

FAMILY FRIENDLY GAMING



The VOICE of
the FAMILY in
GAMING

ISSUE #82

May 2014

Batman Tinkers
with Dragons in an
Endless Dungeon.
Can you Tumble-
stone the Altitude?

Get those edicts ready.
It is almost time to be
El Presidente in
Tropic 5!!

Sing of your
HomeTown
Story on a
Journey to
meet PI.

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Find Doc Brown.

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Time Flies

You have probably heard it before. Someone tells you: "time flies." You may agree, you may disagree. It can all depend on your perspective, attitude, and focus. How so? If you focus on all the blessings God has put into your life it is easy to see how time flies on by. If you meditate on all of the wonderful people you have known over the years you will wonder where the time went. If you think about all the video games and/or movies you have watched over the years you may wonder if you spent your time in an appropriate manner. If you look back at all of your accomplishments and creations you may wonder how you found the time to do all of that.

For me I can see how time has flown over the decades. I am seeing my own children grow up, and I remember when I was growing up. In so many ways the world we are passing on to them is so much worse. There are less freedoms, less rights, less love, less kindness, and less caring. There is more selfishness, rudeness, redefinition attempts, and corruption. By the same token there are new and different opportunities available to them. Technology is better. There is more knowledge on God creating the universe, earth, and all of the life on this planet. So do I look at the glass as half empty, or is the glass half full? I struggle with that question some days.

I am grateful and thankful that God has allowed me so much time on this planet. I hope and pray to be around for many decades to come. Not my will, but His be done. My first born son has gotten involved with Family Friendly Gaming. Like so many parents I did not immediately embrace his following in my footsteps. I wanted him to find his own path. By the same token I am so proud of him for wanting to enter the family business. He has many challenges ahead of him in this ministry. Already he is showing aptitude. Someday I will be able to pass the gauntlet down to him. He will be able to carry on the good work Yolanda and I began. He can build upon the foundation we created.

So I do see hope for the future. I also know God can work in the hearts of millions. One person can start a revival that turns people's hearts and minds back to God. Yolanda and I have always had one core goal - one key mission. What is it? To point people to God. We are not

perfect. We show that repeatedly. We acknowledge, accept, and own that we are not perfect. That is a part of life. That is a part of being human. I hear from readers all the time they appreciate how real we are. I am not out there bragging about going to some university, or some celebrity loves my writing. I am not on radio shows, TV shows, or in the papers plugging some product. I am pointing people to God. We are different here at Family Friendly Gaming. We point people to God, and follow His Word to the best of our ability. We repent, and apologize for our mistakes. That always gives me hope.

God bless,
Paul Bury



Consumer Rights

Have you read the recent small print inside video game cases? You know the stuff you can only read after purchasing and opening. By the way, most stores I know will not accept video games as returns once they are opened. You have to buy it, then you can read the small print, and then you are stuck with it. Talk about sticking it to the consumer. Back to my original question - have you read them recently? I read a few and was shocked.

First and foremost these companies are trying to claim your purchase constitutes a contract, and that you agree to all of their terms. You are allowed no response. You are allowed no debate. You are allowed no input. They say if you do not agree to their outlandish terms then immediately stop using the product. Wow how nice of them. They already got your money, and now they act like they completely control the product you just purchased. That is one of the problems - they want to redefine your purchase as a lease of their property. And they never sold it to you. What is this backwards world?

These companies also claim they can revoke your purchase at any time. By the way, they won't pay you for it. They will just be an Indian giver and take it from you. They say they can sue you if they feel you infringed on their rights, and that you must pay all of their legal fees. Nothing like the big guy bullying the little guy huh?

When I buy a couch it is mine. When I buy a car it is mine. When I buy a movie it is mine. When I buy a video game it is mine. I own it. I can give it away. I can trade it. I can sell it. I am not allowed by law to make copies and distribute those copies. That is fine. I don't mind that at all. I have no plans of making copies of games.

I reject the claims in the small print from the companies. I am awaiting the inevitable law suit against these companies for trying to infringe on the rights of consumers. If that fails then we should all purchase games and return them based on these companies attempts to redefine reality and the law. We deserve input into those agreements. In any other contract there is debate, give and take until both sides can agree to terms.

These companies need to stop being so one sided, selfish, self centered, and self absorbed. We give them the

money that allows them to exist. We can just as easily take it away. This is the kind of an issue hardcore gamers and family gamers can unite upon. Tell these companies what you think. Encourage other gaming journalists to do some investigative reporting on this issue. Ask these questions in interviews. Let them know this is not an issue that is going away. They will start to respect consumer rights again. Find companies doing the right thing by consumers and hold them up as shining examples. Support them and their games. Talk to friends and family. This fire is getting lit - lets see how it roars.

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



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

Nothing New

Have you ever heard anyone say: "there is nothing new under the sun?" Have you ever thought about where that came from? Have you ever considered what it is talking about?

Ecclesiastes 1:9
 What has been will be again,
 what has been done will be done again;
 there is nothing new under the sun.

Yes that phrase came from the Holy Bible. Theologians have debated the meaning for hundreds of years. To the WMG it means there really are no new things. The same concepts apply. They appear in different forms. Look at something like the iPhone for example. It allows human beings to talk to one another. Well we have been doing that for a long time. It also allows us to listen to music. Something else we have done for a long time. It allows us to play games. Again this is something we have done for a long time. So the way the iPhone does it is different, but what it does is not new.

Look at how many sequels we have in the video game industry. Why is that? Why isn't there new ideas all the time? Because many of the "new" ideas are just variations of existing ideas. People like things that are comfortable and similar. Which is why sequels generally sell more than new IPs. The truth is we don't want something new. Because we know its not.

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.

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!

Thanks

Thank you for reviewing "Roman Holiday", congratulations on your magazine's ninth anniversary, and Happy April Fool's Day. May your next nine years of reviewing games be better than the first. Also, thank you for bringing "The Good Life" game to the attention of readers, because it clearly deserves attention.

Best wishes,
- David

{Paul}: Your very welcome. Thank you for bringing up Roman Holiday. It was one of the more challenging products to re-

view on so many levels. We work in retro review in each issue. There are a pile of products we have waiting on inclusion and reviews in upcoming issues. We are always looking for products families can find value in.

Thank you for your kind words on our anniversary. It is funny because I take it one day at a time. Then all of a sudden I realize it has been years. I am like WOW! That is crazy. I hope and pray we can continue to reach the ten year anniversary. Lord willing we can then make it to issue 100. That will be something really special to me personally.

We are constantly look-



ing for products like The Good Life. We cover a wide range of products from the 'EC' to 'T' rated; or PEGI 3 to PEGI 16; and 'G' to 'PG-13'. We work in plenty of indie games, and small developer games. There is also coverage of the big publishers, and systems. I always wish we could do more. There is only so much time, space, and money though. We turn away plenty for coverage. It comes down to acknowledging the limitations we have.

I hope "The Good Life" is an amazing game. It has plenty of potential. It is stunning looking.

Hall of Fame

Last year I thought your Hall of Fame was a joke. This year I think its awesome. Family Friendly Gaming is building something truly amazing. Thank you for your Hall of Fame, and thank you for the people, technology, and franchises you are honoring.

- Tom

Family Friendly Gaming Hall of Fame ROCKS! Keep leading the way for the rest of the video game media. Can I make some suggestions for next year? Please? They will be good I

promise.
-Tabitha

{Paul}: I am so honored and humbled that so many people have been so positive about the Family Friendly Gaming Hall of Fame. The second year of it has been better than the first. We plan on making the third year even better - as long as God allows the world to last that long.

Please send us your suggestions. We currently have a list of possible inductees for 2015, and 2016. We will go over them, discuss, debate, pray, and ultimately discern who gets in, and when. We have no problem adding to the list. It may take a few years, but will give each nominee a shot.

Unpaid Advertisement

My name is Berry IJmker and for the last years I had a website christgaming.com on which you could play Christian games. This website was pretty outdated so I made a new website with new name which will eventually replace the old website. The new website is www.316-games.com I think this is interesting for your readers to know, to not only

offer a family friendly website to play games online but also to offer them Christian and bible games.

I hope to hear from you,
Greetings Berry IJmker

{Yolanda}: Our readers are now aware.



Adam's Venture

I understand Adam's Venture has been released on the ps3. I was wondering if it was any good.
-Anonymous

{Yolanda}: Family Friendly Gaming has provided two reviews on the PC versions. We expect it will be a port to the Playstation 3. Here is the review for episode one:

<http://www.familyfriendlygaming.com/Reviews/2014/Adams%20Venture%20Episode%201.html>

Here is the review to episode two:

<http://www.familyfriendlygaming.com/Reviews/2014/Adams%20Venture%20Episode%202.html>

For future reference we have an easy Search page on our website. We also have Reviews separated by system and then genre making it very easy to



SOUND OFF Continued

find games. Oh and we have also built an Alphabetical listing of the reviews in case you had problems with any of the other ways to search the massive Family Friendly Gaming website.

for me to write about Gardening Mama 2 Forest Friends on the Nintendo 3DS. It is wonderful that Majesco Entertainment is bringing back the Family Friendly Gaming Hall of Famer.

These games sell well. Family gamers appreciate them. Girls and women appreciate

them. So it is great to see this franchise come back. I hope the Mama games continue for many years to come.

Legos

TT Games is not the only company to improve and hone their craft in Lego The Hobbit. Family Friendly Gaming stands above IGN, Gamespot, and EGM in terms of video game reviews. You guys are amazing, impressive, and awe inspiring. Keep up the good work. I see brighter days in store for the voice of the family in gaming.

-Rey

{Paul}: Thank you for your amazing words of encouragement. They touched each and every one of us here at Family Friendly Gaming. We continue to work on improving. There are constantly projects going on in the background to make things better. So Lord willing we will continue to improve in the coming years. Thank you again for your uplifting words.

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: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018



Gardening

Your article on Gardening Mama 2 Forest Friends brought a tear to my eye. No one else in the video game media has the heart you do. Thank you for all that you do. Thank you for focusing on great games that we women can enjoy. Thank you for encouraging me to go back out there and dig in the dirt. I can not wait to your read review. -Tanya

{Yolanda}: You are so very welcome. :) It was a real pleasure

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

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TALK TO ME NOW



Gary Chapman was kind enough to answer some questions for FFG Nation.

Q. What is it like having a baby in your mid 50s? How does the lack of sleep impact you?

A. It's actually a blast. I think I was a good dad the first time around but I was so young. At this point, I squeeze every moment and absolutely LOVE being Eva Rose's "Poppa." She started sleeping through the night at 5 weeks and these days, goes to bed at 8 PM and wakes up at 8 AM laughing and singing to herself. It's the best way ever to start a day.

Q. Why do you think there is such an interest and a desire among viewers to see the lives of those of faith?

A. I think everyone from devout believers to total atheists know in their heart of hearts that there is something bigger than themselves at work in the world. To see someone sincerely live out a life of faith based on the sacrifice of Christ is compelling UNTIL you bring judgment into the picture. As long as you don't claim to have all the answers to all the questions and are simply living out your life based on your own choices, it's attractive. When you introduce judgment

to the equation, the wheels come off.

Q. Is it harder to stay married after a divorce?

A. Not necessarily. Marriage is all about commitment. Unfortunately, it takes both people walking out that commitment for a successful marriage. Cassie is incredibly loyal in every relationship she's involved in, so I don't worry about it. That has not been the case in the past for me. That's why she is so precious to me.

Q. What strains does the entertainment industry put on marriages?

A. I don't think it's any harder for us than it is for anyone else. As far as the entertainment industry goes, that's where it's paying off for Cassie to have married an old fart. I know where most of the landmines are buried. We just dance around them.

Q. How has your life changed from when you were younger?

A. The answer to this question is book-length. Turns out ... I'm writing one.

Q. Any regrets from the past?

A. I truly have no regrets, not because I haven't screwed up but because I believe every experience, good and

bad, serves to make you into the person you're supposed to be if you allow God to do His work. He has an amazing way of making it all pay off for your good. Harder to do than to say but well worth the choice.

Q. There has been a backlash against certain Christian ministries in recent years for being self absorbed, and only caring about what they are doing. What do you do to avoid that trap?

A. If you're a jerk, everyone in your neighborhood is going to know it. Being in the public eye or in "Christian" ministry doesn't change that. My advice: Get over yourself. Stay humble and move on.

Q. What is the story behind The Truth?

A. "The Truth" is the best 16 songs I could find and/or write. It's the sum total of what I've learned so far here on the planet.

Q. What are the messages/lessons in the songs?

A. The value of commitment, the joy of living life honestly and the hope of a life beyond our dreams when this one is done.

Q. Any plans to go back to television?

A. Yes. I do have some plans. Television has been the best medium I've found to use the collection of gifts I've been given. Stay tuned.

Q. What advice can you give to struggling Christian artists and/or ministries?

A. Trust that your loving Father has you in the middle of His loving hand. Never waver from your call once you know it. Never put yourself above that call.

We're all here to do His work -- not our own. Finally, have fun!!! A boring Christian rarely brings a soul to Christ.

Thank you for your time.



DEVOTIONAL Video Games 101

YES! NO!

Want to know something bothers me? Something that is a deep down irritation? People who deceive you into believing something all the while they mean something else. Why does it bother me? Because of what Jesus Christ taught. **Matthew 5:33-37** "Again, you have heard that it was said to the people long ago, 'Do not break your oath, but fulfill to the Lord the vows you have made.' 34 But I tell you, do not swear an oath at all: either by heaven, for it is God's throne; 35 or by the earth, for it is his footstool; or by Jerusalem, for it is the city of the Great King. 36 And do not swear by your head, for you cannot make even one hair white or black. 37 All you need to say is simply 'Yes' or 'No'; anything beyond this comes from the evil one. This was in response to people swearing oaths that what they were saying was true. Just be truthful. Be honest. Be genuine.

Also notice where those other responses come from. That is right! The evil one. Satan. The Devil. Do you really want to be associated with the evil one? Do you want your words to come from Satan? Or do you want

your words to come from God? Which of those choices is the better one? Obviously speaking the truth and being on the side of light. None of us wants to be on the side of darkness.

I understand that plenty of people get caught up in what the world does. I understand that even some Christians get swayed into doing what the world does. The Apostle Paul ran into this very issue back in his day. **2 Corinthians 1:17** Was I fickle when I intended to do this? Or do I make my plans in a worldly manner so that in the same breath I say both "Yes, yes" and "No, no"? He said what he meant, and he meant what he said. The world confuses people. The world makes no logical or intelligent sense. People come to Christ for a myriad of reasons. One of them is because we are truthful, genuine, and real. We are not like the world. Many people get sick and tired of how the world acts.

We can always turn to God to ask for help in being truthful if any of us has a problem. **2 Corinthians 1:17** For the Son of God, Jesus Christ, who was preached among you by us—by me and Silas and Timothy—was not "Yes" and "No," but in him it has always been "Yes." 20 For

no matter how many promises God has made, they are "Yes" in Christ. And so through him the "Amen" is spoken by us to the glory of God. 21 Now it is God who makes both us and you stand firm in Christ. He anointed us, 22 set his seal of ownership on us, and put his Spirit in our hearts as a deposit, guaranteeing what is to come. Won't you please choose the better path? Spread the truth and honesty while others are spreading confusion, and bad feelings. I know you can and I hope and pray you will.

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.

The current video game home consoles (Wii U, Playstation 4, Xbox One, Xbox 360, Playstation 3, and OUYA) all have a specific amount of memory. That means you can only download/install so many games before you run out of space. Then you need to go in there and delete these games. The hard drives on these devices fill up quickly. That means families need to go in there and clear out space at a frequent occurrence.

Physical copies of games are much better in the opinion of Family Friendly Gaming. Devices like the Wii could get filled up with just game saves. It gets worse when there are entire video games on the home consoles.

Handheld devices like the Nintendo 2DS, Nintendo 3DS, Playstation Vita, and Playstation Portable also only allow so many games and game saves. Again this is based on memory. Families put in a SD card which will house the memory of these game saves and downloadable video games.

Downloadable video games require an Internet connection to download to the device. Families also have to create an account with each of these companies. That means one account with Microsoft, one with Sony, one with Nintendo, and one with OUYA. Access to their online digital stores is only allowed with an active account. From there families will need to provide a credit card, debit card, or some other access to a bank account. These companies will not accept cash, or check.

Buying a physical copy of a game from a retail outlet in your area (helping your local economy) does not have all these restrictions. At a local store in your area you can pay them with cash and/or check. You can trade in games at many of these establishments. Please note downloadable video games do not let you sell or trade them with family, friends, or retail stores.

These downloadable video games are huge in size. We are talking hundreds of megs to multiple gigs. This can be a problem since most Internet Service Providers (ISPs) have limits on how much memory can be uploaded and downloaded in a month. Financial penalties are applied when your family goes over. A few of these games in a month added on to your normal internet usage can financially harm your family. This does not come up when you buy a physical copy of a video game.

The download only version of a game will work on that device and that device only. Lets say your family has multiple children. Each has their own Nintendo 2DS hand held. You download a game to one of their 2DS machines. The only way your kids can play the same game is to trade 2DS devices. With a physical copy of the game - they hand the game cartridge over. No fights over who can use that one 2DS. If there are other downloadable games on that 2DS then no one else can play them. With a game cartridge you can play as many games as devices you have. Three kids can play three different games cartridges at the exact same moment in time.



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Peggle 2 is Coming to Xbox 360 on May 7

PopCap Games, creator of some of the world's most beloved video game franchises and a division of Electronic Arts Inc. (NASDAQ: EA), today announced that Peggle™ 2 is coming for the Xbox 360, videogame and entertainment system on May 7 worldwide. Not only will the game include the lovable Peggle Masters that players have gotten a chance to work alongside, but the Xbox 360 version will have multiplayer Duel Mode so players can challenge their friends on the couch or online.

Peggle 2 has become more magical with the first installment of downloadable content available today for Xbox One, the all-in-one games entertainment system from Microsoft, which features the awesome multiplayer Duel Mode – a profound new experience that's completely and utterly free. In a smart match, a private

NEWS

match or just relaxing on the couch, players can now compete against each other on the same board and take turns shooting pegs and demolishing bricks in an ultimate test of Peggle skill. Which mighty Peggle Master will you pick? And who will reach the heights of Extreme Fever first? You'll have to play Duel Mode to find out!

“With all the excitement from our fans in December at launch we knew we wanted to continue growing the Peggle universe starting with more content and then expand onto the Xbox 360,” said John Vehey, General Manager at PopCap Games. “By offering the addition of Duel Mode, our fans will be able to challenge their friends continuously to find out who is the ultimate ‘Peggle Master.’”

Just as in the classic original, Peggle 2 combines elements of pinball, pachinko and billiards and adds liberal doses of whimsy, fun, excitement and challenge – not to mention rainbows and a fifth of Beethoven.

The man behind the megachurch?

One rewrote how the world does business. One rewired how business leaders define success. Together they helped overhaul how today's nonprofits and churches produce “changed lives.” From Bob Buford, the author of Halftime, which taught a generation of marketplace leaders to pursue significance along with success, comes Drucker & Me—What a Texas Entrepreneur Learned From the Father of Modern Management available in stores and online April 15.

“Peter Drucker helped me see that the outwardly focused church is a major social opportunity,” Buford said. “Our challenge was to find and equip church leaders willing to commit the time and effort to apply management and organizational skills to their work as pastors—and then to help them help each other.”

More than a “how-to” book, Worthy Publishing's Drucker & Me charts the business relationship that grew into an unlikely friendship between two men who also deeply influenced each other. For the U.S. and Japan, Austrian-born Peter Drucker's radical insights on business and management literally created the best of today's corporations. Texan Bob Buford built a highly successful cable television business then pivoted, committing his “second half” to pursue significance and help others do it for themselves. Buford's Halftime sold more than 750,000 copies, and he founded both the Leadership Network and Halftime.

For decades before Drucker's death in 2005, the two men fixed on a mutual passion for what Drucker told Forbes magazine was “the most important social phenomenon in American society in the past 30 years,” the modern megachurch. Drucker & Me charts their growing disappointment with corporate America and growing excitement for life change through nonprofits. Saddleback Church's Rick Warren, Willow Creek's

Bill Hybels and others were the first to help design a new management model for non-profits.

Hear what business and spiritual leaders say about Drucker & Me:

- “I personally witnessed this fascinating back story between two of my best friends, Peter Drucker and Bob Buford. Now everyone can benefit from the amazing conversations Bob had with one of the brightest minds of all time.”

Dr. Rick Warren

Founding Pastor of Saddleback Church and Author of The Purpose Driven Life

- “I loved Drucker & Me. I can’t think of two more influential people, not only in my life but in the lives of many others, than Peter Drucker and Bob Buford. Learning from their friendship and stimulating interactions is a gift you won’t want to miss!”

Ken Blanchard

Coauthor of The One Minute Manager® and Leading at a Higher Level

- “Being mentored by Peter Drucker was one of God’s great gifts to my ministry. I remain indebted to Bob Buford for making that happen.”

Bill Hybels

Founding Pastor of Willow Creek Community Church

- “Bob Buford creates another great book—and as an extra benefit we get the perceptive wisdom of Peter Drucker added to the mix as well.”

Philip Anschutz

CEO and Owner of The Anschutz Company and Philanthropist

With a foreword by Jim Collins, author of the best-selling Good To Great—and a masterful epilogue by researcher Ed Stetzer—the 224-page, hardcover Drucker & Me retails for \$19.99 and is available in stores and online April 15.

Ronimo and Two Tribes Team Up to Bring Swords & Soldiers HD to Wii U

Command an army of Vikings in their quest to create the ultimate BBQ sauce, lead the Aztecs in defense of the Holy Pepper and build an array of explosive Chinese toys! Build your own forces and defeat your foes using berserkers, dart blowers, giant boulders, ninja monkeys (yes, – ninja monkeys!) and many more!

Swords & Soldiers was fellow Dutch developer Ronimo Games’ debut Wii game. It became one of the early indie classics on the system and stands the test of time extremely well.

We’ve teamed up and upgraded it so it feels right at home on Wii U! It’s still as fun as ever, but now also makes use of the Wii U GamePad and HD capabilities of the system.

Without further ado, here’s what we’ll be offering.

- The classic Swords & Soldiers experience.

- Playable with custom touch scheme on GamePad.

- Playable with Wii remote on TV.

- Multiplayer mode combining gamepad and TV.

- High res HD graphics compared to SD Wii release.

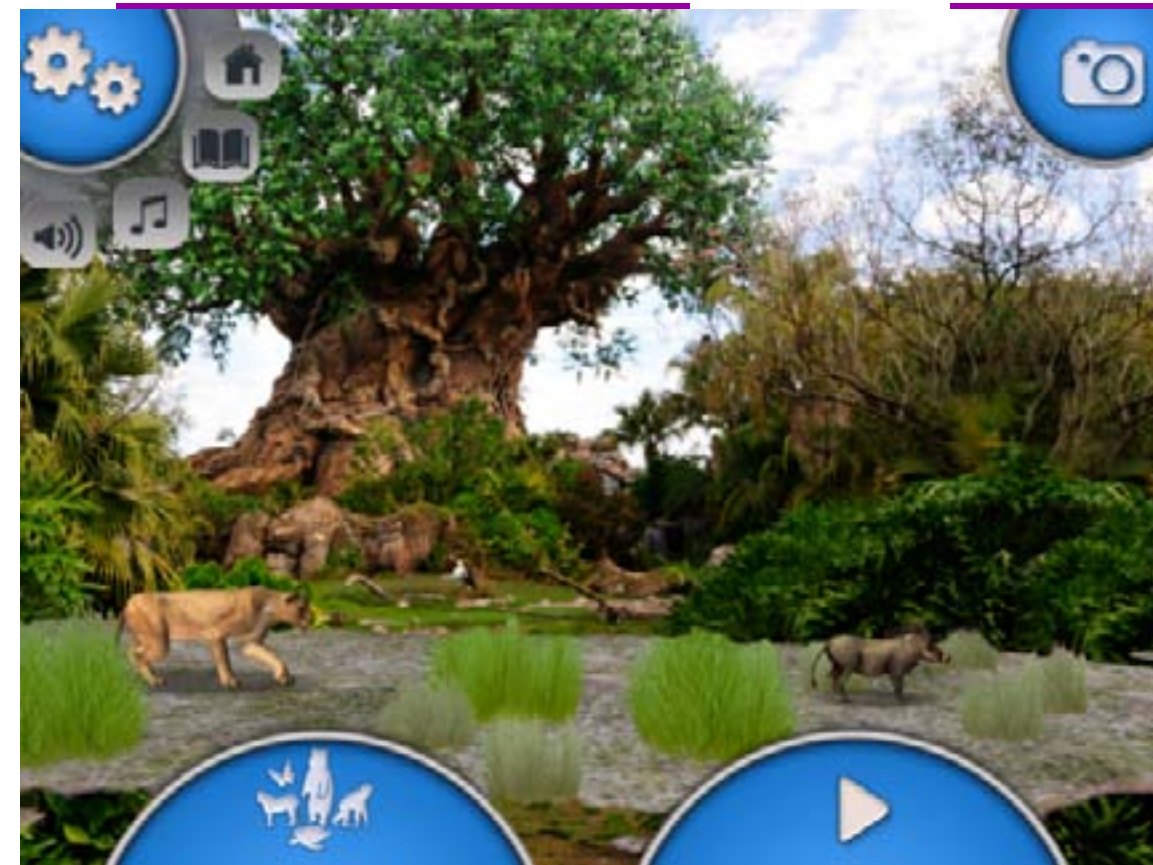
- Expected release end of April / Early May.

- Low TBA introduction price.

- The ultimate BBQ sauce.

The game is currently undergoing localization and final bug testing, we will let you know once we know the final release date.

twotribes.com/message/swords-soldiers-hd-for-wii-u.



Discover Nature with Augmented Reality in DisneyNature Explore App

Kids and families can now explore the outdoors like never before with DisneyNature Explore, a new augmented reality app available for free on the Apple App Store today. Launching to coincide with Earth Month and the release of DisneyNature’s latest theatrical movie, BEARS, DisneyNature Explore combines an augmented reality experience with fun animal-behavior game play that encourages children to get outside and discover nature.

When the app’s augmented reality features are used, 3D animals will appear in the live camera view of the device, taking kids on adventures in their own backyards or neighborhoods. In the activities kids will be able to catch salmon like a brown bear and follow tracks to find her bear cub, hunt a warthog with a lion, view the world from

the eyes of a monarch butterfly, fish for termites like a chimpanzee and more. In total, DisneyNature Explore features five animal adventures, each with four unique challenges.

Through player sound recognition, kids will be able to interact directly with the animals they see on their screens. Kids can take photos of each adventure and then add them to their DisneyNature Journal.

DisneyNature Explore features:

- Exciting 3D animal animation, sound effects and player sound recognition

- Target colors and objects in the view of the mobile device to explore

the environment

- DisneyNature Journal to store pictures of each adventure and track progress

- DisneyNature video clips of real animals featured in the app, including the brown bears from DisneyNature BEARS in theaters on April 18th

- Photo missions to extend a family’s engagement with nature

- A parents’ page that includes suggestions for outdoor play

- Virtual DisneyNature pins awarded throughout gameplay

- Spanish language option

- No in-app purchases or third-party advertising

DisneyNature Explore requires iOS7 or higher and is compatible with iPad Mini, iPad Air, iPod 5, iPad 2 and iPhone 4 and above only. DisneyNature Explore is now available on the Apple App Store.

Stand O' Food Empire on the iPad Goes Sweet

G5 Games adds chocolate with a free update to Stand O' Food Empire on the iPad. Now burger magnates will be serving chocolate cakes with bilberry, cream, caramel or chocolate sauces; marzipan roses, kiwis or cherries in their restaurant chains! The 1.3 update makes the game sweeter with a brand new building - Chocolate Cake Café. Players will have to build 10 new factories and farms to supply ingredients for their chocolate cakes, and construct 4 new labs to produce delicious syrups and sauces. The update also features 12 buildings such as a coffee shop, a video game store, and a rodeo in 2 new collections. Also enjoy 15 new decorations like biscuit benches, a cake monument and streetlight candies, over 80 new quests and improvements and fixes as well. The Stand O' Food Empire 1.3 update is available for free download on the App Store.

In Stand O' Food Empire, your old friends Ronnie, Nikki and Clarence have traveled from Tinseltown in search of a few perfect spots for new restaurants. But the evil Mr. Torg is keeping watch as usual, hoping to destroy the hard-working team's plans. In this unique blend of time management, city building and strategy gameplay, grow your business step-by-step, improving your offerings along the way - flip the best burgers and serve your growing clientele. Build four types of cafes serving different burger specialties: beef, fish, salad and chicken. Then oversee upgrades to maximize profits and enhance the customer experience.

Construct homes to grow the neighborhood - and your business! Create farms and factories to supply high-quality products and add thoughtful decorations and amenities, such as flowerbeds, drinking fountains and ice cream trucks. From the mountains to the beach, open new burger joints while unlocking recipes, mastering sauces and setting up supply chains. Knock out hundreds of quests to earn achievements, rewards and



a veritable fortune! The game is developed and published by G5 Entertainment.

What's New in Version 1.3:

- * DELICIOUS DECADENCE: Serve amazing chocolate cakes in a new type of cafe that you get to build!
- * MORE SUPPLY CHAINS: 10 new factories and farms to supply cake ingredients like marzipan, wafers, kiwis, cherries and bilberries
- * DRIPPING WITH GOODNESS: Four new labs designed to produce syrups and sauces for your addictive cakes
- * Over 80 new quests to complete as you expand your gastronomic empire
- * 12 new buildings to construct in two entertaining new collections
- * 15 fantastic new decorations for your ever-beautifying city

*Plus tons of performance optimizations, improvements and fixes!

Lightmare Studios Beams in Star Trek the Next Generation to Infinity Wars

Independent Australian game developer Lightmare Studios today announced that Star Trek: The Next Generation™ will be coming to Lightmare Studios' recently-released animated, digital trading card game (TCG), Infinity Wars™ starting with new cards releasing this April.

Through its partnership with Iconic future, and under license by CBS Consumer Products, Star Trek: The Next Generation-themed cards will phase their way into the Infinity Wars Universe, and will allow players to place their favorite Star Trek characters in the captain's chair and send them into glorious battle. New factions, including Starfleet and the Klingon Empire will be introduced, along with an all-new play ability known as "Piloting."

"We are a small indie team but our latest incarnations, honoring the timeless Star Trek: The Next Generation, have never made me so proud of our crew," exclaimed Lightmare Studios CEO, Elphie Coyle. "This, along with our recent expectation-shattering success on Steam Early Access, the upcoming Mobile Companion App, and our supportive fans, makes me believe that we are poised to make solid dent in the TCG Multi-universe with Infinity Wars."

With over 2.5 million matches played since its public release in February, Infinity Wars features mechanics and tactics that revolutionize the way gamers play and interact with TCGs. Players' minds will need to be quick if they wish to succeed in head-to-head battles with simultaneous turn-based combat.

Featuring a fully open trading space, events, tournaments, and a helpful and engaging community, Infinity Wars is one of the most intuitive strategy TCGs to date. Players can earn, sell, trade, buy, and win



new cards for use within the game; pulling the best from the physical TCG world to make TCGs more accessible to a wider audience and paving a new path for the eSports community.

Infinity Wars™ Key Features:

- Over 300 cards currently available, with new cards released frequently
- Every single card beautifully animated
- Open trading between players
- Over 120 Single Player and Multiplayer quests to complete
- Simultaneous gameplay allows bluff and prediction mechanics never seen before in traditional TCGs
- Full deck builder allows for millions of custom deck combinations
- Cross-platform play across PC, Mac, iOS and Android
- Customizable Deck and Battlefield skins
- Star Trek: The Next Generation came to Infinity Wars starting with new cards released in April.



Final Fantasy XIV A Real Reborn Through the Maelstrom

Square Enix, Inc. today released “Through the Maelstrom,” also known as Patch 2.2, for the popular FINAL FANTASY® XIV: A Realm Reborn™ online game.

The new content offers an exciting new storyline, dungeons like the Lost City of Amdapor and new Hard Mode dungeons, including the lurid Halatali and the Illuminati overrun Brayflox’s Longstop. High-level players can test their mettle with the Second Binding Coil of Bahamut raid which will be the highest level of difficulty available.

Patch 2.2 (Through the Maelstrom) for FINAL FANTASY XIV: A Realm Reborn is available for PC and the Playstation®3 computer entertainment system.

Mousee Games Launches Siege Online for English-Speaking Market

Mousee Games announced the launch of the English language version of Siege Online, a 3D downloadable multiplayer RPG set in a war-torn fantasy medieval land. Siege Online combines in-depth strategy with a complex economy and a sophisticated guild system to create an immersive and challenging gaming experience unlike anything you’ve seen before.

“Siege Online is the perfect game for people who love the depth of a full-featured and complex online RPG, but also want a strategic combat system instead of pure action,” said Irina Kudosova, president of Mousee Games. “Siege Online reflects the kind of innovation you will only see from the small, independent developers, and we’re pleased

to have helped bring it to English-speaking gamers.”

The rules for combat in Siege Online are simple, but like in chess, the numbers of tactics you can use are infinite. Build an army that can conquer enemy castles while also defending your realm from invaders. Success in battle depends on in-depth combat preparation as well as the ability to make the right decisions in while facing tough situations on the battlefield. Brute force and fast-clicking alone won’t help you win! The complex economic system reflects the real world and includes crafting, trading, mining, hunting and herb gathering. You will need to be shrewd to prosper!

Over 100 different buildings are available for players to develop their personal castles and their army with more than 40 different troops, and extensive support for dynamic player interactions includes a well-developed guild system, and PVP zones with battles, global events, raids against rival Guilds, alliances and diplomacy.



Dr. Levi Harrison 7 Tips for Gamer’s Health

1. Take a five minute break every 60 minutes to simply flex and extend your fingers. You can do this by making a full fist and then opening all your fingers widely for several repetitions (20 repetitions every 60 minutes). Setting a reminder on your phone is a great way to keep track.

2. Before gaming, immerse your hands and wrists in warm water for 3-5 minutes. The heat will be soothing to the joints. Also, heat reduces viscosity of the joint fluid, which may increase the flexibility of the wrist and agility of the fingers, hence your actions per minute.

3. Do gliding exercises on the wrist during a 60 second break. These exercises are designed to help stave off carpal tunnel syndrome symptoms which include hand numbness, tingling, pain, or decreased grip strength.

4. Do Nirschl exercises to help stretch out the extensor muscles of the elbow and wrist. This can help prevent “Tennis Elbow,” something not exclusive to tennis players a real risk for active games.

5. Do blocking exercises when taking a break. These exercises greatly assist in the movement of the joints in your fingers and thumbs.

6. Massage your fingers, wrist and elbows regularly during the day, even when you are not gaming. This is especially important for the thumb, which is responsible for over 42% of all functional motion of your hand during gaming.

7. Shake out your hands, wrist and elbows during your break and throughout the day. This can be done during one of the 60 second breaks.



State of Gaming



REVIEWS

Do you know what May brings to the video game industry? Preparation for E3. Family Friendly Gaming has been covering E3 for nine years now. This year will be the seventh year we have a team attending the Super Bowl of video games in person. It is an insane amount of work. It is an exhausting long trip there, long hours covering as much content as we can, and then a long rewarding trip back home. Then when we get back we are still sifting through content. We decide whether to publish it in the e-magazine or straight online.

Meetings with plenty of companies, trying new products, and finding the good upcoming games for families. These are a few of our favorite things. The mega press conferences from companies like Microsoft, Ubisoft, and EA always brings a smile to our faces.

Walking the floor and seeing all the pomp and exhibits. Massive statues, walls, and more have been seen in past years.

What is Family Friendly Gaming looking for at E3 2014? Connectivity between the Nintendo 3DS/2DS, and the Wii U. More family friendly video games from Nintendo. Animal Crossing on the Wii U would be neat to see. Plenty of awesome titles from Microsoft on the new Kinect sensor. A new Kinectimals game would be awesome. Something from Sony on the Playstation 4 that is family friendly. Playstation Vita Pets has all kinds of potential. It is nice to see something family friendly making it to the PS Vita. The long drought on the PS4 means families are ignoring the Playstation 4. Sony needs to do something about that.

A Harvest Moon game like

Grand Bazaar would be great to see. A new Ys game for the older members of the family. Dragon Quest games are definitely needed. We still receive questions about when Square Enix will bring across Dragon Quest X.

Sonic Boom, Tales of Xillia 2, Gardening Mama 2, and LEGO Ninjago Nindroids are games we are looking forward to at E3 2014. That reminds us - we are very curious to see what TT Games has in store for families in terms of Lego video games. They always have something for the Christmas rush. What will it be this year?

We expect surprises at E3 2014. There are always new games we were not expecting. There are always surprise announcements families can get behind. What does Sony, Nintendo, and Microsoft have in store for us? Any new hardware announcements?

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

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

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

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Matthew 20:32-34

32 Jesus stopped and called them. "What do you want me to do for you?" he asked.

33 "Lord," they answered, "we want our sight."

34 Jesus had compassion on them and touched their eyes. Immediately they received their sight and followed him.



HomeTown Story

SCORE: 64



Freakyforms Deluxe Your Creations Alive

SCORE: 67



Plenty of companies feel the relationship between themselves and the gaming media is one sided. We spend all the money covering their products, make them all kinds of money, and get nothing in return. Not even a reviewable copy of a game. Natsume has moved into that kind of a relationship with Family Friendly Gaming. We do all the work, they get all the benefit, and they are not capable of replying to emails.



very little training. They teach us how to open the shop, put down tables, put merchandise on tables, adjust prices, and to save. From there you have to figure

figure out what sells. You have to find the right prices for things to sell. You need to have enough merchandise on hand, and to buy more at the right times. This is difficult because you never know what a supplier will bring to you at 2pm every day.

The most annoying thing about HomeTown Story is you have to leave the store to go explore. You are losing money doing that. So you don't want to do it. Clients will stand in line waiting for you while you are gone. There is always a chance for a loss of revenue while you are exploring.

There was massive, insane amounts of coverage of HomeTown Story by Family Friendly Gaming. Yet after spending all the money covering this game, we also had to spend money to purchase it as well. I saved up for months to be able to buy this Nintendo 3DS hand held video game. Ultimately it turned into a major disappointment. HomeTown Story has

out what to do. Making matters worse is NPC characters walk around the confusing town layout at different times of day. This makes finding their shops and homes very difficult.



At its core HomeTown Story is a supply and demand game. You have to a lame witch character in HomeTown Story. Couldn't that have been left to the bad Harvest Moon games? Nice music, store expansions, and stable game play. Some items are asked for and are hard to sell. This is a hard game to get into. - Yolanda

Nintendo tries all kinds of interesting, unique and different things. Some of them are slam dunk home runs. Others well they kind of slink into the annals of video game history. Freakyforms Deluxe Your Creations Alive is one of those games that most gamers want to forget. Families may find a few things of interest in this Nintendo 3DS hand held video game.

Freakyforms Deluxe Your Creations Alive looks as good as your talent level in drawing. Since I am horrible at drawing, and using the limited tools in this 3DS game; my characters look horrible. Freakyforms Deluxe Your Creations Alive is sort of a poor man's Spore if you know



what I mean. There are plenty of bright colors in Freakyforms Deluxe Your Creations Alive. The game starts pretty stale, but players unlock things like trees, and grass. The music in Freakyforms Deluxe Your Creations Alive is acceptable. The different creatures we create can have different sounds applied to them. Most of those sounds are on the annoying side. I ended up turning the sound way low.

Families can go on simplistic quests in Freakyforms Deluxe Your Creations Alive. Find this item, get a key for a chest, and more. Collect eggs to earn coins, eat fruit, and go questing in dungeons.



The dungeons in Freakyforms Deluxe Your Creations Alive are like very small role playing areas. Families watch the battles unravel once there is contact with another creature. The more creatures you make in Freakyforms Deluxe Your Creations Alive the larger your world becomes. This expands this game from laughably small to something that feels like your moneys worth. Freakyforms Deluxe Your Creations Alive is quirky and not for everyone. - Paul

Publisher: Natsume
Developer: Toybox Inc
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+ {Violent References}

Graphics: 65%
Sound: 76%
Replay: 85%
Gameplay: 30%
Family Friendly Factor: 65%



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

Graphics: 60%
Sound: 75%
Replay: 80%
Gameplay: 50%
Family Friendly Factor: 75%





Disney THE PIRATE FAIRY

MAGICAL PIXIE DUST LAMP

Create your very own
and fill your room with the warm glow of pixie dust!

Bring the magic of Pixie Hollow into your home!

You Will Need:		
1 Mason jar with a lid.	Velcro with an adhesive back.	A little pixie dust (glitter)
1 LED flicker candle.	Non toxic spray adhesive	

Directions: Have an adult help you with this activity!

Step 1 - Take your mason jar outside and carefully spray the inside with non toxic adhesive spray. Be sure to fully coat the whole inside of the jar.

Step 2 - Add 2 full tablespoons of iridescent (semi transparent) glitter to the jar.

Step 3 - Attach the lid and shake well until the glitter fully coats the inside of your jar. Then, remove the lid and set your jar aside to dry.

Step 4 - Attach your LED candle to the inside of the lid with sticky back velcro. This will allow you to remove and turn your candle on and off whenever you want.

Step 5 - Switch on your LED candle, attach it to the lid, and then attach your lid to the jar. Then, place the jar lid-side down in a special place in your room.

Turn off the lights and enjoy the magical flickering glow of your new pixie dust lamp!



New on Blu-ray™ Combo Pack & HD Digital April 1

©2014 Disney



Spy Hunter 2

SCORE: 44



Midway went out of business thanks to games like Spy Hunter 2 on the Xbox and Playstation 2. This vehicle combat game on rails is horrible. Angel Studios tried to bring back the action of the old arcade game. They even included a storyline to keep gamers playing. They decided to attack Christians with Spy Hunter 2; showing their intolerance for diversity, and hatred.

The ESRB was asleep while rating Spy Hunter 2. They focused on the violence portion of this driving and blowing everything up video game. They missed the enticement to lust. Which is in the intro movie at the very start of the game. No wonder families have little to no respect for the ESRB. For Family



Friendly Gaming it is just another game on the mountain of mistakes the ESRB has made.

The graphics are average in Spy Hunter 2 at best. Many of them are re-used so often I got tired of shooting the same things. How can the bad guys have thousands upon thousands of the same vehicles? Sure was nice of them to throw themselves at me one and two at a time. Yes I am mocking



their lack of realism. I am sure they promoted it as being realistic. Sadly too many gaming journalists are too lazy to think for themselves. They just repeat what they are told to say. No wonder so many gamers are cynical.

The music in Spy Hunter 2 is annoying at best. The special effect sounds go along with the excessive and over the top violence. Spy Hunter 2 does not pay tribute to the original game. Instead it just puts it in the worst light possible. By proxy it does the same to the entire video game industry. - Frank

Publisher: Midway
Developer: Angel Studios
System: Xbox/PS2(tested)
Rating: 'T' - Teen
{Violence}

Graphics: 50%
Sound: 60%
Replay: 50%
Gameplay: 20%
Family Friendly Factor: 40%





Dig Dog Out

SCORE: 70



Dig Dog Out is an indie game similar to Dig Dug. There are differences of course. Like we play a dog character who is trying to get all the bones on the screen. The dog has some kind of a weapon that can shoot the enemy characters - like mice. Dig Dog Out does not let families climb up holes they have dug. Dirt is needed to go up.



Out. I would play a level and get a GAME OVER screen. My dog was still alive, there was no on screen timer that I saw, and I could access the rest of the bones on the screen. So I have no idea why the game stopped me from playing.

It is really easy to have your puppy die in Dig Dog Out. He can get smashed by rocks, fall too far, and come in contact with enemy characters. When this happens an angel of your doggie floats up to the surface. Expect to die in Dig Dog Out at a regular interval. Thankfully there are passwords to the start of the last level we completed. Which means we have to replay that level again.

I ran into one odd glitch while playing Dig Dog

Dig Dog Out contains cute graphics of objects and characters. Shooting the mice produces a skeleton and then a



pile of ash. That is the depth of the violent content in Dig Dog Out. This Personal Computer game can also be found on the iOS platform. For families with an iPad and/or iPhone. I am not aware of any cross platform functionality.

The controls in Dig Dog Out can be a bit laggy. Stagnant is the word that comes to mind while I was playing. I hate not being able to climb up holes I created. This gave Dig Dog Out more of a strategic feel as oppose to the arcade feel of Dig Dug. I also am baffled why the game would just stop me on certain levels with no explanation, hint or help.

The music in Dig Dog Out is nice. Smooth and serene while we are digging around in the earth. Dig Dog Out has quite a bit of promise for indie developers and the future.
- WMG

Publisher: Xing Interactive
Developer: Xing Interactive
System: iPhone/iPad/PC(tested)
Rating: 'NR' - Not Rated

Graphics: 70%
Sound: 80%
Replay: 70%
Gameplay: 55%
Family Friendly Factor: 75%



Apple Cinnamon White Cake



DIRECTIONS:

1. Preheat oven to 350 degrees F (175 degrees C). Grease and flour a 9x5 inch loaf pan.

2. Mix brown sugar and cinnamon together in a bowl.

3. Beat white sugar and butter together in a bowl using an electric mixer until smooth and creamy. Beat in eggs, 1 at a time, until incorporated; add vanilla extract.

4. Combine flour and baking powder together in a bowl; stir into creamed butter mixture. Mix milk into batter until smooth. Pour half the batter into the prepared loaf pan; add half the apples and half the brown sugar mixture. Lightly pat apple mixture into batter. Pour the remaining batter over apple layer; top with remaining apples and brown sugar mixture. Lightly pat apples into batter; swirl brown sugar mixture through apples using a finger or spoon.

5. Bake in the preheated oven until a toothpick inserted in the center of the loaf comes out clean, 30 to 40 minutes.

INGREDIENTS:

PREP 20 mins
COOK 30 mins
READY IN 50 mins
Original recipe makes 1 9x5-inch loaf

- 1/3 cup brown sugar
- 1 teaspoon ground cinnamon
- 2/3 cup white sugar
- 1/2 cup butter, softened
- 2 eggs

Recipe by Jinglebells, courtesy of Allrecipes.com





Sing Party

SCORE: 59

Sing Party was a launch title for the Wii U around Christmas of 2012. For some odd reason a reviewable copy was not provided. So we put it on our purchase list, and when it came down into a price range we were willing to pay - we bought it. For the sole purpose of doing a review. I had my suspicions concerning Sing Party. Sadly this karaoke game is worse than I had thought.



I am not sure why a microphone is included in Sing Party. Its about worthless. It has lag, and the scoring on the screen makes little to no sense. We would hit the right spot, and no points. Other times we missed it, and got points. Sing Party is one confounding music game. The cord for the microphone is long so that is handy.

Sing Party has Party Mode, Sing Mode, Team Mode, Practice, and Options. Sing is for multiple family members since many of the words appear on the TV screen. Sing mode is for one or two players to sing via the microphones. We only had one microphone so we were not able to test Team mode. Practice mode is about worthless - keep singing the same song over and over again.



The song selection in Sing Party is horrible. Not one song for the 80% super majority of Americans who self ID as Christian. Talk about discrimination. To make matters worse the worldly singers included - well lets just say their best work is not included. So we have known artists with lesser known songs. As we scrolled through songs there were more NO responses.

I was really hoping for something special out of Sing Party. The lenient ESRB missed the sexual content, enticement to lust, and lack of modest attire choices. They got the Lyrics, and that is one big doozy. Initially I thought Sing Party had the 'T' for THIRTEEN AND OLDER ONLY rating from the ESRB. But they must have dropped it to the Everyone ten years and older. It should be a 'T' rated game. - Paul

Publisher: Nintendo
Developer: FreeStyleGames
System: Wii U
Rating: 'E10+' - Everyone 10+
{Lyrics}

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



Journey Collector's Edition

SCORE: 74

In the last issue of Family Friendly Gaming we reviewed the different indie games in the Journey Collector's Edition. Each is a separate game that is downloadable on the Playstation Network. This issue I wanted to review the package of three games at the same time. Sort of what does it feel like to have three games in one package?

The price of Journey Collector's Edition is really good. Twenty dollars or less for three games is fantastic. These are three indie games so you have to throw away conventional wisdom, thinking, and processes. The most important thing about Journey Collector's Edition is to figure out how to play it. The controls are not much help since they are generally horrible in all three games. Indie games win with their ideas, but many times lose with their



Publisher: Sony Computer Entertainment
Developer: thatgamecompany
System: PS4/PS Vita/PS3(tested)
Rating: 'E10+' - Everyone 10+
{Fantasy Violence}

implementation. The graphics range in Journey Collector's Edition. Generally they are good, and show us different worlds. The violence here and there feels diminished when we take into account there are three games. Flower is really good about avoiding any kind of violent content. The bad side is Flower has a tree hugger kind of feel to it. The really neat thing about Journey Collector's Edition is the three never before released mini games. They are

Graphics: 70%
Sound: 70%
Replay: 90%
Gameplay: 60%
Family Friendly Factor: 80%



Gravediggers, Duke War, and Nostril Shot. These are where Journey Collector's Edition get the most violent content. To be blunt I could have done without these three games. Some people love having six games in this package. I see it as only having three - since I don't like those violent mini games.

It is cool to see new and different ideas enter the video game industry. Journey Collector's Edition showcases smaller development teams can come up with interesting ideas. At the same time they show there is still a lot of work to be done on the indie scene. - Luke





Zoo Hospital

SCORE: 69



X-Men Volume 5

SCORE: 60



I found Zoo Hospital on the Wii for a low price on clearance. This animal related video game was on our list so I spent the money to purchase it. I am so glad I did. We take care



of the animals in a zoo in Zoo Hospital. In fact these animals need surgery all the time. We go from animal to animal performing surgery. Some animals need more than one surgery at a time.

The lack of realism in Zoo Hospital is what bothers me the most. Let me give you an example that shocked me. We can pet a king cobra to have it like us. What? Petting a king cobra. What? Are you mad? What? Are you crazy? What? Are you insane? What? In the real world that is going to be a bite, and hospital visit

at best. At worst you die. Another lacking area of realism in Zoo Hospital is the animals. Lets say it has ticks, or a rash or something. The animal is lethargic, nearly dead looking. I'm sorry but some-



thing mild and superficial is not going to cause that kind of a reaction.

We treat the animals in a series of mini games. A few hours into Zoo Hospital and you will be sick to death of playing the same mini games over and over again. What is worse is the animal will go into distress while you are working on it. So you have to go soothe it, and hope the random distress does not happen again - right away.

Families can fail the operations in Zoo Hospital. Leave the animal in distress too long is a sure fire way to make that happen. What makes no sense is the animal is sedated. So why is it going into distress when you are shaving it?

The animals look nice in Zoo Hospital. The sounds are okay. There is a real focus on the animals. To the point they are close to worshipping them.

- Yolanda

It is always sad to see shows go past their prime. Or for the writers to just give up, and throw some things together. Either of those could be why X-Men Volume 5 turned out so poorly. It feels thrown together at the last minute. Few of the episodes carried much of a storyline. There are a couple of two parters - but that is it.

The theme song changed for the worse. The animation changed here and there - again for the worse. The voice actor for Gambit changed - again for the worse. X-Men Volume 5 is a really poor send off for the show. Especially with how things ended so open ended. The X-Men almost feel like they are going to disband as well.

Like previous volumes we have violence, enticement to lust, pro evolution, and anti-God. I suspect many of those helped kill off this

show as well as the previously mentioned problems. The show made it seventy-six episodes before it was sent out to pasture.

I really hope Disney and Marvel bring the Spider-Man show from this time period out on DVD. It was a way better show than X-Men ever was. It deserves a chance on the market place in this day



and age. Maybe one of their executives will read this review and take action. I can hope for that change.

Plenty of different characters stroll through X-Men Volume 5. It is almost like the goodbye season to the show was trying to bring in as many people as possible. How and why Jean Grey returned was never explained. I wonder if some of the episodes in X-Men Volume 5 are left overs from previous years that were not aired. My advice is to pass on X-Men Volume 5.

- Paul



Publisher: Majesco Entertainment
Developer: Torus Games
System: Wii
Rating: 'E' - Everyone
{Mild Blood}

Graphics: 70%
Sound: 78%
Replay: 79%
Gameplay: 50%
Family Friendly Factor: 70%



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

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





Life of PI

SCORE: 67



Flicky

SCORE: 71

Metal Slug 1st Mission

SCORE: 48

I find in recent months I am challenging myself as a reviewer. Life of PI is a really good challenge for any reviewer.



This movie touches on multiple different concepts, ideas, and ideologies. A young man from India is raised in the family zoo. He explores different religious beliefs. He decides to try and follow all of them. This reminds me of people who say the only way to know God is to see him from all belief sets. Of course their premise assumes all belief sets are looking at God.

His parents move the family to Canada across the sea. Except the Japanese ship sinks. He is the only human to survive. At this point there are animals on the boat that survive with him. One of them is a Bengal tiger. Which makes

for an interesting survival story across the Pacific Ocean.

Some aspects of his story in Life of PI are fantastic. Others are hard to believe. Such as the huge floating island plant. That he and a Bengal tiger could survive together. That he kept said Bengal tiger alive when he had chances



to let it drown. It is very easy to question so much of the content in Life of PI. At the very end of the movie I found myself questioning which of his two stories were real and true.

There are great concepts in Life of PI as well. He selflessly took care of the tiger. It would have been much easier to let it die. He cared for it in a selfless and caring fashion. He never gave up hope. He included God in his troubles. He wound up with a great attitude about the entire ordeal.

Life of PI contains violent content, death, the young man wearing little clothing, and moments of extreme peril.

I personally believe Life of PI earns the PG-13 movie rating since there is so much adult only cerebral content.

- Paul

Flicky is a retro game that might have been considered retro when it was released. Flicky does not look, sound, or feel like a Genesis video game. It feels like an 8-bit arcade video game. The screen scrolls a bit, but feels like a Joust kind of layout. We play a bird that collects baby chicks and gets them to the exit. Other animals like cats will get in our way. We can pick up objects and throw them at the cats.

The goal of any level in Flicky is to collect all of the chicks and get them to the exit. When you do so, you graduate to the next room. Which of course gets more difficult. The biggest problem I have with Flicky is the glitches. I collect all the chicks and parkour my way to the exit. Some of the chicks did not follow along. So I have to go back and get them. Which is a problem since more and more enemy animals are appearing.

The music in Flicky is nice. The graphics are okay. I noticed quite a bit of repeating



patterns. The difficulty of Flicky is on the high end. Families may get frustrated quickly playing Flicky on the Sega Genesis. I love the concept of protecting the young. I just wish the cats would stop spawning and re-spawning.

- Paul

One of the joys I have at Family Friendly Gaming is repeatedly exposing the ESRB. Metal Slug 1st Mission on the Neo Geo Pocket is another game on the already massive pile. They gave this ultra violent video game an 'E' for Everyone. That is like saying sky diving is for everyone. I bet you can find quite a few people who would reject sky diving. Just like there are millions upon millions who would reject Metal Slug 1st Mission.

We get a soldier in Metal Slug 1st Mission who shoots everything in sight. He kills every single human he can find, blows up every vehicle, and essentially is death running around. Since death is what we see over and over again in Metal Slug 1st Mission. It gets old half way through the first level.

Boss characters in Metal Slug 1st Mission require insane amounts of damage before they finally go down. That is if you can survive the extremely difficult boss levels. Metal Slug 1st Mission does let gamers save. There are also a limited number of continues.

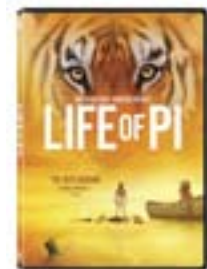
Metal Slug 1st Mission tries to shake things up by letting players inside vehicles. I personally love getting into those jet airplanes. They look great, and control better than running around.

- Paul



Publisher: 20th Century Fox
Developer: Dune Entertainment
System: DVD
Rating: 'PG' - Parental Guidance
{for emotional thematic content throughout, and some scary action sequences and peril}

Graphics: 55%
Sound: 70%
Replay: 70%
Gameplay: 80%
Family Friendly Factor: 60%



Publisher: Sega
Developer: Sega
System: Genesis
Rating: 'E' - Everyone
{Mild Suggestive Themes}

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

Publisher: SNK Corporation
Developer: SNK
System: Neo Geo Pocket
Rating: 'E' - Everyone {Animated Violence}

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

SPORTS

MXGP
THE OFFICIAL MOTOCROSS



Product: MXGP - The Official Motocross Videogame
Company: Milestone
System: PC/PS3/Xbox 360/PS Vita
Release Date: Out Now
Rating: 'E' - Everyone

BOBRY SHEV - NETHER



Product: MXGP - The Official Moto-cross Videogame
 Company: Milestone
 System: PC/PS3/Xbox 360/PS Vita
 Release Date: Out Now
 Rating: 'E' - Everyone



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- The Last Tinker City of Colors
- Dungeon of the Endless
- Tumblestone
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- ONE PIECE Unlimited World Red

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Product: Tropicó 5
 Company: Kalypso Media
 System: PC/MAC/Linux/Xbox 360
 Release Date: Summer 2014
 Rating: 'RP' - Rating Pending



Product: Tropic 5
Company: Kalypso Media
System: PC/MAC/Linux/Xbox 360
Release Date: Summer 2014
Rating: 'RP' - Rating Pending

TROPICO 5 PREVIEW



TROPICO 5 PREVIEW



TROPICO 5 PRE-ALPHA



TROPICO 5 PRE-ALPHA



TROPICO 5 PRE-ALPHA



TROPICO 5 PRE-ALPHA



TROPICO 5 PREVIEW



TROPICO 5 PREVIEW



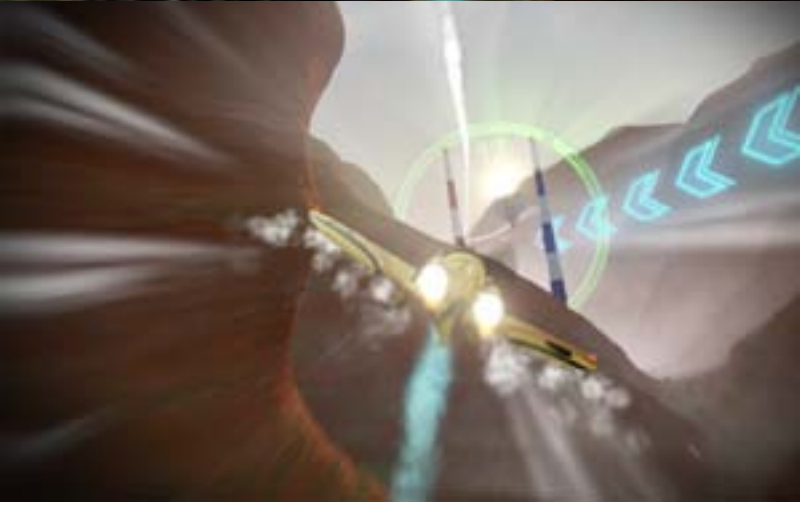
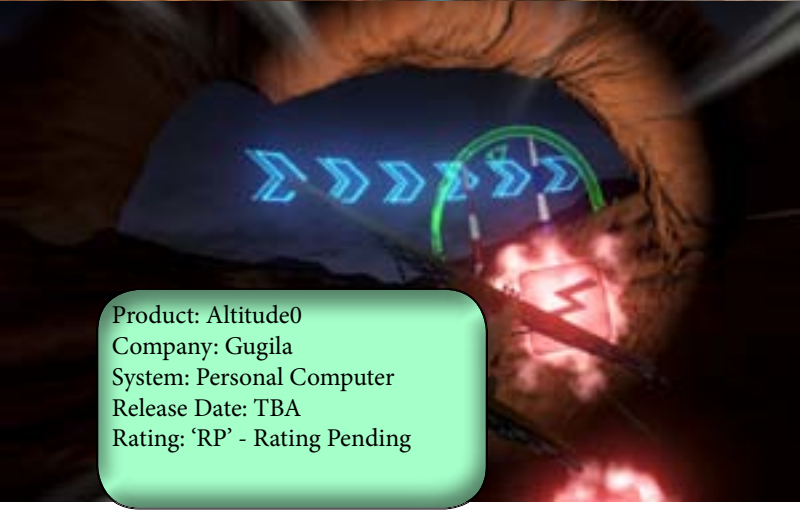
TROPICO 5 PREVIEW



TROPICO 5 PREVIEW



Product: Tropico 5
Company: Kalypso Media
System: PC/MAC/Linux/Xbox 360
Release Date: Summer 2014
Rating: 'RP' - Rating Pending



Product: Altitude0
Company: Gugila
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending



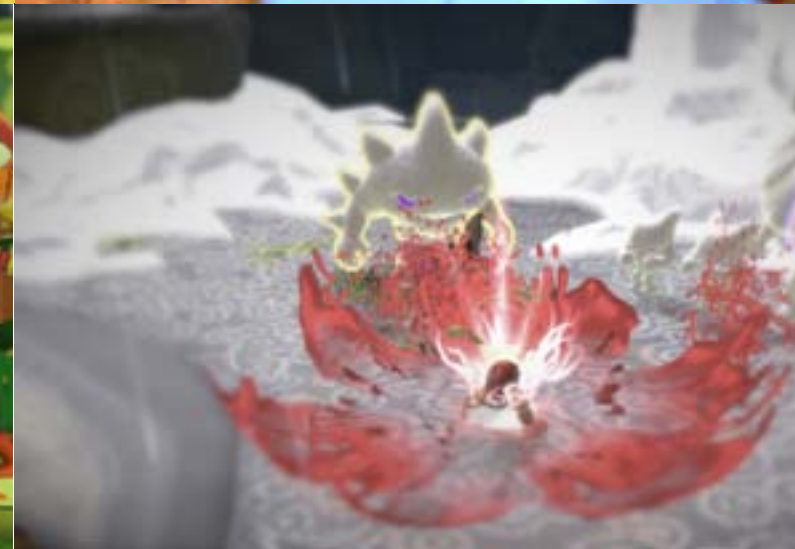
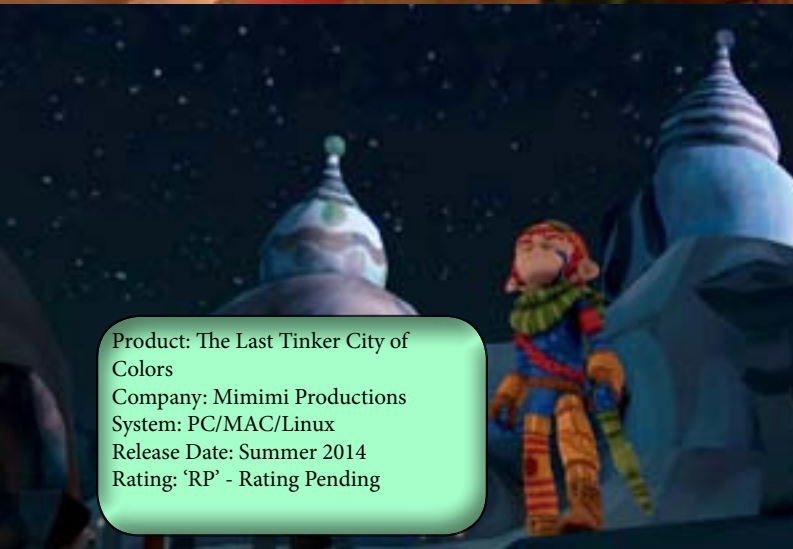
Product: Chronology
 Company: osao games
 System: PC/MAC/Linux/Android/iOS
 Release Date: Q2 2014
 Rating: 'RP' - Rating Pending





Product: How to Train Your Dragon 2
Company: Little Orbit
System: Xbox 360/3DS/Wii/Wii U/PS3
Release Date: June 2014
Rating: 'RP' - Rating Pending





Product: The Last Tinker City of Colors
Company: Mimimi Productions
System: PC/MAC/Linux
Release Date: Summer 2014
Rating: 'RP' - Rating Pending



Hero: Max O'Kane

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

Stats

HP	808/808
Defense	26
Speed	37
DPS	93
Attack Power	16
Attack Cooldown	0.6
Attack Range	Long
Lat	9

Active Skills

-

Passive Skills

-
-

Equipment

Quick Draw	Person	Device



Level 3
Opened doors 15

	Tactical HUD IV	40
	LRV module IV	40
	Science Creator IV	16
	Industry Generator IV	16
	Food Replicator IV	16

Product: Dungeon of the Endless
 Company: Amplitude Studios
 System: Personal Computer
 Release Date: TBA 2014
 Rating: 'RP' - Rating Pending



Product: Tumblestone
 Company: The Quantum Astro-physicists Guild
 System: Personal Computer
 Release Date: TBA 2014
 Rating: 'RP' - Rating Pending



Product: Batman Arkham Knight
Company: Warner Bros
System: PS4/PC/Xbox One
Release Date: TBA 2014
Rating: 'RP' - Rating Pending



Product: ONE PIECE Unlimited World Red
Company: Namco Bandai Games
System: Wii U/PS3/3DS/PS Vita
Release Date: TBA 2014
Rating: 'RP' - Rating Pending



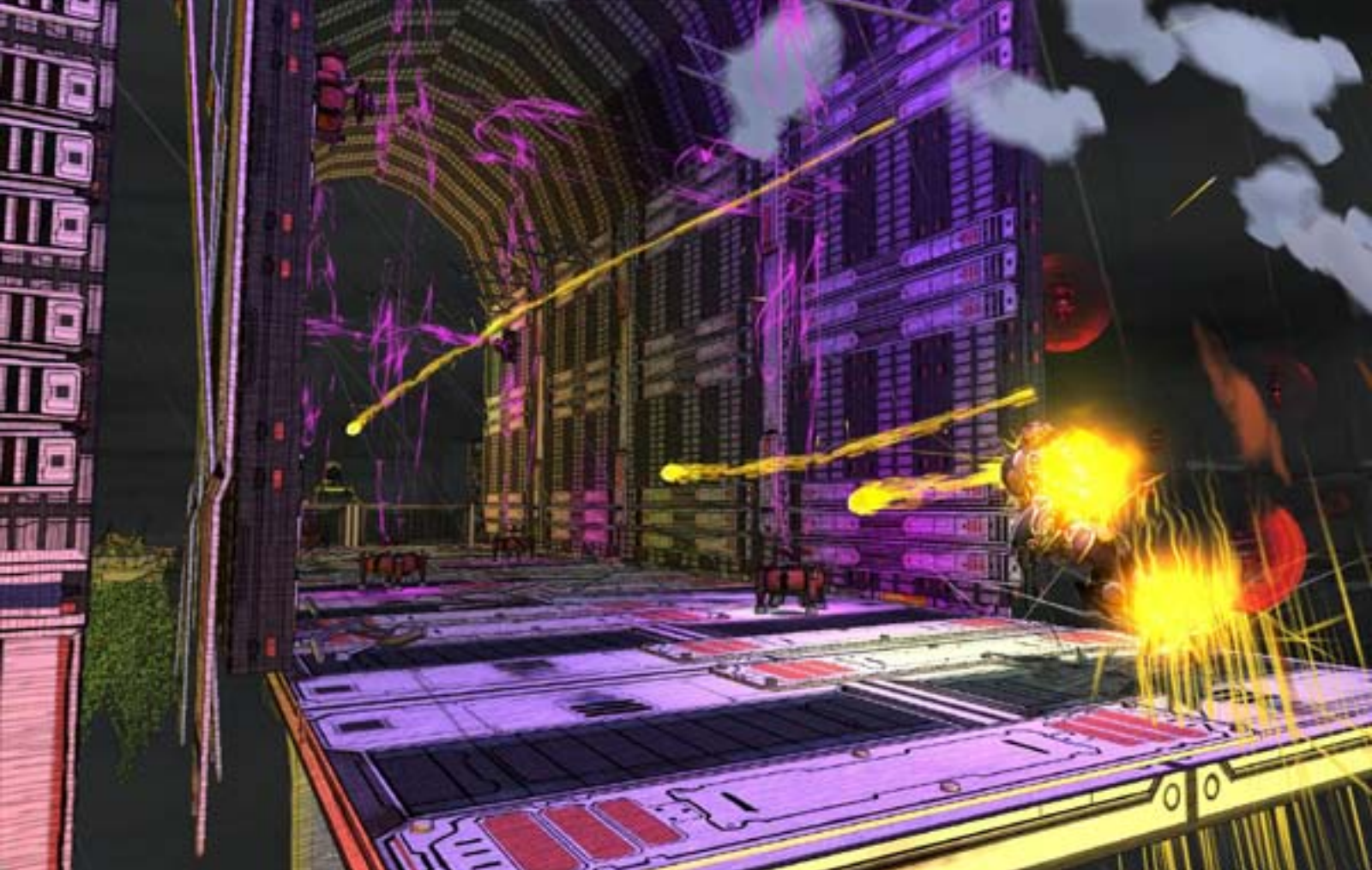
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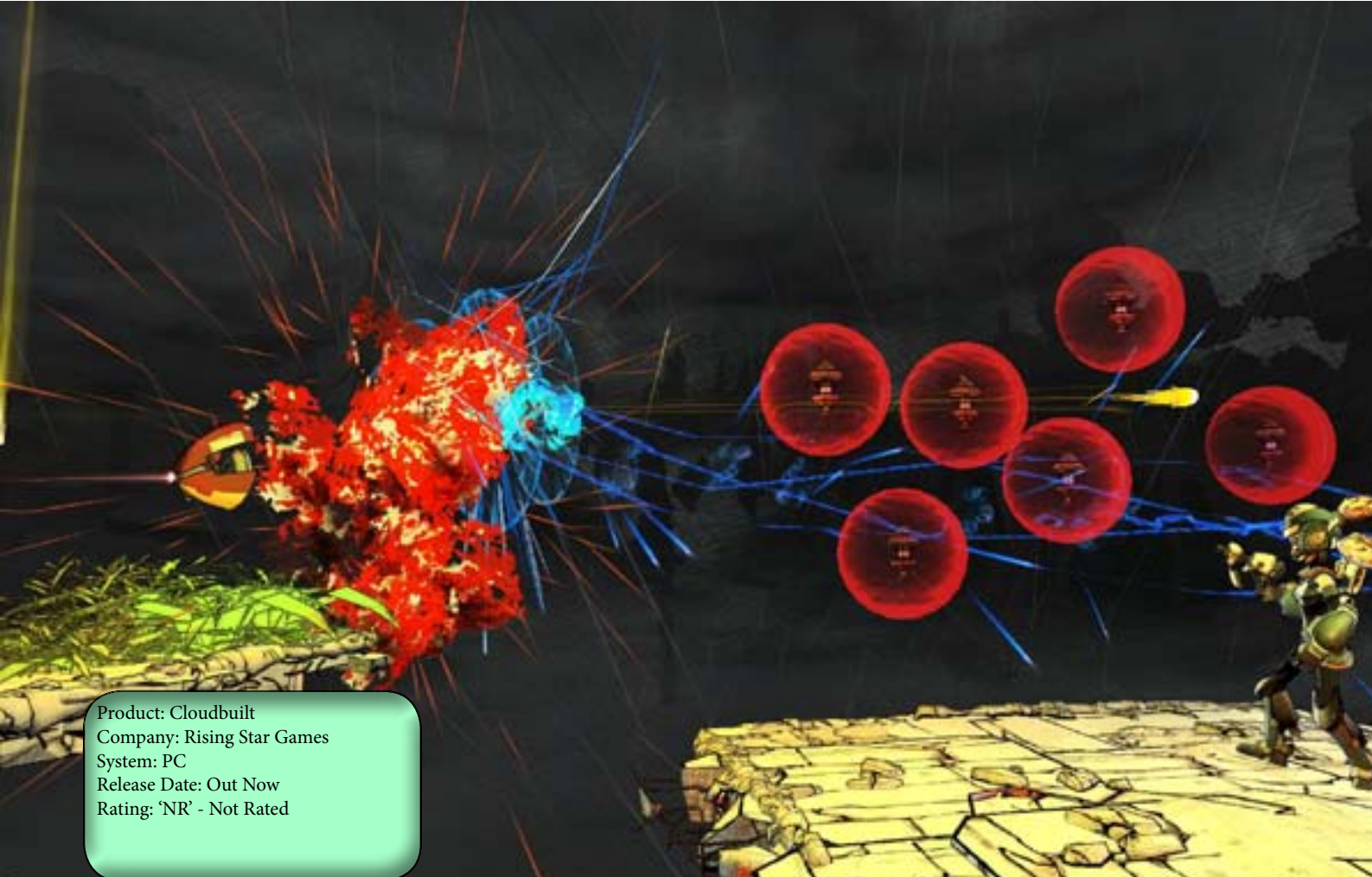
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RELEASES





Product: Cloudbuilt
Company: Rising Star Games
System: PC
Release Date: Out Now
Rating: 'NR' - Not Rated





2014
FIFA World Cup
Brazil



Product: 2014 FIFA World Cup Brazil
Company: EA Sports
System: PS3/Xbox 360
Release Date: Out Now
Rating: 'E' - Everyone





Product: Dynasty Warriors 8 Xtreme Legends
Company: Tecmo Koei
System: PS4
Release Date: March 25, 2014
Rating: "T" - Teen {Alcohol Reference, Mild Suggestive Themes, Violence}





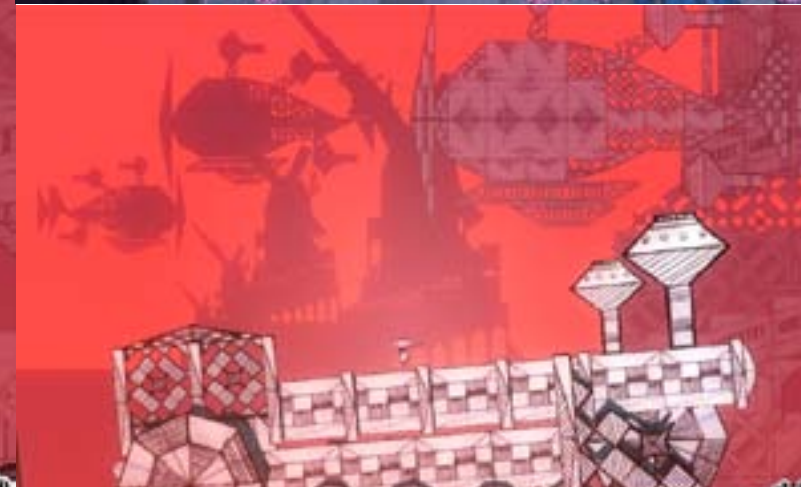
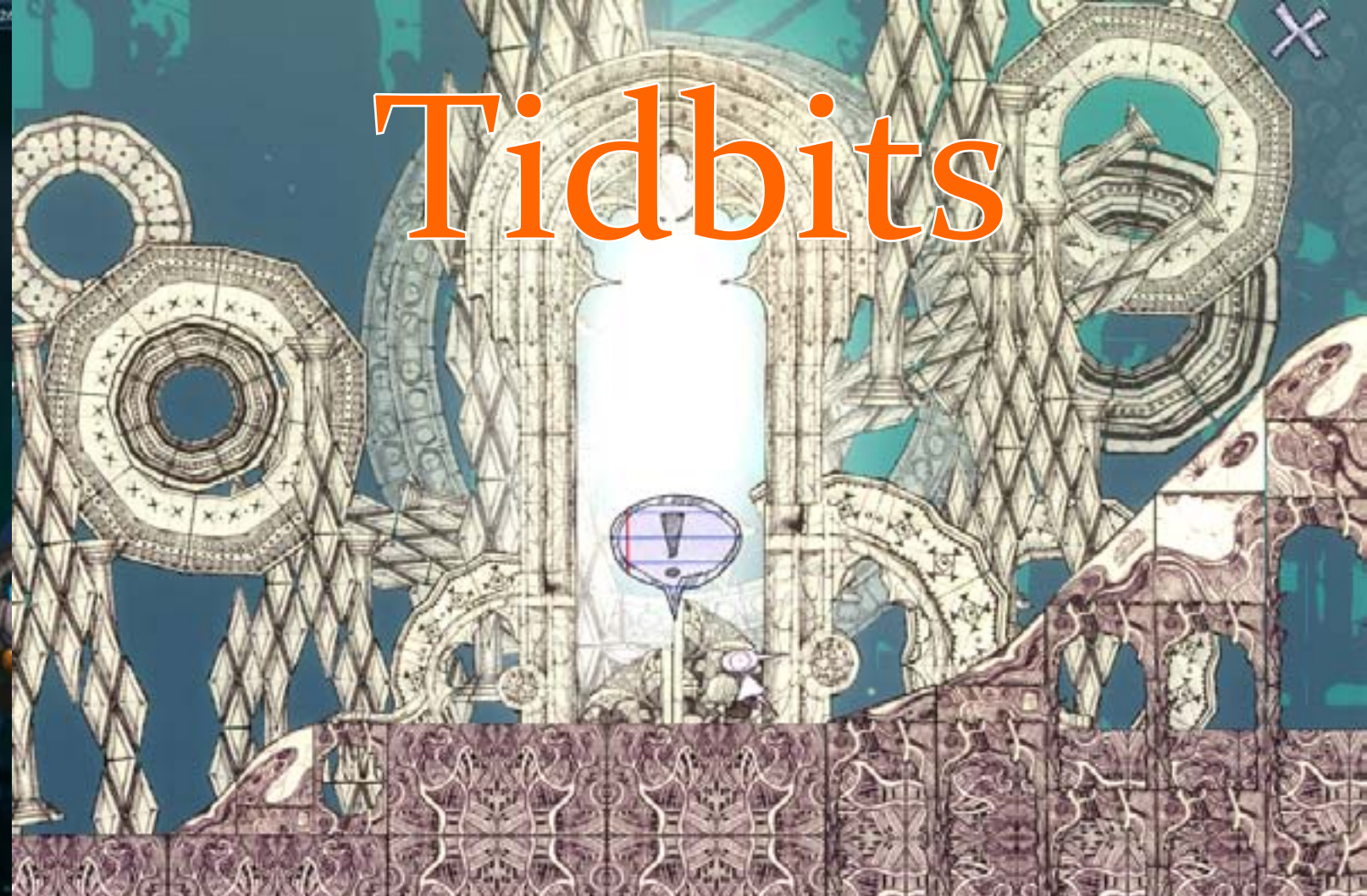
Product: PES 2014 World Challenge DLC
Company: Konami
System: PS3/Xbox 360
Release Date: Out Now
Rating: 'E' for Everyone

Last Minute

Tidbits

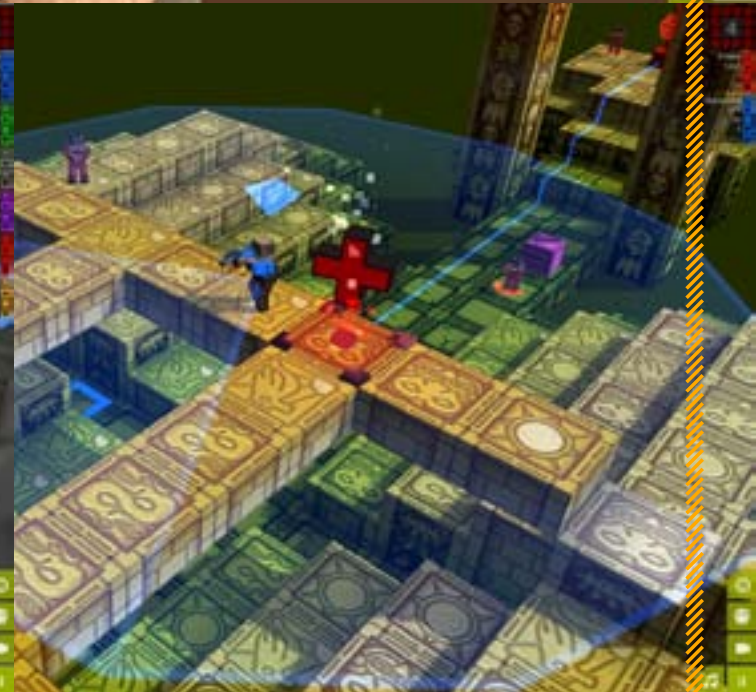
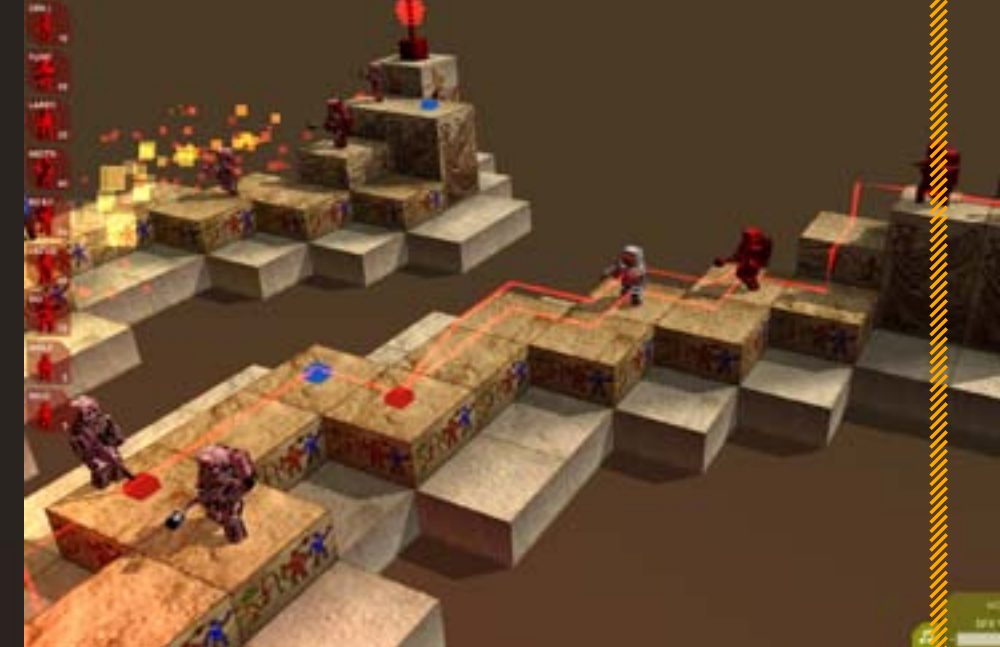
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CUBEMEN 2



Product: Cubemen 2
 Company: Nnooo
 System: Wii U
 Release Date: TBA
 Rating: 'E10+' - Everyone 10+
 {Fantasy Violence}



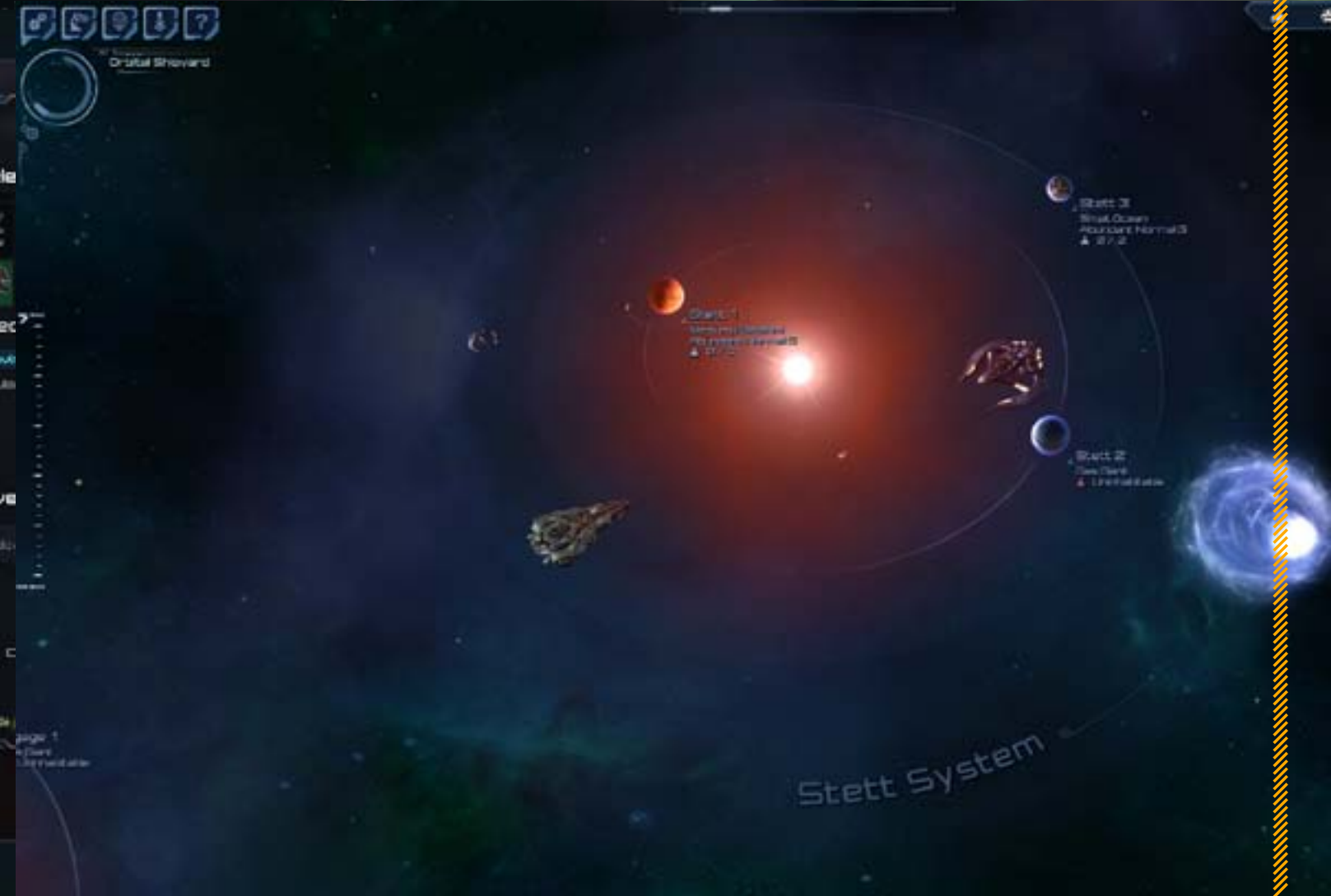
Product: NARUTO SHIPPUDEN
Ultimate Ninja STORM 3
Company: Namco Bandai Games
System: PS3/Xbox 360
Release Date: March 2014
Rating: 'T' - Teen {Blood, Violence}



Product: Shelter 2
Company: Might and Delight
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Abyss Odyssey
 Company: Atlus/ ACE Team
 System: PC/PS3/Xbox 360
 Release Date: Summer 2014
 Rating: 'RP' - Rating Pending



Product: Star Drive 2
 Company: Zero Sum Games
 System: PC/MAC/Linux
 Release Date: TBA
 Rating: 'RP' - Rating Pending

VIDEO GAME LIES



by
Paul Bury

Version 2

ON AMAZON in Hardcopy and on KINDLE