

FAMILY FRIENDLY GAMING



The **VOICE** of
the **FAMILY** in
GAMING

ISSUE #77

December 2013

Yes, Strider,
Kirby, Tanks,
Zumba, The
Bridge and more!

Super Mario 3D
World lets families
work together like
Mario and Luigi

Should you buy
a Playstation
4? Answer in-
side this issue!

Keep tapping your favorite dancers!

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EDITOR'S DESK

FEMALE SIDE

What needs to change

I am sick and tired of dealing with certain kinds of people this year. For some reason the month of November has been amplified with these certain groupings. They are cowards, liars, fail to listen, Emperor's New Clothes, and selfish. These five groupings of people are ruining the video game industry. They are ruining companies images, and they are ruining the media/PR relationships. I am not going to sit here and sweep it under the rug because they do not want to look bad. It is time to bring it into the light and have it dealt with.

It amazes me how many times emails end with: "if you have any questions let me know." So I reply back with questions. No answers are provided. I check back repeatedly and these cowards can not figure out how to use their reply buttons. Lets be honest here - they know how. They come up with all kinds of excuses and lies. They are too cowardly to provide answers. Especially when it is news they think the recipient does not want to hear.

Sometimes cowards go right into liars. Usually when they are caught and cornered. Honesty is always the best policy. We are honest here at Family Friendly Gaming, even when it winds up costing us. It is my belief that in the long run honesty helps us. Companies know we are not blowing smoke. They know we mean it when we like something. They know it when we do not like something, and they know why. The image of certain companies in this industry are horrible. We hate working with certain companies because they break promises repeatedly. Their broken promises hurt them in coverage, reviews, and word of mouth within the industry.

Children will stick their fingers in their ears and scream: "LA LA LA LA LA I CAN'T HEAR YOU," when they do not want to listen. Adults pretend they did not hear something and openly disobey. This is what I am sick of. I get tired of repeating myself over and over again to the same people. This has gotten so bad that I have started billing people who do this. It is amazing that it takes a drastic measure to get them to start paying attention. Too often these people do not think before they do something. Or their thoughts are on themselves.

Which brings me to the selfish people. I am sick to

death of all of the people who think it is my job to work tirelessly to make them wealthier. That I am to give them everything they want, and they never ever have to provide anything in return. I do not do this for money, favors, or fame. By the same token I am getting tired of some people taking advantage.

I know this month has been a bit of downer, and a rant. I do get to work with many wonderful people. The sad truth is the few bad eggs stick out. They cause so much turmoil for so many people. At the end of the day I am only human. These cowards, liars, fail to listen, Emperor's New Clothes, and selfish get under my skin some months. God bless,
Paul Bury



Selflessness

Know what I love about the Christmas season? The selflessness so many show. You might think of it as being generous and charitable. At core of those things is putting others before yourself. Which is the core of being selfless. Jesus Christ gave us that wonderful example - He put us before Himself. Are you looking for opportunities to put others before yourself? Maybe slow down and let someone merge in traffic. Maybe hold a door for someone carrying bags and packages. Maybe thank an active duty military member. Maybe thank a police officer for doing their jobs. Maybe thank a tired store clerk who has had to deal with rude, and obnoxious selfish people. Maybe send some money to a ministry that needs it. Maybe send packages to military members overseas. Maybe help children who would not get anything this Christmas. These are just a few ideas of things that can be done this Christmas season.

I do not like to brag or boast. I will say that everyone here at Family Friendly Gaming gives so much time and money on a daily basis. Many days we deal with plenty of selfish people. People who are trying to increase their fame, bank accounts, prestige and more. Paul and I were talking recently about how it disheartens him at times. He gives to so many so often asking nothing in return. When needs arise for us it is sickening how many of them refuse to offer any aid. Instead they want more from us when we have nothing left to give them. It really is sad. I see a much smaller percentage of it, and it can give me migraines at times. What I found is the selfish people do not care. It is all about them. We helped you make a million dollars, now they want us to help them make a billion. At our cost, and at our expense of course.

The video game companies and video game media outlets are supposed to have a symbiotic relationship. I have noticed in recent years that the relationship has been pretty one sided. Most companies want us to spend thousands of dollars covering their products, and then they refuse to pay their fair share. The larger the company the worse it seems to get. It is my prayer that the Scrooges in the video game industry will have their minds, hearts, and eyes opened. They will feel again. They will follow the example of everyone who lives selflessly. They follow the

amazing example of all of our supporters. They will join the ranks of those helping instead of hindering.

I am so very thankful for all our wonderful readers. I appreciate all of your comments, and suggestions for improvement. I also appreciate how you continue to grow, mature and develop. Paul shares comments with me all of the time. It warms my heart on a near daily basis. Family Friendly Gaming is a David facing a Goliath. We will not back down. We will not be bullied. We will not be intimidated. We will do what God has told us to do.

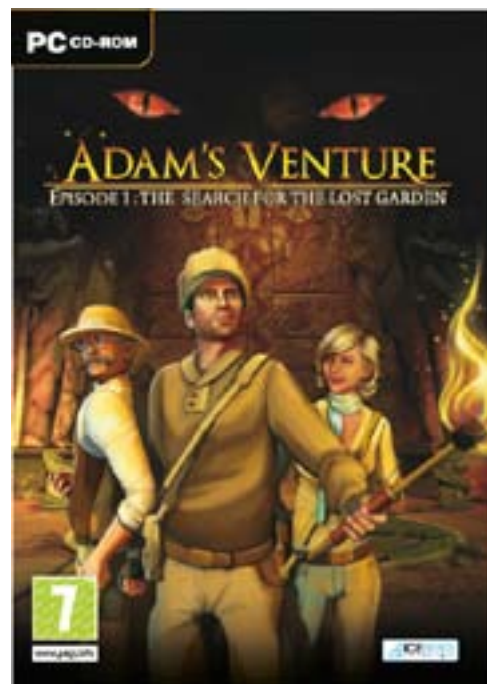
God bless,
Yolanda Bury



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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

Contentment

How often does your favorite gaming site talk about being content? How many video game companies tell you they are content with the sales of their systems, games, users, etc? Why is contentment a dirty word in the video game industry? How many video games out there teach you to be content? How many gamers are content to hear about new games? How many times do you leave a store making no purchases? How often do you refuse to go shopping because you are content with what you already own? How often do you play games you already own instead of purchasing a new one?

If going out there and buying the latest greatest video game systems and video games are not helping you be content; maybe it is time to choose another path. Maybe constantly buying new versions of the same games is not the wisest course of action. Maybe there is a perspective you missed. Maybe there is some better choice that can be made with time and money. Maybe you forgot what being content is all about.

Contentment comes from your focus. When you are thankful for all of the existing blessings in your life you are being content. When you focus on what you do not have, you are doing the opposite of being content. Because the desire for new, more, better, and greater never ends. It will drain the life out of you. In the end it will never produce any happiness. Whereas being content produces all kinds of happiness.

What will you choose? Will you run the rat race chasing after goals you can never reach? Or will you stop, smell the roses, and be thankful for what is currently in your life?

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!

Playstation 4

Family Friendly Gaming is the only gaming site I know of that is honest. And your not bought off like the other gaming sites. Should I buy a Playstation 4 for



my kids for Christmas?
- Charles

{Paul}: The simple answer is no, not at this time. Your right we are not paid off by Sony. I do not have evidence that other gaming sites are paid off like you claim. If you have evidence please provide is so we can make it public knowledge. That would be a major story for the video game industry. It might be that those other gaming sites snuggle up to Sony so they can get exclusives. In other words sell their souls, integrity, and image to be first in something.

The Playstation 4 has little for families this year. They have little for kids this year. It would be a huge waste of money to purchase the machine this year. We are telling people to

wait until Christmas 2014. See if Sony has corrected their launch failure. See if Sony has decided to actually provide games for families and kids.

Imagine spending all that money for only one or two games. Patience makes more sense. Yes I know publishing this opinion is not going to make us any friends over at Sony. Oh well. I have to give my honest professionalism analysis. Family Friendly Gaming is telling families to wait. You can even let them know why you are not purchasing it. I have dealt with their bullying tactics before. I can deal with it again.



Youtube

Could you please elaborate on the Youtube policy?
- Brian

{Yolanda}: Happy to. We accept videos of family friendly

products that we can upload to Youtube. That way it is a part of our Youtube channel. We will not monetize videos that companies provide to us. So we do not profit from these videos.

We stopped accepting embedded code from companies that point to their Youtube channel. We found they link to offensive videos after theirs is shown. They monetize their videos so they make money off of it, and share nothing with us. In other words some companies have asked us to run free ads for them. We have politely turned down that request. Here is a link to the press release on this issue.

Early Reviews

How do you get games before they are out to the public?
- Beth

{Yolanda}: Companies send them to us. Most intelligent companies realize Family Friendly Gaming has a massive following. So they want to reach the over 3.2 million readers. So intelligent companies advertise with us, send us products for review, send us hardware that plays their games, and or movies. They realize a very small investment goes a long way. They

also comprehend proper targeting. So if its a family friendly product they want to encourage us to cover it. Have you noticed comments from Family Friendly Gaming on box cases, on websites, and in press releases? This is another thing many companies do. They take a small piece of what we said, or an award we provided and they put it out there in their marketing. Family Friendly Gaming is very generous to these companies. We do not require any payment for that. We know it is giving them sales. We know we are helping them make money. We are thankful for their advertising payments, free products, swag, and other financial support they provide.

101 and Invizimals

I have asked you guys for help before and I'm very grateful for your help every time. My 9 yr son was asking about a game called "The Wonderful 101". Again I'm asking for your help. My 9 yr son was asking about a game called "INVIZIMALS SHADOW ZONE" for PSP. We are extremely careful with what our kids play and watch. We are Christians and We do not believe in playing wizards,

witches, ghosts, occult powers, etc. Could you please give me a better idea as to the game and if this is an appropriate game for my son and family. It does say TEEN. On the WII U game Also is there a WII game or Nintendo game. Thank you for all your work and time. God bless,
- Maureen



{Paul}: We have actually already reviewed the Wonderful 101. Here is the review.

The biggest issue is the violence. Punching, kicking,

SOUND OFF Continued

turning into giant weapons and hacking/slashing, shooting, whipping, etc. the enemies. Enticement to lust and a goddess are the next problems. Check out the full review. A 68 out of 100. Below average, and slightly failing. The ESRB says thirteen and older only. They are known for being lenient in their scoring. We would suggest fifteen or sixteen years old is probably a better age range. We also watch behavior after a game is played, and this one does increase aggressiveness.. That is a Wii U only game. does not play on the Wii. It is published by Nintendo. The developer (company who actually made the game) is Platinum Games. They are not known for family friendly video games. Nintendo probably had them scale down their content quite a bit just to get the thirteen (TEEN) and older only rating. The prayerful decision is yours to make. We would not let a 9 year old play this game - our opinion on the matter.

Now on to Invizimals, here is the review. And the previous game in the series, here is its review. An add on camera device is needed, and plugs into the PSP. There is also a card that the camera points at. The closest thing to Invizimals is Poke-

mon. Players capture these creatures/monsters, and have them battle. Capturing them, and battling with them are the main two aspects. There is also a storyline going on in the background. Invizimals is a lot like Pokemon.

Here is the European page for the franchise.

That way you can see the pictures of the monsters/creatures. It is a borderline game. In our family we would let a nine year old play it. We would supervise and discuss with them. A game like Invizimals is a good opportunity to bring up the spiritual realm. What is unseen that is going on around us. The game does not have angels and demons (although opinions may differ on how the monsters look). We always leave it up to your prayerful consideration.

Here is a listing of the top rated PSP games from our review scale:

LocoRoco
LocoRoco 2
World Tour Soccer 2006
Cars
Madden NFL 07
Cars Race O Rama
Eyepet
Lemmings



Cube
PQ2
Practical Intelligence Quotient 2
The LocoRoco games are a lot of fun. Cars games were really good - the THQ ones. Eyepet is a virtual pet simulator. Lemmings, Cube, and PQ2 are more puzzle and cerebral games. Madden and Soccer are sports titles.

The Lego games are generally safer. Although we are not big on the Lego Harry Potter games. Due to the magic.

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

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TALK TO ME NOW

Richard Tirendi from EyeSpy 20/20 took a few minutes to answer some questions from Family Friendly Gaming.

Q. Video devices have long been associated with decline in vision. Any concerns convincing families to use EyeSpy 20/20?

A. You are correct that prolonged close range, singular focused activities can cause vision problems. More specifically, any activity beyond 20 minutes during which the person doesn't change their focus distance beyond 2 feet can strain the eyes and overtime may contribute to nearsightedness. We have absolutely no concern with using EyeSpy 20/20 to screen children annually because the testing distance is 10 feet and the duration of the screening is approximately 3 minutes.

Q. What all devices will EyeSpy 20/20 work on?

A. Any laptop computer running Microsoft Windows XP or newer with a minimum screen size of 13.3”.

Q. Any improvements in EyeSpy 20/20 from the standard eye test?

A. Yes. We automatically select the optotypes displayed based on the age of the child. In addition, the optotype presentation is completely randomized so there is no opportunity to memorize the sequence - unlike a standard wall chart. We occlude the children's eye with a disposable eye patch to eliminate peeking. EyeSpy 20/20 also assess for color vision deficiency and depth perception.

Q. I was given an eye test in school and so were my children. Where are children falling through the cracks?

A. Many schools no longer perform vision screenings and those that do, may not perform them annually. Children can “fall through the cracks” in many ways. Peeking and memorization of the static wall chart is obvious but the manual (non-automated) administration or proctoring of a traditional vision screening requires extensive training or certification to be performed accurately and reliably. Even those most skilled vision screeners must apply subjective interpretation to the results they acquire. EyeSpy 20/20 eliminates the need for any human interpretation.

Q. When will EyeSpy 20/20 be released?

A. It is available nationwide now.

Q. How much will EyeSpy 20/20 cost?

A. The first year license is \$3,800 per school and \$800 per year thereafter. This includes supplies to screen 400 children annually and additional supplies (for larger schools) are available. The license allows each school to install EyeSpy 20/20 on an unlimited number of computers (which they provide) as well as perform an unlimited number of screenings during their license period. All software updates are provided and performed automatically by the software. In addition, the vision screening data is stored for each school in a HIPAA-

compliant repository and the school has 24/7 access - FOREVER. They never lose their data, even if they don't renew use of EyeSpy 20/20.

Q. If you have already been eye tested is there any reason to use EyeSpy 20/20?

A. EyeSpy 20/20 is NOT a replacement for an examination from an eye care professional. We believe that children should have their vision screened every year. EyeSpy 20/20 does a great job of providing schools with very accurate, reliable, and easy to administer screenings. So, in short, if you've already vision screened your students this school year - you don't “need” to rescreen them with EyeSpy 20/20. Having said that, we do have schools that acquire EyeSpy 20/20 during their academic year and rescreen their students.

Q. How long does an eye test in EyeSpy 20/20 take?

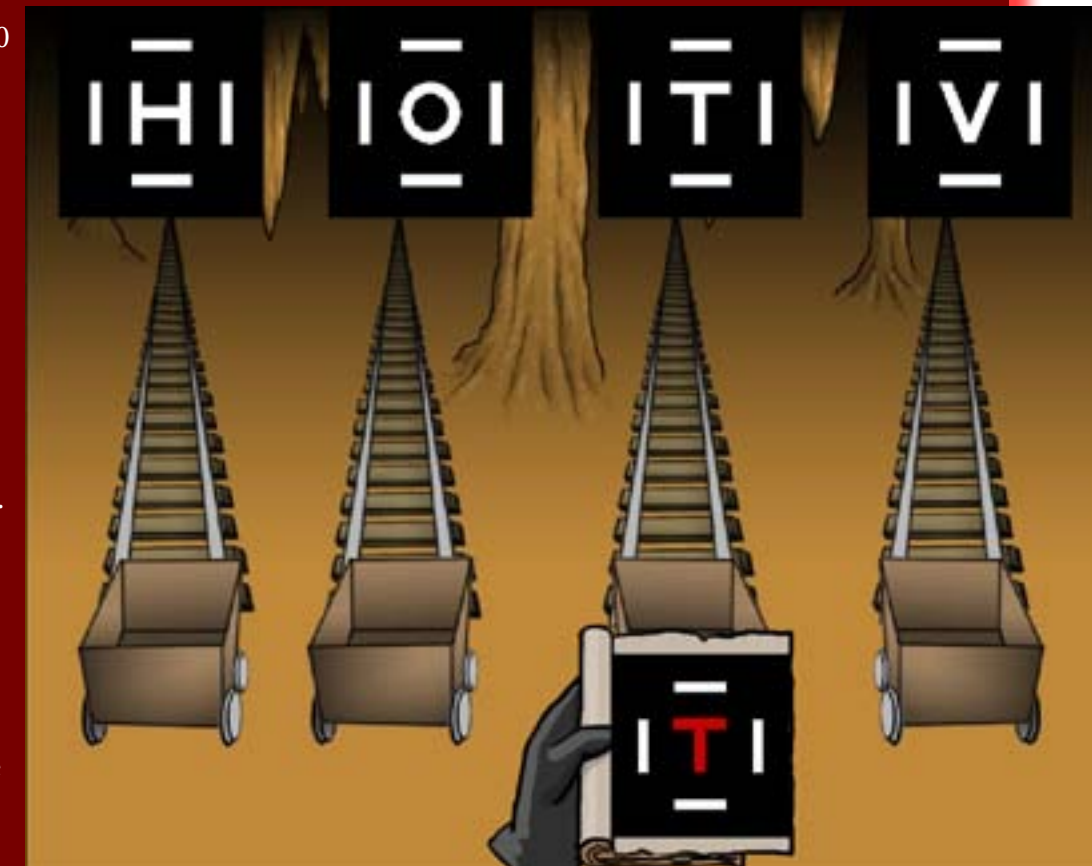
A. The average screening takes 3 minutes.

Q. In what ways are EyeSpy 20/20 better than an office visit?

A. As stated previously, EyeSpy 20/20 is NOT better than an examination provided by an eye care professional (optometrist or ophthalmologist). EyeSpy 20/20 is, however, a significant improvement over a wall chart screening regardless of where performed.

Q. In what ways is EyeSpy 20/20 better for special needs children?

A. From the child's perspective, EyeSpy 20/20 is a fun video game. This psycho-social engagement of the child removes the trepidation often experienced with a traditional vision screening and therefore, children are more likely to “comply” with the screening process. EyeSpy 20/20 does offer a ‘Special Needs’ mode for children that can operate a computer mouse. In this mode, the proctor interacts with the child and “plays” the game on behalf of the child. Many schools have successfully screened their special needs students.



DEVOTIONAL Video Games 101

Hope

Hope can be one of the most difficult things for some people. Especially this time of year - Christmas time. It can be difficult for those going through tough times. It can be difficult when evil people around you prosper. It can be tough when selfish people are supported and the selfless are ignored. **Job 30:26** *Yet when I hoped for good, evil came;*

when I looked for light, then came darkness. Job had to face more than many of us ever will in life. Yet God took care of Job. He wound up with more after all of the calamity. Will that happen to each and every one of us? No. I do not want to fill you with the false hope of prosperity teachers.

I can tell you where you should put your hope. Where your hope belongs. **Psalm 25:21** *May integrity and uprightness protect me,*

because my hope, Lord, is in you. Hoping in God is the proper place. I do not know why God allows some evil people to prosper. I do not know why some of the rich keep getting richer while the poor get poorer. I don't know why the rich do not try and pull more people up

to them, instead of filling their own bank accounts with larger numbers. I wish they picked a person here and there and pulled them up to their financial level. Ultimately wealth on this world is meaningless. The real wealth is in eternal life. Our peace and our rest comes from God. **Psalm 62:5** *Yes, my soul, find rest in God;*

my hope comes from him. Rich people are always worried someone is going to steal from them. They have a hard time resting.

Whose name can we put our hope in? **Matthew 12:21** *In his name the nations will put their hope.* Jesus Christ is being referenced there. The prophet Isaiah was being quoted in the book of Matthew. Jesus came to this world to die for our sins. He experienced life on this planet.

He understands temptation, exhaustion, sleep deprivation, the wrong deeds of the rich, the selfishness of those in power. He knows what it means to do the right thing. He saw so many people the wrong thing. He showed us the way to avoid sinful choices. He lived a perfect life. He showed us the way of hope. **Romans 5:1** *Therefore, since we have been justified through faith, we have peace with God through our Lord Jesus*

Christ.

The first step to redemption is to ask God for forgiveness. **Acts 8:22** *Repent of this wickedness and pray to the Lord in the hope that he may forgive you for having such a thought in your heart.* Too many people try to skip this step. They want blessings without shedding their sins first. **Romans 8:25**

But if we hope for what we do not yet have, we wait for it patiently. Be sure to be patient, and understand God's timing is different from ours.

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.

BIG THREE - This is a name to describe the main three companies that make hardware. The three companies are Microsoft, Nintendo, and Sony.

FANBOY - These are people who have an extra special liking for a certain game franchise, system, and/or genre. Fanboys can be found on gaming websites arguing why their favorite is better than the others out there. Few fanboys have open minds. They are generally closed minded and ignore facts that go against their opinion. Or they blame someone or something else for the failings of their favorite company.

FANGIRL - Same as fanboy except this is a female. There

are fewer fangirls than there are fanboys.

PARKOUR - An area within a video game that requires complex jumping skills to progress. Obstacle courses can be described as parkour.

HARDCORE PARKOUR - These are jumping puzzles within a video game that must be completed perfectly the first time. One mistake made by the player makes them restart the entire jumping/obstacle sequence from the start. Training to beat a hardcore parkour section of a game requires many hours of training.

CASUAL GAMER - These are gamers who play video games to relax. They usually play easy games that do not require much skill or talent. Casual gamers are can take the video game industry or leave it.

HARDCORE GAMERS - The most vocal group within the video game industry. These are video game addicts who may have lost their grip on reality. They can play video games as many hours as they are allowed to. They will argue over trivial and worthless aspects of the

video game industry. Most hardcore gamers gravitate towards the most violent, evil, vile, and wicked games of the industry. They are quick to anger, sarcasm, and attack anything different from themselves. Hardcore gamers have been known to make death threats to individuals who are diverse from them.

SOCIAL GAMER - These gamers only play with other people. They may play online games, on the computer, across the Internet, or even in person. A social gamer only wants to play games with other people. To them the fun is interaction with other human beings. Social gamers do not like playing against computer controlled characters.

SOLO GAMER - These gamers want to play by themselves. They do not want to be watched, and they do not want to play with others. These gamers do not play nice with others. They just want everyone else to go away. They are usually referred to as selfish gamers.

RETRO GAMER - These gamers play older systems. They get great deals on the price of older systems and games. They are content to play back in the day.

IN THE

NEWS

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ICHEG Now Holds World's Largest Museum Collection of Japanese Video Games

The International Center for the History of Electronic Games® (ICHEG) at The Strong® has acquired a massive collection of Japanese video games—making ICHEG the holder of the most comprehensive museum collection of Japanese video games and related materials in the world. With nearly 50,000 objects overall, ICHEG cares for and preserves the most complete public assemblage of video games, other electronic games, game platforms, and related artifacts, publications, and archival materials anywhere.

ICHEG acquired the games from brothers André and Sylvio Hodos, collectors in southern France who began importing video games from Japan 20 years ago as teenagers and then systematically collected every game for each of 22 systems. Spanning the 1980s and 1990s, the collection covers a crucial period when Japa-

nese video game designers were pioneering many of the most important technologies and styles of play that influenced game design and spurred interest in Japanese culture globally.

The collection is comprised of nearly 7,000 Japanese video games spanning 22 systems, and includes home consoles, handhelds, peripherals, and accessories manufactured by Sega, Nintendo, NEC, and Pioneer. The items, many of which are rare, are in mint or very good condition and include all relevant packaging and instructions. Two of the rarest games in the collection are Kunio-kun no Dodgeball da yo Zenin Shuugou! Tournament Special Gold Cartridge (translation: Mr. Kunio's Dodgeball, Assemble Everyone! Tournament Special Gold Cartridge) and All Star Power League Gold HuCard—both special limited edition games that were given away as prizes for tournament winners. ICHEG will use collection materials in future museum exhibits and make them available to researchers who visit ICHEG from all over the world.

“The history of this collection underscores the global nature of video game technology and game play,” says ICHEG Director Jon-Paul Dyson. “These games were made in Japan, played soon after their release by two teenagers in France—who wanted to get them as soon as possible—and have now come to the United States. By adding to The Strong’s unparalleled collection of software, hardware, media, and archival materials with this large, prestigious, and well-preserved collection, ICHEG fulfills its mission of ensuring that the rich history of video games is preserved for scholars, the general public, and everyone who loves these games and understands their importance.”

Says Andre Hodos, “After giving two decades of our lives to completing these sets and capturing nearly 20 years of console video gaming history, it is a great honor to know that our collection will have a ‘good home’ and will be preserved for future generations by one of the most respected museums in the world.”



The International Center for the History of Electronic Games (ICHEG) collects, studies, and interprets video games, other electronic games, and related materials and the ways in which electronic games are changing how people play, learn, and connect with each other, including across boundaries of culture and geography. ICHEG is situated at The Strong in Rochester, New York, which also houses the National Museum of Play and the National Toy Hall of Fame.



The Sims 4 Shipping in Fall 2014

Electronic Arts Inc. announced that The Sims 4 will be shipping in fall 2014 worldwide. In development at Maxis' The Sims Studio, The Sims 4 brings all new ways to play with life; powerful new creative tools, all-new Sims with enhanced emotion and intelligence, and a gaming experience where players control the mind, body and heart of their Sims to bring their stories to life like never before.

"The Sims franchise has the best fans in the world and their passion and enthusiasm is at an all-time high," said Rachel Franklin, VP and General Manager of The Sims Studio. "Those millions of voices will fuel our development process, helping The Sims 4 to be the most ambitious and the best game our studio has ever made. We can't wait to see our fans reaction when The Sims 4 comes out in fall 2014."

The Sims is one of the best-selling and most beloved franchises in the history of gaming. More than four years after its launch, The Sims 3 continues to be played every day as players exchange their creativity, stories and life's moments across an array of social networks to an audience in the multi-millions.

Those who pre-order now will receive the Limited Edition which comes with The Sims 4 Life of the Party Digital Content. The Sims 4 is coming to PC and is not yet rated by the ESRB.

PlayFirst Promotes Industry Veteran Tom Hall to VP of Creative

PlayFirst Inc., the global leader in mobile games for family and friends, announced that Tom Hall has been promoted to VP of Creative from Senior Director of Design and will also co-head the studio with Becky Ann Hughes. Having joined PlayFirst in April of this year, Hall brings proven experience in game design and character development and will ramp up his duties to oversee PlayFirst's design and art departments. A huge fan of the Diner Dash series and a leading force in PlayFirst's official movie game Cloudy with a Chance of Meatballs 2, Hall will level-up the company's quality-focused portfolio.

"Tom Hall is a natural creative leader," said Marco DeMiroz, president and CEO of PlayFirst. "He brings great energy and incredible design vision and skills to the team, and his promotion is a recognition of his major contributions to our success in a very short timeframe."

Before joining PlayFirst, Hall worked on more than 100 games. Hall was originally drawn to PlayFirst because he and his wife are hardcore Flo fans (the bootstrapped, determined heroine of the DASH® series), and PlayFirst's collaborative environment and talented staff have impressed him since joining the company.

"Everyone at PlayFirst is smart, clever, productive, and well, nice," said Tom Hall, VP of Creative at PlayFirst. "Our number one goal is to make seriously fun games, and days like our Game Jam – where we all get into small teams and dream up new ideas with paper props – is just one example of the tangibly fun and creative energy here. I'm proud to be a part of this company."

PlayFirst has ramped up from 4 to 15 million monthly active users in less than two years across iOS and Android devices.

Classic Spelunker Makes Its Way to iOS Devices

Tozai Games announced that Spelunker®, the fiendishly challenging classic platformer, is now available worldwide for iOS devices as Everyday Spelunker. Fondly remembered for its exacting controls and ridiculous number of ways to die, the original title has become a cult phenomenon, particularly in Japan, inspiring musical tributes, toys, comics, and even sports slang. Everyday Spelunker remains faithful to this legacy by providing an authentic Spelunker experience specifically tailored to mobile devices.

A skillful recreation of the NES original, Everyday Spelunker has added several helpful features to ensure that the series' classic magic remains intact with the touch-screen interface. For example, the new "rope assist" feature that ensures no slippage on those pesky ropes, and "endless continues" which may provide some relief to determined explorers.

Two mobile-exclusive "Episodes" have also been implemented as optional downloadable content in Everyday Spelunker. For those who can't get enough of the game's exciting, cave-dwelling madness, these include the brand new Episode 2: Deep into Another Mine and Episode 3: New Challenges, with the potential for future installments.

"When I served as executive producer on the NES game, we had no idea that Spelunker would begin such a phenomenon. It is a pleasant surprise, even to this day," says Scott Tsumura, Tozai's co-founder. "For a character who dies so easily, his notoriety has endured for three decades now, and he continues to gain new fans. We are excited to bring Spelunker to many contemporary platforms such as iOS."

Everyday Spelunker is now available



in the App Store for \$3.99, with Episode 2: Deep into Another Mine and Episode 3: New Challenges for \$0.99 each.

Key features:

Four colossal caves to explore in the Main Game

Dynamite-blasting, flare-launching, cart-riding, quicksand-evading fun

New "rope assist" feature assures no-slip grip on ropes

New "endless continues" feature may allow players to complete the game for the very first time

Supports iOS Game Center leaderboards and achievements

Episode 2: Deep into Another Mine and Episode 3: New Challenges are available as in-app purchases

Includes wallpaper and sound options.

About Spelunker

Created by Tim Martin in 1983, Spelunker is the weakest action hero in the history of video games, whose colossal spirit for adventure is countered only by his miniscule threshold for pain. Wander through miles of uncharted caves in search of the legendary underground pyramid and its vast treasures. But beware of the scalding steam vents, poisonous bats and the avenging spirits of dead spelunkers that lurk in every corner of this massive underground labyrinth. In recognition of its ongoing popularity and cameo appearances in Japanese pop culture, Spelunker was presented with the Retro Game Award for Excellence at the 2007 Tokyo Game Show, and received the PlayStation Store Top Sales Award in 2009.

In The News Continued

The Legend of Zelda and Pikmin Headline New Shows for Nintendo Video

Nintendo Video is ready to launch a fresh lineup of great new shows for the fall. The free video application for the Nintendo 3DS family of systems will debut new short-form videos starting Nov. 1 that will continue into 2014. Five new series have been slated, including two featuring The Legend of Zelda: The Wind Waker HD and Pikmin 3. Owners who have downloaded the Nintendo Video application from the Nintendo eShop will automatically receive the new shows on their device, including:

The Legend of Zelda: The Misadventures of Link: This original series of comedic shorts shows Link, the series' star, in a new and hysterical light. His surroundings will be familiar to fans of the series, since the shorts are based on The Legend of Zelda: The Wind Waker HD game for the Wii U console.

Pikmin Nature Documentaries: These "nature documentaries" explore the wonderful world of the tiny Pikmin. The animations, highlighted by dramatic voiceover work, are a tongue-in-cheek take on safari nature shows.

"This latest set of great new shows for Nintendo Video gives fans a unique way to enjoy two of their favorite Nintendo franchises, in addition to hand-picked series from some of the most imaginative and successful creators in the world of animation," said Tony Elison, Nintendo of America's senior director of Business Development.

Since launching in July 2011, Nintendo Video has delivered a variety of premiere and exclusive videos automatically to Nintendo 3DS owners. The Nintendo Video application is available to download for free from the Nintendo eShop.

Disney Infinity Winners

Disney Interactive is announcing the winners of the "Disney Movie Challenge" for Toy Box creations that best capture the look of some of Disney's most iconic films.

Winning submissions include:

- **Swiss Family:** Explore the treehouse, swim in the grotto and fend off the pirate invasion on the beach.

- **100 Acre Wood:** Find 10 hidden Winnie the Poohs in the 100 acre wood.

- **The Pride Lands:** Inspired by Disney's classic The Lion King, explore the wild Pride Lands and climb the Tree of Life.

- **Fantasia:** Visit Yensid's magic workshop. Fetch water and prove your magic prowess against 100 enchanted brooms!

- **Tangled Hunt:** The queen has fallen ill! Players will need to find the Golden Flower in time to save the day.



In The News Continued

First HTML5 web graphics platform for regular people

Goo Technologies, the company behind the Goo Engine®, announced the launch of Goo Create®, the first professional platform for high-end web graphics.

Goo Create enables artists and web developers to create rich, interactive web graphics with unprecedented smoothness and sophistication. For the first time, professional, high-end 3D visualizations can be created and published online using HTML5, without any downloads or plug-ins, accessible for any device supporting WebGL in HTML5.

Goo Create makes this possible in fully cloud-based software available through a browser, where groundbreaking web graphics can be crafted without the use of a single line of code. Goo Create even offers a revolutionary visual programming system for creating games and apps logic without coding.

"This new platform expands the development of professional interactive 3D web graphics to artists and creative people, whether they can code or not - a truly disruptive force not seen since the industry first began shifting from Flash to HTML5," said Marcus Krüger, Founder & Executive Chairman of Goo Technologies. "Goo Create is built on and for WebGL-powered HTML5, allowing us to accelerate that transition and empower millions of creative people to build beautiful games and app content for the web, propelling forward a new ecosystem around HTML5 content. We're laying the foundation for the future, more vibrant web, and we can't wait to see what our community builds with it."

Goo is already behind some of the most exciting HTML5 applications this year. Developers interested in Goo Create can sign up for the open beta.



FINAL FANTASY XIV: A Realm Reborn Exceeds 1.5 Million Registrations

Square Enix, Inc. and Square Enix Ltd., publishers of SQUARE ENIX® interactive entertainment products in the Americas and PAL territories, respectively, announced that FINAL FANTASY® XIV: A Realm Reborn has exceeded 1.5 million registered players within two months since its launch.

The combined total is across North America, Europe, Japan and PAL territories on both the Windows® PC and PlayStation® 3 entertainment systems. In related news, Square Enix also recently announced that the beta program for the next generation PlayStation 4 system will commence on February 22, 2014.

Furthermore, the first content update (Patch 2.1) is scheduled for release later this December, which will include key features, including Player vs. Player (PvP) battle arena, new dungeons, player housing and more. Finally, players can now also transfer their characters to another world via the World Transfer Service, which is available starting this week.

FINAL FANTASY XIV: A Realm Reborn is available now for \$39.99 on the PlayStation®3 system and \$29.99 for Windows PC. A free 30-day trial is included for new accounts, with monthly subscriptions starting at \$12.99.

PlayStation 3 Sales Reach 80 Million Units Worldwide

Sony Computer Entertainment Inc. (SCE) announced that cumulative sales of the PlayStation®3 (PS3®) computer entertainment system has reached a milestone of 80 million units*1 worldwide as of November 2, 2013. Now in its seventh year, the PS3 system has demonstrated continued growth and momentum.

The PS3 system has added new features such as upscaling PlayStation® and PlayStation®2 games as well as DVD, DLNA client function and 3D stereoscopic games support. In February 2013, SCE released the PS3 system in new “Azurite Blue” and “Garnet Red” colors. In August 2013, the price of the PS3 with 12GB flash memory was reduced in Europe and it was introduced in North America. By offering a variety of products to meet various needs and lifestyles, the PS3 system has been well received by hardcore gamers.

The PS3 system continues to gain strong support from 3rd party developers and publishers worldwide with the cumulative number of software titles released for the PS3 system reaching 4,332 worldwide*2. More than 300 software titles are to be released from third party developers and publishers as well as from SCE Worldwide Studios (SCE WWS) this Christmas season*4 globally, including Gran Turismo®6 (GT6™), the latest installment to the wildly popular Gran Turismo franchise that has sold more than 70 million copies worldwide*5.

When the PS3 system was first released in November 2006, SCE also launched PSNSM, an online multiplayer gaming and digital entertainment service, which now operates in 59 countries around the world with more than 150 million cumulative registered accounts*6. Launched alongside the

PS3 system and in conjunction with PSN, PlayStation®Store (PS Store) offers a variety of downloadable digital content where PS3 system owners can select from a global catalogue of more than 222,000 digital content options, including 72,000 game content*7.

In addition, the PlayStation®Plus (PS Plus) membership service became available in June 2010, providing access to exclusive discounts on PS Store, free games on PS platforms, demos and automatic system updates. The Instant Game Collection was added to PS Plus in North America and in Europe on June 2012, enabling PS Plus members to enjoy popular titles from third-party developers and publishers, as well as SCE WWS, at no extra cost. SCE has also continued to enrich the PS Plus service in other countries and regions. For example in Japan, more titles have been added on “Free Play”, a service similar to “Instant Game Collection”, giving Japanese PS Plus members access to more than 150 games.*8

Since its introduction in September 2010, the PlayStation®Move motion controller has enabled users to play games intuitively while enhancing the interactive gameplay experience.

As the PlayStation®4 computer entertainment system launches, SCE will continue to expand the PlayStation ecosystem, which includes the continual support of gaming and digital entertainment content on PS3 systems.

*1 Sell-in number

*2 As of September 30, 2013. Excluding download software titles.

*4 Total number of both Blu-ray Disc™ and download version that will be released from November 1 to December 31, 2013 in various regions. The title to be released will vary by regions.

*5 As of the end of March, 2013

*6 As of September 19, 2013

*7 As of October 31, 2013



Wii mini Offers Big Value This Christmas Season

The Wii console was a cultural phenomenon when it was released to the world in 2006. To continue this legacy and share the fun with as many people as possible, Nintendo is launching the Wii mini console in the U.S. at a suggested retail price of only \$99.99.

That is a tremendous value for families and people who have yet to join one of the most iconic and talked-about pop-culture trends of the last decade. Wii mini is a smaller, redesigned version of Wii that plays the entire library of more than 1,300 Wii games. The compact system is matte black with a red border, and comes with the Mario Kart Wii game, a red Wii Remote Plus controller and a red Nunchuk controller. While availability will differ somewhat according to location, shoppers can expect to see Wii mini in stores by the middle of November.

“Wii mini offers the same fun experience as Wii, which has been enjoyed by millions of people around the world,” said

Scott Moffitt, Nintendo of America’s executive vice president of Sales & Marketing. “And it comes packaged with Mario Kart Wii, a multiplayer Mario racing game that is one of the best-selling Wii games. At such a great price, it is an extraordinary value for shoppers this Christmas season.”

Wii is the best-selling system of this generation with more than 100 million units sold globally. Wii mini is for those who don’t own a Wii console and want to enjoy a ton of great Wii games on a stylish system at an affordable price. It is also for families who want an additional console in another room, allowing siblings and friends to play

while the rest of the family enjoys other entertainment and games on the main living room TV screen. While Wii mini is not compatible with the Internet and will not allow online functionality when playing games, select multiplayer games can still be played locally with friends and families, which is the ideal way to enjoy such entertaining games like Super Smash Bros. Brawl and Mario Kart Wii.

As a companion to the Wii mini system, a large collection of Nintendo Selects Wii games is available at a suggested retail price of only \$19.99 each. These games include modern classics like Super Mario Galaxy, The Legend of Zelda: Twilight Princess and Super Paper Mario. In addition, three newly discounted Wii games – Super Mario Galaxy 2, New Super Mario Bros. Wii and Wii Sports Resort – are also available at a suggested retail price of \$29.99 each. With an existing, extensive library of classic games available at such low prices, Wii mini demonstrates the value and variety Nintendo is offering this Christmas season.



State of Gaming



REVIEWS

The latest home console generation war has officially and completely begun. Nintendo has a head start of one year with the Wii U. Sony has released the Playstation 4, and Microsoft has released the Xbox One. Family Friendly Gaming is still advising families to hold off on a new purchase. It will be difficult to find a Playstation 4, or an Xbox One before Christmas. Patience is the wisest course of action. Plus neither the Playstation 4 or the Xbox One have many games for families yet. If your family absolutely must have a new system for Christmas then the Wii U is the best selection. There are numerous games for families at this time.

Xbox 360 and Playstation 3 still have plenty of games for families to enjoy. In fact the majority of the big name titles this year for families appear on both of those systems. There are even games

that are still appearing on the Wii. Families can hold off upgrading their home console systems one more year.

On the hand held front there is really only two choices for families. Nintendo 3DS (Nintendo 2DS) or Playstation Vita. Again Nintendo has locked away the family gamers with numerous games for them. Sony continues to lag behind in terms of games for families on the Playstation Vita. Which is a colossal shame since the PS Vita is such a slick piece of technology. Android continues to chip away at the iOS platform. But iOS is still the place to be. Many gamers complain to Family Friendly Gaming that apps are not very deep. Not like a 3DS or Vita game.

Systems like Gamestick will interest gamers. Families are taking notice of this slick little

device as well. Hopefully it does better than OUYA. Plenty of family friendly Blu-ray and DVDs this Christmas. Families have numerous movies to pick from - for their Christmas movie traditions. There are also numerous interesting books for families this Christmas. Whether it is hardcopy or on a Kindle device.

The Personal Computer has seen a resurgence of games that families will enjoy. Many of them coming from the indie community. Many of these PC games are being sold at really good prices on places like Steam.

Family Friendly Gaming wants to thank all of our wonderful readers for supporting our advertisers. Ya'll are the most amazing community in all of the video games. You prove on a daily basis that what we are doing is appreciated and needed.

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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Luke 12:49-51

49 "I have come to bring fire on the earth, and how I wish it were already kindled!

50 But I have a baptism to undergo, and what constraint I am under until it is completed!

51 Do you think I came to bring peace on earth? No, I tell you, but division.



Pokemon X

SCORE: 70



Pokemon Y

SCORE: 70



I worked with my dad on a strategy to get through Pokemon X as quickly as possible. Find a good team, and stick with it. Do not waste time on collecting many Pokemon. That worked well and cut down game play time. Pokemon X and Pokemon Y is the biggest leap forward in the franchise for some time. Problem is Pokemon has consistently fallen behind over the years.



is disappointing after spending forty dollars on the game. If you get both Pokemon X and Pokemon Y on the Nintendo 3DS then you spend eighty dollars. Which is a real waste since the game is essentially the same. All to get a different legendary.

I know Nintendo has done this two games that are the same for years now. But at some point we gamers have to expect better. We have to say: "Hey don't expect me to pay twice for the same game." Find a better way, like having a quest after the game is beaten to find the second legendary. I know its all about money and Nintendo will keep doing it as long as people are willing to pay for it.

graphics are re-used in portions of this game. Speaking of rehash, Pokemon X and Pokemon Y borrows heavily from previous Pokemon games. In fact there are few original ideas in this hand held video game. I like being a part of five friends and fighting against a group of bad guys who are selfish. This



Pokemon X and Pokemon Y shoves the religious belief of evolution down our throats. This Nintendo 3DS enhances that religious belief as well with the mega evolutions. This is a

The 3D is neat in Pokemon X and Pokemon Y. Unfortunately the camera is stagnant. Which means I might not be able to see inside the kitchen in certain houses. This is mildly irritating, but it was also easily fixable. The presentation of the game, and its screens are improved. Very streamlined. The battle screens look bland to me. Plenty of

Publisher: Nintendo
System: Nintendo 3DS
Rating: 'E' - Everyone
{Comic Mischief, Mild Cartoon Violence}

Graphics: 75%
Sound: 70%
Replay: 76%
Gameplay: 79%
Family Friendly Factor: 50%

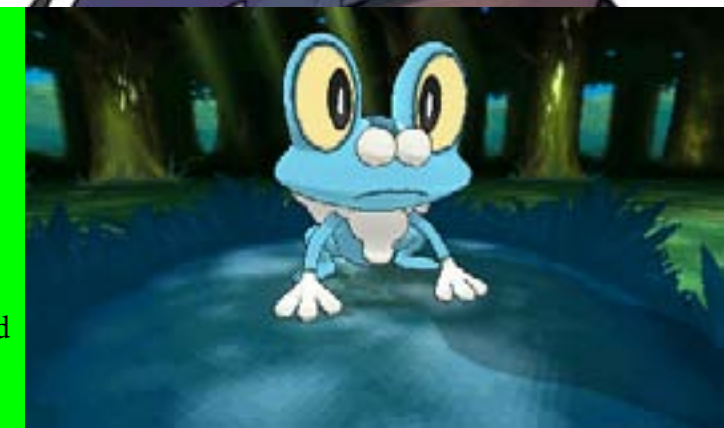


is nice, and something that has been needed for years. The color coding of the Pokeballs is also very welcome in Pokemon X and Pokemon Y.

The keyboard inside Pokemon X and Pokemon Y is a real pain to work with. It glitches way too often. The Poke War from the past is one of the most interesting story plot points in Pokemon X and Pokemon Y. After you beat Pokemon X and Pokemon Y (which took me twenty-two hours) there is very little to do. You can work on collecting legendary Pokemon if you are not transferring them from

temporary in battle increase of the Pokemon's powers. It is like Goku going Super Saiyan for a bit, and then back to normal later.

After the first gym I was given a very handy item - experience share. That way any Pokemon in your party can share in the experience earned. None of your Pokemon in the boxes receive any experience. So Pokemon X and Pokemon Y takes one small step forward, but not anywhere near the industry standard. We also earn experience in Pokemon X and Pokemon Y from catching Pokemon. So that



a previous Pokemon game through Pokemon Bank. Older Pokemon characters are available from the beginning. Which enhanced the rehash feel of Pokemon X and Pokemon Y. Plus I knew the strengths and weaknesses of those Pokemon. So why take any chances on something new? The original starter Pokemon are nice, but again left me little reason to try anything new.

In my opinion Pokemon X and Pokemon Y is worth about twenty dollars if you can handle the opposite of intelligent design being shoved down your throat.
- Kid Gamer

Publisher: Nintendo
System: Nintendo 3DS
Rating: 'E' - Everyone
{Comic Mischief, Mild Cartoon Violence}

Graphics: 75%
Sound: 70%
Replay: 76%
Gameplay: 79%
Family Friendly Factor: 50%





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



Fifa Soccer 13



SCORE: 73

There has been much ado about Fifa Soccer 13 on the PS Vita being a reskin of the previous game. Which may be the reason I found Fifa Soccer 13 on clearance. There is something wonderful about finding a brand new game for under six dollars. What makes it better is realizing it was worth the money.

Fifa Soccer 13 on the Vita looks good for a hand held game. The guys are small, except when the game zooms in for their celebrations. If you are familiar with last year's Fifa game on the Vita, then expect the same look and feel. I do enjoy that special effect when running toward the goalie and there is no one else in front of

your player. There are a couple of songs in Fifa Soccer 13. Not many though. The announcers are good. Songs can be turned off one at a time. So if you are not into that music, you can shut it down. I enjoy listening to the sound bytes from the announcers. Their timely comments reflected the action on the field. Like in the game I won 19-0. Near the end the announcers commented that the outcome had been decided a long time ago.



off, and let you run out the clock, or run right by them on the way to the goal.

The touch screen scoring mechanic is one of the best parts of Fifa Soccer 13. I love running towards the goal, and tapping on the screen where I want to shoot the ball. This is brilliant and works amazingly well. If you like scoring a lot of goals then you will enjoy Fifa Soccer 13.

I did not find the controversial and divisive kissing bug in Fifa Soccer 13. I am unclear whether it is in this game or not. If I find out, the review will be updated when it goes online. - Frank



Fifa Soccer 13 is a bit on the easy side. I found myself dominating a high percentage of the time. I think the kids call that uber pawnage or something like that. Fifa Soccer 13 is a little too easy in my opinion. The computer controlled characters lay

Publisher: EA Sports
System: PS Vita
Rating: 'E' - Everyone

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





Adam's Venture Episode 2

SCORE: 88



Family Friendly Gaming receives advertisement payments in a wide array of different ways. Adam's Venture Episode 2 Solomon's Secret is one



such way. This Personal Computer game is fantastic. I am so pleased to be able to play and review it. The tension in this game can be cut with a knife. Players avoid running around shooting everything while exploring ancient structures.

I do not want to spoil anything for our wonderful readers. Adam's Venture Episode 2 Solomon's Secret does have a cliffhanger ending which will make you want to play the third episode. You will want to get to the cliffhanger ending. There are some wonderful truths in this PC game. Not only that, but Adam's Venture Episode 2 Solomon's

Secret will also challenge your brain.

The length of Adam's Venture Episode 2 Solomon's Secret is longer than the first episode. That has been improved dramatically. The puzzles are more difficult so parents may need to assist children. The story takes some fun twists and turns. The stealth



portions of Adam's Venture Episode 2 Solomon's Secret reminded me of Metal Gear Solid.

The banter between the two main characters in Adam's Venture Episode 2 Solomon's Secret is fantastic. I loved listening to them discuss things, and how they worked through their little misunderstandings. I can see those two becoming a married couple at some future point. I am definitely rooting for their relationship to blossom into marriage.

The little visual effects is one of the things that makes Adam's Venture Episode 2 Solomon's Secret such a hit. I am pleased to see such effort put into a PC game that is friendly to Christians, and one that families can enjoy. I hope to see Adam's Venture Episode 2 Solomon's Secret ported over to the PS4, Xbox One, and Wii U.

- Paul

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

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



Disney THE LITTLE MERMAID DIAMOND EDITION

FIND YOUR VOICE

PUZZLER PAGE

WHAT'S THE SCENE? Do you know what order the following scenes occurred in Disney's The Little Mermaid Diamond Edition? Write numbers 1-3 in the correct order in which they occurred in the bubbles below.

WHO ARE THEY? Unscramble the names of each of the characters below, then draw a line to the matching character.

FINDING ARIEL! Follow the maze to find Ariel.

ANSWERS: What's the scene: In order from left to right - 3/2/1. Who are they: Ursula, Flounder, Sebastian, Ariel.

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



Mario Super Sluggers

SCORE: 65

Mario Super Sluggers tries to take the Mario chaotic sports concept to baseball. Sadly this Wii game strikes out. The items, and Mario sports game play does not translate well into baseball. Making matters worse, Mario Super Sluggers is very light on baseball. Nintendo put a lot of time and effort into the presentation, and violence, but little into the core mechanics of small ball.

I am shocked the ESRB did not give Mario Super Sluggers an Everyone ten years old and older rating (E10+). Characters are constantly being hit by bombs, bananas, lava, shells, and other hazard. Do not expect the concept of good sportsmanship to be taught in Mario Super Sluggers either.

The biggest problem with Mario Super Sluggers is



finding team members. Players have to run around the different ball parks and do missions or beat mini games to acquire the players. You can not even play the first game in story mode until you do this. If that were not bad enough, you have to continue this to even have a



chance at beating Bowser.

I do not understand why Mario Super Sluggers goes from insanely easy to frustratingly impossible. Bowser Jr is easy to beat on the first try. Bowser cheats so much that it is nearly impossible to beat him. Running around playing mini games and completing quests for characters is extremely lame - to get players to have a chance against Bowser.

One of the saving graces of Mario Super Sluggers is the local multiplayer. Families can enjoy this home console game together in their very own living rooms. Up to four family members. The five inning games feel long, especially with all of the hitting that happens. Pitching is severely limited in Mario Super Sluggers. Plus no matter what pitch you throw, certain characters always get a hit. It is annoying. It is frustrating.

- Kid Gamer



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

Graphics: 60%
Sound: 80%
Replay: 65%
Gameplay: 50%
Family Friendly Factor: 70%



Skylanders Lost Islands

SCORE: 55

Nine times out of ten free apps are a waste of time. Nine times out of ten free apps are money pits. Skylanders Lost Islands tries to leverage the Skylanders name. Alas it winds up hurting the franchise.

As a free app Skylanders Lost Islands is constantly begging for insane amounts of money. All to play boring missions over and over again. Once you realize you are paying over and over again to do the same things you will delete this app.

The one saving grace for Skylanders Lost Islands is you can enter codes for real world Skylanders you purchased for the home console and Nintendo 3DS video games. This does not even less the focus on paying even more money to the free app. It does allow families to progress in this free app faster.

What gets me though is Skylanders Lost Islands will try



and get you to pay six dollars for a Skylander in this free app. For a few dollars more I can buy the same one in a store, use it in the free app - plus I can use it in the Wii U, Xbox 360, Playstation 3, Nintendo 3DS, and Wii versions. Why purchase anything within this free app? It does not make economical sense whatsoever



in my opinion.

Like most free app village builders Skylanders Lost Islands has a small look to the graphics. With the pinch out zoom method families can zoom in to watch timers dissipate. The game play in Skylanders Lost Islands is essentially do something and wait however many minutes for it to complete. It quickly gets to the point where you play for a minute, leave it alone for hours and then come back again. That is if you remember and even feel like getting back on that ferris wheel.

There are bright colors, and Skylanders sounds in Skylanders Lost Islands. None of those do much to help this game thanks to its abysmal game play elements. Bottom line Skylanders Lost Islands is not a fun free app, and it constantly has a hand out wanting money from you.

- Yolanda

Publisher: Activision
System: iPhone/iPad
Rating: '9+' - 9+
{Infrequent/Mild Cartoon or Fantasy Violence}

Graphics: 65%
Sound: 60%
Replay: 80%
Gameplay: 20%
Family Friendly Factor: 50%





Duck Dynasty Battle of the Beards

SCORE: 67

Yolanda has gotten me into the Duck Dynasty TV show. It impressed me so much that I searched for a Duck Dynasty video game. Upon not finding one I wrote an article about how I would like to play a Duck Dynasty video game. A few days later someone pointed out Duck Dynasty Battle of the Beards app on the iOS platform. Technically Duck Dynasty Battle of the Beards is a game, but not much of one.



and so is a form of currency. We can purchase things like catch phrases from four of the bearded men from the show. We can also grow the beard and hair of our very own character.

Duck Dynasty Battle of the Beards costs ninety-nine cents, and is about one tenth of normal apps we play at Family Friendly Gaming. There are also in app purchases so Duck Dynasty Battle of the Beards acts more like a free app than one we paid for. The bal-



ance in Duck Dynasty Battle of the Beards is very bad. Hours are spent playing the same micro games just to unlock one of the characters. It takes even longer to level up your character and apply longer beards.

The repetition and forced replay really annoyed me. The intensity was increased in the micro games every so many games. That is mainly the speed of the micro game. I was also confused by a lack of direction on some of these micro games. What to do with the boxes on the conveyer belt is a good example.

Certain micro games in Duck Dynasty Battle of the Beards require perfection. Take the shooting of the buck for example - miss and you lose. You have one shot. Animals are shot and then shown as food in Duck Dynasty Battle of the Beards. This app let me down.
- Paul



Publisher: A&E Television Networks Mobile
System: iPhone/iPod Touch/iPad
Rating: '9+' - 9+ {Infrequent/Mild Cartoon or Fantasy Violence, Infrequent/Mild Realistic Violence}

Graphics: 70%
Sound: 75%
Replay: 65%
Gameplay: 50%
Family Friendly Factor: 75%



Twilight

SCORE: 47



After hearing people fawn over Twilight for years I finally broke down and decided to check it out. I do not understand why so many people like this movie. It is supposed to be a love story, but I don't get it. The girl falls in love with a vampire. But he is a nice vampire because he does not want to drink the blood of humans. Instead he drinks the blood of animals.

Twilight is nothing like Romeo and Juliet because there are no forces trying to keep the couple apart. In fact parental figures are supportive of their relationship. Even

though she is a human and he is a vampire. They even have an opportunity to turn her into a vampire at the end of the movie. But they fight to keep her human.



The motives of so many characters in Twilight make little to no sense. Like the tracker for example. He is one vampire that takes on seven vampires. That makes no sense. He invites in his own doom. Especially when he can not even defeat one of them, let alone all seven.

Twilight contains blood, gore, and moody images. As well as some enticement to lust scenes. Vampires

are shown as faster, stronger, and better than humans. They literally are shown with no weaknesses in Twilight. Their skin shines like diamonds in the sun. The sun causes them no pain.

I do not understand why the world is so in love with Twilight. Vampires are shown to have spiritual powers, and scoff at going to hell. As I watched Twilight all I could think about was women who stay with men who beat them. This movie has that as an undertone.
- Yolanda



Publisher: Summit Entertainment System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {Some Violence and a scene of sensuality}

Graphics: 40%
Sound: 55%
Replay: 50%
Gameplay: 50%
Family Friendly Factor: 40%





WWE 2K14

SCORE: 54



Vectorman 2

SCORE: 55

Kirbys Dream Land 2

SCORE: 74

The WMG received a free game rental for Red Box. Which was used on renting WWE 2K14 for this review. Wrestling games have not done too well historically in Family Friendly Gaming Nation. The plethora of problems are the most likely reason. Many times there are barely dressed people violently fighting it out. Add in sexual content, disrespect for authority, profanity, and blood - you wind up with a game families avoid.



Man Randy Savage, and more are portrayed in WWE 2K14. There are some strange glitches in WWE 2K14. I created a Diva wrestler, and put clothes on her. Since she started out in a skimpy bikini. In her intro she came out in the bikini. Once it showed her in the ring she was wearing the clothing I put on her. I did not

The transfer of the franchise over to 2K has been a smooth one in terms of the game. In fact the addition of 30 years of Wrestlemania is a neat touch. Hardcore wrestling fans can play out the old matches from previous Wrestlemania shows. Hulk Hogan, Ricky the Dragon Steamboat, Macho



figure out why my dressing her modestly was not reflected in the intro. Plus walking down to the ring nearly naked, and then getting dressed in the ring (without showing it) makes no sense.

The computer in WWE 2K14 also loves to cheat. I put three finishers on a weaker opponent after I beat them down. They kicked out all three times. They put one finisher on me and I could not easily kick out. So they won. Which was not even close to realistic. The same goes for the reversals. The computer characters are constantly reversing things on the players.

WWE 2K14 is much better to play with other humans in the same room. Ya'll can work together, and learn how to play the game together. Some may say the WWE is in a PG era, but this game does not reflect that. - WMG

Vectorman did not impress me. It was an interesting historical side note in the history of video games. So why even play Vectorman 2? This Genesis game killed the franchise. What did BlueSky Software do wrong? Plenty of things. First and foremost this is a dark violent game where there are plenty of cheap hits. Boring level designs with mindless violence.

Vectorman 2 likes to do things like put the enemies at the bottom of a slope. Where incidentally Vectorman can't shoot them. So you jump over turn around and shoot them, or you take a hit. You could jump over and keep going - hoping there is not something nastier you will run into.

The flashes in this game can trigger migraines and seizures. The difficulty of the



game will increase your blood pressure. The robotic voices are annoying. The graphics do not look that great. Which is a shock from the first game. Long levels without continuation points make players replay the same things over and over again. Pass on this retro game. - Paul

I am continuing my exploration of retro Kirby games. Kirbys Dream Land 2 on the Gameboy took the original concept from the first game and added animals. So we now can save animals, and ride them around levels. That is until they take took much damage. These animals can also be a bit of a hindrance in fighting certain end world boss characters. But they allow the player even more mistakes.

Each world in Kirbys Dream Land 2 has three levels and a boss level. Once a world is beaten, players can move on to the next world. The same game play mechanics can be found in Kirbys Dream Land 2. Players inhale enemies, shoot them at objects and other enemies on the screen. There are also many enemies in Kirbys Dream Land 2 that allow us to swallow them and earn special powers for Kirby.

The violence in Kirbys Dream Land 2 is going to be the biggest issue most families have. The lack of color, and eating the other creatures come up next. The ESRB could not figure out how to add a descriptor even though this game is more violent than the original one.

- Paul



Publisher: 2K
System: PS3/Xbox 360
Rating: 'T' - Teen {Blood, Language, Suggestive Themes, Use of Alcohol, Violence}

Graphics: 40%
Sound: 55%
Replay: 80%
Gameplay: 60%
Family Friendly Factor: 35%



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

Graphics: 40%
Sound: 70%
Replay: 65%
Gameplay: 50%
Family Friendly Factor: 50%

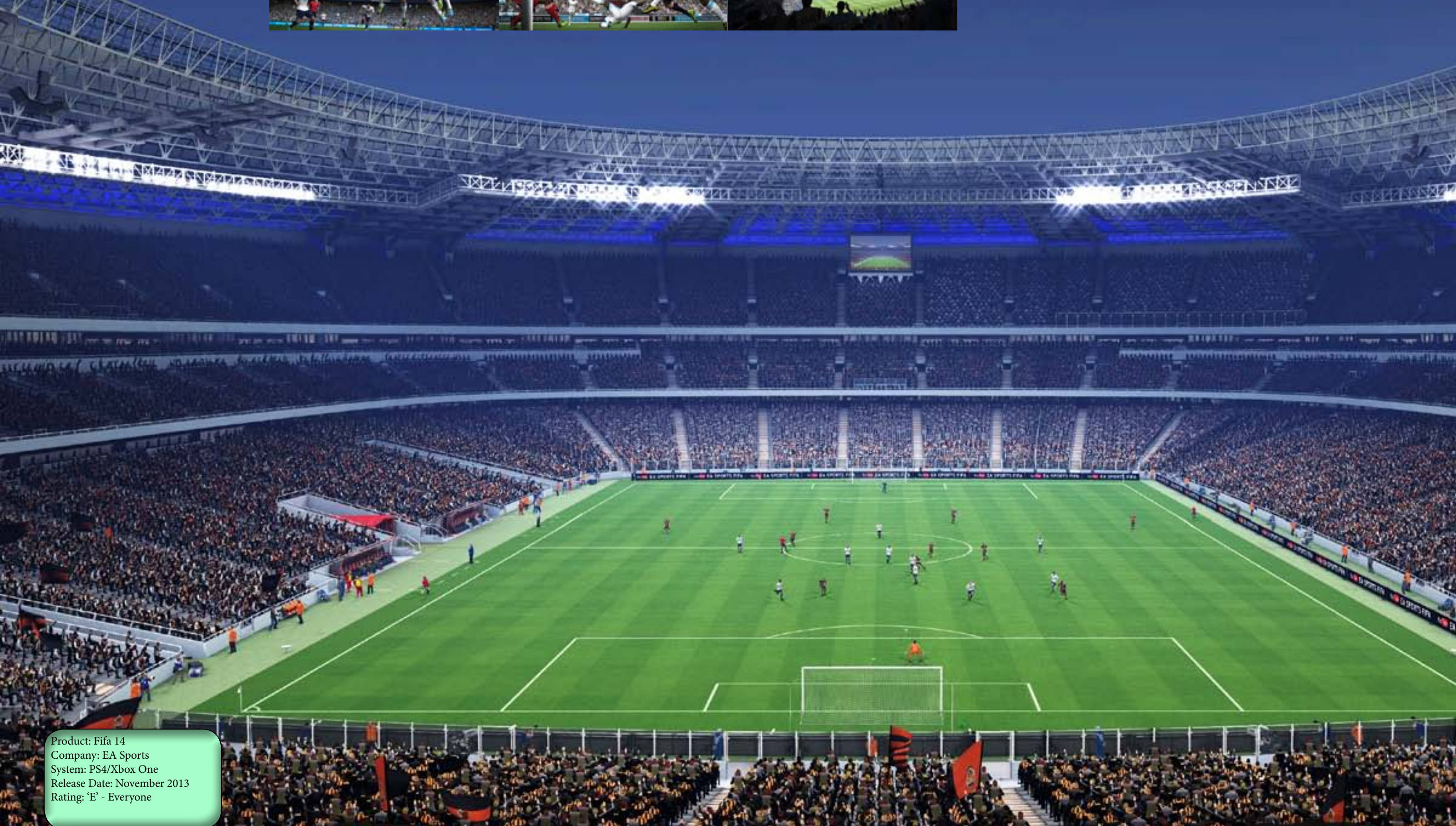
Publisher: Nintendo
System: Gameboy
Rating: 'E' - Everyone

Graphics: 70%
Sound: 80%
Replay: 68%
Gameplay: 80%
Family Friendly Factor: 69%

SPORTS



Product: Fifa 14
Company: EA Sports
System: PS4/Xbox One
Release Date: November 2013
Rating: 'E' - Everyone



Product: Fifa 14
Company: EA Sports
System: PS4/Xbox One
Release Date: November 2013
Rating: 'E' - Everyone

DEVELOPING

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GAMES





Product: Atelier Escha & Logy
Company: Tecmo Koei
System: Playstation 3
Release Date: March 11, 2014
Rating: 'RP' - Rating Pending





Product: Kirby 3D (final name not yet determined)
Company: Nintendo
System: Nintendo 3DS
Release Date: 2014
Rating: 'RP' - Rating Pending

DEVELOPING GAMES

You'll jump in the direction the line is swinging when you let go.

As long as you remember this, you'll be able to get the hang of it.



Gallery

- Special Ability: Checkpoints
- Special Ability: Slow Time Stop
- Pendulum Swing
- Jumping from a Pendulum Swing**
- Extend Your Lure



Stage 9

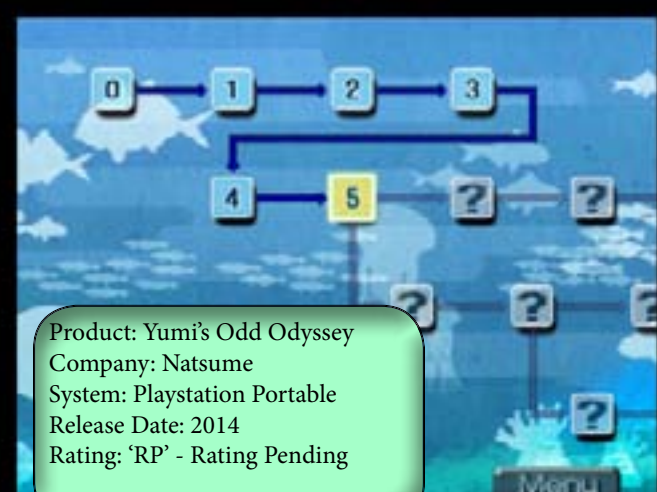
Cleared 1
Failed 1

E 2:03:76

Emiko

Gender: Female Age: 9

Nationality: Norwegian/Japanese
Relationship: Childhood friend of Yumi
Doesn't Like: Sushi
Dream: Norsk Skogkatt



Hiro (START to Change)

Character: L Emiko R

Stages Cleared:	1/50
Endings Reached:	0/5
Doors Found:	1/60
Backpacks Found:	0/40
Started On:	0:00 1/ 1/2011
Last Saved:	0:04 1/ 1/2011
Play Time:	0:03:56



Product: Yumi's Odd Odyssey
Company: Natsume
System: Playstation Portable
Release Date: 2014
Rating: 'RP' - Rating Pending



USA-Armee:
M3 Lee mittlerer Kampfpanzer



US-Airforce:
Consolidated PBY Catalina



USA-Armee:
M16 Flagpanzer



Product: Tank Operations European Campaign
Company: Kalypso Media
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending





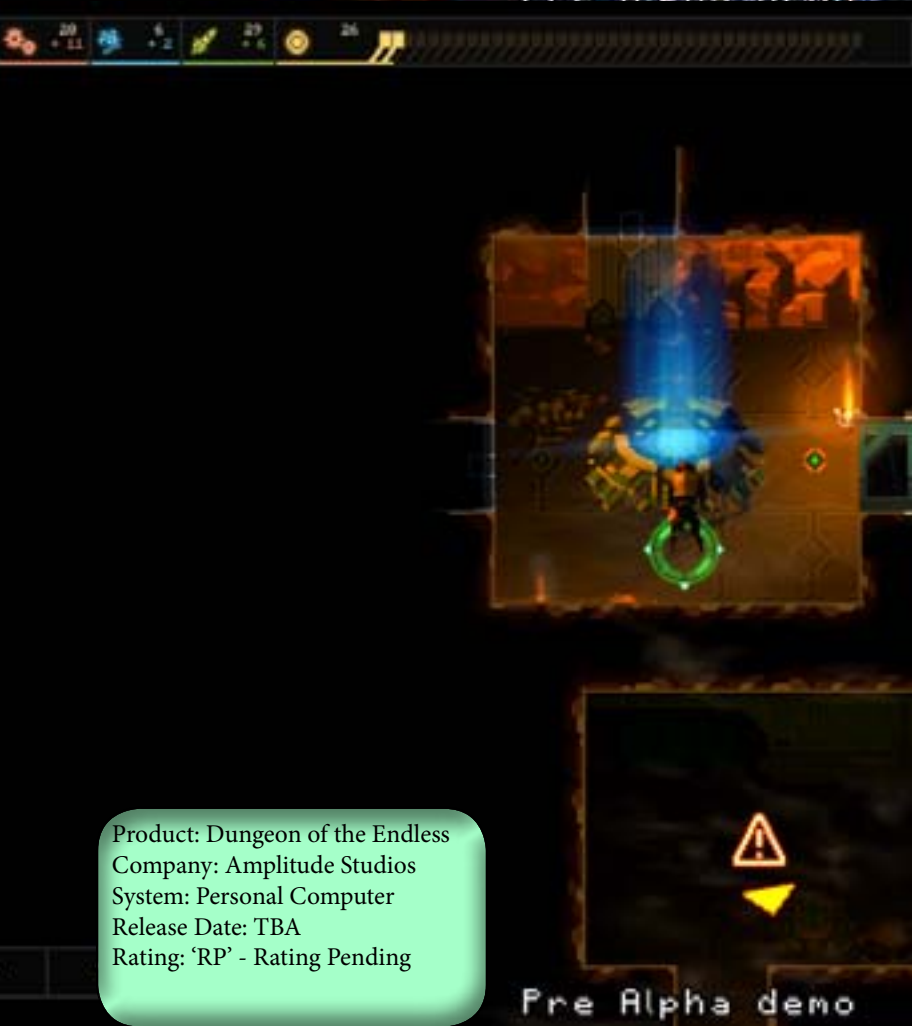
Heroes

Max is eternally optimistic, mostly because he is too terrified of where he is to think about it seriously. He will always be looking to profit from a situation — get extra loot, take one more object, spend less money, etc. — even if it puts him in a bad (or just) position or earns angry comments from his comrades.

Level 1

State		Skill	
HP	400/400		
HP Regen	0	Passive Skills	
Defense	10		
Speed	30	Equipment	
Attack Power	25	Gun	Armor
Attack Range	4		
Attack Cooldown	1		
MP	7		

LEVEL UP



Product: Dungeon of the Endless
 Company: Amplitude Studios
 System: Personal Computer
 Release Date: TBA
 Rating: 'RP' - Rating Pending



Product: Dragon Ball Z Battle of Z
Company: Namco Bandai Games
System: PS3/PS Vita/Xbox 360
Release Date: January 28, 2014
Rating: 'RP' - Rating Pending





DEVELOPING GAMES



Product: Dragon Ball Z Battle of Z
Company: Namco Bandai Games
System: PS3/PS Vita/Xbox 360
Release Date: January 28, 2014
Rating: 'RP' - Rating Pending



DEVELOPING GAMES



Product: Ragnarok Odyssey ACE
Company: XSeed Games
System: PS3/PS Vita
Release Date: Early 2014
Rating: 'RP' - Rating Pending





Product: Strider
Company: Capcom
System: PS3/Xbox 360/PS4/Xbox
One/PC
Release Date: 2014
Rating: 'RP' - Rating Pending



Product: Strider
Company: Capcom
System: PS3/Xbox 360/PS4/Xbox One/PC
Release Date: 2014
Rating: 'RP' - Rating Pending



Product: Ys Memories of Celceta
 Company: XSeed Games
 System: PS Vita
 Release Date: Christmas 2013
 Rating: 'RP' - Rating Pending



RECENT

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RELEASES





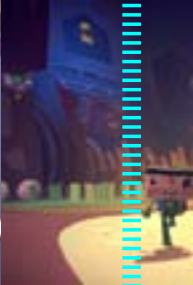
Product: Super Mario 3D World
 Company: Nintendo
 System: Wii U
 Release Date: 11/22/2013
 Rating: 'E' - Everyone
 {Mild Cartoon Violence}

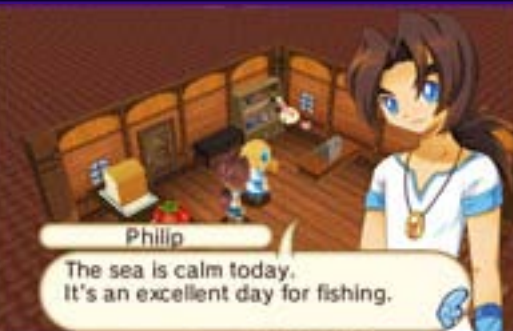


Product: Just Dance Kids 2014
 Company: Ubisoft
 System: Wii U/Wii/Xbox 360
 Release Date: October 22, 2013
 Rating: 'E' - Everyone
 {Mild Lyrics}



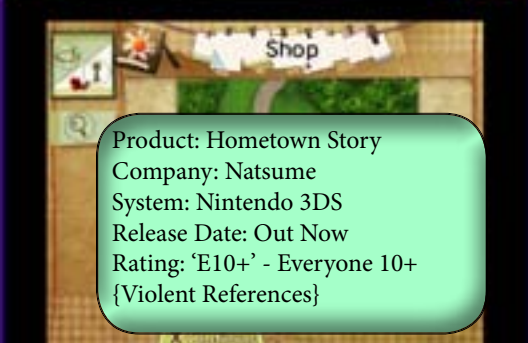
Product: Tearaway
Company: Sony
System: PS Vita
Release Date: November 22, 2013
Rating: 'E' - Everyone
{Mild Cartoon Violence}





Ledger Book screen showing financial and sales statistics:

Earnings	830G
Expenses	1400G
Balance	-570G
Number Sold	12
# of Customers	20 Customer(s)
Types of Items	15
Pieces of Blue Feather	0/7



Product: Hometown Story
 Company: Natsume
 System: Nintendo 3DS
 Release Date: Out Now
 Rating: 'E10+' - Everyone 10+
 {Violent References}

Last Minute

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Tidbits

MARIO PARTY ISLAND TOUR



In Party mode, play either solo or in multiplayer on seven unique and creative game boards, each with different rules and characteristics. Banzai Bill's Mad Mountain tests players' luck and courage, while Shy Guy's Shuffle City requires players to use their hand of cards strategically in order reach the goal.

Nintendo 3DS Download Play functionality allows up to four Nintendo 3DS owners to play with only one game card via a local wireless connection. All minigames, and even some modes, can be played as multiplayer, making it the most engaging Mario Party yet.

Mario Party: Island Tour features a variety of different modes to enjoy, like Time Attack, where players are encouraged to run a 10 minigame gauntlet as fast as possible. There's also Hot-Air Hijinks, where players battle it out through minigame matches to make their hot-air balloon rise higher than everyone else's for the win.

Solo mode is as deep and exciting as multiplayer, with customizable difficulty settings and several different modes to play, like the minigame tower or StreetPass minigames where players can compete against the ghost data of other players they Streetpass.



Product: Mario Party Island Tour
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: November 22, 2013
 Rating: 'E' - Everyone
 {Mild Cartoon Violence}



Product: Farming Simulator
 Company: Focus Home Interactive
 System: Playstation 3/Xbox 360
 Release Date: November 19, 2013
 Rating: 'E' - Everyone



Product: Zumba Fitness World Party
 Company: Majesco Entertainment
 System: Wii U/Wii/Xbox 360/Xbox One
 Release Date: November 2013
 Rating: 'E' - Everyone
 {Mild Lyrics, Mild Suggestive Themes}

WARNING ATTIRE

WARNING ATTIRE



Product: Zumba Fitness World Party
 Company: Majesco Entertainment
 System: Wii U/Wii/Xbox 360/Xbox One
 Release Date: November 2013
 Rating: 'E' - Everyone
 {Mild Lyrics, Mild Suggestive Themes}

WARNING ATTIRE

WARNING ATTIRE



Product: The Bridge
Company: Midnight City
System: Xbox 360
Release Date: November 13, 2013
Rating: 'E' - Everyone





Product: Tropic 4 Apocalypse
Company: Kalypso Media
System: PC/Xbox 360
Release Date: October 2013
Rating: "T" - Teen {Alcohol Reference, Tobacco Reference, Mild Suggestive Themes, Violence}

Disney · PIXAR
MONSTERS UNIVERSITY



Professor Knight's
TOP TIPS
FOR SURVIVING SCHOOL

Professor Knight is an expert at surviving school. Follow his top tips below and you will be well on your way!

DON'T BE INVISIBLE



- Unless that's your thing.
- Stand out and let your talents show!
- Be the best four-headed, six-toed, three-lipped monster you can be.

MAKE NEW FRIENDS



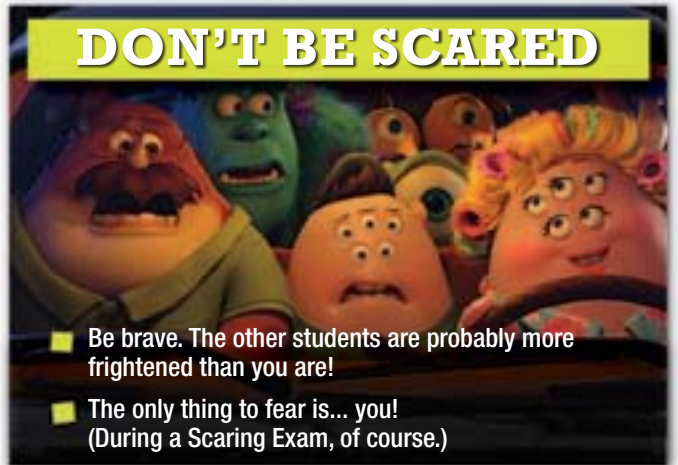
- Hairy, slimy, squishy, smelly... everyone needs a friend.
- Monsters travel better in packs.

TRY NEW THINGS



- Try something that scares you. You might like it!
- Go ahead, put your best claw forward.

DON'T BE SCARED



- Be brave. The other students are probably more frightened than you are!
- The only thing to fear is... you!
(During a Scaring Exam, of course.)



Before you walk out the door:

- Positive Attitude! ★
- Books and Homework!
- A Big Smile!

**ON DIGITAL HD OCTOBER 8TH
AND BLU-RAY COMBO PACK
OCTOBER 29TH**

