

FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING



ISSUE #83

June 2014

See Citizens of Earth, Disney Infinity 2.0, Theatrhythm Final Fantasy Curtain Call and more!!

Are you ready to go
fetch Playstation Vita
Pets?

Super Toy Cars, PES Manager, and Peggle 2 are featured!!

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I Can Stay Silent No Longer

Things have been getting progressively worse in the video game industry. I have held my tongue for years on this topic. I can stay silent no longer. I have to speak out. Justice demands I draw attention to this most important issue. The hostility towards Christians in the video game industry has been reaching alarming heights. It is abysmal the treatment Christians receive within the video game industry. A month does not go by that I run into a Christian inside the video game industry who has to hide their faith. The discrimination against Christians in the entertainment industry is disgusting. I am sick and tired of all of the hate speech against Christians.

The video game industry claims to be tolerant of diversity. In fact you will even hear them say: "we celebrate diversity." Then why do you attack Christians? Why do you treat Christians like second class citizens? The video game industry claims to be inclusive to all. Yet they obviously want to put Christians in concentration camps. The most laughable claim is they do not allow any hate. Yet they turn a blind eye whenever there is hate against Christians. God allowed me into this position of power for a reason. I have to speak out when God's people are being treated like dirt. I have a duty and an obligation to stand up for the things of God.

I find the snark remarks on message boards, and at the end of stories to be disgusting. The snide comments thrown into articles and reviews to be appalling. They need to start to be professional, and acknowledge all of the good and wonderful things Christians do, and have done. Things like hospitals, charities, outreach to local communities, and more. There is so much the video game industry could learn from the church. There is so much material in the Holy Bible that would make great games. These closed minded bigots attacking Christians need to be confronted. The entire industry needs to let the haters know that we will not tolerate this kind of attacks against good, moral, decent, ethical people who are making the world a better place to live in.

These companies need to stop discriminating against Christians. Enough is enough. I work with plenty of people I do not like. I work with plenty of people I do not

agree with. I treat all of them with respect. We have polite, civil, and constructive conversations. If you actually believe in diversity in your company, then listen to the Christian voices. Stop attacking them. Stop demeaning them. Stop discriminating against them.

I know by writing this column I open myself up to attacks from the haters. I will not let their fear tactics, and terrorism influence what I do, and what I say. God laid this column on my heart. I follow and obey God over any man. It is my personal hope and prayer that my loving rebuke will be received well, and acted upon to stop the hate against Christians in our industry.

God bless,
Paul Bury



Mother's Day

I am writing this article on Mother's Day. I know by the time you read this it will be a few weeks old. It is a testament to how early we are getting issues done before their launch dates. Which is nice in this month because E3 is coming up, and it is an extremely stressful period no matter how we cover the event.

I know what is said in **Galatians 4:8-11** *Formerly, when you did not know God, you were slaves to those who by nature are not gods. 9 But now that you know God—or rather are known by God—how is it that you are turning back to those weak and miserable forces? Do you wish to be enslaved by them all over again? 10 You are observing special days and months and seasons and years! 11 I fear for you, that somehow I have wasted my efforts on you.* I also know what is said in **Romans 14:5-9** *One person considers one day more sacred than another; another considers every day alike. Each of them should be fully convinced in their own mind. 6 Whoever regards one day as special does so to the Lord. Whoever eats meat does so to the Lord, for they give thanks to God; and whoever abstains does so to the Lord and gives thanks to God. 7 For none of us lives for ourselves alone, and none of us dies for ourselves alone. 8 If we live, we live for the Lord; and if we die, we die for the Lord. So, whether we live or die, we belong to the Lord. 9 For this very reason, Christ died and returned to life so that he might be the Lord of both the dead and the living.* Which is why Mother's Day has a special place in my heart.

Not only do I still get to honor my own mother. I am also honored by my children. It is a special thing to a mother. I spent all those months with their kicking, punching, rolling in my tummy. I spent all those hours in labor giving birth to them. All of those sleepless nights. Giving birth to a baby has a lasting impact on a mother's body. There are emotional drains as well. So it is nice to have one day where my children honor me. At the same time I get to honor my mother for all of the sacrifices she went through for me.

Mothers love their children. Mother's Day is a way for children to show their appreciation for that love. It is also a way for children to show they love their mothers. Without mothers, none of us currently alive would be here.

Yes we need fathers as well. I do not want the men to feel left out. They contribute quite a bit. Fathers guide the family ship. Father's take care of much of the discipline. Fathers teach their children so much. And father's have their own day as well. I have found fathers are less interested in being honored. We mothers cherish these things in our hearts, and store them away. Like Mary did with Jesus. That was in **Luke 2:19** *But Mary treasured up all these things and pondered them in her heart.* I can relate to Mary in doing that. Especially with a special needs child.

God bless,
Yolanda Bury



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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

Paid for You

I was talking to the Editor in Chief recently about the educational campaign on the cost of the work we do. Companies make products. They hire PR agencies to advertise the products to the media. The media does all this work, and ultimately makes these companies money. Certain companies have made billions of dollars off of the work Family Friendly Gaming and other media outlets have done for them. These companies can then continue to pay the PR agencies to request even more work from the media. Notice who is left out of the loop? The media. Family Friendly Gaming and other media outlets work hard. Yet we are left out of the rewards portion of the cycle. PR agencies are so used to using the media as slave labor that they do not even consider investing in the workers who are making them the money. Doesn't seem fair does it? Seems like the PR agencies are being selfish doesn't it? Seems like these companies are being greedy doesn't it?

With a limited amount of resources Family Friendly Gaming picks and chooses the stories it runs. Sometimes one of us steps up to the plate and offers to pay the price of the work for some game. In essence we will pay the price that the company, and the PR agency will not pay. Does that sound familiar to anyone? Does that ring any bells? The WMG did not get it at first either. Until the MAIN MAN pointed it out. It sounds just like what Jesus Christ did on the cross for our sins. He paid the price for us. He paid the price we were unable to pay. He paid the price we did not want to have to pay. In the face of unfairness, selfishness, and greed - Family Friendly Gaming continues to show a better path.

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.

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John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
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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)

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Issue 5 Easter	ISBN 9781907731075
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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!

Ratings

Dear Mr. Bury,

You have done an excellent job critiquing the flaws and shortcomings of media rating systems in the United States, such as the MPAA and the ESRB. However, I have a somewhat bizarre and irrational fascination with media rating systems, even though I am neither a parent nor a movie director/game developer. I would like to know what you think about the Australian Classification Board (ACB). Here are a few questions I would like to ask you about the ACB:

1. Do you think having one system that rates mov-

ies, TV shows on DVD (which the MPAA does not rate), and video/computer games is a good idea? Personally, I would say yes because it would make a parent's job of finding suitable media for their children easier, because they would not need to learn a new rating system for a new medium of expression. All Australians needed to do was to apply the existing rating system to a new entertainment medium.

2. Do you think that the G rating is viewed as negatively in Australia as it is in the United States? I believe that there is a strong stigma associated with the G rating in the United States, as it seems to automatically be associated with animated or "kiddie" movies. That stigma does not seem to be as prevalent in Australia. Let me explain why. Here are a few movies that got rated PG in the United States, but were only rated G in Australia:

-Only You (1994)

-My Big Fat Greek Wedding (2002)

-The Lizzie McGuire Movie (2003)

-Enchanted (2007)

-The Muppets (2011)

-Planes (2013)

In movies, directors often add unnecessary material to bump

up the rating from a G to a PG, or from a PG to a PG-13, believing that a higher age rating means higher profits. The developers of Gran Turismo, Forza Motorsport, and most EA Sports franchises (hockey and boxing being notable exceptions) did not feel that they needed to add needless objectionable content to avoid an E rating, and those games are some of the most popular and critically acclaimed games ever created. Nobody would dare call Gran Turismo 6 or Forza Motorsport 5 "kiddie games", not even their harshest critics. So I think the both the ESRB's E rating and the ACB's G rating are seen in a more positive light than the MPAA's G rating.

God bless you, and have a wonderful day.
Sincerely,
David

{Paul}: Excellent questions. Very thought provoking. :) Until your email I had not paid much attention to the Australian Classification Board (ACB). I heard a complaint here or there from different companies. Much less static than I have heard complaints about the ESRB and MPAA. I do not know how they are on enforcement. They seem

to have a decent rating system set up.

1. That is a tough one. I can see dangers on both sides of this issue. When there is one organization rating both there can be problems if leadership changes and accepts things like redefinitions. Or decides they want to discriminate against Christians. Then that ideology gets across multiple industries and impacts more than if infiltration happened at one organization, and not others. Like the controversy over Common Core. One of the reasons I was against President Bush wire tapping is I knew at some point the other party would get in control, and would abuse that power. So one thing I look at is - what happens when people who think the exact opposite get that power? What will they do with it? If someone is not hampered by a system of honor, how will they try to wield that?

On the other hand it sure can be nice to have one rating system across products. There are plenty of NR - Not Rated products out there. DVDs, and video games have their fair share. I know when I am shopping and I see that I immediately wonder what is wrong with it. I ask: "why

couldn't they go get a rating?" I ponder if I want to take a chance on it. Because I have been burned plenty of times on not rated products. If we require everything be rated, are we killing indie developers? Are we killing off the dreams of people without the money to go through the process? Would that stop the next Minecraft?

2. I do not see the 'G' rating being viewed as negative in the US. In fact I have talked to plenty of studios that required content be removed to lower ratings from 'R' to 'PG-13'. Because they get more sales out of the lower ratings. Look at stores, and notice the products that retain their value versus the ones that go on sale. Plenty of 'R' rated movies are sold really cheap. So they do not retain their value. Compare that to Disney 'G' rated movies. They retain their value for the most part.

Symbiotic Relations

I love reading Family Friendly Gaming. You have the pulse of the entire industry. Your comments on the symbiotic relationship between media and PR is spot on. Companies hire us to get the word out about their products. We get coverage out of

the media by any means necessary. We tell our clients we are making them all this money. But the truth is, you in the media do most of the work. Those of us in PR, and our clients reap all the benefits. We do not share with the media.

You are also right that you in the media do a lot of hard work promoting our clients. You make our clients all kinds of money. Yet we do not share, nor does our clients. The whole reason we claim to make our clients all this money is so we do not have to share with the media. You are right to say we are selfish.

The only justification we have is the mantra - "we do not want the media to look co-opted by us or our clients." Do you see the danger there? This discussion is important for all companies, PR firms, and media outlets to have. Those of us in PR need to start being responsible. We need to stop mooching. We need to stop treating the media like our personal slave labor.
- Todd

{Paul}: Thank you so much for that Todd. It is wonderful to see someone in PR come out, and admit what we have been writing about. So many gaming

SOUND OFF Continued

media outlets have gone under in the last couple of years. At the same time there are companies breaking records and posting record profits. I look at that, and realize we helped them make that money. We helped them build that. Like you said, we sample the risk, but get none of the reward. Something needs to change. The industry needs a revolution. One of the things we are doing at FFG is pointing out the value of the work we perform. That opens the eyes of a great number of PR contacts.

You make an excellent point about the co-opting. It is a tough issue. How to get companies to share in the rewards without special consideration being given to them in the future. I remember way back in the EGM era there were ads for games right near the review. The review was horrible, and companies would pull their ads when they were given bad reviews. So that danger is very founded. I believe brainstorming sessions are required to come up with ideas that might work going forward. I do know it needs to change. The one way street relationship is failing. There needs to be a two way street. It is my personal hope and prayer that the industry innovates, grows,

and matures into something that works for all of us working on it.

Future Glimpses

Your writing style in Future Glimpses Moon Murderer is impressive. I love the world you weave. I see so much potential in this future world. Is it a prophecy you were given by God? When can we expect the next book? Will any characters be making a return? I love how you fleshed out these characters into interesting, complex, fascinating, and deep individuals. Each have their own motivations, and goals. Thank you for the variety of lessons you put into this book. Your book is so very thought provoking.

- Ray

{Paul}: Thank you so much for your words of kindness and encouragement. No it is not a prophecy. Future Glimpses Moon Murderer is something that came from my own imagination. I had some creative thoughts and scenes in my mind. I then worked for a few years to flesh it out into an entire world. From there I worked in a book that fit some of the scenes I saw. I also looked at modern day events and saw liberals go-

ing one direction, and conservatives going the opposite direction. I took this as well as certain protesting

groups to their extremes. The result was a schism - a separation. I then asked what if they stayed separate? I have some notes on an idea for my next book in this universe. No dates set in stone though. It is something I want to get to as time allows.

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

Michael Chanover, Chief Creative Officer from Fingerprint was kind enough to answer some questions for FFG Nation.

Q. What platforms is The Adventures of Ash & Ollie, ScreenTime on?

A. iOS and Android.

Q. How will The Adventures of Ash & Ollie, ScreenTime help with kids spending too much time with electronics?

A. The Adventures of Ash & Ollie: ScreenTime, is an interactive app designed to give parents a fun and entertaining structure to talk with their kids about screen time. In the app, Ash and Ollie can't wait to play games on Daddy's phone or on the computer - and helps pose the question around how much time is too much, and what are the rules? While the answer is different for every family, the key is having a conversation with your kids early (and often) and determining what is right for your family. This app helps start that conversation and was designed to help families navigate the complex world of screen time balance and limits.

Q. What do you say to parents who say "The Adventures of Ash & Ollie: ScreenTime" contributes to the problem of kids spending too much time with electronics?"

A. The concept behind "The Adventures of Ash & Ollie, ScreenTime" was created by parents who believe screens are a permanent and integral part of our lives - kids are exposed to screens at school, at home, in the car and just about everywhere they go. As such, the team at yummico worked with Fingerprint to create an app to help families start a conversation around screen time, and helps give strategies, tools and the encouragement they need to make their own healthy choices.

Q. What are some of the unique challenges in making a kids game?

A. No question that the biggest challenge for children's game developers is breaking through the crowded app marketplace. In the App Store alone, there are 1.3M free apps and 100K+ educational apps. Parents and teachers agree that finding meaningful (fun and education) digital content is tough. The Fingerprint Play network has been a welcome entry - with over 50 play-and-learn games, ebooks and a suite of kid friendly, kid safe videos all in one place.

Q. How is your company coping with the backlash of anger from readers over deceptive free apps?

A. I would argue that IAPs are not inherently deceptive. In fact, we've created a "try before you buy" culture, creating a need for IAP in order for developers to generate revenue for continued

app development. That said, the use of IAP has and will continue to be a controversial subject, yet the most respected kid companies have long employed parent gates to ensure that children's apps are not purchased accidentally by a child or without a parent's okay. Fingerprint was one of the first companies to use the parent gate feature - well before it was mandated.

Q. Why do you think everyone thinks they deserve everything for free?

A. With more than 70% of active apps available for free (Source: AppPromo), the freemium model (and try before you buy mindset) has become an intrinsic part of the consumer digital culture. In fact, a parent is more apt to "buy," if they see their child is entertained, engaged and learning past the initial download - which has created an expectation for a lite or free version. I would also argue that there's a perception problem on the perceived value of an app. When you have apps free or priced at 99 cents - nearly free - the perceived value is low, when in fact the quality of content is sophisticated, smart and interactive. So, it's also a matter of shifting the consumer mindset to appreciate the true creative, artistic and educational value and cost of kids' apps.

Q. Why do you think so many companies are willing to pay for ads on TV, and the newspapers, but expect it for free on the Internet?

A. I'm not sure that I follow this question, as I think most companies expect to pay for online ads.

Q. Plenty of parents use TV and video games as a babysitter for their kids due to the overtaxation problem. Any thoughts on how to get government out of our lives?

A. The ubiquity of screens (TVs, tablets, smart phones, etc) is a modern day parenting conundrum. And, at the heart of it, it's about balance and helping our kids learn to manage screen time and know when to "pause it." As with anything, raising a savvy and responsible digital citizen, means starting the conversation about digital consumption, and eventually digital creation, early and often

Q. What makes ya'lls ebook different from the thousands of other ebooks on the market?

A. Fingerprint Play understands every child is unique, just like their fingerprint, so we offer a range of experiences to meet interests and needs for kids from 3 to 13. The Fingerprint network is home to a rich library of apps (including award-winning ebooks) that challenge and entertain young minds. Our ebooks range in topics and offer a rich, interactive experience with different reading modes, vast interactive surprises and games that keep the story fresh for re-reads, and smart and clever story lines that keep kids engaged. Additionally, we invite parents to be part of the fun through collaborative play and total visibility into the progress of each child.

Q. Are you one of the 3.4 million members of Family Friendly Gaming Nation?

A. No. Please feel free to send details on membership.

DEVOTIONAL Video Games 101

Too Easy

Do you know what has been made too easy in our culture? Do you know what is too simple to do in society now? Divorce. At the core of every single divorce is one or both parties being selfish. People give all kinds of reasons to separate what God put together. Even Christians will sometimes use the worlds logic. Jesus gave one reason for divorce. **Matthew 19:1-9** *When Jesus had finished saying these things, he left Galilee and went into the region of Judea to the other side of the Jordan. 2 Large crowds followed him, and he healed them there.*

3 Some Pharisees came to him to test him. They asked, "Is it lawful for a man to divorce his wife for any and every reason?" 4 "Haven't you read," he replied, "that at the beginning the Creator 'made them male and female,'[a] 5 and said, 'For this reason a man will leave his father and mother and be united to his wife, and the two will become one flesh'[b]? 6 So they are no longer two, but one flesh. Therefore what God has joined together, let no one separate."

7 "Why then," they asked, "did Moses command that a

man give his wife a certificate of divorce and send her away?"

8 Jesus replied, "Moses permitted you to divorce your wives because your hearts were hard. But it was not this way from the beginning. 9 I tell you that anyone who divorces his wife, except for sexual immorality, and marries another woman commits adultery." Tough words for our culture isn't it? It was tough words for the Israelites to swallow as well. They wanted to do their own thing, just like so many in this day and age. It all starts with trying to justify actions with redefinitions. Oh God won't mind this. Sure divorce causes all kinds of pain and suffering but my happiness is more important than life long vows and commitments I made. Or people who say they got married too young and grew apart. Well then work on growing together, and rediscovering one another.

I do not like the politics of the Clintons. I give Bill and Hillary credit for staying married after what Bill Clinton did. Hillary had every Biblical right to divorce. She stuck it out anyways. For that she earns respect from me.

What breaks my heart is the men and women who wanted to stay married when

their spouse decided to rip their hearts to shreds. The pain and suffering they endure is not fair. They did not want the divorce. If it takes two people to decide to get married, then it should also take two people to decide to get divorced. Why does one get to cause so much pain and suffering to the other? Why does only one get their way? Our society needs to make divorce harder. It needs to be more inclusive of both parties. I believe counseling should be a part of every attempted divorce. Reconciliation should be the goal.

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.

Video game companies, PR agencies, and the gaming media have a symbiotic relationship. Company make a video game and use internal PR personnel or hire an agency to get the word out about their upcoming and/or recently released video game. The companies making the video game pay their PR personnel and PR agencies for this work. They do not provide payment to the gaming media outlets. Gaming media outlets spend quite a substantial amount of resources promoting the video games.

Consumers use video game sites like Family Friendly Gaming (and others) to assist in their purchase making decisions. The consumers provide the video game companies money

for the products. As video game companies are successful they are able to continue to purchase the services of their PR personnel, and PR agencies. They do not share any of their wealth with the gaming media. Even though gaming media helped them make that money.

The relationship between PR and the gaming media is fragile in the best conditions. The PR personnel and agencies have an entitlement mentality when dealing with the gaming media. They provide content, and video games with an expectation that the gaming media will work on it. Many in the gaming media have started to question why they are expected to work for PR agencies for no pay. In fact the cost of publishing the content is much higher than the cost of the free games.

The focus of the PR agencies is to get as much exposure for their clients as possible. They are paid to talk others into working for free. The gaming media sites and magazines would have a whole lot less content to publish without the PR agencies and video game companies. Since they provide the screenshots, videos, and press releases.

Gaming websites and

magazines pick and choose which stories they will cover. This is based on focus, readers, editorial direction, and more. Most editors apply the - "cover what I enjoy" motto. The majority of gaming media professionals are overworked and underpaid. What makes this worse is the companies that brag about making hundreds of millions of dollars in profit. The question of: "when they will share for our hard work comes up?"

What makes the PR agency to gaming media relationship more difficult is lazy PR personnel who poorly target. Another problem is PR personnel who harass and annoy after their story has been rejected. Poor listening skills, and selfishness have also been applied to some PR personnel. Greed is the final comment Family Friendly Gaming has heard about in reference to poor PR personnel performance.

The video game companies are usually insulated from the problems between PR and the gaming media. They are aware when they receive a low review score. And then the fur can fly. Because most of these companies are not equipped to deal with constructive and/or entertaining criticism.

IN THE

NEWS

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Kalypso Media Creates Mobile Division

Kalypso Media announced a newly created sister company within the Kalypso Media Group. Kalypso Media Mobile GmbH, based in Berlin, will focus on creating mobile entertainment for iOS and Android platforms for tablets and/or smartphones with at least three games scheduled to release in 2014.

“Kalypso has a lot of great IP, such as Tropico, Dungeons and Port Royale, within its portfolio and it is really about time to follow the trends of cross-platform-entertainment and cloud-gaming. Strategy and simulation games are especially under represented – specifically within the premium-price-segment –at the moment. This is a fast growing market and we think, as a part of our product diversification strategy, our games and brands deserve to become playable anywhere, anytime“ commented Simon Hellwig, Global Managing

Director of Kalypso.

The first product will be announced very soon and Stefan Marcinek, Global Managing Director added: “We are of course looking to port and/or re-design our own IP for mobile platforms such as tablets and smartphones, but we will also release new and innovative games and concepts that fit perfectly on these devices. In the beginning, we will of focus on paid content but we are also looking into the Free-to-Play model as this will also play an important role in our growth strategy“.

Kalypso will also announce the responsible executives at Kalypso Mobile very soon – interested candidates in publishing, mobile marketing and mobile producing are welcome to send their CV to jobs@kalypso-media.com.

Square Enix Collective Opens

Square Enix Collective opened its doors fully for developers to submit original game ideas. Teams can now access the site’s CMS directly and upload pitches which, once submitted and checked against submission criteria, could then be published on the Collective platform.

Following the completion of the initial three-project pilot phase, the Collective platform has undergone some additional development work taking into account developer and consumer feedback and is now ready for the full live launch.

“The pilot phase went really well, we learned so much during the test month and the teams we worked with; Tuque Games, Kitfox Games and Ruffian Games, have given great and useful feedback,” said Phil Elliott,

project lead for Collective. “Now it’s over to you as we open up the platform on an ongoing basis, and see what sort of ideas come in, from developers all around the world and what gamers think of those ideas.”

Collective is open for new submissions from today and pitches will be published every Monday, starting when the first pitches are received. A full list of submission criteria is included in the developer terms of use and is available for anybody to see here.

The option for teams to use older Eidos IP (Gex) will be added at a later date as the details are finalized. Collective aims to be a fully transparent platform and all details will be shared in the developer terms of use. This means that at this time Collective will only accept original ideas.

Collective was recently nominated for a Games Industry Innovation Award, in the ‘Innovation in Business’ category, alongside companies such as Kickstarter, Valve, Supercell and Disney.

In The News Continued

G5 adds brand new adventures to The Island Castaway Lost World

G5 Entertainment invites you to spend a few weeks on a deserted island in the company of some ship-wrecked survivors as well as natives ... in the updated The Island Castaway®: Lost World™. The 1.1 version guarantees lots of fun for you with a brand-new chapter, 95 new quests, a new building, 2 new obstacles, 7 new islanders, 4 additional tasty recipes and a new magic potion featured in this update.

This time you'll get to a new unexplored part of the island where you'll meet the second native tribe. They are unaware of the existence of Nepolo tribe and are hostile to strangers. And your tasks will be to make friends with Hakomo tribe, break the spell cast on you, excavate an ancient city in the mountains, fight new enemies and learn lots of new stuff. Unexpected twists and turns are awaiting you in The Island Castaway: Lost World 1.1, start your adventure now!

What's New in Version 1.1:

Bet you never thought that being stranded on a deserted tropical island would be this much fun! Fortunately it's not time to go home just yet. Enjoy a thrilling new chapter, meet another tribe on the other side of the island, face mysterious new creatures and find out what happens next on this enigmatic and unpredictable island!

BRAND NEW CHAPTER! Explore the other side of the island in a brand new chapter and unlock seven new locations.

NEW QUESTS AND RESOURCES! Solve over 95 challenging quests and prepare six more types of resources.

NEW BUILDINGS AND OBSTACLES! Build a lumber mill and conquer a giant quail and snake-monster.

NEW SURVIVORS - Meet seven new islanders, master four tasty new recipes.

All-New Virtual City Playground Available on iPad Now

G5 Entertainment's first-rate city builder, Virtual City Playground, just got a big makeover with 1.14 update on iPad. The new version is shining with all new graphics that will make players' dream cities even more out of this world. New content for weeks of fun is here too - you'll get to build a launch pad and send up a shuttle into space. Quite a tricky task, but you can hire your friends to make the process even more fun, and your work will be generously rewarded with +850 points to the happiness level of your citizens. With this free update, you'll also get space monuments, radars, mission control centers and space observatories to decorate your city and increase the ecology level. The mission is possible - just download the 1.14 update for free from the App Store.

Virtual City Playground is a sim-social that lets your imagination run wild so that you can look down at your wonderful metropolis and marvel at the wonders you've created. Please your inhabitants by providing them with tons of business opportunities and true-to-life neighborhoods, and entertainment facilities, among other amenities. Master trade, resources and balance between the booming development and the traffic that is a subsequent effect of the former.

Virtual City Playground is deep and ever evolving, yet easy to master. It is no wonder that Virtual City Playground has become one of the most beloved city-building simulators and ranks as a Top 10 Grossing Game in 100 countries, including UK, France, Germany, Italy, Spain, Japan, China, Russia, and many, many more. G5 continues to enhance the gaming experience by launching regular free updates to this hit city-builder - always giving gamers something new to dig into, solve and create.

In The News Continued

Disney Interactive to bring Planes: Fire & Rescue Games

Planes: Fire & Rescue Features Adventure Inspired by this Summer's New Movie, while Violetta Offers Immersive Musical Experience Based on Disney Channel's Hit Tween Telenovela

Little Orbit announced it is working with Disney Interactive to bring Planes: Fire & Rescue, based on Disney's highly anticipated feature film of the same name, to North America, Europe and Australasia on Nintendo Wii™, Nintendo 3DS™ and DS™ this fall. The collaboration also includes the launch of a Violetta video game based on the successful tween telenovela, Violetta, from Disney Channel. The musical rhythm game will launch across European territories and in South America for Nintendo Wii™, Nintendo 3DS™ and DS™ this summer.

"Teaming up with Disney Interactive to expand the worlds of Planes: Fire & Rescue and Violetta on video game platforms is a great honor for us," said Matt Scott, CEO of Little Orbit. "We know fans are going to love seeing their favorite characters come to life in these fun-filled adventures."

Planes: Fire & Rescue will extend the storyline of the film, taking fun to the skies with action-packed fire-fighting. Players can embark on adventures with all their favorite characters from the movie.

Violetta will take players on an all-star experience as they experiment with music and rhythm and to become a star performer. Players will collect points to unlock costumes, art and more to customize their musical experience.

The games arising from this collaboration will be distributed in EMEA and Australasian territories by leading video game publisher and developer, BANDAI NAMCO Games Europe S.A.S.

Boardwalk Arcade Opens at The Strong Museum

Step right up! Celebrate arcade amusements in all their beeping, blipping, vibrant glory at Boardwalk Arcade, an original, summertime exhibit back by popular demand and opening at The Strong® National Museum of Play® on Saturday, May 24. Step into a scene reminiscent of 19th- and early 20th-century resorts such as Coney Island and Atlantic City, where Americans from across the nation flocked for good old summertime fun.

Journey through the development of seaside amusements and play a variety of carnival games such as ring toss. Challenge yourself on redemption games such as Skee Ball, Hoop Fever, Ticket Monster, and Harpoon Lagoon. Win tickets and use them to collect a variety of prizes, including stickers, oversized sun glasses, and stuffed animals.

Laugh at your distorted reflection in silly fun-house mirrors and then step right up to an oversized beach cut-out for an unforgettable photo opportunity. Young children can dig right in for creative play with beach toys right at the Boardwalk Arcade shoreline. What does your future hold? Spin the wheel of fortune to find out.

More contemporary public amusements add to the fun, including Fruit Ninja, Temple Run, and Batman Whack-a-Villain. Also enjoy an opportunity to play on historic video arcade machines including Spy Hunter (1983), Punch-Out!! (1984), Star Wars: The Empire Strikes Back (1985), Virtua Racer (1992), Prop Cycle (1996), and The Ocean Hunter (1998).

Also view artifacts from The Strong's world-renowned collections that evoke the history of carnivals and beachside resorts including toy carousels, chalkware figurines, and brilliantly colored posters featuring KAR-MI—the stage name of Joseph Hall-

In The News Continued



worth (1872–1956), an entertainer who worked in the Wild West shows, circuses, and other venues from the 1980s to the beginning of World War I.

Boardwalk Arcade is produced by The Strong's International Center for the History of Electronic Games and remains at the museum through September 7, 2014.

Please note: While several of the games and activities in Boardwalk Arcade can be played freely, some may require purchased tokens. Money collected from the sale of tokens helps maintain these original artifacts.

Museum Hours: Monday–Thursday, 10 a.m. to 5 p.m.; Friday and Saturday, 10 a.m. to 8 p.m.; Sunday, noon to 5 p.m.

General Admission Fees (does not include admission to Dancing Wings Butterfly Garden®): age 2 and older \$13.50, under age 2 free, members free. Family Friendly Gaming was provided no payment of any sort to run this story.



Travian Games goes mobile

Travian Games GmbH, one of the leading companies in the online gaming industry, is entering the mobile market this year.

Travian Games is not only planning the mobile conversion of currently existing titles, but also the launch of two additional, promising casual mobile titles.

The teams behind “Travian” and the new hit “Rail Nation” are now working on stand-alone versions of the games. “Our players will soon be able to play Travian and Rail Nation anywhere and any time. This is an important step on our path to cross-platform gaming”, says Pascal Schmidt, CMO Travian Games.

In the summer of 2014, the company will launch the title “Meerkatz Challenge” in the Apple Store for the core markets of USA, Great Britain and Germany. Meerkatz Challenge will be made available as a paid app to players as a single-player game for the iPad and iPhone mobile platforms. The international roll-out is planned for the end of the year.

“Meerkatz Challenge is a cute and fun game of skill, where the player controls the fate of a whole herd of meerkats. The title is particularly suited to casual gamers that enjoy solving puzzles”, explains Vera Frisch, Game Director of Meerkatz Challenge.

In addition to this, “Cheats4Hire” is another mobile title that is currently being produced. The game is expected to be launched in the markets of the USA, Germany, Austria, Switzerland and Great Britain by the end of the year. The freemium app will be available as a dedicated tablet version in the stores of Apple, Google, Windows and Kurio. The international roll-out of the single-player title is scheduled for early 2015.

In The News Continued

The Golf Club - Tees off on Steam

Canadian video game developer, HB Studios, announced its next generation golf simulation, The Golf Club, is now available on Steam Early Access for PC. The Golf Club features pre-designed courses as well as a Course Creator that allows players to build brand new courses and share them online within seconds. The Golf Club is available for \$34.99. Scheduled to launch on PlayStation 4 and Xbox One soon, The Golf Club will redefine the genre across both console and PC platforms.

“With a heritage deeply rooted in building some of the most fun, intuitive and critically successful sport franchises on the EA Sports label, HB Studios are now excited to roll out the first phase of The Golf Club,” said Jeremy Wellard, President of HB Studios. “With integrated social features, a massive online multiplayer mode and a Course Creator that will provide players with endless challenges, avid golfers and gamers can now access The Golf Club.”

The Golf Club is designed for 1 - 4 players locally, (from single player to 4-player sofa play), or in an asynchronous online multiplayer mode that allows players to compete against “live balls” and “ghost balls” from other players. Early Access of The Golf Club comes complete with three modes: stroke play, match play and 4-ball, and no loading times between holes.

The Course Creator allows players to build an unlimited number of golf courses which can then be shared and played with friends online. New courses can be generated in a matter of seconds by selecting a theme (Rural, Alpine or Autumn), terrain features, number of holes and difficulty. Players can then enjoy a full suite of editing tools from changing the time of day to placing hazards and objects to create the ultimate

golf challenge. Players can also discover new courses built by friends and the community by filtering through rank and difficulty, as well as interact with new The Golf Club members through the Message Center.

Additional social features enable players to challenge friends and attempt to beat high scores and best their own highest recorded rounds. Add to this a myriad of statistic tracking tools, notifications, challenges and much more, and you have a golf club truly worth joining. The Golf Club was developed with the Unity games development platform.



Dungeon Defenders Developer Picks Darrell Rodriguez as New CEO

Trendy Entertainment, creators of the multi-platform tower defense meets action-RPG hit, *Dungeon Defenders*, announced today a prominent transition in leadership, hiring Darrell Rodriguez, a former LucasArts president and Electronic Arts executive, as Chief Executive Officer. Mr. Rodriguez joins the studio as it prepares to launch the company's highly anticipated sequel to *Dungeon Defenders* and a cross-platform development platform -- playverse -- which will expand the company's library of intellectual property giving independent game makers the tools and flexibility they need to bring their own cross-platform products to market.

"Trendy Entertainment was among the first companies to recognize that digitally distributed releases deserve the same high-quality treatment as traditional retail titles," noted Mr. Rodriguez, on what first drew him to the studio. "AAA doesn't belong to AAA anymore, and finding fellow video game industry veterans who understand this is an exciting proposition. Trendy has some of the brightest, most capable developers in the industry who have created a platform that enables other independent developers to

expand upon and create games they otherwise could not. I am thrilled to be joining the team to help them realize their vision."

With nearly twenty years of experience as a leader in interactive and entertainment media, Darrell Rodriguez has brought his acumen for efficient, results-driven production and business strategies to some of the biggest creative enterprises in gaming. As president of LucasArts, Rodriguez cultivated the growth of its most beloved properties. Prior to this, Rodriguez managed development and administration of titles within the SSX, NBA Street, FIFA Street and Marvel franchises as Chief Operating Officer of EA Los Angeles and Assistant Chief Operating Officer of EA Canada. He joins Trendy after serving as Chief Creative Officer at International Game Technology.

"Determining ways to deliver big-budget experiences that don't break budgets has been the cornerstone of Darrell's career," explained Trendy Entertainment's chairman of the board, Augi Lye. "His record speaks to the importance of crafting deep, varied portfolios in this hits-driven business -- both in terms of gameplay and distribution. This expertise will be invaluable to the projects we have planned for our player and developer communities."

"A central pillar of Trendy's mission is fostering a spirit of engagement and cooperation with our audience and our peers," Mr. Rodriguez stressed. "Given our work on playverse, a multifaceted toolkit designed 'for devs by devs,' our real test going forward will be not only how well we do for ourselves, but how well we empower other like-minded developers to unlock their own potential and nurture their own visions. It's a richer set of responsibilities to take on as an executive, and I'm looking forward to it."

Dungeon Defenders II is currently in development for PC, Mac & Linux and is scheduled to soft launch later this year.



Cloudbuilt Gets Gamepad Support

Keyboard abuse - it's no laughing matter. With each passing year countless keyboards fall victim to Gamer Rage. It's a condition brought upon by seemingly impossible, extremely challenging moments in gaming that can halt game progression, stop players in their tracks, and leave keyboards in shambles. I'm writing to you today to offer you a solution, and provide some respite for your keyboard. That having been said, I am pleased to inform you that the highly challenging free-running platformer, *Cloudbuilt*, the latest Steam release from Rising Star Games and Coilworks, has been updated to include gamepad support.

Rising Star Games and Coilworks have been listening to press and fan feedback, and want to see everyone's name grace the top of the *Cloudbuilt* leaderboards, so in addition to gamepad support, all-new "Level Remixes," that focus on upgraded streamlined free-running fluidity, will also be coming soon to *Cloudbuilt*.

Cloudbuilt is a game of speed, precision and freedom. Quick wits and even quicker reflexes will become your closest friends as you carve your own path through the mysterious floating ruins high above the clouds. Use your rocket-powered exoskeleton and manipulate the laws of physics to avoid fatal hazards, dodge hostile robots and reach not just the finish line, but the top of the worldwide leaderboards too.

Cloudbuilt offers a thrilling free-running experience for gamers - packed with progressively challenging levels, as well as all manner of shortcuts and secrets to discover, its fast-paced competitive action will push the limits of gamers seeking a challenge time and time again.

Cloudbuilt is available now on Steam for PC for \$19.99.

Game Progress Saved Automatically To The Cloud

Razer announced a new feature for Razer Game Booster that automatically saves game data and settings to the cloud for thousands of titles.

In its beta version, Razer Game Booster's Save Game Manager will back up a user's game progress to Dropbox. Other cloud storage services will be enabled in the program's full release.

Save Game Manager is compatible for games with local save files and it supports fully automated backup services for more than 2,000 titles. The list of supported games can be continuously updated by Razer's software engineering team as new titles are released and users may manually add games, ensuring that every supported game works with the Save Game Manager.

"We continually work to enhance the gaming experience for our Community," says Min-Liang Tan, Razer co-founder, CEO and creative director. "There are few things that take the fun out of gaming more than lost game progress or disappearing settings. It is our hope to rid the world of such frustrations and help make sure that losing game info never happens again."

Razer's free Game Booster software is a simple to use game launcher with performance enhancing utilities, saved game backup and screen capture tools. Save Game Manager: Never worry about losing a save game again. Automatically backs up save game files onto your favorite cloud storage services whenever your progress is saved. After all, lost save games don't re-spawn! Keeps your game settings in the cloud, so you won't have to memorize resolutions, anti-aliasing multipliers or anisotropic filtering definitions any more. Syncs as many save game files as you want for safekeeping, free of charge.



State of Gaming



REVIEWS

The Super Bowl of the video game industry is upon us yet again this month. Companies try to wine and dine the media into making their products as much money as possible. They want all of this coverage by impressing the gaming media at a once a year event. It is really sad that most in the gaming media can be bought off so easily. It would be one thing if the companies were providing payment for the massive amounts of work the gaming media does. It is a completely different story that the gaming media has to pay to get to Los Angeles, pay for a place to stay, pay for transportation, and pay for food. Then there is crowded halls, booths, and areas to try out these games a few months early.

Nintendo is learning there is a more efficient way to get the word out. At the same time they are becoming disconnected. Nin-

tendo needs to financially invest in the gaming media. How do they think all the work they want gets paid for? Nintendo is on the slow side, but they do eventually come through.

Sony is like dealing with someone who is bipolar. One game they are great to work with, and another game it is like pulling teeth to get their people to use the reply button in email. Indie developers tell us things are starting to change at Sony for them - and for the better. Family Friendly Gaming has yet to see across the board improvements. Some people there are great to work with, and others are lacking in tact and training.

Microsoft continues to be a pleasure to work with. They had a few hiccups around the launch of the Xbox One. They listened to Family Friendly Gaming, and quickly corrected the problem.

Microsoft continues to provide for families. They provide for Family Friendly Gaming quickly and efficiently.

The thing to pay attention to at E3 2014 is the apps. There has been a nasty backlash against apps over the last year and a half. Will that show at E3 2014? Will there be less apps? Will the gaming media have less of an interest in apps? Will the public outrage against free apps be acknowledged at E3 2014?

The Let's Play scandal has rocked the industry and a couple of companies in particular. Disney, Nintendo, and EA are all three seen in a bad light among gamers thanks to their reaction to the Let's Play videos. Will they try to make peace with gamers making a few pennies off games? Will they realize they are getting free advertising and new consumers because of those videos?

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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Acts 2:1-4

When the day of Pentecost came, they were all together in one place. 2 Suddenly a sound like the blowing of a violent wind came from heaven and filled the whole house where they were sitting. 3 They saw what seemed to be tongues of fire that separated and came to rest on each of them. 4 All of them were filled with the Holy Spirit and began to speak in other tongues as the Spirit enabled them.



Rusty's Real Deal Baseball

SCORE: 51



Witch and Hero

SCORE: 59



Nintendo decided to finally jump on the free app bandwagon with Rusty's Real Deal Baseball. The only problem is the public backlash against free apps. So by the time Nintendo tries it, the industry has rejected it. Not sure how this fits their innovating image. Speaking of images, I am a physical copy pay once and you own the game kind of person.



Baseball does include coupons and discounts. Don't expect much though. Things like 10% off, or 0.30 cents off. It is actually insulting when you think about it. I think of all the complaints we have gotten concerning free apps, and I understand how you feel on the topic.

The ten mini games in Rusty's Real Deal Baseball are Bat & Switch, Cage Match, Dop & Pop, Volley Bats, Quick Catch, Feel the Glove, The Aim Game, Make the Call, Gear Games, and Bat Master. Each of the game costs \$4.00 to purchase. Bringing the grand total to \$40.00 for all of the content within this game. Really high in my opinion. Paying five to ten dollars one time in my opinion is what all of these mini games are worth.

The mini games in Rusty's Real Deal Baseball are very cute, and fit the baseball theme nicely. We bat, catch, throw the ball, and more in this hand held downloadable video game. It only takes a few seconds to go through a level in any of the mini games in Rusty's Real Deal Baseball. Completing a mini game provides stamps in the stamp book. Doing well gives the family member additional stamps. This is where family members will earn items. Those items are what is used to



haggle with Rusty. In my opinion Rusty's Real Deal Baseball is heavy handed with the pay me real world money. I may be more sensitive to this issue than some others out there in the gaming media. Plus Nintendo sent this to our machines without our consent. They just installed it on all of our 3DS and 2DS devices. They should pay me before sending free apps.

The more anyone plays Rusty's Real Deal Baseball the deeper they get into the storyline. There are some dark things in there that families may find offensive. My advice is to delete Rusty's Real Deal Baseball as soon as you can. Do not even play around with it.

Nintendo is going to learn why free apps have a 75% to 80% delete ratio. People will try a free app, and then a high percentage of them will delete it. - Paul

I should listen to the my dad. He is the wisest person I know. He told me I would not like Witch and Hero. He told me I would regret spending the \$3.99 on this game. I don't remember how much the taxes came to on this downloadable game on the Nintendo 3DS. Now I can't even sell or trade in my purchase. My dad is so right about physical copies of games being so much better.

In this hand held game a witch and a hero go after Medussa. Talk about being unevenly yoked. Medussa turns the witch into stone, and the hero takes her around the world. He stops every single level to fight off hordes of enemies who want to destroy the statues. Why? Because enemies go around trashing statues in this world I guess. It made no intel-

ligent sense to me either.

Fighting in Witch and Hero is done by running into the enemies. It is safer on your heroes health to hit the enemies from behind. Players can level up their heroes, and the magical attacks of the witch between levels.



We can also collect monster blood and give it to the statue we are defending. The witch comes alive for a small amount of time. She launches a magical attack that decimates many of the

enemies. Witch and Hero looks, plays and sounds like an 8-bit video game. Normally I like the retro look and feel. But Witch and Hero falls flat. Maybe because it does not make much sense. Maybe because I had to keep replaying the same levels to earn

enough gold to level up. Then and only then was I strong enough to beat that level. Only to run into the same problem in the next level or two levels later. Poor flow to Witch and Hero.

The religious aspects of Witch and Hero is what will trouble many families. Magic and witchcraft is a deep part of this Nintendo 3DS hand held video game. Mindless violence is another issue families will have with Witch and Hero on the 3DS.

- Kid Gamer



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

Graphics: 70%
Sound: 65%
Replay: 10%
Gameplay: 50%
Family Friendly Factor: 60%



Publisher: Circle Entertainment
Developer: Circle Entertainment
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+{Fantasy Violence, Mild Blood}

Graphics: 55%
Sound: 60%
Replay: 75%
Gameplay: 50%
Family Friendly Factor: 55%





NOAH'S ARK

Help the animals find the ark!



Now on DVD!



Animal Crackers

Ingredients:

- ½ Cup Rolled Oats
- ¾ Cup All-Purpose Flour
- ¼ Teaspoon Baking Soda
- ¼ Teaspoon Salt
- ¼ Cup Butter
- 2 Teaspoons Honey
- ¼ Cup Buttermilk

Directions:

Preheat the oven to 400 degrees F (200 degrees C). Grind oats until fine using a blender or food processor.

In a medium bowl, stir together the blended oats, flour, baking soda and salt. Cut in the butter using a pastry blender or your fingers until the butter lumps are smaller than peas. Stir in the buttermilk and honey to form a stiff dough. On a lightly floured surface, roll the dough out to 1/8 inch in thickness. Cut into desired shapes with cookie cutters. Place cookies 1 inch apart onto cookie sheets.

Bake for 5 to 7 minutes in the preheated oven, until edges are lightly browned. Remove from cookie sheets to cool on wire racks.



Own it on DVD
March 11th!



Playstation All-Stars Battle Royale



SCORE: 28

Sony likes to brag they are edgier than the competition. They are more macabre, and morbid than their competition. They are more worldly, Satanic, and demonic than the rest. That attitude shines through on a game like Playstation All-Stars Battle Royale. They took a variety of Sony franchises and tried to put them into a Smash Bros kind of game. The end result is a video game to avoid.

Playstation All-Stars Battle Royale is violent. I mean ultra violent. Bash in other characters until they finally have to respawn. And then you get to do it some more. Enticement to lust issues are also present in Playstation All-Stars Battle Royale. A variety of offensive images can be found in Playstation All-Stars Battle Royale.

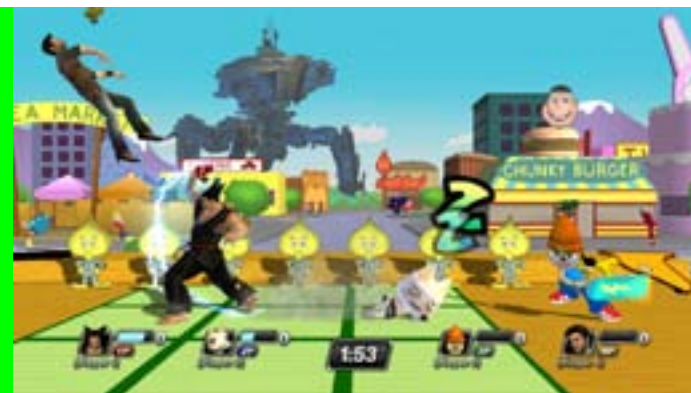
Playing Playstation All-Stars Battle Royale can lead to real world aggression. It can also lead to real world fights. Whether you play locally or online.



All from a game that looks ugly too.

If the offensive images were not enough, Playstation All-Stars Battle Royale also includes bad language. Why is that needed? The writers are not creative enough to find ways to leave some things to our imagination? They need to read that Video Game Lies book by Paul Bury. It could train them in better ways of making video games. That is if their minds are open to instruction.

The WMG bought Playstation All-Stars Battle



Royale on clearance for an okay price. It would have been better even cheaper. Cross play on the PS Vita is nice, but costly in terms of memory card space. Playstation All-Stars Battle Royale includes additional content that can be purchased. As if Sony did not get enough money from selling the game - they have to double dip the consumers.

Playstation All-Stars Battle Royale also contains glitches like having to watch the level 3 attack animations every time. The game play is boring and very repetitive. Pass on Playstation All-Stars Battle Royale.

- WMG

Publisher: Sony
Developer: Santa Monica Studios
System: PS Vita/PS3(tested)
Rating: 'T' - Teen {Crude Humor, Mild Language, Mild Suggestive Themes, Violence}

Graphics: 20%
Sound: 30%
Replay: 30%
Gameplay: 30%
Family Friendly Factor: 30%





Goat Simulator



SCORE: 53

Goat Simulator may be the worst idea for a video game ever. Well okay it has some competition from Soda Drinker Pro. A game Family Friendly Gaming has not reviewed yet.



But playing as a goat is a game we decided to take on. What are goats known for? Being stinky, nasty, animals that will literally eat anything. How well does Goat Simulator emulate that? Not at all.

Goat Simulator is sort of like that nasty, rude, and ugly GTA franchise. You go around and destroy things in Goat Simulator. Yes you use a goat to kill people, and blow things up. Goat Simulator gives you achievements - aka rewards for destruction. Wow is that backwards.

Oh wait there is more. Goat Simulator has bugs. The Steam game page brags it has millions of bugs. Since when

did that become a good thing? I guess when some gamers starting calling evil things good, they opened the door to bugs being called good. Goat Simulator lets you respawn quickly. Which is needed since it is way too easy to get stuck in this Personal Computer video game.

Along with the death, murder, destruction, and act-



ing evil is demonic content too. To be fair there is some angelic content. Goat Simulator also lets much of the profane and offensive to be turned off. It is like Goat Simulator tried to include a family friendly mode. Which is really neat to see.

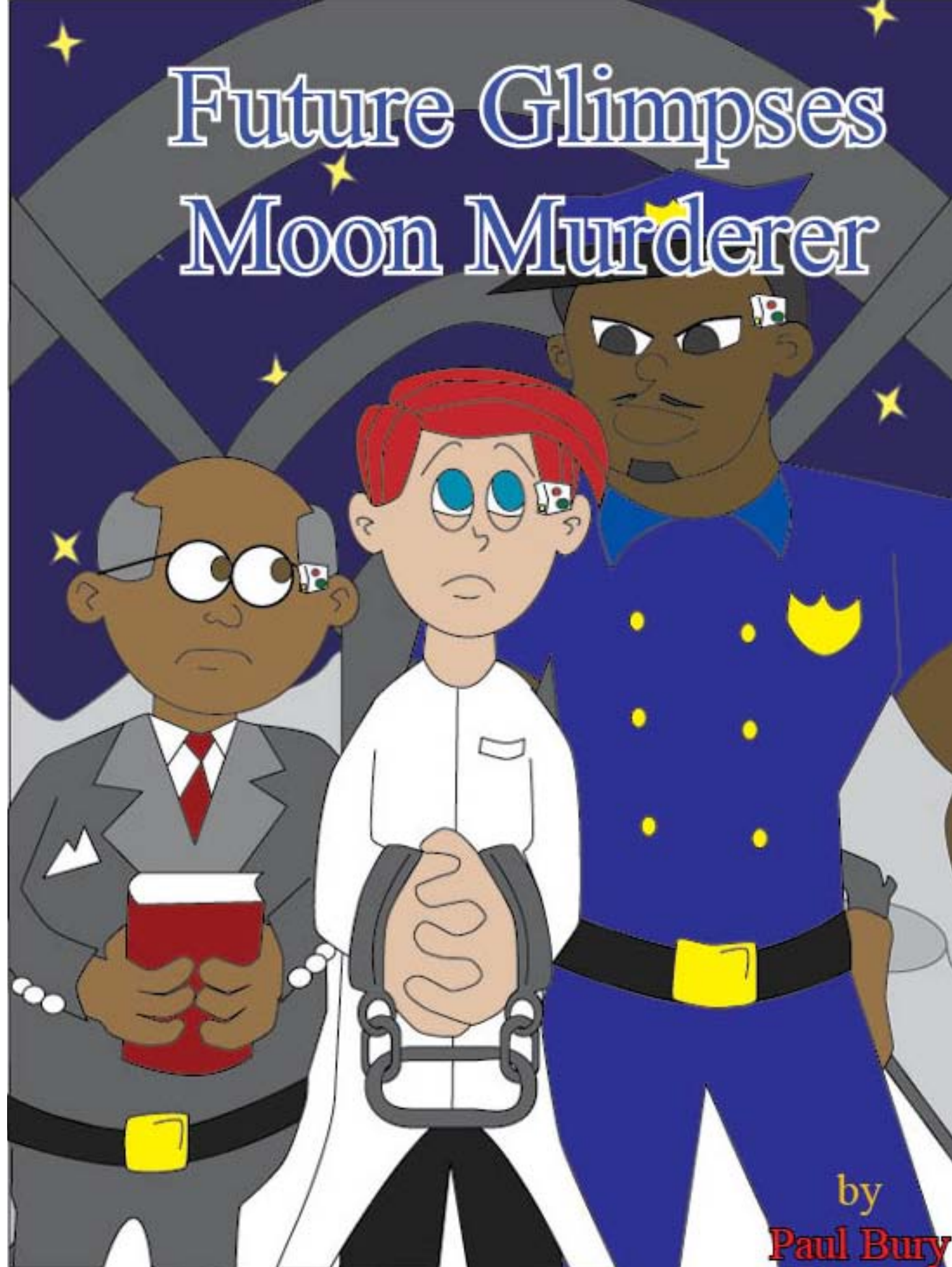
Your goat flops around in disturbing ways in Goat Simulator. I felt bad for him, and all of the human beings that were being murdered. When did life become so cheap? I don't want animals killing off people. Do you?

So Goat Simulator is not much of a goat simulator or emulator. It is stuffed full with bugs that are annoying. It encourages you to do all kinds of evil, vile, wicked, and horrible things.

And this is what some people call good. I guess the inmates have escaped and are now spreading their insanity. - Luke

Publisher: Coffee Stain Studios
Developer: Coffee Stain Studios
System: Personal Computer
Rating: 'NR' - Not Rated

Graphics: 50%
Sound: 60%
Replay: 65%
Gameplay: 30%
Family Friendly Factor: 60%



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NBA Live 14

SCORE: 68



Final Fantasy VII

SCORE: 63



EA Sports may dominate football, hockey, and golf video games. They have been off the basketball court for some years now. So I expected EA to have a learning curve on their return.



NBA Live 14 is not the best basketball game of all time. It can not compete with the 2K Sports basketball game. Maybe in a few years EA will step it up.

NBA Live 14 is an interesting basketball game with a few things going for it. The players are huge looking in NBA Live 14. This impressed me. The scantily clad cheerleaders was a different story. Seeing the mascots pump up the crowd was nice. The fans look stale, and would cheer at the wrong times.

NBA Live 14 confused me at times. Some games things were going along just fine. Then I would miss every-

thing - even slam dunks for a certain period of time. Then my players could play normal again. Wide open three point shots would be missed by high percentage shooters when no one was near them. Then later someone is in their face and they make it - nothing but net.

The announcers in NBA Live 14 are really bad. If you read my preview of NBA



Live 14 then you know who I think EA should have hired to do the voice commentary for them. Maybe they will listen. The music play list is just as bad. I turned off all the songs because they are just bad.

NBA Live 14 is really heavy on the online modes, and having an account with EA. Then connecting to their servers. I prefer playing multiplayer locally where we are learn how to play a game together. Where we can compare notes and help one another out in the same room. All that online stuff is wasted in my opinion.

I figured out how to run by the defenders in NBA Live 14. In fact I wound up doing more dunks than anything else. Which made NBA Live 14 feel more like NBA JAM than a simulation basketball game. I got my twenty dollars worth out of this game. - Frank

Publisher: EA Sports
Developer: EA Tiburon
System: PS4/Xbox One(tested)
Rating: 'E' - Everyone

Graphics: 60%
Sound: 55%
Replay: 85%
Gameplay: 70%
Family Friendly Factor: 70%



A reader request came in for a review of Final Fantasy VII. Everyone at FFG was shocked we had not sounded off on this game before. Final Fantasy VII is generally accredited with maturing the role playing genre. That is not this reviewers opinion. In fact Final Fantasy VII is when the genre started down the path of darkness.

Final Fantasy VII is full of profanity. Why is that needed? It is not. Squaresoft even tried some interesting things with Final Fantasy VII. Mini games that can be annoying or enjoyable. It all depends on your perspective. The music stepped it up for the franchise in a nice way while sticking to its roots at the same time.

Final Fantasy VII was remade on the Personal Computer for Steam. I decided to play Final Fantasy VII



on the original Playstation. At one time (1997) these graphics were considered top notch. Now they look horrible. The PC remake did clean things up some. Which only added to the enticement to lust issues with characters like Tifa, and Shiva.

Screen layouts tried to be artistic. But they led to confusion over where to go next. There is a button to see where screen exits are. But those do not help navigate the confusing layouts of the screens. Why don't the characters have mouths?

The screen layout is not the only things confusing about Final Fantasy VII. The standard button layout was changed. This is one of the most aggravating things about Final Fantasy VII. Once you adapt to it, then you are messed up for all the other games.



Animal characters in Final Fantasy VII talk, and help out your team. The whole save the planet theme starts to feel like environmentalist propaganda. Corporations are evil, and your band of terrorists must stop them. Final Fantasy VII spits in the face of authority figures.

Most of Final Fantasy VII is chasing down Sephiroth. Who commits all kinds of atrocities. Being a lab experiment from a dead race was obviously a mistake by arrogant suits. Limit breaks are one of the joys of grinding in this game. - RPG Master

Publisher: Squaresoft
Developer: Squaresoft
System: PC/Playstation(tested)
Rating: 'T' - Teen
{Blood, Fantasy Violence, Language, Mild Suggestive Themes}

Graphics: 55%
Sound: 50%
Replay: 90%
Gameplay: 60%
Family Friendly Factor: 60%





Ender's Game

SCORE: 54



The Hobbit An Unexpected Journey

SCORE: 69



Ender's Game is interesting on so many different levels. The teachings in this movie are deep, and directly attack the family structure. It took me multiple viewings to comprehend some of the nuances in Ender's Game. We are in a sci-fi world where the Earth was attacked by aliens. Children are trained to run space ships and drones against the invading force.



The war in Ender's Game has been going for the humans. To the point of pushing them back to their home world. Kids think they are playing a game, but really they are fighting the war for all of us. The adults deceive the children. This is one of the main lessons in Ender's Game - do not trust adults. The exact opposite teaching in the Holy Bible of respecting your elders. So Ender's Game is openly rebelling against the perfect path

God has laid before us. There was a lot of controversy of kids killing kids in The Hunger Games. Yet Ender's Game is more brutal, and has more vicious scenes. In a lot of ways I see Ender's Game as being worse than The Hunger Games. Yet there was not the same controversy.



Which I find very odd. The neat thing about Ender's Game is the main character has remorse and regret for harming others. To the point of trying to save the aliens he so mercilessly slaughtered. I could only think that they will rise up again in the future to kill off more humans. Rather typical of the thought process of those who sympathize with attackers.

Something interesting I thought of after watching Ender's Game is how people behave when they are strong. Also how they behave when they are weak. A losing opponent may say or do anything to survive. The true test comes when they are strong. Do they push their advantage and attack? Do they try some diplomatic solution?

Ender's Game is also very anti-military. It does everything possible to make the military look bad. - Paul

The Hobbit means so many different things to different people. So the movie adaptation has to work diligently to try and provide all of those undertones. The Hobbit An Unexpected Journey hits on many of the cylinders. Bilbo Baggins goes on a quest with a party of dwarves. He helps confront a dragon. We do not actually get to the dragon in The Hobbit An Unexpected Journey.

Instead The Hobbit An Unexpected Journey starts us out around the Lord of the Rings era. Which did not make much sense to me. We learn the history of the greatest dwarf kingdom and the dragon Smaug that brought it down. From here Bilbo has to be con-



vinced to go out on a journey.

We run into the trolls, and orcs along the way. In fact the orcs and later goblins become a major part of the plot line. We also run across Golem and the ring of invisibility. Something Bilbo does not use to his complete advantage yet. I expect that to happen in the second movie. We visit the elves, and meet other wizards in The Hobbit An Unexpected Journey.



Families need to be aware of a few things in regards to The Hobbit An Unexpected Journey. There is plenty of blood, death, and gore. Lots of fighting to the death in The Hobbit An Unexpected Journey. There are also acts of bravery and heroism in The Hobbit An

Unexpected Journey. Characters will insult one another, taunt one another, and bully each other. Necromancy and magic are also present in The Hobbit An Unexpected Journey.

The Hobbit An Unexpected Journey is a long movie at 169 minutes. The version we purchased comes with one entire disc for the special features. Which can certainly make it worth the price of admission for those wanting a look behind the scenes. Like most bonus features these days it is all rah, rah, look at me. Everything is awesome, everyone was great to work with and so on. - Paul

Publisher: Summit Entertainment
Developer: Oddlot Entertainment
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {some violence, sci-fi action, and thematic material}

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



Publisher: Warner Bros
Developer: New Line Cinemas
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {for extended sequences of intense fantasy action violence, and frightening images}

Graphics: 55%
Sound: 65%
Replay: 90%
Gameplay: 75%
Family Friendly Factor: 60%





The Hunger Games Catching Fire

SCORE: 61

The Hunger Games Catching Fire did not seem as controversial as the first Hunger Games movie. I believe that is because the second movie moves around from having children being murdered. Instead it is adults that do the killing, and that are killed. There is also much more about the decadence of the capital, and the oppression of the government.



government, and the revolution that is brewing. Their decision to eat berries instead of kill one another is seen as an act of defiance.

The seventy-fifth Hunger Games commences in The Hunger Games Catching Fire. This one selects from only previous victors. This puts Kat-

Many of us can relate to an oppressive government. A government that reaches beyond its bounds, power, and authority. A president that could care less about the US Constitution and do whatever he feels is right. No matter how much destruction he causes. He justifies it in his mind, and his followers applaud him.

Katniss Everdeen and Peeta go on their victory tour in The Hunger Games Catching Fire. They wind up getting caught between the oppressive



niss and Peeta right back into the Hunger Games. This time against previous years victors. What they don't know is what is going on behind the scenes.

There is blood, violence, drinking, and bad language in The Hunger Games Catching Fire. Plenty of threats, and the government abusing its power. There are also threats and manipulation. Victors have flashbacks and we realize there never winners in the Hunger Games. There are only survivors. Plenty of new, cool, and interesting characters are added to the mix in The Hunger Games Catching Fire.

I like The Hunger Games Catching Fire more than the original and first Hunger Games movie. I can see how things are building. I can understand the anger towards an oppressive governmental regime. One more movie to go in this series. - Paul



Publisher: Lionsgate
Developer: Lionsgate
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned (for intense sequences of violence and action, some frightening images, thematic elements, a suggestive situation and language)

Graphics: 55%
Sound: 60%
Replay: 70%
Gameplay: 65%
Family Friendly Factor: 55%

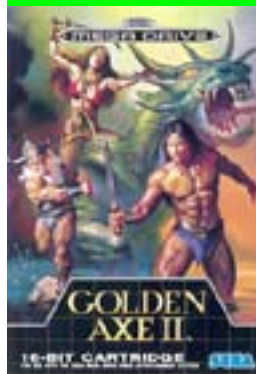
Golden Axe II

SCORE: 52

How is it the ESRB can review a game so many years later and absolutely miss the lack of clothing on the characters? Golden Axe II is just another example of where the ESRB drops the ball. They are out there bragging about how great they are too. They are starting to look like the emperor in The Emperor's New Clothes. Golden Axe II is a hack and slash Genesis game where the enemies perform all kinds of cheap hits. Plus these enemies take all kinds of damage before going down. Color swapping is used on the enemies. It does nothing to alleviate the boredom of kill everything, move a few feet, and repeat.

Magic is a part of Golden Axe II. These are best saved for the larger boss characters. Riding animals is a part of this home console game, and they can decimate the enemies quicker. The graphics in Golden Axe II are bland, and the sound effects are horrible.

It is very easy to die in Golden Axe II. There are a limited number of continues so playing Golden Axe II can be an exercise in pure frustration. The animations can be slow at times. The violence, magic, and enticement to lust are the issues families will have with Golden Axe II on the Genesis. - Mark



Publisher: Sega
Developer: Sega
System: Genesis
Rating: 'E10+' - Everyone 10+ (Fantasy Violence)

Graphics: 50%
Sound: 57%
Replay: 45%
Gameplay: 55%
Family Friendly Factor: 55%

Metal Slug 2nd Mission

SCORE: 45

I continue to play through the Neo Geo Pocket games we purchased some time ago. Metal Slug 2nd Mission continues the Metal Slug franchise on this hand held. I still have problems seeing the screen, especially seeing enemy fire coming my direction. The jet pack levels are also very difficult since all buttons need to be used at the same time.

Metal Slug 2nd Mission provides players with nine retries. You will need them as you violently kill everything in your path. Metal Slug 2nd Mission lets us once again get into vehicles like tanks, and jets to decimate the enemy soldiers. Violence remains a major part of Metal Slug 2nd Mission. The female character may be found as offensive to some.

The lamest part about Metal Slug 2nd Mission is the one hit kills. What makes them so bad is they are hard to see coming. Expect problems from the boss characters in Metal Slug 2nd Mission. They are challenging since they can take so many more hits. Power ups can change your weapon. Sometimes that is good, and sometimes that is not very helpful. - Paul



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

Graphics: 50%
Sound: 60%
Replay: 50%
Gameplay: 25%
Family Friendly Factor: 40%

SPORTS



Product: The Crew
Company: Ubisoft
System: PC/Xbox One/PS4/iOS/Android
Release Date: Fall 2014
Rating: 'RP' - Rating Pending



Product: The Crew
Company: Ubisoft
System: PC/Xbox One/PS4/iOS/Android
Release Date: Fall 2014
Rating: 'RP' - Rating Pending

DEVELOPING

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Tap the heart when Janet is being thought about.



Product: Tomodachi Life
Company: Nintendo
System: Nintendo 3DS/2DS
Release Date: June 6, 2014
Rating: 'RP' - Rating Pending



Product: Playstation Vita Pets
Company: Spiral House
System: PS Vita
Release Date: June 3, 2014
Rating: 'E' - Everyone



Product: Citizens of Earth
 Company: Atlas
 System: PS4,/PS Vita,/3DS/Wii U/PC
 Release Date: TBA 2014
 Rating: 'RP' - Rating Pending



Product: Citizens of Earth
 Company: Atlas
 System: PS4,/PS Vita,/3DS/Wii U/PC
 Release Date: TBA 2014
 Rating: 'RP' - Rating Pending

- Car Salesman quickly presents a **DEVELOPING GAMES**





Product: Source
Company: Fenix Fire
System: PC/Xbox One/PS4
Release Date: TBA
Rating: 'RP' - Rating Pending



Final Fantasy Music Comes to Life in Theatrhythm Final Fantasy Curtain Call

Combining hallmark FINAL FANTASY music with role playing

game (RPG) elements, the new THEATRHYTHM FINAL FANTASY CURTAIN CALL™, announced today by Square Enix, Inc., will come to North America in 2014 exclusively for the Nintendo 3DS™ system.

Rendered in an adorable miniaturized art style, the title features more than 200 songs and 60 playable characters from throughout the FINAL FANTASY® franchise – including FINAL FANTASY VII: Advent Children® and FINAL FANTASY TACTICS®, as well as more recently released titles like LIGHTNING RETURNS™: FINAL FANTASY XIII and FINAL FANTASY XIV: A Realm Reborn®. Players can relive nostalgic moments as they tap their way through key FINAL FANTASY events, field themes and battle arrangements.

Product: Theatrhythm Final Fantasy Curtain Call
 Company: Square Enix
 System: Nintendo 3DS
 Release Date: 2014
 Rating: 'RP' - Rating Pending

“Music is an integral part of FINAL FANTASY,” said Ichiro Hazama, producer. “As with the previous title, we wanted to shine the spotlight on that music for fans to re-experi-

ence their favorite moments from across the entire FINAL FANTASY catalogue.”

Key features include:

Versus Battle Mode – Players can now compete head-to-head with friends and other users.

Quest Medley Mode – Songs from the vast FINAL FANTASY music catalogue make up unique quests; players can choose their own routes through short, medium and long quests. Players can also share these quests with friends.

New Characters – The game features over 60 new and old characters, including Barret (FINAL FANTASY VII) and Yuna (FINAL FANTASY X-2). Characters from spin-offs, like Benjamin (FINAL FANTASY MYSTIC QUEST), Ramza (FINAL FANTASY TACTICS) and Zack (CRISIS CORE® -FINAL FANTASY VII-), also make their debut in this game.

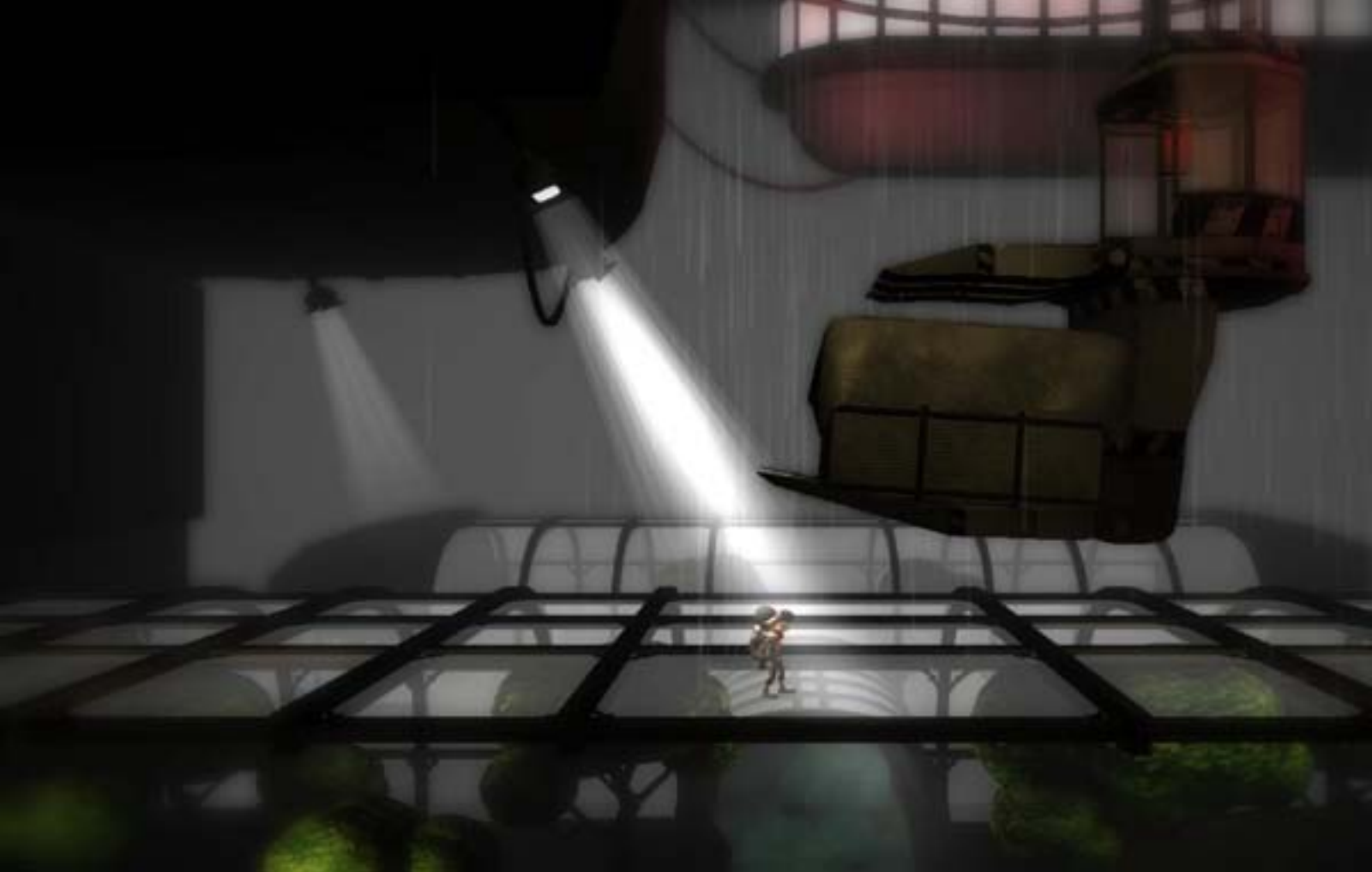
Collecta Crystarium – Clearing songs and winning battles allow players to obtain Collecta Cards that boost their character stats.

THEATRHYTHM FINAL FANTASY CURTAIN CALL will be available later this year for \$39.99. It is rated “T” (Teen).





Product: AirMech Arena
Company: Ubisoft
System: Xbox 360
Release Date: Summer 2014
Rating: 'RP' - Rating Pending



Product: Monochroma
Company: Nowhere Studios
System: Personal Computer
Release Date: TBA 2014
Rating: 'RP' - Rating Pending



FEATURES

- 8 major races each with their own ship designs, technologies, unique traits and unique abilities, meaning playing with each race is a different challenge and offers new ways to approach the game.
- Big, living universe: In addition to the major powers, independent races and pirate clans also claim the galaxy as their residence; their existence can be an annoyance, or a blessing if you can take advantage of them.
- Deep economical and political layer: War isn't the only way to weaken your rivals. Diplomacy, intelligence and trade can be one of many powerful tools that, if used properly, can be very effective as well.
- Tactical Turn based combat
- Create and customize your own ship designs
- Generals: These unique and powerful units evolve as they battle and if used well can be the difference between defeat and victory.
- Randomly generated universe, tech tree and units: You will never play the same game twice.
- Empire shattering: Unrest might lead rebels to start a civil war which in turn might lead to the creation of a new, independent empire that might grow to rival your own.
- Plotting: Secretly finance a war against your rivals in order to weaken them or prepare a surprise joint war along with your allies in a bid to destroy that frighteningly fast growing empire.



Beware of spies and whistleblowers though; your plot might be uncovered before you put it in action and the consequences can be dire.

- Domestic Policies: Rule your empire as you wish. Turning it into a dystopia, a utopia or something in between, it's up to you.

Product: Lords of the Black Sun
 Company: Iceberg Interactive
 System: Personal Computer
 Release Date: TBA 2014
 Rating: 'RP' - Rating Pending

- Human-like AI that doesn't cheat and plays by the same rules as human players, while presenting a constant challenge.
- Modding Support.
- Lan, hot seat and Online multiplayer with matchmaking.

DEVELOPING GAMES



Product: Starship Corporation
 Company: Iceberg Interactive
 System: PC
 Release Date: Fall 2014
 Rating: 'RP' - Rating Pending



DISNEY INFINITY (2.0 EDITION) - MARVEL'S THE AVENGERS PLAY SET
© Disney.



DISNEY INFINITY (2.0 EDITION) - MARVEL'S THE AVENGERS PLAY SET
© Disney.



DISNEY INFINITY (2.0 EDITION) - MARVEL'S THE AVENGERS PLAY SET
© Disney.

Product: Disney Infinity 2.0
Company: Disney Interactive
System: PS3/PS4/Xbox One/Xbox
360/Wii U/PS/iOS
Release Date: Fall 2014
Rating: 'RP' - Rating Pending



DISNEY INFINITY (2.0 EDITION) - MARVEL'S THE AVENGERS PLAY SET
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RECENT

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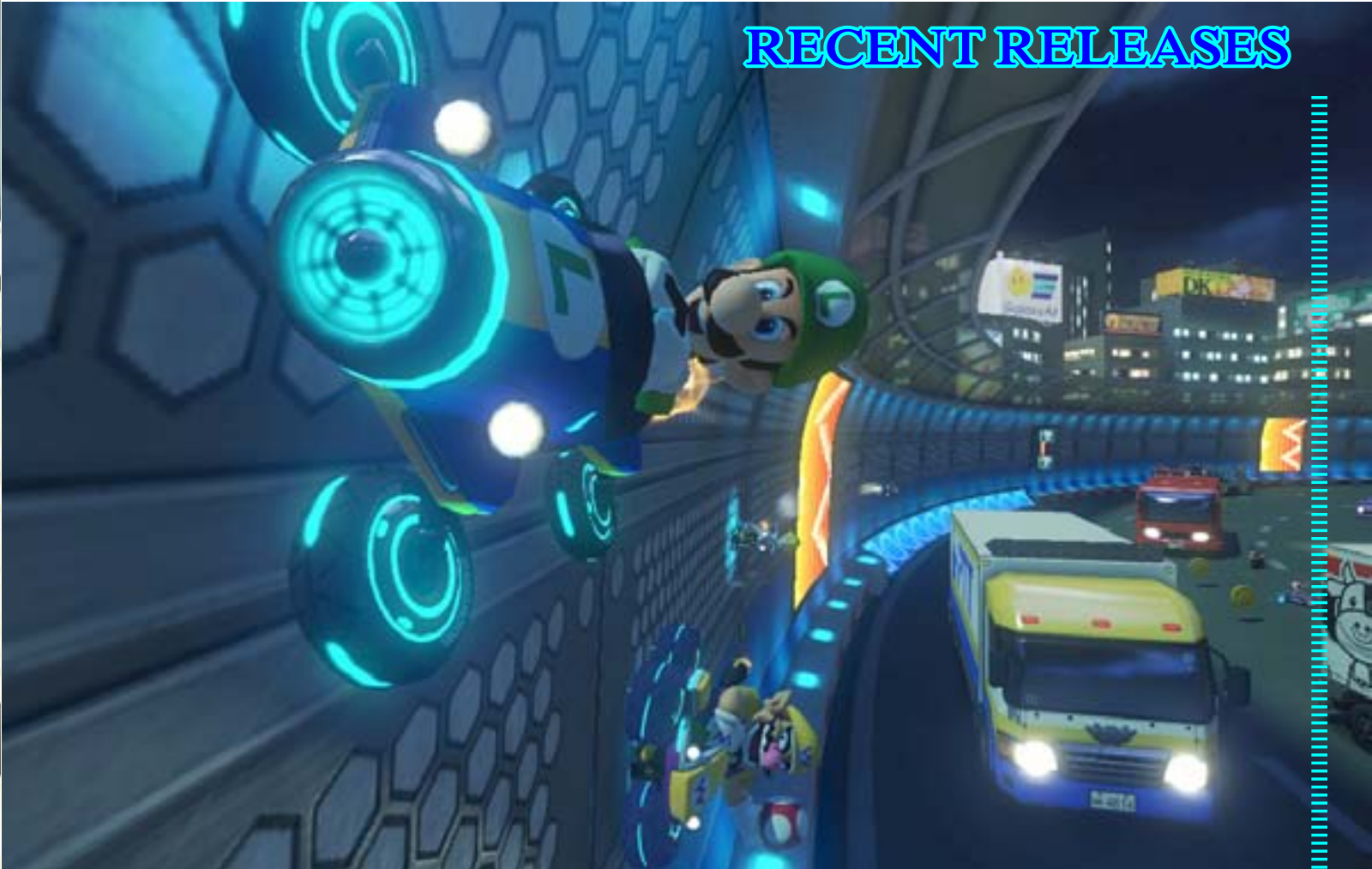
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RELEASES





Product: Mario Kart 8
Company: Nintendo
System: Wii U
Release Date: May 30, 2014
Rating: 'E' - Everyone
{Comic Mischief}

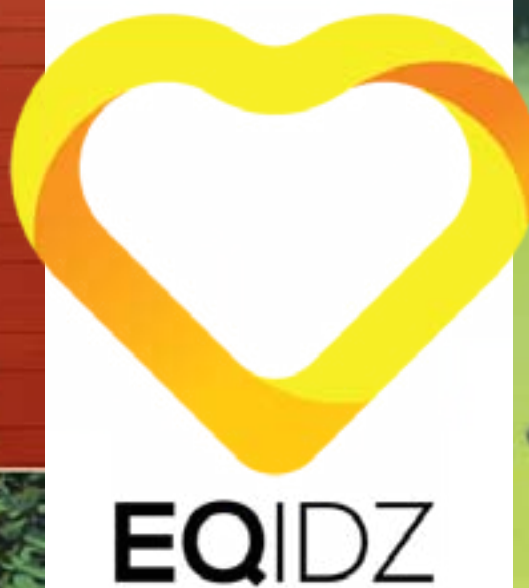




TALAWA
G A M E S



Product: Peppy Pals
Company: Eqidz
System: iPad/iPhone/iPod Touch
Release Date: Out Now
Rating: '4+' - 4+



Defeat 3 Goombas before time runs out!

Get a score of 300

RECENT RELEASES



Ignore the clones and get to the goal

Collect all the coins!

Defeat Whispy Woods!

Time your punch with your opponent's advance!



Get a hole in one!

Hold and then release @ to shoot!

Defeat Medusa!



Product: NES Remix 2
 Company: Nintendo
 System: Wii U
 Release Date: April 25, 2014
 Rating: 'E' - Everyone
 {Mild Fantasy Violence}



Product: TownCraft
 Company: Flat Earth Games
 System: MAC/iPhone/iPad
 Release Date: Out Now
 Rating: '12+' for 12+ {Infrequent/Mild
 Alcohol, Tobacco, or Drug Use or
 References}

Last Minute

Score

46200

Total Score

256000

Global Smash Power

300312

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Tidbits





Product: Super Toy Cars
 Company: Eclipse Games
 System: Wii U
 Release Date: TBA 2014
 Rating: 'RP' - Rating Pending



Product: Peggle 2
 Company: EA
 System: Xbox 360/Xbox One
 Release Date: May 2014
 Rating: 'E' - Everyone

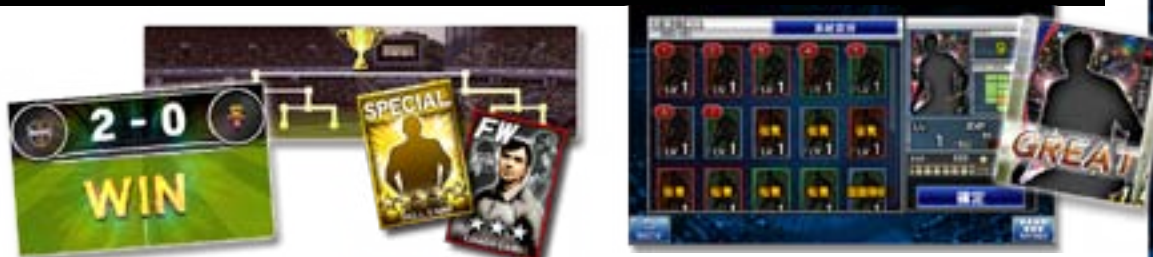
PESM FC
RADAR CHART
 OFFENCE 1834
 SPEED 2019
 TECHNIQUE 1978
11777
 POWER 2040
 DEFENCE 2034
 STAMINA +42

FORMATION
 4-3-3-B

TEAM COST
 68 / 110



Product: PES Manager
 Company: Konami Digital
 System: iPhone/iPad/Android
 Release Date: 2014
 Rating: 'RP' - Rating Pending



Select Trainer Badge
 33/40

Auto

1 LV. 1	2 LV. 1	3 LV. 1	4 LV. 1	5 LV. 1
6 LV. 1	7 LV. 1	Sub LV. 1	Sub LV. 1	Sub LV. 1

SOUL 9
 POSITION

LV. 1 / 50
 EXP. 100

GREAT



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



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





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



VIDEO GAME LIES



by
Paul Bury

Version 2

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