



FAMILY FRIENDLY GAMING

THE VOICE OF
THE FAMILY IN
GAMING

TM

*Just Dance 2020,
Rugby 20, Farmers
Dynasty, BOXVR,
and more this issue.*

**CATCH THAT
SHADOW IN ANI-
MAL CROSSING
NEW HORIZONS**

ISSUE #148

November 2019

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ISSUE #148

November 2019

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SUPER

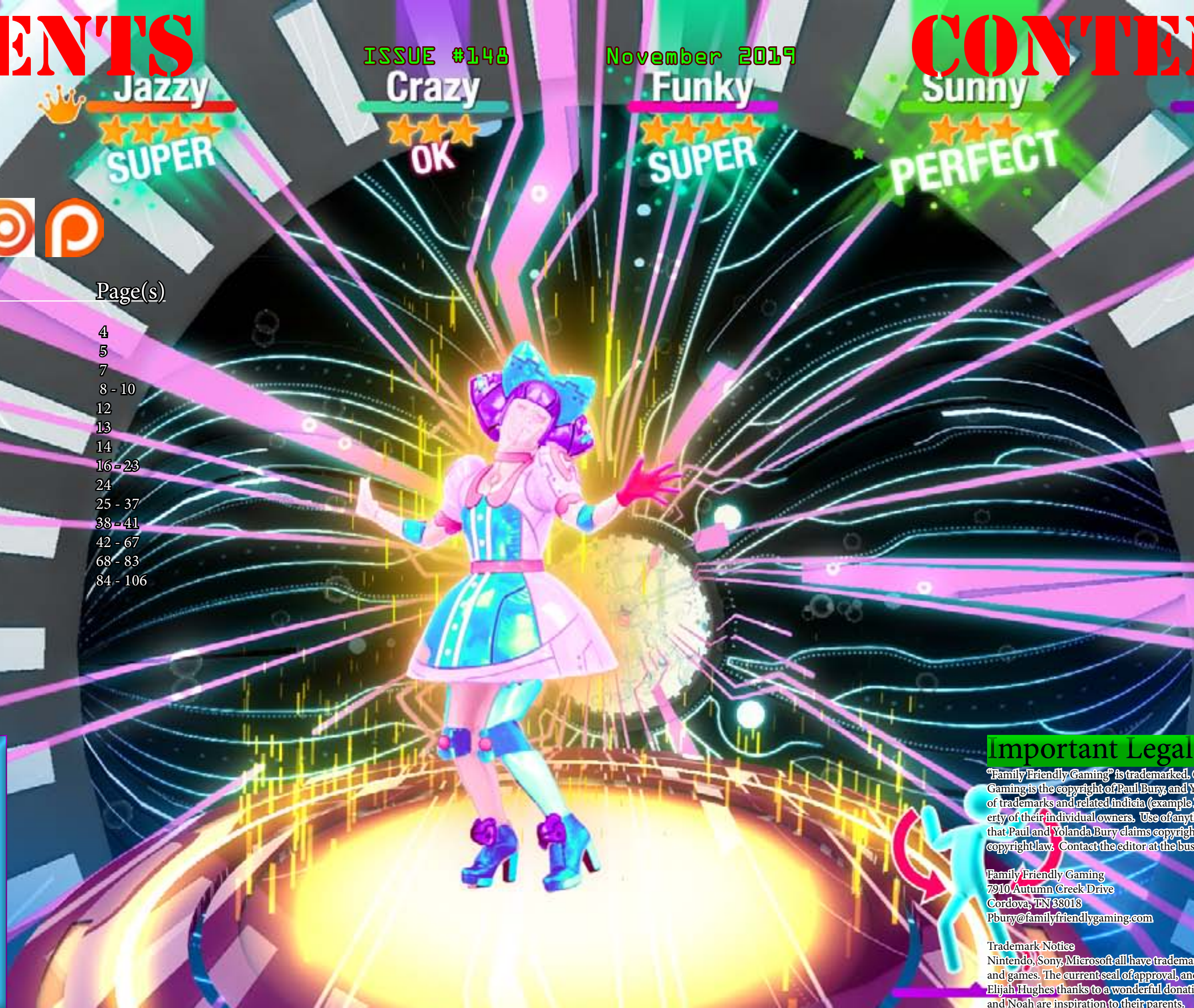
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Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their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

Back in the Saddle

Have you ever felt like you were cresting the top of a long hill? Or have you ever felt like dawn was there and everything was getting brighter? Why do I ask those questions? The reason is because I feel that way right now. I feel like things are getting better and better for us at Family Friendly Gaming. Every time I turn around someone new wants to publish a paid news story on the website. On top of that there are new sponsors coming. There are more companies asking to send us stuff. Games and other products are coming in without notice again. Many times we do not even know who sent us something until they ask about coverage. The Youtube monetization continues to climb and grow. All of these things are coming at the same time. There are companies sending us their products a month in advance. There are companies offering us physical copies of their products. It keeps growing and building.

It feels like we are reaching a new height where all of this hard work is paying off yet again. We are getting emails asking what they can do to help us. All of this is coming out of the blue. We are not asking anyone, we are not pressuring anyone, and we are not running campaigns on these things. They are just coming from so many places that we feel so blessed. It feels like the period of trials, tribulations, and testing are completed. We are now entering into a phase of blessings. This is an answered prayer for me in a great many ways. I am so thankful that we made it through the storm. I feel like we are stronger, smarter, and wiser for it. It is never pleasant going through tough times. It is never fun to be pruned by God. Ultimately it is needed and we come out of it better than when we entered it. Have you had those times in your life?

I never lost hope and I never lost faith. I put one foot in front of the other one. I did everything within my power to knock on every door of opportunity. I humbled myself in a myriad of ways. I prayed continually. I asked if there were areas I needed to prune. I asked if there were things I needed to do differently. We followed everything God told us to do. We faithfully obeyed to the best of our ability. We did not give excuses for mistakes. We faced them and dealt

with them one at a time.

For me right now it feels like getting back in the saddle. I may be stiff and sore from the trials, tribulations, and tests. It feels so good to get back in the saddle though. It feels wonderful to feel the warmth of the dawn on my face. I do not know what the future holds. I do know God is faithful, and just. I do know that bad times do not last forever. I do know we can put our faith, trust, hope and love in God. I want to thank all ya'll who have helped us this year. We appreciated everything ya'll have done for us.

God bless,
Paul Bury



Thanksgiving

Can you believe it? We are coming up on Thanksgiving yet again. How many years have we written about Thanksgiving? How many times have we talked about being thankful? How many times have we discussed feeling blessed? I can barely believe that we are looking at Thanksgiving again this month. I love spending time with family. We talk and laugh a lot. I am sure my hubby and our boys will be streaming over Thanksgiving break.

Know what else we get really excited about around Thanksgiving time? Do you know the answer to that question? It is Black Friday. I am so blessed to have a husband who likes to go shopping on Black Friday. He loves finding great deals. Do you enjoy finding deals on Black Friday? Do you prefer staying at home and doing them online? We like to try and help retail when we can. So much has gone online that too many wonderful retail experiences are now being lost. Too many people have lost their jobs in retail to online places.

Look we are as guilty as the next family for buying so many things online. There are plenty of things we cannot get locally that we can get online. At the same time we make sure to support local retailers whenever we can. At times we choose to purchase something locally instead of online because we want to help our neighbors keep their jobs at retail outlets. We care about them. You might disagree with me and that is fine.

The weather gets a chill around Thanksgiving here in the Mid South. Time for blankets, sweaters, snuggies, warm drinks and more. I also start to look forward to snowmen because they are precious to me. I like winter over summer. I know some of ya'll like the summer better. My own hubby likes the summer better than winter. He is always so cold. He likes to say because he is muscular and does not have enough insulation on his body to keep him warm. Bless his heart.

We are still working on getting specific items on the Family Friendly Gaming website for sale. I have gotten so much positive feedback on the cups I did a FFG Arts n Crafts video on. I hope these cups bless ya'll as much as they have the local people who have purchased them from me. I have some high hopes for those cups. I hope to

have them on the website before this issue is published online for Family Friendly Gaming Universe.

Would you like more FFG Food Makin' videos? I have been thinking about doing more of them on the FFG Family Show Stream. Then my hubby does all the work to format that video into a Youtube video. He makes them look really good in my opinion. Thank you to everyone who has been giving us so much amazing positive feedback on our FFG Original videos. We have so much fun doing them, and interacting with ya'll on the FFG Family Show Twitch Streams.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



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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.



10-31-2014

HE HAD NO IDEA THAT HIS JESUS COSTUME WAS SO REALISTIC

TREASURE HUNT

The #1 new activity book featuring Prayer Pups. Get it now at Amazon!

ORDER NOW!



EIKON BIBLE ART

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 |
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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 |
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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 |
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SOUND OFF



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

Remonetized

Congrats on getting remonetized on Youtube. That is absolutely awesome. I told them to do that so it is wonderful to see Youtube listens to us, and finally did the right thing. Subscriptions are coming soon? Will they be cool?
- Sarah

{Paul}: Sarah,

Thank you so much for your support and encouragement. It means a lot



to us. We have already been investing in improvements to our Youtube channel. From the sponsored videos to emotes and badges. We think ya'll will appreciate them. We have been getting plenty of positive feedback on the emotes/emojis and the badges. We are very excited about this new chapter. We have even more emotes/emojis to

release when we get enough subscribers. We hope the perks are going to be something ya'll appreciate. If not we will see if Youtube lets us adjust them. We are definitely listen-

ing to ya'll a lot more. We are having a blast on the Twitch streams, and love bringing over longer videos for all ya'll to enjoy on Youtube.

Light Side of Gaming - Christian Game Developers

Thank you for your news story Light Side of Gaming - Christian Game Developers on the Family Friendly Gaming website. It is so great to see a gaming media website give Christian gamers some props and positive attention. I wish more gaming media websites would do what you did. Could you focus on a Christian game developer once a week?

- Tabitha

{Paul}: Tabitha,

We are so happy to hear that FFG Original story resonated with you. We are far from perfect ourselves, and do what we can when we can to help out brothers and sisters in Christ. There are so many times I wish we had the finances to do more. God will provide when it fits His Holy timing.

That is an interesting idea - focusing on a Christian video game developer once a week. I wonder how weeks we could go before running out? I am not sure about the frequency. What I can do is write down this idea and we can see what we can do. Maybe an interview, or a FFG Original story on a Christian video game developer. Of course they would need to reply to us in a timely manner



too. That has been a problem in the past.

Newt One

Your video series on NEWT ONE WAS AWESOME! FAMILY FRIENDLY GAMING ROCKS!!! I bought Newt One because of your amazing videos. I want your sponsor to know I am supporting amazing games like this one. Thank you for bringing this game to my attention. It is fun, safe, and has awesome music. I agree with you. I hope they do a second game and call it NEWT TWO. That would be AWESOME!! I am sure you have a lot to do. I wanted you to know that.
- Troy

{Paul}: Troy,

That is awesome to hear. Man your energy level is amazing and it is giving us energy too. We hope a lot of families follow your fine example and purchase a copy of Newt One. Not be-



cause they are a sponsor and they sponsored us to play their entire game. The reason we want families to support Newt One is because it is an amazing game that is family friendly. The gameplay brings a smile to my face. The music is amazing and that sound track needs to be released. Maybe that will come with a physical version at some point.
Newt One is a hidden gem that we are honored to have been able to bring so much attention to. We have gotten posi-

SOUND OFF Continued

tive feedback to this game on Twitch, Youtube, and our website. If you have not checked out the videos then please go here.

Dragon Quest Builders 2

Your streams of Dragon Quest Builders 2 have been fantastic. Thank you for doing them. I lurk and watch them when I can, usually the next day. You are a really good streamer and make games like that seem fun to play. Did you take classes to be that good? Are you going to finish Dragon Quest Builders 2?
- Lisa

{Paul}: Lisa,

Thank you so much for your support and encouragement. They mean a lot to me. They mean a lot of all of us. It is a bit of a long drawn out

story about how we got to where we are with Youtube, Twitch, and whatnot. I am not going to cover all of that again. It is easily available in the public forum, especially if you read our e-magazines and FFG Original Red News stories. What I will say is Dragon Quest Builders 2 is a game I wanted to play. I wanted



to stream it. I wanted to share it with Family Friendly Gaming Universe. My plan is to play that game all the way to the end. I do not know if God's plan for me is the same. I really enjoy playing Dragon Quest Builders 2.

Someone wise told me when we started streaming on Twitch to play games we wanted to play. Play games that we enjoy. So I used some of my own spending money to purchase Dragon Quest Builders 2. I streamed the game because I wanted to play it. I think it works better that way. Compare it to playing games you do not want to play. The personality does not shine as well. That is my opinion. If you disagree that is fine.

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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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 logged in a future issue.

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

Glorify God

I read a fascinating story recently where people would thank Kayne West for an awesome worship service. Kayne told them to thank Jesus instead. How often do we give glory, honor and credit where it is due?

John 12: 27-31 "Now my soul is troubled, and what shall I say? 'Father, save me from this hour'? No, it was for this very reason I came to this hour. 28 Father, glorify your name!"

Then a voice came from heaven, "I have glorified it, and will glorify it again." 29 The crowd that was there and heard it said it had thundered; others said an angel had spoken to him.

30 Jesus said, "This voice was for your benefit, not mine." What can we learn from how Jesus behaved?

What I learned from that is Jesus cared more about God's will and things that glorified God than his own wishes. How often do we do that? I know at times I am guilty of not glorifying God. I know at times I am guilty of wanting my way. There are even times I try to make sure I get my way. **John 12:39-41** For this reason they could not believe, because, as Isaiah says elsewhere:

40

"He has blinded their eyes and hardened their hearts, so they can neither see with their eyes,

nor understand with their hearts, nor turn—and I would heal them."

41 Isaiah said this because he saw Jesus' glory and spoke about him. How many of us have had prophets talk about us? How would you have responded to the miracles Jesus performed? Technically you are responding this day and in this age. Could you imagine being there at that time and witnessing it?

Have you ever heard God's voice? Have you felt that power? How would you respond to that? Would you continue living in rebellion or would you humble yourself into obedience? I have heard God's voice multiple times in my life and I chose the path of obedience. It has not always been easy. There have been tough times for being obedient to God. **Matthew 6:19-21** "Do not store up for yourselves treasures on earth, where moths and vermin destroy, and where thieves break in and steal. 20 But store up for yourselves treasures in heaven, where moths and vermin do not destroy, and where

thieves do not break in and steal.

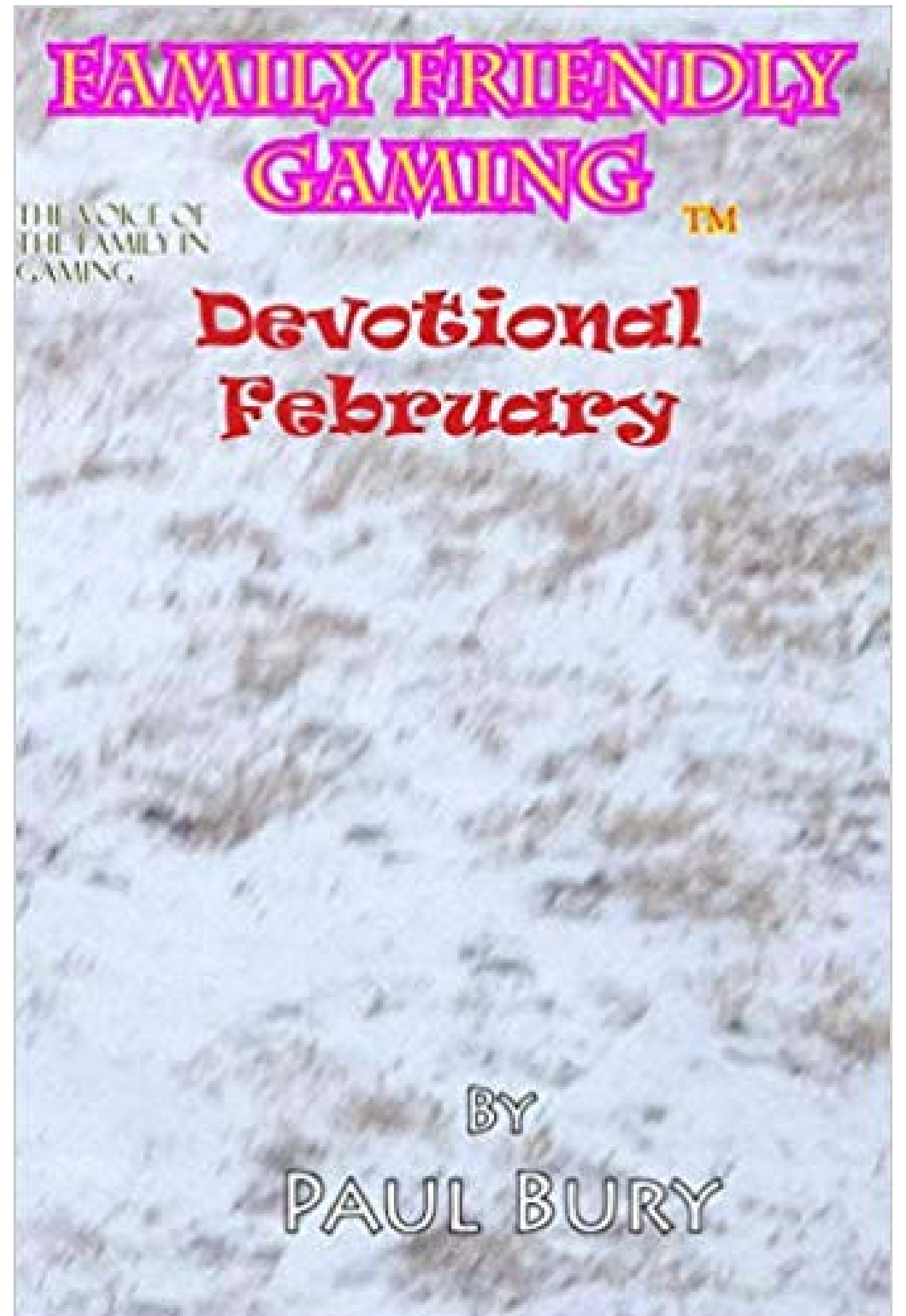
21 For where your treasure is, there your heart will be also." I chose to focus on the heavenly. I chose to store up treasures for myself in heaven. Everything here on Earth is temporary. We cannot take it with us. There is no point in collecting or amassing all kinds of things that will be sold, given away, or thrown away by those left behind. How can you glorify God in your life? What can you do to store up treasures for yourself in heaven? How can you obey God?

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.



IN THE

NEWS

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Old Skool Racer Announcement

Old Skool Racer™, is an entire racing game world designed to be developed in close cooperation with fans of the racing genre. Key game features:

Speed Matters

Old Skool Racer will strive to recreate the sheer thrill of classic racing games such as Outrun, Screamer, Star Wars Pod Racer and Wave Race 64. In the game, players can choose from four different vehicle types such as

futuristic cars, motorbikes, speedboats and hoverpods.

Real World Locations

Over 20 day and night locations such as Borneo, Aspen, Peru, San Francisco, London, Paris, Yosemite, Egypt, Nevada, China, Amsterdam, Switzerland, Kerala, Tanzania and Venice.

Game Modes & Leaderboards

In addition to singleplayer modes such as Quick Race, Time Trial, Stunt Mode, Combat Mode and Championship, Old Skool Racer will also feature several dedicated eight player multiplayer modes, achievements, trophies and a global leaderboard.

Deep Vehicle Customisation

Customise your vehicle's appearance using a combination of special parts, paint colours, decals and effects. Choose the exact colour from literally millions of colours using a Photoshop-style colour wheel. Completely change the vehicle's appearance using dozens of material types such as Glossy Metal, Iridescent Metal, Fibre Glass, Carbon Fibre, Translucent Pearl, Brushed Metal, Gouged Matte, Embossed Matte and much more.

Winner's Island

All race winners in Old Skool Racer are entitled to their own stunningly beautiful private island where they can relax by playing some mini games such as billiards or arcade videogames.

Winner's Mansion

On the island, winners will also have access to their own luxury mansion with its own bedroom, spa, gym and private home theatre. The mansion will also host a full 3D trophy room which will be accessible to other competing players. As the players win more races, they can unlock other features of the luxury mansion such as:

- * Hundreds of virtual items including paintings, carpets, chandeliers and design furniture to decorate each room
- * Setup the island and the mansion according to your mood by adding light sources and tweaking the colour, intensity of all lights
- * Add visual effects to the island such as light mist and rain
- * Stream videos to your mansion's home theatre from your private collection and invite other online friends to watch together

Gear.Club Unlimited 2 Porsche Edition Announced

With two opuses respectively released in 2017 and 2018, the Gear.Club Unlimited series has offered to Nintendo Switch players the first realistic racing game franchise. With hundreds of miles to race on, some of the most prestigious cars from leading brands and a garage which allow players to customize their vehicles from bodywork to engine, the license has revitalized the racing game genre on Nintendo Switch.

What's next? A new edition is coming by the end of 2019!

This year, Eden Games and Microids will take the players even further thanks to Gear.Club Unlimited 2 Porsche Edition! With its huge playing area including more than 250 races, players will be able to drive some of the most beautiful Porsche supercars in breathtaking environments.

New content:

- * A new campaign mode: the « Porsche Series » and its seasonal Flow
- * Mythical Porsche cars from the famous German manufacturer playable in all game modes
- * All Gear.Club Unlimited 2's previously released DLCs

DLCs content:

- * Arrows Pack
- * Ford Mustang Police
- * Alfa Romeo 8C Competizione Ahoy
- * Jaguar F-Type R Elite GTS
- * Stickers Board "Arrows"
- * Checker Pack
- * BMW M4 Coupe Wave

- * Dodge Challenger Menthol Green
- * Lotus Exige S English Racing
- * Stickers Board "Checker"
- * Hazard Pack
- * Challenger Sheriff
- * BMW Z4 Rodster Red Camo
- * Mercedes-AMG C 63 S Coupé Paint Stroke
- * Sticker Board "Hazard"
- * Wings Pack
- * BMW M4 Coupé Loyal 1
- * McLaren 570S Humble Bee
- * Ruf CTR 3 Model 03
- * Sticker Board "Wings"
- * Free Pack
- * Dodge Challenger Shark Fin
- * Ford Mustang GT 2015 GT 300

Game Features:

- * Genre: Racing
- * Players: 1-4 players splitscreen // 1-8 players local Lan // 1-8 players online
- * Language: English, French, Italian, German, Spanish, Dutch, Russian, Korean, Portuguese, Japanese, Traditional Chinese
- * Release date: November 14th, 2019
- * Developed by: Eden Games
- * Published by: Microids
- * Support: Nintendo Switch
- * Ratings: PEGI 3 - ESRB E for everyone - USK 0



Crazy Machines VR gets physical release

Wild River Games and Perp Games are excited to reveal that Crazy Machines VR will receive a physical release on PSVR on October 18th. Crazy Machines VR was developed by Fakt Software.

Play the latest installment of the award-winning puzzle classic on PSVR and explore numerous worlds and game mechanics across 40 different levels.

Split into five different chapters, the game is full of challenges, trophies, and unique settings that really offer a refreshing and unique experience for fans of Crazy Machines.

And if you get a bit stuck, fortunately, there's always a grumpy old robot to help you out along the way!

For the first time in Crazy Machines VR, players will take on the role of the professor himself and not his dutiful assistant.

Embark on a journey that takes you to as yet unexplored dimensions and universes, as you delve even deeper into the chaotic

consciousness of the professor.

You'll be able to take components of all shapes and sizes in hand, and build and experiment with machines to help you solve a set of increasingly difficult puzzles.

Crazy Machines VR encourages a new kind of puzzle-solving where you are at the very centre of the action and will need to find some genius solutions for the game's many riddles.

The game is full of awesome little discoveries and pays homage to a franchise that has been running for over a decade across various formats.

Of the announcement, Marc Wardenga, Head of games by Wild River, says "Crazy Machines VR is an exciting game, which use all aspects of VR environment. We are excited that Perp Games the leading publisher of PS VR games will bring Crazy Machines VR to a worldwide audience via their global distribution network"

Rob Edwards, Managing Director of Perp Games, is thrilled to work on this award-winning series. "Crazy Machines has been delighting gamers for years and has now taken

an exciting new step with its award-winning franchise. Combining our VR experience and Fakt Software's reputation for making excellent puzzlers, we're delighted to bring the PSVR version of Crazy Machines VR to retail."

Crazy Machines VR will come to retail on PSVR on October 18th.



In The News Continued

Konami Announces eSports Complex

Konami Digital Entertainment, Inc. and the Konami Group today announced at Tokyo Game Show 2019 that the company will establish an esports complex within the “Konami Creative Center Ginza” (KCC GINZA), which is under construction at its new business base in Japan.

The complex consists primarily of a distribution studio for esports competitions and other broadcasts, in addition to an innovative esports school that aims to foster emerging talent in the esports industry and a hands-on showroom.

The Konami Group will strive to contribute to the further growth of esports, starting with this complex that will bring together individuals, companies and knowledge from across the industry under one roof.

The “Esports GINZA Studio” is a distribution studio that will be fully equipped with devices and technology best suited for esports. The studio will serve as a featured venue for esports competitions, with footage livestreamed to various media outlets and video streaming services, allowing for a wide range of applications as a public studio. The studio will support simultaneous video distribution in multiple languages and CG composition in live videos, enabling it to also function as a venue for music, theatre and other purposes – not just esports.

The “Esports GINZA School” aims to foster a diverse array of professional talent that will be necessary to further develop the esports industry, including players, live commentators, management and operating staff for competitions. The school will achieve this by drawing on a wealth of knowledge and expertise that the Konami Group has gained through its esports competitions and support of players around the world.

In addition, the state-of-the-art complex will also feature the “Esports GINZA Store”, a hands-on showroom that will offer many types of esports-related products, including custom PCs and peripherals designed for players to excel.

With the KCC GINZA building facing the popular Ginza street, the complex has significant potential to be a place where anyone can enter and experience the thrill of esports.

Finally, Konami Amusement Co., Ltd. (headquartered in Ichinomiya, Aichi), a Konami Group company engaged in design, production and sales of amusement machines, will enter the market of selling and producing gaming PCs and peripheral devices. Konami Amusement is going to offer to esports athletes the highest quality of gaming products, which is based upon the experience and practical know-how obtained from amusement machine products and designs.

The GINZA esports complex is scheduled to open in early 2020

In The News Continued

Yu-Gi-Oh! THE DARK SIDE OF DIMENSIONS COMING TO DUEL LINKS

Konami Digital Entertainment, Inc. announced that Yu-Gi-Oh! THE DARK SIDE OF DIMENSIONS (DSOD) will be coming to its hit PC and mobile game Yu-Gi-Oh! Duel Links on September 26th.

Iconic Duelists, Seto Kaiba and Yugi Muto initially featured in the 2016 theatrical release of Yu-Gi-Oh! The Dark Side of Dimensions to commemorate the 20th anniversary.

On September 26th, Seto Kaiba and Mokuba Kaiba will descend into Duel Links as unlockable characters bringing the gaming and theatrical worlds of Yu-Gi-Oh! together. In addition to the new characters, all players will receive card ticket log-in bonuses including:

- Prismatic DARK MAGICIAN Alternate Artwork
- 1,000 Gems
- Card Sleeves and Game Mat featuring the official artwork for the DSOD update
- 100 Skill chips – a new item in Duel Links, use these to get a random skill for one of your characters
- Tickets: Day 1 & 4 SR Card Ticket (Prismatic), Day 2 UR Dream Ticket (Trade in this ticket for any UR card from all previously released BOX or structure deck), Days 3 & 5 SR Card Ticket (Basic) and Day 6 UR Card Ticket (Basic)

La-Mulana 1 & 2 Embarks on a New Adventure

NIS America is excited to announce that LA-MULANA 1 & 2 will be coming to PlayStation®4, Nintendo Switch™, and Xbox One in 2020! Ancient ruins filled with nefarious traps, brain-tingling puzzles, and deadly monsters stands between you and a powerful treasure.

About LA-MULANA 1: Your destiny awaits in La-Mulana! Take control of archaeologist Lemeza Kosugi and navigate through puzzles, traps, and deadly Guardians in order to claim the Secret Treasure of Life. You'll need sharp wits, quick reflexes, and most importantly, all the courage you can muster. Will you succeed in unraveling the secrets of La-Mulana, or will you fall victim to the dangers that surround you?

About LA-MULANA 2: Renowned archaeologist Lemeza Kosugi has gone missing, and only his daughter Lumisa can find him! Enter Eg-Lana, an upside-down version of the legendary ruins of La-Mulana. Think fast, act fast, and whip hard in order to overcome dangerous traps and elaborate puzzles in your quest to uncover unfathomable secrets. What will you find at the end of your journey: triumph, or defeat?

Fortune and Glory, Kid: Solve the cryptic puzzles of Eg-Lana using ancient relics such as tablets and keys, and even modern tools like Yagoo software and the Glyph Reader. And when all else fails, push around or smash objects to crack the mysteries wide open!

In The News Continued

Cities Skylines Campus Expansion Now Available for Consoles

Paradox Interactive announced that school is back in session with the release of Cities: Skylines - Campus on Xbox One and PlayStation®4. Available now for \$12.99 MSRP, Campus adds university area types, reputation building, Academic Works, varsity sports arenas, unique faculties, policies, achievements, and maps.

“Campus allows players to further diversify their cities by adding new education systems and buildings,” said Erika Kling, Cities: Skylines Product Manager at Paradox Interactive. “Expanding the amount of content available to our communities on Xbox One and PlayStation 4 is important to us, and Campus allows us to do that in a big way.”

Key Features:

- Degrees of Freedom - Design your own campus based on three area types - Trade School, Liberal Arts College and University. Increase reputation by attracting students and creating Academic Works to unlocking new buildings!
- Var-City Sports - Bring college sports to your city by building football, basketball, baseball, track & field, and swimming arenas. Manage your teams, hire coaches, sell tickets -- and collect prizes for winning matches! Customize your teams with unique jerseys and increase their chances of winning with cheerleaders and coaches.
- Syllabuster - Employ seven new policies including book fairs and for-profit education. Sponsor academic works by handing out research grants and supporting the staff.
- We Fancy - Display your scientific achievements in Museums.
- Cheers! - Celebrate with your citizens

Farmer's Dynasty Release Date

Videogame publisher Toplitz Productions announced that their generation-spanning farming business simulation game Farmer's Dynasty will leave Early Access and fully launch for Windows PC on November 7, 2019. In just a few short weeks, aspiring agriculturalists can set out to enjoy a quiet country life as they take the reigns of a struggling family farm in need of love and attention, slowly building it up to a dynastic farming empire current and future generations will be proud of. In the game, every element of farm management is represented, as aspiring homesteaders will renovate buildings, breed animals, cultivate fields, and, with a little luck, enjoy the fruits of their labor with their growing family!

Combining elements of the life simulation



In The News Continued

during graduation ceremonies.

- Ludocartography 101 - Five new maps for your building pleasure.
- Three New Chirper Hats - Be the big chirp on campus!

In addition to the Campus DLC, Paradox Interactive released additional content for players to explore, such as Content Creator Pack: University City and Radio Station Pack



3. Transform your city to match the look and feel of a “university town” and build to the tunes from two new radio stations.

Cities: Skylines - Content Creator Pack: University City - Extend the collegiate curb appeal of your city with a selection of new building spawns designed by Mike “King-Leno” Leno. For \$4.99 MSRP, University City adds 36 low-density residential buildings, 32 low-density commercial buildings, and 15 props including commercial signs and logos to reflect the student residents in your neighborhood!

Cities: Skylines - Radio Station Pack 3 - Tune in to the songs of Deep Focus Radio and Campus Rock Radio for \$7.99 MSRP. Get lost in your game with Ambient and Lo-Fi music on Deep Focus Radio, or switch to Campus Rock Radio for a collection of upbeat melodies that belong in any college city.

genre with role-playing game elements and bundling them together in a classic farming simulation game, Farmer's Dynasty invites players to escape the hustle and bustle of big city life in favor of the peaceful tranquillity of a countryside family farm. They will take control of agricultural equipment — from traditional, antique machines to the latest in modern farming innovations — as they plant crops, raise livestock, and repair the buildings on their farm. By building connections with other members of the community and completing challenging quests along the way, players will cultivate their once struggling farm and create a lasting agricultural dynasty!

Farmer's Dynasty will also be released for Consoles.

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?

It is interesting to hear all of these video game companies talk about wanting to make video games to make the world better. I have yet to hear about a video game that fights for religious rights. I also have not heard about any video games out there fighting for human rights. They might twist something that is rebellion against God and try to redefine it as a right. Those are not rights. Those are deceptions by Satan for those who have been given over to their sinful desires.

It is interesting that video game companies can include all

kinds of religious content for religions other than Christian. Why is that? Why is there such discrimination against Christians in the video game industry? Why are Christians treated like third class citizens in the video game industry? Why are haters allowed to be so evil in the video game industry? What ever happened to being good, honest, true, and just?

When will video games deal with things like politicians trying to overthrow the president because they are sore losers? When will the video game industry deal with over-taxation? When will the video game industry stand up against the evil, vile and wicked hatred of Political Correctness? When will the video game industry get some fair and balanced teachings in them?

I am sure some people out there are saying: "those games

won't sell." How do you know for certain? There are low sells for the extremely radical far leftist propaganda in games. There are plenty of complaints about the games that promote rebellion against God. Those facts are an inconvenient truth for those that want to hide them and promote their zealot beliefs. When will our fellow gamers demand better from our industry?

Would you show your support for games that address important issues that face our world? Would you purchase games that started to make the video game industry less hate filled? Would you purchase video games that promote obedience to God? Would you purchase video games that try to make the video game industry great again? Would you purchase video games that stand up against the evil, vile, and wicked hateful Political Correctness?

John 10:25-28

25 Jesus answered, "I did tell you, but you do not believe. The works I do in my Father's name testify about me, 26 but you do not believe because you are not my sheep. 27 My sheep listen to my voice; I know them, and they follow me. 28 I give them eternal life, and they shall never perish; no one will snatch them out of my hand."

REVIEWS

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

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

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

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Kirby's Extra Epic Yarn

SCORE: 69

Kirby's Epic Yarn on the Wii was a rental at best. It shocks me that Family Friendly Gaming paid more for Kirby's Extra Epic Yarn on the Nintendo 3DS than we paid for Kirby's Epic Yarn on the Wii. They are pretty much the same game. The king of rehash Nintendo has done it yet again. We get some new modes, power-ups, mini games, and lose co-op with Prince Fluffy.

Kirby cannot suck in Kirby's Extra Epic Yarn. Instead we throw out some yarn to unravel enemy characters. We grab a button on the boss characters and throw them around. We can also create projectiles and throw them at bosses and other characters in Kirby's Extra Epic Yarn. Violence is the biggest issue families will have with this hand



held rehash video game. There is also some magical content in Kirby's Extra Epic Yarn. I enjoyed the music in Kirby's Extra Epic Yarn. I saw little point in decorating a room in this

game. I liked the intro voice acting. Transforming into vehicles ranges depending on the vehicle. Some are better than others. Some control



better than others as well. The controls in Kirby's Extra Epic Yarn felt a bit loose to me. I ran into all kinds of control issues. It has been seven to eight years since I last played this game. I would not say I missed it though. I really hoped to like Kirby's Extra Epic Yarn. Sadly the entire experience was a bit on the lame side for me. The best of Kirby's Extra Epic Yarn for me was ringing the bell at the end of the levels.

I hope Kirby's Extra Epic Yarn stays retired for some time now. I got tired of unraveling enemies, collecting gems, and pulling stickers off the wall. Kirby's Extra Epic Yarn is one of those games I started to fall asleep while playing. I am not big on the art style, and game play changes. Pass on this game. - Paul

System: Nintendo 3DS
Publisher: Nintendo
Developer: HAL Laboratory, Good Feel
Rating: 'E' - Everyone
{Mild Cartoon Violence}



Graphics: 63%
Sound: 78%
Replay/Extras: 65%
Gameplay: 67%
Family Friendly Factor: 70%

Animal Crossing Pocket Camp

SCORE: 72

I am torn on Animal Crossing Pocket Camp. I played this game for months a few minutes every single day before the glitches and boredom set in. Why level up friendship with these different animals? It got more complex and required more effort each and every single level. Why collect all these items when only a couple of them can be displayed in the camp?

There are multiple areas to go to in Animal Crossing Pocket Camp. Each of these areas is small. We fish, collect fruit, catch bugs and more in Animal Crossing Pocket Camp. Why do we grab these things? So we can give them to different animal characters. That will help us level up. There are plenty of events that happen in Animal Crossing Pocket Camp. Animal Crossing Pocket Camp requires an Inter-



net connection. This is where plenty of the glitches come into play. Animal Crossing Pocket Camp disconnects way too often for me. This frustrated me to no end. I prefer to play physical copies of games totally

offline. I could barely play Animal Crossing Pocket Camp away from home.

The standard Animal Crossing graphics and sounds can be found in Animal Crossing Pocket Camp. This is a game that can be played for a few minutes a day. Maybe a couple of times a day at most. I like to play games for an hour at a pop a few times a week. Animal Crossing Pocket Camp also gets repetitive. We have limitations on how many items

we can hold which can make it difficult. I want a better Animal Crossing hand held video game. The repeat pay to play concept in Animal Crossing Pocket Camp bothers me deeply too. I hope this game gets the right improvements very soon. - Paul



System: iPad/iPhone
Publisher: Nintendo
Developer: Nintendo
Rating: '4+' - Everyone FOUR and OLDER ONLY



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

RENZO RACER



Ace Combat 7 Skies Unknown



SCORE: 65

It feels like warm sunshine knowing Family Friendly Gaming purchased a copy of Ace Combat 7 Skies Unknown on the PS4, and PS4 VR. They are actually packaged on the same game disc. Ace Combat 7 Skies Unknown takes some time to install since it is so large. Then you must agree to all of the fanatical zealot terms of Bandai Namco Entertainment to use your game.

The issues families will have with Ace Combat 7 Skies Unknown are bad language, blood, violence, lack of attire, discrimination against age, enticement to lust, forced to play a girl in the storyline. The Metal Gear like conversations

felt weird in this franchise. Maybe you will enjoy it.

VR game play in Ace Combat 7 Skies Unknown is impressive until you get into the air and have to hunt down other aircraft. The loops, twists and turns in Virtual Reality can make the family member extremely ill. I had to quit in that mission because it made me feel insanely nauseous. Be careful playing that mode in this game.



Skies Unknown that make this a high quality video game. I wish so much of the ugly hate filled content had been left out. Ace Combat 7 Skies Unknown can get boring too. How many times can we blow up the same looking aircraft? The cut scene movies look good too.

The aircraft tree in Ace Combat 7 Skies Unknown is a neat feature. Ace Combat 7 Skies Unknown lets us play Campaign Multiplayer, and VR. There are also credits and options available in Ace Combat 7 Skies Unknown. I found the easier setting it better if you like completing missions. - WMG

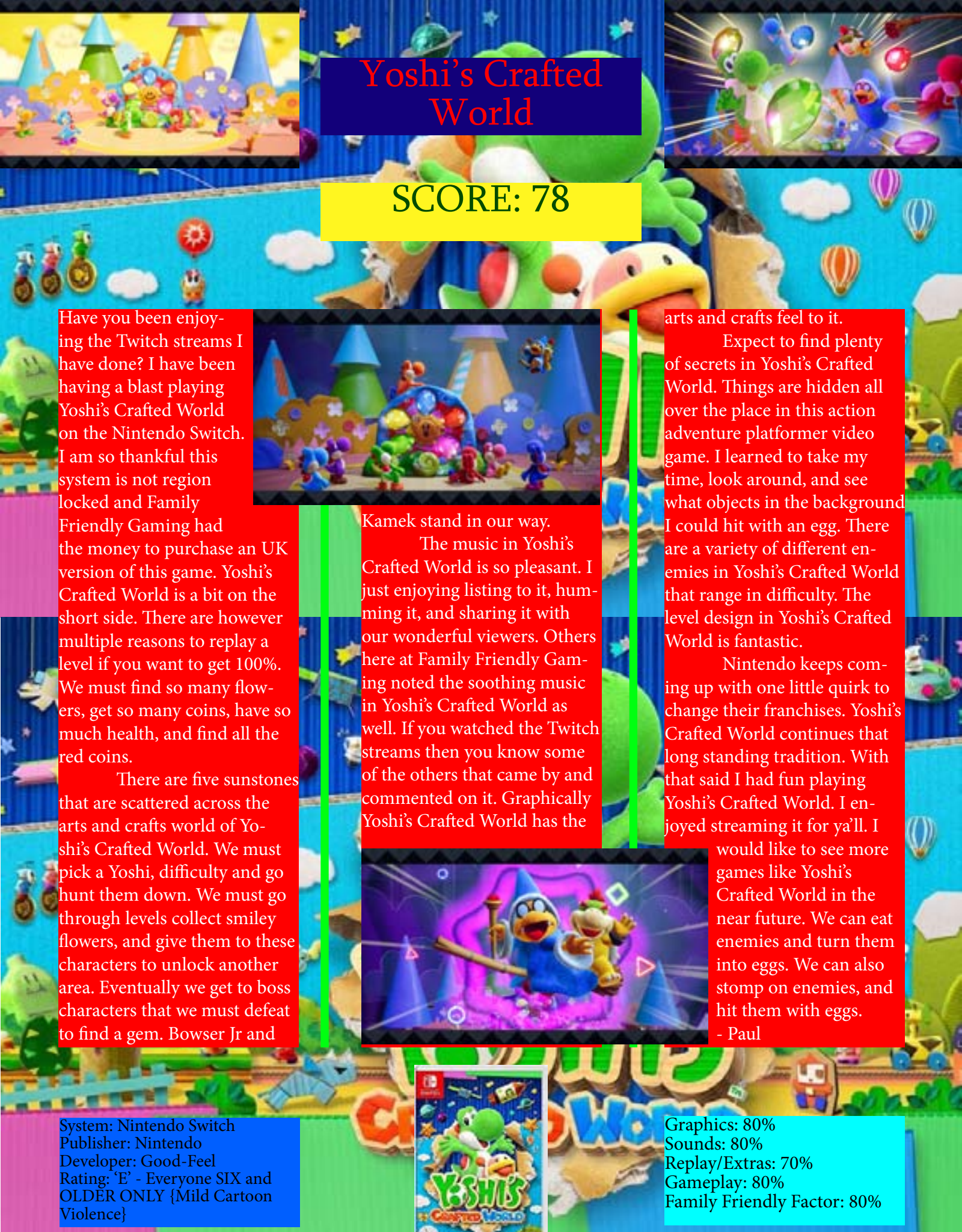
Ace Combat 7 Skies Unknown looks really good, and it sounds good too. There are plenty of little touches to Ace Combat 7



System: PC/Xbox One/PS4/PS4 VR(tested)
 Publisher: Bandai Namco Entertainment
 Developer: Project Aces
 Rating: 'T' for THIRTEEN and OLDER ONLY {Language, Mild Blood, Violence}



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



Yoshi's Crafted World

SCORE: 78

Have you been enjoying the Twitch streams I have done? I have been having a blast playing Yoshi's Crafted World on the Nintendo Switch.



I am so thankful this system is not region locked and Family Friendly Gaming had the money to purchase an UK version of this game. Yoshi's Crafted World is a bit on the short side. There are however multiple reasons to replay a level if you want to get 100%. We must find so many flowers, get so many coins, have so much health, and find all the red coins.

There are five sunstones that are scattered across the arts and crafts world of Yoshi's Crafted World. We must pick a Yoshi, difficulty and go hunt them down. We must go through levels collect smiley flowers, and give them to these characters to unlock another area. Eventually we get to boss characters that we must defeat to find a gem. Bowser Jr and

Kamek stand in our way.

The music in Yoshi's Crafted World is so pleasant. I just enjoying listing to it, humming it, and sharing it with our wonderful viewers. Others here at Family Friendly Gaming noted the soothing music in Yoshi's Crafted World as well. If you watched the Twitch streams then you know some of the others that came by and commented on it. Graphically Yoshi's Crafted World has the



arts and crafts feel to it.

Expect to find plenty of secrets in Yoshi's Crafted World. Things are hidden all over the place in this action adventure platformer video game. I learned to take my time, look around, and see what objects in the background I could hit with an egg. There are a variety of different enemies in Yoshi's Crafted World that range in difficulty. The level design in Yoshi's Crafted World is fantastic.

Nintendo keeps coming up with one little quirk to change their franchises. Yoshi's Crafted World continues that long standing tradition. With that said I had fun playing Yoshi's Crafted World. I enjoyed streaming it for ya'll. I

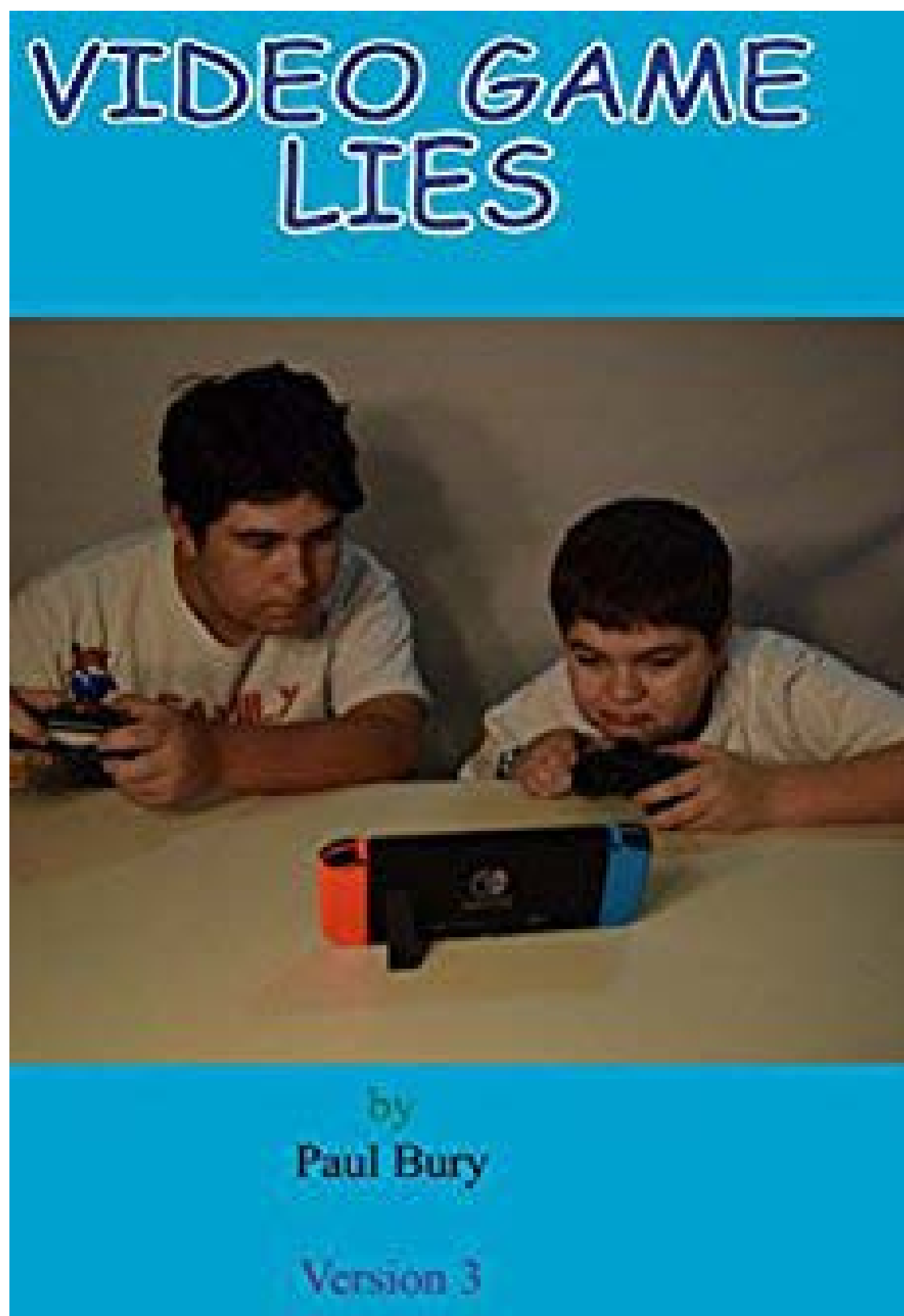
would like to see more games like Yoshi's Crafted World in the near future. We can eat enemies and turn them into eggs. We can also stomp on enemies, and hit them with eggs.

- Paul

System: Nintendo Switch
Publisher: Nintendo
Developer: Good-Feel
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



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



VIDEO GAME LIES

By Paul Bury
Version 3

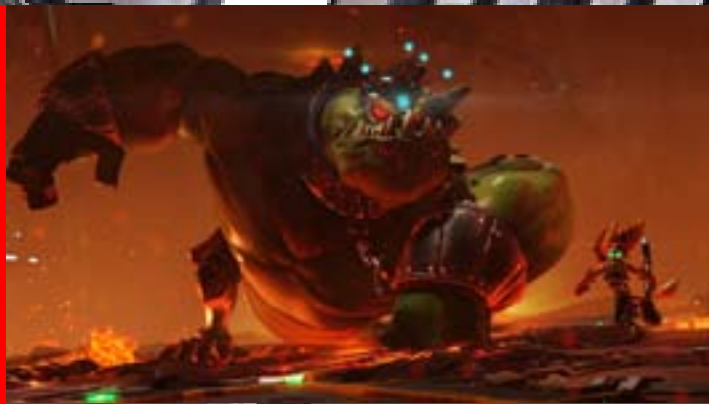
BUY IT NOW RIGHT HERE

Ratchet & Clank

SCORE: 65

I am very thankful Family Friendly Gaming had the money to purchase Ratchet & Clank on the Playstation 4. I have never been that big on this franchise. Sony tries to make their platformers more adult only in my opinion. They do not try as hard as say Nintendo or Microsoft to make family friendly titles. That is a good full disclosure of my opinions of this franchise.

Ratchet & Clank is a retelling of the Playstation 2 video game. We jump, whack things with a wrench, and shoot things. It is so easy to run out of bullets in Ratchet & Clank. In fact it frustrated me how many times I ran out of bullets for one weapon and had ammo for other weapons I could not use. The swinging mechanic in Ratchet & Clank



is really cool and fun. The issues families will have with Ratchet & Clank are blood, gore, violence, crude humor, innuendo, and more. Ratchet & Clank references content that let the player know the characters understand this is a video game. There are some lies and deceit in Ratchet & Clank too. Some

of the weapons in Ratchet & Clank are more violent than others.

The storyline in Ratchet & Clank is what really caught my attention. I do not remember the storytelling being so engaging in the past. I love how this game is told. I won't spoil that for you because there are some major plot points that happen immediately in Ratchet & Clank. I am not big on the gameplay in Ratchet & Clank. The story kept me playing to see what happened next.

I am not big on the flying controls in Ratchet & Clank. I also did not like little glitches like a button not working until I heard certain crude humor dialogue. If you missed the Playstation 2 version of Ratchet & Clank then you might be interested in the Playstation 4 version. I could have happily lived without playing this game. - Paul



System: Playstation 4
Publisher: Sony
Developer: Insomniac Games
Rating: 'E10+' - Everyone 10+
{Animated Blood, Fantasy Violence}



Graphics: 60%
Sound: 65%
Replay/Extras: 75%
Gameplay: 66%
Family Friendly Factor: 60%

Team Sonic Racing

SCORE: 82

I am so thankful Family Friendly Gaming had the money to purchase Team Sonic Racing on the Playstation 4. This racing game is also on the Nintendo Switch, PC, and Xbox One. The modes in Team Sonic Racing are Team Adventure(story), Local Play, Online Multiplayer, Player Stats, Garage, and Mod Pads. We can play Team Sonic Racing in solo racer mode, or team mode.

We can choose from fifteen different racers in eight different circuits in Team Sonic Racing. I really like some of the tracks and characters in Team Sonic Racing. We get many of the well known Sonic char-

acters in this kart racing video game. The whole team mechanic is interesting and different. You may win but your computer controlled characters do badly which will bring your overall score down.

We launch a variety of weapons on our opponents in Team Sonic Racing. We also had a really cool super speed mode that gives us a limited boost after it is built up. Team Sonic Racing looks good and it sounds good. I loved the voice acting in the Team Adventure mode. The three racing choices in Team Sonic Racing are Grand Prix, Exhibition and Time Trial.

The map screen in Team Adventure is pretty cool. I loved the various characters we interacted with in Team Sonic



Racing. Multiple family members can enjoy Team Sonic Racing at the same time. Did you enjoy the Twitch stream Peter and I did of Team Sonic Racing? That will appear on our Youtube channel at some point. Hopefully before this review is published.

I hope to see more games in this franchise in the future. I wonder what Team Sonic Racing would be like in VR? Can you imagine that? Would the speed be too much for us? The story mode is what helps with the replay value, as well as the multiplayer options. The Mod Pads are neat to spend coins on. I loved being able to adjust the vehicles in the garage. - Paul



System: Nintendo Switch/PC/Xbox One/PS4(tested)
Publisher: Sega
Developer: Sumo Digital
Rating: 'E' - Everyone SIX and OLDER ONLY
{Mild Cartoon Violence}



Graphics: 80%
Sound: 85%
Replay/Extras: 90%
Gameplay: 80%
Family Friendly Factor: 75%

The 100 Season One

SCORE: 61

On the night I finished watching The Office Season Nine I had a little time left over. So I decided to check out The 100 Season One. I was

surprised at how interesting this television show is. The 100 Season One is set in the future after a nuclear war. The last remnants of humans are up in a space station. They have an overpopulation problem and all criminals are sent out an airlock. Those under the age of 18 are put in a prison.

One hundred of the under age criminals are sent down to Earth. Even though there are still some decades before they think the Earth is safe they check anyway. Why do they check? SPOILER ALERT! They are running out of air and do not have the ability to fix it. They will all die if they do not do something. So they send the



kids down to Earth to see if they can sent more people down as well. The 100 Season One has plenty of surprises for viewers. SPOILER ALERT! There are humans already on the Earth. Some groups survived by having a natural immunity. Others survived underground in a mountain. There is a whole interesting and different dynamic system found in The 100 Season One. The dystopian



future is interesting in many ways. The issues families will have with The 100 Season One are blood, violence, torture, lack of attire, enticement to lust, sex outside of marriage, bad language, and more. The 100 Season One gets pretty dirty in a lot of areas. Survival is used to justify all kinds of savage behaviors. There is a peace nick character who wants everyone to give peace a chance.

The ending of The 100 Season One is interesting indeed. We finally see The Mountain Men. These spooks are obviously more technologically advanced than the Grounders The 100 are used to. I am interested to see what happens in future seasons. The 100 Season One only had thirteen episodes in it. The 100 Season One is not for kids with all of the blood and violence. - Paul

System: Netflix
Publisher: Netflix
Developer: Alloy Entertainment
Rating: 'TV-PG' - This program contains some material that many parents would find unsuitable for children under 14 years of age.



Graphics: 50%
Sound: 55%
Replay/Extras: 60%
Gameplay: 85%
Family Friendly Factor: 55%

The Orville The Complete First Season

SCORE: 47

I did not know what to expect from The Orville The Complete First Season when I purchased it on DVD. I knew it was a science fiction show and comparisons had been made to Star Trek. Noah calls The Orville The Complete First Season: "the bootleg Star Trek." The Orville The Complete First Season has many more adult only themes in it than Star Trek. This show is extreme with its radical far leftist philosophies.

The issues families can have with The Orville The Complete First Season are lack of attire, enticement to lust, violence, bad language, drugs, alcohol, religious teachings of evolution, promotes divorce,

diminishes cheating in relationships and more. I was shocked that The Orville The Complete First Season has hatred of people of faith. This is found in multiple episodes.

Shows like The Orville are exactly why I wrote the Future Glimpses books. I wanted to give families a better science fiction universe that was more realistic in terms of the future. The Orville The Complete First Season teaches people of faith will go away be gone in the future. The poor depiction of people of faith is typical Holly Weird radical zealot propaganda.

There are a few moments of humor found within The Orville The Complete First Season. It takes 526 minutes to watch all of The Orville The Complete First Season.

The bonus content is Q&A with Cast and Creative Team, Inside Look, Directed By, The First Six Missions, Designing the Future, A Better Future, Crafting Aliens, and more. I wish The Orville The Complete First Season had less offensive content.

The immediate premise of The Orville The Complete First Season makes little sense. A wife cheats on her husband, his life spirals out of control, and he gets a command of a ship thanks to his wife. She then becomes his first officer. SPOILER ALERT! We learn an alien may have made her cheat. They try to have a relationship again and she calls it off this time. - Paul



System: DVD
Publisher: 20th Century Fox
Developer: Fuzzy Door Productions
Rating: 'NR' - Not Rated



Graphics: 50%
Sound: 50%
Replay/Extras: 60%
Gameplay: 35%
Family Friendly Factor: 40%



Ninjabread Man

SCORE: 50



Shamu's Deep Sea Adventures

SCORE: 70



I was so excited to find and purchase Ninjabread Man for \$4.95 on the Wii. I looked forward to an amazing video series on this home console candy land video game.



Then I played Ninjabread Man on the Wii. This game is horrible. If you watched my videos on Youtube then you know this.

Ninjabread Man is poorly designed, poorly executed, and poorly done. There are annoying glitches, and the sword attack does not work right on the Wii. The only way to progress is to throw ninja stars. There is a button that does that attack. I forget which button right now (C or Z probably). The saving grace for Ninjabread Man is it is an extremely short video game. Which makes me wonder if I

got my five dollars worth out of this game or not.

I found how easy it is to die in Ninjabread Man. That is when the glitches did not give me a headache or send me to my doom. The spinning camera is a special thing in Nin-



jabread Man indeed. Please note that spinning camera can make the player extremely ill.

We have an arrow in Ninjabread Man that shows us where to go to the next objective. These stay the same in each and every single level of Ninjabread Man. There are a few minor parkour moments in Ninjabread Man that made me almost happy. That was as long as the camera did not decide to swing while I was jumping between small platforms. Ninjabread Man can cause real world anger and rage.

Ninjabread Man is one of those games that dashed my hopes and dreams. I suppose the videos of Ninjabread Man may be doing well on Youtube. That is my one saving grace. I recommend families pass on Ninjabread Man. This martial arts cookie video game is bad on so many levels. Don't believe me? Please click here.

- Paul

System: Wii
Publisher: Conspiracy Entertainment
Developer: Data Design Interactive
Rating: 'E' for Everyone
{Mild Cartoon Violence}



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

There are things in Shamu's Deep Sea Adventures that I enjoy and things I am not that big on. I will try and touch on all of those as I write this review for this aquatic adventure on the Gamecube, PS2, and Xbox. I played Shamu's Deep Sea Adventures on the Playstation 2. In fact I did videos of this entire game. If you want to see them then please go here.

I am not big on the false gods being taught in Shamu's Deep Sea Adventures. I do not mind head butting fish and other aquatic life in Shamu's Deep Sea Adventures. The Kraken is a big pain in Shamu's Deep Sea Adventures



so fighting him did not bother me.

I love how the storyline is told in Shamu's Deep Sea Adventures. We get comic book like pictures along with some voice acting.

Shamu's Deep Sea Adventures looks good for the era as well. There are different kinds of levels to play in Shamu's Deep Sea Adventures. The chase levels that come right at the camera can be challenging at times. Exploring areas is one of the things I enjoyed in Shamu's Deep Sea Adventures.

I enjoyed playing Shamu's Deep Sea Adventures on the PS2. I do feel some of the levels are a bit on the long side. It was hard to tell if the next



level would be short or long. They were all over the place in Shamu's Deep Sea Adventures. We eat to get health back, and use air bubbles to get air again in Shamu's Deep Sea Adventures. Those mechanics were always on my mind.

There are too few underwater adventures in the video game industry. I hope to see more games like Shamu's Deep Sea Adventures in the near future. The campy advertisements for Sea World were extremely noticeable in Shamu's Deep Sea Adventures.

- Paul

System: Gamecube/Xbox/PS2(tested)
Company: Activision
Developer: Fun Labs
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



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

SPORTS

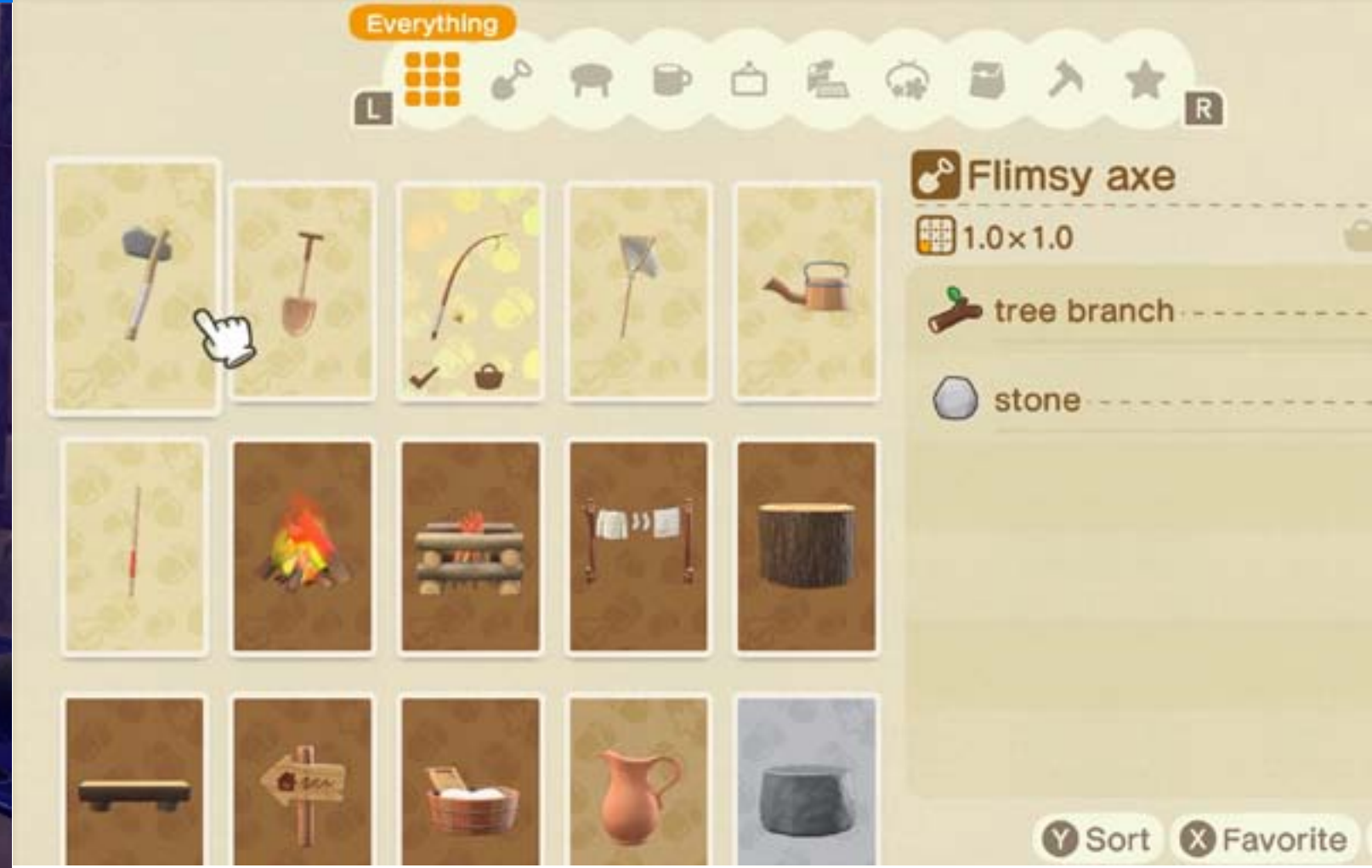


Product: Forza Horizon 4
Company: Microsoft Game Studios
System: PC/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY





Product: Forza Horizon 4
 Company: Microsoft Game Studios
 System: PC/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY





Product: Animal Crossing New Horizons
Company: Nintendo
System: Nintendo Switch
Release Date: March 20, 2020
Rating: 'RP' for Rating Pending



Product: Animal Crossing New Horizons
 Company: Nintendo
 System: Nintendo Switch
 Release Date: March 20, 2020
 Rating: 'RP' for Rating Pending





Product: Animal Crossing New Horizons
Company: Nintendo
System: Nintendo Switch
Release Date: March 20, 2020
Rating: 'RP' for Rating Pending



Happy

★★
GOOD



Jazzy

★★★★
SUPER

Crazy

★★★
OK

Funky

★★★★
SUPER

Sunny

★★★★
PERFECT

Baby

★★★
GOOD



Product: Just Dance 2020
Company: Ubisoft
System: Wii/Switch/PS4/XBone/
Stadia
Release Date: November 5, 2019
Rating: "RP" for Rating Pending



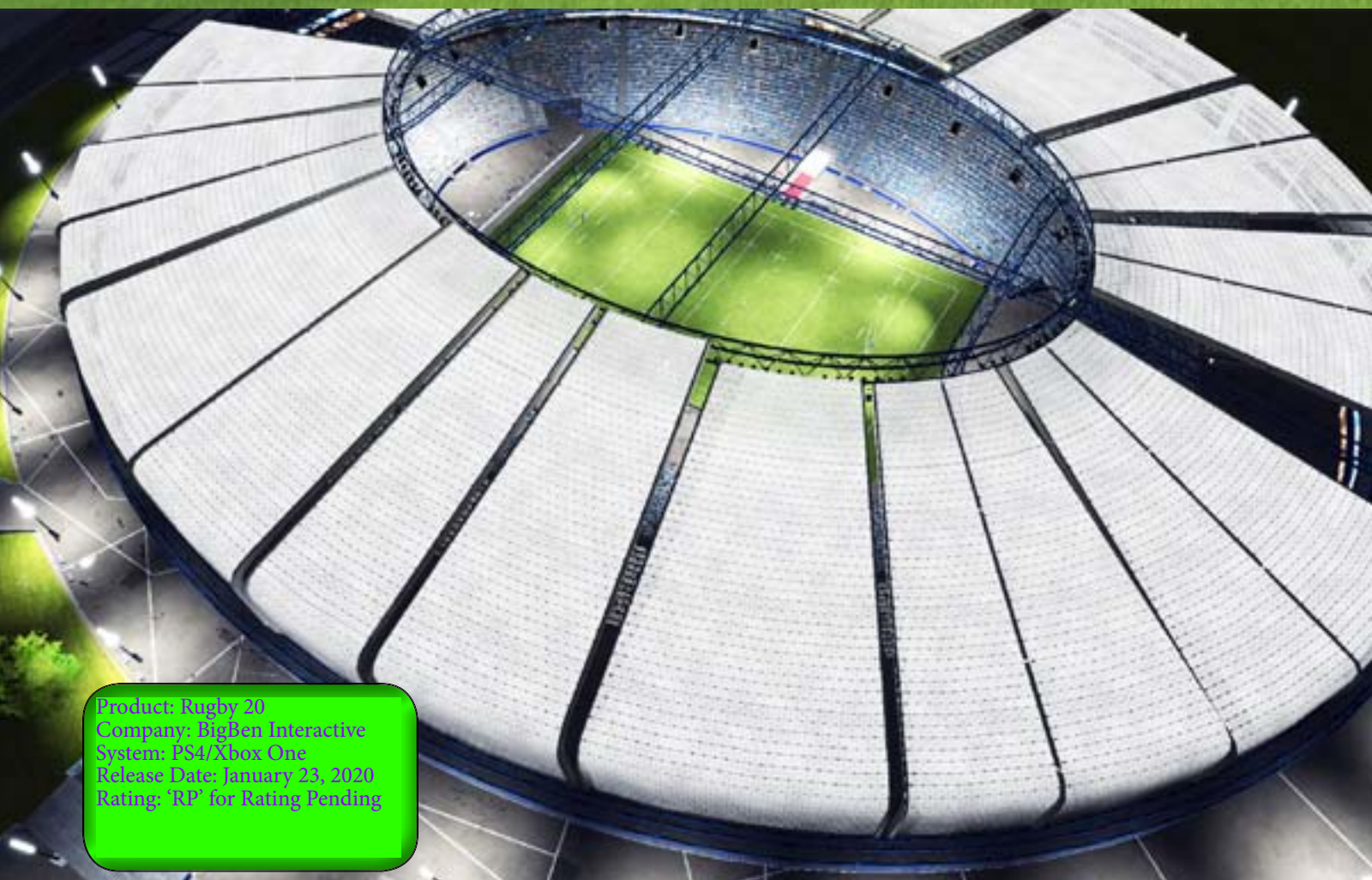
Product: Just Dance 2020
 Company: Ubisoft
 System: Wii/Switch/PS4/XBone/
 Stadia
 Release Date: November 5, 2019
 Rating: "RP" for Rating Pending



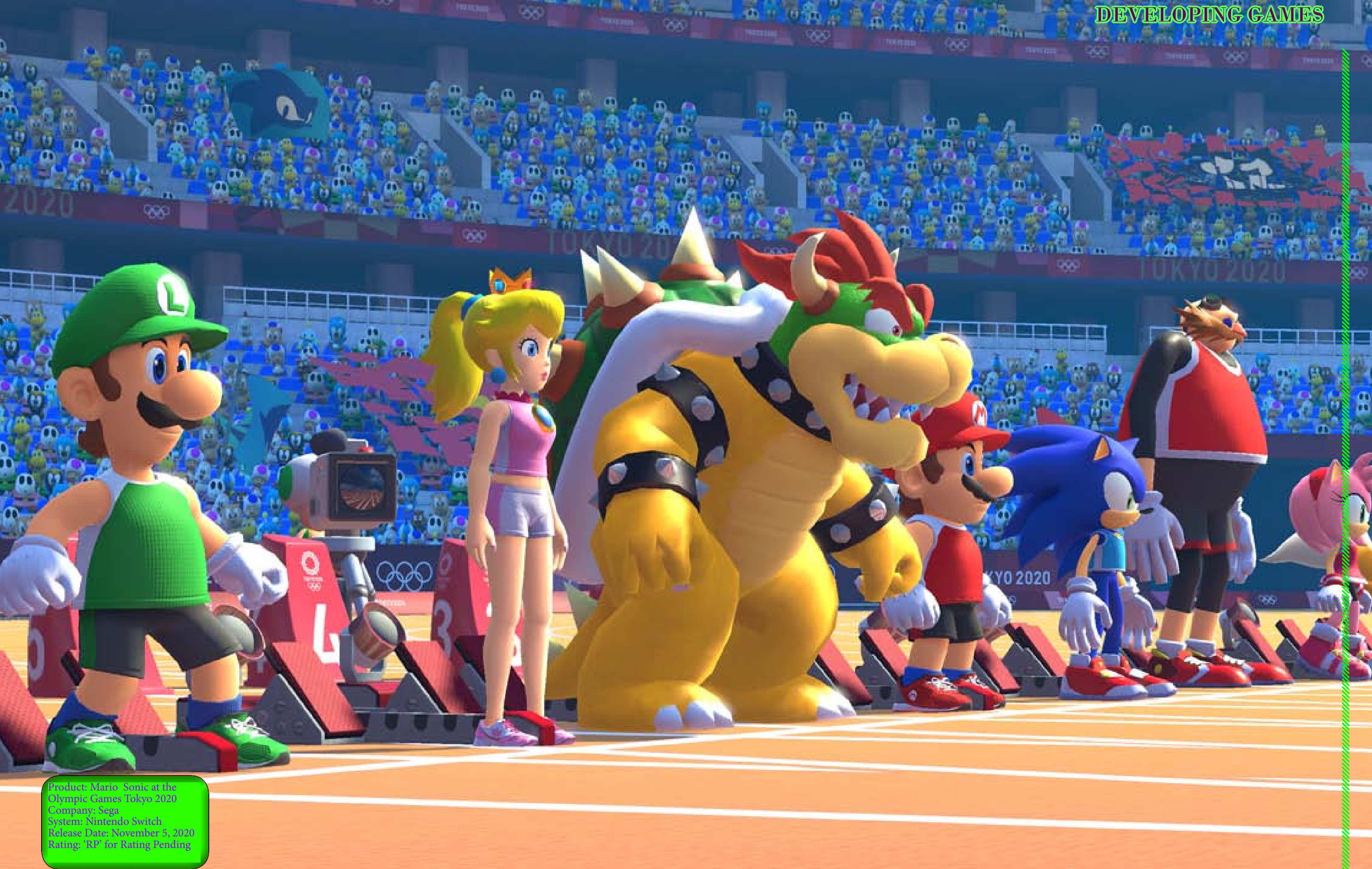
Product: Just Dance 2020
 Company: Ubisoft
 System: Wii/Switch/PS4/XBone/
 Stadia
 Release Date: November 5, 2019
 Rating: "RP" for Rating Pending



Product: Rugby 20
Company: BigBen Interactive
System: PS4/Xbox One
Release Date: January 23, 2020
Rating: "RP" for Rating Pending



Product: Rugby 20
Company: BigBen Interactive
System: PS4/Xbox One
Release Date: January 23, 2020
Rating: "RP" for Rating Pending



Product: Mario & Sonic at the Olympic Games Tokyo 2020
Company: Sega
System: Nintendo Switch
Release Date: November 5, 2020
Rating: "RP" for Rating Pending



Product: Mario Sonic at the Olympic Games Tokyo 2020
Company: Sega
System: Nintendo Switch
Release Date: November 5, 2020
Rating: "RP" for Rating Pending



Product: JUMANJI The Video Game
Company: Outright Games
System: PS4/PC/XBONE/Switch
Release Date: November 15, 2019
Rating: 'RP' for Rating Pending



Product: JUMANJI The Video Game
Company: Outright Games
System: PS4/PC/XBONE/Switch
Release Date: November 15, 2019
Rating: 'RP' for Rating Pending





now

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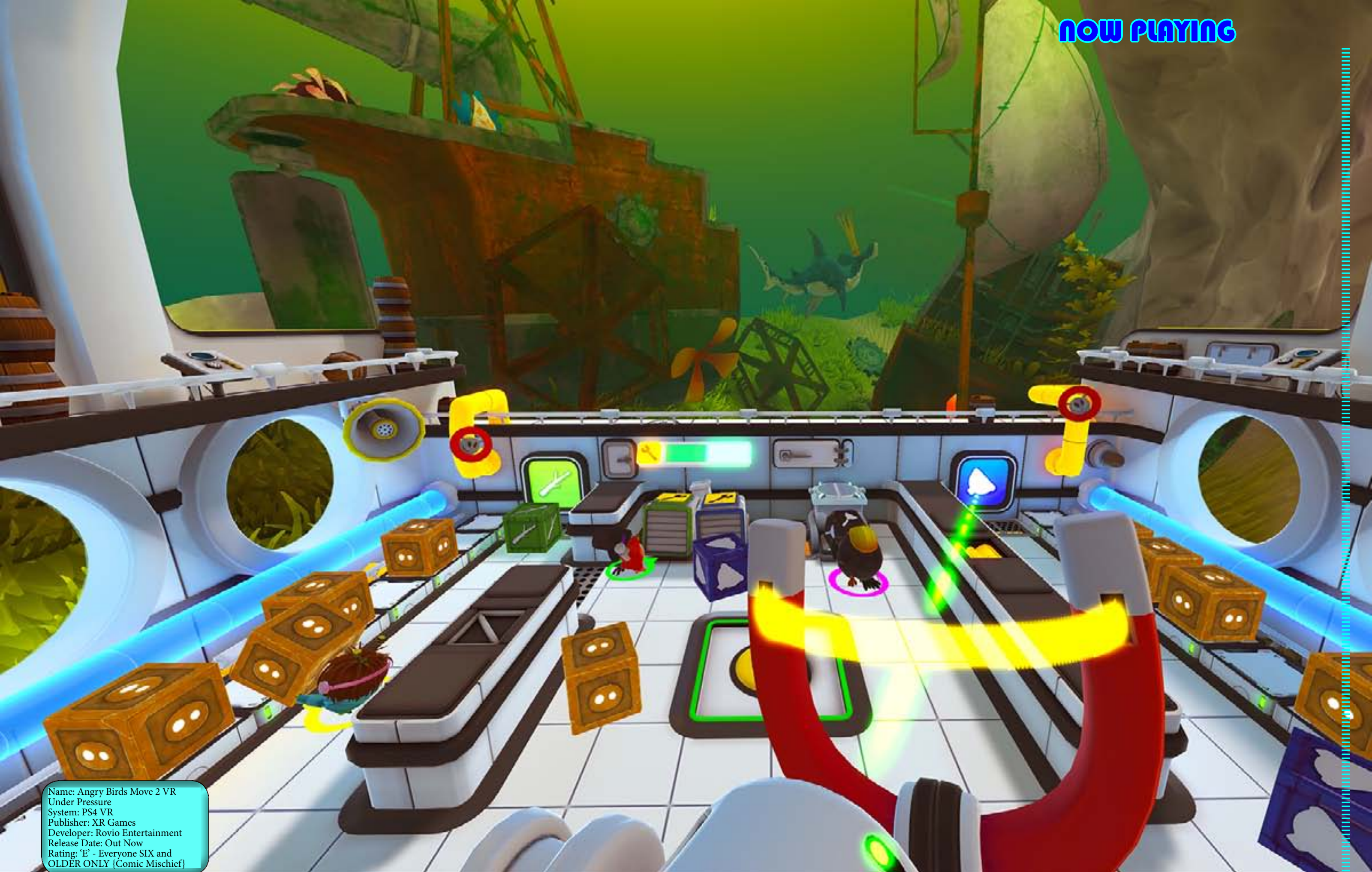


PLAYING

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 Ni No Kuni Wrath of the White Witch Remastered 80 - 83





Name: Angry Birds Move 2 VR
Under Pressure
System: PS4 VR
Publisher: XR Games
Developer: Rovio Entertainment
Release Date: Out Now
Rating: 'E' - Everyone SIX and
OLDER ONLY {Comic Mischief}



Name: Angry Birds Move 2 VR
Under Pressure
System: PS4 VR
Publisher: XR Games
Developer: Rovio Entertainment
Release Date: Out Now
Rating: 'E' - Everyone SIX and
OLDER ONLY {Comic Mischief}



Name: Angry Birds Move 2 VR
 Under Pressure
 System: PS4 VR
 Publisher: XR Games
 Developer: Rovio Entertainment
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and
 OLDER ONLY {Comic Mischief}



Name: Trials Rising
System: Nintendo Switch/PC/PS4/Xbox One
Publisher: Ubisoft
Developer: RedLynx
Release Date: Out Now
Rating: T - THIRTEEN and OLDER ONLY (Mild Suggestive Themes, Mild Violence)



Name: Trials Rising
System: Nintendo Switch/PC/PS4/Xbox One
Publisher: Ubisoft
Developer: RedLynx
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY (Mild Suggestive Themes, Mild Violence)





Name: Ni No Kuni Wrath of the White Witch Remastered
System: PC/PS4
Publisher: Bandai Namco Entertainment
Developer: Level-5
Release Date: Out Now
Rating: 'E10+' - EVERYONE TEN and OLDER ONLY {Alcohol and Tobacco Reference, Fantasy Violence, Mild Language, Simulated Gambling}





Name: Ni No Kuni Wrath of the White Witch Remastered
 System: PC/PS4
 Publisher: Bandai Namco Entertainment
 Developer: Level-5
 Release Date: Out Now
 Rating: 'E10+' - EVERYONE TEN and OLDER ONLY {Alcohol and Tobacco Reference, Fantasy Violence, Mild Language, Simulated Gambling}



Last Minute

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Product: Age of Empires 2 Definitive Edition
Company: Microsoft Game Studios
System: PC/Xbone
Release Date: November 14, 2019
Rating: "T" for THIRTEEN and OLDER ONLY (Blood, Violence)



Product: Age of Empires 2 Definitive Edition
Company: Microsoft Game Studios
System: PC/Xbone
Release Date: November 14, 2019
Rating: "T for THIRTEEN and OLDER ONLY (Blood, Violence)"



Product: Age of Empires 2 Definitive Edition
Company: Microsoft Game Studios
System: PC/Xbone
Release Date: November 14, 2019
Rating: "T" for THIRTEEN and OLDER ONLY (Blood, Violence)



Product: BoxVR
Company: FITXR
System: PC VR/PS4 VR
Release Date: Out Now
Rating: 'E' - Everyone SIX
and OLDER ONLY



Product: BoxVR
 Company: FITXR
 System: PC VR/PS4 VR
 Release Date: Out Now
 Rating: 'E' - Everyone SIX
 and OLDER ONLY



Product: Disney Classic Games
 Aladdin and the Lion King
 Company: Nighthawk Interactive
 System: Switch/PC/PS4/Xbox
 One
 Release Date: October 29, 2019
 Rating: "RP" - Rating Pending



Product: Disney Classic Games
 Aladdin and the Lion King
 Company: Nighthawk Interactive
 System: Switch/PC/PS4/Xbox
 One
 Release Date: October 29, 2019
 Rating: "RP" - Rating Pending



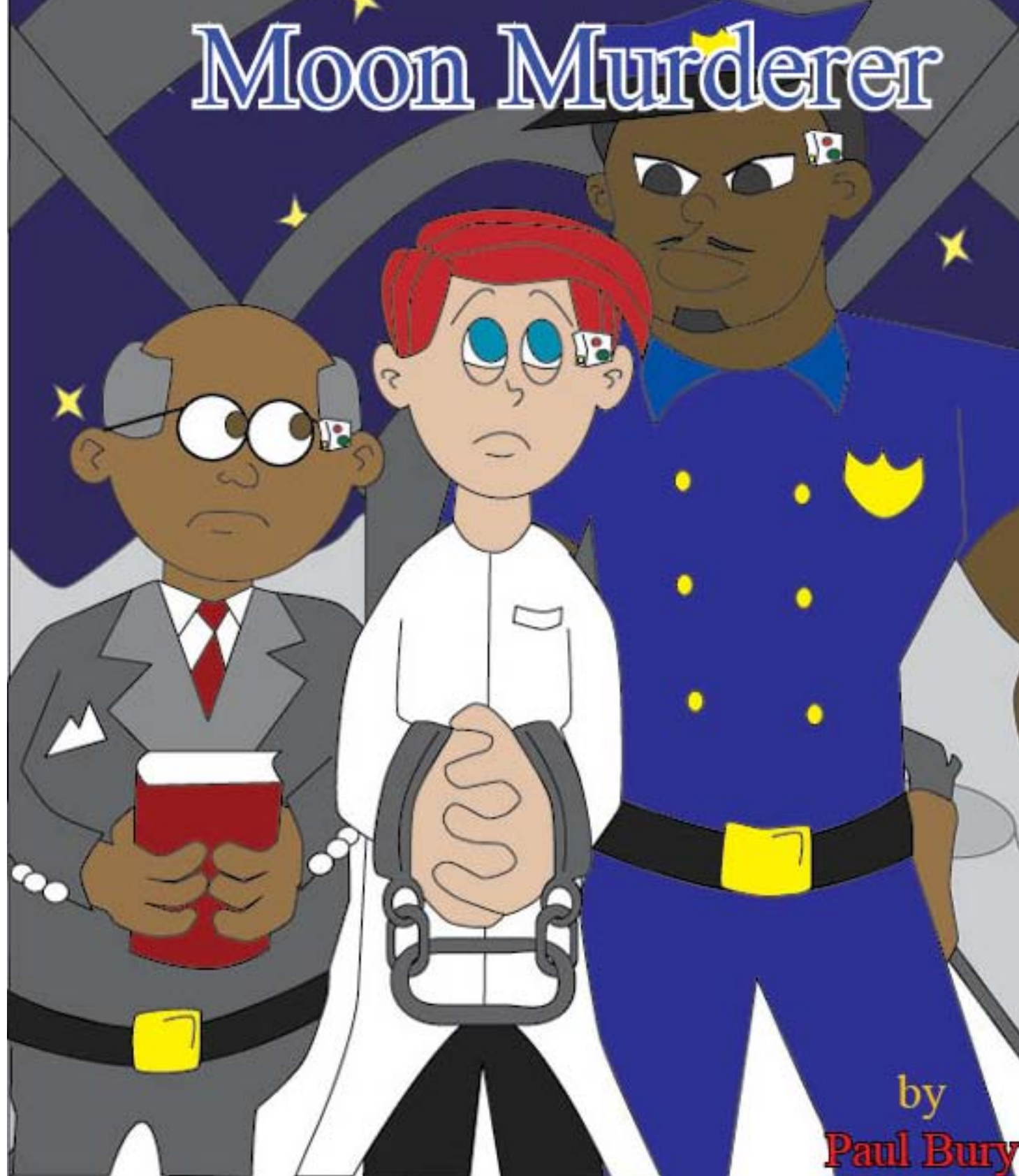
Product: Farmers Dynasty
Company: Toplitz Productions
System: Personal Computer
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: Farmers Dynasty
Company: Toplitz Productions
System: Personal Computer
Release Date: Out Now
Rating: 'NR' - Not Rated



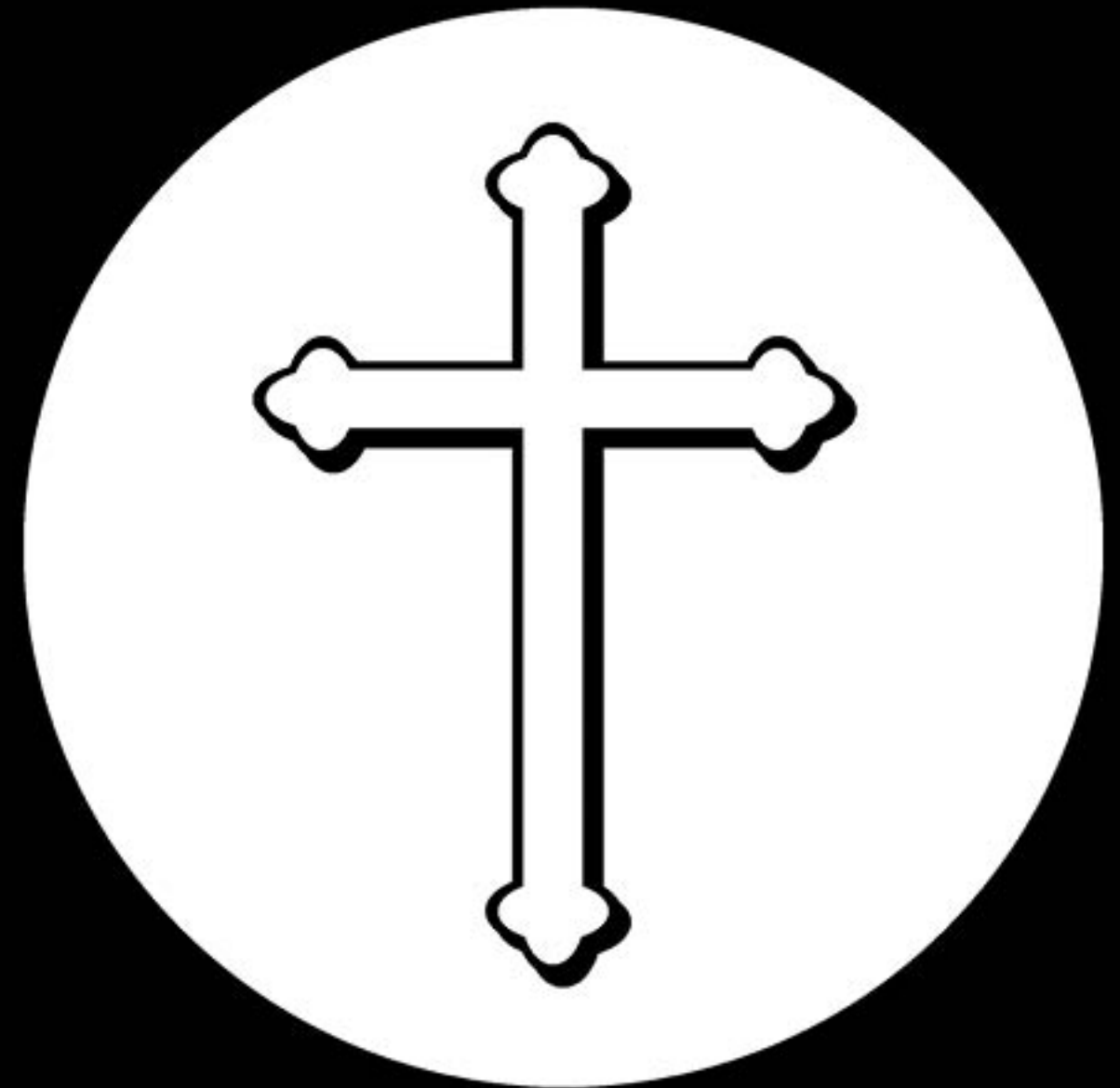
Future Glimpses Moon Murderer



by
Paul Bury

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FREE AT LAST



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FAMILY FRIENDLY

THE VOICE OF THE
FAMILY IN GAMING

GAMING TM

**Devotional
January**

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