

FAMILY FRIENDLY

GAMING

The VOICE of
the FAMILY in
GAMING



ISSUE #76

Wii Fit U, Child of Light, SimCity, Rabbids, Vietnam and more!

November 2013

Sonic takes on the Deadly Six on the Wii U and Nintendo 3DS

Are your engines revving for Forza Motorsports 5?

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November 2013

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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.

Different Standards

One thing that bothers me is the different standards used in similar or even the same places. Take for example sales announcements. Companies will advertise their sales in the newspaper, and on television stations. They pay huge amounts of money to reach a few people. Yet when it comes to the Internet they expect that same work (many times even more work) for free. Yet our prices to publish their sales advertisements are much cheaper than newspapers and television stations. Why does anyone think they should get the same work for free? I wish I knew the answer to that question. I have asked companies who send me their advertisements, and not one has ever bothered to provide an answer. Maybe I hit a nerve. Maybe I presented a perspective that they do not want to hear. Maybe they are refusing to celebrate and support my diversity.

The ESRB has been all over the board this year. Some games that have been rated 'T' for Teen are now being moved into the macabre and morbid 'M' rating. Some of those games (Valhalla Knights, Phoenix Wright) may have been on the edge already. But it is interesting to see the ESRB crack down on them. At the same time other games have been provided lower ratings (Just Dance 2014, Zombie Blaster) than their content is. Compare Just Dance 2014 to Dance Central 3. Similar songs, and similar lyrical problems. Both have suggestive themes. Yet one has the 'T' for Teen rating, and the other one has the Everyone 10 years old and older rating (E10+). Why is that? Previous Just Dance games contained mainly safe for the family songs. The franchise moved in terms of content, but the ESRB was behind on the rating. Zombie Blaster was given an 'E' for Everyone rating. Bad language, shooting zombies, skeletons, vampires, ghouls, and more are in this violent game. Yet someone at the ESRB thought it was safe for six year olds. What were they thinking? Its a horror game, and a violent one. Other violent horror games carry the 'M' rating. That is one huge swing too.

I have asked the ESRB what is going on, but the reply buttons on their email software are not working. Family Friendly Gaming could not even get a: "no comment at this time," from them. We tried sending these questions to them in multiple ways on multiple channels. Yet they want

to pretend these different standards do not exist. We did not even get a: "we will look into it," from them. I do not comprehend their failures in this department. But then they do have a long history of ignoring anything that does not bow down and worship them.

To be fair there are companies who do pay us for their sales announcements. They understand that they are presenting us with an advertisement and they want to do the right thing. They acknowledge that it is the same thing that happens with newspapers, and television stations. They realize if they want us to run their TV Spot video - they should pay just like they do to have it run on television.



Thanksgiving

I love and enjoy Thanksgiving. It reminds me to spend additional time with family, be thankful, and take time to relax. Our society and culture does not talk a lot about relaxation. There are so many who are obsessed with work that they never take time to smell the roses. They neglect and many times lose their families. Yet family are the people who will stick with you through thick and thin. Family is who will help you when you reach those valleys in life. Family provide love and support. Family is who provided important education.

Being thankful is so important to attitude, perspective and outlook. The more I thank others the happier I am. I am letting others know I appreciate and value them. I am thankful for the things they do and have done. You would be surprised how many times I have been told: "you made my day." By just giving them a word of encouragement. I also know how much I appreciate others thanking me. It can make so many hours of work worthwhile.

I want to thank all of our wonderful readers. Your input, encouragement, feedback, cooperation, ideas, and more are a true marvel to behold. You have shown that there is an interest in the Family Friendly Gaming opinion. You have shown that Family Friendly Gaming Nation is one to pay attention to within the video game industry. You are on the verge of becoming Family Friendly Gaming Universe.

I want to thank all of our wonderful advertisers. Thank you so much for contributing to our operational costs. Your input helps millions of families in a plethora of ways. I appreciate how you have stepped up and put your money where your mouths are. You have acted selflessly, and it has been noticed. I appreciate you so very much and want to be sure you know it.

I want to thank the lengthy list of publishers, developers, PR firms, and more for all of the wonderful content. Ya'll are the meat that appears on the table. The games ya'll make, and represent are a real treat to cover. We love publishing content on so many different family friendly products. The reviewable copies, codes, and swag are always appreciated here at Family Friendly Gaming. Sometimes ya'll give us more than we can handle. Apologies we are not

financially capable of doing everything ya'll provide.

I want to thank God. His love, guidance, direction, and sacrifice carry me through my duties. God gives me strength through migraines, exhaustion, and stresses of life from all angles. He brought Paul and I together. He allowed us to have two wonderful boys. Our blessings are enormous, and it is important to recognize them.

Let me encourage you to do something. Take five to ten minutes to think about things and people you are thankful for. You don't have to share if you don't want to.

God bless,
Yolanda Bury



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MISSION STATEMENT

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

Working Man Gamer

Lack of Diversity

The biggest problem in video game journalism right now is lack of diversity. The group think, Borg drone syndrome, repeat what one another says is disgusting, disgraceful, and just plain wrong. Too many gaming sites cover in fear of retaliation from hardcore gamers, large gaming companies, and political powers that be. To few stand up for what is right. Too few stand up for morals and ethics. They have let themselves be moved onto a path where they care calling good things evil, and they are calling evil things good. It is left to sites like Family Friendly Gaming to point this out. The herd running as fast as they can toward the cliff do not want to think for themselves. The hardcore gamers on their backs riding them gleefully towards doom have no interest in life. They worship death.

It is repulsive how far video game journalism has sunk. It is repugnant that Family Friendly Gaming is one of the few gaming sites with content that provokes intelligent thought. It is a shame that Family Friendly Gaming is one of the few sites exposing everyone to a diverse perspective. What is exceptionally sad is there are those who want to destory Family Friendly Gaming. They want no diversity even though they claim to celebrate it. Family Friendly Gaming wants more voices out there. More voices pointing people to God. More voices discussing the moral and ethical lessons within video games. More voices calling a spade a spade. More voices talking about the problems with those abusing their positions of power within the industry. More voices calling for children to be kept safe from the moral filth and decay. Are you one of those voices?

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!

Hot Wheels Making People HOT!

I recently read your review on this game, after buying it for my son and being unable to work out how to enable multiplayer! I read that you found it difficult also but you don't reveal how to actually find the multiplayer option!

Could you please help with this? My 7 year old son is really upset that we can't play it together, he bought it with his own (gifted) money :(Thanks in advance, Gareth

{Sam}: The only multiplayer option we found was Hot Seat Mode (at least what Warner Bros



Interactive is calling a multi-player mode). Select a level, and on the second screen look for the button to press for Hot Seat. On the Xbox 360 this is the 'Y' button.

Here is the problem - this allows for up to four players. They play the level one at a time, and share a controller. We were unable to find a mode that let more than one player play at the same time. We will update our review with this information.

Just Dance 2014

How Much Will Just Dance Cost And When I Go Get It From

Gamestop Will It Cost Plus Tax|
- Emarahi



{Yolanda}: It depends on what system you purchase it for. It depends what kind of sales that retail chain has. It depends on the local and state tax rates in your area.

Ubisoft has not provided FFG with the MSRP. We would guess before taxes it will be 49.99 MSRP on Xbox 360/PS3/Wii U; and 59.99 MSRP on Xbox One and PS4. Those are guesses only.

PES 2014 vs FIFA 2014

Are you doing drugs? Is this some kind of joke? No way is PES better than FIFA.
- John

How much money did Konami pay you to say PES 2014 is better than FIFA 14? Did EA Sports refuse to pay you to say Fifa is

better?
- Trey

You are so right - PES is way better than FIFA. Konami stepped it up last year and made major improvements. FIFA is just another reskin. Keep up the good work.
- Zach

PES 2014 ROCKS!! I hate FIFA. Thank you for taking the right side. Thank you for having the integrity to call it like it is. Thank you for not taking money from EA to say theirs is better like other gaming sites.
- Aaron

{Paul}: WOW! The PES 2014 vs FIFA 2014 article has been huge. There are opinions on either side of the aisle on these two franchises.

To answer some specific questions, no I am not doing drugs. No that was not some kind of joke. Neither Konami or EA paid me, Family Friendly Gaming, or anyone here at Family Friendly Gaming any money, gifts, or anything else. Both companies provided us a reviewable copy of the game. Along with a fact sheet explaining the features of their game.

Also neither EA Sports or Konami advertises with Fam-

ily Friendly Gaming. So there was no pressure from there. I know other gaming sites have admitted to being bought off. How they can have so many users and admit to being bought off is a wonder. So I understand the cynicisms some people have.

We made a call, and we put forth an opinion. I understand that some will agree and some will disagree. We did not duck or dodge the issue. I want to thank everyone for responding. I appreciate your input.

Christian Gaming Is Going Strong

Thank you for your Christian Gaming is Going Strong news article. It is so nice to see a gaming site cover Christian games from a positive, and healthy perspective. I pray that God blessed you and Family Friendly Gaming for your good work and good deeds.
- Mike

{Paul}: Thank you so much for your kind words of encouragement. Also thank you for your prayer. We routinely ask for prayer for a variety of things, and it greatly appreciated by everyone here at Family Friendly

Gaming.

Youtube Comment

I love what you're doing for the youtube community. It helps people like me who don't play M rated video games. Thanks for everything :)

- The Partynader

{Paul}: Your very welcome. Thank you for your kind words of encouragement. We try. :) We are human and can make mistakes so please keep that mind. We do our best to correct any of our mistakes.



Puppeteer

I read your Puppeteer review and you found all kinds of problems with the game. I am shocked you gave that Playstation 3 game such a high score. Shouldn't the score be a lot

SOUND OFF Continued

lower? I think Puppeteer should have a Teen rating.
- ScarlettLetterA

{WMG}: Thank you for your feedback. I am turning it over to the editors to see if they believe the content warrants an adjustment in the score. As you know Family Friendly Gaming looks at reviews to determine if the scores need to be adjusted. We are humans here and can make mistakes. So others will look at your comments, and the scores to determine the final outcome.

ions. Family Friendly Gaming is the only website we found that echoes our beliefs, economics, and attitude toward video games. We want to know about the Nintendo 2DS. Is it worth our money? Are you going to review it? What can you tell us about it?
- Monica

{Paul}: Thank you so much for putting your trust in our opinions. We have made multiple request to Nintendo to receive a reviewable copy of the Nintendo 2DS to bring those answers directly to you. Thus far we have not heard back. Lord willing they will grant our request. If not we will start to save up to purchase one. Family Friendly Gaming operates debt free, so we save up to purchase items, and the Nintendo 2DS was not on our budget. We have to save up payments from advertisers, and families that donate money to support our little ministry.

We have published multiple stories on the Nintendo

2DS on the website. So you can use the Search link on the top of the screen to bring up all of that coverage. It will provide the information that Nintendo has provided to us. What I know now is the Nintendo 2DS is a great thing for families who do not want the 3D effects. It allows you to play the 3DS games, as well as the Nintendo DS games. The lack of the hinge has been questioned by quite a few. That is one thing we want to check out when we finally get our hands on one here in our labs. The cost is something that can hurt too. That \$129.99 is a lot of money. It will take us months to save, so we can imagine how it can hurt families out there.

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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TALK TO ME NOW

The amazing editor in chief of Family Friendly Gaming took some time out to answer questions on the updated version of Video Game Lies.

Q. Why update Video Game Lies?

A. It has been out on the market for a few years. There were certain additional ideas, input, concepts, and examples I wanted to get into the book. I compiled them up until there were enough of them to warrant an upgrade to the book. Video Game Lies was not the end all be all. Nor was it the final word on the subject. There is a real need in our industry for families and gamers to read this book. It will open eyes in a variety of important ways.

Q. Where can families find Video Game Lies Version 2?

A. They can find it on Amazon if they would like a hardcopy paperback version of the book. They can also purchase it on their Kindle devices and read it electronically. It depends on the preference of the family and/or gamer.

Q. What is new in Video Game Lies Version 2?

A. The entire book has been reworked from the first page to the last page. I read the sections over and over again. I added portions, took sections away, rewrote parts, added lies, and added an all new chapter. The front cover and back covers were modified. This is the most comprehensive version of Video Game Lies ever.

Q. Any plans for a Video Game Lies Version 3?

A. Not at this time. I would not rule it out in three to five years. Right now we are focusing on my upcoming Christian Sci-Fi book. The writing is done, and it is in Proofing. We will be working with an artist soon on the front cover art work. I am praying for ideas for another book in this Christian Sci-Fi Universe. There is a lot of potential for this fantasy world to be huge. I could see movies, television series, and even video games working in this universe. We will see what God has planned for it.

Q. When will this Christian Sci-fi novel be released?

A. Lord willing we will be able to get it out there by Christmas 2013. No promises though. It all depends on the speed of the Proofing, and Art. Just know that I am doing everything possible to get this completed and out to all of our wonderful readers. I am very excited about this book, and the concepts that are within it. I hope and pray it touches millions as it has touched me.

Q. What has the reaction been to Video Game Lies Version 2?

A. Very positive. There have been multiple emails thanking me for the book. Thanking me for following where God lead me. Thanking me for presenting the lies in the video game industry in a way that opens eyes and warms frigid hard hearts.

Q. Video Game Lies Version 2 received a price drop. Any reasons?

A. I am not doing this to get wealthy. I would love to write books full time. I would love to explore that aspect of creativity in my life more than I can now. Ultimately I want to get this book in as many minds as possible. So a lower price helps that. It makes it easier for families - especially since so many are suffering due to the horrible Obama economy.

VIDEO GAME LIES



by
Paul Bury

Version 2

DEVOTIONAL Video Games 101

Grace

Grace is one of those things everyone wants to receive, but few want to give it out. We should not be stingy with grace. After all we know what it feels like to be faced with no grace. We know what it feels like to receive just punishment for our deeds. Why do so many want to ignore grace? What is it about grace that makes it hard for some people to hand out? **John 1:14** *The Word became flesh and made his dwelling among us. We have seen his glory, the glory of the one and only Son, who came from the Father, full of grace and truth.* Jesus Christ is the perfect example of grace. Why is His example so difficult for us to follow? Even among people in the church?

I believe the answer to that question is selfishness. We focus on ourselves instead of others. We think of ourselves first, and maybe there is five minutes left a week to think of others. We do things for others in a tit for tat kind of way. We happily accept someone else owing us. We make sure to call in those markers. We do what we can to assure we are on the receiving end. I personally have talked to people who admit

they do things for others just so they can get some kind of back scratching favor in return. Some have even admitted to me they do for others for the praise and adoration. They get recognized at the front of the church for what they have done. They only helped to be honored. **Acts 6:8** *Now Stephen, a man full of God's grace and power, performed great wonders and signs among the people.*

For me it can be disheartening to hear things like that. I do what I do because God called me to. I do what I do to honor and please God. I do not care if I am loved or hated. I care about what God wants from me. I strive to do His will. I help others countless times in countless ways. I think of others before myself so many hours of the day it can be exhausting. Why? Because it feels endless. I do not always see my example impacting the behavior in others. It is like they never realize that their focus on themselves will never end. Their obsession over themselves will never stop. **Acts 15:11** *No! We believe it is through the grace of our Lord Jesus that we are saved, just as they are."*

At times I question if I am being impacted and influenced by the selfish. Am I letting

the tit for tat concepts impact my decisions. I try not to, but I am human, and have seen some of their ideas creep in there. I continually pray for cleansing, and purging of such worldliness. I also take time to analyze my own motives and responses. I am not perfect, so I need reminders like this column. **Acts 20:24** *However, I consider my life worth nothing to me; my only aim is to finish the race and complete the task the Lord Jesus has given me—the task of testifying to the good news of God's grace.*

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.

Conversations we have in the public at a variety of venues shows us one important fact. There are many people who do not understand the phrases used in the video game industry. No one cared enough to teach them what they stand for. Family Friendly Gaming has decided to right that wrong. We refuse to act arrogantly like so many others in the gaming media. Instead we will humble ourselves and go back to basics.

Family Friendly Gaming Nation - Anyone who volunteers for Family Friendly Gaming. Also anyone who reads the published e-magazine, news stories, press releases, comments on Facebook, Twitter, Raptr, and Google+. Ultimately anyone who has any participation with Family Friendly Gaming is a member of the Nation.

Family Friendly Gaming Seal of Approval - This is given out to a very low percentage of products reviewed. Any product that earns a score of a 95 or higher is debated by editors at Family Friendly Gaming. As long as two or more approve the product is given the Family Friendly Gaming seal of approval. These

are the best of the best products. Seal of approval products have no major issues or problems with them for families.

Paid News Story - These are stories that companies pay Family Friendly Gaming to run with.

Donations - This is money that is provided from those who support the ministry work of Family Friendly Gaming.

Christmas Buying Guide (CBG) - Once a year after Thanksgiving (usually in the first week of December) Family Friendly Gaming releases a guide to the best products reviewed all year long. These are to assist families in making their purchase decisions during the Christmas buying season.

Updated News - This section of the Family Friendly Gaming website is for updates to products previously covered. For example a release date for a game, or maybe some additional details for a product is being released.

PR Piecemeal - This is the strategy employed by some Public Relation firms. They release small tidbits of information on

a regular interval. The thought is they and their products are always in the lime light, and always being covered. The belief is followed by a hope that over-exposure will increase sales of the product.

E-magazine - Electronic version of a magazine. Family Friendly Gaming is currently an e-magazine. Family Friendly Gaming started out as a regular print magazine, but due to costs scaled down to an electronic version only.

Red News Stories - The News stories on the Family Friendly Gaming website that are in the red font are original works. That means they are not press releases from companies that are edited to be family friendly. Instead these are original thoughts, ideas, and opinions of Family Friendly Gaming staffers. Some people may find these offensive if they disagree with the opinions put forth.

Deviants - People who pick an alerted path from the normal, healthy, and traditional path that has been accepted for centuries. Normally these people are angry and highly aggressive against anyone with morals.

IN THE

NEWS

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Gamious and Philips uWand debut same-screen Smart TV multiplayer gaming

Video games publisher Gamious has announced today a partnership with Philips uWand, the intuitive camera-based direct pointing remote control technology, to bring same-screen multiplayer gaming to Smart TV for the first time.

“We are delighted to be working with Philips uWand to introduce a social element to gaming on Smart TV,” said Pim Bouman, CEO at Gamious. “As one of the leading innovators in this space, Philips uWand’s direct pointing technology makes same-screen multiplayer incredibly easy and will help us bring our latest game, Dark Day LA, to a new audience.”

Bouman added: “Thanks to our partnership with Philips uWand we can now enter the Smart TV mar-

ket, something that simply wasn’t possible with the controllers that are now provided with Smart TVs. Other pointing control technologies we have experimented with do not deliver the right experience for gaming. Now, on Smart TV, we can give players the same immersive experience that they’ve come to expect from console based gaming and new mobile platforms.”

Philips has enhanced its direct pointing technology to enable up to four uWand equipped remotes to be used simultaneously and to individually control distinct on-screen elements. To demonstrate this, Gamious’ latest title, Dark Day LA, will be multi-playable at the uWand booth at IBC 2013. In the game, one player assumes the role of a vicious evil creature trying to mingle with the crowds, while the other is a police sniper tasked with tracking the vicious evil creature down.



“TV is a social experience and gaming is a social experience, but until now a multiplayer gaming experience has required a games console. Our technology and partnership with Gamious shows how that gap can be bridged and new audiences addressed,” said Navin Natoewal, General Manager at Philips uWand. “The current generation of TV remote controls are letting consumers down. They are barely capable of navigating increasing complex Smart TV EPGs, let alone sophisticated multiplayer gaming. We have changed that.”

uWand technology uses an infrared camera embedded within the body of a remote control. The camera monitors the remote’s position relative to a small ‘beacon’ on the TV. This direct pointing technology makes uWand ideal for multiplayer gaming, as the cursor appears exactly where the user is pointing, and now up to four remote controls can be monitored at once.

Tommo, Inc. and SEGA of America, Inc. Announce Licensing Partnership

Tommo, Inc., in partnership with SEGA® of America, Inc., announced a lineup of SEGA® Retro Tommo Mobile accessories featuring the logos and likenesses of famous SEGA game systems commemorating the 25th Anniversary of SEGA Genesis™ as well as the popular Game Gear™, Saturn™, and Dreamcast™ game systems. Launching in time for the Holiday season, SEGA retro mobile accessories are geared squarely toward the emergence of the exploding retro gaming market and the widespread popularity of the 80's and 90's classic SEGA entertainment systems.

Tommo revealed the Tommo Mobile accessories product list will include unique headphones, external speakers, iPhone 5/5S covers, battery chargers that feature highly stylized Sega-branded designs.

"SEGA is among the most iconic brands in all of gaming and we are thrilled to offer North American Fans brand new must-have items to add to their SEGA Retro collections," said Tommo CEO Jonathan Wan.

"We are excited to be partnering with

Tommo to bring cool and relevant products to the marketplace," said John Cheng, President & COO, SEGA of America. "We hope that these great accessories bring a smile to the faces of our fans as we celebrate our SEGA heritage."

Tommo is expected to announce the full slate of SEGA Retro Tommo Mobile accessories in the coming months.



Sony Computer Entertainment America and Taco Bell Offer fans the chance to Win a Playstation 4

Sony Computer Entertainment America LLC (SCEA) and Taco Bell announced a co-branded, six week Play the Future First promotion, beginning Sept. 26, that will give away Playstation®4 (PS4) computer entertainment systems to winning participants.

The Play the Future First promotion runs in the U.S. from Sept. 26 to Nov. 10, and gives fans the chance to win the highly-anticipated PS4 system before it hits stores nationwide on Nov. 15. During the promotion, each PS4 branded Taco Bell \$5 Buck Box or Big Box which includes a Cheesy Gordita Crunch or Crunchwrap Supreme, a Burrito Supreme, a Crunchy Taco and a medium fountain drink will provide a unique code for consumers to text in for a chance to win a Playstation 4 prize pack. The prize pack features one PS4 system, one copy of the exclusive PS4 game, Knack, and a one-year membership to Playstation®Plus (PS Plus).

"Our fans enjoy gaming, and gamers eat Taco Bell, so teaming up with Playstation for the second consecutive year to give consumers first access to the next generation system before it hits retail was an exciting decision for us," said Chris Brandt, chief marketing officer, Taco Bell Corp. "We strive to give our customers a little more, each and every day, in everything we do. Through the Play the Future First promotion, we are delivering on our promise to Live Más and now play más with a gaming experience like no other."

SCEA and Taco Bell partnered in 2012 to give fans the chance to win a Playstation®Vita (PS Vita) portable entertainment system, before it launched in North America on Feb. 22, 2012. With the upcoming

launch of the PS4 system, the Play the Future First promotion kicks off a multi-year partnership between SCEA and Taco Bell that will continue to bring innovative gaming experiences and craveable food to fans across the U.S.

"Following the positive response from the gaming community for the PS Vita campaign last year, we are thrilled to have the opportunity to partner with Taco Bell to tap into the excitement as we prepare to launch PS4 on November 15," said Guy Longworth, senior vice president, brand marketing at SCEA. Playstation and Taco Bell both have some of the most loyal fans in the world, and this promotion rewards them by providing an extraordinary opportunity to get their hands on a PS4 before it hits stores.

The PS4 system will launch in North America on Nov. 15, and will be available at major retailers for \$399 (MSRP). The PS4 system delivers rich and immersive gameplay experiences that feature powerful graphics and speed, deeply integrated social capabilities, and innovative second-screen features. Consumers can also request a code without purchase by mail or online. Prize packs will be shipped on or around Tuesday, Nov. 12. PS4 branded \$5 Buck Boxes or Big Boxes will be available at participating locations while supplies last. No purchase necessary to enter or win. Void where prohibited. Promotion begins at 12:01 AM (ET) on Sept. 26, 2013, and ends at 11:59:59 PM (ET) on Nov. 10, 2013. Promotion open to legal residents of the United States or D.C. (excluding Hawaii); consumers must be 18 or older to win. See Official Rules at www.tacobell.com/winps4 for details on how to enter, free method of entry, prize details, restrictions, and terms and conditions of participation. Message and data rates may apply for each text message sent and received. Check wireless plans for details.

Hausfeld LLP Announces EA to Pay Current and Former Student-Athletes

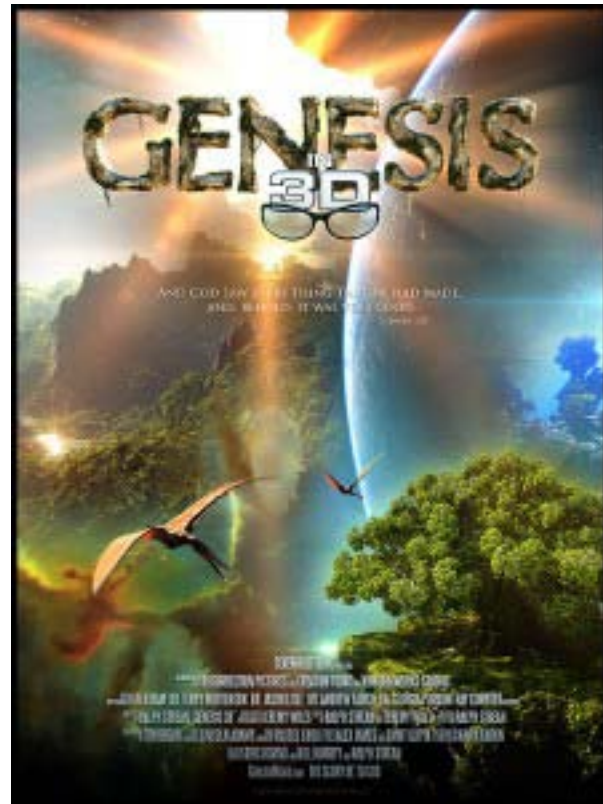
Hausfeld LLP announces that videogame manufacturer Electronic Arts, Inc. ("EA") has agreed to pay tens of millions of dollars to current and former student-athletes, resolving its liability in a lawsuit brought by former UCLA basketball star Ed O'Bannon.

"This is a historic settlement," said lead attorney Michael Hausfeld. "This settlement represents an acknowledgment that the NCAA's rules barring payment to current and former players cannot stand."

The settlement leaves the NCAA as the sole defendant in O'Bannon's antitrust case, which alleges a conspiracy by the NCAA and its member schools, to license and sell the names, images, and likeness of current and former student-athletes without compensation to those student-athletes. The NCAA and its co-conspirators have collectively reaped billions of dollars in revenue from the license and sale of game footage, video games, photographs, apparel, trading cards, and other memorabilia containing the names, images, and likenesses of current and former student-athletes without paying a cent to those whose names, images, and likenesses were used. A decision by the judge as to whether to certify the class is pending.

Hausfeld LLP attorneys working on the case are: Michael Hausfeld, Michael Lehmann, Hilary Scherrer, Sathya Gosselein, and Bruce Wecker. Hausfeld LLP, led by industry doyen Michael Hausfeld, is widely recognized as one of the leading and best-known claimant law firms in the world. It is at the forefront of numerous innovative legal actions that are expanding the quality and availability of legal recourse for aggrieved individuals and businesses around the world.

In The News Continued



Evolution - a fairy tale for grown ups?

Like many of you I've grown up in a secular society, went to a public school and had to go through hard-core evolution indoctrination during my time at secondary school and university. I'm really grateful for the things I've learned during that time and it has certainly prepared me well for understanding the world from a Non-Christian perspective.

There are some interesting developments currently happening in the world of media surrounding the Evolution/Creation debate. Click here to read more...

Strawinsky Update

Several viewers of "Strawinsky and the mysterious house" were asking about the identity of the Scarlet Queen. There were wondering who or what she symbolizes. In response to this I've written two short posts - one on the Hope Animation website and one on the Strawinsky site. Feel free to check them out!

I've also finally managed to create a proper trailer for the Strawinsky movie. You can view it on the Strawinsky movie

site. It's been really difficult to show enough of the movie to give people an idea about the story line without giving away too much of the twists and surprises. Have a look and feel free to share with your friends on Facebook, Twitter and email!

We've also had good news in regards to the distribution of Strawinsky in Germany. One of the biggest Christian publishers has now published a German version, with full-color German booklet. This hopefully should get the animation in most Christian bookstores over there. If you live in Germany, you can get the Strawinsky animation from the ASAPH shop, otherwise feel free to grab a copy from our webshop.

Prayer requests

The last few months have been very productive in getting a basic foundation and structure in place to make more animations in the future. Here are my top three prayer requests for this month...

Further doors to open for the distribution of Strawinsky

Good time management for making the first steps on a new animation project

To be able to keep a healthy work life balance

Many thanks for your support and prayers!

God bless,

David Hutter



In The News Continued

Ubisoft Confirms UPLAY PC 4.0 Featuring Integration of Video Platform Twitch

Ubisoft announced the latest PC version of its cross-game, cross-platform service Uplay. Uplay PC 4.0 will be available for all members in October 2013.

Uplay PC 4.0 offers an array of new features in high demand among the PC community. The integration of Twitch, the world's leading video platform and community for gamers with more than 45 million unique visitors a month, enables members to broadcast their in-game videos and share some of their most memorable gaming achievements with friends. An improved download manager allows for the progressive download of games and auto-patching, meaning that gamers can spend more time playing. And a new social wall keeps members up-to-date on their friends' activities.

Ubisoft also confirmed that Uplay will be available when Xbox One, the all-in-one games and entertainment system from Microsoft, and the Playstation 4, Sony's next-generation computer entertainment system, arrive in stores later this year. Using one unique profile, new and existing Uplay members will be able to seamlessly access the full scope of Uplay services and features on next-generation consoles. Above all, gamers will benefit from the Uplay Win program, which rewards fans for their commitment to Ubisoft's brands, both in-game and in real life with additional in-game content such as items and accessories, and invitations to consumer and industry events. More than 40 million rewards have been redeemed to date. All of Ubisoft's next-generation games, including the highly-anticipated Just Dance® 2014, and The Crew will integrate Uplay, including Uplay Win.

Experience Disney Junior On The Go with New Tablet-Friendly Portal

Disney Interactive launched the new DisneyJunior.com as the gateway for preschoolers and parents to access Disney Junior activities and games across all platforms and devices. Designed first for tablets and smartphones, DisneyJunior.com provides a safe and elegant cross-platform experience that's easy for preschoolers to navigate and built for parents to trust. Using the new kid-friendly interface, children can discover the worlds of Disney Junior's hit shows, Doc McStuffins, Sofia the First, Jake and the Never Land Pirates and more through mobile and tablet-friendly games, activities and videos. Kids can even tap out a tune with the new xylophone feature!



Caudwell Children Goes Intergalactic

A national children's charity is set for a starring role in a next generation computer game following its partnership with a leading UK game developer. Caudwell Children will feature within the new Switch Galaxy Ultra game after a deal to support the Children's charity was reached with games developer Atomicom.

The Liverpool based studio have been making games since 2005 and it is hoped that their relationship with Caudwell Children will raise funds as well as widespread awareness for the charity. Switch Galaxy Ultra, which is set to be launched exclusively on the eagerly anticipated new Playstation 4, is in the first wave of titles to be released on the successor to Sony's immensely popular Playstation 3 console.

Described as "an insanely addictive, fast-paced, reflex-based arcade challenge with two modes of play, gorgeous visuals and high quality audio", the new Switch



caudwell
children

Changing Children's Lives

RCN 1079770

Galaxy Ultra will feature a Caudwell Children download pack which will include an exclusive Caudwell Children ship upgrade and provide players with access to exciting new levels and special features. All of Atomicom's profits from the pack will be donated to the charity. The title will also be available on Sony's portable Playstation Vita, enabling players to take their experience with them on the go. It will also be made available on Playstation® 3 in due course.

CEO and Co-Founder of Atomicom, Gary Nichols said: "We are delighted to announce our support for Caudwell Children. We have wanted to work with the charity for a while and feel this is the perfect time for us to support them so we devised an exclusive download pack for them with sales of this going to help support the work they do. We can't wait to launch the game as it's really come a long way since we launched Switch on mobile back in 2011, it's quite an amazing story for us to have the latest version launching on PS4 and PS Vita and to bring Caudwell Children with us along for the ride."

Trudi Beswick, CEO of Caudwell Children said: "The announcement that Caudwell Children will play a key role within Switch Galaxy Ultra is a fantastic one for the charity.

Having our own download pack within the game will in no small way help us deliver practical and emotional support to families caring for disabled children.

I would like to thank all the team at Atomicom for their generosity and I look forward to seeing Caudwell Children's name spread further."

Disney Infinity Makes 5 new UGC Toy Boxes Available for Download

Disney Interactive unveils the winners of the very first Disney Infinity Toy Box Challenge for Best Racetracks. The first five user-generated Toy Boxes are available for download now free of charge on Xbox 360, Playstation 3, Wii U and iPad. The winning racetracks feature a variety of surprising elements at every turn, including falling object generators, rings of fire, traps and even an underwater track.

Players can download the new Toy Boxes by selecting "Toy Box" from the Disney Infinity Main Menu and then select "Toy Box Share" and "Disney's Toy Boxes." Once there they will see a list of all the featured Toy Boxes and can choose one to download. They will be able to come back every week for new Toy Boxes. Players should also let us know what they want to see because Disney Infinity developers will soon begin creating content based on player suggestions.

Below are brief descriptions for each of the five selected user-generated Toy Boxes:

1. Aladdin's Race – Grab a car and get ready for a high-flying stunt rack amid Aladdin's memorable backdrop.
2. E.A. Sea Race - Watch out for the angry tikis while racing through this totally sweet underwater reef! It's righteous!
3. Western Race – Tonto riding on a tricked-out car... All set to a Wild West themed track!
4. Monster Truck Fun - Take Mr. Incredible for a spin in a Monster Truck on a dirt racetrack. Freestyle for fun!
5. Super Fun Track – Drive cars through obstacles (think tennis and soccer balls) and jump through rings of fire. Be prepared for twists and turns, traps and power ups!

HID Compatible Atlas Bluetooth Controller

Green Throttle™ Games, creator of the Atlas Bluetooth Controller and publisher of mobile games, announced a new HID compatible version of its Atlas Bluetooth controller. The new controller will allow gamers to natively navigate Android 4.0 devices and over 50 new games, in addition to playing games currently supported in the Green Throttle Arena app with more planned to roll out in the coming weeks. As an added bonus, all U.S. domestic customers who have previously purchased an Atlas Bluetooth Controller from Green Throttle will receive the new HID compatible controller within one week, free of charge.

Over 50 new games have been added to the Green Throttle Arena, with new releases planned for each coming week. The new games can be discovered after updating the Green Throttle Arena Google Play app, which facilitates simple pairing of up to four Atlas Bluetooth Controllers to a single Android 4.0+ device for compatible multiplayer games. Green Throttle and the Arena provide new avenues for developers to feature their games and acquire new users. Gamers get more titles to play on the road and on the big screen TV, all in one low-cost solution using the smartphone or tablet that they already own.

"With the new Arena and firmware update for Green Throttle controllers, we cast a wider net for titles that support game controllers," said Karl Townsend, CTO and co-founder, Green Throttle Games. "We are also aligned with Android's efforts to standardize game controllers within the ecosystem, which means developers and end users can navigate any Android device easily, whether they are using a smartphone, tablet, or Google TV."



State of Gaming



REVIEWS

Predictions are running rampant. Lines are being drawn, fanboys are digging in. Which system will be the console king? Will Nintendo repeat with the Wii U? Can Microsoft carry across the Kinect momentum on the Xbox One? Will Sony rise from the ashes with the Playstation 4? What kind of gaming experiences can we expect from the upcoming consoles? What does Nintendo have in store for families on the Wii U? Can OUYA or Gamestick make headway into the industry?

On the hand held end of things there are a variety of questions as well. Will Microsoft finally enter the hand held market? Can the PS Vita claw itself out of the hole it is in? Will the Nintendo 3DS continue to dominate? Will families embrace the Nintendo 2DS? Will something new be arriving soon? Is iOS and Android

on the decline?

Family Friendly Gaming does not know the answers to those questions. They are there to provoke thought. Time will tell. Family Friendly Gaming is not taking sides or endorsing any of the next generation home console machines at this time. Family Friendly Gaming is encouraging families to hold off on purchasing any of the new machines at this time. Be patient and see which machine(s) will have an adequate amount of games for families.

The price drop for the Wii U makes it more appealing to families. The same goes for the Nintendo 2DS. Less of a cost makes it more possible for families to save up the money and make a purchase. New machines are always going to be more expensive. Being cutting edge costs more money. Money that families can

use in a variety of different ways to improve their lives and the lives of others.

Retro gamers are doing well thanks to companies like Hyperkin. There are also gamers who stay one console generation behind. They are looking to pick up a Wii, PS3, and/or Xbox 360 early next year. The number of titles released for those systems will significantly drop in the coming months. In fact Wii game releases have been in steady decline since the Wii U was released.

Remakes are becoming a big thing this Christmas shopping season. More companies are re-making older classics since it costs them less in terms of development costs. There is also name recognition for the games, and generally fond memories of those games. Indie games are also a big trend this year.

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.

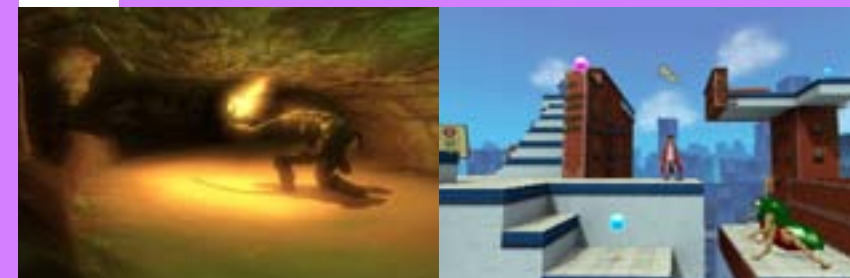
We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts 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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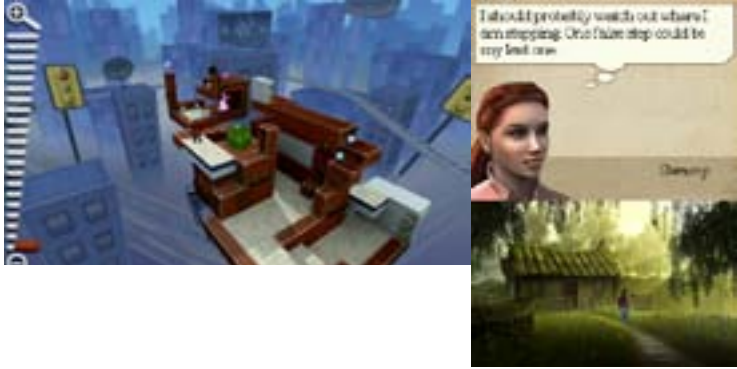
Hebrews 11:24-26

24 By faith Moses, when he had grown up, refused to be known as the son of Pharaoh's daughter. 25 He chose to be mistreated along with the people of God rather than to enjoy the fleeting pleasures of sin. 26 He regarded disgrace for the sake of Christ as of greater value than the treasures of Egypt, because he was looking ahead to his reward.



Crush 3D

SCORE: 80



Secret Files Tunguska

SCORE: 53



Puzzle games do one important thing - they exercise our brains. They teach us to approach problems from a different perspective. Crush 3D is the perfect example of this. This Nintendo 3DS game is part 2D, and part 3D. We shift the game to progress from place to place. For example there is a platform too high to reach. Set the view to overhead and then shift from 3D into 2D. Walk from the one you are on to the higher one - since on the 2D plane they are on the same level. Shift back to 3D and continue along your way.



on. Any of the forty levels can be replayed. The music and sense of humor are two of the best parts of Crush 3D. The music is fun, and the humor in Crush 3D is something we can all relate to. There are some mild innuendo statements here and there in this hand held game. The majority of the humor is safe for

Crush 3D grades players in a variety of different things. Did you use the hint to progress through the level? Did you collect all the marbles? Did you get the trophy? Did you get the memory item? And so



the entire family. Going into this man's brain is an interesting facet of Crush 3D. Especially when the professor's many failed experiments are mentioned at the beginning of the game. We run into enemies in Crush 3D like cockroaches. Players can crush them on brick backgrounds. They leave a nasty juicy smear in this Nintendo 3DS game. Crush 3D is a little on the short side. This is compensated with all kinds of content to unlock. Plus breezing through the level does not provide all of the unlockable content. So players need to play through every level completely to unearth all of the different content. My lasting impression of Crush 3D is very positive. I enjoyed almost every aspect of this game. Squishing bugs was the one thing I could have done without. - Yolanda

I purchased Secret Files Tunguska for the Nintendo DS some time ago. It was on clearance and looked like it may have a chance of being interesting. I was wrong on all counts. It turned out to be a complete waste of money. The one positive I can scrape off is all ya'll can avoid this game, and the franchise. G5 Entertainment could have taught Deep Silver how to do one of these games. Secret Files Tunguska starts interesting with this mysterious explosion. You play as Nina and her boyfriend Max as they search for Nina's missing father. The events of Secret Files Tunguska start one hundred years after the explosion. I won't spoil the connection to the massive explosion a century earlier. We find objects, interact with other objects



and follow the story along. That is if you can figure out what to do where. Secret Files Tunguska can be confounding at times. I lost track of how many times this hand held game frustrated me. I spent more time stuck in Secret Files Tunguska than actually working my way through the story. The hints were about worthless in my opinion. Secret Files Tunguska includes disturbing and violent images. There is also enticement to lust, and bad language. Why couldn't Deep Silver clean up Secret Files Tunguska for the



Nintendo DS? By refusing to clean it up they reduced their potential audience. Which is probably why I found this Nintendo DS game in the clearance bin. I have not even gotten to the worst part of Secret Files Tunguska. The story is boring. It never drew me in. There was no real pay off for fighting through the areas of this game. I spent all these hours on solving things, using walkthroughs when I was stuck, and it never felt like it was worth it. I felt like my time was wasted. They should have paid me to play Secret Files Tunguska on the Nintendo DS. Avoid this hand held game, and you can thank me later. - Yolanda

Publisher: Sega
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+
{Animated Blood, Mild Cartoon Violence}

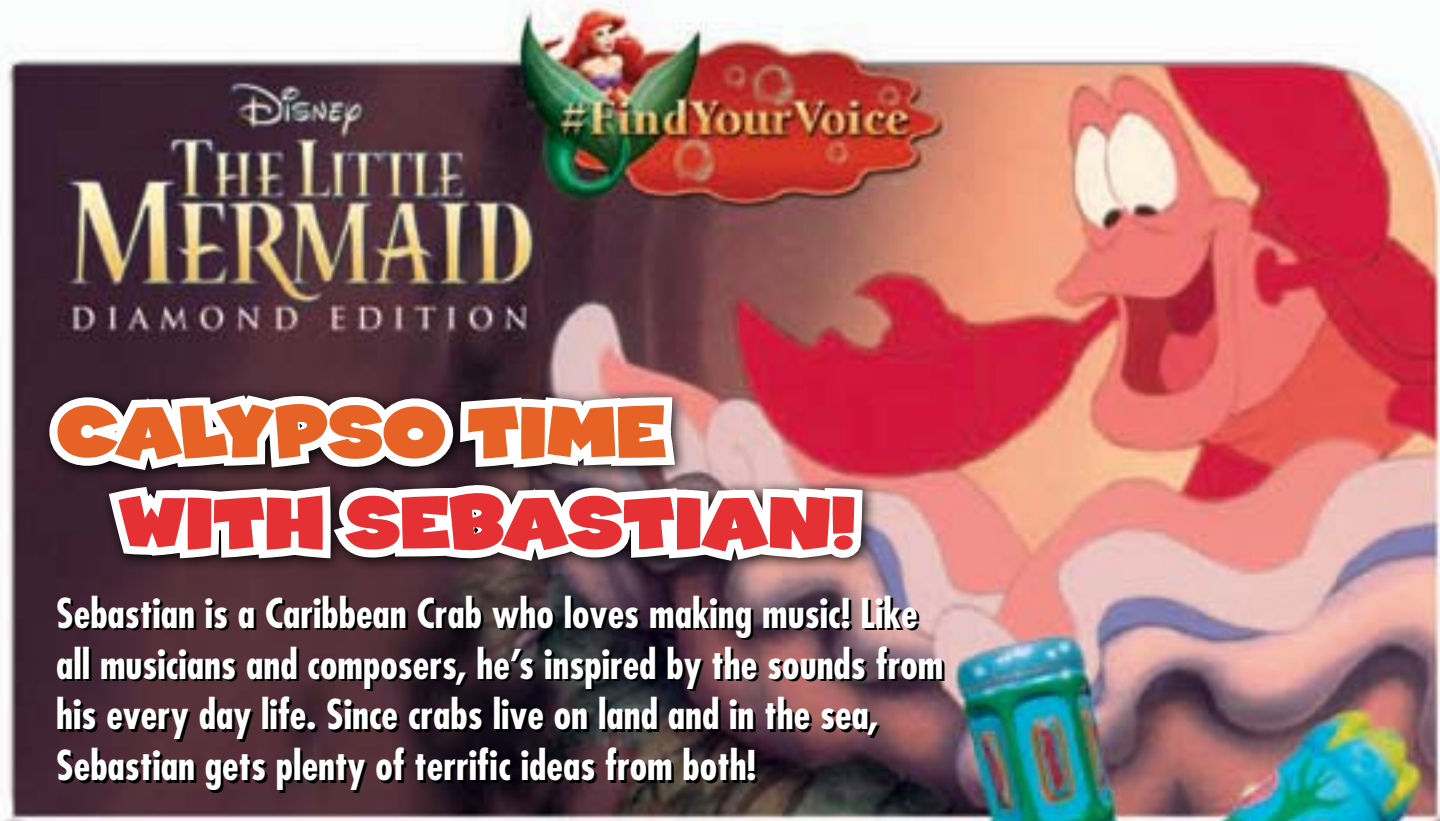
Graphics: 68%
Sound: 85%
Replay: 80%
Gameplay: 85%
Family Friendly Factor: 80%



Publisher: Deep Silver
System: Nintendo DS
Rating: 'T' - Teen {Drug Reference, Language, Mild Violence, Suggestive Themes}

Graphics: 60%
Sound: 60%
Replay: 45%
Gameplay: 40%
Family Friendly Factor: 60%





CALYPSO TIME WITH SEBASTIAN!

Sebastian is a Caribbean Crab who loves making music! Like all musicians and composers, he's inspired by the sounds from his every day life. Since crabs live on land and in the sea, Sebastian gets plenty of terrific ideas from both!

WHAT IS CALYPSO?

Calypso is Sebastian's favorite kind of music! Calypso is a vibrant, energetic style of music that comes from the Caribbean nation of Trinidad and Tobago. For over 100 years Calypso musicians have used this type of music to tell their stories and entertain people at the same time.

MARACAS: sometimes called rumba shakers, are percussion instruments usually played in pairs. They consist of a dried gourd shell, leather or wood and filled with seeds or dried beans.
» Make your own maracas out of recycled plastic bottles!



GUITAR: a string instrument constructed from wood and strung with either nylon or steel strings.
» Make your own guitar out of a box, rubber bands and a pencil!



CALYPSO TIME!

Print out the following pages and follow the directions to make your own bottle maracas and box guitar!

Sebastian makes music from all the sounds he hears -- under the water and on the shore. When he combines them together, his music can make you feel like you are on a far-away tropical island. Music can take you on a journey, tell you a story, or make you smile. That's what Sebastian and all musicians like to do.

FIRST TIME ON BLU-RAY™ COMBO PACK AND HD DIGITAL - OCTOBER 1



Major League Baseball
2K8

SCORE: 93



Long time members of Family Friendly Gaming Nation know that we will go back and fill in the gaps. If we missed a game in a franchise here or there we look for opportunities to include them in future issues. When we are introduced to a new franchise we go back and check out the history of said franchise.

The Major League Baseball 2K games have been very flawed lately. In fact the narrative was all set up to show how this franchise has been messed up for many seasons now. Proverbial cellar team so to speak. As I played the Wii version of Major League Baseball 2K8 something happened.

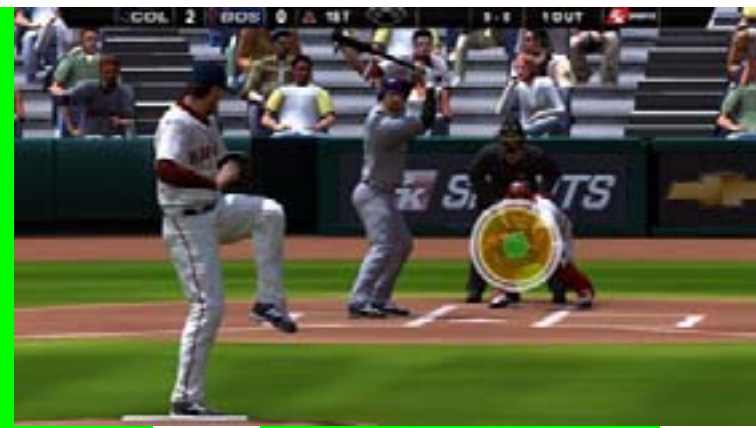
I realized this is a really strong baseball game. This is one tough sports game. This is a competitor that families need to take



notice of. Major League Baseball 2K8 looks great and it sounds great. Don't like some of the music? Then just turn off that song in 2K Beats. The commentators are absolutely awesome.

They were interesting, helpful, entertaining, and they felt very real. I was not expecting that from this older sports game. I found numerous songs that I enjoyed listening to in this game as well.

The graphics in Major League Baseball 2K8 are



exceptional. Especially for a game this old. Remember I played the Wii version which should have the worst looking athletes. From the fields to the stands this feels like a baseball game. I was just missing the smell of hot dogs and popcorn.

I love the controls in Major League Baseball 2K8. My arm actually got tired from pitching. This is another layer of realism that families can embrace. Major League Baseball 2K8 includes tutorials to train you. Those tutorials can be skipped if you want to learn on your own. Major League Baseball 2K8 is one of the best baseball games on the Wii.
- Frank

Publisher: 2K Sports
System: PS3/Xbox 360/
Wii(tested)
Rating: 'E' - Everyone

Graphics: 95%
Sound: 90%
Replay: 100%
Gameplay: 90%
Family Friendly Factor: 90%



Adam's Venture Episode 1

SCORE: 86

I love the exploration of the Tomb Raider games. I love the awe of finding a new impressive looking area. I do not mind the puzzles.



The violence is what drags Tomb Raider down. It messes with the flow of the game, and lets be honest - violence is boring and so last century. This is where Adam's Venture comes into the mix. This franchise gives us that awe and inspiration. It gives us puzzles. It left the violence on the design table.

run into a black smoke. This black smoke in Adam's Venture Episode 1 sounds a lot like Satan. At the very least a demon that is trying to stop you from getting into the Garden of Eden. Players have to be careful of traps in Adam's Venture Episode 1. They will send you back to your last checkpoint.



Adam's Venture Episode 1 The Search for the Lost Garden takes us to the gates of the Garden of Eden. In 1928 the entrance was discovered. The gate is closed though. So you go on a quest through the caves to find all of the pieces that will operate the door mechanism.

Along the way you

Thankfully there was no blood or gore on these traps.

My first issue with Adam's Venture Episode 1 is the length. This game is short. I mean really short. We walked through it in two hours. There are ten hidden chests, but I saw no reason to replay the game to pick up what I had missed. This Personal Computer game is also a one shot experience. Once you go through the game there are few reasons to go back through it.

The keyboard controls feel a bit stiff to me, and did not always work so great with level design. Especially when running at an angle. Puzzles do not always make sense, and Adam's Venture Episode 1 does not offer any hints on what to do. There are game walkthroughs on the Internet if you get really stuck.

The Bible verses and overall experience of Adam's Venture Episode 1 is fantastic. I really enjoyed this game.

- Paul

Publisher: Iceberg Interactive
System: Personal Computer
Rating: '7+' - 7+

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



MATCH UP & DECODER

1/ -

D B A G W

2/

M B U U D D

3/

E B R U O D S

4/

D H A B U D

5/

D D U B E R B L L A

Decode each name, then write the correct number next to each of the Super Buddies below! Discover each of the Super Buddies super powers by pairing their number with the number next to each super power!

2 Super Invisibility

1 Super Stretch

Super Mind Control

3 Super Speed

5 Super Strength

ON BLU-RAY™ COMBO PACK

AUGUST 27

ANSWERS: 1-B-Dawg-Super Stretch, 2-Mudbud-Super Invisibility, 3-Rosebud-Super Speed, 4-Buddha-Super Mind Control, 5-Budderbull-Super Strength.



Fast & Furious Showdown

SCORE: 37%



Dance Central

SCORE: 66



Fast & Furious Showdown will be used as a poster child for the belief all movie based games are bad. Fast & Furious Showdown



is a movie based game. It is also horrible. Not all movie based games are bad. Just ones like Fast & Furious Showdown. Players are forced to participate in all kinds of criminal activities in Fast & Furious Showdown. I smashed so many cars that I personally did away with the theory of planet over-population.

Fast & Furious Showdown encourages gamers to go out in the bad looking environments and to trash things. This involves other cars, police officers and those you may be competing against. That is if you are racing in that chapter. Some chapters involve other

things like stealing, or killing off police officers. The most evil, vile, and wicked things you could ever imagine doing. The bad language helped drag Fast & Furious Showdown down further into the gutter. Adding on to that is sexual comments, bad at-



itudes, and offensive music. Fast & Furious Showdown gets in your face and mistreats you until you finally respond.

The list of problems in Fast & Furious Showdown is growing. Time for me to put another shrimp on this bar-b-que. The controls can feel loose at times. Especially at high speeds. Some races are nearly impossible to complete due to poor graphics, and poor controls. None of what we do in Fast & Furious Showdown is any fun.

Families will want to flee from Fast & Furious Showdown. I am surprised this got a 'T' for Teen rating instead of the 'M' for Seventeen and Older Only. The dark subject matter, destructive environments, and disobedience are strong in this home console game. - Mark

My Dance Central journey is coming to a close. I am so thankful I had the financial resources to purchase the older Dance Central games after receiving Dance Central 3 for review from Harmonix. The review for Dance Central 2 was in Family Friendly Gaming #75. Now it is time to review the game that started it all.



Dance Central is a fantastic dancing game as long as you like worldly club music. Plenty of rap, techno, and R&B in this Xbox 360 Kinect home console title. The lyrics, attitude towards women, selfishness, and ugliness of the lyrics is why this franchise receives the 'T' for Teen ESRB rating. And remember they are being lenient. The sexually suggestive content was not mentioned

in their descriptor but it is definitely in this exercise video game. The best part about Dance Central is the sweat you will get from dancing to a couple of songs. Some of the dancers moves are difficult to pull off. At least for me. I was always into power at the gym. The dancers have a variety of



different attitudes. I noticed arrogance, boasting about oneself, encouragement to the player, and connections to the songs being played.

The dancers look realistic in Dance Central. There are a variety of different ways older family members can play Dance Central. They can learn the dance moves with break it down. They can compete, just play the song, and more. Dance Central has way too many menu screens and that is something that was carried across to Dance Central 2.

In my mind Dance Central is a solid game, and a solid franchise. It is below the Just Dance franchise mainly because Dance Central does not provide for families. It excludes the younger members of the family who can also use some exercise. Dance Central is great preparation for going out to clubs. - Paul

Publisher: Activision
System: Wii U/PS3/PC/Xbox 360
Rating: 'T' - Teen
{Mild Language, Violence}

Graphics: 30%
Sound: 40%
Replay: 55%
Gameplay: 30%
Family Friendly Factor: 30%



Publisher: Harmonix
System: Xbox 360 (Kinect)
Rating: 'T' - Teen
{Lyrics}

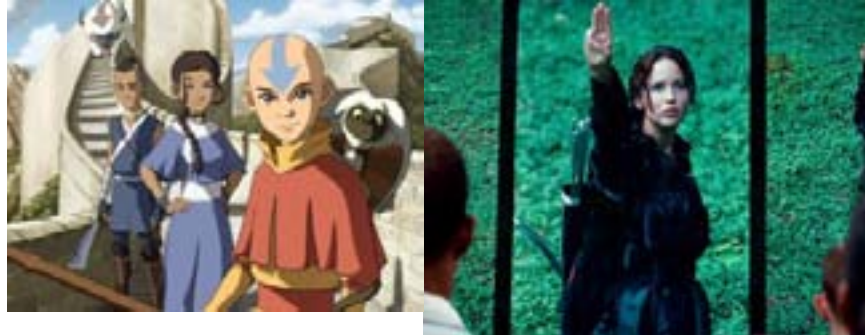
Graphics: 60%
Sound: 50%
Replay: 81%
Gameplay: 80%
Family Friendly Factor: 60%





Avatar The Last Airbender The Complete Book 1 Collection

SCORE: 67



The Hunger Games

SCORE: 58



Avatar The Last Airbender is an interesting Nickelodeon franchise. Family Friendly Gaming has sounded off on the games, but never the source television show. That is until now.



So yip, yip into the sky for this DVD review. The Avatar keeps balance between the four tribes - water, earth, air, and fire. The Avatar is reborn into new bodies and has to learn the bending of those four elements. The Avatar went missing for 100 years, and the Fire Nation went on the attack.

There is a lot of eastern mysticism and religious beliefs in Avatar The Last Airbender The Complete Book 1 Collection. This ranges from spirits to martial arts. There is also eastern styled meditation used in various parts of this televi-

sion show on DVD. There are twenty episodes in Avatar The Last Airbender The Complete Book 1 Collection adding up to 489 minutes of content. There are



also bonus features on the sixth DVD disc. We picked Avatar The Last Airbender The Complete Book 1 Collection up for \$14.99. So a good price for this amount of content.

Aang is the twelve year old Avatar who is found by Katara and Saka. They are joined by animals Momo and Appa. The group goes on a quest to help Aang learn how to bend the four elements. Characters use fire, water, earth, and air as offensive and defensive weapons in battle. Weapons and hand to hand combat are used by other characters.

Avatar The Last Airbender The Complete Book 1 Collection is a strange fantasy world. There are deep characters with interesting motives. This show contains humor, lies, deceit and more. The interpretation of the spiritual realm is very off in Avatar The Last Airbender The Complete Book 1 Collection. - Paul

The Hunger Games might be the most controversial product we have ever reviewed here at Family Friendly Gaming. There are people who love the books, and the movie. There are also those who absolutely despise it. I am somewhere in the middle. I see the problems and issues with the movie. I also note there is a lesson for us to be learned.

If you are not aware, The Hunger Games occurs in a futuristic fantasy world many years after a war. The providence that won (the capital) now imposes upon the losing providences. Each providence sends one boy and one girl to The Hunger Games. They fight



it out and the winner gets to live as a celebrity.

The problem with The Hunger Games is they use kids between the age of twelve and eighteen. Kids are killing off kids. The movie does have blood and death. Many times we do not see the death blow. So The Hunger Games tries to be respectful in that manner. We do see the dead bodies for most of the murdered. This is the part of The Hunger Games that causes so much controversy.

I wonder if The Hunger Games is trying to show us the nature of ourselves, the nature of an oppressive government, and



the nature of how violent acts are starting at younger ages. Does The Hunger Games help with those problems? Not in this movie. There is a rebelliousness against this oppressive government.

As an adult I found The Hunger Games interesting. How this society and culture could stray so far from the perfect path God has laid before us. The low meaning of life is troubling in The Hunger Games as well. It is also interesting to explore this fantasy world, and to see the difference between high tech and the poor. - Paul

Publisher: Paramount
System: DVD
Rating: 'NR' - Not Rated

Graphics: 70%
Sound: 65%
Replay: 85%
Gameplay: 60%
Family Friendly Factor: 55%



Publisher: Lionsgate
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned (Intense Violent Thematic Material and Disturbing Images All Involving Teens)

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





Frankenweenie

SCORE: 62



Super Thunder Blade

SCORE: 51

Kirby's Adventure

SCORE: 80

We received a reader request to review Frankenweenie. We had skipped covering this Tim Burton movie because of its horror theme and connection.



We discussed it, prayed about it, and ultimately decide to jump into the electrified water. This movie is strange on so many levels.

Frankenweenie is black and white. No color. So it is a throwback in that way. It is also a throwback in terms of the era when kids were respectful to their parents. Our kids are respectful to us, but that is due to upbringing. And being involved in their lives.

Many of the characters in Frankenweenie are creepy looking. They also sound creepy. Horror film buffs will find multiple references to a variety of horror films from the past. There is strange stuff like

reading omens from cat feces. Stop motion is the style of animation in Frankenweenie. It does not always flow well. At times it looks and feels choppy. Maybe the lack of color helps with this. Emotion is exhibited quite well thanks to the work done on the pup-



pets used in Frankenweenie. At its core Frankenweenie is a story about wanting to cheat death. It is one of those times where someone rebels against God. They do not trust God that the timing of death was perfect. In some ways it is trying to play God themselves. Ultimately in Frankenweenie it causes all kinds of problems.

The parent characters in Frankenweenie are really weak. Which is a shame to see. There never is any real punishment for the misdeeds committed in Frankenweenie. There is an interesting mild moment of how important science is. Ultimately the science teacher is too arrogant, rude, and narcissistic to reach many. He does expose the belief that he needs to brainwash the children into his belief set. This film may give nightmares. - Yolanda

I dug my old Genesis out of storage, found the cartridge for Super Thunder Blade and plugged it in. The Genesis game did not work. So I blew it out, and then took a Q-tip with some water to clean off the connector. Then the game worked. Retro gaming takes a bit of clean up from time to time. Super Thunder Blade is a helicopter game. Players fly in a 3D box going into vehicles that shoot at you.

Super Thunder Blade is tough, difficult, and hard. I died within the first few minutes so many times it became laughable. Avoiding the fire of all of those other helicopters and tanks takes timing and practice. I am not sure how good the collision detection is in this retro home console video game.

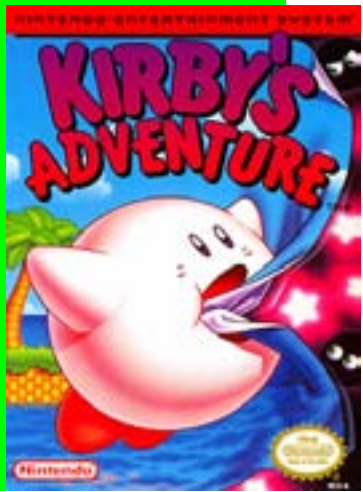


The graphics look okay in Super Thunder Blade. There is a fair amount of violent content as players blow up all kinds of other vehicles and crash after getting hit. The sounds are okay for that era. Super Thunder Blade does get boring. Shooting and avoiding getting shot gets old. Dying all the time gets old. Super Thunder Blade teaches me that some diversity in game play is important. - Mark

I really like Kirby's Adventure on the old 8-bit Nintendo Entertainment System (NES). Beating one level opens up the next level. Many times it also opens up some kind of bonus or mini game as well. These can provide the player with certain power ups, or additional lives. Those do become important with all of the mini bosses and regular game bosses.

Kirby's Adventure looks okay for its age, and has all of the sounds that have become classic. Certain tricks like flying over everything is possible in most levels of Kirby's Adventure. I am one of those retro gamers who will use tactics like that to get through the game. Hey I only have so much time to get through games and get reviews written.

There is some violence as characters can be decimated by powers Kirby inhale from the enemies. Think of how Yoshi does it and you will get the idea. Kirby's Adventure can also take damage from being hit by the enemies. The levels are fun - albeit a little short. All in all Kirby's Adventure is one of the best retro Kirby games in my opinion. Check it out on the old 8-bit NES, or download it on a newer system. - Paul



Publisher: Disney
System: Blu-ray/DVD
Rating: 'PG' - Parental Guidance Suggested {For Thematic Elements, Scary Images and Action}

Graphics: 50%
Sound: 60%
Replay: 80%
Gameplay: 65%
Family Friendly Factor: 55%



Publisher: Sega
System: Genesis
Rating: 'E' - Everyone {Mild Violence}

Graphics: 60%
Sound: 60%
Replay: 60%
Gameplay: 30%
Family Friendly Factor: 45%

Publisher: Nintendo
System: NES
Rating: 'E' - Everyone {Comic Mischief}

Graphics: 79%
Sound: 85%
Replay: 83%
Gameplay: 85%
Family Friendly Factor: 70%

SPORTS



Product: WRC FIA World Rally Championship 4
 Company: PQube
 System: PS3/PC/Xbox 360/Vita
 Release Date: October 2013
 Rating: 'E' - Everyone



Product: Forza Motorsport 5
 Company: Microsoft Game Studios
 System: Xbox One
 Release Date: November 22, 2013
 Rating: 'RP' - Rating Pending

SPORTS CONTINUED



Crescent Arm Raise
 NOW

Pre-Release Product Images; Subject to Change

Xbox Fitness



Product: Xbox Fitness
 Company: Microsoft Game Studios
 System: Xbox One
 Release Date: Christmas 2013
 Rating: 'RP' - Rating Pending

Xbox Fitness

Xbox Fitness is an online service that takes the world's best fitness videos and makes them interactive with the power of Xbox One. Optimize every workout with instant feedback on your form, power and heart rate by using precision technology: Heart Rate Monitor, Muscle Mapping and Energy Meter. Feed your motivation with personalized and social challenges. The advanced user-tracking technology with Kinect evaluates performance by measuring balance, tempo and form. Xbox Fitness makes working out fun with smart recommendations, challenges, performance history, rewards and achievements to keep you motivated.

Best-in-class fitness content. With an extensive library of videos from Jillian Michaels, Tracy Anderson, P90X, Insanity, 10 Minute Solution, Mossa and more, you could do a new workout every week for a year.

Instant feedback. Xbox Fitness personalizes your workout with high-tech features only possible through the magic of Kinect for Xbox One. Kinect is so advanced, it not only reads the distribution of your weight and the explosiveness of your movements, but it also provides an analysis of the areas of the body you are working.

Heart Rate Monitor: Detects micro-fluctuations in your skin to estimate your heart rate, absolutely touch free, from two to 10 feet away

Muscle Mapping: Sees which muscles are most engaged by the power, force and transfer of weight in your body and gives you tips to produce stronger results

Energy Meter: Tracks the quality of your performance by measuring your balance, tempo and form

Smart recommendations. Xbox Fitness features many sections within the service to help you find the workout you're looking for.

Recommended for You: Gives you fitness recommendations based on your workout history and past performance

Popular Right Now: Highlights the most-selected workouts by all Xbox Fitness users

Length-based (short or long): Offers a variety of workouts of different lengths so it is easy to jump into a workout whether you have 10 or 60 minutes

Challenges. Challenges help you push yourself to work harder and stay motivated. Xbox Fitness tracks your performance history and awards you a Fit Points score for every exercise you do, allowing it to surface fun challenges where you can take on your previous scores, challenge your friends to beat your performance and compare with the Xbox Fitness community.

Value. Xbox Fitness Pass gives you unlimited access to the world's best workouts for free with your Xbox Live Gold membership through December 2014, only on Xbox One.*

New content. Xbox Fitness is a service that will grow with regular updates, providing the latest and greatest workout content from the world's biggest fitness brands.

DEVELOPING

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GAMES





Product: Wii Fit U
 Company: Nintendo
 System: Wii U
 Release Date: November 1, 2013
 Rating: 'E' - Everyone
 {Mild Cartoon Violence}



Product: Wii Fit U
 Company: Nintendo
 System: Wii U
 Release Date: November 1, 2013
 Rating: 'E' - Everyone
 {Mild Cartoon Violence}



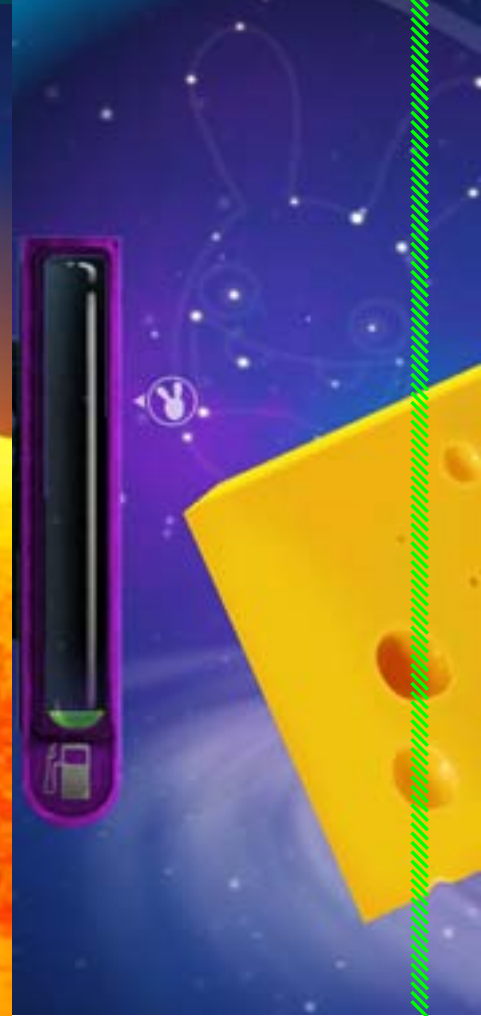
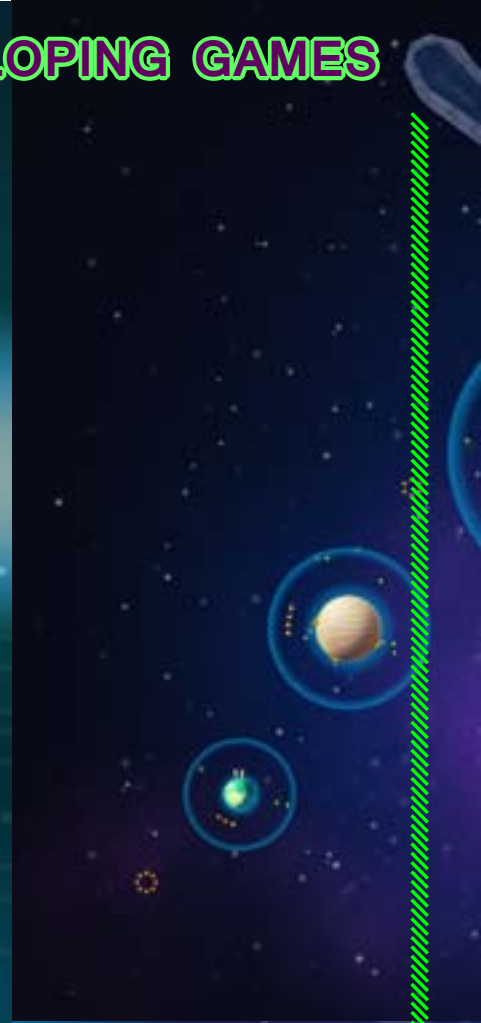
Product: SimCity Cities of Tomorrow
Company: EA
System: Personal Computer
Release Date: November 12, 2013
Rating: 'RP' - Rating Pending



Product: SimCity Cities of Tomorrow
Company: EA
System: Personal Computer
Release Date: November 12, 2013
Rating: 'RP' - Rating Pending



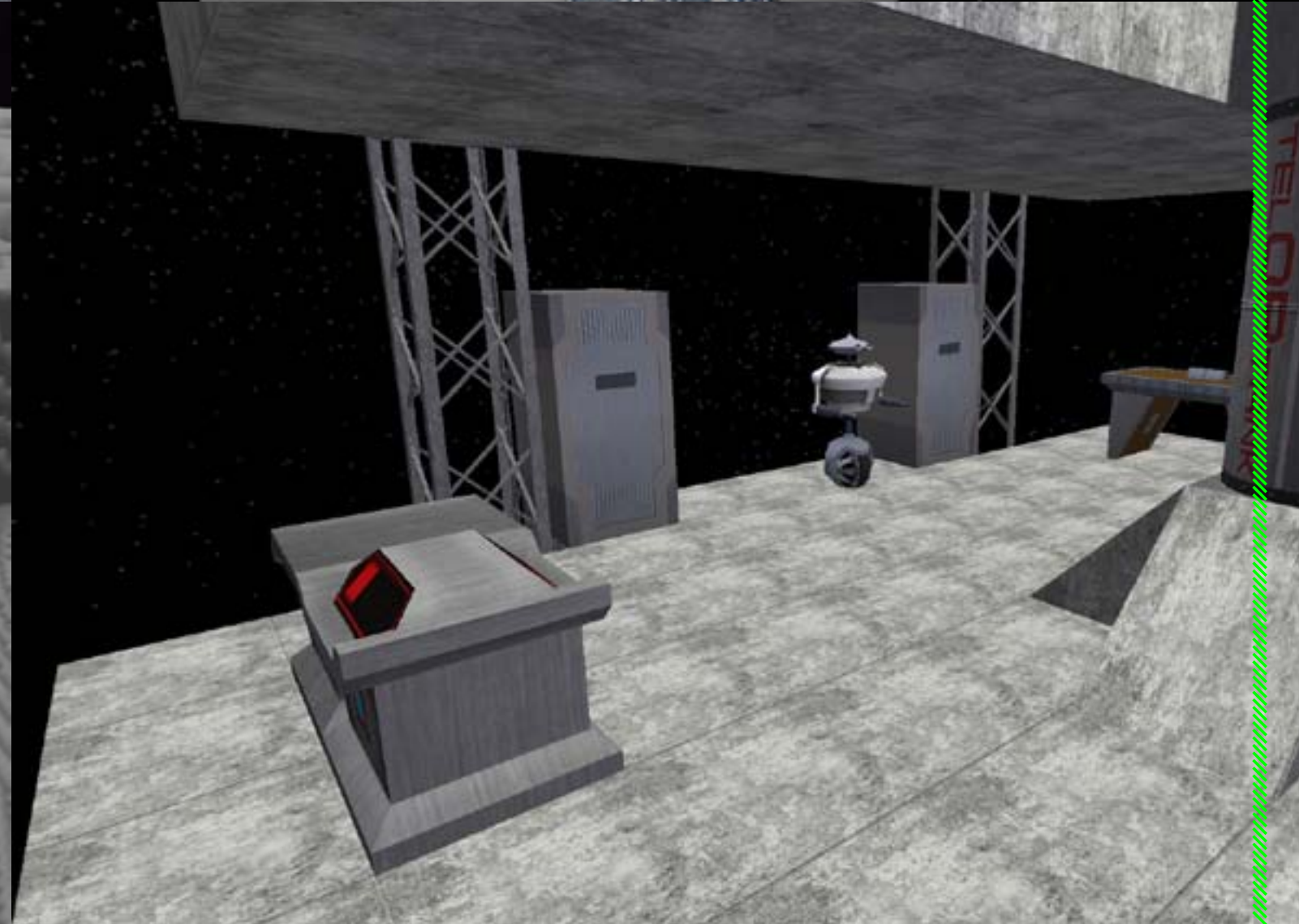
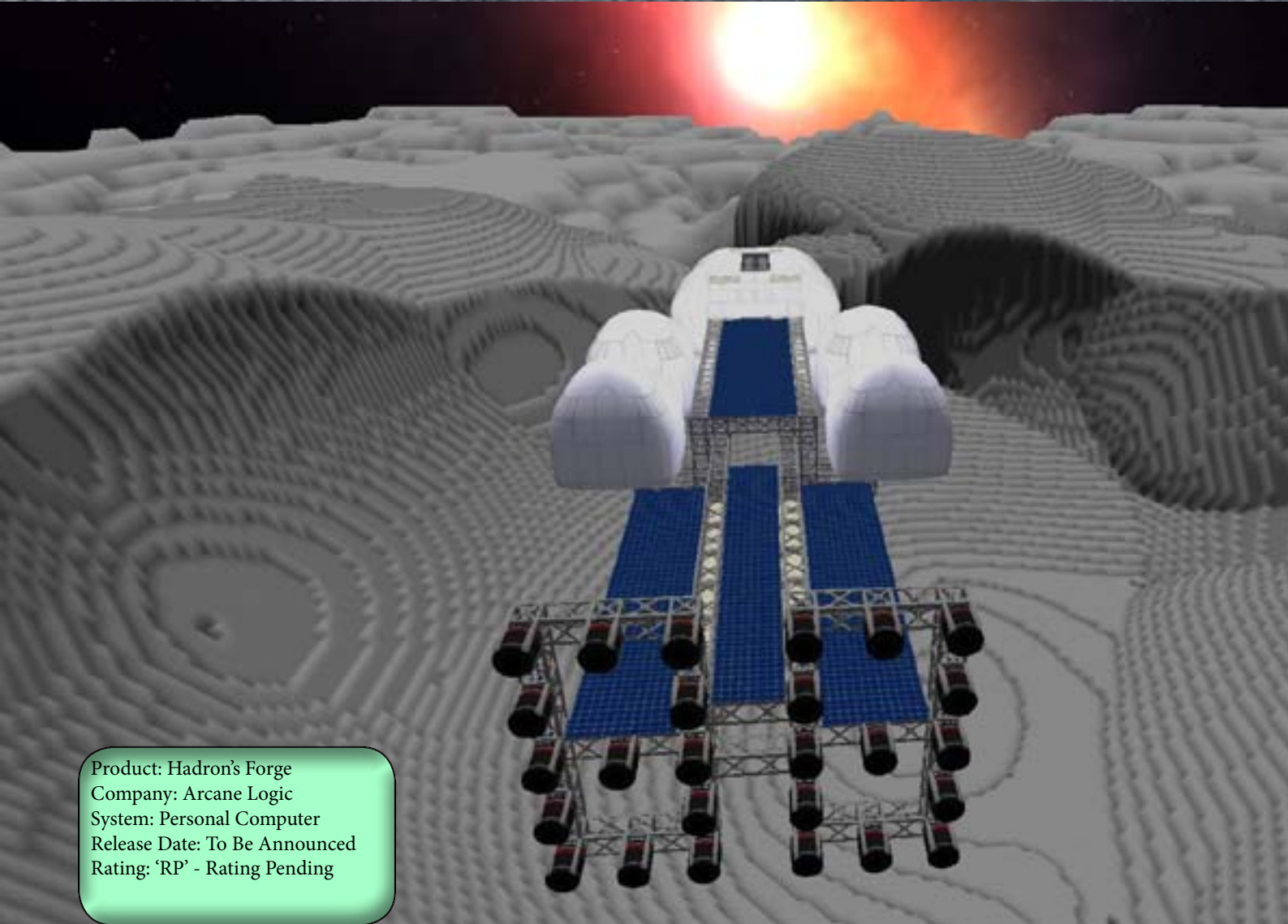
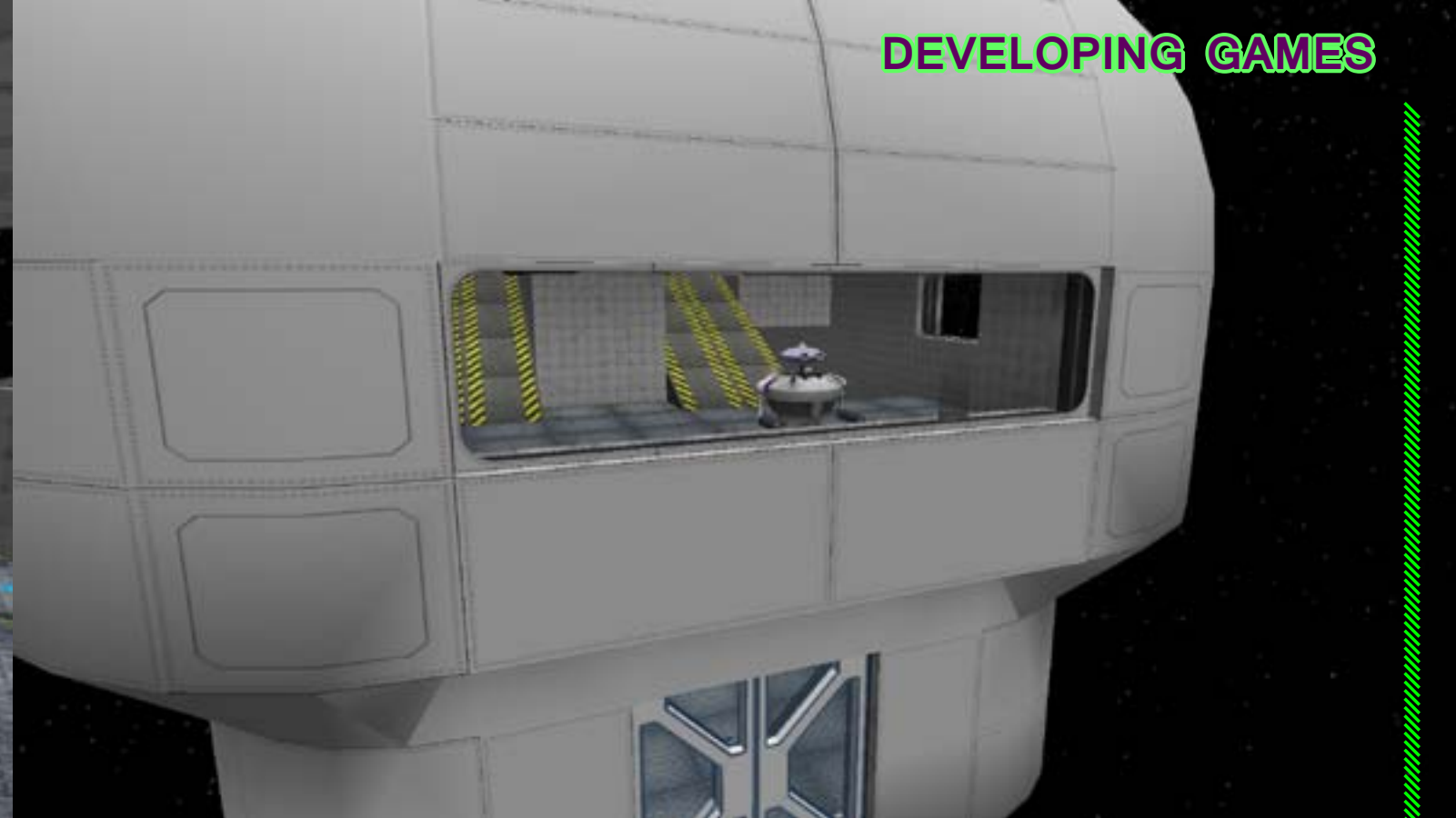
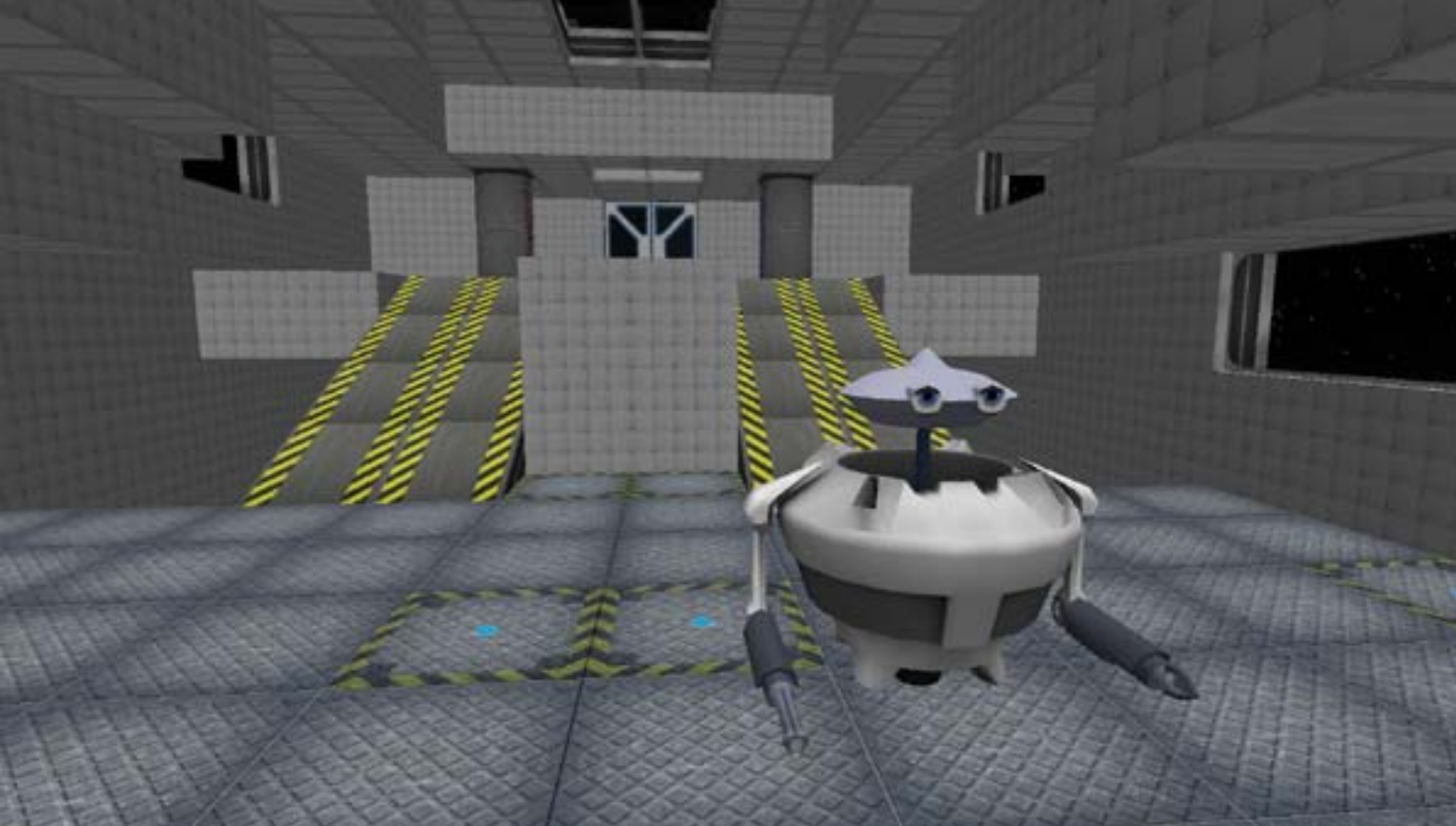
Product: Putty Squad
 Company: System 3
 System: Playstation 4
 Release Date: November 29, 2013
 Rating: 'RP' - Rating Pending



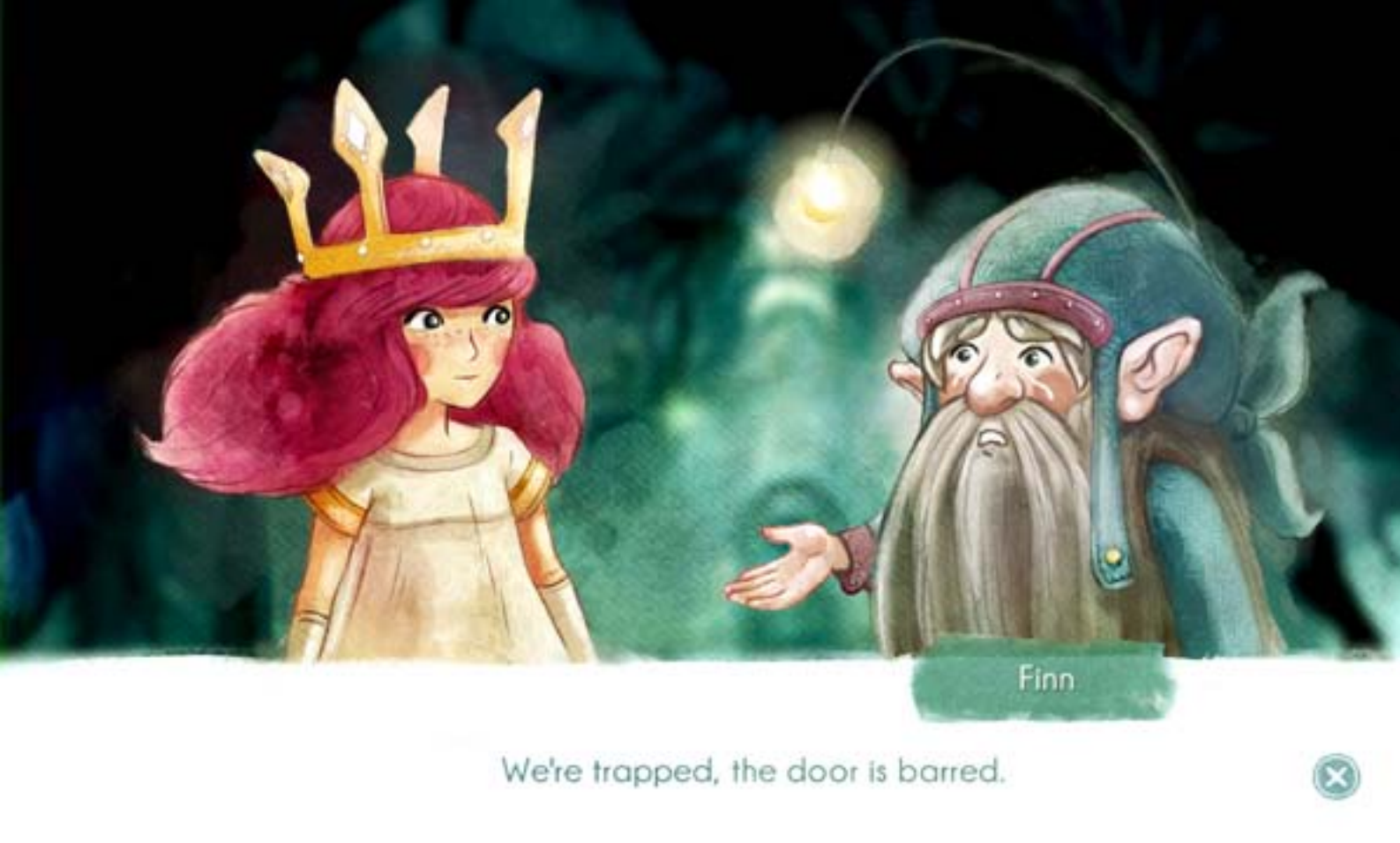
Product: Rabbids Big Bang
 Company: Ubisoft
 System: iPhone/iPad
 Release Date: Fall 2013
 Rating: 'RP' - Rating Pending



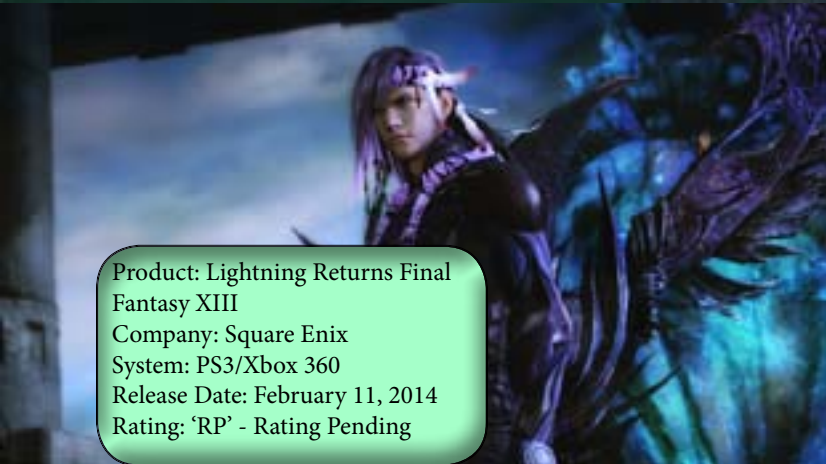
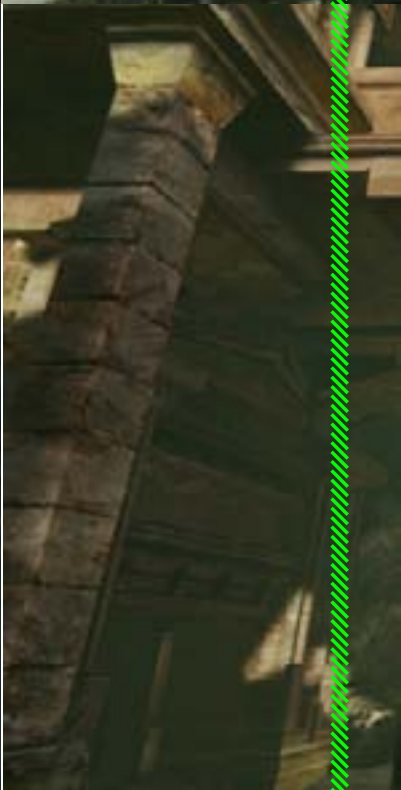
Product: Air Conflicts Vietnam
Company: Kalypso Media
System: PC/PS3/Xbox 360
Release Date: November 19, 2013
Rating: 'RP' - Rating Pending



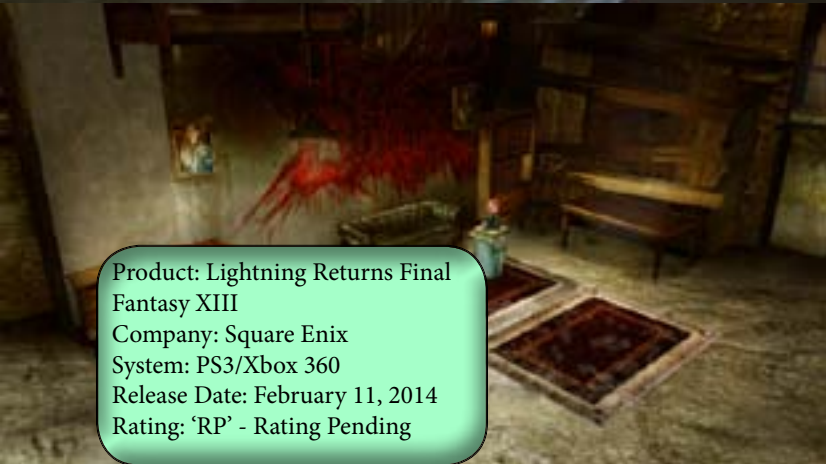
Product: Hadron's Forge
Company: Arcane Logic
System: Personal Computer
Release Date: To Be Announced
Rating: 'RP' - Rating Pending



Product: Child of Light
 Company: Ubisoft
 System: PC/PS4/PS3/Xbox One/
 Xbox 360/Wii U
 Release Date: 2014
 Rating: 'RP' - Rating Pending



Product: Lightning Returns Final Fantasy XIII
Company: Square Enix
System: PS3/Xbox 360
Release Date: February 11, 2014
Rating: 'RP' - Rating Pending



Product: Lightning Returns Final Fantasy XIII
Company: Square Enix
System: PS3/Xbox 360
Release Date: February 11, 2014
Rating: 'RP' - Rating Pending

RECENT

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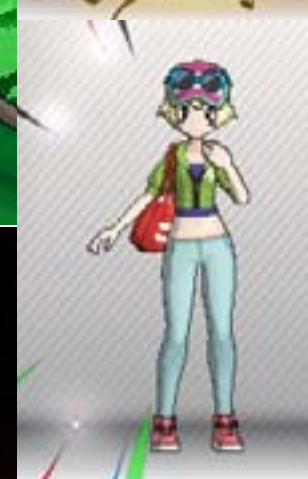
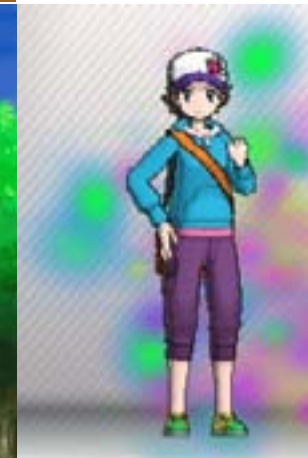
Product: Tropic 4 DLC The Academy
Company: Kalypso Media
System: PC/Xbox 360
Release Date: Out Now
Rating: "T" - Teen
{Alcohol and Tobacco Reference, Mild Suggestive Themes, Violence}



Product: Sonic Lost World
Company: Sega
System: Wii U
Release Date: October 22, 2013
Rating: 'E10+' - Everyone 10+
{Mild Cartoon Violence}

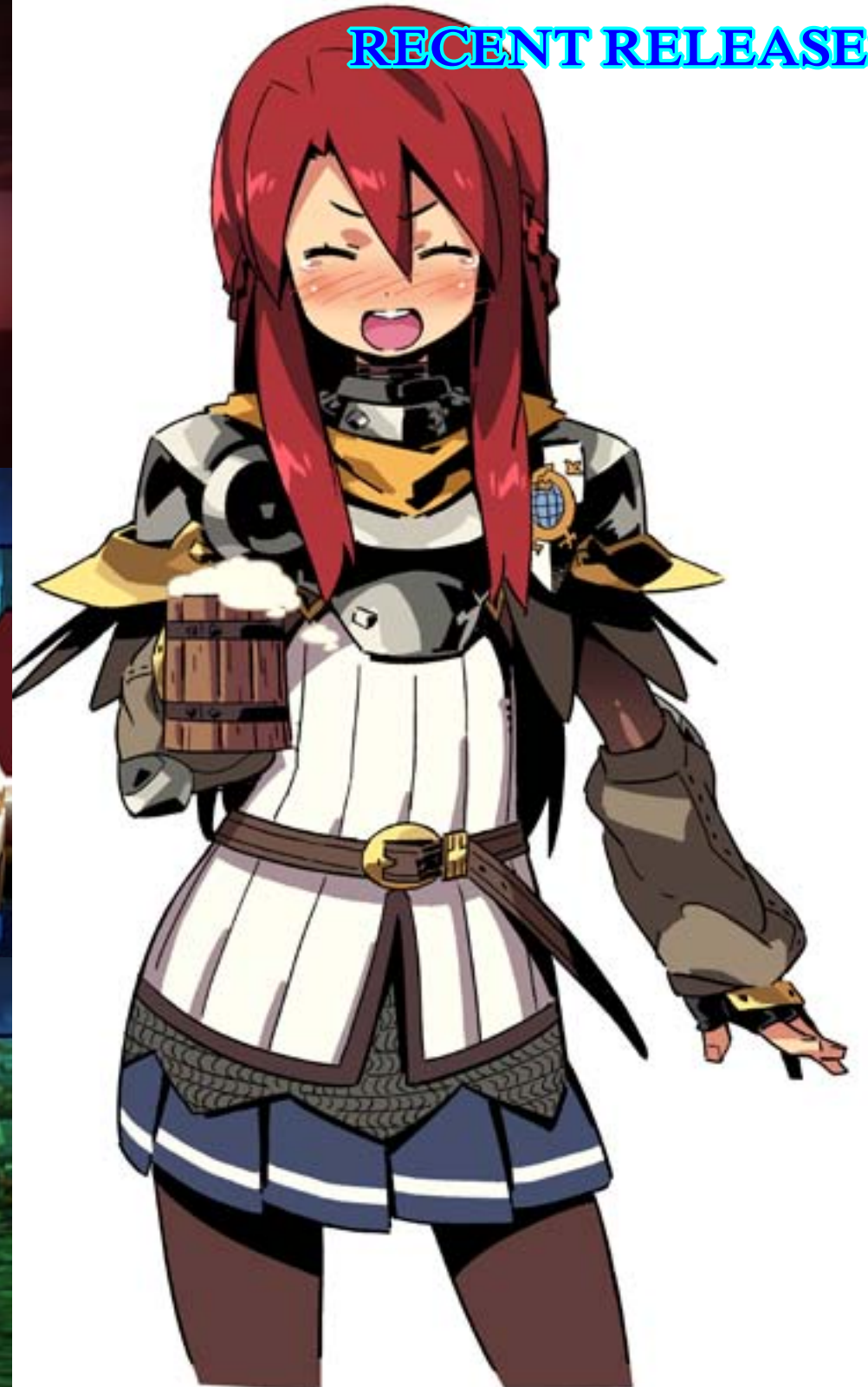


RECENT RELEASES



Product: Pokemon X Pokemon Y
Company: Nintendo
System: Nintendo 3DS
Release Date: October 12, 2013
Rating: 'E' - Everyone
{Comic Mischief, Mild Cartoon Violence}





RECENT RELEASES

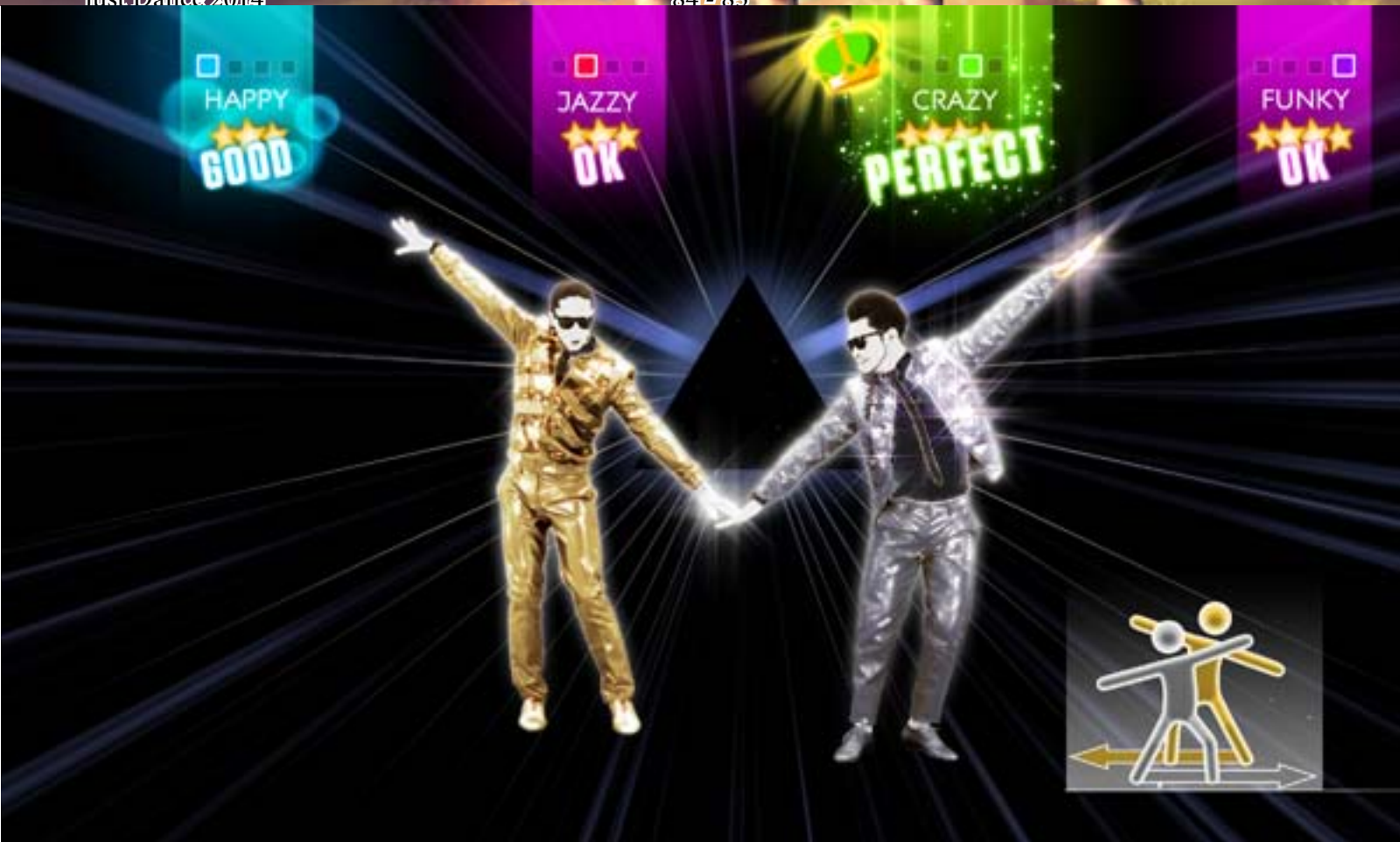


Product: Etrian Odyssey Untold The Millennium Girl
 Company: Atlus
 System: Nintendo 3DS
 Release Date: Out Now
 Rating: 'T' - Teen
 [Fantasy Violence, Mild Language, Mild Suggestive Themes, Tobacco Reference, and Use of Alcohol]

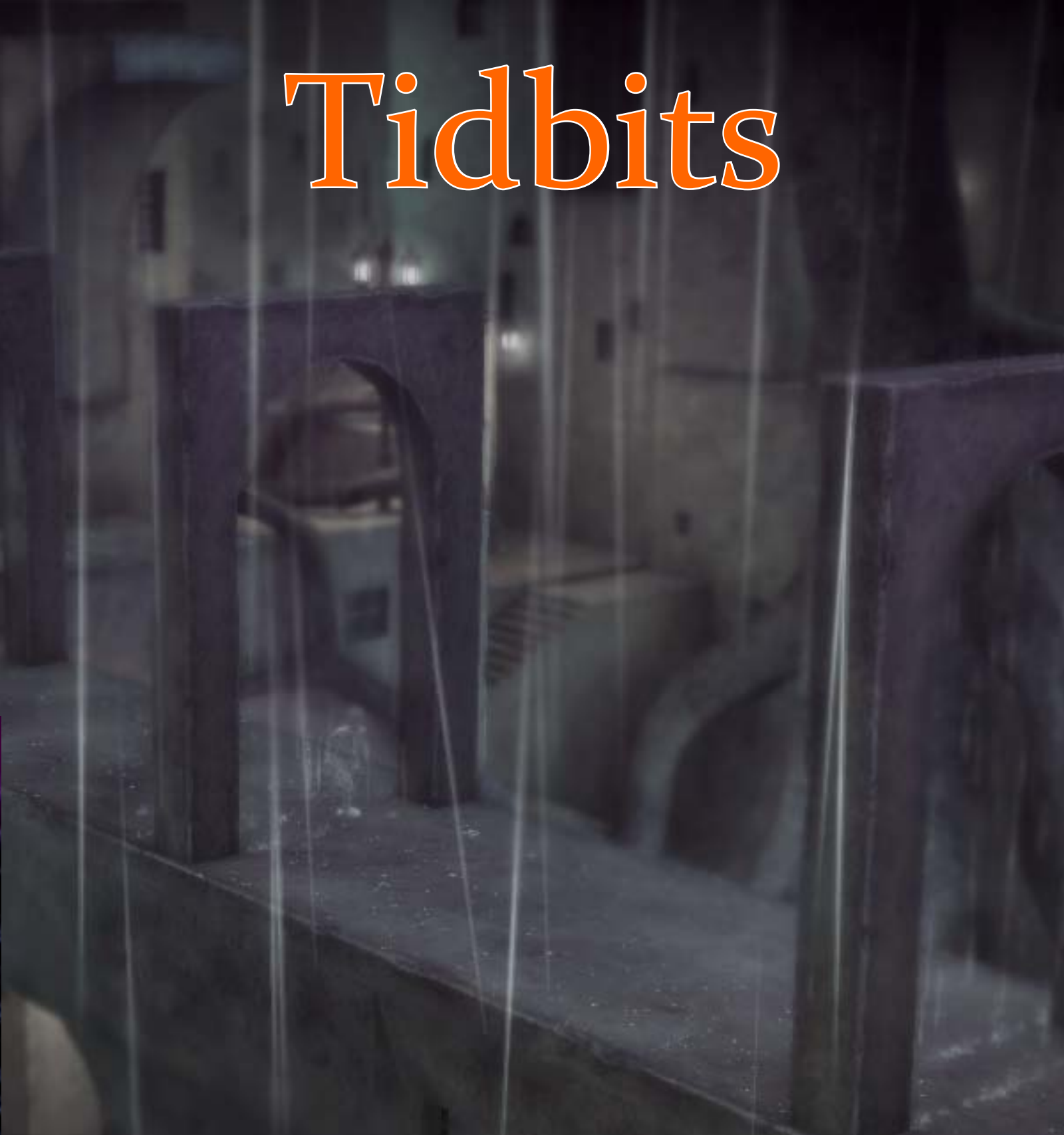
Last Minute

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Tidbits



Throughout rain, players control the invisible boy, leveraging the unique ability to appear in the rain and disappear under cover to advance through the storyline. However, just like in the real world, players must understand that at times what they are able to see isn't everything and they must use their imagination to interact with the environment and solve puzzles, and to help them along their journey to safety.

The world of rain is shaped by introducing a unique and harmonious blend of vivid fantasy artwork and realistic images. Combined with the expressive sound of falling rain, splashing water and the reflective nature of puddles as the invisible boy passes through, the game is designed to awaken the sense of uncertainty and solitude inherent in every player.



Product: Rain
Company: Sony
System: Playstation 3
Release Date: October 2013
Rating: 'E10+' - Everyone 10+
{Fantasy Violence, Use of Tobacco}



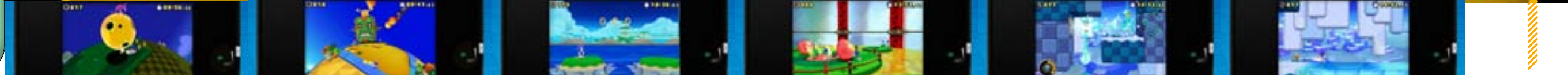
Product: Rain
Company: Sony
System: Playstation 3
Release Date: October 2013
Rating: 'E10+' - Everyone 10+
{Fantasy Violence, Use of Tobacco}



Last Minute Tidbits



Product: Sonic Lost World
Company: Sega
System: Nintendo 3DS
Release Date: October 22, 2013
Rating: 'E10+' - Everyone 10+
{Mild Cartoon Violence}





Product: Just Dance 2014
 Company: Ubisoft
 System: PS3/Xbox 360/Wii
 Release Date: October 8, 2013
 Rating: 'E10+' - Everyone 10+
 {Lyrics}



Product: Furmins
 Company: Beatshapers
 System: PS Vita
 Release Date: October 2013
 Rating: 'E' - Everyone



Product: Puppeteer
Company: Sony
System: Playstation 3
Release Date: September 2013
Rating: 'E10+' - Everyone 10+ {Alcohol Reference, Fantasy Violence, Mild Language, Suggestive Themes}

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