

FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING

ISSUE #81

Sony is finally releasing some family friendly games again!!

MLB 14 The Show plans on dominating baseball on the PS3, PS4, and PS Vita

Huge Nintendo 3DS and Wii U blow-out in this issue!

April 2014

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ISSUE #81

April 2014

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Listening

Someone asked me an interesting question recently. They asked: "What skill do I need to develop to serve others better?" Do you think you know the answer to that question? Do you know what answer I provided? Listening is the answer I provided. Why? Because the start to understanding the pain and suffering of others starts with listening. By listening we can sympathize with others. By listening we can empathize with their pain. Listening helps us discern the focus of the hearts of others.

Take this example for instance. Someone complains they only made 1.4 million dollars after taxes in the last three years of work. What is their focus? Are they being content with what they have? Are they thankful for the amazing blessings they have received? Or are they focused on others who have even more? Is there jealousy in their hearts? Are they being greedy? Are they just out for themselves? Will they be happy and content when they get more? Or will they continue on wanting more? Will they become a bottomless pit that is never satisfied?

Take another example. Someone has cancer that is spreading. They acknowledge how precious life is. They love their loved ones and let them know it. They repent from mistakes of the past and want everyone to live their lives for God. They are happy and content in their circumstances. They know death could come at any moment. They would love to be healed. At the same time they are willing to accept their fate. They are not blaming others, or angry with what they are facing. They become an inspiration to others.

How do you find out about stories like those two? You listen. So many people in our world want to talk. So many people want to express themselves. So many people want to be heard. The sad true fact is many of them do not want to listen. They are happy to speak, and love when you listen to them. Yet they do not pay others the same courtesy. They are self centered. Find me someone who refuses to listen to others, and most of the time they are self absorbed.

Which would you rather be known as? Someone who is selfish? Or someone who is selfless? Do you think of others before yourself? Do you think of yourself first?

When you see someone you never met before do you want to learn about them? Or do you want to tell them about you? Answers to those questions are what define you, and your focus.

Listening to others shows you care. Listening shows you love them. Listening shows you are interested in their lives, and what they have to say. Listening is a skill that starts with silencing your own tongue. A welcoming smile can spark a conversation. Asking questions can help others open up. Then intently concentrate and think about what they are saying.

God bless,
Paul Bury



Long Winter

This winter has been endless. It has been colder in Memphis way longer than I ever remember. It has snowed twice this winter - we normally get no snow all winter. It has frozen over multiple times. Thick ice has been on our vehicles, on the road and more this winter. There have been more school closures this winter than I can ever remember. We have worn sweaters and sweatshirts more often, and longer than we ever had. Sweats and jeans have been worn much longer and more often than normal. Stocking caps, and gloves have become common place this winter. It has been cold.

I have to take a pot shot at some people now. I am sick and tired of those people peddling the global warming lie. They must think we have no brain cells whatsoever. How can it be colder if the planet is warming up? I heard their lame excuses and outright lies. Sorry that does not cut it. Since the poles are also colder than they had been. They have more ice at the poles than they thought. Yet they continue to peddle their lie, promote their products and make money off of the fear mongering. Which really is all it is about. They promote the global warming lie to make money on the companies they are invested in.

I am so looking forward to spring time. I am so looking forward to warmer weather. I am so looking forward to the boys being able to go outside and not see their breath. They have been cooped up too much this winter. They want to get outside and throw the football around. They want to run around kicking that soccer ball. They want to shoot some hoops. They want to play some tennis. They are looking forward to throwing the baseball and batting. Our family is looking forward to time at the park, and going out on a hike.

Last summer was not very warm. And it did not last very long. I am hoping for some good garden growing weather this spring and this summer. The pool was out for less time than previous summers. So I know our boys would love to have more time to play in the water. I will enjoy the peace and quiet inside while they are being rambunctious outside. Paul will enjoy being able to work out in the shed more often. Those dumbbells get cold in the winter time. He also loves playing sports with the boys

outside.

I believe people are happier in warmer weather. I think there is less fussiness when we can all get outside. There is something so wonderful about fresh air. There is something relaxing about being out in the nice warm sun. Taking a nap outside in the sun is one of the more wonderful experiences any of us can do. Especially after putting on some sun screen. Every summer I have to re-teach our boys that lesson. One sun burn per summer is all it ever takes for them to remember that life lesson. Are you also ready for winter to end?

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 |

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MISSION STATEMENT

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

Working Man Gamer

Selfless

The WMG appreciates certain people. The MAIN MAN here at Family Friendly Gaming is one person who deserves all kinds of thanks and credit. With no training, experience, or idea how to do it - he has published over four thousand reviews, tens of thousands news stories, hundreds of previews, over a thousand videos, thousands of images, and over eighty magazine issues. He selflessly serves the community. He goes above and beyond so often that many people expect that from him. He has shown me, and others how to be a servant leader. He thinks of others before self. He helps even when he is sick, exhausted, tired, bone weary, and ready to pass out.

In this world, and in this day and age it is great to see such an amazing leader. His example shames so many people who think of themselves first. He shames the greedy, selfish, rude, and more. He does this by showing them a better way. He walks the path we should all be walking on. Can you imagine a world where everyone is trying to out-serve one another? Could you live in a world where helping others is the common core thread?

It is even more rare to see his kind of leadership in the video game industry. This is where promote, make yourself and your company look good are common place. Companies are all about making more money every single quarter. They brag about results, and want more in an endless pattern. They are never content or focused on others. Instead they focus on self. The attitude of so many in the video game industry is disheartening. Yet the attitude of the editor in chief here is a ray of sunshine in so much darkness.

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!

Congrats

Congratulations on making it to issue #80. Family Friendly Gaming continues to offer a valuable service to the community.

- Bob

Way to go - EIGHTY ISSUES!! FFG ROCKS!!

- Stan

Keep up the fantastic work. Eighty issues is nothing to sneeze at. Good job.

- Barbara

Family Friendly Gaming continues to lead the way. Eighty issues down, twenty more to go - then

you guys hit triple digits.

- Samantha

{Paul}: Thank you everyone for your amazing words of encouragement. I take it one day at a time. Sometimes I miss milestones, so I deeply appreciate everyone bringing it to my attention. Issue #100 is a ways away still. I will keep my head down, and keep planting in this field.



Positive

I loved your news article on "Microsoft's Super Support." It is nice to read positive stories that give someone a pat on the back. I know my general opinion of Microsoft is very low. Their attacks on families and family values are well known. So it is neat to know there is something positive about them.

- Wanda

{Paul}: When we started Family Friendly Gaming back in 2005 I wanted us to find as many posi-

tive stories as we could. I wanted to find the good, and shine a light on it. There is plenty of bad in the video game industry. Plenty of stories focusing on the bad too. So I am always looking for a spot to shine something positive. I am also looking for teachable moments whenever they present themselves.

Deceptive Playstation 4

Your wrong. The Playstation 4 is not deceptive. Its not Sony's fault if some people are too stupid to figure out how to read what the system comes with.

They should buy a package deal. You should know better being in the gaming media.

Now what you said about family friendly titles on the Playstation 4 is right. They do not have many. But give them time and they will get some on the PS4. Just be patient. You



always tell others to be patient. Be patient yourself.

- Troy

{Paul}: You make some valid points. What you need to do is think outside your experiences. Not everyone is going to have your life experiences. Not everyone has your education in the video game industry. Not everyone knows the PS4 Eye is being sold separately. I can tell you from our purchase that the teller knew nothing about the system. It was behind lock and key. We paid for it, and then we could look at the box. The store had no PS4 Eye accessories. We looked all around in our area and there are none to be found. So Sony has a serious supply problem.

I love your comment on patience. :) We have been encouraging our readers to wait on purchasing a PS4. If they need something next gen we are recommending the Wii U, and then the Xbox One. We wish more readers have waited on purchasing a PS4 - that way they would not despise the system so much.

Speaking on the training and education issue. It seems there is a lack of training on how to use the REPLY button over at Sony. We have to resend our emails multiple times to get

questions answered. If they ever bother to answer our questions at all. I don't know what is going on over there - what I do know is they are the most difficult company to work with right now. And that is saying a lot.

Download

Thank you for making important points in "I Miss Yslandia." The entire video game industry is going towards downloads. Companies love it because they retain all rights to their games. They can charge gamers multiple times for the same games. They keep complete control over the games, and stop all used game sales. Greed and control are why these companies are doing this.

It costs these companies less to put a game up there for download. But they put these games up there for the same price as a game in the store. They are not passing along the savings to us gamers who pay their salaries. Gamers need to unite! Refuse to buy the download versions of games. Send a message to these companies. If they want our money they play by our rules. We are not drug addicts who throw away our individuality to get our next fix. We made these companies huge and we

can take that away.

- Karl

{Paul}: Wow! Powerful stuff man. I am so pleased that my message was heard loud and clear on downloadable video games. Every single time I am given a choice I pick the physical copy of a game. There are just too many problems with the download only video games. I put a few of them in my article, and you brought up a couple more.

I believe you are right concerning the greed and control. The lack of contentment is something rarely discussed in our industry. Companies want more money. Gamers want more games. It winds up being an endless exercise in real futility.

You make an excellent point about with holding your money. I wish more gamers would send companies clear messages like that. You buy it and its your property. You can sell it for a loss or a profit to someone else. I find the copyright argument so disingenuous by many companies. Does the Van Gogh estate receive payment every single time a collector sells off one of his paintings? Of course not. His art work has been bought and sold many

SOUND OFF Continued

times over. The owners of the art are the ones who get the money. I don't see how video game companies can demand part of the proceeds of used game sales.



Hungry

How dare you rate THE HUNGER GAMES so low. That movie is a masterpiece off of wonderful books. Kids love to read THE HUNGER GAMES. You should have given it a one hundred score. It is the greatest movie of our generation. Its about an oppressive government that needs to be overthrown. You should be able to relate to that. There are way worse movies out there. There are way more violent mov-

ies that deserve a 58.
- Leon

I am disappointed that you scored the hunger games movie so high. That movie is horrible. It is an attack on children. It attacks families. Kids killing kids is not something we need on the big screen, little screen, or any screen for that matter. I am appalled that such disgusting books are being sold to our children. Parents need to pay closer attention to what they buy their kids. Trash like the hunger games is not fit for consumption.
- Tabitha

{Paul}: I knew going into The Hunger Games review that it would be one of the more controversial things we sounded off on. I knew there was going to be no pleasing both sides. I knew fanboys would get mad at us, and I knew some families would get mad at us.

I tried to be as fair as possible with the movie, its message, and its issues. As you can see we had some who complained we were too harsh on The Hunger Games, and we had some say we were too easy on it. Maybe we did it just right since neither end of the spectrum was happy. That was really not my

intent though. I wasn't trying to straddle the fence and offend both sides. I prayerfully considered what I saw in the movie. I worked diligently with our review scale, and put my opinion out there. Please bear in mind that I am merely a man. I am human which means I can make mistakes. I put my opinion on The Hunger Games. You may agree, you may disagree. If God lays upon your heart to submit to my leadership and my opinion on this movie - then I encourage you to obey God. If you want to disagree and move on, then I encourage you to do that. Don't let my review, or this movie become a stumbling block.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page:
<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
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TALK TO ME NOW

Pastor Hagee on Response Able What my father taught me about life and making a difference.

Editor in chief Paul Bury interviewed Pastor Matthew Hagee of Cornerstone Church founded by his father in San Antonio, Texas discussing Response Able: What my father taught me about life and making a difference.

Paul: Is there any sweet chin music in Response Able: What my father taught me about life and making a difference?

Pastor Hagee: No.

Paul: What lessons can families learn from Response Able: What my father taught me about life and making a difference?

Pastor Hagee: They are personally in charge of making their own decisions.

Paul: How many chapters in Response Able: What my father taught me about life and making a difference?

Pastor Hagee: Thirty-five separate principals in five sections and seven areas per section. Personal, Financial, Educational, Social, and Political are the five sections.

Paul: How many pages in Response Able: What my father taught me about life and making a difference?

Pastor Hagee: There are 227.

Paul: I saw the self reliance in the press release we published. What about God reliance?

Pastor Hagee: Absolutely! Self comes from knowing God is source. If you decide government is your source – then you are limited by that. You will wait for the government to provide. If you choose something else then you will wait on that.

Paul: How many people does your ministry reach?

Pastor Hagee: Twenty thousand church members. There is a TV ministry, media, reach 220 nations, been on major networks, satellite, since 1978. All in all we reach one hundred million homes.

Paul: I love the concept of the 707 Challenge. Where did you get the idea from?

Pastor Hagee: We set down to make the lessons practical. Put them into us. Step one (for parents) is to invest time in children. 70 minutes for 70 days. My father spent time teaching me things. Which is what the entire name of the book is Response Able: What my father taught me about life and making a difference? What he

taught me is invaluable. Parents need to spend time with their families. Don't stare at smart phones. Interact with your children.

Paul: What do you say to families that spend more time than that together?

Pastor Hagee: When bad circumstances come, you will stick together. Spending time together builds bonds. Those bonds are very difficult to break.

Paul: Do ya'll have any affiliation with any Christian movies or Christian video games?

Pastor Hagee: We have worked with various companies. Some examples are Cloud Ten Pictures on some of the Left Behind movies, and The beginning of the end. We have been asked by Christian gaming companies. Some ideas are practical, and some are fantasy. We use discernment in our decisions.

Paul: How long have you been reading the Family Friendly Gaming magazine, or visiting the Family Friendly Gaming website?

Pastor Hagee: Not as long as some, and not as short as some.

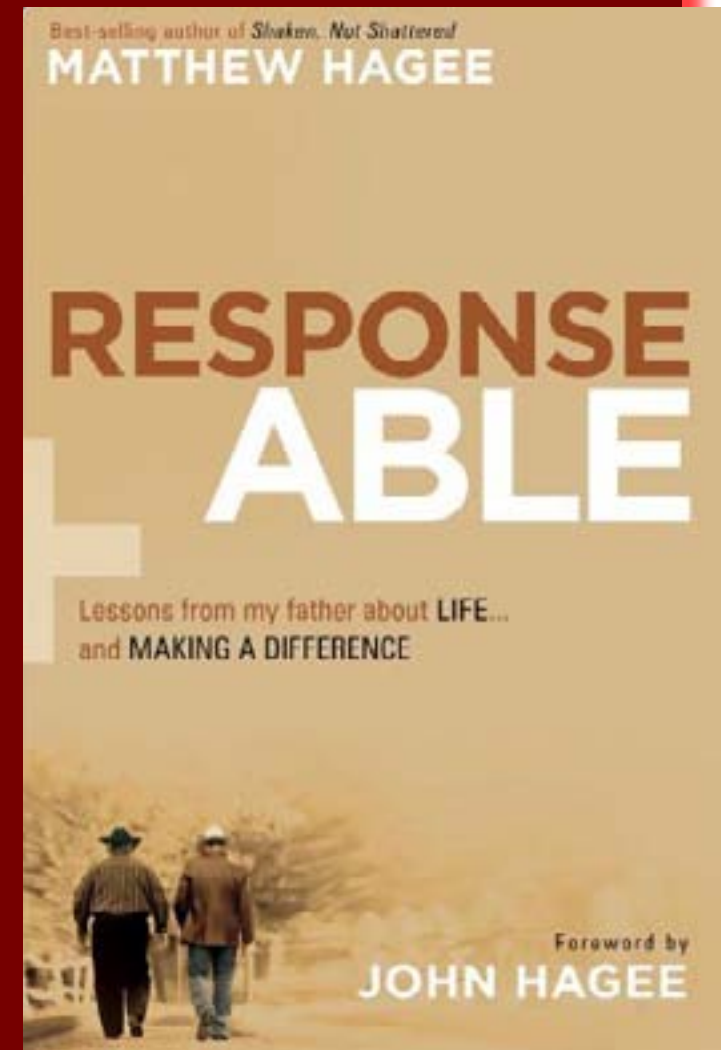
Paul: You have impressed various members of FFG with your preaching. Will you continue to preach against sin?

Pastor Hagee: Yes - most definitely. I preach at Cornerstone – Joshua's Generation on Sunday nights. Joshua followed Moses – follow God's principals. I would love to see this next generation follow in Joshua's footsteps. I shares Sunday mornings with my father.

Paul: Can you please say HI to Michael Shawn Hickenbottom for me? My boys are big fans of his. He has been an inspiration to many of us here at Family Friendly Gaming.

Pastor Hagee: Yes I will. I remember him back when he was one of the Rockers.

Paul: I wanted to extend my thanks to Pastor Hagee for allowing me the opportunity to interview him. He is an amazing man of God who impressed me greatly, and encouraged me in our time together. I can not wait to read Response Able: What my father taught me about life and making a difference.



DEVOTIONAL Video Games 101

Peace

I am like most men - I appreciate peace. Tranquility and relaxation are important parts at the end of a long day. It is rare for me to receive much peace with a wife and children. It seems like someone always wants something. And rarely do they realize I am in the middle of something else for someone else. Every little mole hill can become a mountain - at least to someone else. **Leviticus 26:6** *"I will grant peace in the land, and you will lie down and no one will make you afraid. I will remove wild beasts from the land, and the sword will not pass through your country. What are some reasons we do not experience peace? Is it really the needs/wants of others?"*

There can be a variety of reasons we do not experience the peace we desire. Choices we made can lead to unpleasant circumstances. For example some people refrain from exercise, and it leads to physical problems with their bodies. Others use things that cause damage to their bodies. Still others neglect God, and pay a spiritual price for their choice. **Deuteronomy 20:10** *When you march up to attack a city, make its people an offer of*

peace. Some people attack those lovingly rebuking them. They pick the most difficult paths in life instead of the most perfect path God provides for all of us.

What amazes the world is when Christians show a peace beyond human understanding. God provides that peace when we turn to Him. This peace is there for us in the most difficult circumstances. It is a wonderful witness to the world. **Acts 10:36** *You know the message God sent to the people of Israel, announcing the good news of peace through Jesus Christ, who is Lord of all.* Life presents some amazing challenges. No matter our circumstances turning to God is always the best course of action. It is also the course to having true meaningful and lasting peace.

I get frustrated so many times with others being selfish, and arrogantly thinking they can do life without God. I sigh at those who are purposely doing things to cause turmoil. I shake my head at those who act out in selfish, rude, ugly, nasty, and hateful ways. Too many are obsessed with celebrity, and shocking the people doing good. They define it in all kinds of odd ways. Yet they are not spreading peace, knowledge or understanding.

Matthew 5:9 *Blessed are the peacemakers, for they will be called children of God.* Are you a peacemaker pointing people to God? Are you living for your self? How can you know? Start with an analysis of your actions. What deeds do you perform? Why do you do what you do? Once you discern that you can either continue to put others before yourself, or you can start to think of others before yourself. It may take time, and there may be periods of stumbling. But the peace is worth it. Trust me.

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.

Xbone - A reference some people are using for the Xbox One. It shortens the name slightly.

Family Friendly Gaming Seal of Approval - this is given to products in reviews when they score 95 or higher out of a possible 100. Multiple editors must believe the product earns the right to have the seal of approval. At current numbers only 2% of all products reviewed have earned the Family Friendly Gaming Seal of Approval.

Family Friendly Gaming Hall of Fame - Similar to the Baseball Hall of Fame, Football Hall of Fame, and Wrestling Hall of Fame. The Family Friendly Gaming Hall of Fame is for

people, products, companies, and technologies that have made a lasting impact on the entire family friendly video game sector. Unlike the other Hall of Famers, what is inducted into the Family Friendly Gaming Hall of Fame does not need to be retired. Cooking Mama is a fine example. There is a possibility for future games, even though she has been inducted. The THQ Cars games is a series that is most likely retired. But we never know when a franchise will be revived by another company.

Operation Supply Drop - a military-focused video game charity during the 24-hour gaming marathon, will be used to create care packages full of video gaming gear for troops in Afghanistan as well as various recovery centers across the country, offering stress-relief and a diversion for our heroes in uniform.

Single Player Game - These games are for one player at a time. There is no online or social aspects to them. Most role playing games are single player experiences. These games are for those who do not want to experience all of the hatred, bad language, rude behavior, and ugliness of the online video games

where most players act in the most horrible fashion possible.

DLC- Downloadable content. This is paid for additional content that can be added to already purchased video games. It may be a different attire for characters, or even additional characters. Most DLC is released after the full game releases. Some actually releases on the same day as the game launches. This has caused outrage by gamers who note the DLC comes on the disc and they should not be charged extra for content they already purchased.

Repeat pay to play - these are also known as free apps. Or deceptive free apps. They are games generally on iOS and Android platforms. They are free to download and free to play for a short time. Then the game requires payment for the player to continue playing. The length of time additional payments need to be made range from thirty minutes to multiple hours. It also depends on how often the player plays the app. How many resources they have, and if they play the app once a day (for a few minutes only) for multiple days to grow the required resource.

IN THE

NEWS

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KneeBouncers To Develop TV Series

KneeBouncers, LLC, 10 year veteran of desktop and mobile children's content, has partnered with BabyFirst to launch a new television series called The KneeBouncers' Show. The KneeBouncers' Show is a character-based series encouraging play, creativity and learning. Many of the themes explored on BabyFirst will be available as apps which will allow young families to go beyond the normal television experience and actually become immersed in the KneeBouncers world. The new series expands the KneeBouncers mission to encourage babies, toddlers and preschoolers to "play with purpose" and adds exciting new entertainment to BabyFirst's popular lineup.

"We are extremely excited to work with BabyFirst to expand our brand's awareness. The partnership

is a win for us and BabyFirst, but most especially for young families." says Kurt Dommermuth, co-founder of KneeBouncers.com.

"BabyFirst gives us the opportunity to reach a much wider audience. They are a great company, focused on distributing good things to their young audience. We're thrilled to be part of their family." says Punch Robinson, co-founder of KneeBouncers.com.

"KneeBouncers is a clever, creative property and we're very pleased to include it our lineup," says Sharon Rechter EVP Business Development & Distribution, of BabyFirst. "They are a great example of how a brand can originate from a game, and grow to many other platforms."

The new show will launch April 2014, to BabyFirst's domestic and international audience reaching 81 million homes, and will be featured both on TV and on BabyFirst's wide mobile network.

The Good Life Edges Closer

Video game publisher Iceberg Interactive invites players to leave the short, dark winter days behind and live The Good Life, the sandbox sailing/time management sim for PC and Mac. New additions include:

- Faster rides among the 52 available ports that speed up the action.

- New Fishing gameplay: 15 different fish to catch for extra money.

- Player's stats and progress charts are now available: additions include percentage of game completed, percentage of area covered, days on-board, items photographed, people rescued, earnings from houses and boats, and others.

- Multiple saves, up to 10 available slots.

- New speedboat type: the fastest boat to-date, Aventor.

- Improved underwater visual experience.

- More action in pirate attacks: speedboat cannons are now firing and players can see their trajectories.

- Improved characters: better graphics and more lifelike animations.

- New sealife, colorful fishes and fiery sharks.

Developed by indie Greek studio immersionFX, The Good Life is an intriguing sandbox game combining a number of gameplay styles: part life-sim, part time-management, part tycoon, but ultimately a free-roaming sandbox game filled with unique gameplay elements. Although released at retail, the developer is continually evolving the title behind closed doors for its anticipated Steam debut, once Greenlit.

"The Good Life defies categorization, which is what makes it such an intriguing and unique title," says

Iceberg Interactive CEO Erik Schreuder. "As the title suggests, it's a really laid back, mellow game that will leave you pining for more sunshine and tropical surroundings in your life. We think you will be pleasantly surprised!"

Like so many, Derek Hales is fed up and is dreaming about ditching the nine-to-five lifestyle. When he learns that his late uncle made him the sole heir of Carpe Diem Boats, a boating company on the tropical complex of the Jo Jo islands, he does not hesitate for a second. A new life awaits! After a long voyage, he and his striking girlfriend Michelle Joyce finally arrive at their destination, enjoying the beautiful sunrise, with a Boating Company of their own, set to enjoy the good life!

Freely traverse the tropical seas, fish for pleasure or reward, seek treasures in the deep, rescue tourists from drowning, take photos for money, transport tourists, avoid whirlwinds and pirate attacks and become rich and famous!

Become an adept skipper and progress across seven different ship types.

With an array of luxury vessels at players' disposal, they can take on various missions across ultra-realistic tropical waters on their way to making a fortune.

Gamers will experience vast, beautiful tropical locations, with more than 50 harbors and dozens of diverse places to explore.

Realistic weather conditions and 24-hour day/night cycle.

Players can use earnings to build their commercial empire, buy and sell properties in this tropical paradise, progress from sun beds, beach houses and bungalows, to restaurants, villas and even hotels.

Players vie against nine other NPC skipper who compete for business, becoming the best skipper, earning more money and become the ultimate tycoon of the JoJo Islands!

Nintendo Prevails in ITC Case Involving Nintendo 3DS

Nintendo has won a patent infringement case at the International Trade Commission. The case was brought by Technology Properties Limited LLC, Phoenix Digital Solutions LLC and Patriot Scientific Corporation, all of which are patent-licensing companies. The commission confirmed that the Nintendo 3DS and Nintendo DSi systems do not infringe the asserted patent.

"We are very pleased with the commission's determination, which confirmed the judge's finding that Nintendo's products do not infringe the asserted patent," said Richard Medway, Nintendo of America's vice president and deputy general counsel. "Nintendo's track record demonstrates that we vigorously defend patent lawsuits, including cases in the ITC, when we believe we have not infringed another party's patent. Nintendo continues to develop unique and innovative products while respecting the intellectual property rights of others."

As Family Friendly Gaming Nation is aware, Nintendo has lost other law suits in relation to the Nintendo 3DS. The most famous one was in 2013. The technology, which provides 3D images without the need for 3D glasses, was invented by former Sony employee Seiji Tomita. Tomita sued Nintendo for patent infringement in 2011 and has been awarded \$30.2 million in damages after a successful legal battle.

Nintendo is known for only sending out press releases when they win in court, and they are very silent when they lose. In fact it seems when they lose a court case their reply buttons stop working in email, and they can no longer figure out how to answer their phones. When FFG has been able to get through the call was disconnected after the question was asked.

Shelter soundtrack now available

We called on Retro Family to provide their own interpretation of Shelter's unique visual art-style - and they responded brilliantly by crafting something lyrically enchanting. -- Might and Delight

Shelter is the second project where Might and Delight call on the services of a live band and studio musicians. Retro Family, praised for their score to the award winning platformer "Pid" (2012), have tailored an audio experience that closely matches the visual direction of Shelter. A game that relies on an artistic and crafted feel throughout the experience. The abstract portrait of nature is captured and enhanced by Retro Family's sensitive and ethereal musical creation. Shelter's soundtrack is available on iTunes today.

Disney Infinity "Aladdin Challenge" Toy Boxes

Descriptions of the winning submissions:

1. Al's Quest- Play Aladdin's tale! Brave the Cave of Wonders, find Jasmine and sweep her off her feet on a magic carpet ride. NO FLYING!
2. Jafar's Wish- Jafar is back and has taken over Agrabah. Defeat guards, avoid traps, and save Jasmine before putting Jafar back into the lamp.
3. Agrabah Market- Inspired by the 16-bit classic Aladdin, escape the guards in the market to reach the palace and save Jasmine!
4. Jafar's Revenge- Can you defeat the mighty Sorcerer Jafar? Let's find out! Mu-haha!
5. Carpet Cleaning- Things have gotten a little dusty in the Cave of Wonders! Help Genie clean off his friend Carpet!

2020: My Country Sports Updates

Game Insight is delighted to announce that the popular space-age chapter in city building games, 2020: My Country, has just been updated with exciting new sports content additions for players to try. In addition, the Mac OS X version hit the top 10 free games in the US list, and has also broken into the top 30 grossing games in the US, as well as receiving the spotlight for best new OS X games. (The game is available for iOS, Android, Amazon, Windows 8, and Mac OS X.)

2020: My Country is the follow-up to the popular city building game My Country, both games being about becoming the virtual mayor of a huge city that houses a diverse population of hardworking, fun-loving citizens who definitely love their sporting events. 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 construct architectural marvels while fending off spectacular natural disasters, including floods, fires, earthquakes, and even alien invasions! The new 3.50 game update adds new player levels, new sports structures such as tennis courts and martial arts academies, new sports-related jobs and professionals, and much, much, more.

This new update for 2020: My Country adds to the game's already huge scale which lets players construct a huge variety of different buildings and customize each one with thousands of different options, all while tending to the needs of a growing population of happy, busy citizens. Download the updated version of 2020: My Country now and experience the future of city building games!

Warning this game is a repeat pay to play game deceptively referred to as free app. It is free to download and play at first. It then winds up costing money to progress.

In The News Continued

Jungle Rumble Arrives in April

Fans of rhythm titles and mobile gamers can have more fun than a barrel of monkeys this April when Jungle Rumble makes its way to the App Store and Google Play.

PAX East 2014 attendees will be able to monkey around with developer Disco Pixel's final build of the game before its release.

Jungle Rumble, a mash up of rhythm and RTS, is not a "monkey see, monkey do" game. Players employ what game designer Trevor Stricker calls a "rhythmic grammar." They drum on the screen of their mobile device to communicate with a tribe of monkeys. Gamers must also strategize their next moves while keeping up with the beat.

Things get

chaotic when a rival tribe starts stealing their bananas. The monkeys fight back! Players confront the invaders and, eventually, learn the true root of evil in the clan's

tropical paradise. The game puts players in a colorful, quirky jungle and challenges them to use their wits.

"I love rhythm games, but eventually you see the man behind the curtain — you are following a script," Stricker said. "Does playing with rhythm have to be pressing when told? Our game has players making meaningful decisions, split second choices and implementing strategies."

Jungle Rumble will be available for iOS and Android devices. Disco Pixel decided not to monkey around with micro transactions.



In The News Continued

Where in the World is Carmen Sandiego?

Doug Carlston, computer games pioneer and founder of Brøderbund Software, Inc., has donated to The Strong in Rochester, New York, a collection of games, consumer software, and corporate records that document the history of the company and the development of the computer games industry in the 1980s and 1990s. The materials will be cared for by The Strong's International Center for the History of Electronic Games (ICHEG) and made accessible to researchers.

Anyone that has explored the mysterious islands of Myst, dodged traps and battled swordsmen in Prince of Persia, or tracked down bad guys in Where in the World is Carmen Sandiego? has played some of the best-selling games from Brøderbund Software, Inc. Best known as the original creator and publisher of the Carmen Sandiego games, Brøderbund was one of the leading producers and distributors of games for the home computer during the 1980s and 1990s with titles such as Lode Runner, Prince of Persia, Myst, and SimCity. It also produced best-selling consumer software such as Family Tree Maker, Print Shop, Kid Pix (an art program), and Living Books (the title Just Grandma and Me was one of the first interactive children's books).

Starting with Doug Carlston's 1980 game Galactic Empire, Brøderbund grew quickly until by 1986 it was the ninth-largest United States computer software company. By 1997 the company had annual revenues of \$190 million. The Brøderbund Software, Inc. Collection chronicles the firm's activities from its first game released in 1980 to its acquisition by The Learning Company in 1998.

"In 20 years my siblings and I built Brøderbund from an idea in the living room to a 1,500-person company with a market value in the billions of dollars. During that time, we gave little thought to building a

legacy, but we still saved every product and every memo," says Carlston. "I am grateful now to have discovered the work of The Strong, which has the staffing and capacity to curate this collection of materials and others like it. Now scholars and interested parties can see first-hand the evolution of the company and the software industry in the 1980s and 1990s."

The Brøderbund Software, Inc. Collection includes nearly 1,500 games and other pieces of consumer software, including copies of virtually every game and product produced by Brøderbund as well as titles from their competitors. There are also copies of original art, production masters, and other disks used in the production of games, as well as examples of company promotional materials, awards, board game versions of their products, and other related items. Extensive corporate records document the workings of Brøderbund specifically and the computer software industry in general. Business records include internal company newsletters, strategic plans and other long-term planning documents, competitive market research, meeting notes, financial statements, news clippings, catalogs, photographs, correspondence, and other items that reveal the company's domestic and international operations. The collection also includes records related to the Software Publishers Association trade group, of which Doug Carlston was President and Chairman.

"The Brøderbund Software, Inc. Collection enhances the museum's extensive collection of materials related to video game history and complements recent donations of materials from other video game pioneers such as Ken and Roberta Williams, Will Wright, and Joel Billings," says ICHEG Director Jon-Paul Dyson. "Both the games and archival materials will be invaluable resources for anyone seeking to understand the history and development of computer games."

Tamagotchi L.i.f.e Angel App

Bandai Co., Ltd. and Sync Beatz Entertainment today announced that the Tamagotchi L.i.f.e. Angel App is now available for iOS and Android devices in the U.S. and Canada. The free app recreates the original Tamagotchi Angel digital handheld game series, which was one of the most popular Tamagotchi series after the original release in 1996 in Japan and 1997 in the U.S.

The Angel app features changeable play modes that allow players to care for their Angels in the classic eggshell TOY mode or full screen in APP mode. The free app offers a multitude of Angel characters and new color environments; updated Life, Happiness, Hunger and Effort meters; a new technical feature which enables the screen to be tapped to scare away flying bats; 22 new in-app wallpapers and eight wallpapers for use on the player's device; 12 shell choices; an image gallery and fun mini-games. Additionally, the Tamagotchi L.i.f.e. Angel app enables users to post photos of the Tamagotchis they're raising on Facebook.

The Tamagotchi L.i.f.e. Angel app follows the successful 2013 launch of the Tamagotchi L.i.f.e. app, an authentic recreation of the classic Tamagotchi game with a contemporary spin, which has generated 3 million downloads. It's the latest entry in the Tamagotchi L.i.f.e. brand, a line of lifestyle products that embodies the spirit and attributes of that original experience and targets its original Tamagotchi user base, who, today, are active young adults.

The Tamagotchi L.i.f.e. app is free to download, and free to play. It does contain advertisements. So this game will advertise to you at an annoying ratio. Families can pay to have the irritating advertisements removed. Families need to be aware of this before downloading the Tamagotchi L.i.f.e. app.

Nyko Releases NVIDIA SHIELD Accessories

Nyko Technologies is proud to announce the release of their officially licensed products for use with the ultimate gaming and entertainment portable, NVIDIA® SHIELD™.

The Shell Case is a high-impact hard case that fully encapsulates SHIELD, providing total protection. The case is custom fitted to the exact specifications of the device and features a rubberized interior for added protection against bumps and scrapes. A detachable accessory bag is included to store the AC adapter and any necessary cables while traveling. An included carabineer allows the case to be conveniently attached to a laptop bag or backpack. The Shell case is available now for \$12.99.

The Power Kit provides all the necessary adapters and cables to recharge SHIELD at home, while traveling, or in the car. The kit includes one AC adapter, one car adapter and one extra-long Micro USB cable with Velcro strap. The included car adaptor charges up to 2 amps, providing the faster charging of the SHIELD while traveling. The Power Kit is an ideal replacement or secondary bundle for those looking to recharge SHIELD and is available now for \$19.99.

The SHIELD Link brings all your favorite Android or Steaming PC games to your living room. The SHIELD Link plugs in to the Mini HDMI port of the NVIDIA SHIELD and allows you to mirror the screen onto any HDMI enabled TV or Monitor in full 1080p resolution. The HDMI interface allows for full surround sound support, while the 6 foot length allows for easy gaming while plugged into your TV. Use the SHIELD Link with Nyko's PlayPad for a console-like experience with your SHIELD. The SHIELD Link is available now for \$9.99. FFG was provided no payment for this story.

First Keyboard Mechanical Switch Designed For Gaming

Razer announced the launch of the world's first mechanical switch designed by Razer specifically for gaming - the Razer Mechanical Switch.

While traditional mechanical switches were originally designed for typing, the all-new Razer Mechanical Switches have been designed and engineered from the ground up for gaming. In order to achieve that, Razer decided to go back to the drawing board to completely re-engineer the traditional mechanical switch.

After extensive research, Razer's multi-award winning engineers identified the optimal actuation distance for a gaming switch to a fraction of a millimeter and reduced the distance between the actuation and reset point by almost half to allow for faster, more precise gaming commands when compared to standard mechanical switches. Furthermore, the all-new Razer Mechanical Switches are made using an ultra-precise manufacturing technique that, along with gold plated contact points, result in a lifespan of up to 60 million key strokes.

While Razer scientists and engineers designed the new Razer Mechanical Switch from ground up, mass production was done by a third party manufacturer. However, to ensure that each switch met to its demanding specifications, Razer placed its own quality assurance experts on the production floor to make sure each switch meticulously follows the design blueprint and specifications defined by Razer.

The Razer Mechanical switch is available on the new Razer BlackWidow family of mechanical gaming keyboards, and is open to other gaming peripheral makers who wish to manufacture the highest quality gaming-grade mechanical keyboards.

Vector Thrust Coming to Steam

Video game publisher Iceberg Interactive and developer TimeSymmetry officially announced their arcade flight game with simulation elements Vector Thrust is coming to PC this spring on Steam. Vector Thrust is a fast-paced, cel-shaded, combat flying game that offers an extensive variety of game modes to choose from, with quick, action-oriented instant play, and the option to experience a deep, story-based campaign.

"Fans of classic arcade and combat flight games are sure to fall in love with Vector Thrust," says Iceberg Interactive CEO, Erik Schreuder. "TimeSymmetry is the perfect example of a small, one-man team following its own passionate vision. And it has done an excellent job creating an all new flight combat experience, delivering the added ability for users to create their own content -- and more."

Vector Thrust delivers a huge array of aircraft from which choose, where every unit works to complete its mission in a dynamic, ever-changing battlefield that is never played the same way twice. Features:

Perfect balance between realistic models and cel-shaded graphics. Each aircraft is faithfully re-created with a highly tactical and deep flight behavior while remaining playable for inexperienced players.

Fly an extensive collection of more than 200 aircraft, ranging from real-world models to unusual and rare prototypes, all of them re-created with precision and emphasizing their unique characteristics.

Quickly customize their own battles with Skirmish mode, or create their dream operation to the finest detail with the mission editor.

Expand the original game with user mode custom content and customize and change the flavor of the game with an extensive variety of mutations.



State of Gaming



REVIEWS

Family Friendly Gaming continues to develop, improve and grow. In March of 2013 we hit our nine year anniversary. Long time readers will remember the Fanzine Wyld-card's WAY. It was started back in 1998. Paul Bury grew that for years, until it finally transformed into the intelligently designed Family Friendly Gaming. The baby step improvement methodology was used. Bit by bit improvements were made. Little by little things become better. Explosive growth from the community proved the concept was ahead of its time. Family Friendly Gaming became the voice of the family in gaming. The most recognized name in the family friendly sector of the video game industry. This name recognition was above and beyond anything the creators of this little media outlet could have ever expected. They faithfully followed

where God lead them. Even if no one else cared. Even if no one was interested in the voice out of the wilderness. The love and support has been amazing. Everyone affiliated with Family Friendly Gaming thanks you. The fad or trend of indie games continues strong. Everyone wants to be a part of the indie game movement. Even when many of the indie games are not that great. Most of them bring some new idea to the table, but are not fleshed out or polished. They continue to dominate Kickstarter, news stories, and more. Even big name companies like Nintendo, Microsoft, and Sony are trying to open doors for the indie game developers. Some of the big name developers are running sales and other promotions to help the indie developers. Which in turn helps them since they receive a portion

of each of the sales. There is a movement raging across the industry to have companies pay for their advertisements on the Internet. Too many companies have tried to run their paid for television ads for free on the Internet. Video game websites have caught on to this trend, and are putting their proverbial foot down. One question has opened the eyes of these companies - "Why pay for it on TV, and then expect the same work for free on the Internet?" Technically some video game websites have made the point they have to do more work than a television station. This has been shaking up the landscape of the industry. As companies brag about their record profits, the poverty of the video game media is being focused on. Why can't these rich companies pay their fair share to those making them the money?

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 6:2-4

2 "So when you give to the needy, do not announce it with trumpets, as the hypocrites do in the synagogues and on the streets, to be honored by others. Truly I tell you, they have received their reward in full. 3 But when you give to the needy, do not let your left hand know what your right hand is doing, 4 so that your giving may be in secret. Then your Father, who sees what is done in secret, will reward you.



The Penguins of Madagascar Dr Blowhole Returns Again

SCORE: 79



Stratego Next Edition

SCORE: 68



The Penguins of Madagascar are hilarious. All of the males in my family love them. So when I was given the opportunity to review The Penguins of Madagascar Dr Blowhole Returns Again, I jumped all over it. Yeah it is a Nintendo DS game, so its on the elderly side as Alex the lion would say. But its a better game than I was expecting. And it is better than the clearance price it was selling for.



my personal favorite. He is so funny. The voices in The Penguins of Madagascar Dr Blowhole Returns Again sounds

right at times, and then off a little at other times. The music is good. The haunted area was something they could have left out. The voices match the words on the screen - so The Penguins of Madagascar Dr Blowhole Returns Again takes care of both kinds of gamers.

There is lame and boring violence in The Penguins of Madagascar Dr Blowhole Returns Again. I could have done without having to trash certain things just to progress. It actually took away from the team aspect in my opinion.

That team aspect is the best part of this DS game.



I like how the different penguins have different skills in The Penguins of Madagascar Dr Blowhole Returns Again. It helped me to grow attached to each of them. - Kid Gamer

I had a little money on my Nintendo 3DS to spend on downloadable games. I honestly despise downloadable games personally. I like to have something in hand. I like to be able to sell it, trade it, or give it away when I am done with it. None of those things can be done with a download only video game. Consumers lose all of their rights with downloadable video games. Companies can shut down online options whenever they want and you can't get your property back ever again.

My first born son loves

Stratego, so I got him Stratego Next Edition. He enjoys messing with this video game representation of the board game. Since Stratego Next Edition is a digital game there can be different modes. Stratego Next Edition

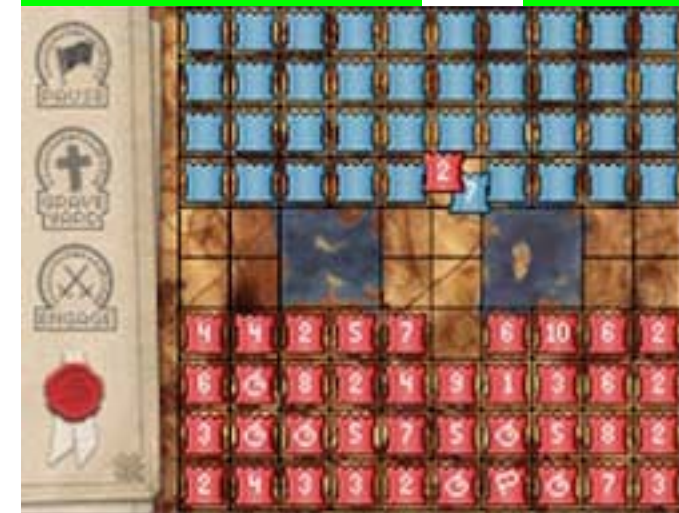


contains Stratego Original, Stratego 90', and Stratego Duel. There is also single player and multiplayer modes. In multiplayer you can host a game or join a game.

Families may want to start in the tutorial of Stratego Next Edition first. Especially if you are not familiar with the

rules of Stratego. The graphics are a bit on the older side. The music is okay - nothing too spectacular.

My biggest problem with Stratego Next Edition is the computer's AI. It astounded me that the computer could easily guess which was space had the flag. This happened more times than I could count. I started to feel like Stratego Next Edition was cheating. I did get my moneys worth out of Stratego Next Edition. I would love to see this game get a sequel and much needed improvements. - Paul



Publisher: THQ
Developer: Griptonite Games
System: Nintendo DS
Rating: 'E' - Everyone {Comic Mischief, Mild Cartoon Violence}

Graphics: 70%
Sound: 80%
Replay: 80%
Gameplay: 90%
Family Friendly Factor: 75%



Publisher: Games Factory Online
Developer: Triangle Studios
System: Nintendo DSi
Rating: 'E' - Everyone {Fantasy Violence}

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



TRANSFORMERS PRIME

Optimus Prime

Optimus Prime, the most AWESOME of all Autobots, is brave, strong, and fearless, but he needs a little help from you to bring him to life with some really cool color!



© 2014 Hasbro Studios. All Rights Reserved.
TRANSFORMERS PRIME: ULTIMATE BUMBLEBEE NOW ON DVD



flower

SCORE: 68

The video game industry is one big follow the leader. Trends and fads can be found throughout the history of the industry. The current trend is indie games. One of them on the PS4, PS3, and PS Vita is flower. I have heard others falling over themselves in love with flower. So I decided to check it out.

Players take on the role of a pedal in flower. Control the wind to fly the pedal over other flowers. These flowers will open up and add pedals to your swirl. Before you know it you have this long stream of pedals cycloning their way over the game play area. Certain pedals open up the way for more pedals. Eventually there



Publisher: Sony Computer Entertainment
 Developer: thatgamecompany
 System: PS4/PS Vita/PS3(tested)
 Rating: 'E' - Everyone

is an end spot where you can deposit all your pedals to finish the level.

The camera in flower can create disorientation and even nausea. The controls are a bit too loose. It can also be hard to find what pedals are missing in early levels - when you are trying to figure out how to play this indie game. To be fair flower is corporate sponsored, so it can be hard to tell just exactly how indie it actually is. There is a definite environmentalists feel to flower. We bring green back to these desolate areas.

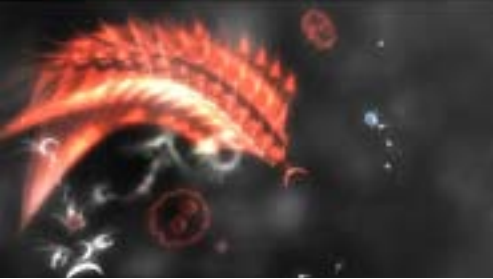
The graphics in flower are nice. In fact flower has some nice visuals to it in terms of grass and

flowers. Every flower you hit provides a musical note. If you speed run through flower you might even get some sounds that make sense. Otherwise it sounds disconnected. That brings me back to the loose controls and not missing certain flowers.

flower is a different kind of a video game. In fact at first it did not feel like much of a game. It felt like environmentalists whacko propaganda. I believe flower is trying to make a statement. One that will offend some, and others will embrace it. Overall flower is a family friendly game. It has some flaws, and could use improvements.
 - Sam

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





fLOW



SCORE: 76

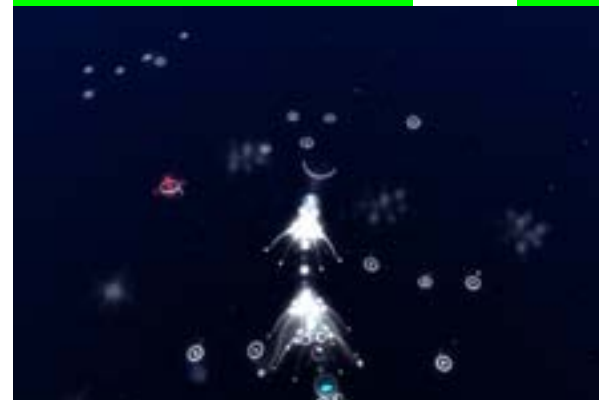
Sony has shown they are willing to try new things with games like fLOW. Players swim around in the water collecting smaller creatures. This allows the players creature to grow. Finding red orbs allow players to go deeper into the soup. Blue orbs allow you to go back up a level. Taking a hit from a larger creature also moves us back up a level.



fLOW is part snake, and part in depth 3D driller. The graphics are nice and soft. They change from time to time. Just like the character we control. We morph from one form to another form depending on the level. It was interesting to see previous creatures - especially ones I had played as.

The music in fLOW is fantastic. I loved listening to the mellow and relaxing sounds while playing fLOW on

the Playstation 3. I could listen to this soothing music for hours. Taking a hit from a bad guy produced a sound that was alarming but not annoying. The controls in fLOW are the biggest issue I had. The gyroscope controls in fLOW were confusing, confounding,



and rarely did they work well. What is crazy is there are only two controls in fLOW. Any button is a burst or thrust forward. Moving the gyroscope to move in different directions never felt natural. In fact it is why I had such issues with the controls.

Families can be safe generally playing fLOW. Your creature will absorb other smaller creatures. Your creature needs to stay away from larger creatures. fLOW can be a good lesson in what happens in the animal kingdom. It can also be a lesson in survival, and how to avoid getting eaten by predators.

One thing I personally like about fLOW is how there are no time constraints. Take your time swimming around at any depth. I wish fLOW had been fleshed out more. Like saving in that level, picking levels, having goals, etc.
- Paul

Publisher: Sony Computer Entertainment
Developer: thatgamecompany
System: PS4/PS Vita/PS3(tested)
Rating: 'E' - Everyone

Graphics: 80%
Sound: 90%
Replay: 80%
Gameplay: 50%
Family Friendly Factor: 80%



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



Kirby's Dream Collection Special Edition



Journey



SCORE: 77

SCORE: 72

I have said it before and I will say it again. I hate when companies expect us to purchase the same games on multiple systems. Especially when they are download only games. Hey I bought it on the NES, I should not have to pay for it again on the Wii, Wii U, 3DS, etc. At the same time I like compilations of older games. Especially when families may have missed many if not all of them in the past.



This is where Kirbys Dream Collection Special Edition comes in. This Wii compilation game comes with six retro games (Kirby's Dream Land, Kirby's Adventure, Kirby's Dream Land 2, Kirby Super Star, Kirby's Dream Land 3, and Kirby 64 The Crystal Shards), a soundtrack CD, Anniversary Celebration Book, new challenge stages,

and Kirby's History. I was able to pick Kirbys Dream Collection Special Edition up for a real good price. Did retro reviews on each of the games, and now I am reviewing the entire package. The soundtrack is nice if you want to listen to Kirby music on the go or at home. Do not try to use it on the Wii or Wii U - it just errors out.

The book is a neat touch in Kirbys Dream Collection Special Edition. Lets be honest though,

its a read one time and put up. Its not the Holy Bible (which we read daily). The history of Kirby and challenge stages are neat. I love reading the history. Yes I know its Nintendo going all RAH, rah, look at me. But it is still interesting to me. I take it with a grain of salt because they are always trying to make themselves look good - even when they look greedy.

The selection of games is a nice range. There are Gameboy games, a NES game, a Nintendo 64 game, and couple of Super NES games. Plenty of game play time is in Kirbys Dream Collection Special Edition. Only if you have not played the games before. Who wants to replay the games they beat many years ago? Let alone have to pay for it a second time?

Kirbys Dream Collection Special Edition is a great introduction to the franchise. - Paul



Publisher: Nintendo
Developer: Hal Laboratory
System: Wii
Rating: 'E10+' - Everyone 10+
{Animated Blood, Cartoon Violence}

Graphics: 70%
Sound: 80%
Replay: 90%
Gameplay: 70%
Family Friendly Factor: 75%



If you are one of those people who believe the destination is not important, then you will probably swallow Journey right up. You could get a mouthful of sand when you realize you reached the wrong destination at the end of life. Remember Family Friendly Gaming is trying to point you toward the right destination.

Journey is a strange game on the Playstation 3, PS4, and PS Vita platforms. You play a robed character on a journey through a desert. There is a shining light at the top of a mountain. Go there. Along the way players work out action adventure puzzles and learn new skills. Like turn-



ing on these rustic looking runes. That are in what looks like ruins.

Graphically Journey is bland. Maybe that was on purpose. It does not impress graphically for a home console video game. The music is eerie, and sometimes creepy. The lack of conversation, and direction can cause the player to talk to the television set. It does not help though.

The controls in Journey take some getting used to. The camera is moved with the gyroscope. Which can be painful at times. Especially when you forget that after watching a cut scene movie. Then the wrong buttons are hit trying to correct the wayward camera. The



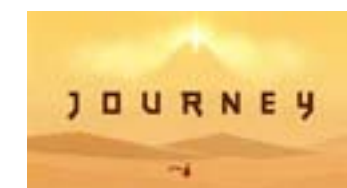
rest of the controls in Journey make sense.

The goal of Journey is to get to the end. This is done one area at a time. The goal of each area is to find the exit, then figure out how to get there. There are a variety of different game play mechanics that Journey makes the player use. Experimentation is the best course of action in a game like this.

Players have some strange special powers that interact with objects in Journey. I am not clear if it is supposed to be magical, spiritual, or what. I believe families will want to know about that aspect of this game. - Luke

Publisher: Sony Computer Entertainment
Developer: thatgamecompany
System: PS4/PS Vita/PS3(tested)
Rating: 'E' - Everyone

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





Avatar the last Airbender The Complete Book 3 Collection

SCORE: 63



X-Men Volume 2

SCORE: 69



It really warmed my heart when Avatar the Last Airbender dropped in price. It came down to a price I found as reasonable. It also makes me feel great to finish off this series. Avatar the Last Airbender the Complete Book 3 Collection finishes off the series in flash, substance and style.



Everyone is telling Aang to kill the fire lord. They all believe there is no other way. Aang wants to respect life - even the life of an evil tyrant. He wants to find another way. I will not spoil the ending for any of our readers. I will say that it took a path that was actually pretty predictable. Especially with all of the eastern religious content.

The after life concepts in Avatar the Last Airbender the Complete Book 3 Collection continue to directly attack

and conflict with the Christian faith. Which fits into how Hollywood has been for many years now. And it is a shame those screaming for tolerance of diversity are the most intolerant themselves.

Plenty of action, fight-



ing, and violence in Avatar the Last Airbender the Complete Book 3 Collection. Many of the characters wear less attire in various points of Avatar the Last Airbender the Complete Book 3 Collection. Zuko becomes a good guy - something I called previously in the show.

New powers and skills are unearthed in Avatar the Last Airbender the Complete Book 3 Collection. I found the blood bending to be the most interesting and disturbing. Giant scale wars are waged across the lands of Avatar the Last Airbender the Complete Book 3 Collection.

I love how all of the major characters make a return at the end of Avatar the Last Airbender the Complete Book 3 Collection. I also appreciate many of the characters as well as love interests that blossomed.

- Paul

We continue our exploration of the X-Men cartoon from the 1990s. This time it is X-Men Volume 2. Something strange happened while watching this show. Both of my boys lost interest. I thought they would be thrilled to see some of Wolverine's past. I thought The Phoenix saga would capture their imagination. But I was wrong.

The same kinds of things persist in X-Men Volume 2 that are in the other volumes we have reviewed. Women are used as enticement to lust for men. Plenty of violence and ruthless aggression. X-Men Volume 2 preaches its



religious belief in evolution. Christian themes are few and far between in this action adventure cartoon. There is also a lot less of the lengthy storytelling in X-Men Volume 2. The first disc is mainly different stories thrown together.

A few themes keep them going but they are flimsy at best.

Disc two of X-Men Volume 2 is where we run into multi-part story arcs.

The biggest one is of course the Phoenix saga - which is a whopping five parter. Few surprises for comic book fans in X-Men Volume 2. The predictability of X-Men Volume 2 is what winds up hurting it the most. I did enjoy seeing a

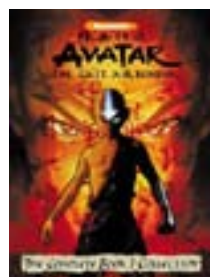


character appear here or there at the end of an episode.

I was able to pick up X-Men Volume 2 for a decent price. Not as low as I would have liked considering the age of this show, and the condition of the DVD. Do not expect extras out of X-Men Volume 2 - which is a shame since so many other cartoons from this era (and before) have interviews with voice actors, producers, etc. Unless you are a big Marvel nut who has to have all of their television shows pass on X-Men Volume 2. I still want the Spider-Man show from this era. - Paul

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

Graphics: 64%
Sound: 62%
Replay: 80%
Gameplay: 60%
Family Friendly Factor: 50%



Publisher: Disney
Developer: Marvel
System: DVD
Rating: 'TV-Y7' for Directed to children 7 and older

Graphics: 65%
Sound: 70%
Replay: 65%
Gameplay: 78%
Family Friendly Factor: 68%





Roman Holiday

SCORE: 78



E-SWAT

SCORE: 53

Sigma Star Saga

SCORE: 50

We had a reader request to review Roman Holiday. Apologies it took so long to get on the schedule. This is an interesting movie from 1953. There are so many interesting things going on. First off it is about a princess (played by Audrey Hepburn) who wants to experience the world. She is on a tour of Europe. She wants to really see the people, and have some fun.



An American newspaper man (played by Gregory Peck) runs across her and pretends to not know who she is. He accepts her lie, and she accepts his. The two of them have a wonderful day in Rome where they fall in love. The newspaper man plans on using what he learns for a story that will make him wealthy.

Even though the princess loves him, she winds up returning to her duties. She is more in command when she returns. The newspaper man is changed as well. He can not write the story, or let the pictures be published. So he protects her, and keeps the truth from the public.



In this day and age it can be difficult to understand someone not wanting to cash in. With all these people doing strange things on reality TV for a few dollars, it is interesting to see a time when the press would cover things up, and hide things from the public. Although what we learned about FDR, and JFK years later we should not be surprised. The media would keep things from the public to further their favorites. Now that I think about it, certain media outlets ignoring stories or covering them up continues to this day.

There is a fight in Roman Holiday. Plenty of deception and lies. The princess sleeps in a strange man's room who is not her husband. No hanky panky though. There is humor as one man gets drinks dumped on him. Alcohol and cigarettes are present in Roman Holiday. People are more prim and proper in this movie. There are a fair amount of bonus features.

- Paul

Things were better back in the day. Ever hear anyone say that? Sometimes they are right, and sometimes they are wrong. Many of the retro games are better than many of the modern day video games. Usually that is comparing the best of the retro to the worst of the modern day. What about some of the retro games that were not very good? E-SWAT is a great example. This Genesis game is bad on so many levels.

E-SWAT is violent. We shoot enemies that will repawn in the same spots if we move the screen away and back again. You get nothing for blowing them up a second and a third time. Which is lame in levels that make us move right, up, then back left, up, and then back right. This is just one of the things that makes E-SWAT difficult.

E-SWAT loves to dish out the cheap hits. You know the kind. Players need to be right at the front of the screen where an enemy appears out of nowhere to attack. Players need to memorize where all of these are the second time they play through. Players can only take four hits in any level.

The music in E-SWAT is okay. The characters are large for retro games - which is something the Genesis really pushed back in the 16-bit console wars. E-SWAT was unfortunately a colossal failure.

- WMG



Sigma Star Saga has been on my to get to list for some time now. I may have even put a note down when it was first released on the Gameboy Advance. There are some interesting nuances to this role playing game. First off players gain experience through mini space shooter levels. The player is randomly drawn into these battles like running into enemies.

There is also action adventure role playing areas. My disappointment with them is no experience is earned. It would have been great if Sigma Star Saga has included experience grinding in both.

Players are set in the future where mankind is battling against the Krill invaders. They use parasites to enhance the power of their troops, and they have living ships. Yes I know nothing new in the genre.

Character models are bigger than I expected, and many of the graphics look better than I expected. But that is a dual edged sword for Sigma Star Saga. Women are shown as objects to lust after. Men wear full armor, and women wear hardly any. Why? Because the creators of this hand held game want men to lust after them. Instead of treating them with love and respect.

There is the space shooter violence in Sigma Star Saga, and there is the action adventure areas - where players shoot monsters with their gun. Repetitive boring violence in Sigma Star Saga.



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

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



Publisher: Sega
Developer: Sega
System: Genesis
Rating: 'E10+' - Everyone 10+
{Fantasy Violence}

Graphics: 50%
Sound: 75%
Replay: 60%
Gameplay: 30%
Family Friendly Factor: 50%

Publisher: Namco Bandai
Developer: Wayforward
System: Gameboy Advance
Rating: 'E10+' - Everyone 10+ {Fantasy Violence, Suggestive Themes}

Graphics: 50%
Sound: 55%
Replay: 50%
Gameplay: 50%
Family Friendly Factor: 45%

SPORTS



Product: Need for Speed Rivals
Company: EA Sports
System: PS3/PS4/Xbox One/Xbox 360
Release Date: Out Now
Rating: 'E10+' - Everyone 10+
{Mild Violence}





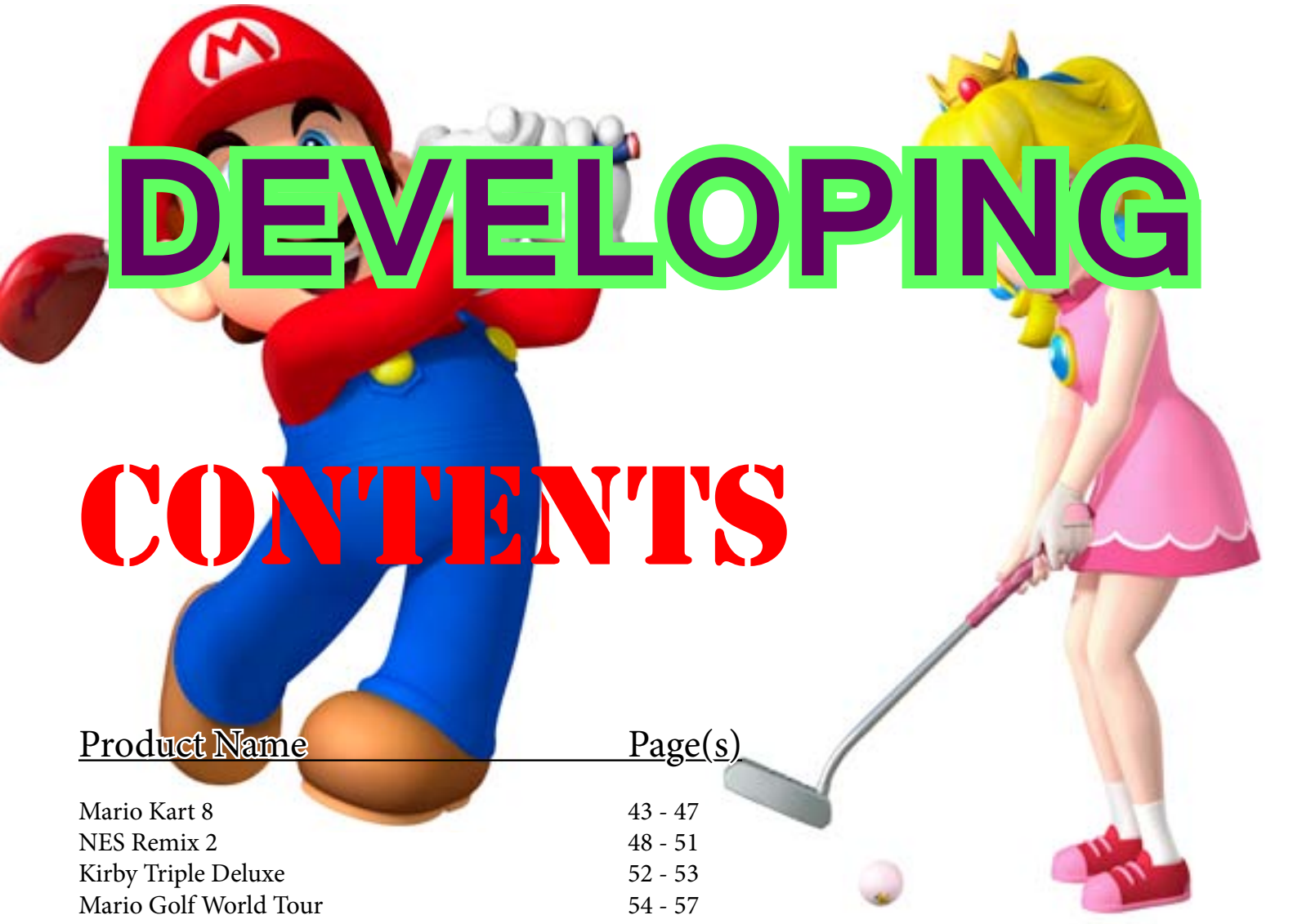
Product: Need for Speed Rivals
Company: EA Sports
System: PS3/PS4/Xbox One/Xbox 360
Release Date: Out Now
Rating: 'E10+' - Everyone 10+
{Mild Violence}



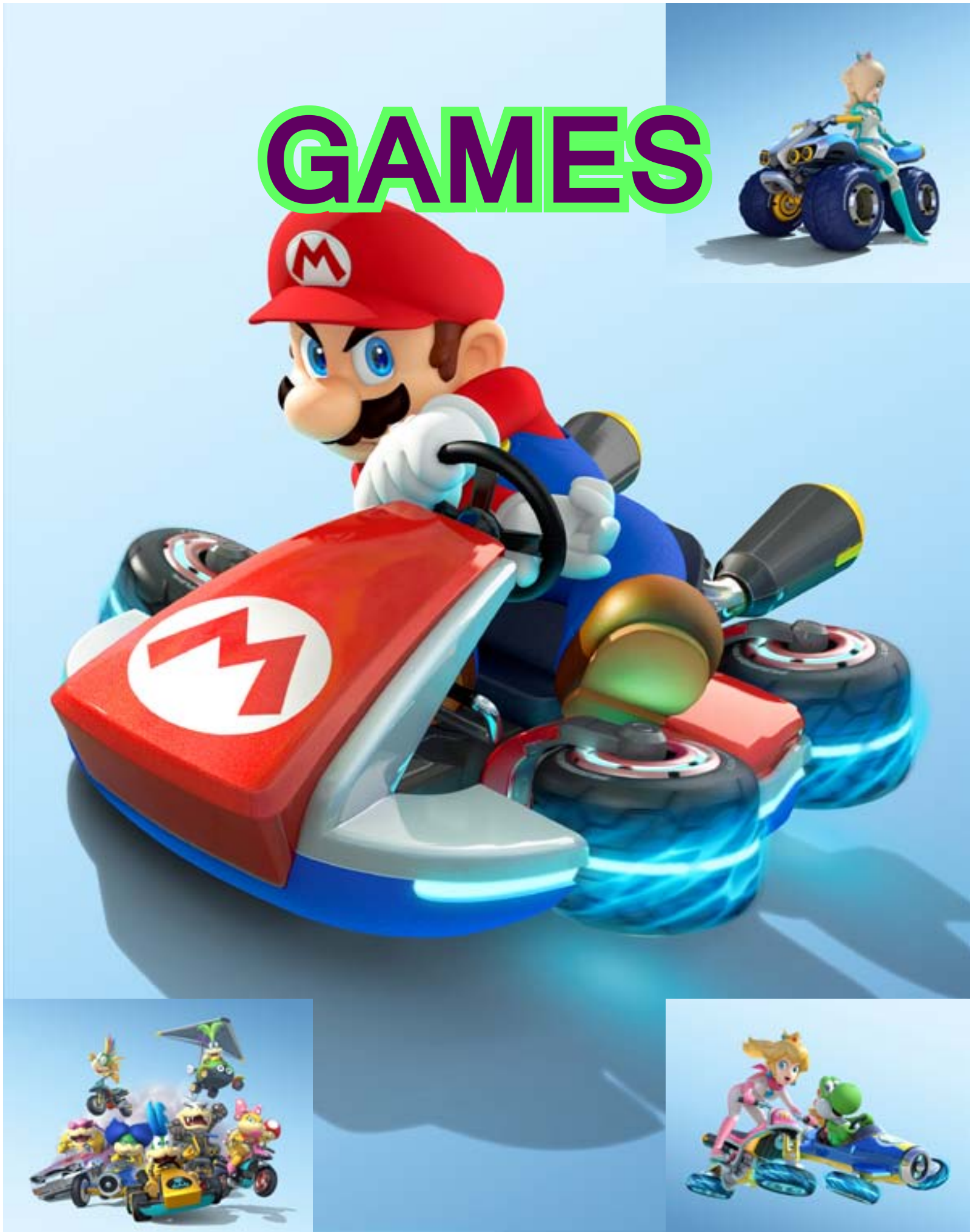
DEVELOPING

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GAMES





Product: Mario Kart 8
 Company: Nintendo
 System: Wii U
 Release Date: May 30, 2014
 Rating: 'RP' - Rating Pending





DEVELOPING GAMES



Product: Mario Kart 8
Company: Nintendo
System: Wii U
Release Date: May 30, 2014
Rating: 'RP' - Rating Pending





Defeat the Iron Knuckle!

Defeat Meta Knight!



Product: NES Remix 2
Company: Nintendo
System: Wii U
Release Date: April 25, 2014
Rating: 'RP' - Rating Pending



Knock Glass Joe down!



LIFE
❤️❤️❤️

Collect all the c



TIME
85
LIFE
❤️❤️❤️

Collect 15 coins!



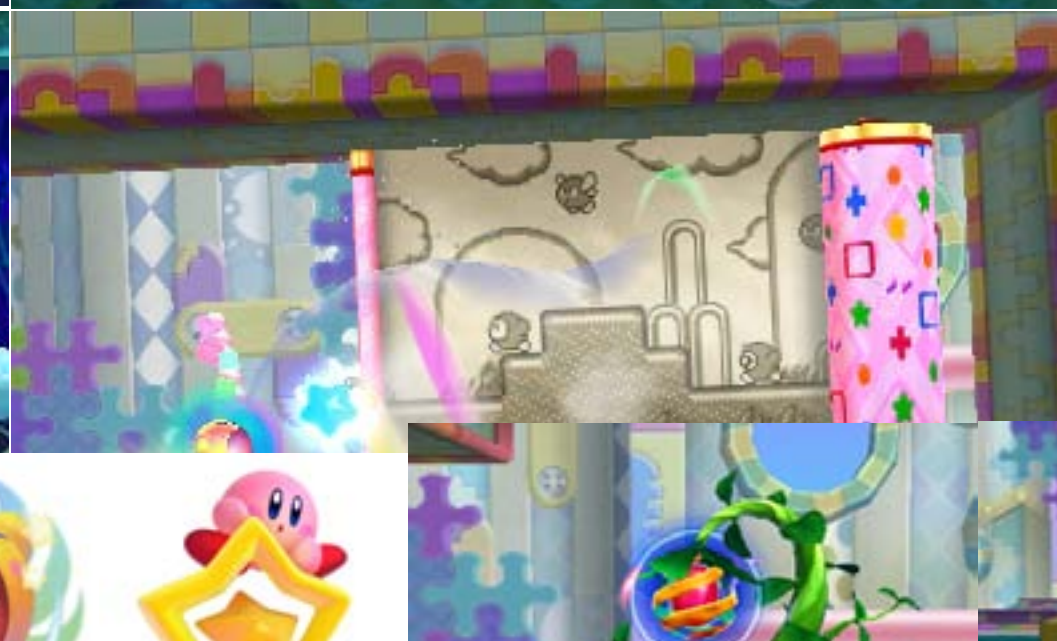
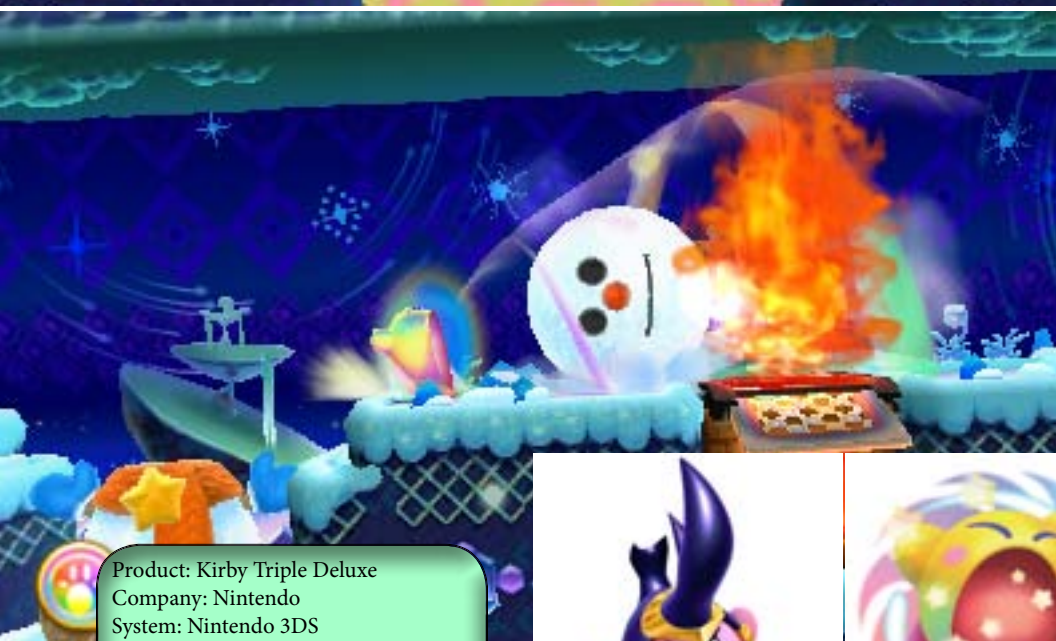
TIME
21
LIFE
❤️❤️❤️



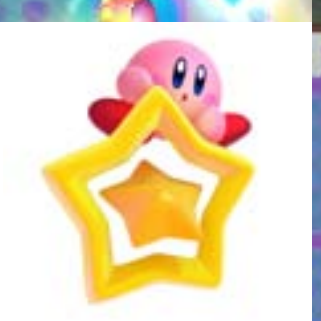
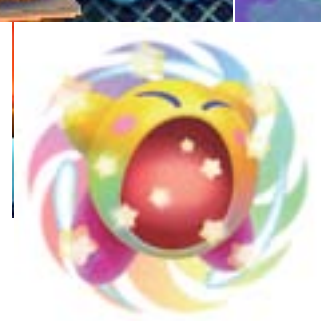
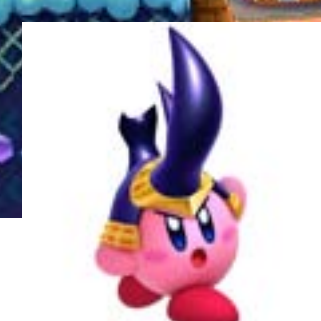
LUIGI
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x34
WORLD
4-4
TIME
308

Product: NES Remix 2
Company: Nintendo
System: Wii U
Release Date: April 25, 2014
Rating: 'RP' - Rating Pending





Product: Kirby Triple Deluxe
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: May 2, 2014
 Rating: 'RP' - Rating Pending





Product: Mario Golf World Tour
Company: Nintendo
System: Nintendo 3DS
Release Date: May 2, 2014
Rating: 'RP' - Rating Pending



2nd DEVELOPING GAMES



Product: Mario Golf World Tour
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: May 2, 2014
 Rating: 'RP' - Rating Pending



Product: 1849
Company: SomaSim
System: Personal Computer
Release Date: May 2014
Rating: 'RP' - Rating Pending



DEVELOPING GAMES

- 

Gold Mine
Gold! Mines gold when placed over a gold deposit.
\$ 1000
- 

Iron Mine
Mines iron ore when placed over an iron deposit.
\$ 1000
- 

Silver Mine
Mines silver when placed over a silver deposit.
\$ 1000



Product: 1849
Company: SomaSim
System: Personal Computer
Release Date: May 2014
Rating: 'RP' - Rating Pending

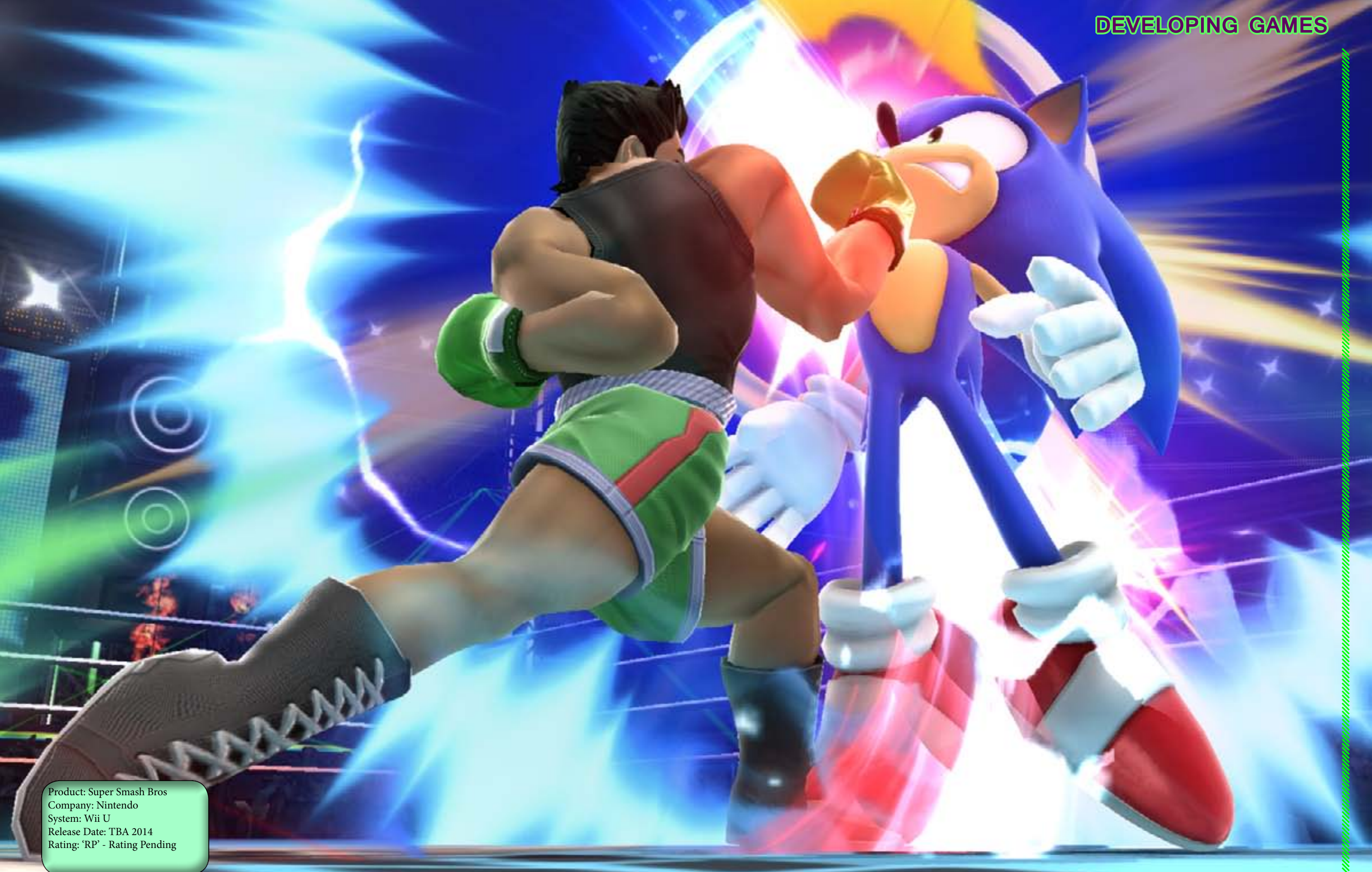


Gold Mine

10 / 10 workers
\$ 100 cost / week

Gold! Mines gold when placed over a gold deposit.

| | | |
|-----------|-----------|-----|
| Consuming | Producing | |
| pickaxes | → gold | 53% |



Product: Super Smash Bros
Company: Nintendo
System: Wii U
Release Date: TBA 2014
Rating: 'RP' - Rating Pending



PUNCH-OUT!!

DEVELOPING GAMES

Nintendo
© 1987 Nintendo of America Inc.



Product: Super Smash Bros
Company: Nintendo
System: Wii U
Release Date: TBA 2014
Rating: 'RP' - Rating Pending





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RELEASES





Product: Final Fantasy VI
 Company: Square Enix
 System: iPhone/iPad
 Release Date: Out Now
 Rating: '9+' - 9+
 {Infrequent/Mild Cartoon or Fantasy Violence}





Product: DYNASTY WARRIORS 8
XTREME LEGENDS
Company: Tecmo Koei
System: PS4
Release Date: March 25, 2014
Rating: "T" - Teen



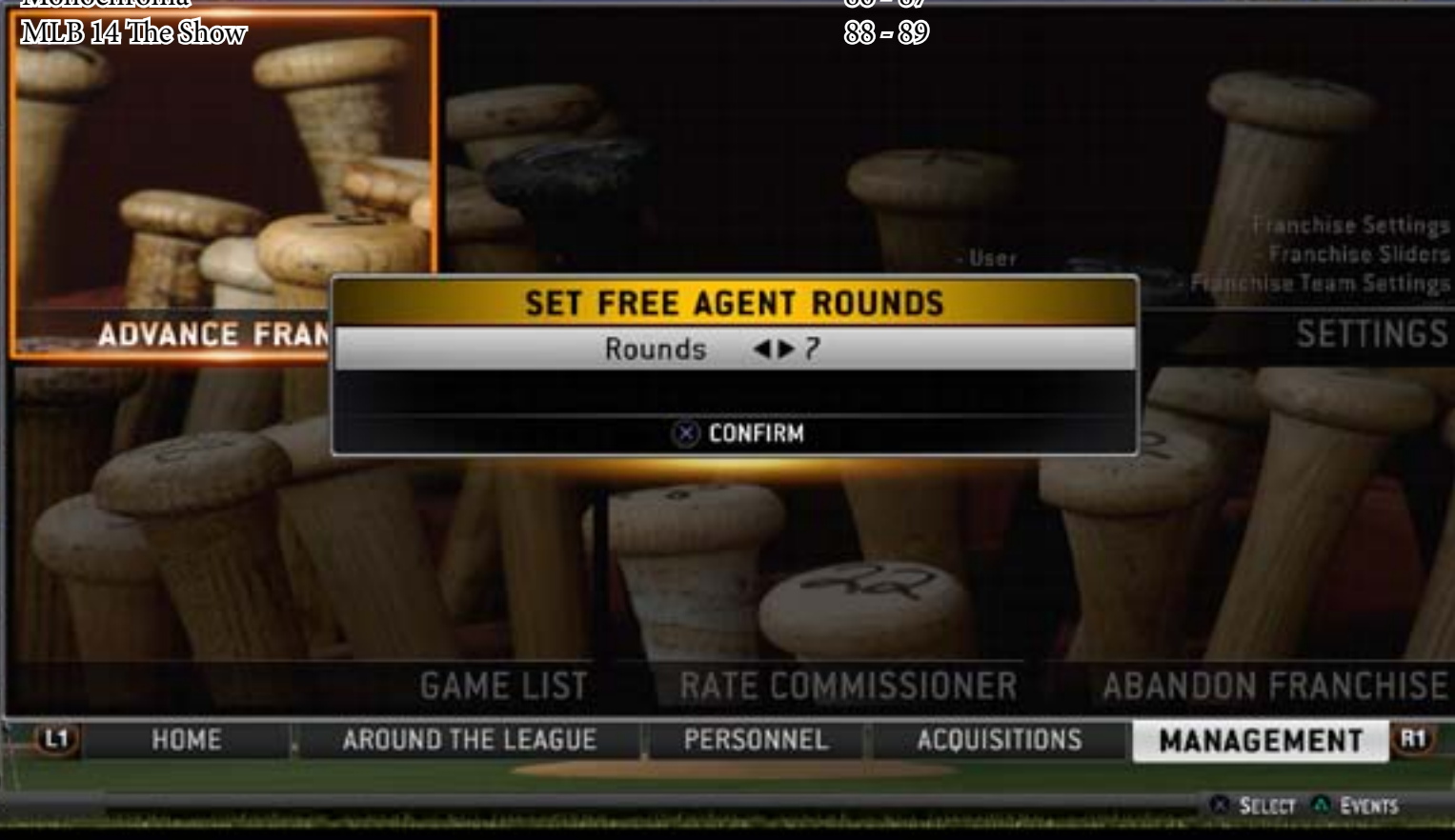


Product: Ragnarok Odyssey ACE
 Company: XSeed Games
 System: PS3/PS Vita
 Release Date: April 1, 2014
 Rating: "T" for Teen (Crude Humor, Fantasy Violence, Language, Mild Blood, Suggestive Themes, Use of Alcohol)

Last Minute

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Tidbits





Product: Invizimals- The Lost Kingdom
Company: Sony Computer Entertainment
System: Playstation 3
Release Date: TBA 2014
Rating: 'RP' - Rating Pending





Product: DYNASTY WARRIORS:
GUNDAM Reborn
Company: Namco Bandai Games
System: PS3
Release Date: Summer 2014
Rating: 'RP' - Rating Pending



Product: TowerFall Ascension
Company: Matt Thorson
System: PS4/PC
Release Date: March 2014
Rating: 'RP' - Rating Pending



何かを探す男

へへ。ハイ、両手を合わせて、いただきますっ。▼



橙八

やばいっ！！▼



未読

ワダツミより10年。再開発のめど立たず

New!

未読

ワダツミの後に広がるとされる健康被害

N

△:選択 X:決定 ○:!

Product: XBlaze Code Embryo
Company: Aksys Games
System: PS3/PS Vita
Release Date: Summer 2014
Rating: 'RP' - Rating Pending



橙八

やめてくれっ！！▼




Product: Monochroma
 Company: Nowhere Studio
 System: PC
 Release Date: April 2014
 Rating: 'RP' - Rating Pending

MLB 14 THE SHOW RETIREMENT

2014 PAGE 1 OF 1

| TEAM | POS | PLAYER | REASON |
|------|-----|-------------------|------------------------|
| | CF | Jeremy Ryan | Poor Free Agent Market |
| LAA | LF | Raul Ibanez | Age |
| MIL | SS | Frederick Davies | Ability |
| SF | RP | Josh Dotson | Ability |
| | 3B | Eric Heim | Ability |
| | SP | Paul Hainey | Poor Free Agent Market |
| BOS | 2B | Duane Barnes | Ability |
| MIL | RP | Luis Alvarado | Ability |
| KC | RP | Ray Carrillo | Ability |
| | 3B | Robert Fitzgerald | Ability |
| KC | SP | Jason Woodson | Ability |
| BOS | RP | Eduardo Cora | Ability |
| | 2B | Franz Borowitz | Ability |



RAUL IBANEZ LF

MLB 14 THE SHOW NEGOTIATE CONTRACTS

OFFER & INTEREST LEVEL

CDN 74
 PWR 79
 SPD 56
 FLD 51



| PLAYER | AGE | BEST | STATUS | OVERALL | POTENTIAL |
|--------------------|-----|------|------------------|---------|-----------|
| SP Jake Peavy | 33 | B | | 87 | B |
| 3B Pablo Sandoval | 28 | KC | Qualified | 85 | B |
| 3B Aramis Ramirez | 36 | M | Qualified | 85 | A |
| 1B Billy Butler | 28 | | | 84 | B |
| SP Yovani Gallardo | 29 | | | 84 | B |
| SP Ervin Santana | 32 | | | 84 | B |
| RF Nelson R. Cruz | 34 | A | Contract Offered | 83 | B |
| RP Octavio Dotel | 41 | | | 83 | A |

AVAILABLE BUDGET: 27,414,393 PENDING OFFERS: 9,410,000

MLB 14 THE SHOW DRAFT

HOUSTON ASTROS

00:00:04 Astros

| PLAYER | AGE | POTENTIAL | OVERALL |
|-----------------|-----|-----------|---------|
| SP T. Hudson | 39 | A | 74 |
| RF H. Gonzalez | 19 | A | 53 |
| C B. Posey | 27 | A | 98 |
| 2B M. Scutaro | 39 | A | 61 |
| SP M. Bumgarner | 25 | A | 94 |

| PLAYER | MLB ETA | REGION | ACCURACY | POTENTIAL | OVERALL |
|--------------|---------|---------------|----------|-----------|---------|
| SP E. Lopez | 2016 | International | | D | D |
| SP D. Ortiz | 2015 | East | | A | C |
| SP Z. Knott | 2016 | International | | B | D |
| C P. Walker | 2017 | West | | C | D |
| 1B T. Shim | 2017 | East | | D | D |
| RF D. Parker | 2016 | West | | B | D |
| P | 2016 | West | | A | D |
| P | 2016 | West | | B | D |

MLB 14 THE SHOW FRANCHISE HOME

NEXT SERIES VS MARLINS, 0-0

SCHEDULE | FRANCHISE LOBBY | VIEW STAFF

TRAINING | SCOUTING

HOME | AROUND THE LEAGUE | PERSONNEL | ACQUISITIONS | MANAGEMENT

EVENT

- Schedule creation complete. Go check out the schedule to get some games played slugger!
- Starting Online Franchise Activation. This may take several minutes as we finalize the schedule and clean the...
- Roster upload has been processed. Please fill all the team slots then activate the Online Franchise to be...

Product: MLB 14 The Show
 Company: Sony Computer Entertainment
 System: PS3/PS4/PS Vita
 Release Date: April 1, 2014
 Rating: 'E' - Everyone

VIDEO GAME LIES



by
Paul Bury

Version 2