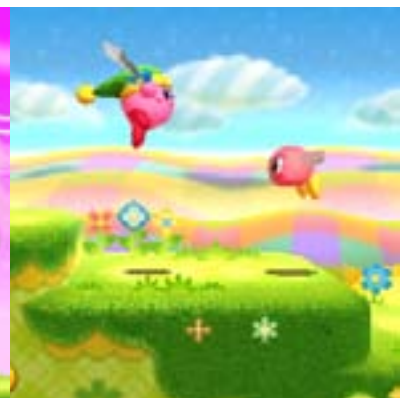
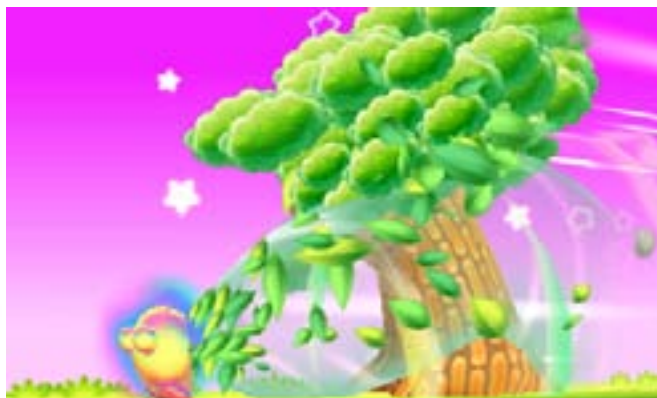


FAMILY FRIENDLY

GAMING

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



ISSUE #79

Donkey Kong
Bravely Defaults
Yoshi's New
Tropical Island.

February 2014

Kirby has become a
triple deluxe threat
to anything he can
inhale.

The Croods
go Turbo with
Avermedia in
Ultima Forever!

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So Blessed

Every so often I stop, take a breath and look at where we have been. There have been challenges, valleys, issues, mistakes, and problems. Read Family Friendly Gaming long enough and you know I admit I am human and prone to errors. I have tried to learn from my mistakes. I have my opinions, ideas, and whatnot. Sometimes changing certain things can take time, prayer, and convincing. There are things my mind is open to, and things my mind are not open to. At the end of the day I acknowledge how amazingly blessed I am, have been, and continue to be.

This is the SEVENTY-NINTH issue of Family Friendly Gaming. Do you know how crazy that is to me? The only claim to fame I have is I was willing to do what God called me to do. I was willing - that is the core. I had no idea how to do anything related to Family Friendly Gaming. I am not some mega star in the video game industry. I never was. I did not bring name recognition and celebrity status to this magazine and website. I do not seek that. My goal is to point people to God. Show that I am doing my best to serve and honor God. Yes I fail. Yes I fall flat on my face. Yes I make mistakes.

I also am allowed amazing successes. Beyond my wildest dreams. When we started Family Friendly Gaming I did not think we would have over three million unique IPs check us out. I never thought we would reach issues in the seventies. Let alone think about what to do about an issue ONE HUNDRED. I wanted to learn how to do what God called me to do. I wanted to make an impact within the video game industry. I wanted to touch lives and show them the love of Christ. What an amazing impact God has made through us.

I knew there might be some resistance to what we were doing. I knew Satan would send his forces against us when we shined the light of truth on the video game industry. The persecution was hard and heavy at first. Death threats were a part of what we faced. It came down to doing what God says is right over man. It came down to expose the hypocrisy of those claiming they celebrated diversity - yet they viciously attacked us. It came from Family Friendly Gaming bringing something new, innovative, and different to the video game industry. As people of faith, and

families embraced Family Friendly Gaming something wondrous happened. We became accepted in the industry. Not only accepted but also respected. Which shocked me to my core.

So many amazing blessings over the years. I never know what any one day will bring over the next one. I never know what challenges I will face. I do know that following God and his plan for my life has been wonderful. The blessings, peace and joy God brings surpasses all understanding. God's ways are truly so much better than man's ways.

God bless,
Paul Bury



Sleeping/Resting

One thing our fast paced culture seems to forget is the value of sleeping. Rest is needed for the human body and the human mind. Now sure some people take that to excess. Some people sleep too much, too long, and too often. Some people rest more than they do activity. There certainly are examples of those. But I am not dwelling on that in this column. Instead I am dwelling on those that need more rest. Those that need more sleep.

Too many people are too stressed out. They go around grumpy and angry from the lack of sleep. Some people are even woken up in the middle of the night. Our special needs child wakes me up many nights. He is cold, or needs help getting a snack. I guess I am a powder puff since I get up and help him. I know that his mind does not work like mine. He has trouble coping and dealing with many things in life. The number one problem he has is change. He has issues understanding why things change. He expects things to stay the same. So he needs assurances, which we provide him in a loving and stable home. We keep things as stable as possible for him.

I don't mind being woken up for him. Well okay the third time in a night can be exhausting. It winds up resulting in a day time nap for me. Which is what I believe many of the stressed out people need to do. Take a thirty minute power nap. You will feel alive and refreshed. Do some exercise to get the blood flowing. Find something relaxing so you can unwind. Make sure to take care of this area of your life as well.

All of the rages going on out in society are not good. I believe the lack of sleep is part of why there are so many road rages, air rages, school rages, store rages, work rages, and more. We need to accept that every single human being is of value in God's eyes. He wants all of us to have a relationship with Him. Take care of yourself so you can take care of others. When you think of others first, you want to be well rested. You want to be at your best. You want to be ready for what each day has for you.

Do you have problems finding something restful to do? Let me throw out some ideas. Watch an episode of Duck Dynasty. Or another show that you find humorous. Play a video game that you enjoy. Please be careful that the

game you pick does not stress you out even more. Take a walk. Go for a bike ride. Go on a hike. Help someone less fortunate than yourself. Smile at friends and family. Do a jigsaw puzzle. Play a board game with family and/or friends. Bake something that smells wonderful. Drink some soothing warm tea. Read reviews on the Family Friendly Gaming website. Those are just a few ideas. You may have more.

I hope you will take some time out of your busy day to relax. I hope you will take some time to stop and smell the roses. Look for a four leaf clover in the spring or summer.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863
 1 Timothy: 9780976054825 | 2 Timothy: 9780976054894 | Interactive Parables: 9780976054801 | Interactive Parables Spanish: 9780976054818

Interactive Bible Series for Windows by GraceWorks Interactive

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

14 DVD ROM titles
\$10.99 each

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

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

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

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

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

For a complete listing,
visit our reference only website

www.homeschoolstore.com

Products can be ordered from your
local Homeschool Retailer.

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

Reality Check

Each and every person brings their own lenses or glasses to any topic. When it comes to video games that is extremely true. Some people bow down and worship video games. They see no wrong no matter how much evidence is presented to them. It is easy to label such people as brainwashed little lemmings. We have to realize they were molded and shaped by a variety of propaganda. They shut down the analysis part of their brains when it comes to video games. They accept the fantasy of what they are being told.

In recent years companies have bragged about the realism inside their video games. For years Family Friendly Gaming has pointed out the logical fallacy. Other gaming outlets have caught on. They have also written about the lack of reality. They stopped drinking the kool aid. They decided to start being investigative journalists. They have learned to question the propaganda being force fed to the gaming media. They have decided to think for themselves.

Hopefully companies will take one of two paths. The first is to acknowledge the lack of reality in their games. Four guys waiting on you in every room and not swarming once gun shots are heard is not realistic. All of that blood and gore is not realistic. Breathing underwater that long is not realistic. Being selfish and treating everyone like dirt is not realistic. Living by the sword will kill you by the sword. Running around murdering millions with no consequences is not realistic. The other path is to admit their games are not realistic. Characters may look real, but what happens in the games is not.

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!

up about Phineas and Ferb: Quest for Cool Stuff it says the game is available on PS3. Can you please change that? The game is only available on Xbox 360, DS, 3DS, Wii and Wii U.
- Name Withheld



{Paul}: Thank you for that. Apologies for our mistake. Everyone please make note that Phineas and Ferb Question for Cool Stuff is not available on the Playstation 3. Unfortunately it messes up quite a bit of stuff to go back into it, make changes, and republish it all over again. So we are making a note of it here for all of our wonderful readers.

Hot Wheels Deceptive Multiplayer

Hi
I need your help, I did not can find the multiplayer menu in the hot wheels best driver game? I saw your post, but I did get it. <http://www.familyfriendlygaming.com/Reviews/2013/Hot%20Wheels%20Worlds%20Best%20Driver.html>

Please help me, my son is so sad. thks
- Silva

{Sam}: What Warner Bros Interactive is calling multiplayer is actually taking turns. Only one player is allowed to race at a time. What they did is have player one race, and then player two races right afterward. That is what they are calling multiplayer.

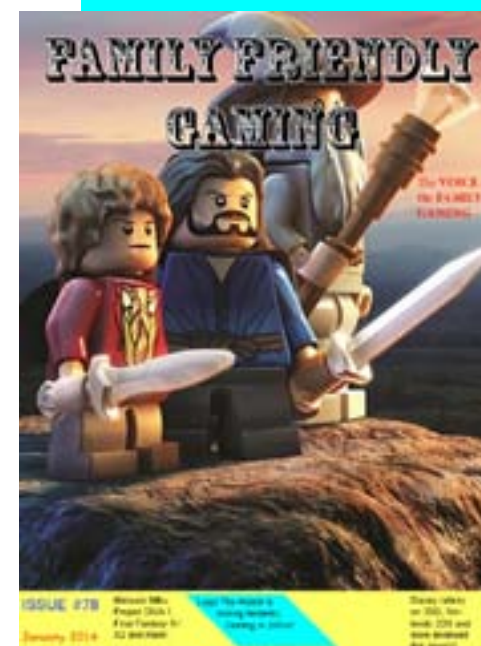
Family Friendly Gaming finds this to be deceptive on the part of Warner Bros Interactive. Hence an update was put on the review. As well as the game received a failing score.

Videos

Thank you for your original videos. I love the Zoo Tycoon one. Our entire family watches your videos and enjoys them from start to finish. Keep up the good

work.
- Bonnie

{Paul}: Thank you so much for your kind and encouraging words. We plan on continuing to grow the video section of Family Friendly Gaming.



My Precious

Family Friendly Gaming #78 is so very precious. Thank you for giving Lego games so much love. It is nice to see a gaming magazine give proper due to games that deserve it. Keep up the precious work!
- Lisa

{Yolanda}: Thank you for your words of encouragement. Paul and I talk about each and every single issue. Lego The Hobbit was the natural fit for that issue. We will do our best to keep up the precious work. :)

Review of the Week



{Paul}: Thank you so much CoderChild for that honor. In case our readers are not already a part of it - they really should check out what is going on - on the Family Friendly Gaming Twitter feed. You may never know what you may find. Sort of like what comes next.

Code give-a-ways



{Paul}: Congratulations to

everyone who successfully used codes and got free games. A major thank you to all of the companies who provided extra download codes so we could give them away on Facebook and Twitter.

We ask companies quite frequently for codes to give away.

Normally between Wednesdays and Fridays is when we get ad-

ditional codes for give-a-ways. To be fair to all of the working families we wait to release codes until 6pm to 10pm Central Standard Time. We listened to ya'll about that, and our ears our open to future ideas to improve things.

The systems these games on will range. From the iPhone, iPad to the 3DS, PS Vita, Wii U, Xbox 360, and Playstation 3. We will look to add Playstation 4, and Xbox One downloads as those systems become more



Correction

I noticed in the piece you wrote

SOUND OFF Continued

prominent. And as more games get released for them.



You hit the nail on the head. Disney Infinity has a longer shelf life than Skylanders. I hope they improve the stories in Disney Infinity 2. Not a small leap, but a large one.

- Judy

My kids love the Toy Box in Disney Infinity. Good call in your comparison story. Keep up the amazing work Family Friendly Gaming.

{Paul}: I want to thank everyone for their feedback on Skylanders SWAP Force vs Disney Infinity Revisited. I know some agreed and some disagreed. It was more continuous than I thought it would be.

A couple of thoughts on the story. Initially it was too close to call. As more content was released for Disney Infinity it started to become more clear.

Skylanders SWAP Force vs Disney Infinity Revisited

Are you crazy? Skylanders SWAP Force is hilarious. I love that game. How can you say Disney Infinity is better?

- Bob

Disney Infinity is expensive. Cost too much money.
- Darnell



Since this was the third Skylanders game there was little need to buy any new ones. Especially when it is a redesign of older characters. We already have a Trigger Happy, so why buy a new one? The same for Stealth Elf and others. Leveling up new characters was fun for a bit. As was bringing in older ones. This helped us breeze through areas and bosses. The types only opened lame little mini games in the levels. The story in Skylanders SWAP Force is funny. But it does not last. Disney Interactive keeps releasing new maps for free. The 3DS version of Skylanders SWAP Force is way better than the 3DS version of Disney Infinity.

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

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



TALK TO ME NOW

AN INTERVIEW WITH Roger Craig Smith FOR DISNEY'S PLANES - provided by Disney.

Q. How would you describe your character in Disney's Planes?

A. Ripslinger is a three-time Wings Around the World Rally champion, but he's out to set a record by winning it a fourth time. He's the best of the best. He's the Formula One to Dusty Crophopper's go-kart. He is a passionate racer and he's a diehard competitor – but he's a bit of a bad guy, too.

Q. How does it feel to play the bad guy?

A. It feels awesome! If you look at Star Wars, Darth Vader is the coolest character around. He's an amazing bad guy. The stormtroopers are also really cool, and they are baddies, too. It's a blast to play a bad character. It's one thing to be involved in a Disney project, but to be involved in a Disney feature film as the main villain is a dream come true – especially when it's a movie about airplanes. I was a huge plane buff as a kid, so it's an absolute dream come true to be involved with this project.

Q. How much of a plane buff are you today?

A. I still love airplanes, and I love flying. To this day, I always pick the window seat whenever I fly because I love to stare outside and see what's going on. I marvel at how flying works and what we've been able to do as a species. The fact that we've taken to the skies when we're not supposed to is incredible to me.

Q. How did you get involved with Disney's Planes?

A. About three years ago, I went into Disney to do some scratch voiceover work for the project. Scratch work is where they use temporary voices before they hire the final voice talent for a movie. While we were doing the scratch work, they asked me if I'd ever considered playing a bad guy. I said, "Sure." So we did that, and I ended up doing the table read for the movie in front of John Lasseter, which was a huge honor. The next thing I know, I got a phone call offering me the role of Ripslinger. At that point, the previous three years of my life had been nothing but me knocking on doors all day long, trying to get work. I was over the moon.

Q. How exciting is it to hear your voice coming out of Ripslinger?

A. To be honest, I was certain they were going to replace me with a celebrity at some point during the film-making process. I'm playing the bad guy in the film; I kept thinking that the role was too high profile for me. I was sure they'd want a big-name celebrity in there, but thankfully they stuck with me. We were able to develop the character together in a collaboration with DisneyToon Studios and Klay Hall, the director of Planes. It's been a honor and a blast. It's amazing.

Q. How did you come up with the voice of Ripslinger?

A. I worked very, very closely with Klay Hall to develop the character of Ripslinger. To be honest, the character has changed a lot over the years. There was a whole development process that took place – and Ripslinger kept getting badder and badder and badder. In the beginning, I think he was a little more goofy and bombastic. Now, he's a complete champion. He's the best of the best, and he's a bad guy. It was definitely a collaborative effort, though.

Q. Is it true that you also work on other Disney animated projects, such as Disney XD's Marvel's Avengers Assemble?

A. That's very true. It's a huge honor for me to play Captain America in Marvel's Avengers Assemble. It's such a great character. I'm beside myself at the thought of playing someone as iconic as Captain America! Cap is a super-soldier, but he's also the ultimate boy scout. He does everything by the book, and he does things in a measured and calculated way – but he's not without his fun side. It's a total blast to play him. He's about as cool as it gets in my book.

Q. What do you like about Captain America?

A. I like the fact that he represents the good in everyone. It's good to know that there is a superhero out there that can take down the bad guys and not do it arrogantly, like Hawkeye does in the show. Hawkeye is arrogant, he's the guy who always cracks jokes and he thinks he's the coolest guy in the universe – but Captain is always there doing the right thing. That's something that everyone can get behind.

Q. With all these famous voices in your catalog, what advice do you have for youngsters who want to become voice artists?

A. Voice acting has a different skillset involved than on-camera acting, so my advice is to educate yourself about the business. Take classes and don't be afraid to push yourself forward. A lot of people take a ton of classes, get their demo together and then they don't want to go out and see if they can cut their teeth in the industry. Well, I think it's important to push forward and persevere. Educate yourself and persevere.



DEVOTIONAL Video Games 101

Idols

An idol is anything that means more to you than God. In the ancient times they would make something and bow down and worship it. They gave their attention to their own creations and not their Creator. God did not approve. **Exodus 34:17** “Do not make any idols.” God is clear on not making idols. God wants the best of us, and the best from us. **Leviticus 19:4** “Do not turn to idols or make metal gods for yourselves. I am the Lord your God.” Going to an idol is turning our backs on God.

In modern times there are so many things that can draw our attention away from God. Sports, movies, video games, computers, Internet, and more can become idols. What about church? Can church become an idol? Yes it can. If you love that building, and that organization more than God then it can become a false idol. If you hear a pastor say: “Prove how much you love this church,” then he is setting that local body of believers in a higher standing than God. He wants your first fruits. He wants you to devote to him and his beliefs over God’s. Most

ignore idols in this day and age. They have theirs, and you have yours. No need to rock that boat. Point the finger and four more point back at you. **Deuteronomy 4:15-19** *15 You saw no form of any kind the day the Lord spoke to you at Horeb out of the fire. Therefore watch yourselves very carefully, 16 so that you do not become corrupt and make for yourselves an idol, an image of any shape, whether formed like a man or a woman, 17 or like any animal on earth or any bird that flies in the air, 18 or like any creature that moves along the ground or any fish in the waters below. 19 And when you look up to the sky and see the sun, the moon and the stars—all the heavenly array—do not be enticed into bowing down to them and worshiping things the Lord your God has apportioned to all the nations under heaven.*

How do you know if something has become an idol in your life? There are a variety of different tests that can be performed. A list of questions that can be asked. I like questions like: “Does it impact your relationship with God?” Another one is: “Given the choice of spending time with God or doing this other activity which do you choose willingly?” The core

of those questions is to determine which do you turn to. Do you turn to God? Do you turn to the idol? How much influence does God have in your life? How much influence does other things? Do your ideas and beliefs come from the Holy Bible? Do you get your thoughts from the evening news? Or maybe music you listen to? Do politicians help you decide which way to vote on an issue? Or do you study the Bible? My goal is to have God first in all that I do. Am I perfect? Of course not.

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.

Hardcore Haters - These gamers are a subset of the hardcore gamers. They hate anything that is good, pure, and just. They will threaten, and verbal attack anything and anyone they see as threatening their usage of the most extreme video games on the planet. They are opinionated, ruthless, and vicious. Enact extreme caution around them. Expect them to attack at any moment.

Exercise games - These video games require the family member to get physical exercise while playing them. Games like Nike+ Kinect Training, Zumba Fitness World Party, and Just Dance 2014 are prime examples of exercise video games. Ten minutes

or more with these games will result in a sweat.

Kinect Sensor - The Xbox 360 and the Xbox One have these devices. They can hear what you say and translate your words into on screen commands within the system and video games. The Kinect Sensors also can scan your skeleton. That is how the game can tell if you are moving in the same direction as the trainer on the screen. Kinect Sensors bring families into the games and is one of the most innovative pieces of technology since the Wii Remote.

App - Apps started out as programs or games on the iPhone, iPod Touch, and iPad systems. Android, and Windows 8 have also adopted the app phrase to denote software on their systems as well. It can also be used in reference to games or programs on the Nintendo 3DS and Playstation Vita. Even home consoles like the Wii, Wii U, Xbox 360, Xbox One, Playstation 3, and Playstation 4 can have apps.

iOS - This references the devices that can run apps on the iPhone, iPad, and iPod Touch. When you hear iOS know they are talking about some piece of software

(or app) that will work on those devices. Pay close attention to which versions of the devices. Since there are multiple.

FFG - Family Friendly Gaming

FFG Rocks - A phrase many users say to share their pleasure with something Family Friendly Gaming has done or said.

FFG Nation - Family Friendly Gaming Nation. This refers to any read, staffer, founder, reviewer, writer, or proofer that has an interaction with Family Friendly Gaming.

FFG Original - Family Friendly Gaming Original works. These can be videos, pictures, stories, columns, and more. No one provided the majority of the content to Family Friendly Gaming. It was created from scratch for our readers from the staff.

3DS - References the Nintendo 3DS.

2DS - References the Nintendo 2DS. This system plays Nintendo 3DS games without the 3D effects that can damage eyes of our younger members of the family. Full effects of the 3D effects is not known for adults.

IN THE

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[The Future of City Building Games Hits the Mac App Store](#)

Game Insight is pleased to announce that the next generation of city building games is here with the release of 2020: My Country for OS X. Mac users can download the application now from the Mac App Store. The game was previously released for iOS, Android, and Amazon.

2020: My Country is a follow-up to the popular city-builder My Country. The sequel takes place in a futuristic metropolis that players develop with towering skyscrapers and a transport network for flying cars. As the owners of this sci-fi utopia, players will not only construct architectural marvels, but they will also contend with spectacular natural disasters, including floods, fires, earthquakes and even alien invasions!

NEWS

In 2020: My Country, players can construct the city of their dreams, using a vast number of futuristic buildings and decorations that can be customized with thousands of different options. This next-generation strategy game offers huge variety, tons of quests, and highly detailed animations.

Unlike other city building games, 2020: My Country isn't just about the city. Players will also benefit from working with their busy citizens to complete important tasks and rescue them from emergencies with teams of experts. Build the city of tomorrow...today! Download 2020: My Country for OS X now!

More than 1,6 million users play in 2020: My Country around the world. The game was previously released for iOS, Android and Amazon.

[VUZIX Announces Optical Technology Breakthrough for Smart Glasses](#)

Vuzix Corporation announced a major optical breakthrough that will dramatically improve glasses-based wearable technology. The new Waveguide optics engine jointly developed with Nokia®, for the first time enables smart eyewear technology capable of fitting into standard glasses frames and is being first introduced with the release of the Vuzix M2000AR HMD.

Waveguide optics are a revolutionary new way of moving light within smart glasses and are a fraction of the size and weight of conventional prism-based optics used in competing wearable smart devices. Waveguide optics also deliver a much wider field of view for the user.

As opposed to requiring large optics to focus and create the required virtual image, Waveguide optics

use a 1.4mm thin "window" (operating similar to a fiber optic) with a tiny input pupil that is expanded using a hologram in front of the eye. Light is not bent through bulk material as in conventional optics, which provides a significant improvement in mass, weight, volume, simplicity and overall optical performance.

The technology was originally developed by Nokia and licensed to Vuzix. Vuzix integrated it with its own waveguide technology and developed other improvements for its release into Vuzix products.

The first Vuzix product to use the revolutionary Waveguide technology is the highly anticipated and immediately available M2000AR for Enterprise. This monocular solution is not only the first of many planned waveguide-based solutions for 2014 – it is also ruggedized for industrial applications. The M2000AR also includes:

720p display and 1080p camera

- HDMI Interface
- Electronic sunglass "tint"
- 30° FOV
- Daylight usable with up to 8,000 Nits of brightness
- Integrated head tracking
- Integrated compass
- Anodized aluminum alloy enclosure
- Rechargeable lithium ion battery

More free DLC for Wargame AirLand Battle

The development of Wargame Red Dragon is going full steam ahead, but that doesn't mean the teams at Eugen Systems have forgotten the Wargame AirLand Battle players! After Vox Populi, the first AirLand Battle DLC released several months ago, Eugen Systems now offer players Magna Carta, the second DLC which is equally rich and exciting.

Like the first DLC, Magna Carta is

entirely free, so Wargame AirLand Battle gamers will find their game has been automatically updated with the new content next time they launch it.

Besides the addition of 12 new units (one per nation), the Magna Carta DLC focuses mainly on new large-scale multiplayer maps. Wargame AirLand Battle therefore has 7 new maps: Gjöll and Ásgard, 2 totally new maps specifically designed for the massive battles with 20 players, and 4 new additional maps for 1 vs 1 up to 3 vs 3 players: Oslo, Orkolsvik, Karlstad and Aarhus that can all be played in the Conquest and Destruction modes. Finally, those nostalgic for the first Wargame will welcome the arrival of Three Miles Island, one of the most popular multiplayer maps in European Escalation, which is now playable in AirLand Battle in both Conquest and Destruction modes!

This free DLC, and the huge balancing update of the 870 units in the game implemented a few days ago, are great reasons for immersing yourself in the battle again or, for any gamers who haven't yet done so, to finally join the battle!



Rise of Flight Channel Battles Edition Takes to the Skies

777 Studios' latest edition of their realistic WWI PC flight simulation, Rise of Flight: Channel Battles Edition, is now available for purchase in physical disc format at various online retailers.

Rise of Flight: Channel Battles Edition is the most comprehensive edition of Rise of Flight ever offered. Among the new features is the hefty Channel Battles mission set, in which the player takes helm of the gigantic Felixstowe F.2a flying boat to sink warships, merchant ships, U-boats, and other nautical targets. A highly-detailed Channel Battle Map is also included in-game, which accurately depicts the coastlines and villages of Northern France, the Southern English coast, and the Flanders area of Belgium as they were at the dawn of aviation. Furthermore, the boxed package includes two double-sided Rise of Flight posters which feature detailed artwork from 777 Studios.

The most realistic WWI flight simulator in existence, players will take to the war-torn skies of Europe and experience cutting-edge flight simulations in which no two dogfights are the same. The Channel Battles Edition improves and expands on all the features and content that made the original Rise of Flight an award winner, such as advanced flight-models, a complex physics engine, an industry-leading progressive damage model, and beautifully detailed 3D models and environments for an authentic WWI aviation experience.

And the packaged experience of Channel Battles Edition is just the tip of the iceberg. The Rise of Flight universe continues to expand with new aircrafts and game updates on a regular basis, and includes the option for Online Multiplayer servers featur-

ing Dogfight and Co-Op scenarios. Rise of Flight fully supports user-created mods and custom skins, and thousands of historically accurate paintjobs are available for download on the Rise of Flight website. The sky is the limit. Key features for Rise of Flight: Channel Battles Edition include:

Ten legendary WWI-era aircraft including the SPAD 13, Nieuport 17, Nieuport 28, Albatros D.Va, Fokker D.VII, Fokker DR.1, Pfalz D.XII, Sopwith Camel, S.E.5a and Felixstowe F.2a

Dozens of different squadrons to enlist in from Great Britain, France, Germany, USA, and Belgium - fly historic missions to encounter famous enemy aces in deadly aerial combat and advance in rank over time

A comprehensive in-game Channel Battle Map which depicts Northern France, Southern England and the Flanders area of Belgium with accurate coastlines, villages and ports

Custom missions options featuring the Quick Mission Builder to quickly create combat scenarios in seconds, and the more intensive Mission Editor to construct more comprehensive adventures

Online Multiplayer servers with Dogfight and Co-Op game modes

Seasonal terrain textures including spring, autumn and winter in conjunction with complex atmospheric conditions such as turbulence, variable wind, moving clouds and shadows, rain and snow

Realistic gunnery and ballistics with a progressive and detailed damage model; no two crashes or kills are the same

Support for user made mods and custom skins in addition to thousands of historically accurate paintjobs available for download on the ROF website

Fully adjustable and customizable controller options including custom joystick curves and Force Feedback support

DRM-free with unlimited installations.

Strategy Game Pathogen Infects iOS

Gameblyr, an indie-focused video game publishing partner, today announced the launch of Birnam Wood Games' Pathogen, a boardgame-style strategy title for iOS, with a PC launch planned for a later date. The award-winning game (Strasbourg European Film Festival Award Winner: Best Indie Game, MassDigI Game Challenge Award Winner: Best Online Game) challenges players to compete with computer-controlled or human opponents in a struggle to control a game map through strategically placing and upgrading cells, which spread across the map and can convert enemy cells.

"We are tremendously proud of the job Birnam Wood Games did with Pathogen," said Marco Mereu, CEO of Gameblyr. "Our mission is to continue to identify creative, independent developers like Birnam Wood Games and help bring fresh, innovative games to market across all major platforms."

Like traditional strategy games such as chess and Go, Pathogen is designed to be easy to learn but hard to master. Visually intuitive gameplay and a full tutorial guide entry-level players to quickly compete against AI-controlled or human opponents of similar skill, while advanced players will discover additional challenges through a ranking system, custom maps and deeper strategic options that can result in the reversal of an entire map if a player is unwary.

Pathogen features:

Endless Replayability: compete against computer AI or other players across thirty maps which play dif-



ferently depending on the tactics used, and create your own maps with the Map Editor

Easy to Play, Hard to Master Gameplay: intuitive visual mechanics make Pathogen simple for anyone to pick up play, while higher difficulty settings and deeper player vs player strategic options offer challenges for experienced strategy gamers.

Competitive Local and Online Multiplayer: the best elements of traditional board games like chess and Go combined with the intelligent matchmaking and competitive focus of games like Starcraft

Optimized for iOS 7 and Retina Display, Leaderboards and Rankings coming soon

Air Racing Extreme for Windows PC

'Feel like an air racer and dance in the air!'

Altitude0: Lower & Faster is about flying at a frighteningly low altitude while keeping your speed up. The lower you fly, the faster you go and the better A0 pilot you become.

Rock and roll in huge scenic environments with your speed hungry plane. Aerobatic flying is necessary to successfully finish each race faster than others: loops, rolls, spins, hammerheads and more.

Feel like an air race pilot, thinking about how to shave off fractions of a second at each corner and curve, and how to fly at best angles.

Dance in the air!

Key Features

Huge open world and stunning nature landscapes

Race in huge scenic environments.

Fly over mountain peaks, huge rocks and lush forests. Explore tight spaces like caves and funky rock formations in desert canyon.

Improve skills - it's about you

Altitude0 is truly about speed, competition and improving your skills. It's really up to you and not about a predefined in-game character, whether you improve your flying skills and become a flying ace.

Altitude0 Track Editor

Race against others on tracks you create!

Altitude0 Track Editor allows you to create your own tracks the way you want (wild, thrilling or challenging) and share your creation with others. Your choice of new tracks to play could be endless as new tracks are created.

License, multiplayer (Freeway), championships : As you progress through the ranks, your license will improve. Online multiplayer mode, especially "Freeway" mode makes it possible to join the race at any time you are ready (30 and more players).

Championship mode will test skills and endurance.

Achievements

Complete different achievements - not only be the fastest but also test your aerobatics, precision flying, instant decision making and sense of space and direction. Collect new planes, cool plane skins & upgrade your planes with turbos, exhaust pipes, accelerators and more.

Match your skills against ghost replays

Replays of all players are shared online. You improve your standings by beating these replay results. As you get better, new players' replays will be picked to match your skills.

Magnector for Mobile Devices Re-releases

AccessoryGeeks.com - the official North American partner in distributing Magnector products for Magtron, the industry leader in innovative magnet technology - is proud to launch Magnector® pogo cables and cases for smart phones and tablets. Magnector is poised to replace traditional USB cables through the safety of breakaway pogo cables combined with the convenience of magnetic charging technology.

“For the past 10 years, our core value has been providing customers with new and exciting products that maximize their experience with cell phones and tablets,” said David Byun, President of AccessoryGeeks.com. “The magnetic attachment concept that allows high-speed charging and data sync capabilities is a paradigm shift that benefits everyone. We are proud to offer the line of Magnector products as the exclusive North American partner.”

The Magnector series boasts several advantages when compared to traditional USB charging cables. With the breakaway nature of the Magnector magnetic pogo charging cable, consumers will avoid accidentally tripping over wires and potentially damaging their mobile devices. Magnet technology makes charging both convenient and safe as the magnetized cable head is easily guided to the bottom charging area. This also prevents the wear and tear of constantly inserting traditional USB cables to power devices. The safety and convenience of Magnector pogo cables and cases comes at no loss of charging power when compared to traditional USB power cables; for the Google Nexus 10 tablet, the Magnector N10, a magnetic pogo charging cable, charges 25% faster on the Nexus 10 versus traditional USB cables.

Four New Audio Products in the Adaro Line

Razer announced the Razer Adaro series, a new line of headphones designed for personal entertainment.

The new audio lineup will initially feature four models: bass-heavy earphones, analog stereo headphones, Bluetooth headphones and DJ-style headphones. Each member of the Razer Adaro family is designed with a heavy focus on durability, comfort and uncompromised sound quality for music listening.

The Razer Adaro series marks the company’s latest venture into the personal entertainment audio space. The Razer Kraken and Electra, two of Razer’s best-selling headphones, were tuned for music, as well as gaming.

“Making technically advanced headsets to meet the extraordinary requirements of professional gamers has been a primary focus for us for years, and applying that competency to the development of headphones designed for music lovers is a natural extension for the business and our fans,” says Min-Liang Tan, Razer co-founder, CEO and creative director. “For some time now, we’ve been asked to come out with a line of headphones that addresses the other interests of our community. The Razer Adaro lineup offers just that: high-quality, portable audio for kicking-back, traveling and training, and even for making music.”

Product features:

- High-performance 10 mm dynamic drivers
- Robust, precision-milled aluminum body
- Personalized fit and sound isolation
- Flat, anti-tangle cable
- Compatible with most popular mobile devices
- Included carrying case

Tivitas Interactive Unveils Sinister

Tivitas Interactive, an Ontario-based designer and manufacturer of precision gaming accessories, today unveiled their premiere haptic gaming device, Sinister. Using VivosTouch’s revolutionary haptic feedback technology, Sinister offers gamers a truly sensational gaming experience unlike anything they have ever felt before.

With “RealityLink” powered by VivosTouch technology, this haptic device offers players a full gamepad experience with the familiarity and precision of a mouse, making it the perfect gaming device for PC gamers of all skill levels. Unlike any other haptic gaming device, Tivitas Interactive’s Sinister offers fully-customizable, adjustable ergonomic support, true analog movement, and several different “HD Feedback” gaming modes that can be tailored to match the genre of the game. Additionally, the device features plug-and-play functionality for gaming right out of the box, and will support both Windows and Linux at launch.



Razer Reinvents Gaming Desktops

Razer announced a concept of what promises to be the world’s most modular gaming system, Project Christine. The PC has traditionally been one of the most open platforms in all of technology. However, given the technical complexities of PC hardware, only the most hardcore enthusiasts have been able to take advantage of this openness to build, customize and continuously upgrade their PC desktop systems. The tremendous promise of the PC has remained underexploited by the vast majority of general consumers for more than 30 years, largely due to the convoluted hardware - knowing what does what, what works with what, and how to connect the pieces.

Project Christine is a revolutionary new concept design that will change the way users view PCs. It will allow any user to build and customize his or her PC in any configuration without any prior technical knowledge. Further, as new upgrades come to the market, the same PC can be easily and quickly upgraded without additional technical assistance and without the fear of incompatibility or obsolescence.

Project Christine’s modular design allows users to easily build their PCs by allowing them to select and install modules on-the-fly, whether it’s a CPU, GPU, or memory and storage configuration. The PCI-Express architecture of Project Christine automatically syncs components. Need more graphics processing power or storage? Easy - a user can slot-in additional graphics modules and add more storage by either swapping-out the existing storage drives or adding more modules. Equally exciting, Project Christine is able to run multiple operating systems that the user may require.





State of Gaming



REVIEWS

Opinions abound concerning in the year of our Lord 2014. Some people say Jesus will come back in 2014. Of course the Holy Bible is clear - only God the Father knows the exact time of Christ's return. Some people say this is going to be Nintendo's year with the Wii U. They already dominate the hand held market with the Nintendo 3DS. Android is catching up with iOS - probably thanks to the money grubbing Google. Sony and Microsoft picked up right where they left off.

Where did the PS3 and Xbox 360 finish? Well the Xbox 360 dominated in America. The PS3 dominated in Japan. The PS3 also beat out the Xbox 360 in Europe. It seems the same thing is happening (at least early on) with the Playstation 4 and Xbox One. Microsoft is dominating in the Americas, and Sony is doing better

in Europe and Japan. The Japanese are known to support products from their country. It is very difficult for any American electronics to do well in that country.

What surprises will 2014 yield? Will Sega finally return Shining Force to the SRPG genre? Will a turn based Phantasy Star game be released? Will we finally get to play The Bible Game 2? What amazing family friendly titles will appear on the Xbox One? Will the Playstation 4 finally get some games for families? Which iOS companies will shine in 2014? Will any of the fallen companies redeem themselves? Will companies start to pay you to play their games? Will free apps go the way of the dinosaurs?

Which companies will distinguish themselves this year? Which companies will slide down that slippery slope? What kind of

propaganda can we expect to hear? What will the narrative be? Which of these companies will acknowledge and include God in their business dealings? How much bigger can Family Friendly Gaming Nation become? What surprises will we have for you?

Questions surround 2014. Thus far we see the main three (Microsoft, Nintendo, and Sony) jockeying for position. They promote the positives and completely ignore the negatives. What will their goals be in 2014? Who will they reach out to? There are powerful forces behind each of the BIG THREE. You will decide which of them dominates the next home console generation war. You pick the winners with your dollars. It may be a tighter race than ever imagined as some predict the video game industry will shrink in 2014.

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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Matthew 12:34-37

34 You brood of vipers, how can you who are evil say anything good? For the mouth speaks what the heart is full of. 35 A good man brings good things out of the good stored up in him, and an evil man brings evil things out of the evil stored up in him. 36 But I tell you that everyone will have to give account on the day of judgment for every empty word they have spoken. 37 For by your words you will be acquitted, and by your words you will be condemned.”



Zhu Zhu Pets Quest for Zhu

SCORE: 69



It's A Wonderful Life

SCORE: 86



It was clearance check time for me again. This time I found Zhu Zhu Pets Quest for Zhu on the Nintendo DS. This is a cute little side scrolling hand held video game where players move one of four Zhu Zhu Pets through levels. Each pet has a different ability that helps them progress through the levels. You pick before you know what you are facing so its kind of moot.



The game boasts sixteen levels and four mini games. Zhu Zhu Pets Quest for Zhu can be beaten in an afternoon. Especially if finding all the items is not on your list. Just beating levels became my goal after

the first world.

Kids did not get into Zhu Zhu Pets Quest for Zhu on the Nintendo DS. I gave them an opportunity and they never got into this hand held video game. The talking and movie images did not capture their attention either. By the way that audio



is so light I had to turn my volume way up to hear it. The best thing about Zhu Zhu Pets Quest for Zhu is putting one of them into a pipe. These pipes go all over the place - until they reach their final destination. It also gave me a reprieve from the control issues in this Nintendo DS game.

Families need to be aware of the gambling in Zhu Zhu Pets Quest for Zhu. I am confused why it was included. There are so many other better ideas for mini games that could have been used in Zhu Zhu Pets Quest for Zhu. But then they did not pay for assistance in providing them intelligent ideas. Probably a reason why Zhu Zhu Pets Quest for Zhu was on the clearance rack.

I feel my money was wasted on Zhu Zhu Pets Quest for Zhu. Pass on this DS game. - Yolanda

We had a reader request come in some months back for It's A Wonderful Life. I was finally able to work this classic movie in. I knew this DVD was going to be a challenge. I did not realize how much, until watching it. We purchased the two disc collector's set which includes the original black and white, as well as the color version. I know there is debate over keeping B&W movies in that format. I am not going into that.

I should warn our readers right now that there will be spoilers in this review. If you do not want spoilers then please skip this page. There is so much in Frank Capra's It's A Wonderful Life that it can take days to absorb all of it. We have a rich man who cares only for



himself and takes advantage of others. We have a dreamer who never gets his dreams realized. He does fulfill the dreams of others. During the process he settles down, gets married, and has seething anger over never reaching his full potential.

It's A Wonderful Life shows us a bygone era where men and women were modest and respectful of one another. Faith plays a major part in It's A Wonderful Life as well. God and angels are represented.

What makes us truly rich is also touched upon in It's A Wonderful Life. Most of the characters in It's A Wonderful Life are very transparent. James Stewart does a fantastic job playing



the tortured George Bailey. Donna Reed does a marvelous job playing his wife. Plenty of other exceptional performances are shown in this movie.

Ever wonder what the world would have been like if you were never born? It's A Wonderful Life shows that to one man. It is amazing how slow he is to pick up on his wish was granted. In the process it shows him what is really important. The currency heaven uses is more important than anything of the world. - Paul

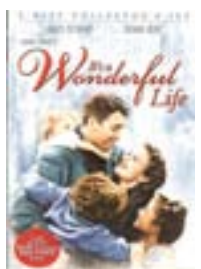
Publisher: Activision
System: Nintendo DS
Rating: 'E' - Everyone
{Simulated Gambling}

Graphics: 70%
Sound: 75%
Replay: 60%
Gameplay: 60%
Family Friendly Factor: 80%



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

Graphics: 75%
Sound: 80%
Replay: 80%
Gameplay: 100%
Family Friendly Factor: 95%



Disney
MICKEY MOUSE CLUBHOUSE
SUPER ADVENTURE!

TRIPLE MAZE!

Find your way through all three of the Super Adventure mazes below featuring Upsy-Daisy, Dynamo Duck and Wonder Minnie!

BAM!

CRASH!

ZAP!

ON DISNEY DVD DECEMBER 3



Ultima Forever Quest for the Avatar

SCORE: 47



I like to purchase a game and then play it to my hearts content. I despise games that let me play for thirty minutes and then demand money to proceed. Only to have it ask for more money thirty minutes to maybe an hour later. Ultima Forever Quest for the Avatar on the iPad/iPhone falls into that category. It lets you play for a bit, and then you hit a brick wall. It is impossible to progress without paying money.



Why is it impossible to move on? Because your weapons and armor break. You are constantly faced with treasure chests where you have to use your keys. The keys you get from enemies give you junk. Pay money for better keys and you will get better armor and weapons. As the armor and weapons wear out you wind

up facing the same dilemma a dungeon or two later. Now you can go back to old dungeons in Ultima Forever Quest for the Avatar as long as you are within the level range. Meaning each dungeon



has specific level ranges. That way you can not just grind on early dungeons. You are forced into going forward where you are not equipped to handle it. Unless you spend real world money on this game.

Ultima Forever Quest for the Avatar contains blood, violence, enticement to lust, magic, bad language, despicable characters, violence, and poor attitudes. The level of violence is excessive and honestly really boring. There is a slight focus on the virtues - mainly it seems to be stats to level up. I liked the choices in conversations.

Ultima Forever Quest for the Avatar could have been something wonderful. Instead it was made into a cash draining machine. Why can't we have a game for ten dollars where we play it without the armor and weapons degenerating on us?
- Paul

Publisher: EA
System: iPad/iPhone
Rating: '9+' - 9+ {Infrequent/Mild Profanity or Crude Humor, Infrequent/Mild Horror/Fear Themes, Frequent/Intense Cartoon or Fantasy Violence}

Graphics: 40%
Sound: 60%
Replay: 55%
Gameplay: 30%
Family Friendly Factor: 50%





Disney Infinity Cars Playset

SCORE: 86



Cars has been a huge hit here at Family Friendly Gaming. The THQ games were also part of the first class of inductees into the Family Friendly Gaming Hall of Fame. The Cars games since then have not measured up. We all had high hopes for Disney Infinity Cars Playset. All of us here at Family Friendly Gaming were hoping for a return to what made the THQ Cars games so great.



There is some greatness in Disney Infinity Cars Playset. There is also a focus on the Cars 2 movie content. You know the machine guns, missiles, violence, and blowing things up. Things start out wonderful with races, helping others in Radiator Springs, and rebuilding the town. It winds up sliding after that.

The races in Disney Infinity Cars Playset are a bit on the simplistic side. So are many of the missions. Someone ran out of gas, so we have to take them to Flo's. Yet never once did I need to go get gas even though I spent hours driving all over the map. Which is a bit on the odd side.

Toy Box items can be



found all over in Disney Infinity Cars Playset. I personally love that little skate park like area. If you purchase enough of the Cars figures then you can unlock something special.

I purchased Disney Infinity Cars Playset when it was first released. For some reason did not consider a review until recently. We have had a resurgence of interest in Disney Infinity - so that may be why. It felt great to go back to this DLC and appreciate it. It is one of the better Disney Infinity Playsets in my opinion.

The controls in Disney Infinity Cars Playset can take some getting used to. They can give you fits if you are used to controlling characters in other Disney Infinity Playsets. Once you get it, you are good though.

Disney Infinity Cars Playset looks good, and it sounds good. Less violence would have been appreciated.

- Paul

Publisher: Disney Interactive
System: PS3/Xbox 360/Wii/
Wii U(tested)
Rating: 'E10+' - Everyone 10+
{Cartoon Violence}

Graphics: 80%
Sound: 92%
Replay: 88%
Gameplay: 80%
Family Friendly Factor: 88%



Disney Junior Colorize the character below!

MICKEY MOUSE CLUBHOUSE
SUPER ADVENTURE!

ON DISNEY DVD DECEMBER 3



Rune Factory Tides of Destiny

SCORE: 46



Avermedia Live Gamer Portable

SCORE: 69



Rune Factory is the violent cousin of the Harvest Moon video games. Rune Factory allows players to go out there and attack monsters, go through dungeons, and craft weapons/armor. There is also planting, and blacksmithing in Rune Factory video games.



quickness. Then your health starts to drain. After that you wake up back in town with half health and half RP.

In Rune Factory Tides of Destiny players take on the role of a character who houses two souls. A male and a female character are merged into one body. Yes this makes for many awkward moments, and one of the reasons this Wii and PS3 game was such a flop. But not



Rune Factory Tides of Destiny takes the franchise in a new direction. One that almost killed off the series. Similar to what Wind Waker did to and for Zelda. Rune Factory Tides of Destiny is all about the ocean. Early on players create a plant golem. This giant can pick up sunken islands out in the ocean.

Walking around the ocean in Rune Factory Tides of Destiny is boring, tedious, and time consuming. Plus you drain your RP points with a

the only issue.

Rune Factory Tides of Destiny has insult upon insult to Christians. They make the pastor a sexually deviant character in what can only be described as a blatant attack on the Christian faith and beliefs. But then the video game industry has long been known for being bigots against Christians for some time now. Rune Factory Tides of Destiny is the latest example.

Additional sexual content can be found in Rune Factory Tides of Destiny. There is also violence as players fight with weapons and with their giant planet golem. The level of enemies in Rune Factory Tides of Destiny is crazy. Can't throw a rock without hitting a monster generator.

Rune Factory Tides of Destiny may have been an experiment with the franchise. If it is then it failed. Save yourself some money and pass on purchasing this home console game.

- RPG Master

We prayed long and hard about reviewing Avermedia Live Gamer Portable. We debated from every angle we could possibly think of. At the end of the day we decided to give this device some love and attention. Or at least a review - which may or may not include the love if you know what I mean.

The Avermedia Live Gamer Portable is used to record your video game play sessions. Want to do a video walkthrough of a home console video game? Then the Avermedia Live Gamer Portable is for you. We tested it on the Playstation 3, Wii U, Xbox 360, and Xbox One. It is also supposed to work on a PC. I suspect it will work with the Playstation 4.

The Avermedia Live Gamer Portable device connects to the video game home console, the television set, and the

computer that is recording it. We used a laptop for the recording. The biggest issue with the Avermedia Live Gamer Portable is the wires. They are short.

The computer recording needs to be almost on top of the television and Avermedia Live Gamer Portable device. This part of this recording device is not flexible, and not easy to use.

It is also difficult to swap between different devices. Hardware and software changes are needed each and



every time. Forget one, and it does not work. In fact we spent more time troubleshooting the Avermedia Live Gamer Portable than we did actually using it.

The Avermedia Live Gamer Portable is a pricey device too. Families will likely have little to no interest in this video capture device. Teckies and geeks will have more of an interest. Even they may balk at the high price of the Avermedia Live Gamer Portable.

The Avermedia Live Gamer Portable works. It is clumsy and clunky but it does work and the software is pretty slick. - Paul

Publisher: Natsume
System: PS3/Wii(tested)
Rating: 'E10+' - Everyone 10+
{Fantasy Violence, Mild Suggestive Themes, Use of Alcohol}

Graphics: 45%
Sound: 45%
Replay: 60%
Gameplay: 60%
Family Friendly Factor: 20%



Publisher: Avermedia
System: Hardware
Rating: " - Not Rated

Graphics: 90%
Sound: 85%
Replay: 80%
Gameplay: 30%
Family Friendly Factor: 60%





Turbo



The Croods



SCORE: 90

SCORE: 80

Turbo is one of the funniest movies I have seen all year long. This little snail wants to race. He dreams of racing, watches racing tapes, and races rotten tomatoes.



The other snails in the garden make fun of him. Even his own brother loses faith in him. This is when something magical happens to him. He gets sucked into a car engine and infused with nitro.

This is where Turbo takes off. He gets into snail racing, and eventually the Indianapolis 500. There are bumps in the road, but Turbo shows believing in yourself wins the day. Along the way he helps numerous others. His own brother eventually comes around thanks to Turbo.

There are so many fun quotable lines in Turbo. My favorite is : "I'm gonna pretend

I didn't hear what I clearly just heard." The entire family can laugh at the layers of humor in Turbo. The voice actors deliver a fantastic effort in Turbo.

Turbo is surprisingly clean except for some animal kingdom peril, and peril in relation to vehicles. What makes it surprising is a couple of the voice actors in Turbo. They are not known to be clean. Turbo proves they can work without profanity. It makes them much



funnier. I hope they continue to keep it clean going forward.

I will warn you about one thing in Turbo. You may want to go eat some tacos after watching this film. I am very curious what is in Dos Bros Tacos. What makes them so good? Was it based on a real world business? If not I could see someone setting one up really soon.

Turbo is not the only one who has his dreams come true. The hispanic brothers he meets up with have their dreams come true. The other business owners in that strip mall also have their dreams come true. The snail racing crew also have their dreams come true.

Turbo is ninety-six minutes long. We purchased the DVD which contains

Champion's Corner, Team Turbo Tricked Out, Be An Artist and more as special bonus features. I feel my money was well spent on Turbo.
- Paul



Publisher: 20th Century Fox
System: DVD
Rating: 'PG' - Parental Guidance {For some mild action and thematic elements}

Graphics: 88%
Sound: 90%
Replay: 80%
Gameplay: 95%
Family Friendly Factor: 95%

Black Friday brings extremely low prices to movies. We can go months thanks to what we purchase on that day. The Croods on Blu-ray + DVD + Digital HD is a classic example. Plenty of movie for a very low price.

I was concerned about The Croods. The whole cave man fantasy mixed in with the religious content by those who openly reject God. Thankfully it is light in The Croods. It is still present. I suppose it should come as no surprise since Nicolas Cage is involved in this project. He seems to pick a high percentage of projects that attack God, and attack His followers.

The Croods is set right before the continents split apart. This family of cavemen must embrace change. They



need to adapt. A human teenage boy helps them embrace the future. The teenage daughter of The Croods is his love interest.

The Croods can also be seen as an attack on men. Since the father is the one who needs to change. The father is holding the rest of the family back. The father is not a great leader. At least until the end. The oldest son of the family is also shown in a bad light. The grandmother is the only female character in The Croods that comes anywhere near being shown in a bad light.

If you can get by all of the undermining attacks on reality and traditional families;

you will find a funny movie. The Croods is oozing comedy from its pores. The ideas of the father, the interaction with wild life, and Belt. Belt is one of those characters who grows on you over time. By the end of the movie you are loving him, and laughing at him.

Plenty of bonus features on The Croods discs. The Creatures of the Croods, Cut Scenes, Be An Artist, Belt's Cave Journal, and more. I have already watched The Croods multiple times. Our children have watched it even more times than Yolanda and I. A sequel would be welcome here at Family Friendly Gaming.
- Paul

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





Shining Force Neo

SCORE: 49



Decap Attack

SCORE: 40

Kirby's Dream Land 3

SCORE: 69

Sega has become extremely proficient at dismantling and destroying their really good and well liked role playing games. Phantasy Star went off reservation some years ago. That franchise could have dominated Dragon Quest and Final Fantasy. Yet Sega dropped the ball, and stumbled around trying to kick it.



used. Like your brother has been missing all these years, and he turns out to be a bad guy.

Family Friendly Gaming Nation called it in the first fifteen minutes. Mindlessly killing millions to get to the next anime cut scene is exhausting in Shining Force Neo.

The bad language flows in Shining Force Neo just like the enemies. Which reminds



me - why for the love of God can't we destroy the generators early on? It has to plop so many enemies on the map before it can be destroyed. The same with certain boss enemies. The voice acting in Shining Force Neo is okay at times. Non-interesting at other times.

The guidance system in Shining Force Neo is confusing. The poor level design does not help things either. Who makes towns that look like that? Shining Force Neo does not have an intelligent design. There is church where NPCs are praying. Not clear on who they were praying to.

Shining Force Neo has okay cel shaded graphics for its era. There is also enticement to lust issues on top of the mindless violence. Authority figures are routinely disrespected in Shining Force Neo. Magic is also a part of Shining Force Neo. Please pass on Shining Force Neo.

- RPG Master

Rummaging through a box of old games I found it - a 16-bit home console video game Family Friendly Gaming never reviewed. Most intelligent readers will look at the name Decap Attack and draw a conclusion. Your conclusion of avoiding Decap Attack is right on the money. My review is to reinforce and reaffirm what you already know.

Decap Attack has a horror theme. This Genesis game feels like one monster is being used to fight off other monsters. Using evil to fight off an evil invasion. Not the most morally or ethically sound. The era before Family Friendly Gaming did have certain issues. The main character can find a head and throw it. He can also jump on enemies and punch them.

The mummy like character in Decap Attack is light on his feet. His jumps are beyond any and every Olympic record. The music is annoying, the violence lengthy since enemies respawn, and the game can be difficult at first.

Players need to improve their play each and every time to progress through the levels in Decap Attack.

The backgrounds in Decap Attack look like the 8-bit Ninja Gaiden graphics. The game play has a similar feel to it as well. Decap Attack is a road map of what not to do in a video game. - Mark



Back in the year of our Lord 1997 Kirby's Dream Land 3 released on the Super NES. That was the 16-bit home console machine released by Nintendo. Kirby is accompanied by Goopy in Kirby's Dream Land 3. He has many of the same skills as Kirby even though his AI is pretty lame. In fact we started calling him squishy here at Family Friendly Gaming. Since he was really good at killing himself, and getting in our way.

Kirby's Dream Land 3 will not impress anyone with its graphics. In fact time has not been kind to this SNES home console video game. Unfortunately they were not that great for that era of time either. Which hurts Kirby's Dream Land 3 even more. The sounds are pleasant - even if we are familiar with the music.

The level design in Kirby's Dream Land 3 is really lame. It lacks creativity. There are numerous levels which is probably what hurts Kirby's Dream Land 3. Since we wind up doing much of the same thing level after level. By the time we get to a boss battle we are fighting to stay awake.

Kirby's Dream Land 3 contains violent content was well as the power ups from eating the enemies. You can spend a few days blitzing through this game with little reason to play it again.

- Paul



Publisher: Sega
System: PS2
Rating: 'T' - Teen
{Fantasy Violence, Mild Language, Suggestive Themes}

Graphics: 50%
Sound: 40%
Replay: 60%
Gameplay: 45%
Family Friendly Factor: 50%



Publisher: Sega
System: Genesis
Rating: 'NR' - Not Rated

Graphics: 40%
Sound: 50%
Replay: 50%
Gameplay: 30%
Family Friendly Factor: 30%

Publisher: Nintendo
System: SNES
Rating: 'NR' - Not Rated

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

SPORTS



Product: Ridge Racer Slipstream
Company: Namco Bandai
System: iPhone/iPad
Release Date: Out Now
Rating: '4+' - 4+



TRIALS FUSION



Product: Trials Fusion
Company: Ubisoft
System: PC/PS4/Xbox 360/Xbox One
Release Date: TBA 2014
Rating: 'RP' - Rating Pending

SPORTS CONTINUED

TECHBOY CHARACTER DESIGN



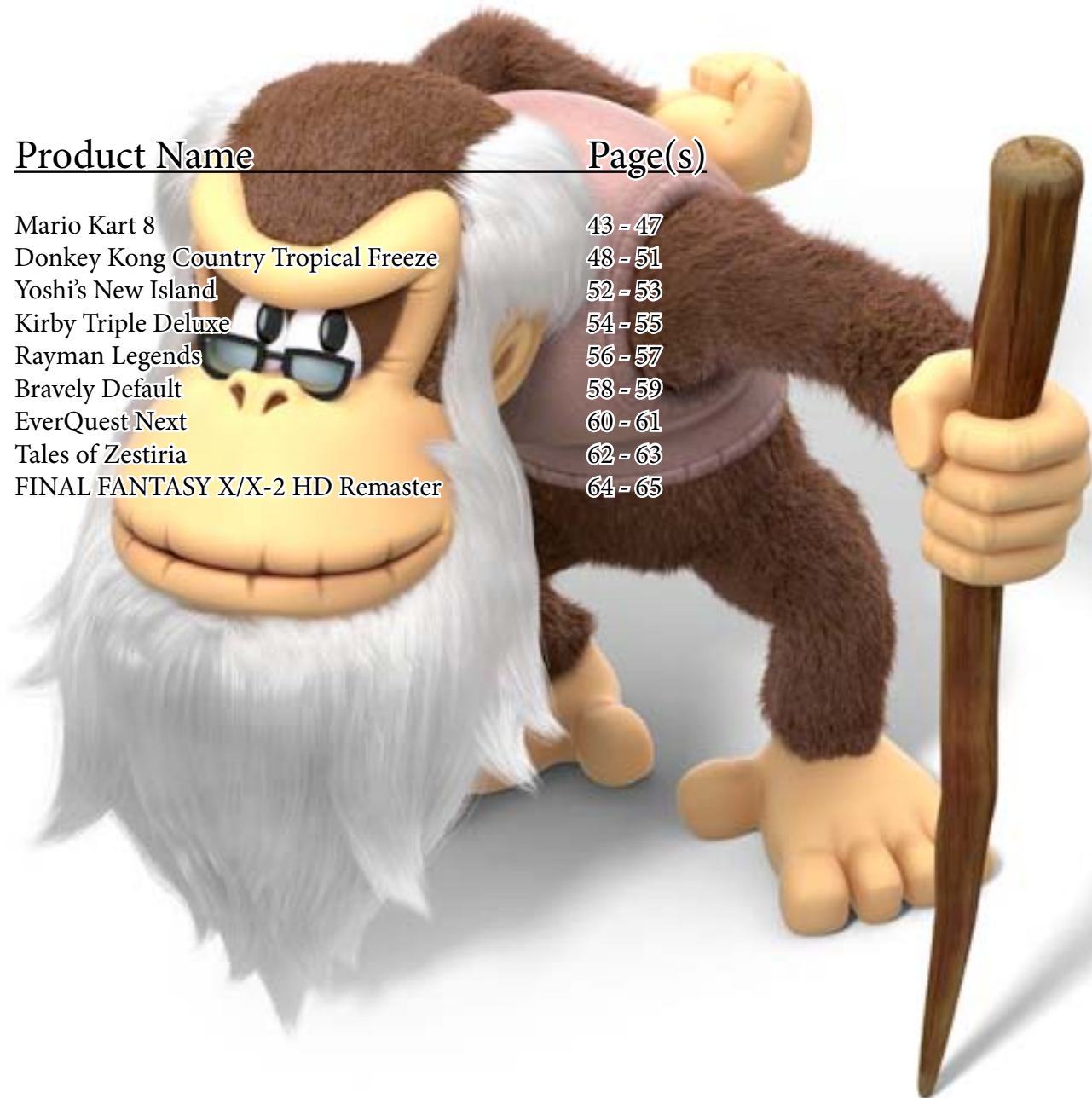
DEVELOPING



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GAMES





Product: Mario Kart 8
Company: Nintendo
System: Wii U
Release Date: Spring 2014
Rating: 'RP' - Rating Pending



DEVELOPING GAMES



Product: Mario Kart 8
Company: Nintendo
System: Wii U
Release Date: Spring 2014
Rating: 'RP' - Rating Pending





Product: Donkey Kong Country
Tropical Freeze
Company: Nintendo
System: Wii U
Release Date: February 21, 2014
Rating: 'RP' - Rating Pending



Product: Donkey Kong Country Tropical Freeze
Company: Nintendo
System: Wii U
Release Date: February 21, 2014
Rating: 'RP' - Rating Pending



Product: Yoshi's New Island
Company: Nintendo
System: Nintendo 3DS
Release Date: Spring 2014
Rating: 'RP' - Rating Pending

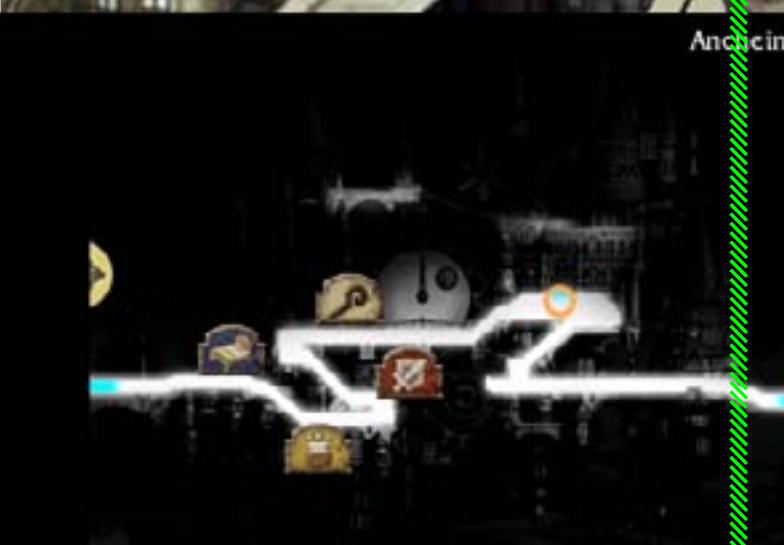




Product: Kirby Triple Deluxe
Company: Nintendo
System: Nintendo 3DS
Release Date: 2014
Rating: 'RP' - Rating Pending



Product: Rayman Legends
Company: Ubisoft
System: Xbox One/PS4
Release Date: February 25, 2014
Rating: 'E10+' - Everyone 10+
{Comic Mischief, Cartoon Violence}





Product: EverQuest Next
Company: SOE
System: PC/PS4
Release Date: TBA
Rating: 'RP' - Rating Pending



OF series producer Hideo Baba from NAMCO BANDAI Studios Inc. “To respond to their love and support I am honored to open a new chapter of the TALES OF series together with Japanese and overseas fans.”

“2015 marks the 20th anniversary for the TALES OF franchise in Japan and I would like to thank all the fans who have supported us for the past two decades from the bottom of my heart,” said Makoto Yoshizumi, TALES OF Chief Producer from NAMCO BANDAI Games Inc. “In recent years we have received anticipation for the series not only from Japan, but from overseas fans as well. Because of this I feel that the TALES OF series has more potential than ever before. For this reason we are taking this opportunity to announce TALES OF ZESTIRIA as a worldwide title. This title will be going back to the roots of the series and boldly exclaim to the world ‘this is TALES OF!’”

The TALES OF franchise has seen a strong resurgence of popularity among RPG gamers throughout Western territories in recent years. 2013 saw the series’ 15 anniversary in North America with the release of TALES OF XILLIA® and the announcement of 2014’s TALES OF SYMPHONIA CHRONICLES™ and TALES OF XILLIA® 2; all of which are exclusive to the PlayStation 3 system.



TALES OF ZESTIRIA



NAMCO BANDAI Games America Inc. is proud to announce the Japanese 20th anniversary commemorative title, TALES OF ZESTIRIA™, the latest entry in the famed TALES OF role-playing game franchise from NAMCO BANDAI Studios Inc., will be available in North America and South America for the PlayStation®3 computer entertainment system.

tem.

Players will delve into a grand storyline and discover the “zest” of adventure with brand new characters, magical lands and action-packed gameplay that the TALES OF franchise is known for from fans around the world. TALES OF ZESTIRIA returns to the series roots of a fantasy setting with character designs being handled by all four series designers; Mutsumi Inomata, Kosuke Fujishima, Daigo Okumura, and Minoru Iwamoto. ufotable Inc. will also return to create the game’s animated cut scenes and opening movie.

Product: Tales of Zestiria
Company: Namco Bandai Games
System: PS3
Release Date: 2014
Rating: ‘RP’ - Rating Pending

“Over the past few years the TALES OF team has taken great strides to strengthen our relationship with players across North America and Europe,” said TALES





Product: FINAL FANTASY X/X-2
HD Remaster
Company: Square Enix
System: PS3/PS Vita
Release Date: March 18, 2014
Rating: 'RP' - Rating Pending

RECENT

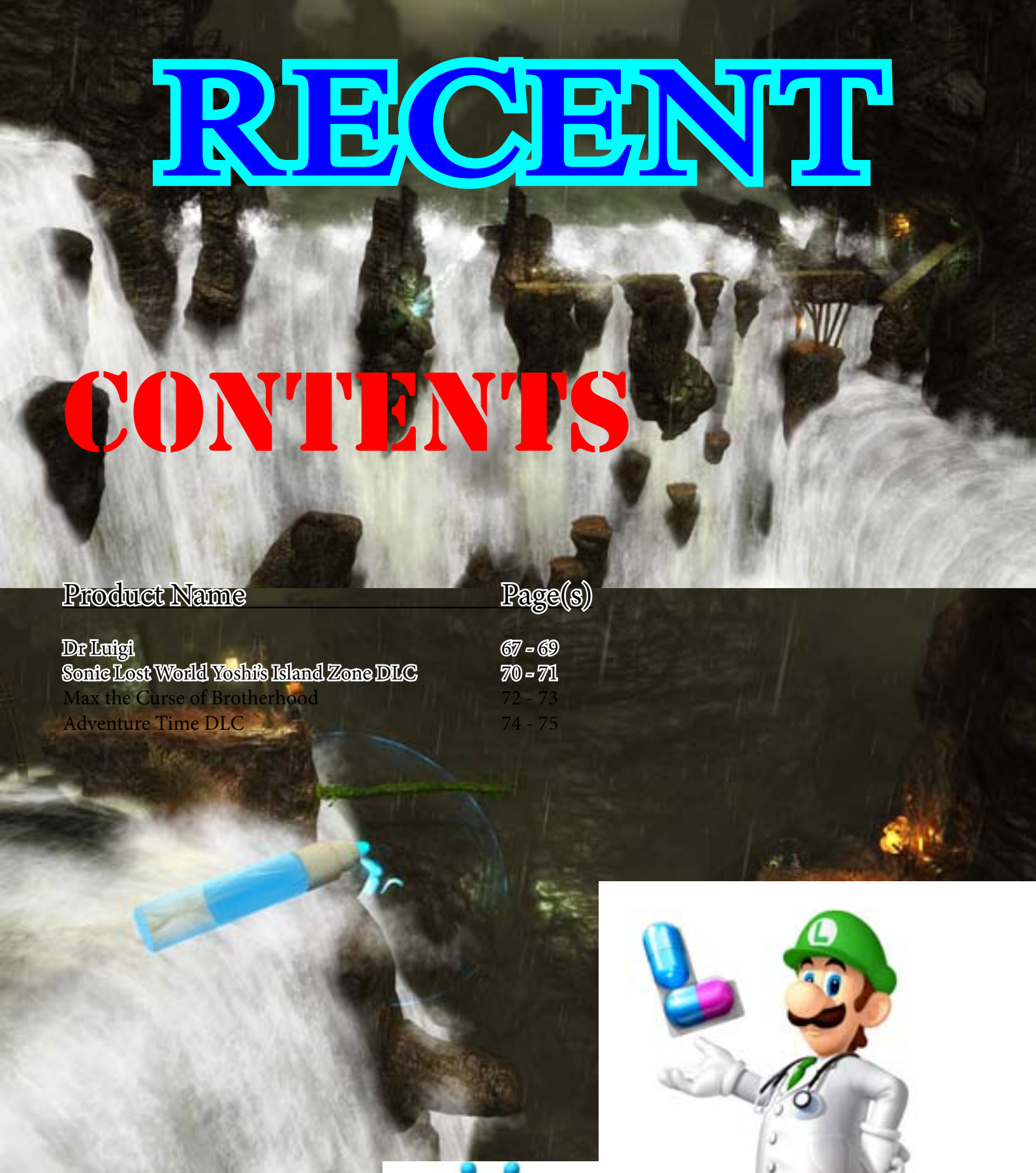
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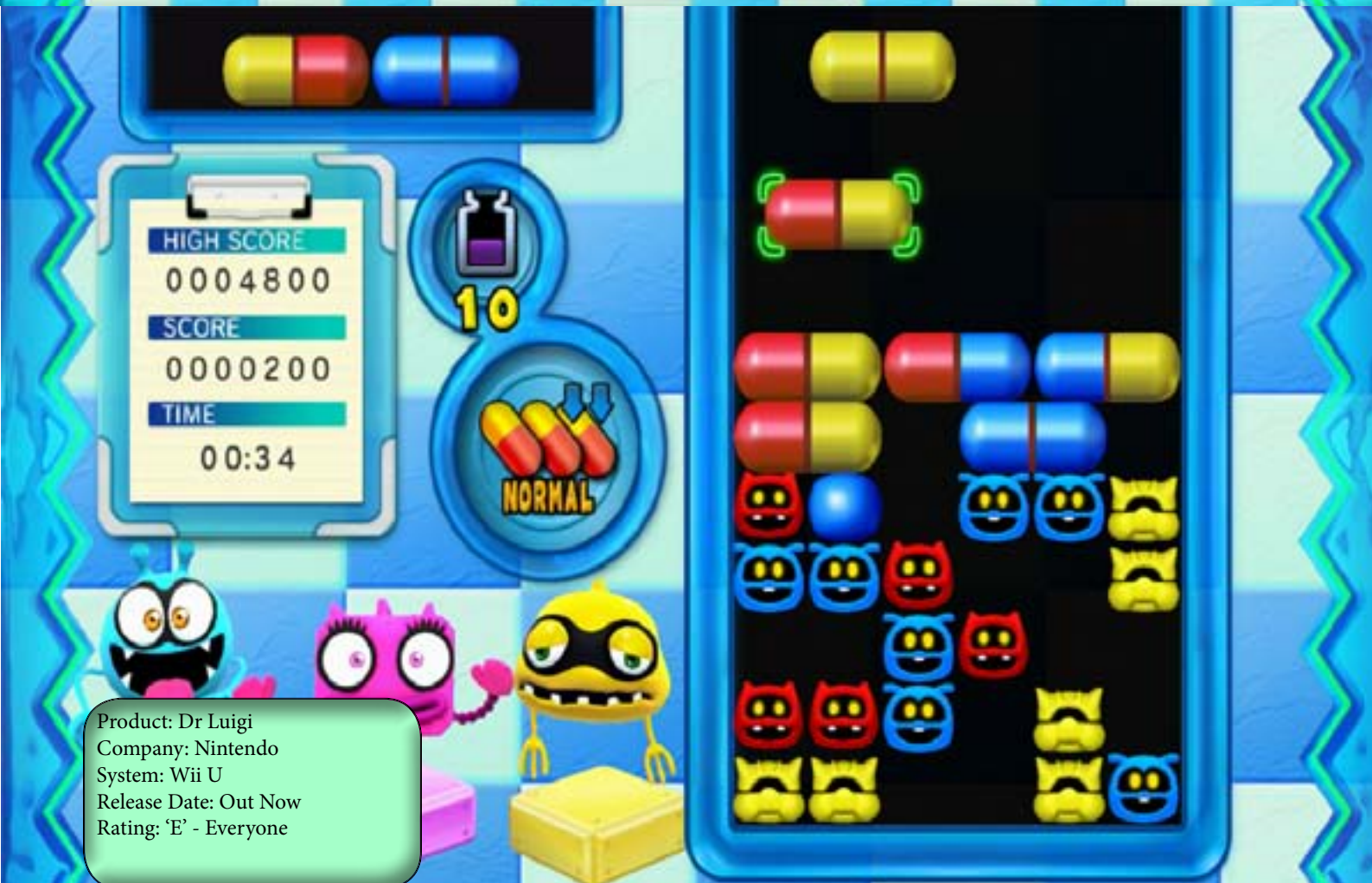
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 Sonic Lost World Yoshi's Island Zone DLC
 Max the Curse of Brotherhood
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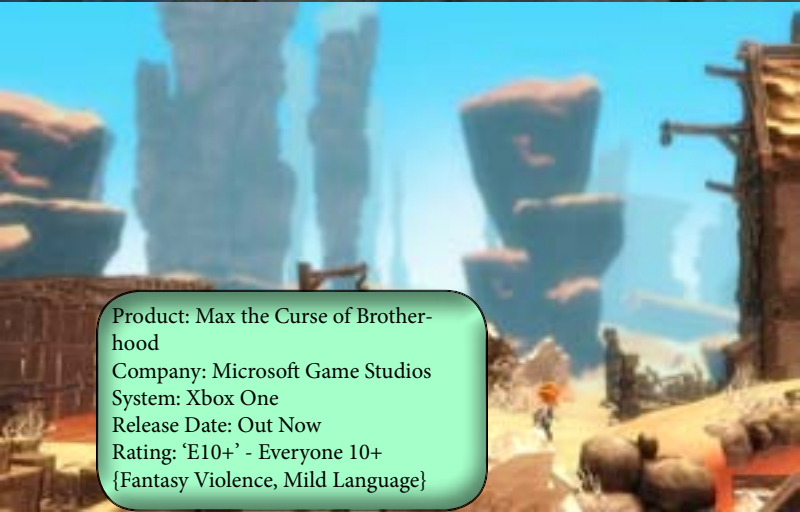


Product: Dr Luigi
 Company: Nintendo
 System: Wii U
 Release Date: Out Now
 Rating: 'E' - Everyone





Product: Sonic Lost World Yoshi's Island Zone DLC
 Company: Sega
 System: Wii U
 Release Date: Out Now
 Rating: 'E10+' - Everyone 10+
 {Mild Cartoon Violence}



Product: Max the Curse of Brotherhood
Company: Microsoft Game Studios
System: Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone 10+
{Fantasy Violence, Mild Language}



RECENT RELEASES



Product: Adventure Time DLC
 Company: D3 Publisher
 System: Wii U/PS3/PC/Xbox 360
 Release Date: Out Now
 Rating: 'E10+' for Everyone 10+
 {Cartoon Violence, Comic Mischief}

Last Minute

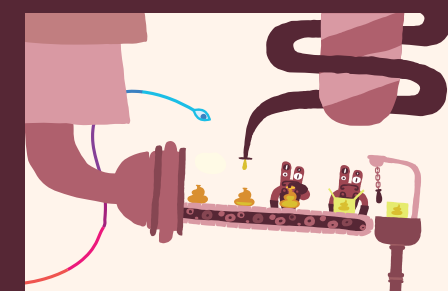
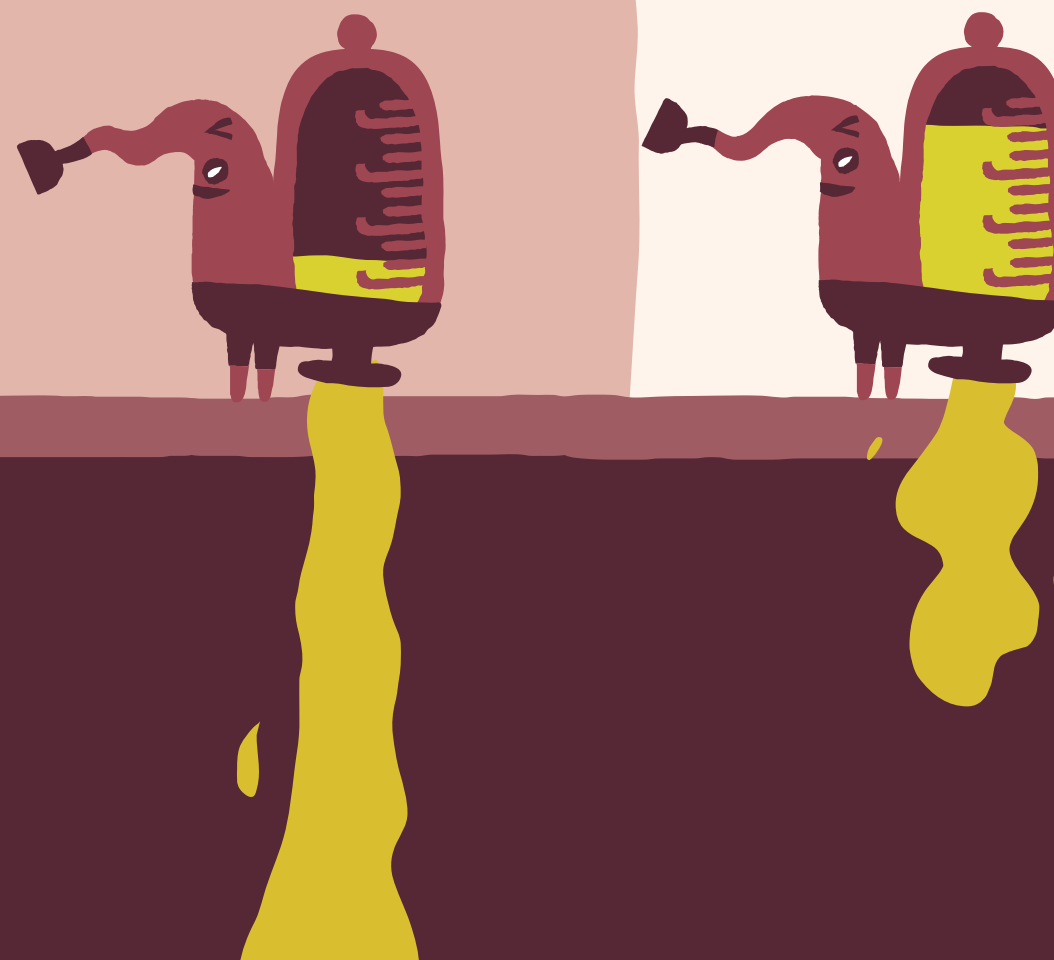
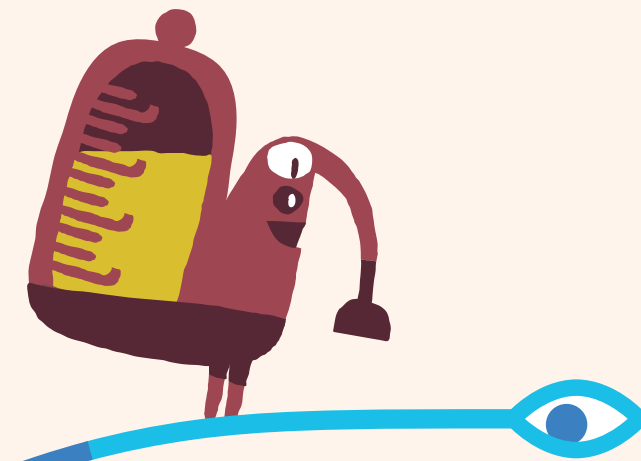
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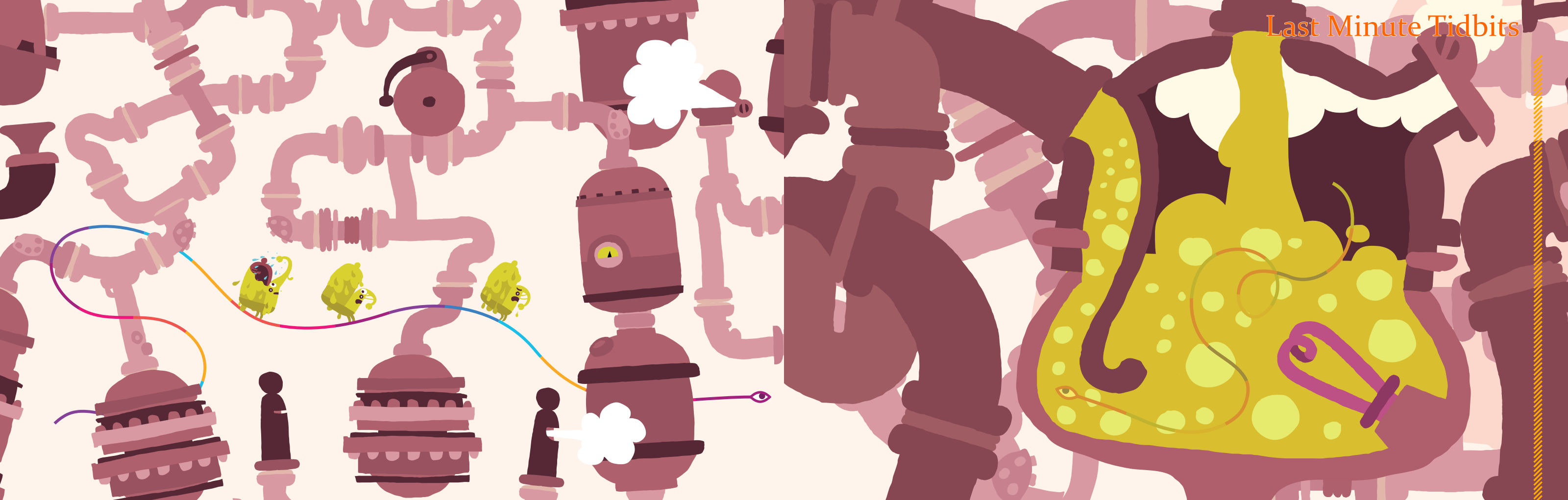
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Tiddbits





Product: Hohokum
 Company: Sony
 System: PS4/PS3/PS Vita
 Release Date: 2014
 Rating: 'RP' - Rating Pending



Product: The Sims 3 Roaring Heights
Company: EA
System: Personal Computer
Release Date: December 2013
Rating: 'T' - Teen {Crude Humor, Sexual Themes, Violence}

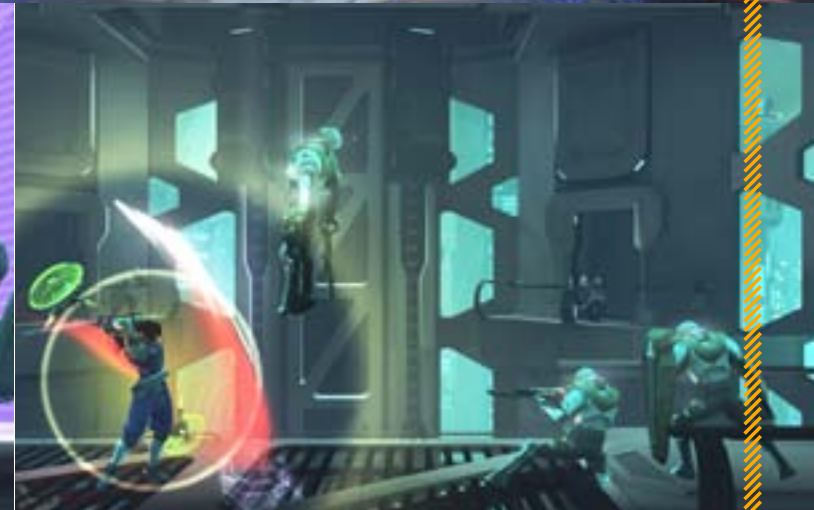
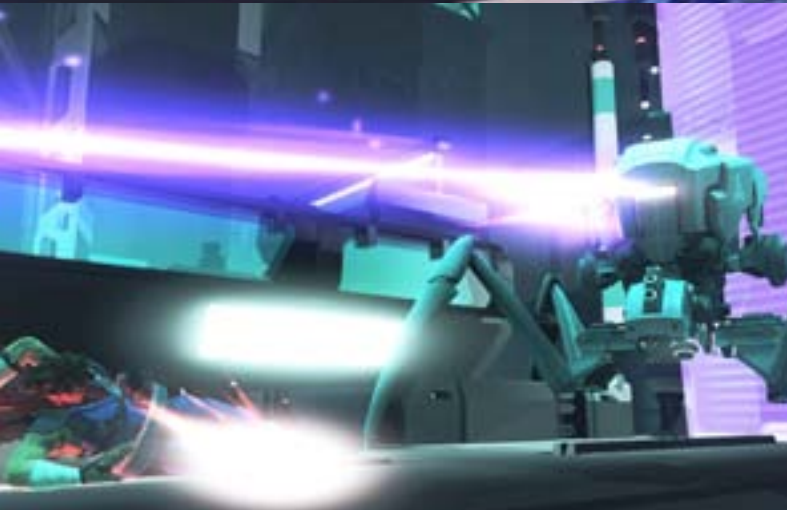




Product: Super Smash Bros
Company: Nintendo
System: 3DS/Wii U
Release Date: Spring 2014
Rating: 'RP' - Rating Pending



Product: Dragon Ball Z Battle of Z
Company: Namco Bandai Games
System: PS3/PS Vita/Xbox 360
Release Date: January 28, 2014
Rating: 'T' - Teen {Cartoon Violence, Comic Mischief, Mild Language, Mild Suggestive Themes}



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



Product: Ultra Street Fighter IV
Company: Capcom
System: PC/PS3/Xbox 360
Release Date: 2014
Rating: 'RP' - Rating Pending

VIDEO GAME LIES



by
Paul Bury