

FAMILY FRIENDLY GAMING

THE VOICE OF
THE FAMILY IN
GAMING

TM

Lumberjacks Dynasty, Super Monkey Ball Banana Blitz, WWE 2K20 and more this issue.

**LEGO STAR
WARS THE SKY-
WALKER SAGA
COMING IN 2020!**

ISSUE #149

December 2019

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

Season of Improvements

I am so pleased we are rolling out so many cool improvements recently. The new logos look wonderful. The new intro and outro videos for our Youtube channel are amazing. The streaming software and hardware upgrades are fantastic. The emotes, emojis, badges and more are fabulous. This has been a season of constant and consistent improvements, upgrades, and level ups. Some of these have been a long time coming too. Ya'll have no idea how many things I want to make better. There is never enough time and/or money to make things better. Recently some money came in and I directly applied it to improvements. Where did that money come from you might be asking. Well when we got paid to complete the Newt One video series. I had a blast finishing off that game BTW. I hope more companies come over and decide to pay us to play their games from start to completion. It was a great experience all around and I am so thankful. We applied that money to directly improve things, We decided to invest in upgrades as quickly as possible. Fiverr has been my friend if you know what I mean.

As you might expect there are plenty of things I want to improve as well. I have been looking at a new camera for doing our FFG Original videos. I will probably wait until tax refund time next year for that though. It is now on my list. We are still looking at better backdrops for our FFG Original videos as well. I want to upgrade the magazine software. Sadly the company who makes this software went to the cloud and monthly payments for the software. I refuse to go that route and already told them they lost a sale with that decision. Their competitor is supposed to sell copies of software to companies without that monthly payment. I have plans on upgrading to them at some point in the future. If there was some website software to go to I would consider it. We definitely need to upgrade our video processing software. I want to find a different company than the one we are currently using though. Their software has a bad habit of clocking computers and using up all of the resources. Not sure why they are such a memory hog. We are looking at adding a layout screen for our Twitch streams. We are considering trying a Youtube stream at some point in time.



We are looking at investing more in Youtube now that the monetization has been returned to us. We are also trying to find a good place to sell our shirts that is not so pricey. I really want to find a way to incorporate more retro games into what we do as well. We have expanded retro reviews to a full page per game instead of half a page. Expect some layout changes in the next issue of Family Friendly Gaming as well. The Christmas Buying Guide will be out with a cool new logo before this issue releases as well. So many wonderful things happening here at FFG. Thanks for being here.

God bless,
Paul Bury

Family Time

There is one really nice thing about everyone getting extra time off for Thanksgiving, Christmas and New Years. Do you know what that one really nice thing? The additional family time it provides. We love getting to spend time together as a family. Sure there are challenges now that our boys are teenagers. The negativity, bad attitudes, and selfishness seem to be right at the top of the list. Then I think to myself: "am I focusing on the positive or the negative?" Will I let their bad attitudes bring me down, or find a good way to encourage them to find the positive side of things. I try to get on the positive side of things.

My hubby also loves spending time together as a family. Whether we are watching a movie, having dinner, having lunch, watching a game or something else we are always looking for ways to be together as a family. We are far from perfect. There are times we realize later we could have had some family time. We always look to improve upon that. We constantly remind our boys how many people in this world do not have loving families to spend time with. They understand they should cherish and appreciate it. There are all kinds of miserable people out there especially in the Thanksgiving to Christmas window.

What about you? Do you enjoy family time? Are you looking for ways to spend more quality time together as a family? What kinds of things do you do to strengthen the family bonds you have? What kinds of traditions does your family have? Does your family have any kind of march to Christmas? What do you do together for Thanksgiving? What do you do together for New Years? Is this an area your family could improve upon?

We have some cool family traditions. We go out as a family for Black Friday shopping now. We work together as a team finding the items we are looking for. We have our cell phones out so we can quickly text one another updates. We have a plan at each and every single store. Then we go through all of our purchases and pick movies to have movie nights. This is part of our march to Christmas. We watch these movies as a family from Black Friday onto Christmas Eve. In the past we surprised our boys with the movies. Now we let them assist us in picking the movies we will watch on our march to Christmas. They really enjoy



working with us on that. I cook all kinds of wonderful things on Thanksgiving, Christmas, and New Years. We normally go to my mothers for Christmas. I pray she will continue to be with on planet Earth for a great many years to come. I cherish every single year I have with her and my sister. All of us are living on borrowed time. We never know when God will call us home. As we all age this is a reality we must face. I will admit that I do not even want to consider it. I do not want to think about it. I do not want to talk about it. I know one day I will have to face it. I have already faced it with my father.

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

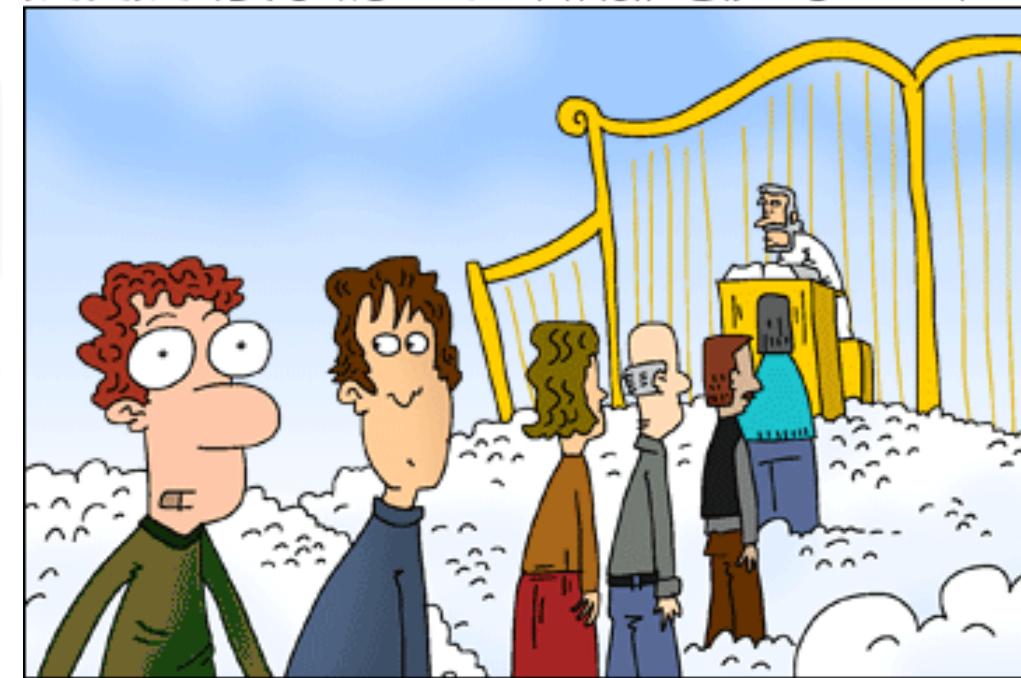


Interactive Bible Series for Windows by GraceWorks Interactive



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.



01-19-2015

OH MAN I THINK I LEFT THE IRON PLUGGED IN

PRAYER PUPS BY JEFFREY SMITH



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

14 DVD ROM titles
\$10.99 each

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

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

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

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

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



For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

SOUND OFF



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

Bibleman

I've been trying to find the demo for Bibleman: A Fight For Faith pretty much everywhere now.. The official site has been down since at least 2010 (if not earlier), and unfortunately any link to the demo is now long gone.

The reason I'm emailing you is because unfortunately almost nobody has reviewed or even mentioned the game, so I'm really trying to find a copy



of it somewhere, so I'm reaching out to pretty much everyone I can, in case they would still have a copy of the demo. I would ask the developers, but unfortunately I don't think the company still exists (if you know any contact information about them, would you mind sharing? It would be really helpful!)

If you're wondering why I'm so interested, I'm working on a history project of sorts. Bibleman is a very obscure game, but that's why I believe it should be mentioned again :)

- Kob

{Paul}: Kob,

From what I recall Left Behind Games bought up almost every single Christian video game developer before having financial difficulties themselves. The CGDC - <http://www.cgdc.org/> might be able to help. Also Christian Games Now - <http://www.christiangamesnow.com/index.html> may have a copy (even though it is not listed right now). The last time I was at the CGDC they had older Christian games for sale. They only meet in July though.

A Problem And Solution For Microsoft

Dear Mr. Bury,

Next year, Microsoft will be releasing the newest version of Flight Simulator. From what am I seeing and reading about it, it looks like a first-class product. The entire planet will be modeled in photorealistic detail. Not only that, but you will also be able to see flocks of birds flying, ripples in bodies of water, and cars going up and down streets. It looks like everyone on the Flight Simulator team is an A player with a "go big or

go home" mentality. That's the good news.

Here's the bad news. The newest version of Flight Simulator will eat up two petabytes of data. That's enough to fill 80,000 single layer Blu-Ray discs. As a result, Flight Simulator will be hosted on the cloud. So the game data will be streamed to you like streaming video. And I don't think that will work for millions of people at once. When a person streams audio or video files, that person is represented by a single dot on a one-dimensional line. When a person streams game data, it's a whole lot more complicated. For Flight Simulator, you'll need to track each user's three-dimensional position, their roll,

yaw, and pitch, landing gear settings, flap settings, and throttle settings. And you might also lose the ability to customize the world you fly in. For example, I fear the new Flight Simulator might not allow you to change the lighting from daytime to nighttime, or change the weather from sunny to stormy. But sadly, Microsoft sees no other way to pull this off.

I, however, see another way.

Researchers at the City College of New York by the names of Siddarth Dhomkar and Jacob Henshaw have used diamonds to store digital data. Right now, they can encode 100 DVDs of data in a diamond the size of half a grain of rice. And they

think they can increase that capacity to one million DVDs.

Microsoft needs to hire these two researchers im-

mediately. Not only could they design the next format for permanent digital data storage, perhaps Microsoft could enter the jewelry business as well (the diamonds are grown synthetically). And Microsoft could offer something other jewelry outlets could not-the ability to design your own jewelry for a special someone (rings, necklaces, bracelets, tiaras) and have it mailed to you or let you pick it up at a Microsoft store. For an added bit of drama, it could come in a biometric time-locked box that would only open for a certain person after a certain date/time.

Please let me know what you think when you get a chance. Have a great day, and God Bless You.

Sincerely,
David

{Paul}: David,

That is really messed up about the size. Plus the whole streaming the game means we the consumers are held hostage to the company and their servers. I loved playing Ultima Forever here and there until EA decided to shut down the servers.



SOUND OFF Continued

They decided it did not sell well enough. So everyone who paid money into the game loses all of it. That should be a crime and the company should be required to pay the money back. If Microsoft decides Flight Simulator does not sell enough and shut down the servers we all lose our money, progress, game, etc. What other companies act that way?

I love your diamond idea and hope it comes to our industry very soon. What would the cost of games be for that though?

The Original Just Dance Kids

FFG, I found out there's too many covers in the original Just Dance Kids, too many covers by children, TOO MANY COVERS! Why is there too many covers?!

---Your biggest Just Dance videos fan,
Thomas

{Paul}: Thomas,

Thank you being our biggest Just Dance videos fan. We will be working on Just Dance 2020 at some point soon. We are also going to be working on the new Zumba game before this issue publishes.

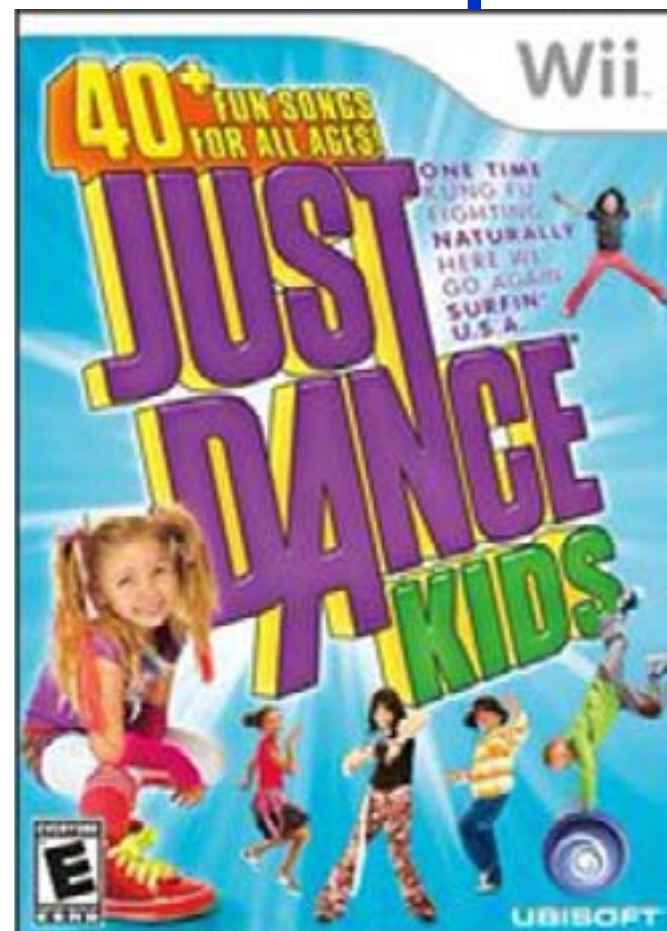
I only know of one cover for the Just Dance Kids video game. There was a Just Dance Kids 2 video game, and there was also a

Just Dance 2014 video game. All three of those games are different and have different covers. Is that what you are referencing?

Oh I did re-dance one of the Just Dance Kids video games with the webcam and will try to get those videos online in 2020. Maybe they will arrive before then but with Zumba Burn It Up and Just Dance 2020 videos to record and release I doubt it will be anytime soon.

Speaking of Just Dance 2020 we have some cool news to share. When we record that game we will start with the Just Dance Kids portion of it. Meaning they will be recorded first, and released first. That will be extremely exciting. Are you excited for them?

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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Cordova, TN 38018



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Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

Current rates can be found on the Advertise page of the website

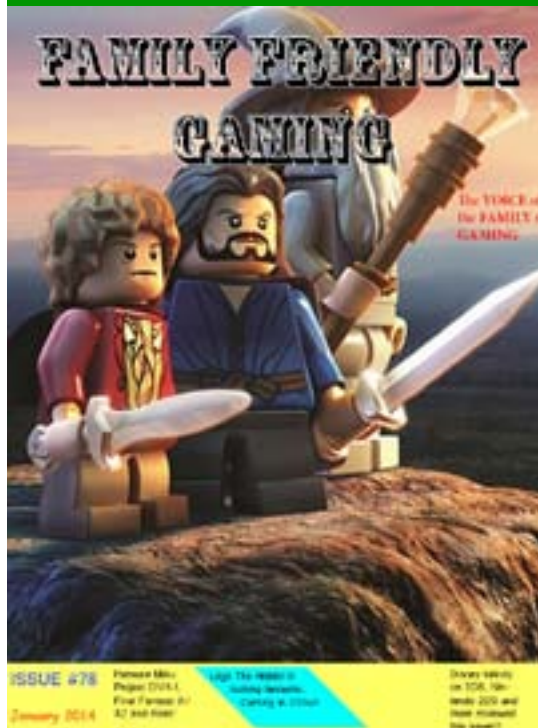
Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family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



LOOK BACK

QUIZ

There has been a lot of history made here at Family Friendly Gaming. Let us take a look at some of the historic front covers to a few of the issues in our long and storied history.



Family Friendly Gaming decided to do some fun little historic quizzes. Anyone who is not a business partner, advertiser, PR contact, or works for Family Friendly Gaming can answer these questions. Email answers to SoundOff@familyfriendlygaming.com. After three months the person with the most right answers will be 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

Prophets

It shocked me to hear some people claim they do not believe in prophets. As in there are no modern day or current prophets. Why do I find that so odd? The reason is I have met modern day prophets. How can I be sure? **Deuteronomy 18:22** *If what a prophet proclaims in the name of the Lord does not take place or come true, that is a message the Lord has not spoken. That prophet has spoken presumptuously, so do not be alarmed.* What they say must come true. If not, then we can easily discern they are not a prophet of God. Pretty simple actually if you think about it.

What bothers me about people who do not want to believe in modern day prophets is they usually have something bad to say about them as well. How are we supposed to treat prophets of God? **1 Chronicles 16:22** *“Do not touch my anointed ones; do my prophets no harm.”* Hmmmmmmmmmmmm! I would say doing the modern day prophets is a really bad idea. That is for any Christian or someone that claims to be a Christian.

Jesus fulfilled a great

many of the prophecies from the past. There are numerous New Testament references to when and where Jesus Christ fulfilled their prophecies and continued to prove they are prophets of the most high. **Matthew 2:15** *where he stayed until the death of Herod. And so was fulfilled what the Lord had said through the prophet: “Out of Egypt I called my son.”* That is just one such example.

Does the poor treatment of prophets surprise you? Does the poor treatment of those of us that follow Jesus Christ surprise you? Jesus prophesied it. **Matthew 5:11-13** *“Blessed are you when people insult you, persecute you and falsely say all kinds of evil against you because of me. 12 Rejoice and be glad, because great is your reward in heaven, for in the same way they persecuted the prophets who were before you.”* Those verses have so much in them. The prophets of God were treated poorly then, and now. We are treated poorly because we are in the same family as the prophets.

The early church had prophets. **Acts 13:1** *Now in the church at Antioch there were prophets and teachers: Barnabas, Simeon called Niger, Lucius of Cyrene, Manaen (who had been*

brought up with Herod the tetrarch) and Saul. There are plenty of modern day churches that also have prophets.

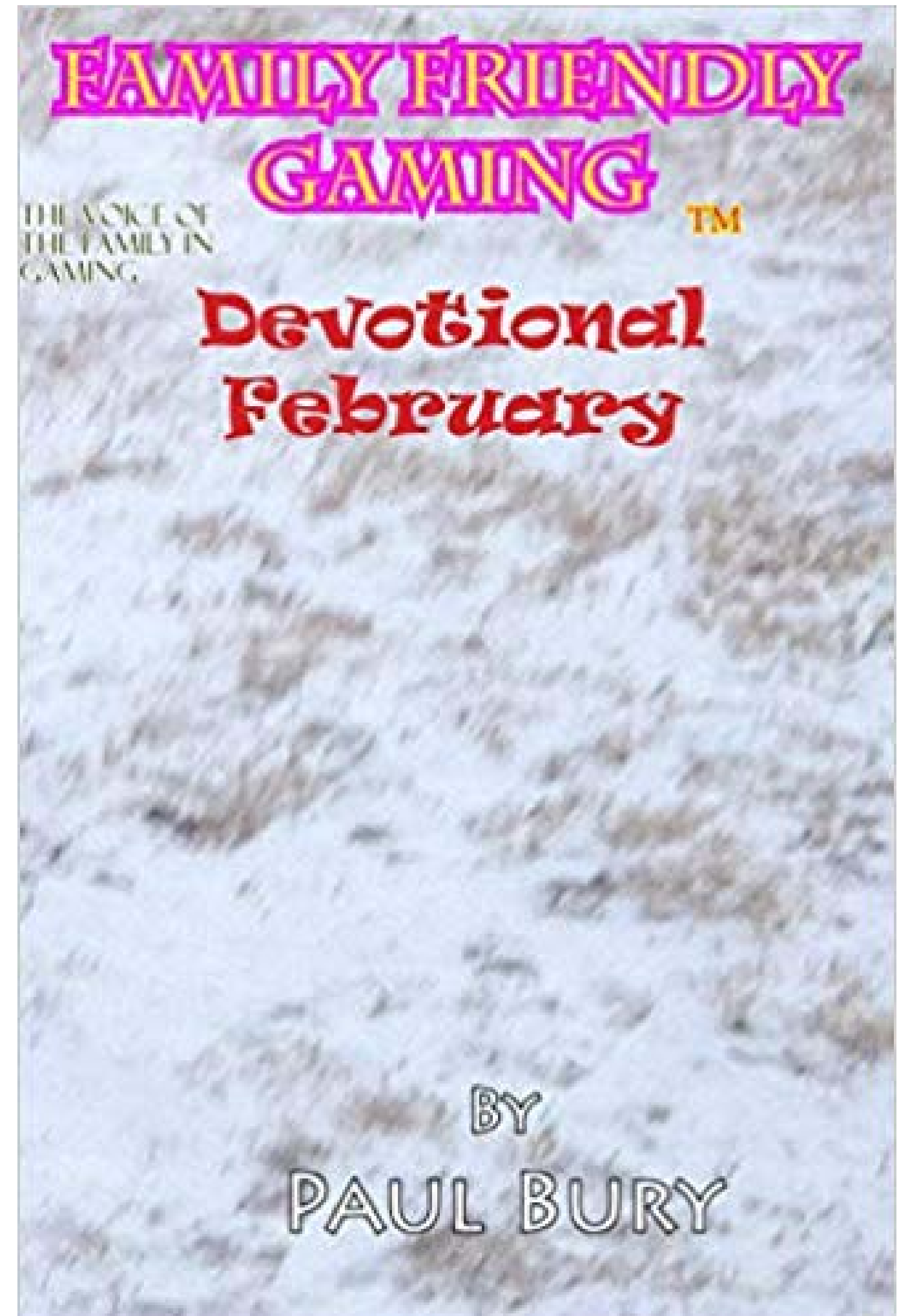
Why do we have prophets? **Ephesians 4:11-12** *So Christ himself gave the apostles, the prophets, the evangelists, the pastors and teachers, 12 to equip his people for works of service, so that the body of Christ may be built up. That should explain it. At least it does to me. There are plenty of other verses relating to prophets in the Holy Bible. Check it out.*

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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Family Tree Releases

Eastasiasoft Limited announced that the fruity action ballistics puzzle platformer, Family Tree, released exclusively for the Nintendo Switch™ priced at US\$7.99 / EUR7.99 / £6.99 / 800 JPY. Pre-orders will open today, October 3rd, with a 20% launch discount available through to October 23rd.

Mr and Mrs Fruits have gone to bed leaving their fruit babies chilling outside playing, when all of a sudden, an evil drum 'n bass loving sugar skull named Pedro appeared and sucked all of the babies into a wormhole, scat-



tering them throughout the forest. Now it's up for Mr and Mrs Fruits to find all of their babies and bring them safely back home where they belong.

Players assume control of Mrs or Mr Fruits and aim a ballistic arc which shows the projected trajectory, then jump, landing where the trajectory arc predicts. Gameplay involves the player starting each level at the bottom of a tree with

the simple aim of finding the goal, collecting as many fruits as possible, whilst avoiding fiendish enemies and obstacles. Once collected, the fruits turn back into adorable fruit-babies!

“Family Tree is a quirky and colourful action-puzzle platformer that’s guaranteed to make you smile. It’s a glorious cornucopia of hand-crafted content designed to give players a feeling of sugar-rush exhilaration while remaining a mellow paced experience for all ages and skill levels. There’s 128 goofy levels, 32 bonus stages, a 1-4 player endless party mode plus a bangin’ ISG soundtrack featuring dub, drum ‘n bass and acid house vibes.” - Mike Daw, Creative Director, Infinite State Games

Game Features:

- A brilliantly bonkers pinball-platform puzzler (it’s a real thing!).
- Over 120 lovingly handcrafted levels to master.
- Mirror mode for those that want to up the ante.
- 32 bonus game levels in case the 128 main levels weren’t enough.
- 1-4 player endless climb mode.
- Pick from either Mrs or Mr Fruit to play as on your daring adventure.
- A ton of unlockables including game modes, multiplayer characters and power-ups.
- Head-bobbing soundtrack to keep the tempo going.

Gamified Neurological Testing Platform

Highmark Interactive announced it has received 510(k) clearance from the U.S. Food and Drug Administration (FDA) to market its suite of EQ software modules, with specific approval on its innovative balance testing component. Featuring the most comprehensive suite of testing on a mobile platform, Highmark Interactive establishes a new benchmark in neurologic assessment and monitoring. Given that EQ's gamified tests are used on an ongoing basis, there is a tremendously rich understanding of the neurological function of the user. Unlike traditional options for testing to this point, there are no additional expensive peripherals (I.e., special plates to stand on, headgear to apply). The post injury assessment takes approximately 10 minutes and provides not only immediate results, but also demonstrates the specific area of brain performance that may be impacted. The immediate results can help the injured individual better understand how their performance has changed and they can provide this information to a health professional for the facilitation of clinical diagnosis.

"Highmark is creating an entirely new paradigm to monitor and assess brain function. Our platform brings together the powerful engagement of mobile gaming with evidence-based medical research in a manner not yet seen in digital health," said Dr. Sanjeev Sharma, Co-Founder and CEO of Highmark Interactive. "For the first time, preventative and diagnostic testing is mobile, affordable and fun, making it truly accessible for everyone."

Highmark's balance component, which had already received European CE Mark clearance in May 2019, combined

with their suite of cognitive and visual tests, enables their mobile software to provide the most comprehensive quantitative and qualitative metrics as they relate to an individual's neurologic status. The list of conditions that could affect balance include concussions, physical injury (musculoskeletal), neurodegenerative diseases (including Parkinson's and multiple sclerosis), vestibular dysfunction, functional aging, headaches, and fatigue. Additionally, ingestion of certain medications and drugs (including cannabis) can have side effects that impair balance. Clinical studies showed that EQ Brain Performance exhibited excellent test-retest reliability and consistently provided quantitative measures of poorer balance performance in individuals with neurologic conditions that are known to impair balance, compared to normal controls.

Highmark Interactive continues to revolutionize the functional neurological assessment market. Its unique gamification of medical evidence-based testing, merged with a completely mobile platform that requires no additional accessories, sets it apart within the industry. It provides an ongoing functional assessment of an individual over time, thus enhancing the ability to detect early warning signs of illness or conditions that might lead to adverse health incidents. EQ Brain Performance's six product modules are tailored specifically toward user groups, from youth to elder care and from athletes to those working in heavy industry. The FDA Class II medical mobile diagnostic tool can be used by individuals through their app store, or by organizations (e.g., medical professionals, sports teams, schools, employers) who can enhance their analysis and group management on the EQ Dashboard. All that is required for testing and results monitoring is internet connectivity and a mobile device (smart phone/tablet), from anywhere in the world.

SteamCity Chronicles Rise Of The Rose Releasing

Indie game developer and publisher Feelthere is proud to announce Q4 as the official release date of SteamCity Chronicles: Rise Of The Rose – a unique turn-based strategy game set in a SteamPunk environment, and heavily influenced by Japanese culture.

SteamCity tells the gripping story of the daring rebellion of Sophie von Eschenbach, the 'Rose of Freedom' who is up against a faceless organization from the East known as the Yamagami corporation. Decades ago, they overtook the once proud city of Kolonenberg, a peaceful society living in harmony, and transformed it into a dystopian nightmare, where independent thought has become a myth, and every little part of life is under scrutiny and control. However, after 80 terrible years of oppression, things are about to change. This is where you come in!

SteamCity offers a rich gameplay experience in the urban confines of the city. There is no

time limit when taking turns and you are not required to act quickly. This allows for more in-depth and calculated decisions that encourage strategy and planning. You can position your forces to outflank the enemy or use natural chokepoints for ambushes. Using the camera, you may zoom to examine the battlefield and opponent forces. Each level has different objectives and you are rarely required to merely exterminate the enemy. Missions may include destroying specific buildings or to assassinate a certain enemy leader. Units have a limited number of action-turns and some playable characters are capable of more actions than regular units. Special units will also have abilities that others lack. For example, a character might be able to use special attacks or inspire nearby units to fight harder against the enemy. With experience you will learn the strengths and weaknesses of your opponent.

SteamCity offers a host of playable characters at once, from brave Rose Militia members to powerful steam robots, renegade enemy soldiers and even the game's primary characters. Once you have chosen your

character, you can control them to move, run, scan the environment, place a sentry or open fire on the opponent. Each character within the game is an integral part of the overall experience and each will have their own part to play in the struggle for victory.



In The News Continued

War Selection Out Now on Early Access

Independent developer Glyph Worlds is proud to announce that their epic RTS of unprecedented scale War Selection is now available through Steam's Early Access program. The game launches as a free-to-play title with an option to subscribe and unlock subscriber-only matches featuring additional technologies in each era, the ability to make private matches, and participation in votes to determine new features for the game.

War Selection starts players off in the Stone Age during each game while the player chooses its path to victory by advancing through the eras as you modify your culture to your playstyle. Each variety of era has its own technological upgrades and visual style based on the culture it comes from. For example, advancing through the Iron Age as Asia confers different bonuses than going through as a European empire. These options let players customize the way they play and choose the strategy that suits them. Single and multiplayer modes add variety to gameplay, especially the Armageddon mode. A massive 62 players will be supported, with the smallest empires getting bombarded with meteors as time progresses in the Armageddon mode, forcing constant conflict as the pressure to expand continues to build.

War Selection was created in Glyph Worlds' custom-built GlyphEngine. The proprietary engine was developed with online strategy and MOBA



features in mind to support a tremendous amount of active objects as well as the staggering 64-player multiplayer games.

"We can't wait to see the community build up around War Selection. We hope to create a close-knit fanbase of players through our ability to host matches of such an incredible size. We're very proud of our ability to have 62 players simultaneously fighting in an RTS and look forward to observing the tactics, strategies, and politics that come about in our game." says Roman Budkeev, CEO of Glyph Worlds

Key Features

- Tons of Units and Buildings - More than 100 different buildings and 200 different kinds of units (Land, Sea) are present across the ages.
- Customize Your Culture - Choose which culture you will align with as you advance through the ages, carving your own distinct path through history. Begin in the Stone Age, and specialize in European or Asian cultures as the game progresses to unlock specialize technologies, buildings, and units.
- Massive Multiplayer Wars - Over 62 players on a single match leads to true chaos as wars break out all over the map.
- Varied Modes and Competitive Styles - Against players, fight in free-for-all, team battles, or Armageddon.

In The News Continued

Draw a Stickman Epic 2 Now on Consoles

Now console players can get creative with their controllers with the release of DRAW A STICKMAN: EPIC 2 from Hitcents. After great success on mobile platforms, where DRAW A STICKMAN: EPIC 2 was a runaway success with more than 18 million purchases and installs on the iOS, Android and Nintendo Switch, this sequel to 2012's award-winning original DRAW A STICKMAN: EPIC is now available for \$6.99 on both the Xbox, and for the first time, on PS4.

Continuing the Stickman saga with a brand-new illustrated adventure, DRAW A STICKMAN: EPIC 2 is a great mashup of creativity, puzzle-solving, RPG elements, and fun action-adventure gameplay in a totally original world where doodles come to life. In DRAW A STICKMAN: EPIC 2, players create their own original stickman and a stickman friend, and then watch them animate as they traverse the lands of a torn-up storybook. Using tools and weapons that the player also draws, Stickman and its friend must face-off against inked-out goblins, tongue-lashing frogs, fire-breathing dragons, and BIG bosses. By using strategic drawing, players take on intriguing challenges and puzzles, unlock secrets, earn achievements and collect drawings while battling villains.

In more Stickman news, Hitcents recently released DRAW A STICKMAN: AR for mobile, which allows players to bring their drawings to life in a 3D world through Augmented Reality. [Draw a Stickman Epic 2](#)

Mountain Rescue Simulator NOW available

To be close to heaven, to breathe fresh air and to feel the freedom, this is probably the dream of every winter sports enthusiast in the mountains. But is all that glitters really gold? In Mountain Rescue Simulator, UIG Entertainment presents the threatening side of the beautifully snow-covered mountain world. Find, take care of and rescue injured people and bring them safely to the valley!

The mountain calls - become a lifesaver in "Mountain Rescue Simulator"!

Carried by the beauty of nature, hikers and winter sports enthusiasts always dare to venture far into the mountains, often act beyond their means and find themselves in precarious situations in which life often hangs by a thread.

In such situations you and your team are in demand! Use your special vehicles such as helicopters, quad bikes or snow groomers to rescue people from their acute emergency. Treat broken bones or rescue lost hikers from the forest - your animal friend will accompany you faithfully on every mission!

Experience dramatic rescue operations and save human lives!

In The News Continued

PAC-MAN MUNCHES HIS WAY INTO DISNEY TSUM TSUM FESTIVAL

Meet the classic coin-op arcade hero, PAC-MAN, in his adorable TSUM TSUM form as he munches his way into Disney TSUM TSUM FESTIVAL to join the other loveable TSUM TSUMS! Disney TSUM TSUM FESTIVAL is available on Nintendo Switch in the Americas! Disney TSUM TSUM FESTIVAL enables fans from all over the world to collect and play with some of their favorite Disney and Pixar characters as adorable TSUM TSUMS for the first time on console. Disney TSUM TSUM FESTIVAL includes the classic TSUM TSUM puzzle game and a variety of activities such as Bubble Hockey, Tsum Chase and more that can be played by up to 4 players, allowing everyone to join in on 'TSUM' fun!

Halfbrick Studios Is Back

You may of heard of them? Halfbrick Studios - they brought you a little game known as Fruit Ninja... Well, they're back! After three long years, Halfbrick Studios is proud to announce Magic Brick Wars, their newest title slated for release, November 15, 2019. A real-time, multiplayer strategy game, where tactical decisions meet the fast-paced gameplay Halfbrick fans have grown to love. Any OG Halfbrick fans out there? Only you'll care about this, but... Magic Brick Wars is based around Halfbrick's beloved Raskull characters!

Although Magic Brick Wars is a step in a new direction for Halfbrick, they've really gone back to their roots on this one. In fact, they've gone as far as bringing back a company tradition from the days before the studio left a watermelon shaped mark on the

deck. The goal? Outwit your opponent and navigate treacherous territory, to storm enemy lines and claim your rival's lives. On the offensive side of the game, players will experience a diverse arsenal of powerful characters, each with unique abilities to harness depending on the situation at hand. Players will equip their weapons of choice, and portray their play-style through the calculated construction of their deck. Defensively, players are armed with magical bricks, which can act both as obstructive counters to their opponent's advances, or cunning traps, sure to punish the ill-advised moves of the opposition.

Team Magic has made a point to ensure, that Magic Brick Wars carries the same level of personality & soul which previous Halfbrick titles are known and loved for. One particular band of memorable misfits, won the hearts of the company's core player-base long ago - the Raskulls. First released

in 2010, Raskulls - a 'Bone-Shakingly Crazy Action Platformer' introduced the lovable Raskulls cast to the world - and 9 years later, players are still calling for their name. It only made sense for the Raskulls to form the starring cast of Magic Brick Wars. Each with unique personality's and specialities, the characters formed the perfect foundation to serve as interesting & powerful cards within the game. There's plenty of familiar faces from the Halfbrick Universe along the way - one of which is the infamous Barry Steak-fries - is there a game Barry won't invade? If there's one thing Halfbrick knows how to bring, it's ridiculous, action-packed madness. Building on their insights accumulated from dominating the arcade & action charts, Halfbrick uses Magic Brick Wars as a vehicle to transform unknown territory, into their own. Magic Brick Wars will be free to download globally on iOS and Android .

In The News Continued



world. Halfbrick Fridays - a week long game-jam where bricks have free reign in pitching and bringing to life their own passion projects - the very same tradition which birthed the juicy sensation, Fruit Ninja. A small team - led by product manager Jason Maundrell - transformed a promising prototype into the polished product Magic Brick Wars is today. What once started as a chaotically

creative idea, was shaped by Halfbrick customers themselves, into a refined, in-depth experience. The Result? An ad-free, insightful breath of fresh air, unlike anything in the studio's portfolio.

In Magic Brick Wars, players will go head-to-head in real-time, strategically placing powerful units, formidable defences, and deceptive traps from their handcrafted

Doctor Who The Edge of Time Releases

Publisher PlayStack and Developer Maze Theory are proud to announce that Doctor Who: The Edge of Time, the feature-length VR videogame has launched.

With multiple references to the series and its 55-year history, Doctor Who: The Edge of Time combines action, adventure and sci-fi, equipping players with the Sonic Screwdriver to solve mind-bending puzzles, escape treacherous environments and come face-to-face with classic Doctor Who monsters, all within virtual reality. Escape from Weeping Angels, face off against brand-new creatures and pilot a Dalek shell to harness its fearsome weaponry in a thrilling and immersive single-player adventure! Features:

- Become part of Doctor Who - a thrilling single-player adventure developed by Sony London alumni (VR Worlds, The

London Heist, Blood and Truth), Doctor Who: The Edge Of Time will immerse players in Doctor Who like never before as they travel across space and time to save reality.

- Wield the Sonic Screwdriver - with exhilarating moment-to-moment gameplay, wield the Sonic Screwdriver to solve fiendish puzzles and traverse a dangerous universe full of challenges, enemies and wonder.

- Stunning cinematic visuals - from the Dalekanium of a Dalek's shell, to the stone-cold terror of a Weeping Angel, experience stunning visuals that bring the show to life!

- Doctor Who talent - featuring Jodie Whittaker as the voice of the Doctor and Nicholas Briggs as the voice of the Daleks, in a story written by Gavin Collinson, Digital Producer for Doctor Who and author

- Oculus Quest support - experience the next level of immersion with Oculus Quest, as you explore the Doctor Who universe without boundaries in untethered virtual reality.

WE WOULD PLAY THAT!

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

We throw out all kinds of different wonderful ideas for video games each and every single issue of Family Friendly Gaming. After playing Race with Ryan it dawned on us there should be a Family Friendly Gaming video game. If Ryan has one, and others have their own game we should to. Why not Family Friendly Gaming. After all of the wonderful good we have done for the video game industry we should get our own video game too. Can you make that happen? If you can then fire off an email to our editor and chief. It is easy to

find us at Family Friendly Gaming on our website through the contact us page.

What kind of a video game would a Family Friendly Gaming video game be? How about a role playing game where a family of four is battling against the corruption within the video game industry? We could touch on how much discrimination there is against Christians in the video game industry. We could have a fun area where we go to the CGDC (Christian Game Developers Conference) and get all kinds of encouragement and buffs. We could also go to an E3 Event and show off the corruption, lies, and dark side of the video game industry.

There needs to be role playing video games that are not always all about magic, fantasy, and mythical monsters. There needs to be more reality based role play-

ing games. Everyone could learn a diverse perspective that should encourage them to take action to make the video game industry better for everyone. We would totally play a video game just like that. Catch phrases and real stories could be used in this Family Friendly Gaming video game.

This kind of a video game could shake the entire industry right to its core. There could be all kinds of call to action from those who embrace the truth and reality of where the video game currently resides. It could be a game for change. We all know the video game industry needs it badly. Would you play a game like that? Could you imagine how much good a Family Friendly Gaming based video game could do? It gets us all tingly just thinking about it. We will start praying for this very thing.

1 Peter 2:9-10

9 But you are a chosen people, a royal priesthood, a holy nation, God's special possession, that you may declare the praises of him who called you out of darkness into his wonderful light.

10 Once you were not a people, but now you are the people of God; once you had not received mercy, but now you have received mercy.

REVIEWS

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

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

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

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

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Disney Planes

SCORE: 76

Family Friendly Gaming continues to explore hand-held video games we missed. This time it is Disney Planes on the Nintendo 3DS. The modes in Disney Planes are Story, Challenge, Race, Balloon, Extras, and Options. Kids that are into Disney Planes can have fun playing different characters in this hand-held version. The Nintendo 3DS version of Disney Planes is much shorter and smaller than the home console version.

Parents need to be aware of mild violent content found within Disney Planes. We can shoot other planes, crash through objects and more. There is voice acting from the movie in this hand-held video game. Kids can have fun flying around and doing



missions in Disney Planes. Thankfully the timer is very generous in this game. I never failed a mission because of a timer.

I did fail a mission for not knowing where to fly and losing a race. There is an arrow that points players where to go in Disney

Planes. Sadly that arrow is not always completely helpful. It gets confused when objects are between the player and where we need to go. I learned going straight to where the arrow pointed was not always the right way.



We pick up a variety of different tools in Disney Planes. We destroy tornados, paint walls, shoot planes, and more in Disney Planes. I loved boosting through iced over rings in Disney Planes. It is cool to play different characters in different levels of Disney Planes. I felt this game is a bit too short. I am thankful the levels are not very long. Family Friendly Gaming did not pay a lot of money for Disney Planes on the 3DS.

I wonder what the future of Disney movie based video games is. Will THQ Nordic take up the mantle again now that Disney Interactive Studios is essentially shut down? I hope they do because they made plenty of fun and cool Disney based video games in the past. I want more games like Disney Planes in the future. What about you?
- Teen Gamer

System: Nintendo 3DS
Publisher: Disney Interactive Studios
Developer: TOSE
Rating: 'E' - Everyone SIX AND OLDER ONLY {Cartoon Violence}



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

Dream Trigger 3D

SCORE: 52

Normally I like the games D3 Publisher releases. Dream Trigger 3D on the Nintendo 3DS is a mess in so many ways. Families can find Dream Trigger 3D at a very low cost financially. There is a reason for that though. Families should take the tutorial. Even after taking the tutorial the controls in Dream Trigger 3D are insanely confusing. I took it multiple times and still had trouble beating the first level.

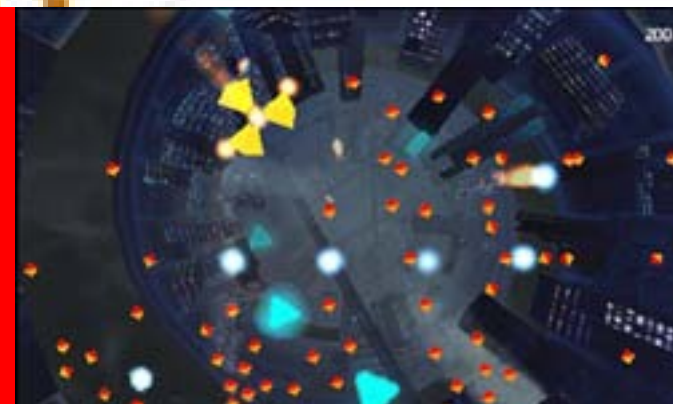
Dream Trigger 3D gives us some nice music. I enjoyed listening to it while failing at the extremely hard levels. Maybe two people could play Dream Trigger 3D to succeed. It really requires tapping at the right times on the bot-



tom screen, and moving around to avoid taking hits on the top screen. This is where I had problems with Dream Trigger 3D.

I may hold a world record for the quickest failure in a video game thanks to Dream Trigger 3D. I know that is not something to brag about. I lost levels in Dream Trigger 3D so fast that I did not even know what I had done wrong. I got frustrated with Dream Trigger 3D on the Nintendo 3DS very quickly. The graphics look like they are from a Gameboy Advance game.

The modes in Dream Trigger 3D are World Map Mode, Free Play Mode, Time Attack and Versus. Dream Trigger 3D



is a bit light on the content in my opinion. The gameplay is frustrating and confusing. The music is the one saving grace of this hand held video game. I wish Dream Trigger 3D had a better learning curve. As is the learning curve is a cliff straight up.

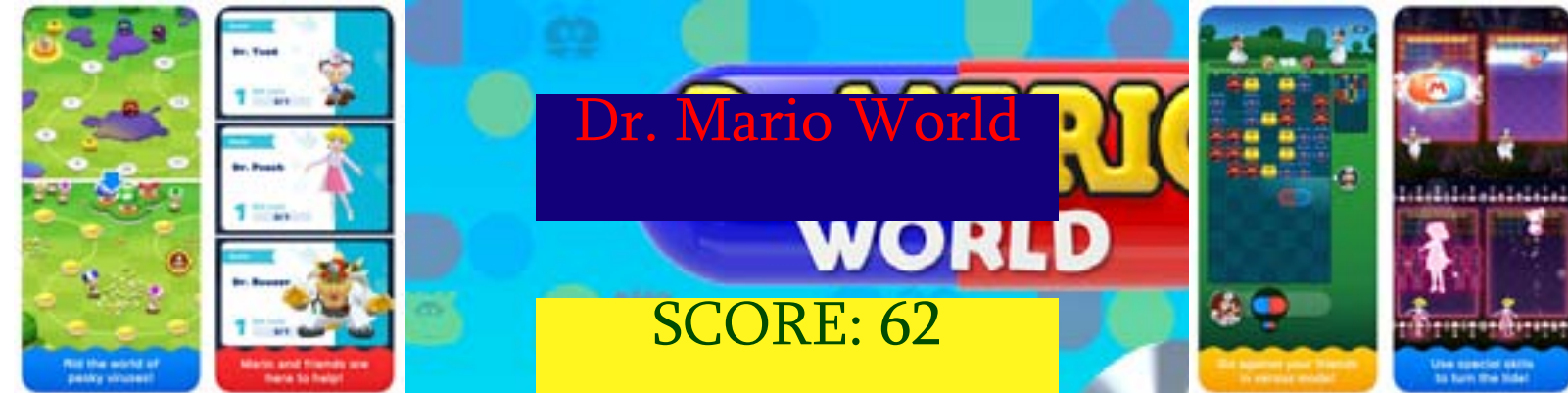
I am thankful Family Friendly Gaming purchased a copy of Dream Trigger 3D on the Nintendo 3DS. Families can avoid this game and save a few dollars. If you do not believe us then go ahead and check out Dream Trigger 3D. We would love to hear your experiences with this game if you know what I mean.
- Peter

System: Nintendo 3DS
Publisher: D3 Publisher
Developer: Art Co
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Fantasy Violence}



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

RENZO RACER



Most of us at Family Friendly Gaming downloaded and tried Dr. Mario World on our smart phones and tablet devices when it first came out. The super majority of our family has already deleted this app. I will do the same after this review. Dr. Mario World is a repeat pay to play. The way around that is to avoid playing it for a few days. Then you have to deal with annoying updates.

Dr. Mario World must be connected online all the times. Like the other Nintendo apps Dr. Mario World crashed quite often. I am only able to play Dr. Mario World reliably when I am at home connected the router. When I am away from the house Dr. Mario World is not even close to reliable. Nintendo continues to do their apps

all wrong. Nintendo continues to fail to listen. The game play in Dr. Mario World is standard repeat pay to play concept.

The game starts easy and lets you get some progress. Then Dr. Mario World gets more difficult and you will fail. You can use items or wait a day to play again. Or you can pay Nintendo money to buy your way to the next level. This repeats with every level until you realize the billionaires at Nintendo are just fleecing you.

Dr. Mario World looks like a Dr. Mario game. Dr. Mario World also sounds like a Dr. Mario game. We must solve

each level and follow the mission guidelines. Normally we must get rid of all the viruses. We have a limited number of capsules to do this with. Other levels require things like find all of the hidden items. There are helpful items like shells in Dr. Mario World.

I really despise the frozen viruses in Dr. Mario World. They require multiple three or more matches to go away. Blocks can be a pain as well. The pills seem to come in a specific order. I did notice it change in some levels though. I did not have much fun playing Dr. Mario World on my iPhone, and iPad.

- Yolanda

System: Android/iPad/iPhone
 Publisher: Nintendo
 Developer: Nintendo
 Rating: 'E' -Everyone SIX and OLDER ONLY

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



Jurassic World Evolution



SCORE: 65

Jurassic World Evolution is not what I was expecting. We build buildings, send out teams on excavations, research DNA on dinosaurs, and then create dinosaurs for our park. We manage missions, help out the Science, Entertainment, and Security divisions. We can also zoom in on the dinosaurs.



The modes in Jurassic World Evolution are Campaign, Challenge, Sandbox, Settings, Newsletter Signup, and Buy DLC. I noticed a lot of content is behind pay gates in Jurassic World Evolution. This did not please me very much. After the PR and Marketing people failed us totally I am pleased Family Friendly Gaming had the money to purchase this dinosaur park building simulation.

Dr. Ian Malcom narrates Jurassic World Evolution

tion and gives us his sarcastic attitude towards a great many things that are happening. We must also face blood, violence, animals killing one another, religious teachings of evolution, and more in Jurassic World Evolution. There are other characters that talk to us in Jurassic World Evolution too.

I really liked the music



in Jurassic World Evolution since it is the same that was in the movies. I am not very big on playing God in Jurassic World Evolution. I ran into issues with exact placement of buildings in this fantasy science fiction simulation video game. Waiting for things to happen can be boring in Jurassic World Evolution. Even zooming in we get small graphics in Jurassic World Evolution.

I loved selling fossils and making money in Jurassic World Evolution. We can also scan them for DNA. We need so much DNA (over fifty percent) to create the dinosaurs in Jurassic World Evolution.

Campaigns take time to complete. Challenges add to the replay, and Sandbox is really neat. With that said Jurassic World Evolution is still selling too high in my opinion.

- Paul

System: PC/Xbox One/PS4(tested)
Publisher: Frontier Developments
Developer: Frontier Developments
Rating: 'T' - THIRTEEN and OLDER ONLY {Mild Blood, Violence}



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

VIDEO GAME LIES



By Paul Bury
Version 3

BUY IT NOW RIGHT HERE



Monster Jam Steel Titans

SCORE: 66

Monster Jam Steel Titans is a real disappointment for me personally. I know Monster Jam games do not have the best rep in the industry. Monster Jam Steel Titans feels



a lot like MX vs ATV All Out in so many ways. We have this main training area, and there are races where we go from spot to spot on the screen. Monster Jam Steel Titans also feels like it has less in it.

Families can have two family members play Monster Jam Steel Titans thanks to a split screen. The tutorial in Monster Jam Steel Titans is called Monster Jam University. MJU as the game refers to it is extremely long and very frustrating. The computer racers beat me over and over again. One mistake and I lost. Career starts better than that. We can also upgrade the trucks in Career mode of Monster Jam

Steel Titans as well. Rockish music welcomes us to decent looking graphics. Monster Jam Steel Titans feels like so many other games made in this console age using the same game engines. Monster Jam Steel Titans also contains glitches that are weird. Expect to crash early, and often in Monster Jam Steel



the Xbox One. Stunts might interest some families if they can find Monster Jam Steel Titans for no more than ten dollars.
- Paul

System: PC/PS4/Xbox One(tested)
Publisher: THQNordic
Developer: Rainbow Games
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 70%
Sound: 80%
Replay/Extras: 60%
Gameplay: 55%
Family Friendly Factor: 65%



Monster Energy Supercross 2 The Official Videogame

SCORE: 65



Monster Energy Supercross 2 The Official Videogame improves upon some of the problems of the original game. After the long installation, updates, and loading - players can choose to play the tutorial or skip it. I chose to learn about the different controls in this motorcycle racing video game. These controls can be a bit involved and convoluted to pull off.

The coolest feature in Monster Energy Supercross 2 The Official Videogame is the rewind. You will need this often because of the loose controls. The range of moving to left to right and the width of the tracks is what makes Monster Energy Supercross



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

2 The Official Videogame so frustrating. A little adjustment sends you off the track and usually to a rather quick reset. Monster Energy Supercross 2 The Official Videogame looks pretty good and it has great motorcycle sounds. The music can get obnoxious and contains bad language. Thankfully players can silence all of the music in Monster Energy Supercross 2 The Official Videogame. There are also lack of attire, and enticement to lust issues with partially dressed women announcing the races.

Monster Energy Supercross 2 The Official Videogame contains Single Player, Xbox Live, Customize, Track Editor, Notifications Center, Options, DLC, and Extras.

We can race in Single Event, Time Attack, Career, Championship and Compound. As we do jumps perfectly the game gives us points. Those points will eventually level us up in Monster Energy Supercross 2 The Official Videogame.

I hated having to accept their terms and policies without any input in Monster Energy Supercross 2 The Official Videogame. This game is an improvement on the first game. Which is a good thing. Monster Energy Supercross 2 The Official Videogame still has a ways to go for families though. Even on very easy I would lose races unless I used the rewind multiple times.
- Frank



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

Macgyver Season 1

SCORE: 63

Close to a year after purchasing Macgyver Season 1 I am finally watching it. There are parts of Macgyver Season 1 that I enjoy and there are parts that are not that great. I will attempt to get into all of that in this review. This is a remake of the previous Macgyver television show that I did not watch a lot of. That means I am not clear on what Holly Weird changes were made.

The issues families will have with Macgyver Season 1 are violence, blood, lack of attire, enticement to lust, sexual comments, bad language and more. It takes fourteen hours and fifty-three minutes to watch Macgyver Season 1 from start to finish. I found little reason to go back and rewatch this show. There is a cross over with another CBS reboot show as well.

The first director of the



Phoenix Organization was believable. The second one is not so believable in my opinion. The majority of the characters used in this show are Macgyver, Jack, Bozer, Riley, and Maddie. There are other characters here and there but none are regulars like those five. The spy aspect of Macgyver Season 1 is interesting to me. It does not always fit though.

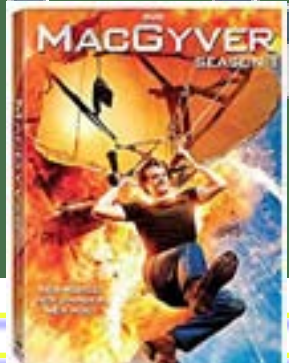
Speaking of not fitting, there are plenty of solutions in Macgyver Season 1 that I question. I did not have the time to test them to see if they actually do what the show says they do. I suspect many of them do not. I keep an open mind until it is proven one way or the other. There is some humor in Macgyver Season 1. Most of the season is a bit stale with this mysterious evil organization.

I have one more season of Macgyver to watch. After that I will decide if I want to continue watching this show. I like the different entertainment references Jack makes. I like seeing how Macgyver gets them out of some jam. I question Bozer being on the team. I also question the director Maddie. Macgyver Season 1 has some issues with it. I did find some entertainment out of this show.

- Paul



System: DVD
 Publisher: Lionsgate
 Developer: CBS Television Studios
 Rating: 'NR' for Not Rated



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

ArmaGallant Decks of Destiny

SCORE: 32

I saw ArmaGallant Decks of Destiny selling for five dollars at Game X Change recently and decided to spend my personal hard earned dollars on it. I figured the game might be bad. It is a card battling game done in the RTS style. That alone caught my eye. I figured I would get my five dollars worth out of it. I WAS WRONG! Want that on a plaque or something?

ArmaGallant Decks of Destiny is a perfect example of what is totally, completely, and utterly wrong with too many modern video games. This Playstation 4 (PS4) exclusive is broken. The game timed out trying to connect to the com-

panies lobby every single time. It did not matter what time of day I tried. It did not matter what day of the week I tried. ArmaGallant Decks of Destiny refused to let me play anything. Not even a local only tutorial. Who sells video games that will not work a year down the line?

ArmaGallant Decks of Destiny proves why offline only modes are absolutely necessary in every single video game. A company should not be able to steal our property from us that we paid good money for. The enticement to lust, lack of attire, violence, and

other bad content seems small compared to the company stopping us from using our own purchase.

The music while ArmaGallant Decks of Destiny timed out over and over again is okay. That is the best part of this game. ArmaGallant Decks of Destiny leads to frustration, aggravation, irritation, and causes real world anger. DO NOT BUY THIS GAME! Someone needs to sue this video game publisher for this unethical, illegal, and corrupt business decision. ArmaGallant Decks of Destiny is why retro video games are doing so well. Maximum Games should fix this. - Paul



System: Playstation 4
 Publisher: Maximum Games
 Developer: Rock Nano Global
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Mild Blood}



Graphics: 50%
 Sound: 60%
 Replay/Extras: 0%
 Gameplay: 0%
 Family Friendly Factor: 50%

Collection of Mana

SCORE: 61

I am so pleased I had enough money to purchase Collection of Mana on the Nintendo Switch. The complete failures of the PR and Marketing department of Square Enix is part of normal daily life since we refuse to join in corruption. Collection of Mana includes Final Fantasy Adventure, Secret of Mana, and Trials of Mana. I remember these retro games from back in the day. One Gameboy video game, and two Super NES video games.

The issues families will have with Collection of Mana is violence, promotions religious belief of Gaia, false goddess, false gods, lack of attire, enticement to lust, sexual comments, bad language, ghosts, and more. It is interesting to see the progression of these games get more hostile to Christians with each release. In Secret of Mana the sword builds power back up after each swipe. So missing

and swinging again can do no damage.

I like retro compilations. I wish Collection of Mana included more content though. It is strange that other Mana games were left off this compilation when they should have been included in my personal opinion. The size of the three games within Collection of Mana are not that large. There is plenty of space left over. Square Enix should learn

from Capcom when it comes to retro compilations.

I wish there had been less bad content within Collection of Mana. There is some fun to be found in these retro video games. I played two of them in the past and remember them. Gamers can get some time out of these games if they feel like going back in time. The screen size can be changed so you can see more or less of the game. We can also swap colors with the Gameboy game.

The rating is a bit of a surprise considering the controversial and highly divisive content within a country that the super majority self-identify as Christian. The lack of sensitivity to Christians is shocking and highly alarming. If you never played these games, or do not believe how radical many role playing games are in terms of religious belief then Collection of Mana will educate you.

- Paul

System: Nintendo Switch
Publisher: Square Enix
Developer: Square Enix
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Mild Language, Suggestive Themes}



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

Madden NFL 2001

SCORE: 86

Did you catch my interactive Twitch stream of Madden NFL 2001 on the Gameboy Color? I learned a very valuable lesson in that stream. If you want to shorten the quarters you must do it each time you play. I had done it before the stream and thought it would have saved that setting. Madden NFL 2001 on the Gameboy Color did not. Oh well, live and learn.

Graphically I doubt Madden NFL 2001 will impress many people. What I noticed though is Madden NFL 2001 looks decent for the system and that era. Madden

NFL 2001 keeps track of twenty-two players on the screen. That is quite a bit for this little hand held video game system. I am also impressed with a sports game on the GBC. If you have two Gameboy Colors, two copies of this game, and a Game Link then two people can compete against one another.

We get a few sound bytes while playing Madden NFL 2001 on the GBC. I even commented on that in the Twitch stream as I found the limits to the audio. There are plenty of messages to read in Madden NFL 2001. This hand held video game keeps decent track of stats as well. I was impressed with that at the end of the game. Madden NFL 2001 let me make mistakes and I was

able to rebound from them. I sincerely appreciate that.

I love sports games on the hand helds. It is even cooler to play retro hand helds and see what was capable back in that era. Madden NFL 2001 impressed me on multiple levels. I will need to look into other hand held sports titles that Family Friendly Gaming missed in the future. I feel like I got my moneys worth out of Madden NFL 2001 on the Gameboy Color. I hope Family Friendly Gaming Universe checks this game out.

- Paul



System: Madden NFL 2001
Company: EA Sports
Developer: 3d6 Games
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 70%
Sound: 80%
Replay/Extras: 100%
Gameplay: 90%
Family Friendly Factor: 90%

7 / 8 SPORTS



Product: Garfield Furious Kart Racing
Company: Microids
System: PC/XBONE/PS4/Switch
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY





Product: Garfield Furious Kart Racing
 Company: Microïds
 System: PC/XBONE/PS4/Switch
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY

DEVELOPING

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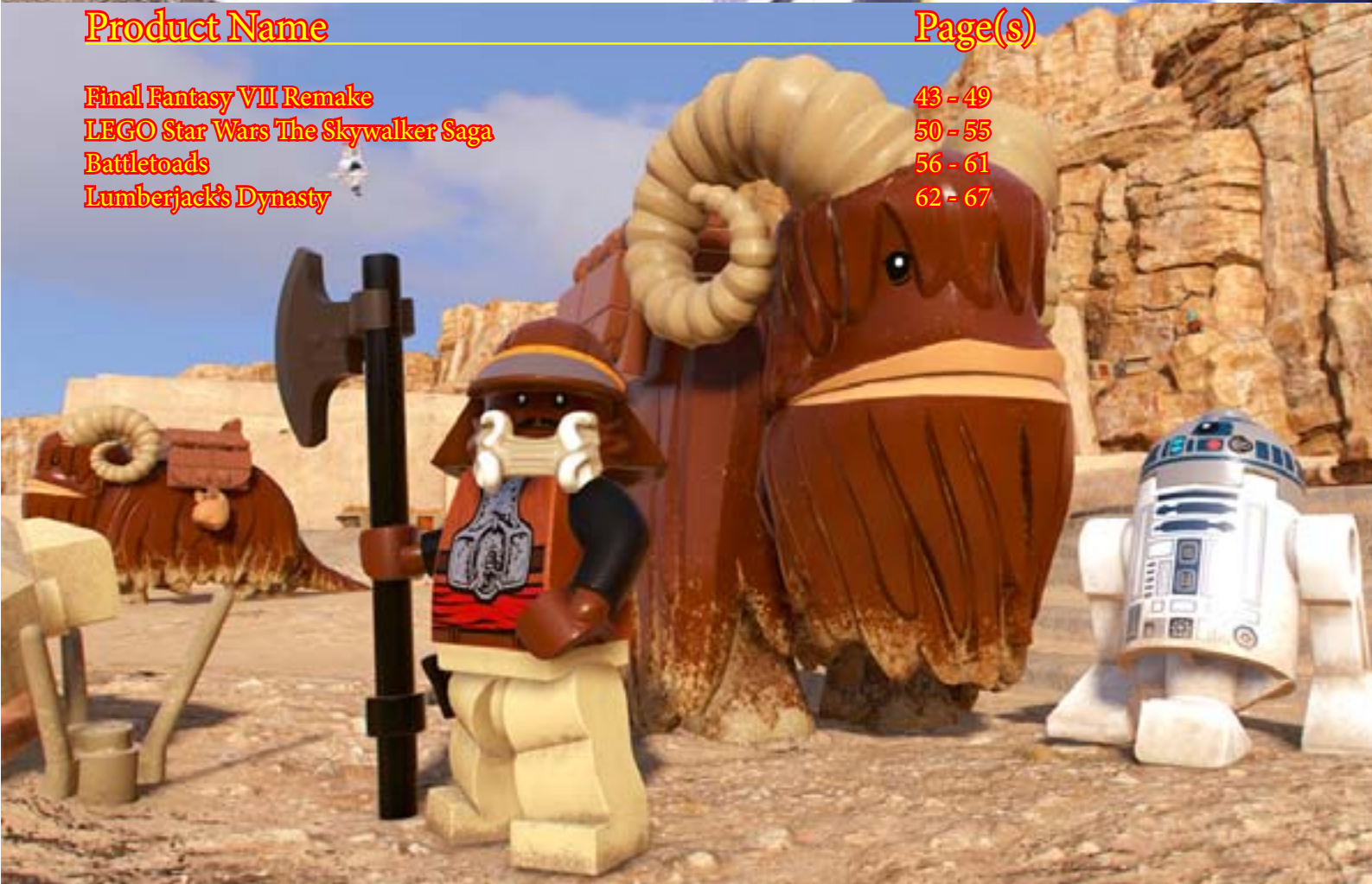
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Battletoads

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Lumberjack's Dynasty

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Overcharge

Attack

Product: Final Fantasy VII Remake
Company: Square Enix
System: Playstation 4
Release Date: March 3, 2020
Rating: "RP" for Rating Pending

Tifa 1462/1519

Cloud 753/1688

Barret HP 1935/1992 MP 3

ATB Limit



Product: Final Fantasy VII Remake
Company: Square Enix
System: Playstation 4
Release Date: March 3, 2020
Rating: "RP" for Rating Pending



Product: Final Fantasy VII Remake
Company: Square Enix
System: Playstation 4
Release Date: March 3, 2020
Rating: 'RP' for Rating Pending





Product: LEGO Star Wars The Skywalker Saga
Company: WB Games
System: Switch/PC/PS4/XBONE
Release Date: 2020
Rating: 'RP' for Rating Pending



Product: LEGO Star Wars The Skywalker Saga
Company: WB Games
System: Switch/PC/PS4/XBONE
Release Date: 2020
Rating: 'RP' for Rating Pending



Product: LEGO Star Wars The Skywalker Saga
Company: WB Games
System: Switch/PC/PS4/XBONE
Release Date: 2020
Rating: 'RP' for Rating Pending





Product: Battletoads
Company: Microsoft Games
System: Xbox One
Release Date: TBA
Rating: "RP" for Rating Pending



Product: Battletoads
Company: Microsoft Games
System: Xbox One
Release Date: TBA
Rating: "RP" for Rating Pending





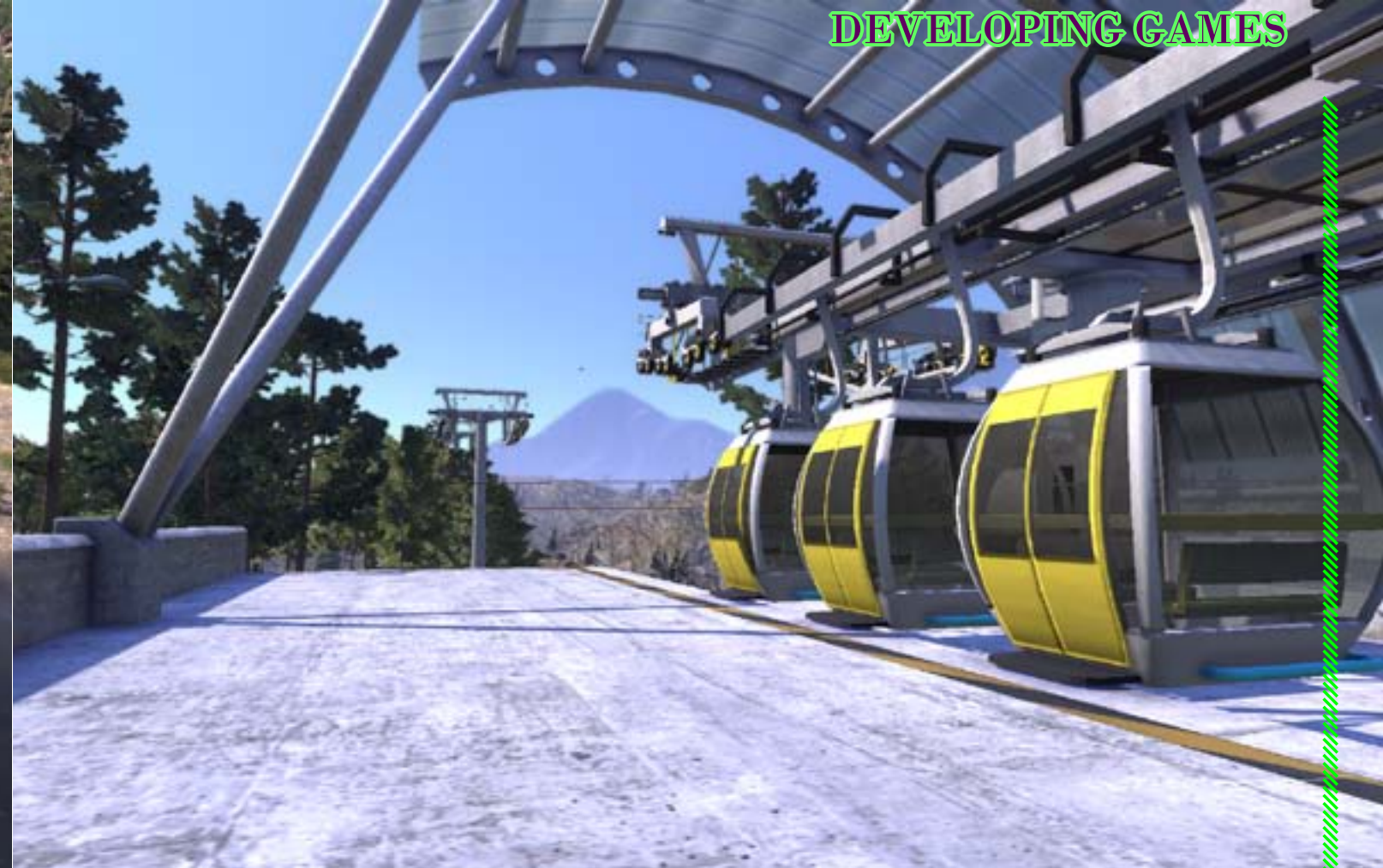
Product: Battletods
Company: Microsoft Games
System: Xbox One
Release Date: TBA
Rating: 'RP' for Rating Pending



Product: Lumberjack's Dynasty
Company: Toplitz Productions
System: PC
Release Date: Q4 2019
Rating: "RP" for Rating Pending



Product: Lumberjack's Dynasty
Company: Toplitz Productions
System: PC
Release Date: Q4 2019
Rating: "RP" for Rating Pending



Product: Lumberjack's Dynasty
Company: Toplitz Productions
System: PC
Release Date: Q4 2019
Rating: "RP" for Rating Pending

NOW

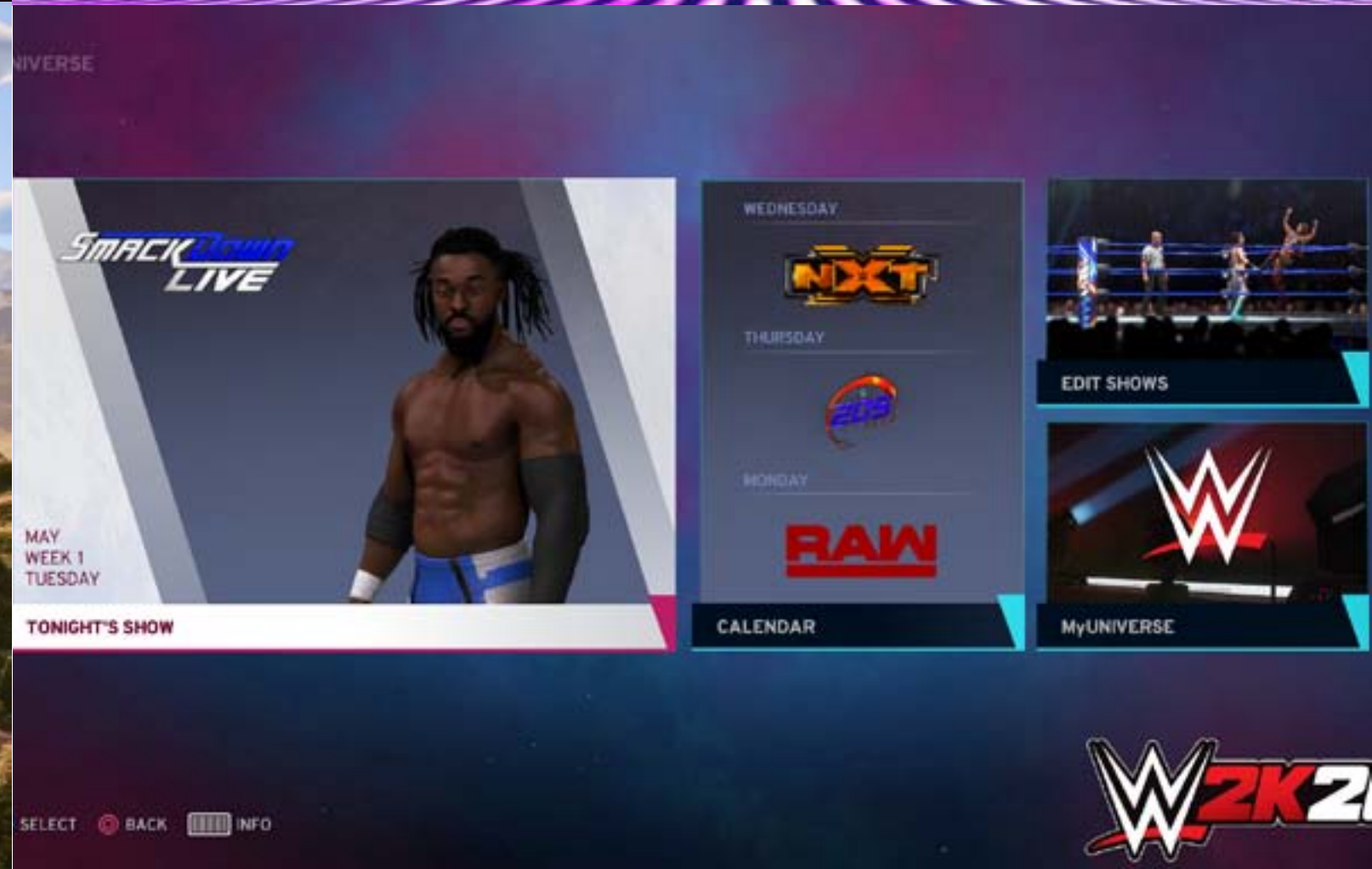
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NOW PLAYING

FIRST INFO AUG



Name: WWE 2K20
System: PC/PS4/Xbox One
Publisher: 2K Games
Developer: Visual Concepts
Release Date: Out Now
Rating: 'T' - THIRTEEN and OLDER ONLY {Alcohol Reference, Mild Blood, Mild Language, Suggestive Themes, Violence}



Name: WWE 2K20
System: PC/PS4/Xbox One
Publisher: 2K Games
Developer: Visual Concepts
Release Date: Out Now
Rating: 'T' - THIRTEEN and OLDER ONLY {Alcohol Reference, Mild Blood, Mild Language, Suggestive Themes, Violence}



12TH MATCH

ONE ON ONE
NORMAL

BRAUN STROWMAN vs **SETH ROLLINS**

REVALRY MATCH

CHAMPIONSHIP MATCH

START SHOW NEWS ROSTER

ANNOUNCE CASH-IN EDIT MATCHES SIMULATE ALL MATCHES

SELECT BACK EDIT SHOW SIMULATE INFO

NOW PLAYING

HOME ROAD TO GLORY MyPLAYER TOWERS CUSTOMIZE SELECT MyPL

NEW YORK
LATE 1980s

WOMEN'S DIVISION
NXT TAKEOVER: NEW YORK
TABLE
FATAL 4-WAY

WCW MONDAY NITRO '98
NORMAL
ONE ON ONE

TONIGHT'S MATCH

HELL IN A CELL

* 0/50
STARTS IN 14 DAYS

PPV EVENT QUALIFICATION

SUPERSTAR
LUCHADOR

ROOKIE
Lvl 1

SELECT MyPL

WWE 2K20 MATCH DETAIL INFO

ONLINE

WWE MAIN EVENT
TRIPLE THREAT
TLC
FEMALE
ALLOWED

TONIGHT'S MATCH

LOBBIES

WWE 2K20 ORIGINALS
2K ORIGINALS

QUICK PLAY

ONLINE / LOBBIES

TYPE	RULES	PLAYER #	SUPERSTAR
ONE ON ONE	NORMAL	1/2	FEMALE/ALLOWED
ONE ON ONE	TABLE	1/2	MALE/ALLOWED
TRIPLE THREAT	EXTREME RULES	1/3	MALE/ALLOWED
TRIPLE THREAT	TLC	1/3	MALE/ALLOWED
FATAL 4-WAY	TABLE	1/4	FEMALE/ALLOWED
6-MAN	BATTLE ROYAL	1/6	MALE/ALLOWED
ONE ON ONE	EXTREME RULES	1/2	FEMALE/ALLOWED
TRIPLE THREAT	LADDER	1/3	MALE/ALLOWED
TWO ON TWO	STEEL CAGE	1/4	FEMALE/ALLOWED

MATCH DETAILS

MATCH TYPE

MATCH RULE

EDITED/CREATED SUPERSTARS

GENDER ALLOWED

HOST

VENUE



JOIN BACK CREATE LOBBY SEARCH LOBBIES REFRESH LOBBIES

Name: WWE 2K20
System: PC/PS4/Xbox One
Publisher: 2K Games
Developer: Visual Concepts
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY {Alcohol Reference, Mild Blood, Mild Language, Suggestive Themes, Violence}





Name: Plants vs Zombies Battle for Neighborville
System: PC/PS4/Xbox One
Publisher: Electronic Arts
Developer: Popcap Games
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Comic Mischief, Fantasy Violence)



Name: Plants vs Zombies Battle for Neighborville
System: PC/PS4/Xbox One
Publisher: Electronic Arts
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Last Minute

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Tidbits

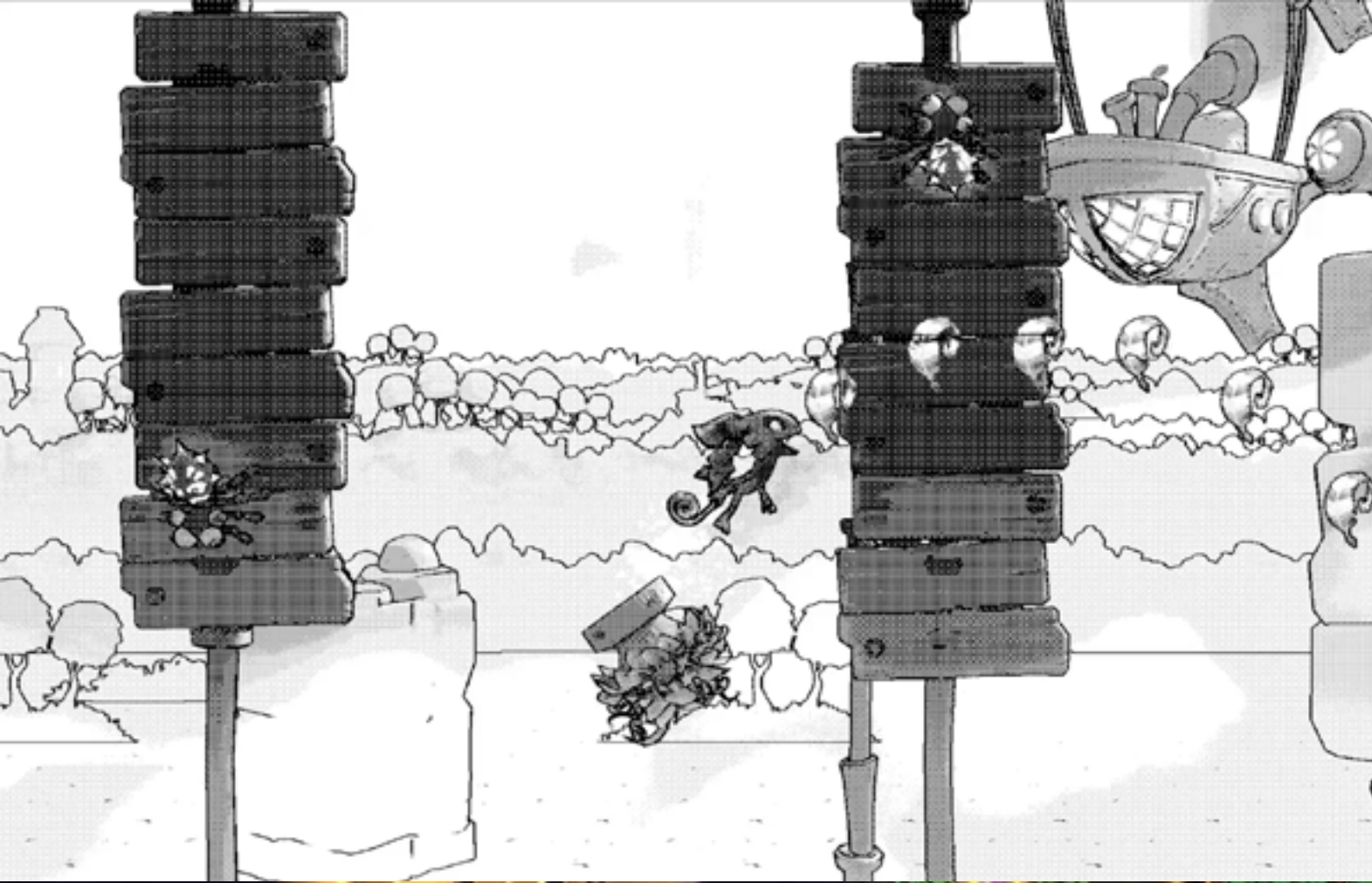




Product: Yooka-Laylee and the Impossible Lair
 Company: Team17
 System: PC/Xbone/Switch/PS4
 Release Date: Out Now
 Rating: E for Everyone SIX and OLDER ONLY [Mild Cartoon Violence]



Product: Yooka-Laylee and the Impossible Lair
Company: Team17
System: PC/Xbone/Switch/PS4
Release Date: Out Now
Rating: E for Everyone SIX and OLDER ONLY [Mild Cartoon Violence]



Product: Yooka-Laylee and the Impossible Lair
 Company: Team17
 System: PC/Xbone/Switch/PS4
 Release Date: Out Now
 Rating: 'E' for Everyone SIX and OLDER ONLY [Mild Cartoon Violence]



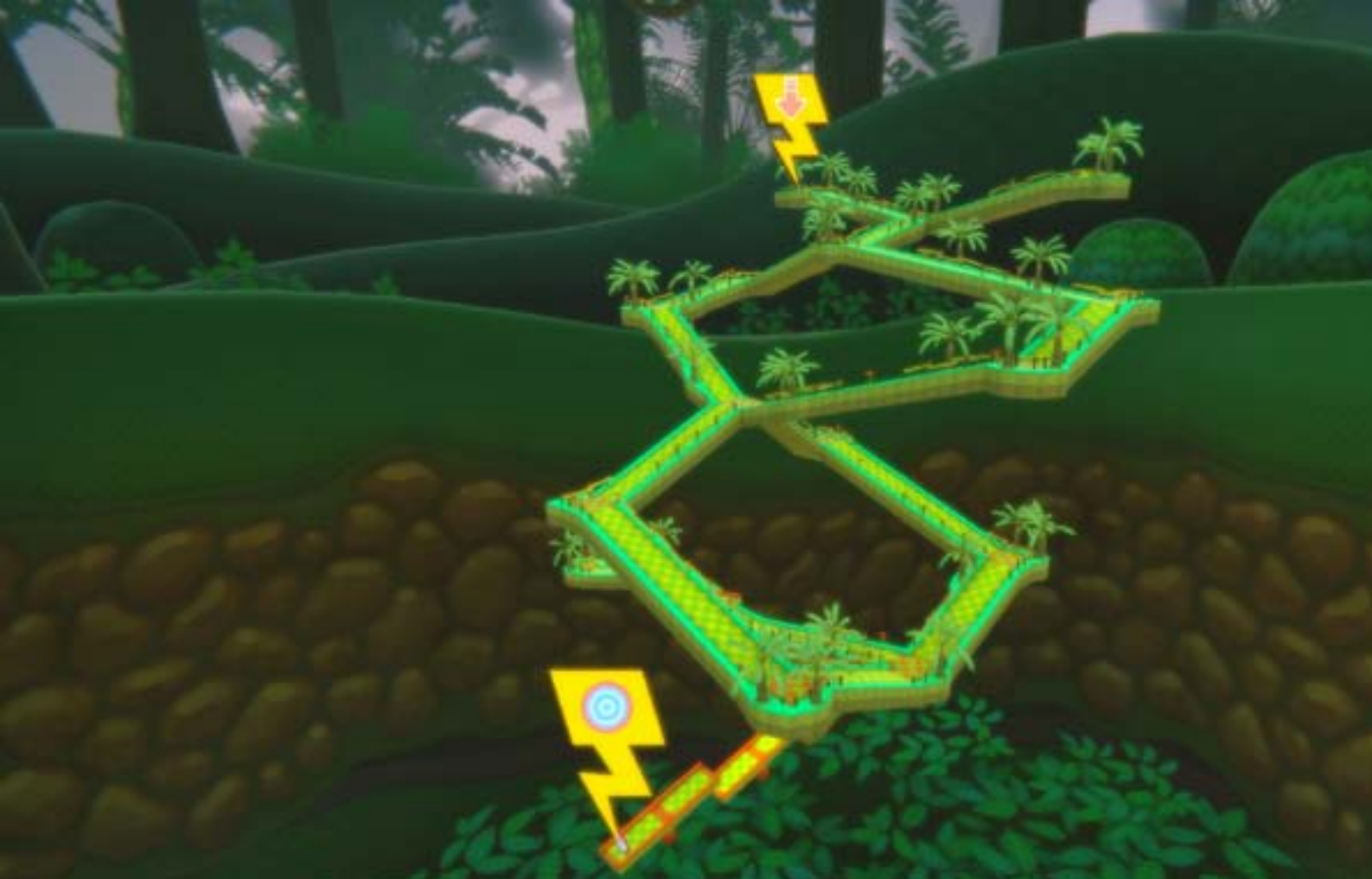
Product: Pinball FX2 VR
 Company: Zen Studios
 System: PC VR
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Language)



Product: Pinball FX2 VR
 Company: Zen Studios
 System: PC VR
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN
 and OLDER ONLY [Fantasy
 Violence, Mild Language]



Product: Super Monkey Ball Banana Blitz
Company: Sega
System: Switch/PS4/Xbox One
Release Date: October 29, 2019
Rating: 'E10+' - Everyone 10 and OLDER ONLY (Mild Cartoon Violence, Suggestive Themes)



Product: Super Monkey Ball Banana Blitz
 Company: Sega
 System: Switch/PS4/Xbox One
 Release Date: October 29, 2019
 Rating: 'E10+' - Everyone TEN and OLDER ONLY (Mild Cartoon Violence, Suggestive Themes)



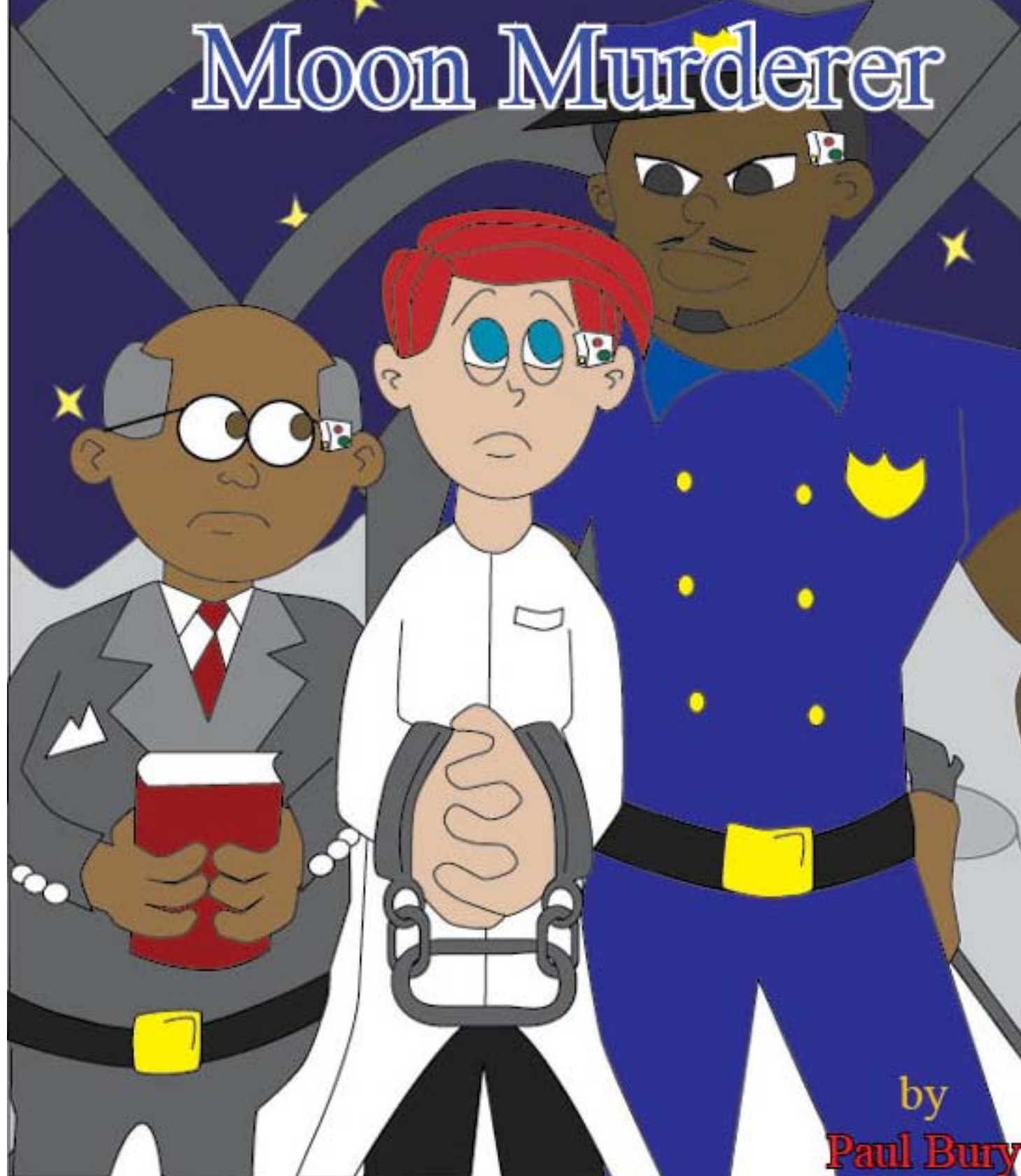
Product: Various Daylife
 Company: Square Enix
 System: iPhone/iPad
 Release Date: Out Now
 Rating: '12+' - TWELVE and OLDER ONLY
 (Infrequent/Mild Medical/Treatment Information, Infrequent/Mild Sexual Content and Nudity, Infrequent/Mild Cartoon or Fantasy Violence, Infrequent/Mild Alcohol, Tobacco, or Drug Use or References)





Product: Various Daylife
 Company: Square Enix
 System: iPhone/iPad
 Release Date: Out Now
 Rating: 12+ - TWELVE and OLDER ONLY
 (Infrequent/Mild Medical/Treatment Information, Infrequent/Mild Sexual Content and Nudity, Infrequent/Mild Cartoon or Fantasy Violence, Infrequent/Mild Alcohol, Tobacco, or Drug Use or References)

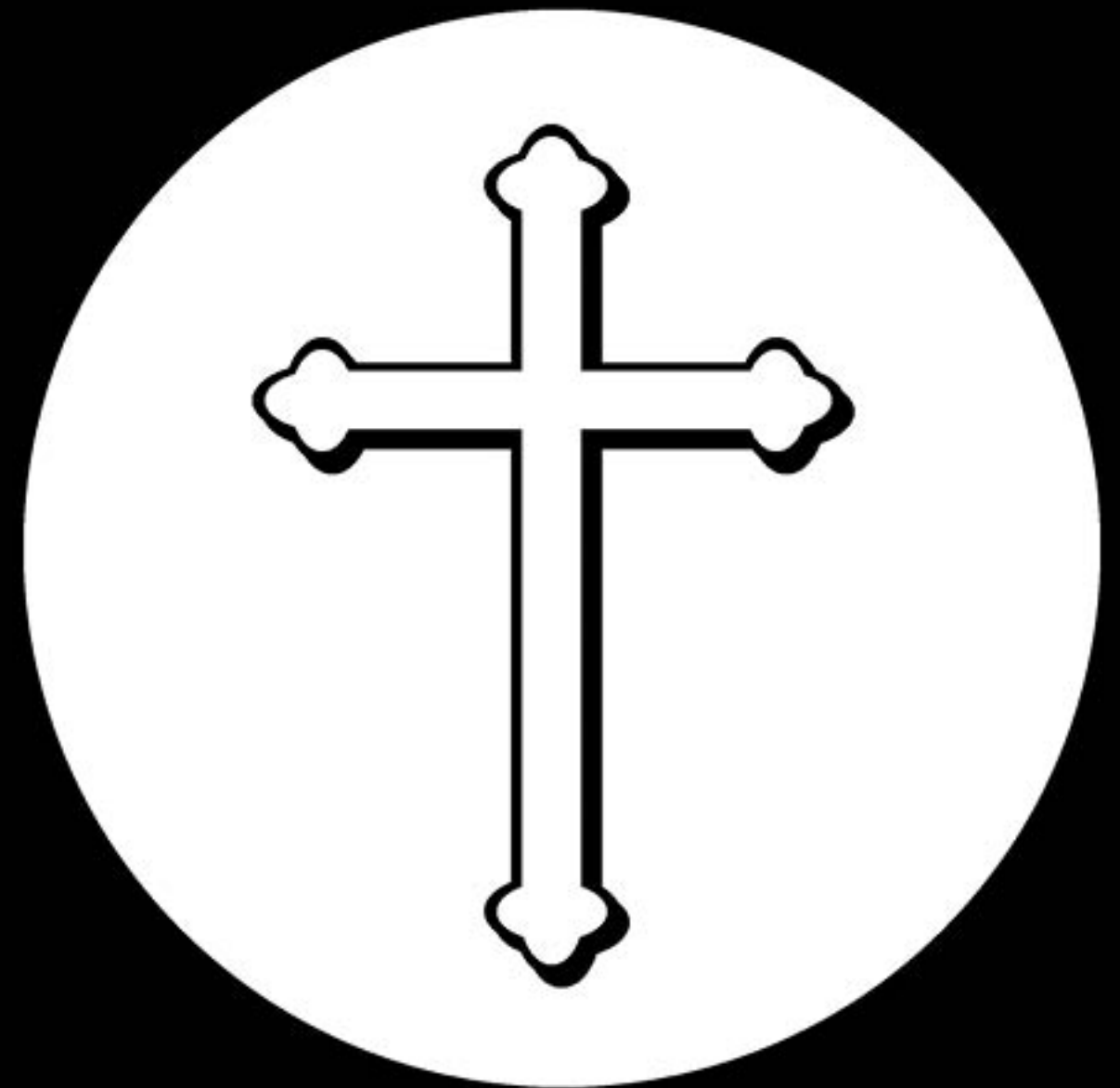
Future Glimpses Moon Murderer



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 TM

**Devotional
January**

BY

PAUL BURY

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