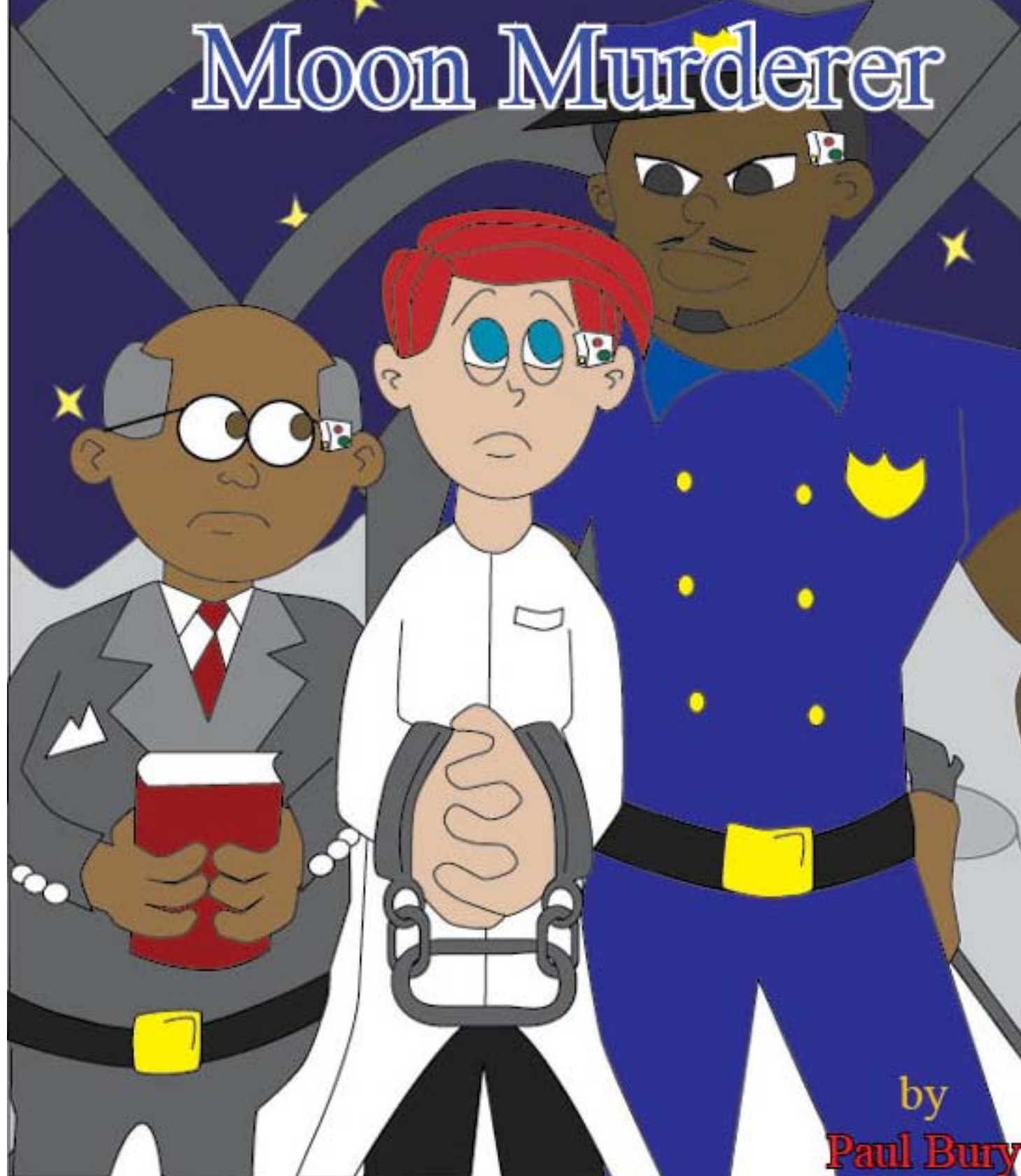
Product: Moonlighter
 Company: 11 Bit Studios
 System: PC/PS4/XBONE/Switch
 Release Date: Out Now
 Rating: 'E10+' - Everyone SIX and OLDER ONLY [Fantasy Violence]



Product: Moonlighter
 Company: 11 Bit Studios
 System: PC/PS4/XBONE/Switch
 Release Date: Out Now
 Rating: 'E10+' - Everyone SIX and OLDER ONLY (Fantasy Violence)



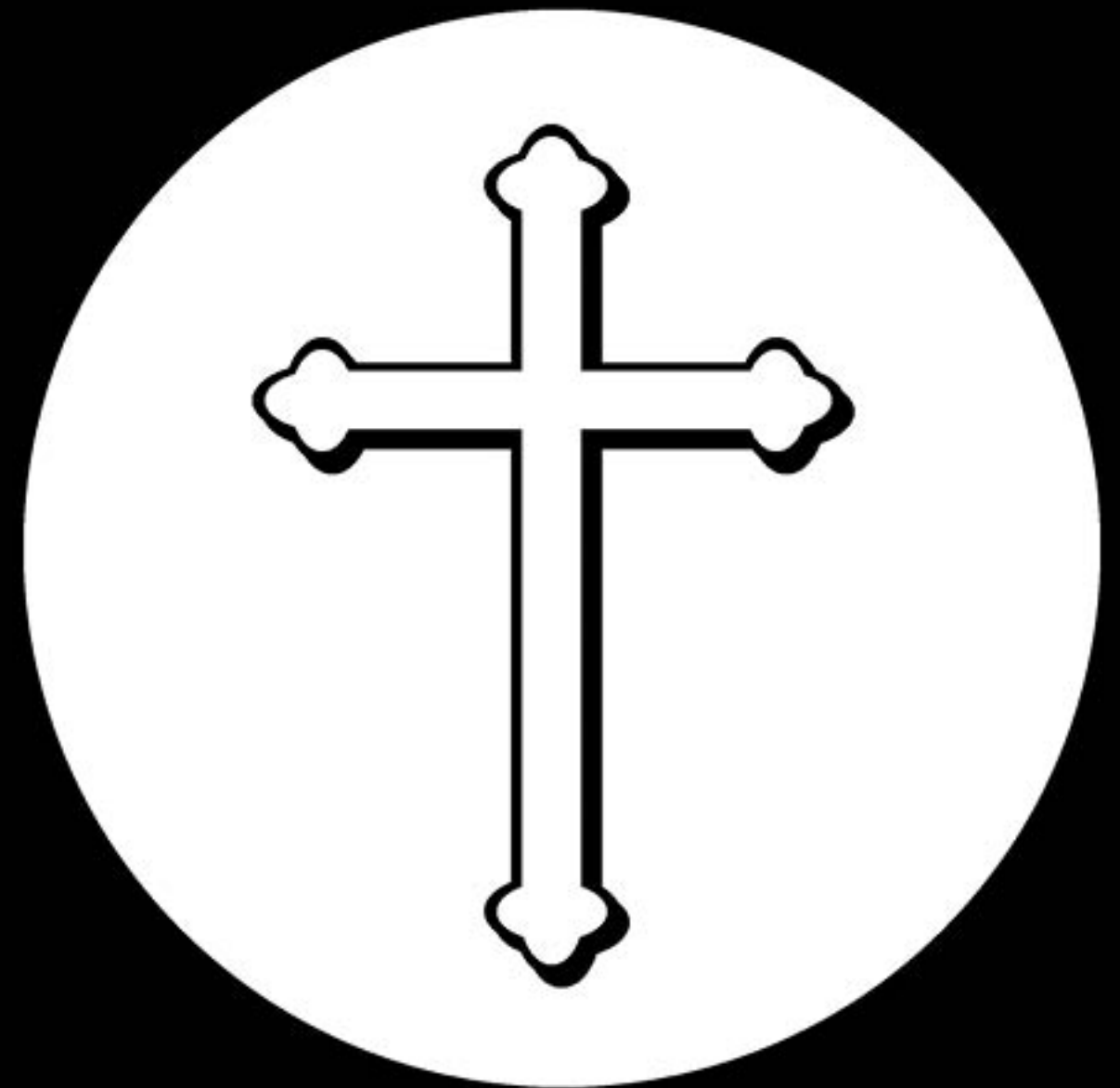
Future Glimpses Moon Murderer



by
Paul Bury

BUY IT RIGHT NOW HERE

FUTURE GLIMPSES
FREE AT LAST



BY
PAUL BURY

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FAMILY FRIENDLY

THE VOICE OF THE
FAMILY IN GAMING

GAMING™

Devotional January

BY

PAUL BURY

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