

FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING



ISSUE #80

MLB 14 The Show,
Bible Chronicles,
Super Mega Bob,
and more.

March 2014

Lightning Returns in
what may be the final
Final Fantasy XIII
video game.

Knack, Pac-
Man, The
Avatar, X-Men,
Terraria, and
more!!

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Tyranny of the Courts

Every so often I touch on an important issue in the world. The tyranny of the courts is an important issue that has been going on for some time now. There has been a resurgence of activity in recent months where a judge (or panel of three judges) decides to overthrow the will of the people. They decide to throw out laws because they have the opposite political opinion. They are cheating the system, and the will of the people. They are too lazy to try and convince people their position is right. Instead they trample upon the United States Constitution. They trample upon the process by which bills become law. They trample upon the wish, hopes, and dreams of the people.

All so they can push America farther away from God. So in essence they slap God's protective hand away. Then when bad things happen they blame God. This is a set up. They are the ones creating the bad things. They are the ones making America look bad. They are the ones destroying this country. How can they get away with such evil, vile, and wicked deeds? When will the people overthrow these tyrants? Something has to be done to reign in these out of control judges. Something must be done to return America to the greatness it once had.

Lets say the judges ruled in your favor. You got what you wanted. They cheated you out of getting it fair and square. They cheated you of a fair and balanced victory. They cheated you of being able to claim victory. They broke the rules so you could get your way. What happens when these out of control judicial tyrants rule against you? What happens when they cheat you out of something. Do not assume these madmen and madwomen will always do as you want them to do. Do not expect them to always be on your side. Right now they give you, your way on something. At some point they will cross a line, and ruin something you cherish. Then what? Will you remember my words and realize you should have acted when I brought it up? Or will it be too late then?

The core issue with these tyrant judges is they are not held accountable. They redefine things as their arrogant minds decide to. They listen to radicals who are trying to have America destroyed. They act like an upper class who tells all of us lower class citizens what to think, how to be-

have, and what we can and can not do. They ignore freedom, and rights. There are too many judges making too many bad decisions. In some areas it is big business for judges to take money from the people for doing one mile per hour over the speed limit. Others harass based on race, gender, or religious belief.

Rise up against these tyrants. Start with understanding of their criminal deeds. Do not hold these evil men and women in high esteem. Afford them the respect God has allowed their position. Pray for them. Pray for change. Pray they turn to God.

God bless,
Paul Bury



Common Courtesy

Know what is lacking in the education of so many people? Common courtesy. It is a shame when haters threw God out of schools that they threw out so many wonderful and important things to make a good society. One of Christ's teaching was to think of others before yourself. Put others above yourself. When you do just that, you are making the world a better place.

Let me give you some examples. A lady knocked over two boxes with carrot bags in it at the grocery store. I went over and helped her pick them up, put the back in the boxes, and put them back where they belonged. It was not my job to do. It was not my responsibility to do so. It was the right thing to do to help someone else out in need. I had no connection to this lady - she was a complete stranger to me. I helped her out because I thought of her over my selfish desires to walk on. My hubby is well known for holding doors for others into various establishments. He pays attention to his surroundings and utilizes opportunities to help others. Is it that difficult for them to open a door? Of course not, that is not the point. The point is he helps them because it is the right thing to do.

On the flip side we have others who are being selfish, lazy, and inconsiderate. Same grocery store, two gentlemen were in front of our family in line. They were within arms reach of the divider. They stood there and could care less about putting the divider down for the next customer. They are not the only ones I have seen do this either. I even ask if they could hand me the divider. But they are too important to talk to me, or even acknowledge there are other people on the planet. So I wait patiently until they stop blocking the way, and I move all the dividers to the back. That way the next time someone can use them, and efficiently go through the line. I also put one in front of my groceries, and one divider behind. I make it easier for whomever follows me.

Our family was in a Target shopping right before the Super Bowl. We were all decked out in Seattle Seahawks gear. All four of us. A rotund gentleman dressed in a suit (that he was nearly busting out of by the way), started making a scene. He loudly booed our family. Saying all kinds of ugly, nasty, and hate filled things about the

Seattle Seahawks. What a classy representation he made of the Denver Broncos fans. Or maybe he was a 49ers fan mad at losing the NFC championship game. Whatever the case he made a bad impression. He showed that expressing his thoughts in a vile manner was more important to him than respecting what others are celebrating. Some people get way too carried away with things like which team to root for. There are teams and players I am not fond of. But I am not going to cause a scene in a store with someone who celebrates that team. They can root for them all they want. It is called respecting them.

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

Original Intent

Do you know the original intent of the first person shooter genre? Do you know who found the most use of the first person shooter genre? The military found first person shooters to be helpful in training soldiers. The military saw how easily first person shooters de-sensitized the troops to the violence, blood, gore, and death that is involved in war. The military noted real world improvement in shooting on the range and on the battle field thanks to first person shooters. The military found the brainwashing in first person shooters was perfect in creating compliant, and violent soldiers.

Now that you know the original intent of first person shooters. Why play them for entertainment? Do you need to be trained at shooting weapons? Are you planning a coup on the government? What positive outcomes can come from you being desensitized to blood, gore, violence, and death? How will the training in first person shooters make you more caring and compassionate? Will it make you a better father/mother/brother/sister? Will you be more selfless as the brainwashing training makes you think of killing those around you? When you get angry will the first person shooter training kick in, and you will create a real world disaster?

Numerous cases of psycho killers have been documented. Some of them referenced their video game training in making it easier to destroy so much human life around them. We as an industry need to be mature about this. Accept responsibility, and denounce games that train us to become ruthless killing machines. We are not in a war zone.

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!

Corporate Sponsorship

Would Family Friendly Gaming be willing to accept corporate sponsorship to attend events in person?
- James

{Paul}: What an amazing question. First and foremost thank you so very much to opening my eyes to an amazing opportunity. We see this in all kinds of events from the Super Bowl to high schools. Companies paying for something, and the media being able to increase their coverage. Yes Family Friendly Gaming is willing to accept corporate sponsorship to attend events. Say like

E3 or something. We would put attendance sponsored by XYZ company on every story related to E3. If you have a particular company in mind, please let me know.

Send me a Savior

Your article on "Concept of a Savior in Lightning Returns Final Fantasy XIII" is inspiring. Thank you for bringing something important to the lives of millions of gamers. I am in awe of the hearts ya'll have at Family Friendly Gaming. I am going to suggest my church financially supports the ministry work ya'll do. It is my prayer that every single church will step up to the plate and begin support Family Friendly Gaming.
- Sarah

{Paul}: WOW! Just WOW! Thank you for your kind, encouraging, and uplifting words. You really comprehend and understand Philippians 4:8. At times I just see the mistakes made, or areas that we need to improve, or projects that need to be finished. So it warms my heart to hear such words of encouragement.
God laid that article upon my heart, and I faithfully

obeyed with the small amount of talents I have. I give all glory and power and honor to God. I try to keep myself available so He can work through me in His ways and His timing.



A-Men Review

Thank you for your A-Men Review. I thought about buying the game. It sounded like it was a Christian game with the name. I strongly believe in supporting Christian video games. After reading your review, let us just say I knew it was not a Christian game. So I passed on buying it.
- Stuart

{Sam}: Happy to be of service. Supporting Christian games is very admirable, and important. Thank you for doing that. Also thank you for supporting Family Friendly Gaming. You would be amazed how many people take

us for granted.

There is all this talk of how many millions of dollars Family Friendly Gaming makes various companies when we recommend their products.

Few of these companies return anything as a thank you for the massive profits we give them. You bring up an interesting point on the opposite side of things. Family Friendly Gaming can also cost companies money when we do not endorse a product. Or we provide information to our readers that decide its better to pass.

What Family Friendly Gaming has done is recommend companies advertise after the review is completed. That way there can be no accusation of corruption. The game can get a bump after the initial launch, which extends its life span.

Video Game Industry Needs Change

I love reading the stories on Family Friendly Gaming. You guys come up with some of the most thought provoking

concepts and ideas anywhere inside the video game industry. Your article on the 'Video Game Industry Needs Change' is heart felt, real, genuine, and exposes an issue few of us want to acknowledge. Companies are all about profit, and are using up people in the media. All video game companies should put money in a large pot that the media can use to pay for the stories. Like they do with the ESRB. That way you could stay independent, and get fair payment for making them so much money.
- Matt

No! No! No! No! No! I like Family Friendly Gaming. I do not want ya'll turning into some corporate stooges. These companies will use that money to change ya'll. Do not take money from them. Supporters of Family Friendly Gaming need to pray about taking a portion of their tithes to pay ya'll.
- Lisa

{Paul}: I want to thank everyone for their amazing feedback on the Video Game Industry Needs Change Editor's Desk. It was a deep and personal column for me to write. I have been blessed to see so much change within

the industry. I have seen the damages of the Obama economy hit video game companies and gaming media outlets. Some of that article is perspective, and trying to open eyes to an issue, and the projected future.

I love both of ya'lls ideas. A large pot where companies put money into, and where media can take out from would be awesome. I also love the idea of readers praying about putting a portion of their tithes into continuing this ministry. We do not beg for money, or run donor drives like so many other ministries. We also do not go around talking at a plethora or churches asking for money either. We trust God to take care of it. So why write that article? Again to open eyes, and because God laid it upon my heart.

I also want to point out we have some wonderful advertisers, and donors. There are so many who have helped Family Friendly Gaming in so many wonderful ways. I appreciate each and every one of ya'll. We are documenting all of our pages into a database. The hope is to improve the website to make it more modern, and more impressive. There is a lot of time and work to get that completed. But this is the direction we want

SOUND OFF Continued

to go. We are also saving up to invest in an industry standard should harness video camera. We want to make impressive movies and documentaries of events we cover. So we have big plans for the future.

Selfless heart

What can I do to help Family Friendly Gaming?
- Monica

{Yolanda}: Thank you so much for your selfless heart. There are a wide array of things you can do. Support our existing advertisers. Tell companies that are not advertisers that you support companies that advertise with Family Friendly Gaming. Take surveys and reference Family Friendly Gaming. Tell your friends and family. Interact with the Facebook, Twitter, and Youtube channels. Keep checking out each of our news stories, reviews, previews, updated news, images, and video pages. The more hits we have, the better when it comes to dealing with these companies.

Pray for us. We need prayers to remain strong in this industry. We have days where we are exhausted, and strength from the Lord is the only way we get

through the day. Donations are always welcome, and help us pay for improvements. If you know of someone who is a Christian first, and a gamer second, then send them our way - they may become the next superstar reviewer.

Free Apps

How is that free app policy working out for you?
- Tod

{Paul}: Initially it significantly impacted the amount of repeat pay to play apps (aka free apps) that were sent our way. Then after a few months we noticed there were plenty of people who disrespected us by trying to shove them down our throats. These are people we have told what the policy was multiple times. They felt they were above the policy, or it did not apply to them.

Ultimately it comes down to this - there are companies paying PR firms to push the repeat pay to play apps. We decide what products we will cover. There have been a boatload of complaints concerning the free apps from families. Not one of these companies making a free app has paid us to deal with all

of those complaints. They want to use us to make themselves wealthy. Mix all of this together and we decided it was not something we felt comfortable supporting. Especially when these free app companies brag about how much money they made. Yet excuses come out when it comes to advertising. They are oblivious to the fact that we have costs associated with what we do.

As we close in on a year on when we implemented the free app policy we are now ignoring those who are so rude and disrespectful of us and our policy. If they harass us about it, they get an earful. Nothing seems to make them respectful.

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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Want to advertise in Family Friendly Gaming?

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

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

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



TALK TO ME NOW

An Attempted Interview with OUYA on their Android based system that must have a free version of every game on it.

Q. So how are things going over at OUYA?

A.

Q. How many units of OUYA have shipped?

A.

Q. How many units of OUYA have sold?

A.

Q. How many games are on OUYA?

A.

Q. How many exclusives are on OUYA?

A.

Q. Any lessons learned from the launch?

A.

Q. What can we expect in 2014 from OUYA?

A.

Q. Has the launch of the PS4 and Xbox One had any impact on OUYA?

A.

Q. Can early adopters of OUYA trade in their systems for a better one - at cost less than retail?

A.

Q. How are game sales doing on OUYA?

A.

Q. Any plans to show game prices on menu screens for gamers who want to buy before they try?

A.

Q. What can you tell us about the new controller?

A.

Family Friendly Gaming made multiple attempts to receive answers to these questions. Many hours, and hundreds of dollars was spent on receiving answers to these questions. OUYA representatives refused to answer them. At the very least our readers can see what questions they are dodging.

Interview with Adept Software's Adam Pederson

Q. Tell us about the original Jetpack video game please

A. The original 1993 game "Jetpack" was the #1 seller out of 50 titles for the original publisher (Software Creations). Jetpack has been downloaded over 1 million times from our website. The level editor was the most popular feature, and over 5,000 original Jetpack levels have been sent to us by fans around the world. Lode Runner was a big inspiration, I mainly liked the little man underground concept. Also Jumpman was a lot of fun back on the C64.

Q. What was it about Jetpack that made you decide to make a sequel?

A. I promised a sequel back in 1995, and I've always wanted to get back to it. There aren't many micro-scale platformers out there, and I like the genre. The original ran on a 4mhz 8086, so I knew I could do a lot more with a new one.

Q. Any plans to release Jetpack 2 on the home consoles?

A. That would be great, but I don't have any solid plans yet.

Q. Any plans to release Jetpack 2 on the PS Vita, Nintendo 3DS, iOS, or Android?

A. I think it would be great on a handheld. I think the controls might require too much coordination for a touch screen device, but we'll see. No plans yet.

Q. What can families expect from Jetpack 2?

A. The original Jetpack was very popular with parents and teachers, because of the amount of creativity you can express via the level editor. I heard of one school that had Jetpack being played in the classroom. It's pretty easy even for young children to create their own levels - they are especially fond of the new candy tileset. The new level editor is very powerful while also being quite fun and easy to use. I also kept the violence level low because I didn't think it was needed in this type of game. You don't shoot or kill anything in the game, it's more about your own survival.

Q. Will Jetpack 2 be approachable by casual gamers?

A. That has been a challenge, because I come from the days of unforgiving 3-life video games. Jetpack fans always seem to be trying to make the most difficult level possible, and challenging their friends to beat it. I think I've struck a good balance with this by using time scaling and putting the harder gameplay into achievements. Like the original, you can change the speed of gameplay at any time, to match your preference between puzzle and action. The default speed is almost half of the original Jetpack, but you can bump it if you full speed or faster, if you can handle it.

Q. Any features in Jetpack 2 for hardcore gamers?

A. I think the per-level custom achievements, par times, and level rankings add a lot of fun gameplay for serious players. You can't get the best rank unless you get all the treasure in a level, while beating the par time. On one level, I watched a casual player beat it in 5 minutes, but the current record is 48 seconds. Getting achievements requires playing levels a completely different way, for example some levels have the "Earth Day" achievement, which requires you to beat the level without ever firing your jetpack. "Fool's Gold" requires you to reverse your strategy, by getting to the exit while AVOIDING all the treasure.

Q. Are ya'll doing an advertising campaign for Jetpack 2?

A. As an indie studio, Chaostorm only has minimal funds for advertising, but since Jetpack 2 was crowdfunded via Kickstarter, we're hoping to get some good crowd word-of-mouth as well!

Q. How many levels in Jetpack 2?

A. Like the original, there will be about 100 levels, but this time around they are broken up by theme, into mission packs.

Q. How many hours of game play in Jetpack 2?

A. About 40 hours of gameplay, plus unlimited hours making your own levels with the level editor.

Q. Plenty of gaming sites have been going out of business. What do you think game developers can do to turn that trend around?

A. There's a lot of pressure to for companies to focus only on profits by becoming more like factories, and competing in that environment is not fun. Reading about a game factory is a lot less interesting than reading about a home grown business that stuck to its roots. I think the gaming industry (and all industries) would be more compelling and fun if more companies would keep their soul by sticking to their roots, and always striving to be unique and original.

DEVOTIONAL Video Games 101

Mistakes

My wife and I were watching a movie recently, and one of the characters talked about their mistakes. They used their mistakes to improve themselves. They used their mistakes as opportunities to learn. They saw their mistakes as necessary. Their mistakes went into defining who they were, and how they interacted with the rest of the world. It made me think of the Holy Bible. We can learn from the mistakes of those in the past. We can learn from the mistakes of our elders.

It is very important to learn from our own mistakes. I believe it is just as important (if not moreso) to learn from the mistakes of those in the past. Humans can get off the most perfect path for their lives a variety of ways. Drowning their minds in what the world teaches, listening to others who sounds wise, following their own thoughts, and more. **Mark 12:27** *He is not the God of the dead, but of the living. You are badly mistaken!*” Back in the time of Jesus there were groups debating and arguing things. Over and over again Jesus pointed out the biggest mistake they were mak-

ing was their premise. The perspective they had was way off. **Matthew 12:7** *If you had known what these words mean, ‘I desire mercy, not sacrifice,’ you would not have condemned the innocent.* It is so easy for us humans to obsess about the wrong part of things. Jesus was referencing an old testament prophet. **Hosea 6:6** *For I desire mercy, not sacrifice, and acknowledgment of God rather than burnt offerings.* The relationship with God is more important than what you do in front of men. It makes me wonder about those trying to remove God from all aspects of public life. What will it take for them to learn from that mistake?

As I read through the Holy Bible I find example of example of mistakes I can avoid. I can see weaknesses in a variety of different pillars of the faith. Samson, David, Solomon, and others had problems relating to women. They also had problems with being content with what was provided to them in terms of women. Peter and Paul teach us how important it is to watch what we say. Titus teaches us age does not limit our productivity for God. So many prophets teach us to stand up for God even if we may suffer physical death. God saved so many in miracu-

lous ways. Many of us today do not experience those miracles because we do not boldly stand for God. Jonah teaches us about forgiveness, and letting go of grudges.

So many mistakes in life could be easily avoided if the majority of Americans had a strong education in the Holy Bible. It is not too late though. You can start studying the Holy Bible today. You can find others to discuss it with. Knowledge will help you in all aspects of life. Unless you enjoy mistakes.

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.

Playstation 4 Deception - References Sony advertising the Playstation 4 for \$399.99 dollars. The system is missing a crucial component in the new Playstation Eye piece. The exact cost is unknown since they are not in stock. There is a shortage of them at the time of writing this article. Family Friendly Gaming found them selling for \$250.00. Add that to the \$399.99 system price and families wind up paying more for the Playstation 4 than the \$499.99 Xbox One.

Pwnage - This word in its many different uses describes beating someone. Usually it is beating someone in what is described as a dominate win. Like how the Seattle Seahawks beat the

Denver Broncos in Super Bowl XLVIII.

Video Game Addiction - this refers to the important issue of addiction to video games. People have lost their loved ones, lives, and more due to video game addiction. It has been receiving more attention in recent years as more drastic cases have been discovered.

Emotional Maturity Stunted - A scientific study was performed that determined teenagers playing violent video games produce a stunted emotional maturity. Especially in empathizing with the pain and suffering of others. Intelligent, loving, and caring parents will want to keep violent video games out of the hands of their teenagers. Intelligent teenagers will want to shun the peer pressure of playing violent video games. Instead they will also avoid them to avoid damaging their healthy and normal emotional development. Additional information can be found on the Dangers of Video Game page.

Kinect - Kinect is the sensor on the Xbox One and Xbox 360 that can read your skeleton. This is how Microsoft puts you inside the games. It is also how

the trainers in exercise video games on the Xbox One and Xbox 360 can tell if you do the exercises properly. No cheating with Kinect like you can do with the Playstation Move, and Wii Remotes.

Hand held devices - This refers to video game devices that can be taken out of the house and played. Nintendo DS, Playstation Portable, Playstation Vita, Nintendo 3DS, and Neo Geo Pocket are some examples of hand held video game devices.

Download games - These are video games that are downloaded via the Internet to a video game machine. No physical hard copy of the game is provided to the consumer. Families are not able to trade, or sell their purchases when they are downloaded video games. Publishers save money on these since no packaging is needed. Rarely are those savings passed along to the consumer. Which has created outrage among gamers and families alike who feel they should be rewarded for making the choice of download games. Family Friendly Gaming continues to support physical copies of games over the download only versions.

IN THE

NEWS

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Razer Announces the Nabu Smartband

Razer announces the launch of the world's smartest wristband, the Razer Nabu. The Razer Nabu is a revolutionary wearable technology that delivers notifications from a smartphone right to one's wrist and tracks selected personal information. More impressively, it is also an open platform that third-party applications can exploit to create novel experiences for users, applying personal, physical and geographical opt-in data.

The Razer Nabu has three core features:

- Notifications on Your Wrist

- The Razer Nabu has two OLED notification screens - a Public Icon Screen and a Private Message Screen.

The Public icon screen - located on the top of the wrist - notifies users of incoming calls, texts, emails and app updates via notification icons. The Private message screen - located on the inside of the wrist - provides detailed information of texts, emails, bio data and other updates that can only be viewed by the user.

Advanced Sensors to Track Data for Self Analysis

The Razer Nabu has advanced sensors for data tracking, including location information, bio data feedback (steps walked, distance traveled, stairs climbed, etc.), sleep data, band-to-band communication and much more, collected on an opt-in basis for users to better understand and adjust their daily activity. An included utility app can customize the type of data collected and can set permissions for the data to be shared.

The First Truly Social Wearable

The Razer Nabu's band-to-band communication abilities allows for social discovery. Find nearby friends,

mutual acquaintances and more based on user-defined settings.

The collected data as well as pre-configured capabilities and gestures on the Razer Nabu will be available on an open development platform to allow first- and third-party developers to update existing apps or build new ones to create new types of personal and social experiences for Razer Nabu wearers and third-party app users.

"Smart watches in their current form are too bulky and fitness trackers are easily forgotten after the initial novelty wears off - we have fixed all of that," notes Min-Liang Tan, Razer co-founder, CEO and creative director. "The Razer Nabu provides a revolutionary new platform that bridges the divide between so-called smart watches and fitness bands. It delivers only the information you need, collects data that you want, and deepens your social interactions. Most excitingly, with our open platform, developers can utilize data collected

by the Nabu to deliver incredible experiences to individuals via mobile or desktop apps - social or otherwise."

The Razer Nabu comes with a downloadable utility app available on both iOS and Android devices - a one-stop destination for band settings, profile ID, notifications received, opt-in data, app synchronization and more.

The Razer Nabu will be available for sale worldwide in late Q1 2014 (retail price, TBD), while developers can sign-up now and get the band at the developer's price of \$49.



Elmo USA Introduces New Mobile LED Projector

Offering a pocket full of power in a compact, sleek design, ELMO USA introduced the BOXi T-200, an HD LED video projector designed to meet the diverse portability needs of both mobile professional and consumers. The small, lightweight 150-lumen DLP projector, a mere 10.6 ounces in a footprint smaller than 4x6 inches, produces sharp, bright, high contrast images as large as 68 inches diagonally. With a retail price of \$429, the BOXi T-200 features a single HDMI connection for video sources and incorporates both a 1 watt mono speaker, and a mini-stereo output jack for sending sound through an audio system, speakers, or headphones.

For efficiency, the BOXi T-200 employs a long-life LED lamp and features an "ECO" mode which reduces power consumption by 46%. The projector is also equipped with ELMO's "short-throw" lens, allowing it to create the full-size 68-inch picture at a distance of just 52 inches from the screen.

"The T-200 is a versatile performer that fits in your pocket, yet has enough power to change the playing field, whether it be for entertainment, business or education, said Matt Takekoshi, ELMO USA president.

The T-200 is the third projector in the BOXi line that the company has introduced this year, which according to Takekoshi, is distinct in the market because of each model's industrial design. "We designed all our BOXi projectors with an attractive contemporary look that sets them apart from those available from other manufacturers. And we also made sure that the design included making all the controls easy to access."

The BOXi-T-200 projects in native resolution of 1280 x 800 (WXGA) and will



accommodate video input resolution from 480i to 1080p (including Blu-Ray) and computer input resolutions from 640 x 350 to up to 1680 x 1050 (WSXGA).

The quiet, fan-cooled T-200 provides indicator lights to show power status (on or off) and lamp status, as well as a light to warn of projector overheating, which can happen if fan vents are blocked, or in the unlikely event of fan failure. The projector automatically reduces or shuts-off power to prevent damage from overheating.

While the projector allows customers to set controls for color temperature, color gamut, and gamma, it also offers users selectable pre-set modes for optimized viewing of TV, movies, video games, photos, and presentations. Additionally, there is Maximum Brightness mode for environments with higher ambient light. Aspect ratio is automatically detected but can also be manually set to 4:3 or 16:9.

To accommodate the widest variety of uses, the BOXi T-200 can also be set for front or rear projection configurations, as well as for desktop or ceiling location. There is a recessed mounting receptacle on the bottom of the BOXi for use with a conventional camera tripod and for mounting the projector on the ceiling.

Rail Nation celebrates its birthday

On January 28, in the year of our Lord 2013 Rail Nation began. Now, 12 months later, more than 500,000 avid players have registered and now compete against each other on more than 40 international servers. Also, many are organized in teams - many player-founded associations (such as the Schwatzeningen AG) have existed from the very start up until today.

Rail Nation started in Germany in January 2013. Since then, 13 languages have been added, with many more soon to come.

To celebrate this success story with our players, on January 28, 2014 the big Rail Nation birthday party for the first anniversary took place on all servers. All fans were invited to celebrate this very special day with us. There were amazing gifts waiting for all players who log into their accounts on that day.

Rail Nation transforms the fascination of railways into a thrilling, entertaining and, most importantly, always accessible game.

Only a regular internet browser is required - neither download nor installation are necessary.



Square Enix Launches Collective

Pilot program to feature three projects from indie developers, Ruffian Games, Kitfox Games and Tuque Games

Collective will showcase independently developed game concepts direct to the gaming community, allowing the community to decide which concepts should become a reality. The platform is initially launching with a pilot phase which starts today and will run for 28 days, showcasing three projects from Ruffian Games (based in Dundee, working on Game of Glens), Kitfox Games (based in Montreal, working on Moon Hunters) and Tuque Games (also based in Montreal, working on World War Machine).

"There are lots of really talented small teams around the world with great game ideas. For those teams, getting visibility, momentum, funding and distribution can be very tricky and that's where we hope Collective can help," said Phil Elliott, project lead on Collective.

The community will choose which projects they want to see go through to a crowdfunding process via a partnership with world-leading crowdfunding platform Indiegogo. Projects which successfully raise funds may also find support from Square Enix through the development process, and assistance in distributing the final project across leading digital channels once completed.

"It's up to the teams how much or little help they want from Square Enix and it's our opportunity to help some fantastic games become a reality and uncover the development stars of the future," continued Elliott.

The three teams taking part in the pilot phase of Collective will showcase three very different game concepts; Ruffian Games

In The News Continued

was established in 2008 and has shipped a number of titles in the past, including Crackdown 2 with Microsoft. Kitfox Games is a new developer, with its first game Shattered Planet set for release this March, while Tuque Games – also a new developer – is hoping to launch its first title via Collective.

“We see Collective as an opportunity to get Moon Hunters more coverage than we can get on our lonesome,” commented Tanya X Short, designer at Kitfox Games, “and really connect with potential fans that otherwise wouldn’t hear us.”

“Quite simply I think that Square Collective has the potential to make players happy. The initiative gives players a voice to let Square Enix know which games they want to see get made and the power to influence the raw, early-stage development process. That’s new, powerful and bold,” said Jeff Hattem, founder of Tuque Games. “I’m both excited and terrified to see how players will react and what they have in store for game devs like us.”

“Ruffian Games is really excited to be involved with Collective from launch, we think it’s a great idea that lowers the boundaries for smaller and more independent developers to get new ideas in front of an experienced audience,” said James Cope, producer at Ruffian Games. “The benefits of being able to grow a following ahead of a crowd funded campaign are clear but Collective gives an extra level of confidence and the options open to us for distribution in the future are incredibly helpful.”

The platform has been created by web development agency Contra. More details on how the platform works are available on the Collective website.



Razer Partners With Microsoft On Upcoming Xbox One Accessories

Razer, the world leader in entertainment devices and software, announced its ongoing partnership with Microsoft will include development of new products for Microsoft’s record setting Xbox One™ console.

A suite of products for the Xbox One, including a controller, arcade stick and more, will be made by Razer, which also produced a popular line of premium accessories for the Xbox 360.

“Razer is dedicated to improving the overall experience from the games themselves to the player, be it console or PC,” says Min-Liang Tan, Razer co-founder, CEO and creative director. “By working with a company as prestigious as Microsoft on a system as sought-after as the Xbox One, we’ll be able to accomplish just that. This is an exciting time for the hundreds of millions of gamers all over the world, and we’re thrilled to be a part of it.”

Products, pricing and release dates will be unveiled in the future.

In The News Continued



FINAL FANTASY XIV: A Realm Reborn Game Time Card Now Available

Square Enix, Inc. announced the new FINAL FANTASY® XIV: A Realm Reborn™ 60-day Game Time Card, a prepaid card that allows Standard level subscription players to continue their massive multiplayer online experience without the need or use of a credit card.

Available at the Square Enix Online Store and participating retailers in North America for \$29.99, each Game Time Card adds 60-days worth of game time onto an account, subject to account limits.

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.



Nerd Kingdom Unveils TUG's Alpha Milestone

Nerd Kingdom revealed that TUG is rolling out its next major milestone in development with the launch of the game’s new Survival Games. All early access backers from the team’s successful Kickstarter campaign will gain access to the Survival Games.



TUG combines elements from classic survival sandbox games with more robust multiplayer RPG gameplay, offering simplicity of design and an emphasis on player freedom. The game currently has two modes of play: Creative and Survival Games. In the recently introduced Survival Games, players can test out the combat systems in dynamic PVP battles on small, procedurally generated maps. In Creative mode, players can explore the game’s 13 unique biomes, gather resources, craft items, and dig and build the procedural terrain. TUG’s backers will all have access to both play

modes.

TUG's gameplay has no strict narrative, though the world does hold a deeply developed mythos that more curious players will be encouraged to uncover through exploration and progression. The game world is rife with mystery and ancient secrets, including an entire original language for players to translate and decode.

What is unique about TUG is the way its developers intend to use the game as a platform for social science research. Many of the developers working on the game have backgrounds in various social and behavioral sciences, and are applying research methods to collected gameplay data to guide the game's development. The team also hopes to use this research to further academic understanding of human interactions in virtual spaces, which can readily be translated to many real-life applications. Nerd Kingdom views the project as an experiment in truly interdisciplinary and collaborative game design.

"We're anxious to start REALLY digging into gameplay testing with the community in Survival Games," said Peter Salinas, a developer at Nerd Kingdom. "We have an opportunity to prove that data can be used to create solid and engaging gameplay and player interactions, as opposed to finding ways to sap every penny out of our gamers. We could never have come this far without the support and encouragement of the community we've built, and we cannot wait to continue to create and share our technology and findings with our players."

In conjunction with this latest milestone, the team has also launched a Steam Greenlight campaign for TUG. Backers will receive Steam trading cards and achievements if the campaign is successful, and stretch goals include exclusive sets of weapons, armor and tools.

Superbook Church Edition

The first season of the new Superbook series is now available as a church edition. It includes a full curriculum with leader's notes and handouts for children. Whilst this series is not produced or sold directly by Hope Animation I'd encourage any church member reading this to purchase a copy of the set for their church. The church world-wide spends more than 6 billion dollars annually on church buildings – just imagine the impact if just a fraction of this would be re-routed into evangelism and the support of evangelistic outreach programs like the Superbook series!

Each episode tells a Bible story that includes some practical lessons that kids can apply in their own lives. I've been very impressed how the writers don't just tell the story but also prepare children to deal with some of the common objections and arguments they might encounter in school. In one of the episodes, for example, Chris Quantum is faced with the question "How can a good God allow suffering". In another story he grapples with the question "Can miracles really happen".

The goal of the series producers will be to create 104 episodes. This equips churches with a children's ministry curriculum of super high quality that will last for two full years!

Bean Wrestle Mania is a 10 minute animated comedy, starring Tim Vine and is based on the Biblical story of David and Goliath. It has been created by Jon Taylor from Taylormation, another UK based producer of Bible based animation and puppetry. You can watch the animation for free on YouTube

Jesse McPeck has also completed another DVD of his Paradise Parables series. You can find out more about this on our website and purchase a copy of the DVD for an introductory price of only £3.99!

Introducing Smart Parts

Sandboxr announced the customization features in their 3D creation and print app. Featuring California based video game company SuperVillain Studios, Sandboxr released the Tower Wars storefront with new characters and, most notably, Smart Parts. Smart Parts allow users to pose and customize characters through the use of animations, joint systems and blend shapes.

"We are excited to offer fans of Tower Wars the opportunity to interact with the characters outside of the video game in an unprecedented way, and we have worked hard to provide an intuitive and fun interface for them to do so. With Smart Parts, each character is easily and endlessly customizable. Rather than simply offering the fans pre-made figurines, we are giving them a chance to design and own a unique creation, something that is truly their own." Says Berkley Frei, Sandboxr CEO.

Sandboxr has opened the doors just a little wider to a fully customizable, 3D printed world. With the expansion of 3D content and the ability to print in 3D, the video game and entertainment industries have an opportunity to connect with their fans in the physical space. Being able to choose, customize, and print their favorite characters allows fans to enjoy their favorite games outside of the digital landscape.

Chris Rausch, CCO from SuperVillain studios says "Allowing our fans to interact with our IP outside the framework of our video games is an exciting step for us. Sandboxr's goal was to see fans have an extended creative experience beyond the game, and they have delivered. As much as we have enjoyed creating these characters, we are looking forward to seeing our fans get into the app and make the characters their own. We can't wait to see just how creative our fans will get."

Legends of Oz Comes to Blocksworld

Linden Lab and Summertime Entertainment announced today that Blocksworld now features a special Legends of Oz: Dorothy's Return set. With the new set available today, players of Linden Lab's free, 3D building-block game for the iPad will be able to create and play with content and characters from the upcoming animated feature film, slated for release on May 9, 2014. The Legends of Oz set will include:

25 new props and decals players can use to create playable versions of characters from the film, including Dorothy, Toto, Tin Man, Cowardly Lion, Scarecrow, and more

Four new puzzle challenges and step-by-step building experiences in which players can re-create iconic scenes from the movie

A new world of terrain to build in, featuring the Emerald City, Jester's Castle, and dynamic lighting effects

The new Four-Legged Block - great for creating small creatures like Toto and bringing them to life

New action controls, expanding Blocksworld's drag-and-drop visual scripting language to make it easy to control multiple characters in the worlds that players create

The Legends of Oz: Dorothy's Return set is the first content licensing relationship for Linden Lab's Blocksworld, which has seen more than 1 million downloads and more than 400,000 user-created worlds shared. This campaign was brokered by KZero Worldwide.

Blocksworld is a repeat pay to play app (also referred to as a free app). The video game developer, publisher, and PR firm provided Family Friendly Gaming no payment to work on this story, publish this story, and to assist them in making money. Family Friendly Gaming is not responsible for the deceptive nature of games like Blocksworld - play them at your own risk.



State of Gaming



REVIEWS

The Playstation 4, and Playstation Vita are going through an extended period of drought. Families that own either system are tapping their fingers patiently awaiting something on those systems they can play. Sony is adding new features, but few new family friendly video games. Things are a bit better on the Microsoft front with the Xbox One. Families can stay marginally entertained thanks to a variety of ports and releases. For families, and the family gamer the Xbox One continues to trounce the Playstation 4. The Wii U and Nintendo 3DS/2DS continue to provide for families. Nintendo stays atop of the video game industry in that regard. Families have asked Family Friendly Gaming about the cost of many Nintendo games. When will they come down in price? Well Nintendo?

Another question that

is bothering families is why are digital games the same price as games in the stores? After all with no packaging, cases, discs, middle men, stores, etc; the digital versions should be much lower in cost. There is no benefit to purchasing these games digitally.

Families have also expressed irritation and anger at Sony. They sell the PS4 for one hundred dollars cheaper than the Xbox One. However not all the needed equipment comes in that package. Additional money is needed to purchase the new Playstation Eye. Which brings the cost of the PS4 much closer to the Xbox One. Families have expressed a feeling that Sony deceived them. Family Friendly Gaming completely comprehends their feelings. Sony has a long history of questionable ethics, and Family Friendly Gaming has run

into them before.

Apps have slowly slide into near obscurity as of late. Very few new, fresh, or interesting ideas. In fact apps are quickly turning into lame shovel ware, and lower quality products. Repeat pay to play apps dominate that market with addiction as their only selling point. Apps have also reached a point where families can only give attention to so many games. There are too many apps, and not enough time. Most of these apps are like tons of others you already have.

Rumor has it that Nintendo is working on a new machine. While Family Friendly Gaming hopes it is an updated Wii U, or even a replacement for the Wii U; rumor states this is a new handheld. The 3D may go away in the future. Especially since Nintendo lost that patent law suit.

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

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

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

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

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Matthew 6:19-21

19 "Do not store up for yourselves treasures on earth, where moths and vermin destroy, and where thieves break in and steal.

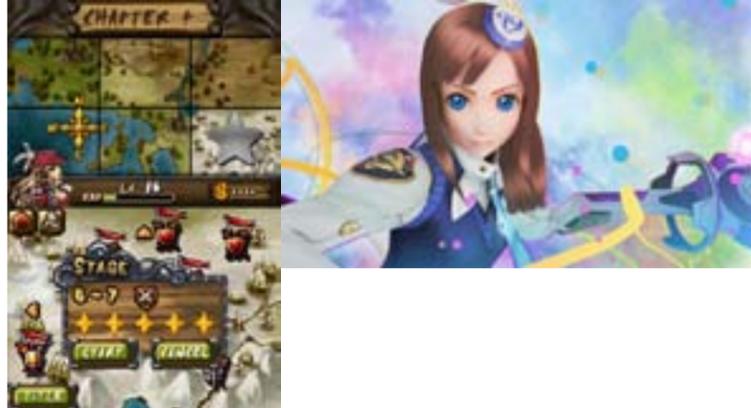
20 But store up for yourselves treasures in heaven, where moths and vermin do not destroy, and where thieves do not break in and steal.

21 For where your treasure is, there your heart will be also.



Castle Conqueror Revolution

SCORE: 64



Phantasy Star Portable

SCORE: 56



I was looking for something different, and interesting to download and play recently. I ran across Castle Conqueror Revolution from Circle Entertainment. Family Friendly Gaming Nation has liked other Circle Entertainment games. So I purchased Castle Conqueror Revolution.



enemies that are OP. Lose a few levels fast to earn money, level up, and you can then take them out. There is also only one strategy used in Castle Conqueror Revolution. What is that one strategy you are asking? Go after weak structures first. Then

I beat Castle Conqueror Revolution within three hours. I know this game only costs five dollars. But I expect a bit more out of a game than that. Plus the game play mechanics are really hampered. The only difficulty in Castle Conqueror Revolution is

overwhelm your enemy one structure at a time. The instructions explain how to play Castle Conqueror Revolution. In essence you have fortifi-



cations with troops. It builds up slowly until its ceiling is reached. Send troops out to attack the other structures. Get rid of all the enemy structures and you win. Technically we conquered them, and they become ours. Which means every level snowballs in our favor. Or if we lose it snowballs against us. If you are not strong enough to take on a level in Castle Conqueror Revolution you will die quickly. There are no back and forth battles. Especially if you play defensively when you are getting hammered. Meaning moving troops from one structure to another one when it gets too low.

If Castle Conqueror Revolution were a dollar then it would have been worth it in my opinion. Castle Conqueror Revolution is too light on everything. - Paul



Publisher: Circle Entertainment
Developer: Circle Entertainment
System: Nintendo DSi
Rating: 'E' - Everyone {Mild Fantasy Violence, Mild Suggest Themes}

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

Few role playing game franchises have fallen farther from grace than the Phantasy Star series. Ultima may have dropped off a cliff thanks to UO, and Phantasy Star followed it off the same cliff. Phantasy Star Portable tries to do the 3D action adventure role playing online experience on the Playstation Portable (PSP). Which means few other players, and technology not able to run the game properly. Playing Phantasy Star Portable can be an exercise in futility. Which quickly turns into irritation. Finally frustration sets in, and anger. Please do not damage your very fragile PSP system, or your even more fragile UMD disc. Learn



Publisher: Sega
Developer: Sonic Team, Alpha System
System: PSP
Rating: 'T' - Teen {Fantasy Violence}

from this experience. Phantasy Star Portable is a bland hack and slash game where we go through a mindless number of rooms. Every so often there is a new enemy, some story element, or a boss. By then you will like you were lobotomized. The poor attitudes of the characters will seep into your brain. You might even start to emulate their bad attitudes in real life. Phantasy Star Portable has enticement to lust issues as well as the excessive amounts



of violence. Pay close attention to health since it is easy to die in Phantasy Star Portable. Phantasy Star Portable starts hard even on the easiest game setting. Which is another

facet of Phantasy Star Portable that leads to real world anger. Phantasy Star Portable emulates the online home console game very poorly. The technology of the PSP was not up to snuff to do this kind of a game. Finding someone else to play with can be a chore within itself. Especially considering how easy it is for the PSP systems to break down. The plus side to Phantasy Star Portable is you can customize your avatar, play on the Wi-Fi, and there are multiple endings. Save your money for a better game. You can even send your savings into Family Friendly Gaming as a way of showing appreciation. - RPG Master



Graphics: 55%
Sound: 60%
Replay: 70%
Gameplay: 40%
Family Friendly Factor: 55%

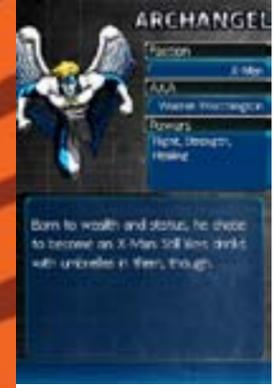
Disney
MICKEY MOUSE CLUBHOUSE
SUPER ADVENTURE!

TRIPLE MAZE!

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

The image shows three mazes arranged vertically. The top maze is purple and features Upsy-Daisy on the left with a 'BEGIN' arrow pointing right and a 'BAM!' starburst on the right. The middle maze is blue and features Dynamo Duck on the left with a 'BEGIN' arrow pointing right and a 'CRASH!' starburst on the right. The bottom maze is pink and features Wonder Minnie on the left with a 'BEGIN' arrow pointing right and a 'ZAP!' starburst on the right. Each maze has a 'END' arrow pointing right at its exit. A small DVD cover for 'Mickey Mouse Clubhouse Super Adventure!' is shown at the bottom right of the maze section.

ON DISNEY DVD DECEMBER 3



X-Men Destiny

SCORE: 37



Video games have a certain shelf life. Stores need to sell off older games to make room on the shelves for newer games. X-Men Destiny was at a rock bottom price at a retail store. I was not expecting much out of this hand held video game. I knew it could become a review in the greatest video game e-magazine of all time for families.

I did not take into account how horrible X-Men Destiny on the Nintendo DS is. From top to bottom X-Men Destiny is a stinker. Some games have some redeeming quality. X-Men Destiny hits all of the wrong buttons. Only extremely radical whackos will



Publisher: Activision
Developer: Other Ocean Interactive
System: Nintendo DS
Rating: 'E10+' - Everyone 10+ (Fantasy Violence, Mild Suggestive Themes)

enjoy X-Men Destiny on the Nintendo DS.

X-Men Destiny preaches all about false gods, evolution, look within yourself for power, and killing off those who disagree with you. Your character is someone who gets new mutant powers. There is a skill tree with two choices for you. Do you want to be up lose and personal like Wolverine, or attack from a distance like Cyclops?

A variety of the female characters in X-Men Destiny like to go around half dressed. Even when the weather and situation does not fit that kind of attire. But then comic books have been guilty



of treating women like sexual objects for decades. They are obtuse in terms of improving their damaged image. X-Men Destiny reflects that damaged image. It also chooses to ignore modesty and taking the high road.

Killing thousands of the same looking guys in each area is the main game play element in X-Men Destiny. To say this is boring would be an understatement. The lame story line does not encourage gamers over the age of ten to continue playing.

The graphics are bad. The music is meh. The story is horrible. The offensive elements are high. X-Men Destiny is one of those game you need to run far, far away from. I do not care if it five dollars or less.

- Sam

Graphics: 30%
Sound: 50%
Replay: 45%
Gameplay: 30%
Family Friendly Factor: 30%





Fable The journey

SCORE: 49



Fable The Journey is a wagon trail game set in the Fable universe. Think of Fable The Journey like this - Oregon Trail if it were set in medieval times. Add in magic, monsters, fortune tellers, seers, and more. Players sit on their couch or chair to play Fable The Journey with the Kinect sensor.



Family Friendly Gaming found bad language, violence, blood, enticement to lust, and magic in Fable The Journey. Bad attitudes go along with some of the bad language. The voice acting is okay, and relays the deceit in certain characters.

The controls are one of the biggest problems in Fable The Journey. With all of the moral and ethical issues Fable The Journey could have been

an adult only game. The bad controls, as well as loading screen glitches is what buries this home console game. Sitting there flailing our arms around is boring. The wagon trail aspect of Fable The Journey increases the boredom levels. Fable The Journey tries to throw things at the player to keep them engaged. Which would have



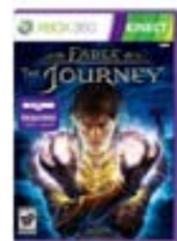
been okay if the controls were not so messed up. The Kinect sensor does not recognize commands, and expects a certain exact sitting position to interact. Which means Fable The Journey is one of the most uncomfortable games on the Xbox 360.

The massive enemy that eats up everything in its path is one of the most dominate and scary enemies this review has faced in some time. Fable The Journey can get the blood pumping during some of the chase scenes.

The magical attacks in Fable The Journey feel borderline occultic. What is sad is Fable The Journey forces players into using it. The enemies are relentless in Fable The Journey. The difficulty level of Fable The Journey is high, and thanks to the control issues even higher. Pass on Fable The Journey. - WMG

Publisher: Microsoft Game Studios
Developer: Lionhead Studios
System: Xbox 360
Rating: 'T' - Teen {Mild Blood, Mild Language, Violence}

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



The Disney **Jungle Book** DIAMOND EDITION

HYPNOTIC KAA CRAFT

Create this coiled up, retractable Kaa and hypnotize your friends with Kaa's wild eyes.

You Will Need:
Thick paper, Scissors,
Pencil or stick, Tape.

Directions: Have an adult help you cut out the snake with scissors along the white dashed line. Tape a pencil or stick to the bottom side of the head and let the rest of the body fall around the pencil or stick.

First Time On Blu-ray™ Combo Pack & Digital HD February 11

© 2014 Disney



Terraria

SCORE: 67

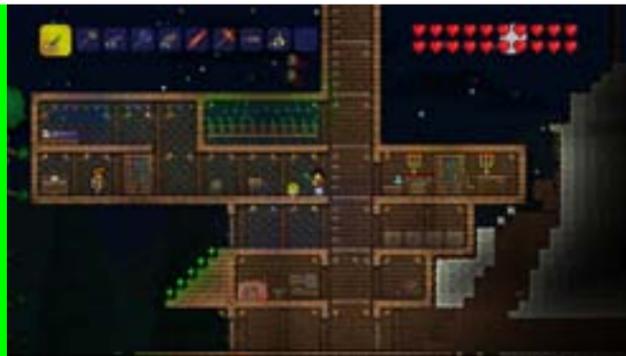


KNACK



SCORE: 55

Whenever Terraria is brought up, there is almost always a comparison to Minecraft. In fact some people describe Terraria as a 2D Minecraft. Why do they do that?



Because Terraria is set in a 2D world, and it also has crafting. Players will hunt down resources to make things in Terraria just like Minecraft. However there are major differences too. Terraria has multiple bosses players can summon.

Every time you die in Terraria there is a little tombstone left on the ground. Expect to die early, and often in Terraria. At least until you get the hang of the game, get better armor, and weapons. Night time is when the nasty monsters come out to play in Terraria. So creating a shelter is the first thing a new player needs to do. Yes, just like in Minecraft. There are plenty of

crazy, ugly, and nasty monsters in Terraria.

The blood, and gore is one of the things that stuck out to me about Terraria. Monsters go to pieces when the player hacks and slashes away all of their hit points. Players can also use magical attacks to decimate the enemies in Terraria.

The world in Terraria is



decent sized. Especially when we consider how deep it goes. Players can lose countless hours playing Terraria on the home console. We wound up turning off the sounds in Terraria because most of them just grated on my last good nerve.

Terraria is a game that is hard to get into. It requires time, patience, perseverance, and effort. Once you get into it you will find how deep this exploration and crafting game is. Terraria also has a real focus on the combat. The fighting is limited, and repetitive. You can run, jump, and fly past many of the lesser enemies.

Terraria definitely earns its T' for Teen rating. The ESRB does not reference it, but addiction can be a problem in Terraria. Especially when someone is trying to accomplish a certain goal. Like beating a specific boss who may not always spawn.

- Paul

KNACK is the first Playstation 4 exclusive game Family Friendly Gaming is reviewing. Want to know something? It is the worst representation of the next generation on so many levels. KNACK is a huge disappointment. This home console game is boring, uninspired, and violent.

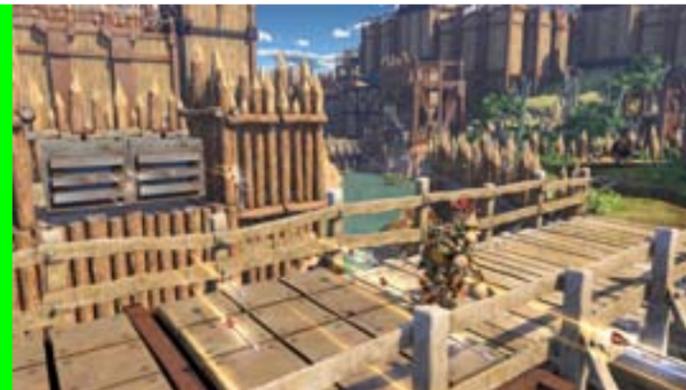
I know Sony pays the ESRB a lot of money, and maybe that is why KNACK is not rated 'T' for Teen. The excessive violence in KNACK is over the top. What was the ESRB doing? Counting all the donation dollars from Sony? They forget to mention language and enticement to lust issues that are also in KNACK.

This PS4 is the one offering Sony claimed was for families. Want to know something Sony? Fail. KNACK is an abysmal failure in terms of families. Maybe instead of paying the ESRB you should pay Family Friendly Gaming to educate you in what families want to see, and play. Just a thought there. Unless you

want the PS4 to continue to be a failure in the eyes of families.

KNACK is extremely annoying in terms of collecting artifacts. You collect them to grow KNACK to giant proportions. Then you have to lose them to power something like an elevator. KNACK can be challenging when you are small. Once you get large this game is a breeze. So the difficulty level in KNACK goes up and down.

Secrets are strewn throughout the uninspired lev-



els in KNACK. I noticed multiple areas would use the same design. Wow that made me feel like my money was well spent. Thankfully our readers can avoid KNACK, and save their money for something at least mildly entertaining.

The deceptive nature of the Playstation 4 continues thanks to releases like KNACK.

I keep looking for something positive to report on this system. It is not going to be KNACK. I will keep looking for something good about the PS4.

- Paul



Publisher: 505 Games
Developer: Re-Logic, Engine Software
System: PS3/Xbox 360(tested)
Rating: 'T' - Teen
{Blood, Suggestive Themes, Use of Alcohol, Violence}

Graphics: 50%
Sound: 70%
Replay: 85%
Gameplay: 80%
Family Friendly Factor: 50%



Publisher: Sony
Developer: Sony Japan Studio
System: Playstation 4
Rating: 'E10+' - Everyone 10+
{Fantasy Violence}

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





Avatar the last Airbender The Complete Book 2 Collection

SCORE: 64

Avatar the last Airbender The Complete Book 2 Collection DVD set moves the story along quite nicely. We meet new characters, and explore new lands with Aang and the rest of team Avatar. We also get to see conflict within a variety of characters. We see the world the Fire Nation has created through conquest. Aang finds himself an earth bending master to teach him that technique.

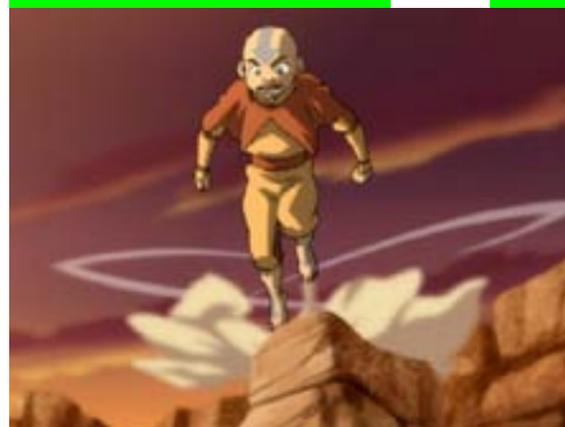
Avatar the last Airbender The Complete Book 2 Collection is a very religious DVD. There are all kinds of religious teachings in this animated cartoon of twenty episodes. Christian beliefs are not taught in Avatar the last Airbender The Complete Book 2 Collection. In fact they are ignored, or the opposite is taught. In other words some would say Avatar the last Airbender The Complete Book 2 Collection is trying to lead



Christians away from God. I noticed mainly Eastern religious beliefs in Avatar the last Airbender The Complete Book 2 Col-

lection.

Plenty of action, and violence in Avatar the last Airbender The Complete Book 2 Collection. There are also some scenes where the characters wear less clothing. I bring that up for our readers who believe in modesty, and properly covering up. I work diligently to

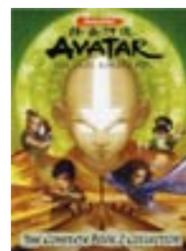


remain sensitive to your beliefs in this subject. The voice acting relays emotion, especially in some of the tense situations.

Avatar the last Airbender The Complete Book 2 Collection is not as light hearted as the first. In fact this collection starts to get more serious. The war against the Fire Nation is the main theme, as well as fighting them off. I noticed selfishness in many of the regions of Avatar the last Airbender The Complete Book 2 Collection. The Avatar and his beliefs do not always inspire hope or change.

Avatar the last Airbender The Complete Book 2 Collection ends with some major shifts, changes, and shocks. It is obviously coming to a conclusion in the finale. Aang knows what he must do going forward. Will he have the strength and resolve to save the world? Will it cost him his life?

- Paul



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

Graphics: 68%
Sound: 63%
Replay: 80%
Gameplay: 60%
Family Friendly Factor: 50%



JLA Adventures Trapped in Time

SCORE: 73

There was no major promotion, fan fare or anything to announce the recent release of JLA Adventures Trapped in Time. We purchased the DVD to see what it was about. Aside from the fact we assumed it related to time travel. The story is complex, convoluted and will give you a headache if you think about it too much.

Ultimately JLA Adventures Trapped in Time is not even a Justice League story. Instead it is all about Karate Kid, and Dawnstar from the future. Two teenage super heroes who can not get into the Legion of Super Heroes in the far future. Their mistakes free Lex Luther from ice he was captive in, and



give him the tools to time travel.

There is action adventure violence in JLA Adventures Trapped in Time. There is also some bad language

here and there. It would be so nice for one of these to be completely clean in terms of language. A reviewer can hope and dream for a better world can't he? JLA Adventures Trapped in Time contains the epic struggle of good versus evil. Plenty of fascinating and fun characters in this DVD too.

JLA Adventures Trapped in Time is only fifty-three minutes



long. I do not understand why animated movies are half the length of regular movies. Animated movies like JLA Adventures Trapped in Time keep getting shorter and shorter too.

The whole time paradoxes thing is a clever plot twist that lacks all reality. Certain other things should have also changed when the past was changed. But JLA Adventures Trapped in Time keeps a limited scope to the impact certain super heroes lives had on others. This is where JLA Adventures Trapped in Time lost me entirely. This movie is a rental at best in my humble opinion. - Paul

Publisher: Warner Bros
Developer: DC Comics
System: DVD
Rating: 'NR' - Not Rated

Graphics: 74%
Sound: 74%
Replay: 70%
Gameplay: 70%
Family Friendly Factor: 75%





Superman Unbound

SCORE: 45



Ecco The Tides of Time

SCORE: 72

Pac-Man

SCORE: 70

Superman Unbound may go down as one of the most forgettable animated DC Comics movies of all time. That is quite a historic achievement to hit since there have been some real DC Comics stinkers. Which is a shame because Superman Unbound has so much potential. It was just not fleshed out in this short 75 minute movie.



Superman Unbound glosses over so many potential great moments. The blood, gore, violence, mayhem, and wanton destruction run through the majority of Superman Unbound. The disgusting behaviors are portrayed by a variety of characters. Then there is enticement to lust, and encouraging sexual deviancy. At one

What I find most interesting about Superman Unbound is the name. How does it apply to the content within this animated movie? It really has no bearing on the movie. In fact it could be called Supergirl Held Back, or Superman Fights Brainiac. That is what happens in Superman Unbound. Superman holds back and protects Supergirl. Superman fights Brainiac. Superman gets captured, taken to Kandor, and escapes. Super-



point one character encourages another one to lie and pretend they are a sexual deviant. That it would make less people talk. That kind of twisted logic is just sickening.

Superman Unbound is predictable to a fault. In fact to me Superman Unbound feels like the people behind this movie were going through the motions. Like they did not want to give their best effort to this movie. Like they were pre-occupied with something else. Superman Unbound is the biggest DC Comics disappointment in some time.

The bonus features in Superman Unbound are the generic rah, rah, we are all so amazing, everyone is great to work with, this is the best product on the planet kind of fluff we have grown accustomed to in our culture.
- Paul



Publisher: Warner Bros
Developer: DC Comics
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {Sequences of Violence and Action, rude gesture}

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

So many people have told me Ecco The Tides of Time is an awesome game. So many people told me it is worth the time and money. So I purchased and played this retro game with high expectations. Ecco The Tides of Time disappointed me big time. This home console game is cryptic, confusing, and tough to get into.

Swimming around as a dolphin is pretty neat. Bashing into sharks, and getting hit by them is not so neat. Swimming in the 3D levels through the Atlantis rings is awesome. In fact that 3D effect is the best part about Ecco The Tides of Time. I wish there was more of that, and less of the linear 2D levels.

The graphics are nice in Ecco The Tides of Time. The music got on my nerves. The cryptic instructions left me stuck over and over again. It is no fun to play a game through thanks to a game guide. The design of Ecco The Tides of Time should have been better. This is the perfect game that should be approachable by casual gamers. But it is not.



I would like to see the Ecco franchise come back. Give us more swimming around the ocean - that is fun.
- Sam

Publisher: Sega
Developer: Sega
System: Genesis
Rating: 'E' - Everyone

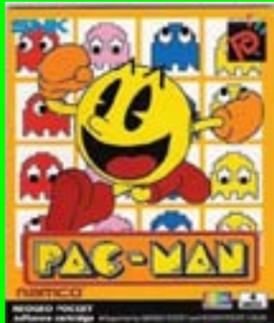
Graphics: 80%
Sound: 70%
Replay: 80%
Gameplay: 50%
Family Friendly Factor: 80%

Pac-Man has been on more systems than I can count. I thought it might be fun to review Pac-Man on the Neo Geo Pocket. This little hand held title contains a full screen mode, and a scroll mode. Players can in essence play seeing the entire field, or zoom in on Pac-Man. I like how the zoomed in feature looks, but not being able to see where the ghosts are led to multiple game over screens.

The lighting is not the greatest on the Neo Geo Pocket. I struggled to see what was going on in Pac-Man. I can see where this could lead to a headache, especially family members prone to migraines. When I could see the graphics they looked like arcade quality Pac-Man visuals.

The sounds in Pac-Man also match the arcade quality sounds of the original game. It is funny that I played a retro game on a retro system, that was based on an even older, more retro game. One of the reasons the Neo Geo Pocket failed is it did not give gamers many new experiences. If you played Pac-Man on other systems there was little reason to purchase this version.

The controls in Pac-Man are generally okay. The little joystick on the Neo Geo Pocket usually responded as expected. There were a few irritating misses.
- Paul



Publisher: Namco Bandai
Developer: Namco
System: Neo Geo Pocket
Rating: 'E' - Everyone

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

SPORTS



Product: Hello Kitty Cruisers
Company: Bersala Lightweight
System: iPhone/iPod Touch
Release Date: Out Now
Rating: '4+' - 4+



SPORTS CONTINUED Time Best

Time: 00:34:77 00:25:22 22/99 9th



Time: 00:22:70 00:37:93 3/10 Time: 00:18:91 00:41:81 0/12

Product: Hello Kitty Cruisers
 Company: Bersala Lightweight
 System: iPhone/iPod Touch
 Release Date: Out Now
 Rating: '4+' - 4+

DEVELOPING

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GAMES

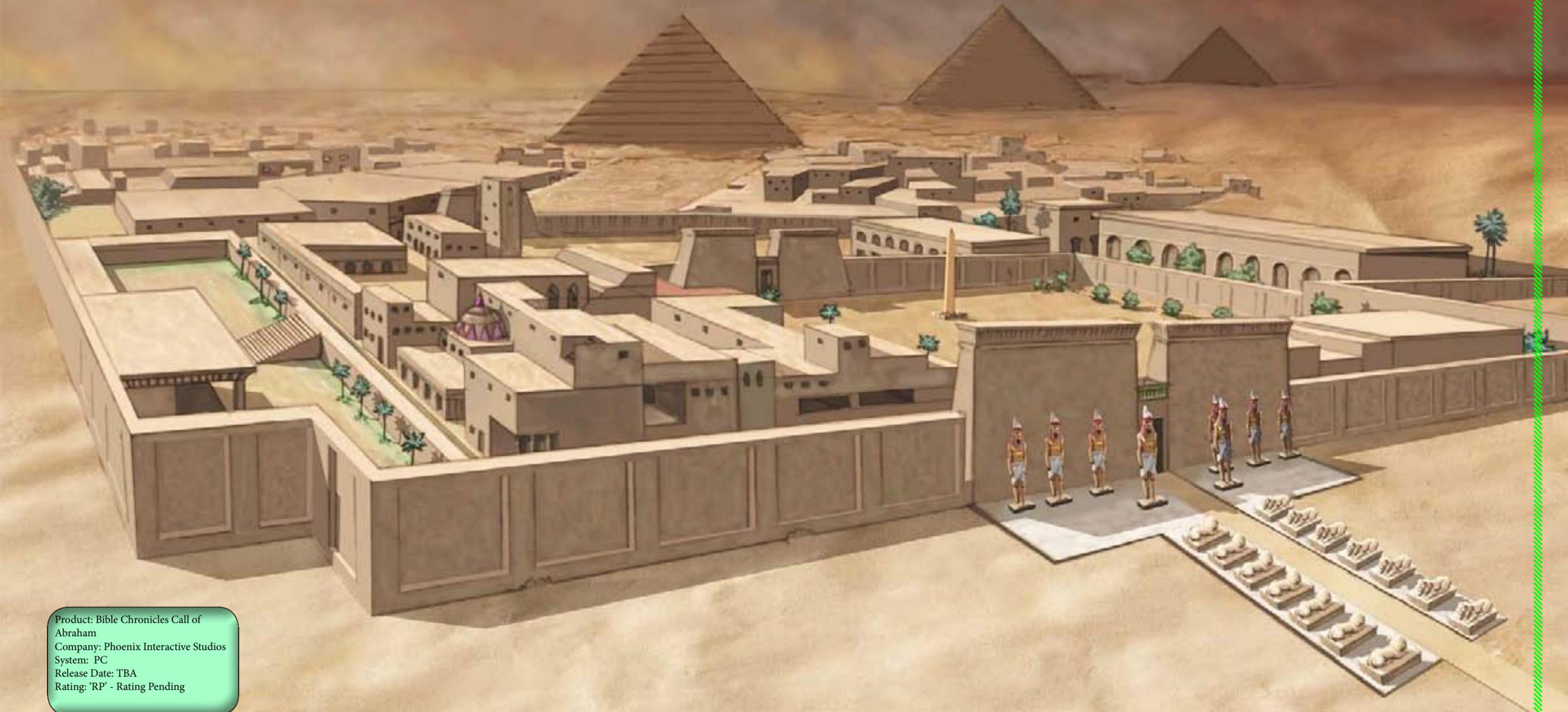


BIBLE CHRONICLES

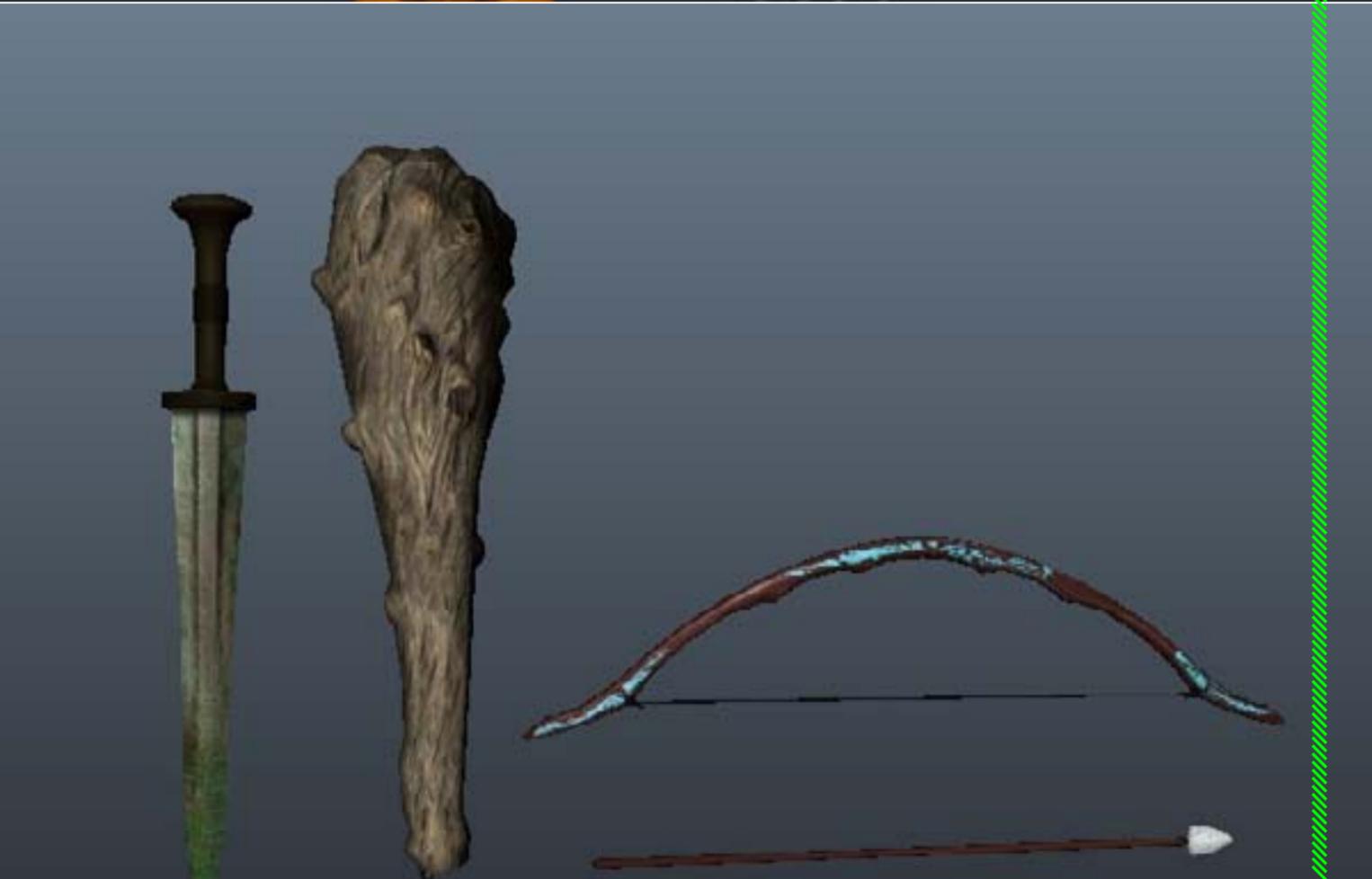
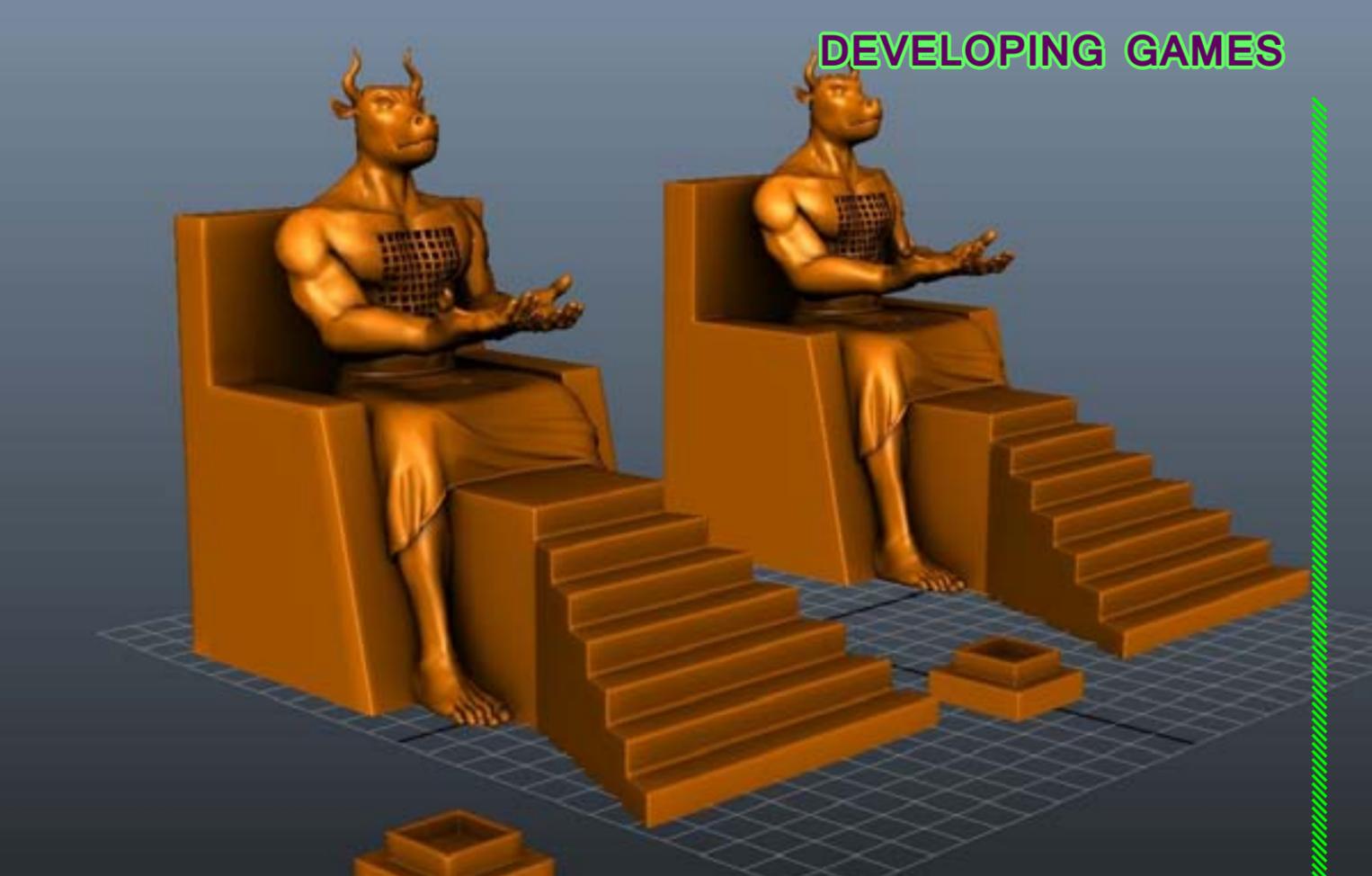
THE CALL OF ABRAHAM



City of Memphis



Product: Bible Chronicles Call of Abraham
Company: Phoenix Interactive Studios
System: PC
Release Date: TBA
Rating: 'RP' - Rating Pending





Product: MLB 14 The Show
 Company: sony
 System: PS3/PS4/PS Vita
 Release Date: April 1, 2014
 Rating: 'RP' - Rating Pending



Product: MLB 14 The Show
 Company: sony
 System: PS3/PS4/PS Vita
 Release Date: April 1, 2014
 Rating: 'RP' - Rating Pending

DEVELOPING GAMES





FOOTBALL SUPER LEAGUE

Product: Super League Football Pinball
 Company: Zen Studios
 System: PS3/PS4/PS Vita/Xbox One/Xbox 360
 Release Date: TBA
 Rating: 'RP' - Rating Pending





FOOTBALL
SUPER LEAGUE

FOOTBALL
SUPER LEAGUE

Product: Super League Football
Pinball
Company: Zen Studios
System: PS3/PS4/PS Vita/Xbox One/
Xbox 360
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Ethereum
Company: Focus Home Interactive
System: Personal Computer
Release Date: To Be Announced
Rating: 'RP' - Rating Pending





Product: Starpoint Gemini 2
Company: Iceberg Interactive
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending

SETH
Self Extracting Turret Holder
is an automated weapons
battery used for fortifying
your position

Orpheus Mine
Extreme blast radius, devastating
force, leave Orpheus behind, and
watch the worlds end

Atlas Defense System
One - time high energy pulse made
to bring down any missiles, torpedoes,
fighter crafts



+ 845

Sieging 118/200

- Region Discovered: Lugaunensis
- Skirmishers recruiting in Matisco
- Region Discovered: Matisco
- Spearmen recruiting in Matisco
- Farm captured.

Matisco

119
70
100%
4
4

Product: Hegemony Rome The Rise of Caesar
 Company: Kalypso Media
 System: Personal Computer
 Release Date: Spring 2014
 Rating: 'RP' - Rating Pending



Product: Hegemony Rome The Rise of Caesar
Company: Kalypso Media
System: Personal Computer
Release Date: Spring 2014
Rating: 'RP' - Rating Pending



Product: Super Mega Bob
Company: Jenito
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending

RECENT

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RELEASES





Product: Real Racing 3
Company: EA
System: Android/iPad/iPhone
Release Date: 02/28/2013
Rating: '4+' - 4+



Product: Putty Squad
 Company: Sega
 System: PS3/PS4/PS Vita
 Release Date: February 2014
 Rating: 'E10+' - Everyone 10+



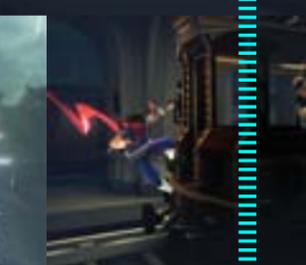
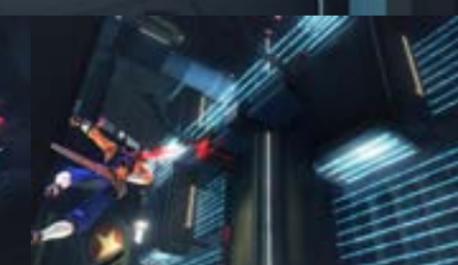
Product: LEGO Star Wars Microfighters
 Company: Warner Bros Interactive
 System: iPhone/iPad/iPod Touch
 Release Date: Out Now
 Rating: '9+' - 9+ {Infrequent/Mild Cartoon or Fantasy Violence}

RECENT RELEASES





Product: Strider
Company: Capcom
System: PC/Xbox One/Xbox 360/PS3/
PS4
Release Date: February 2014
Rating: 'E10+' for Everyone 10+ (Fantasy
Violence, Mild Blood, Mild Language)



Last Minute

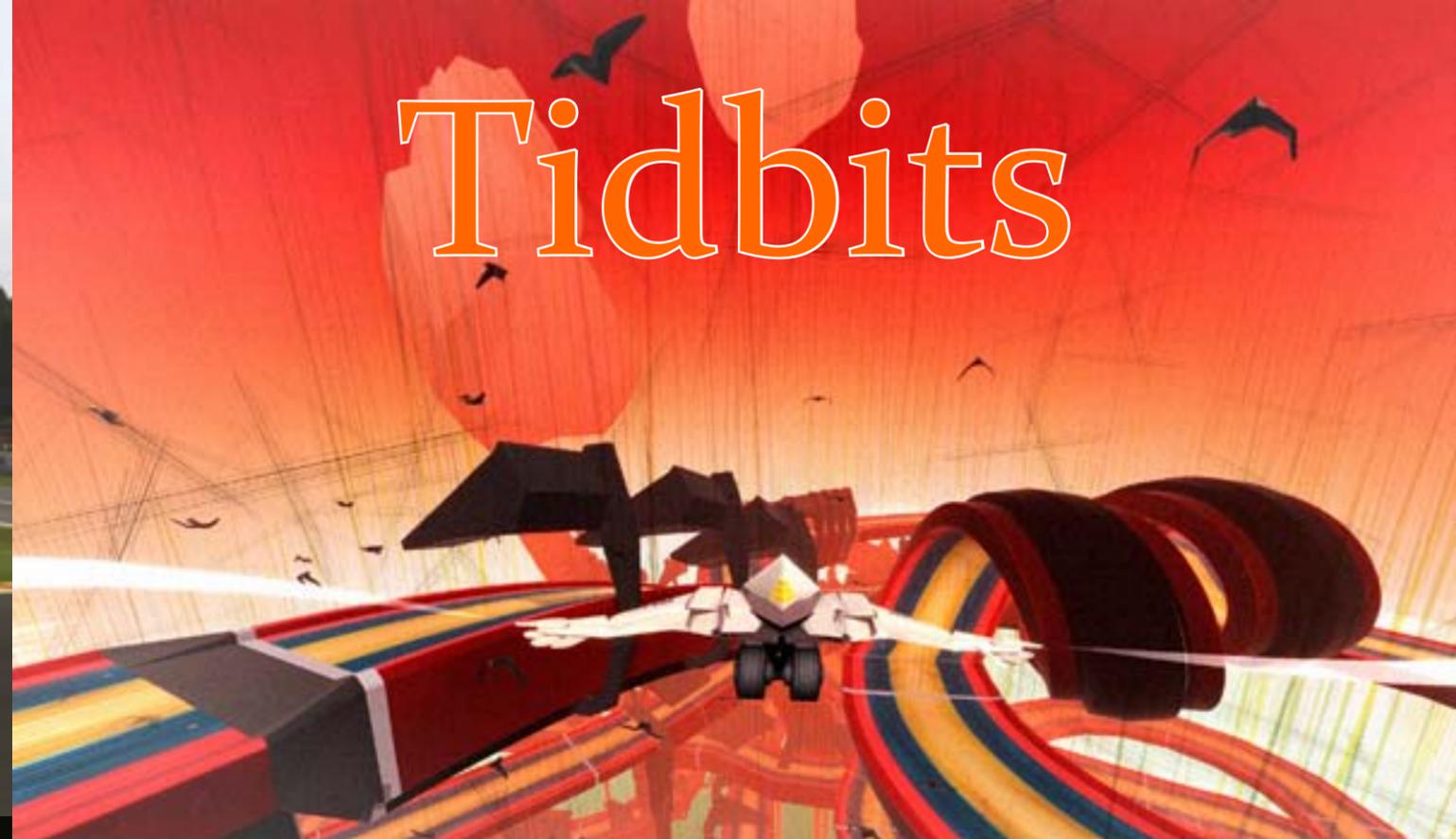
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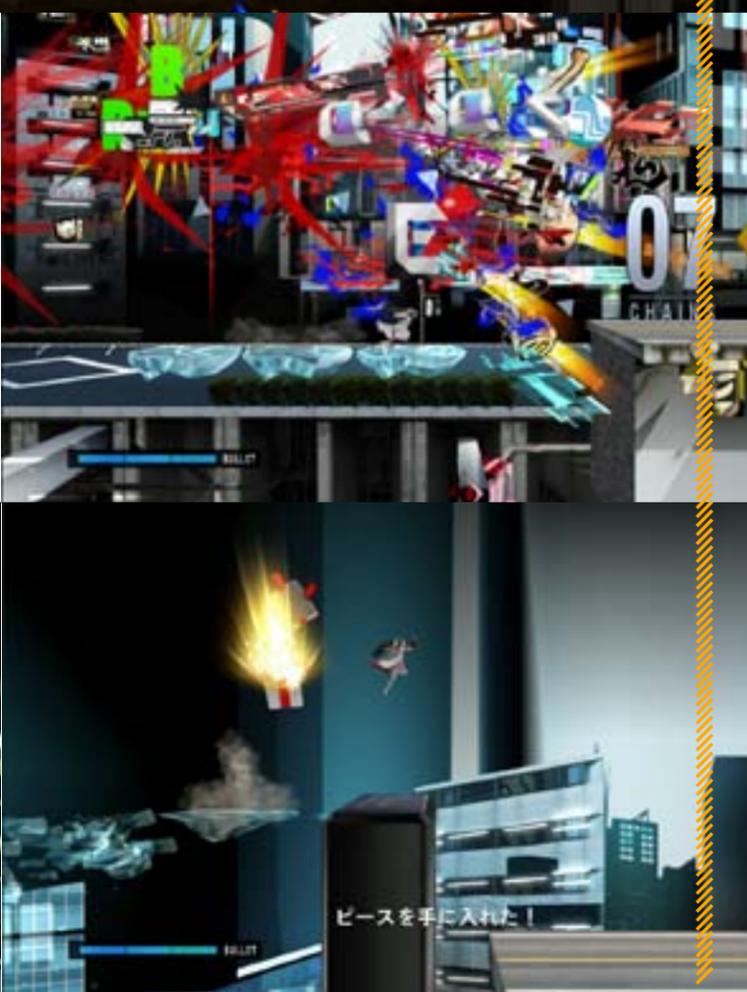
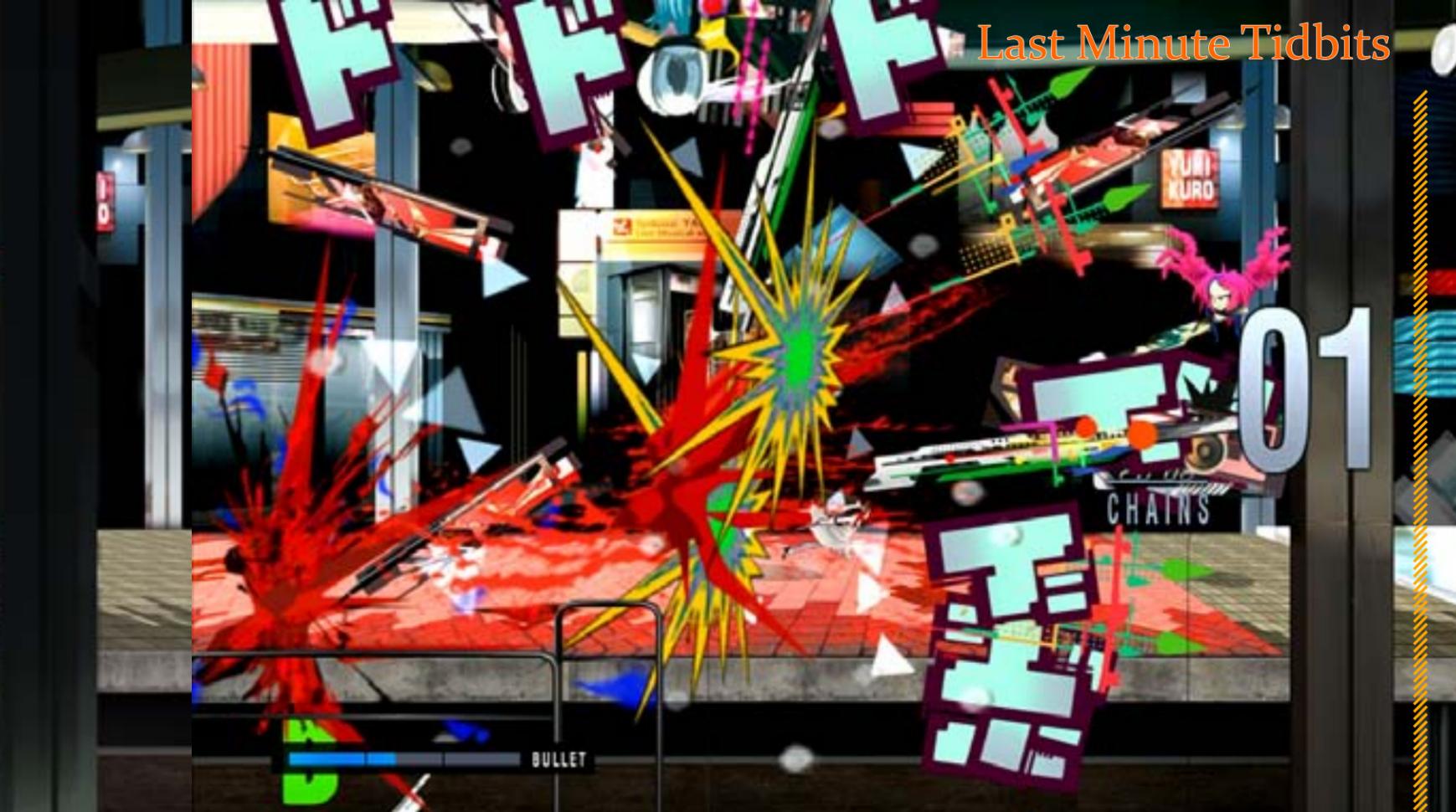
PLAYER POWERUP
JETPACK
 JUMP WHILE AIRBORNE TO FLY

Tiddbits



Product: Krautscape
 Company: Midnight City
 System: Personal Computer
 Release Date: Q1 2014
 Rating: 'RP' - Rating Pending

Featuring hybrid bird-like flying cars and color-soaked racetracks in the sky, Krautscape shows off Rickenbach's keenly unique perspective towards tactical racing - by giving his cars wings. Players can jump off the track and glide through open air to avoid obstacles and collect special items. Driver-pilots then return to the track to gain speed and score points to win, creating a tension and balance all its own. The dynamic racetrack is generated real-time by the lead vehicle; turn right and the track builds right, turn left and it builds left - meaning no two races are ever entirely the same.



Product: Short Peace
Company: Namco Bandai Games
System: Playstation 3
Release Date: Spring 2014
Rating: 'RP' - Rating Pending



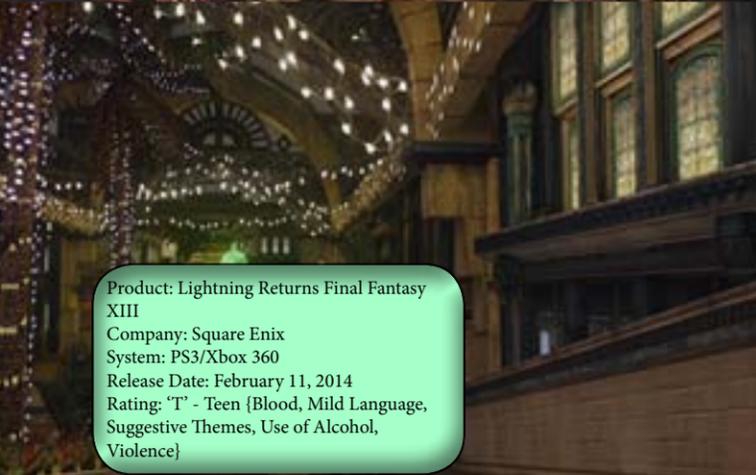
Product: Forza Motorsport 5
Company: Microsoft Game Studios
System: Xbox One
Release Date: Out Now
Rating: 'E' - Everyone
{Comic Mischief}



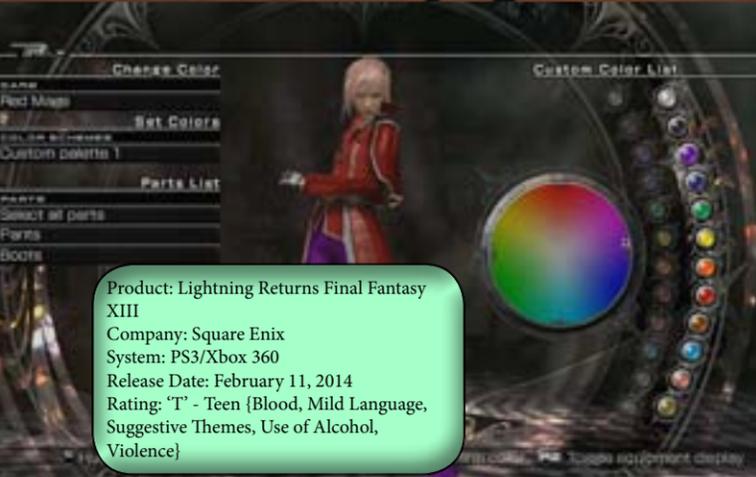


Product: NARUTO SHIPPUDEN Ultimate Ninja STORM REVOLUTION
Company: Namco Bandai Games
System: PS3/Xbox 360
Release Date: TBA 2014
Rating: 'RP' - Rating Pending





Product: Lightning Returns Final Fantasy XIII
Company: Square Enix
System: PS3/Xbox 360
Release Date: February 11, 2014
Rating: 'T' - Teen (Blood, Mild Language, Suggestive Themes, Use of Alcohol, Violence)



Product: Lightning Returns Final Fantasy XIII
Company: Square Enix
System: PS3/Xbox 360
Release Date: February 11, 2014
Rating: 'T' - Teen (Blood, Mild Language, Suggestive Themes, Use of Alcohol, Violence)

VIDEO GAME LIES



by
Paul Bury