

FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING



ISSUE #84

Can you pick and
choose what laws
you will follow?
Who does that?

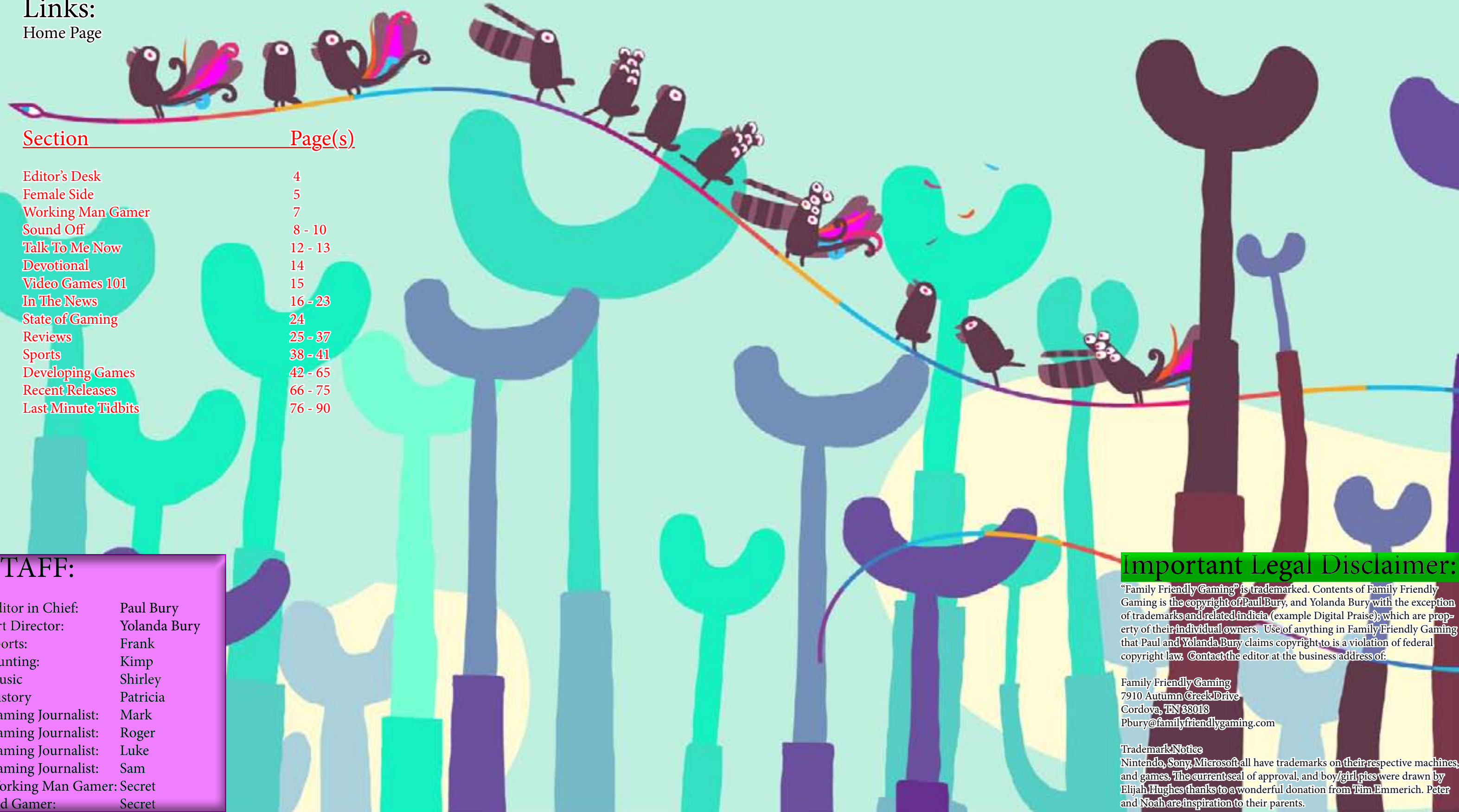
Lego Batman 3
Beyond Gotham
continues to build
the series.

How to Train
Your Dragon,
Tour de France,
Hohokum, and
more!

July 2014

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Hills and Valleys

I do not recall writing about this topic before. This being the eighty-fourth issue of Family Friendly Gaming it is possible I have written about it. If I have, and you remember then please accept my humblest apologies. I felt led to write about the hills and valleys. I feel like there is some secret organization that plans this out - usually in a way that winds up irritating me.

I am amazed at how week after week the same thing happens. Mondays are generally dead. Tuesdays things get twice as busy. Wednesdays are either dead or busy. Thursdays are always three times as busy. Fridays have a flash in the morning, and then die out. I see this all the time. I have asked companies who all want to shove their way in on Thursdays to please move to Fridays or Mondays. Guess how many respect my wishes? I could count them on one hand. Which logically means the overwhelming majority are being disrespectful.

Another thing I noticed about the hills is excessive press releases. It does not cost them anything so they will resend the same press release over and over again. Even if you have covered it, or rejected it. I have asked nicely, and they keep doing it. I have sent fines to major offenders. Who then get mad and black list Family Friendly Gaming. One PR contact I had asked nicely forty-seven times. They disrespected me forty-seven times. They were so selfish and self absorbed that it took a fine to get their attention. Then they went psychotic on me for pointing out they were wasting my time and money with their poor targeting. Know what they wanted us to promote? Ear muffs. Not even close to what we cover.

I really wish there was more of a smooth approach to announcements, and product releases. Who decided Tuesdays and Thursdays are great days to release new products? Why can't some of the Tuesdays move over to Mondays? Why can't some of the Thursdays move over to Fridays? I have gone blue in the face asking PR contacts to do this. Either they are not listening to me, or they are so disrespectful that they don't care.

It makes more sense to target your releases in the lulls - aka the valleys. You will have less competition. Too many products get left out because there is not enough

time, money, or resources to cover them. They do not consider trying to get on a day that has more opportunities available. Imagine trying to drive during rush hour versus the middle of the night when the road is clean and clear? Which will get you through the freeway quicker?

The same concept applies to conventions and shows. Everybody and their brother wants to get some attention during one of these conventions and shows. Yet too many get drowned out in the deluge of content. I guess they want to be drowned out. It makes more sense to announce a few after the shows. At least to me.

God bless,
Paul Bury



Only the ones you agree with

I find it sad when leaders only obey laws they agree with. Take the Obama administration for example. They believe in environmental laws, so they enforce them. They do not agree with the DOMA law (Defense of Marriage Act), so they do not enforce it. In fact they have blatantly broken the law. When the leaders of a country decide they will pick and choose the laws they will obey - they grant the same right to each and every citizen. Know what the result of that is? Chaos. This person decides they no longer have to obey red lights, and an accident is created. Someone dies, all because the Obama administration set a bad example for the rest of the country.

There are plenty of laws I disagree with. There are plenty of rulings by judges I believe are unconstitutional. I don't go disobey laws I personally disapprove of. I have more respect for the people God has allowed into those positions. I work to get laws reversed, and revoked. I encourage the people in positions of authority to do the right thing. Like I am encouraging the Obama Administration to obey the laws - even when they disagree with them.

What happens in the future when a new administration is in power? Obama set the precedence to disobey laws he disagrees with. What if the next president believes in the exact opposite set of laws? Then they will disobey all the laws the Obama administration followed, and obey all the laws the Obama administration attacked. So everything just flip flops. What happens in two administrations? Are we going to see yet another flip flop? Will administrations go back and forth obeying and disobeying laws they agree/disagree with?

The Founding Fathers set up America a certain way. Power is divided so we do not sink into some kind of a dictatorship. Presidents do not pass laws. They can propose ideas for laws. But they do not decide which laws are followed and which ones are thrown out. The House of Representative and the Senate decide what is made into law, and what is not made into law. The judges then decide if the laws passed coincide with the US Constitution. That reminds me, there are judges who need to be removed since they are legislating from the bench. Judges that use their own personal political views in deciding if a law is

constitutional or not need to be removed. Judges need to be genuine with what the US Constitution says. They do not need to redefine it to fit their personal political wants.

I hope you take the time to get involved. Not paying any attention to politics will reward you with the loss of your rights. You may even find yourself in some kind of a concentration camp. Or find yourself in the middle of chaos with no earthly assistance. Yes those are extreme cases. Like Toby Mac says: "we live in extreme days." Thank you for taking the time to read this column this month. Not my normal topic.

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

Effect

The WMG ran across some hater gamers recently. It came as no surprise that the hater gamers play the most vile, wicked, violent, angry, and hate filled video games. Cause and effect is in effect in video games. Too few gamers think about it. They are doing all these evil things in their favorite video games. Slowly these games impact their minds, attitudes, words, and responses. It is like cooking lobsters. The water slowly increases in temperature. The lobster hangs out getting cooked bit by bit. The same thing happens to our minds. These games and movies push the envelope. It is shocking the first time, but not the next ten times. The temperature has gone up and we do not notice. Little by little that nice quiet and shy teenager is swearing like a sailor, or they go to a school with a gun and blow away as many people as they can. Someone hears them say: "this looks just like {INSERT GAME NAME}!" The public has shock and outrage over it. But the wealthy video game companies deny any involvement. Not me they say. Not me causes messes, never cleans up, and breaks things. Not me takes zero responsibility for the damage it causes.

Yes these companies are partially responsible for the pain and suffering they cause. They are not the only responsible party. The hater gamers are also responsible for their actions. The entire video game industry needs to come down on the hater gamers. Tell them they can not go on shooting rampages. No fantasizing about killing other human beings. If you see someone like that, let them know they need to seek immediate assistance. That is not safe, normal, or needed. If we do not self police, we will be policed by someone else.

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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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)

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Issue 3 Adam & Eve	ISBN 9781907731013
Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

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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!

In-App Purchases

I hate in app purchases. Why do these companies keep ruining their games with them? I want to pay one time and be done with it. Why do they deny me that option?

Thank you for pointing out there are in app purchases in these games in your reviews. I wish more gaming sites would listen to us gamers, and know we want to pay once and be done with it. Are these companies paying them to keep them quiet? Do you know?

- Jared

{Paul}: I hear you on the in-app purchases. I despise them my-

self. You are not the first person to email us about this issue. We get plenty of emails complaining about in-app purchases. We tell companies all the time our readers despise them. We have seen some companies change their focus in releases after that. We also limit our coverage of the free apps to a trickle. This is also getting the message across.

Whenever we come across something we think is important to discuss we put it in columns, reviews, previews, and news articles. The in-app purchases is one of those issues. Physical copies versus downloads is another issue. Every once in awhile someone complains about something like that in our reviews.

On to your question about these companies being paid off. I do not have any concrete data on that. I know there have been scandals at gaming sites like IGN, and EGM in the past. I know we have not been offered any bribes. We have not been offered any money to write an article or review a certain way.

Batman

Dear Mr. Bury,
Thank you for taking the time to

answer all my e-mails, and even post some of them in issues of your magazine. I noticed that you considered Batman to be one of the top six characters who earned a vacation on January 16, 2014. So here is my question: Why do you see Batman as a hero?

In your review of Ender's Game, you complained that the film sent the wrong message by portraying all the adults as liars, which would lead children to distrust adults. I wholeheartedly agree with your assessment, and I feel that when children distrust adults, that leads to children defying adults, especially when it comes to smoking, underage drinking, and drug use. I believe that Batman is as much of a bad influence-if not more-than Ender's Game. Batman is not a uniformed police officer, he is a renegade vigilante. I personally feel that Batman sends the wrong message-that it's okay to take the law into your own hands if the authorities are unable or unwilling to help you. Personally, I think that if any police force in any city on the face of the earth was as incompetent and/or corrupt as Gotham City's, that city's population would quickly diminish to zero. This dangerous message seems to

have been Edward Snowden's motivation (I disagree with Snowden's actions and I feel he has done more harm than good), as well as the motivation behind many school shootings. And I fear that the message of Batman may inspire far worse. I remember reading one article about gang violence in Chicago, and one of the commentaries suggested that the Air Force just drop bombs on the gang-infested regions of the city. How can we be sure somebody won't hack into one of the military's drones and use it to destroy gang-infested regions of American cities, justifying his/her actions by saying "The police failed to stop them, so I did," potentially killing hundreds of innocent bystanders in addition to gang members? Now, I know that Batman never kills anyone, but not everybody shares Batman's moral code.

If I were a parent, I would never let my children play any of the Batman games, not even the LEGO Batman games. Batman movies and TV shows would also be off-limits. I would let my children play LEGO City Undercover, because in that game, you're playing as a police



officer, working within the system rather than working against it.

I would like to assure you that I do not object to any of the other characters on your list of top six characters who earned a vacation, because they are all clearly cartoon characters who live and work in cartoonish/fantastic worlds. Batman is a human character who operates in a realistic urban setting.

I eagerly await your response. Have a wonderful day, and God bless you.

Sincerely,
David

{Paul}: :) Thank you for your email. The intent of that article is - these are characters we do not want to see for awhile. They need to go away for awhile. Saying they earned a vacation is a nice way of asking them to step down and let others on stage - so to speak. :)

I was reading the article and missed where we called Batman a hero. Did say he has been the star - referencing his role in past games.

With that said I would not be surprised to find we called him a hero on some other page.

My personal thoughts on Batman are - it depends on how he is depicted. I like how he goes out there trying to solve the problems on his own. He does not wait for corrupt politicians, police, and government officials - who pay the problems lip service. He acts. Now he may act wrong - sort of like Peter. Peter would speak boldly. Sometimes he put his foot in his mouth, and sometimes he was right on. Back to Bats - he is a definite renegade and vigilante. He is not respecting authority figures God has placed there. He does not pray for assistance from God - he is too self reliant.

Did you see this recent

SOUND OFF Continued

article?

<http://www.familyfriendlygaming.com/News/2014/What%20Families%20want%20from%20Lego%20Batman%203%20Beyond%20Gotham.html>

We are asking for less violence, and more building and puzzle making. Moving these giant companies is like turning the Titanic. It took time, effort, and space. We work on these companies bit by bit trying to move them where we want them. At the same time other media outlets are trying to move them the other direction.

We say it quite frequently - if you feel a game/franchise is bad for you, your family, your relationship with God; then avoid it. I am a firm believer that everyone has different tolerances, strengths and weaknesses. And it is awesome you are questioning things. :)

Another facet of this is too often too many of us do not think for ourselves. I applaud you for thinking for yourself. The propaganda from DC Comics for example, repeated by too many people can make us accept things - like Batman is a hero. But when we analyze it like you have done, he is not someone to emulate. In reality heroes are people who show us a good



example of how to act.

Towards Tradition

Thank you for standing up for Traditional Marriage. I read your news articles on Nintendo, Tomodachi Life, Sims, Tropic, and Story of Seasons. I think it is great that someone out there in the gaming media is providing for traditional marriage readers. I won't read those other gaming sites anymore. They all tow the far left's extreme position.

I don't believe in redefining marriage for all of the reasons you wrote about and more. I refuse to buy any game that tries to redefine marriage. Keep letting me know the games that promote redefinition of marriage and I will not buy them. Also let us know of all the companies that stand up for traditional

marriage, and I will support their products.

P.S. I love your point about those who claim to celebrate diversity, but they attack Christians.
- Martha

{Yolanda}: Thank you so much for the words of encouragement. We have written about our support for traditional marriage in the past. The people who want to redefine marriage are constantly on the march, and consistently on the attack. There are plenty of more important issues that need to be addressed. But their unhealthy obsession needs to be addressed from time to time. We will keep celebrating Christians.

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

Editor in Chief Paul Bury answers questions on Future Glimpses Moon Murderer for FFG Nation.

Q. Thank you for finally agreeing to do this interview. You don't like to be the center of attention. You do not want the focus to be on you. You are always helping others, selflessly giving of yourself to make the dreams of others come true. You never take time for yourself, and few do anything to help you out. We felt it was very important to focus some attention on how our readers can help make your dreams come true. Are you okay with that?

A. I am working on it. I want people to look to God. Don't look to me. I am merely a man. I make mistakes. I fall. I want the focus to be on God.

Q. Where did the idea for Future Glimpses Moon Murderer come from?

A. I get creative ideas all the time. Flashes of a scene here or there. It can be what can be made into a book, movie, even video game. I had been praying about the state of our world, culture, and country. I saw some interesting things. Liberals are trying to move the country one direction, and conservatives are going the exact opposite. It is like two people on opposite ends of a blanket pulling away from one another. The logical conclusion is a separation. Then I threw in the Civil War II, where the conservative South wins in the near future. This splits America into four different countries. I also felt it was important to give liberals the culture they want in their country, and to give conservatives what they want in theirs. It is a way to compare and contrast. It is also a way to open the door to some new and interesting ideas. Like a pastor or priest going with a police officer. The Confederate States are concerned about more than just the body. They care about the soul.

Q. So what is the deal with the moon, and you had a murder there!?!

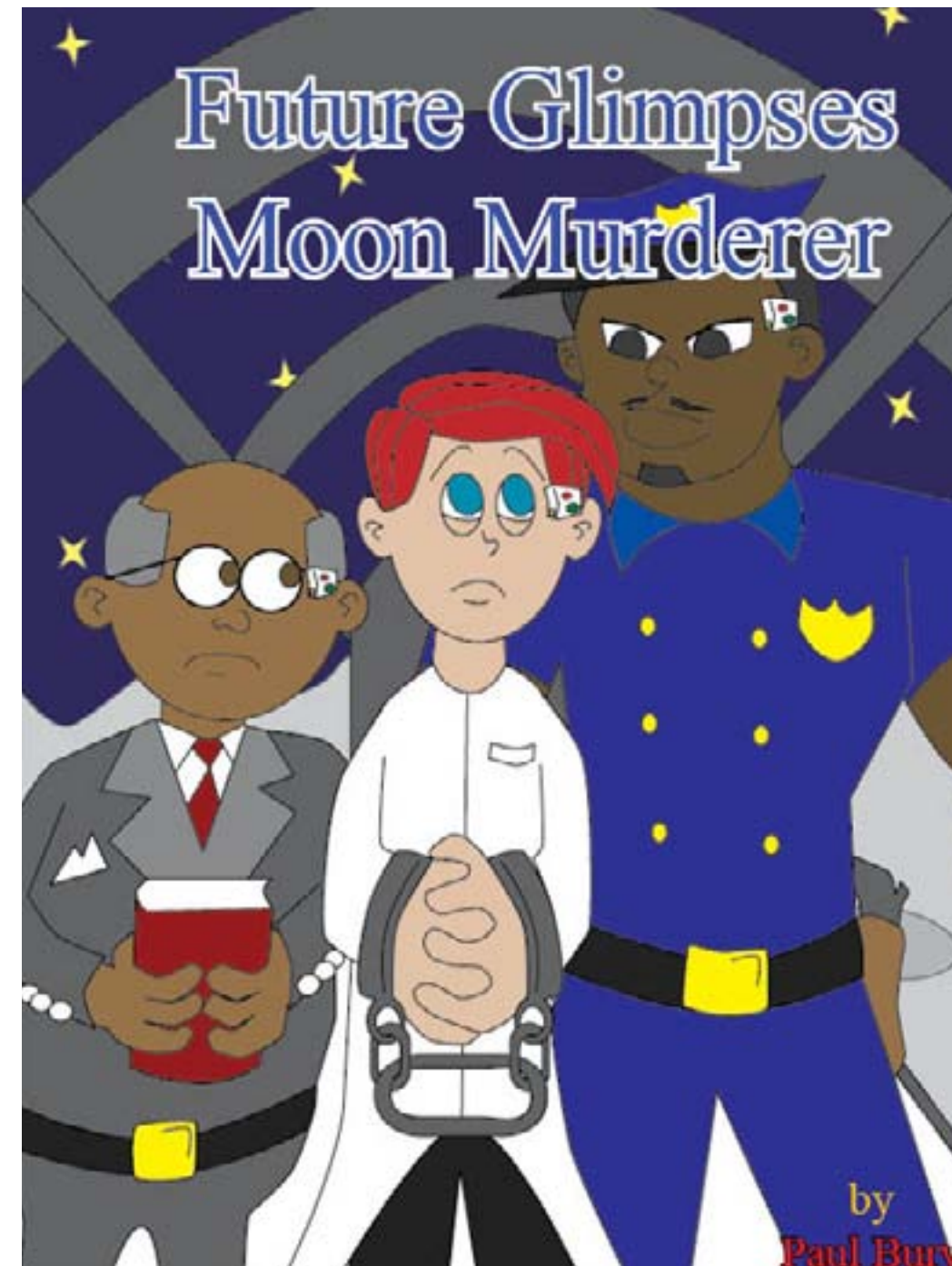
A. Yeah. Since it is a science fiction novel, and an entirely new science fiction world. I wanted a Moon Colony. So Japan and the Confederate States partnered to create it. Now there are mysterious dark forces at work in the background. So not only is this book a science fiction novel, it is also a mystery novel. Did he do it? I reveal things like an onion - one layer at a time.

Q. The Rainbow Rangers may be controversial in some circles. What is with them?

A. Again going back to the logical progression of how things are going. The Rainbow Rangers are the extreme faction within that movement. Right now we see this group trying to get their way with fear and intimidation. It is not much of a stretch to move them into violence. Anyone who celebrates diversity will immediately embrace the idea.

Q. *lol* Mocking them for their lies and double standard?

A. Sorry I can't help but expose their hypocrisy. In all seriousness you need a bad guy, and they



are actually a small part of the book.

Q. What age group is Future Glimpses Moon Murderer for?

A. Teenagers to adults. There is one scary scene that is not really appropriate for children. It is in there to show the depths of depravity of those turned over to their sinful desires. I went right up to the line, and refused to cross it.

Q. Will there be future books in the Future Glimpses universe?

A. That is my hope. It is all in God's hands. I have a few ideas for a second book. Nothing has been outlined, or fleshed out yet. I am praying about it, and as time opens up I will begin work on it soon.

Q. Any other future plans you can share?

A. Actually yes there is. We are looking at putting both Future Glimpses Moon Murderer and Video Game Lies in Audio Book format. Looking at doing the narration myself.

Q. Any timeline for the Audio Books?

A. Alas sorry no. It goes back to time. I will say it is high on my priority listing after we get through E3 2014.

DEVOTIONAL Video Games 101

Prayer and Fasting

I am astounded some days that our culture does not even begin to comprehend fasting. Prayer for too many people is asking for what they want. Or something to be rushed through before eating another meal that day. I always turn to see what Jesus did. **Matthew 5: 2** *After fasting forty days and forty nights, he was hungry.* How many of us fast for a day? How many of us know hunger from fasting? Jesus fasted for forty days, and was hungry. How many of us come close to that length of a fast?

Could you imagine if our entire country fasted together? **1 Kings 21:9** *In those letters she wrote: "Proclaim a day of fasting and seat Naboth in a prominent place among the people."* Wow, an entire nation fasting together. In America today we can not get one local church body to fast together. Oh they will happily get together to eat food. But to fast? They will get together to pray, some will even get down on their knees to do so.

I believe the real problem in America is focus and per-

spective. Too many people are thinking of themselves. They are not thinking of God. They are not seeking His will first. Too many in modern day America do not seek God's will at all - in anything they do. This is why we see so much selfishness in this day and age. **Luke 2:37** *and then was a widow until she was eighty-four. She never left the temple but worshiped night and day, fasting and praying.* That widow was focused on the things of God. That widow shows us what we should be doing.

Too many in the American church have misused the instructions from Jesus Christ. **Matthew 6:16** *"When you fast, do not look somber as the hypocrites do, for they disfigure their faces to show others they are fasting. Truly I tell you, they have received their reward in full. 17 But when you fast, put oil on your head and wash your face, 18 so that it will not be obvious to others that you are fasting, but only to your Father, who is unseen; and your Father, who sees what is done in secret, will reward you."* You can fast without broadcasting it. Too many use the secret nature to never do it. After all who knows? God knows. After a fast it is perfectly acceptable to discuss how much it helped you.

Or how much it drew you closer to God. Yet in conversation after conversation with fellow believers I never hear it. In fact when fasting is brought up at some rotund churches I hear hostility. The lack of fasting leads to gluttony. A sin that is visually apparent. Sadly it is one of those sins that is preached about in secret as well. I encourage you to spend some time in prayer and fasting. I also encourage you to spread the word. Remind others we are called to pray and fast. Not just pray and eat.

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.

ADDICTION

There are multiple dangers in relation to video games. One of the biggest dangers to families is addiction. This problem has shattered lives all over the world. It has even caused death in the most extreme cases. The danger is very real, and something families need to be aware of. Guard yourself against video game addiction.

The companies do not like to talk about video game addiction because it hurts their image, and their profits. Greed is a dangerous thing. Family Friendly Gaming is not being paid by any entity to talk about this issue. We are certainly not being paid to keep quiet on this

very important issue. Another reason companies do not want this issue discussed is fanatics for their products can bring in additional consumers. Once the fanatic does something insane like go on a shooting rampage - they immediately distance themselves and their products.

Addiction creeps into the mind in a way few recognize at first. There are important questions you can ask yourself to determine where you stand. When you have nothing to do, what is the first thing you gravitate towards? Are you constantly thinking about a certain game? Are you impatient waiting for a game to be released? Have you skipped meals, meetings, appointments, and hang out with real world friends for a video game? Does taking a bathroom break irritate and/or annoy you? Are you quick to anger when things do not go your way? Do you see a game screen when you close your eyes? How many different topics can you discuss with friends and/or family? Do you ever feel there is no way out of the video game industry? Does doing something else scare you? What is the first thing you do when you get home? Do you neglect school work to do something video game related?

Are video games part of the argument related to your spouse? How many game systems do you have? How many game systems do you have with you at all times? Do you only visit gaming websites when you are online? Have you missed prayer time, church, or fellowship due to a game? Do you have a negative attitude? Do you repeat things you heard in a video game? Do you compare things in the real world to video games?

If you take the time to honestly analyze and answer those questions then you may have a problem. You may not. Addiction is not like a tackle in football. You do not see it coming. You do not feel it when you are falling. You may not even feel the bottom as you come crashing down. It is a slow killer of your soul, joy, happiness, and interactions with others in the real world.

As long as you draw breath there is hope. It can be a long and difficult road, but video game addiction can be beaten. You may stumble and fall along the way, but you can succeed. Family Friendly Gaming has faith that anyone addicted to video games can recover from it. Even if that means they stop reading this e-magazine.

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Building a Family Legacy

Since the release of his first book, *Dare to Discipline*, in 1970, Dr. James Dobson, America's best-loved family expert, gently yet convincingly overhauled the way a generation raised kids. Now, in a new DVD series, *BUILDING A FAMILY LEGACY*, today's parents again have the essentials to build lasting love, raise strong children and create an enduring legacy.

"Unchanging biblical principles change who we are, and we can pass that to our children, grandchildren and beyond," Dr. Dobson says. "*BUILDING A FAMILY LEGACY* can help every generation be all a family can be."

Building on highlights from his historic first film series, *BUILDING A FAMILY LEGACY* adds new

footage from Dobson's lifetime of experience and learning. Eight DVDs—supported by books and study guides—bring rare intergenerational advice from Dr. Dobson; his wife, Shirley; daughter, Danae; and son, Ryan:

- Your Legacy
- Bringing up Boys
- Bringing up Girls
- Love For A Lifetime
- The Strong-Willed Child
- Dare To Discipline
- Straight Talk To Men

Wanting To Believe with Ryan Dobson

Plus bonus features

Behind the *BUILDING A FAMILY LEGACY* story is a family legacy story. More than a century ago, a chain of events dramatized in *YOUR LEGACY*, followed Dr. Dobson's great-grandfather's conviction to consistently plead with God for a strong Christian faith to be born in every member of his family for the next four generations.

In the late 1970s as his speaking and travel schedule exploded across the country, Dr. Dobson was left with too little time for his own family. The solution: Record his lectures on seven films. The title: *Focus on the Family*. The surprise: The series hit a nerve worldwide. Audience numbers—mostly in church showings (pre-DVD!)—soared past 80 million. *Dare to Discipline* and *The Strong-Willed Child* became household items.

Flash forward to a few years ago as Ryan Dobson, now a parent, finds the old films on DVD. "The first thing I did was laugh at my dad's glasses and clothes, but I realized quickly how valuable and timeless this information was," Ryan said. "I picked up the phone and said, 'Dad, my friends and I need this!'"

Why not reprise? Why not take the best of Dobson speaking when he had young children . . . and add contemporary Dobson wisdom as he caps a remarkable career in Christian family counseling. In eight separate presentations, film crews captured the magic. The result is must-have on then-and-now parenting insight.

In *BRINGING UP GIRLS*, for example, grown-up Danae Dobson, the original "strong-willed child," looks back with the father who raised her.

"For anyone in the midst of raising a girl, here are important steps to building a woman of strength and character," Danae said.

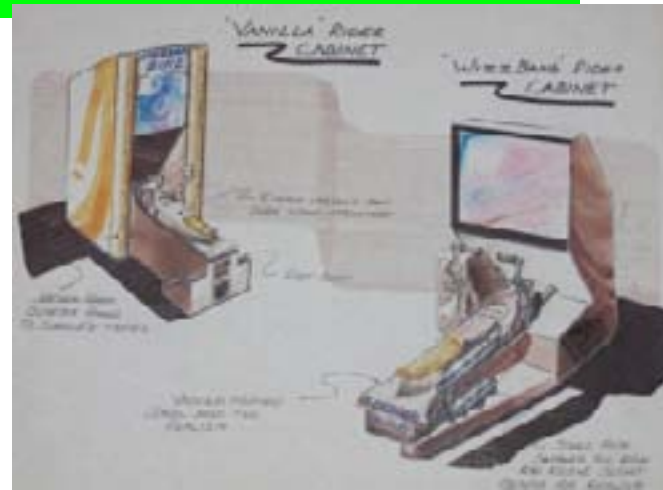
The Strong Museum Acquires Massive Collection of Atari Coin-Op Materials

The Strong in Rochester, New York, has acquired a massive collection of original artwork, design notes, schematics, game source code, corporate records, and one-of-a-kind artifacts—including the unreleased arcade game “Maze Invaders”—that document the history of Atari’s coin-operated video game and pinball divisions from 1972 to 1999.

“Atari is one of the most important companies in the history of electronic games and laid the foundation for the modern video game industry,” says Jon-Paul Dyson, director of The Strong’s International Center for the History of Electronic Games. “The coin-op division created many of the most memorable and groundbreaking arcade games of all time.”

Atari, founded in 1972 by video game pioneers Nolan Bushnell and Ted Dabney, revolutionized the arcade and home video game industries with the introductions of Pong (1972) and the Home Pong (1975) console. The Atari 2600 video game console became one of the most successful home consoles in history and dominated the marketplace from its launch in 1977 until the early 1980s. During its formative years, Atari designed, produced, and distributed dozens of now iconic arcade video game and pinball machines, such as Pong, Breakout (1976), Asteroids (1979), Superman pinball (1979), Missile Command (1980), Centipede (1981), Tempest (1981), and Star Wars (1983). A downturn in the video game market in 1983 caused the company to spin off its other divisions, but it retained the coin-operated game division, which it renamed Atari Games in 1984.

Atari Games changed ownership multiple times between 1985 and 1999, but during that period, it continued to produce



coin-operated machines, including popular games such as Marble Madness (1984), Paperboy (1985), Gauntlet (1985), RoadBlasters (1987), Pit Fighter (1990), San Francisco Rush: 2049 (1999). In 1996 Midway Interactive purchased Atari Games, and they renamed it Midway Games West in 2000.

This collection of Atari materials includes many thousands of individual items. There are nearly 1,500 pieces of original artwork, advertising proofs, and company photographs; dozens of binders containing company records documenting the production processes for individual Atari games; more than 1,500 pieces of original, hand-drawn schematics for Atari video arcade and pinball machines from the 1970s (including Pong and Superman); hundreds of silkscreen films and art kits for the arcade games, promotional materials, and T-shirts; and corporate records, including memos, industry show presentations, game demonstrations, and industry research. The collection also includes designer Ed Logg’s unreleased arcade video game “Maze Invaders”—of which only two units are known to exist in the world.

“Much of the material in this collection is one-of-a-kind and hasn’t been viewed before by the public,” says Jeremy Saucier, assistant director of ICHEG. “We know that they will be invaluable tools for researchers hoping to explore the history of the electronic games industry, and we plan to display many of these unique items in our exhibits so that we can share them with the public.”

ADAC GT Masters Game Experience Announced

The license to make games based on the ADAC GT Masters was acquired already some time ago but SimBin and RaceRoom have waited to announce it until there was something more to share that could allow fans to take part in the project from day one.

“We allow fans of racing games and of the ADAC GT Masters to join the free competitions via RaceRoom Racing Experience. This is one small taste of what is to come when we release ADAC GT Masters Experience at the end of this year.” Says Chris Speed, COO at SimBin Studios.

The ADAC GT Masters races at Zandvoort can be followed via the official ADAC GT Masters site as well as on live TV on the German TV station, kabel eins.

Competitions will be hosted online

during each race weekend for the full duration of the 2014 ADAC GT Masters season. At the majority of the events there will be a game park with racing simulators from RaceRoom Entertainment where fans can try out the ADAC GT Masters cars and tracks.

It is free to participate in the competitions as the cars and tracks are loaned to the users for the duration of the competition weekend. The cars used in the competition are based on the 2013 season. Everyone who joins also has the chance to win tickets to real ADAC GT Masters events.

To join the competition, simply download RaceRoom Racing Experience for free and engage in the ADAC GT Masters competitions! There is paid for content within this game. It falls under the repeat pay to play umbrella.





GamesterGear Announces the Falcon Series of Gaming Headsets

SYBA USA Inc. and its' GamesterGear brand of immersive gaming headsets is pleased to announce the new Falcon series (unveiled at E3 2014). The Falcon series is the newest addition to GamesterGear's popular gaming headsets supporting the current generations of PC and console gaming including PS3, PS4, Xbox 360 and Xbox One.

"Our passion is to create cutting-edge, comfortable headsets for users to fully experience the immersive sounds of gameplay as well as the visuals. Our huge 57mm and 30mm dual drivers combined with our Bass Quake technology, let's you feel the sound of the game," said Jeffrey Teo, vice president of Gamester Gear.

The Versatile Falcon Series

The new headsets deliver a choice of wired, Bluetooth or 2.4 GHz wireless models. Each comes equipped with a large 57mm driver and a second 30mm driver in each ear cup for the ultimate experience in immersive full spectrum sound encompassing crisp, clear highs, a smooth

mid-range, and a deep bass.

Users can adjust audio levels on the headset without having to find the inline controls on the cord.

The Falcon headset's enclosed microphone (enclosed mic included on both Bluetooth and 2.4 GHz wireless models) offers crystal-clear voice pick up that lets users move from in-game team conversations, to making or receiving phone calls. The Falcon is great for gaming, but also brings a new dimension to movies and music by bringing explosive movie scenes and heavy bass lines to life. The headsets will be available at the end of the second quarter this year.

Falcon P4210

This sleek, wired, P4210 headset model is specifically designed for giving players a competitive edge in PS4 console gaming and mobile devices. It has a detachable mic, for on the go entertainment, and the built-in headset amplifier is powered by a built-in battery pack and recharges by micro USB.

Falcon BT210

Designed for compatibility, the B210 features convenient Bluetooth wireless connectivity to smartphones, laptops, tablets, and PCs. It includes a detachable wire, that can be used when the headset runs out of power and has a built in microphone for on the go gamers and travelers.

Falcon AV210

Lightweight, yet powerful, the AV210 is a 2.4 GHz USB powered wireless headset. The transmitter box can also act as a sound card on a PC.

What's Bass Quake?

GamesterGear headset creates a forced-feedback within the headset causing players to feel the vibration and sense changes in the environment allowing for faster reactions while gaming.

FCB Pinball the official pinball of FC Barcelona Releases

Legendo Entertainment, an independent developer of computer, mobile and video games, announced the release of FCB Pinball, the official pinball of FC Barcelona, a digital pinball simulation that will engage FC Barcelona's players in an action-packed game that features plenty of football-themed challenges and special modes such as Kick Off, Defense, Attack, Football Frenzy, Penalty and Defense plus a variety of scoring opportunities including "super kick jackpots" and "triple kick combos".

FCB Pinball is powered by a custom-built 3D pinball engine that simulates complex ball movement, mechanical devices, playfield toys and accompanying sound effects and voices at a rock-steady 60 frames per second.

"We have no doubt FCB Pinball is not only a great pinball game but will also expand our digital reach," said Dídac Lee, Director of Technology Area (New Technologies) at FC Barcelona, "FC Barcelona is one of the most supported teams in the world, and has the largest fan base among all sports teams on all major social networks."

"FC Barcelona have put their creative support and expertise behind the development of the game, so football and pinball fans alike have a lot to look forward to this summer," said Björn Larsson, CEO at Legendo Entertainment, "FCB is a timeless brand and a great fit for pinball games, and FCB Pinball will further our legacy of creating high-quality arcade games."

Features:

- Official Digital Product of FC Barcelona.



• Win game modes and pinball challenges such as Football Frenzy, Kick Off, Defense, Attack, and Penalty.

• Every flipper, bumper, toy, sound effect and 3D gadget has been optimally created for high definition and Retina-display.

• Game Center leaderboards: Compare your high-score with the world's top pinball wizards!

• User-friendly cameras: play in complete overview, ball follow or top-scrolling "Amiga-style". Supports portrait and landscape orientations.

• Multiball capable physics engine calculates ball movement more than 150,000,000 times per second.

Compatibility: Requires iOS 7.x. Runs on iPhone 4/4S, iPhone 5/5S, iPad gen 2/3/4, iPad mini, iPad Air and iPod Touch 5.



Merida: With her untamed fiery red locks, this headstrong Princess will definitely leave her mark in Disney Infinity. Between her sharp sword and bow combo attacks with ricocheting arrows, she can upgrade her aim with elemental freeze arrows, freezing enemies in front of her then following up with rapid shots showing off her impressive athletic skills as an archer and sword fighter.

Maleficent: The wicked title character from the upcoming Walt Disney Studios film employs numerous magical powers and can attack using her magic in melee and ranged combat. To defeat enemies, Malefi-



cent has the ability to utilize projectile and area of effect attacks that affect multiple targets within a specified area, brambles that she summons from the ground and ravens that she can call on to attack targets.

Both Merida and Maleficent will be available in retail stores this fall. Additional Play Sets and characters will be announced in the coming months.

Merida and Maleficent Coming to Disney Infinity 2.0

Disney Interactive officially announced the latest playable characters to appear in the 2.0 Edition of Disney Infinity - Merida and Maleficent. A new gameplay trailer, featuring a glimpse into how the characters will interact in the game, is also available today to coincide with the release of "Maleficent" in theatres nationwide.

Merida and Maleficent are playable in the all-new Toy Box 2.0 mode of the game, along with all characters previously released for Disney Infinity. Players will be able to use both characters, plus hundreds of Disney-themed items, locations, props and vehicles, to create new adventures in customized worlds.

In addition to the trailer, the new asset pack includes Merida and Maleficent character images and action screenshots showing the two characters in the Toy Box 2.0 mode.

Key highlights include:

Mario Kart 8 is on a Roll

Latest Entry in Venerable Franchise is Now the Fastest-Selling Wii U Game Ever

The Mario Kart 8 game for the Wii U console just launched around the world to global acclaim, earning some of the strongest review scores in franchise history, including becoming the 14th Wii U game to launch in the U.S. with a Metacritic score of 85 or higher. Family Friendly Gaming gave Mario Kart 8 a score of 86. Nintendo reported today that the game sold more than 1.2 million* total units across Japan, Europe and the Americas during its first weekend on the market.**

"The early response to Mario Kart 8 demonstrates that the best days for Wii U are still ahead," said Nintendo of America president and COO Reggie Fils-Aime. "This year's E3 is just days away, and it will be all about the future games for Nintendo platforms. This milestone is a great place to start!"

Prior to Mario Kart 8, the seven games that have launched previously in the series have combined to sell more than 100 million total units worldwide. This includes two of the best-selling video games of all time: Mario Kart Wii for Wii and Mario Kart DS for the Nintendo DS family of systems. The full list includes:

*Based on Nintendo's internal sales figures.

Title	System	Global Sales (as of 3/31/14)
Super Mario Kart	Super Nintendo	8.76 million
Mario Kart 64	Nintendo 64	9.87 million
Mario Kart Advance	Game Boy Advance	5.91 million
Mario Kart: Double Dash!!	Nintendo GameCube	6.88 million
Mario Kart DS	Nintendo DS	23.56 million
Mario Kart Wii	Wii	35.53 million
Mario Kart 7	Nintendo 3DS	9.62 million
		Total: 100.13 million

**Mario Kart 8 launched on Thursday, May 29, in Japan and Friday, May 30, across Europe and the Americas.



Kaijudo - Quest for the Gauntlet Launches

Wizards of the Coast announced the release of Kaijudo™ - Quest for the Gauntlet! The new Core Set brings Booster Draft gameplay to Kaijudo for the very first time! Built from the ground up for sealed play,

Quest for the Gauntlet is a 170-card expansion and each booster pack offers even more cards- 14! This is a great game for the entire family to come together and play.

Unsure of what Drafting means? All you need is 4 or more players, a few booster packs per player, and the drive to compete! Each player grabs a few boosters, opens one pack, chooses a card and passes the remaining cards to his or her left. Players continue to choose one card until all of the cards are

gone from each pack. Repeat this process, alternating passing to the right and to the left with the each pack.

Once all the cards have been drafted, players make 30-card decks from their selections and the dueling begins!



State of Gaming



REVIEWS

The cloud is lifting in the eyes of many. E3 is being seen for exactly what it is. The propaganda machine will tell you the Electronic Entertainment Expo is the Super Bowl of video games. Even Family Friendly Gaming got swept up in that hype. Let us analyze that for a moment. In football you play an entire season of games. You then have to win or go home in every single playoff game. At the end there are two teams standing that get to enter the Super Bowl. Those two teams compete to be the world champion. Compare that to E3. Hundreds of companies are screaming: "LOOK AT ME!" Hundreds of media outlets, and retail executives look at the products. The whole goal is to get retailers and the media excited about your product. So they will give you free publicity. Companies see this as a cost efficient way to reaching a

large audience. They could advertise with media outlets. They could pay for the publicity. Instead they want it for free. They deceptively hide what they are doing all the while complaining about the cost of "presenting" at E3. This is nothing like the Super Bowl.

Family Friendly Gaming noticed at this year's E3 it is seeming to diminish. The enthusiasm for E3 is dropping. Numerous companies bowed out of attending it. It costs too much to buy your way into the "Super Bowl of video games." Why should they have to buy their way in? Why should the media and retailers have to pay all this money to attend?

A couple of years ago Family Friendly Gaming asked if E3 was still relevant. Is the show still worth the time and effort. As E3 continues to decline, and become just another of too many

expo events out there that question become more poignant.

As long as there are enough companies willing to pay for E3, and as long as there are enough media and retailers willing to attend - it will continue. Which is a shame because it is so wasteful. You the readers can impact this as well. You can tell the companies that a glutton of information in a three to four day period is wasteful. You want it spread out. You prefer advertisements for the games on sites like Family Friendly Gaming in place of huge floor presentations. You can impact these companies.

Where will this eye opening experience lead Family Friendly Gaming? God is the only one who knows for sure. It feels great to see E3 for what it really is. A promotion of commercialism and greed.

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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Luke 11:27-28

27 As Jesus was saying these things, a woman in the crowd called out, "Blessed is the mother who gave you birth and nursed you."

28 He replied, "Blessed rather are those who hear the word of God and obey it."



The Denpa Men 2 Beyond The Waves

SCORE: 74



Where the Wild Things Are

SCORE: 65



The Denpa Men 2 Beyond The Waves mixes some interesting things to create a fun downloadable role playing game experience. The first thing a player will do is use their camera to find radio waves. That is where these invisible Denpa Men are. Throw a net, and capture them. The Denpa Men come in different colors, shapes, sizes, and antenna powers. Antenna powers are like magic in most other role playing games.

The Denpa Men 2 Beyond The Waves is just like the older role playing games in terms of grinding. You go so far into a dungeon, use an item to warp out, go back to town, rest, and save. After that you jump right back to the dungeon and repeat. Along the way your Denpa Men will level up, and become more powerful. Multiple different items



can be worn on the Denpa Men to enhance their stats. Certain gloves will increase an attack. A certain outfit will increase the defense. These are very important from the mid way point on in The Denpa Men 2 Beyond The Waves.

The Denpa Men 2 Beyond The Waves is a download only video game. You will not



be able to purchase this game at your local retailer. Nor will you be able to support your local economy financially. You also won't be able to trade or sell your purchase after you finish playing The Denpa Men 2 Beyond The Waves on the Nintendo 3DS. It is also locked down to the account and one machine associated with that account.

There is some crude humor in The Denpa Men 2 Beyond The Waves. Monkeys will slap their butts at you. Characters will seek revenge instead of turning the other cheek. There are also places where players get stuck in The Denpa Men 2 Beyond The Waves. Plenty of questions can be found on The Denpa Men 2 Beyond The Waves on the Internet. This reviewer even had to seek assistance in a couple of places in this hand held video game.

- RPG Master



Publisher: Genius Sonority
 Developer: Genius Sonority
 System: Nintendo 3DS
 Rating: 'E' - Everyone
 {Mild Fantasy Violence}

Graphics: 75%
 Sound: 79%
 Replay: 78%
 Gameplay: 68%
 Family Friendly Factor: 70%

My mom finds all kinds of fun, interesting, fascinating, cool video games on clearance. She has a nose for a really good deal. She found Where the Wild Things Are on the Nintendo DS on clearance. We play characters from the movie.

I can totally understand anyone that takes one look and Where the Wild Things Are and says: "No thank you. The creatures in Where the Wild Things Are look strange. I mean they are monster kind of strange. They are not cute and cuddling like the pocket monsters in Pokemon. Okay well some of the of monsters in Pokemon are cute looking.



Some are hideous to look at. Where the Wild Things Are is a side scrolling 2D action adventure game where we go from one place to the next. We help bring monsters to their senses by bashing them in the head. There are some smaller creatures in levels that we roar at. Our roars will paralyze them for a short period of time. We can then pick them up, and throw them to make them go away.

Where the Wild Things Are does that neat little hopping from one screen



back into the background. Sort of a precursor to the levels we find on the Nintendo 3DS. At times we have to clog the blockage in those screen jumping stumps with a heavy object. Throw one at the other to make it go away. As we knock some sense into the monsters we can use them in the levels. They provide needed skills to progress past things like spikes.

Where the Wild Things Are has nice music. All in all Where the Wild Things Are is an average hand held movie based video game. There are better and worse games out there.

- Kid Gamer

Publisher: Warner Bros Interactive
 Developer: Wayforward
 System: Nintendo DS
 Rating: 'E' - Everyone {Mild Cartoon Violence}

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





ADVERTISEMENT



Street Fighter x Tekken



SCORE: 30

There are two visions of how to live. The first believes in creating, uplifting, edifying, helping, and making things better. The second believes in fighting, death, destruction, tearing things down, and making things worse. Can you guess which one of these systems Street Fighter X Tekken follows?

Players get to pick two characters to fight with. Swapping can be done within the game during rounds. This is usually done when the character being played is about ready to die. The WMG ran into instances where swapping did not work. Unclear if this is a game glitch, or part of the poor

controls. Some moves in Street Fighter X Tekken are nearly impossible to perform. This has to do with a frustra-

tion control scheme. Whether the D-pad or the joystick controller is used. The NPC intelligence is either difficult to stop, or easily defeated. The overall balance is lacking in Street Fighter X Tekken. Which lessens the fun factor of this home console beat them up until they can

not get back up again video game.

There is Japanese sound bytes for some characters and English for others. This helps



add to the confusion in Street Fighter X Tekken. The art is dark and ugly. Enticement to lust joins the massive amounts of violence. How is it an UFC game gets a 'M' rating, and this game gets a 'T' rating? Street Fighter X Tekken should have earned a 'M' rating.

Online fight invites is default to allow online game play. Something that has to be turned off. The Pandora's box storyline is interesting, albeit a bit predictable. Eastern religious images can be seen in Street Fighter X Tekken. This home console game did lead to real world increased aggression.

- WMG



Publisher: Capcom
 Developer: Santa Monica Studios
 System: Xbox 360/PS Vita/PS3(tested)
 Rating: 'T' - Teen {Alcohol Reference, Crude Humor, Language, Suggestive Themes, Violence}

Graphics: 20%
 Sound: 30%
 Replay: 40%
 Gameplay: 30%
 Family Friendly Factor: 30%





Sid Meier's Pirates

SCORE: 51



Video games have a dirty little secret. When companies can not come up with an idea for a new game, they pick pirates or ninjas. Yes it is very lazy of them. Obviously Firaxis Games

wanted to do a mini game compilation on the Wii. So they used Sid Meier's Pirates, and it came out as you might expect.

Your family is imprisoned by the Marque. That authority figure may be different if you play a different nation. Gamers can pick French, English, Dutch, and Spanish). Your goal in Sid Meier's Pirates is revenge. Early on in the game you mutiny against your captain and become the pirate captain of your own ship.

Players are given missions to perform in Sid Meier's



Pirates. This is what gets you through the story elements of this home console criminal re-enactment video game. You can also go after ships sailing around. Get into a battle, and board their ship. As long as you beat their captain in a



sword duel you get their ship. If you lose you go to jail.

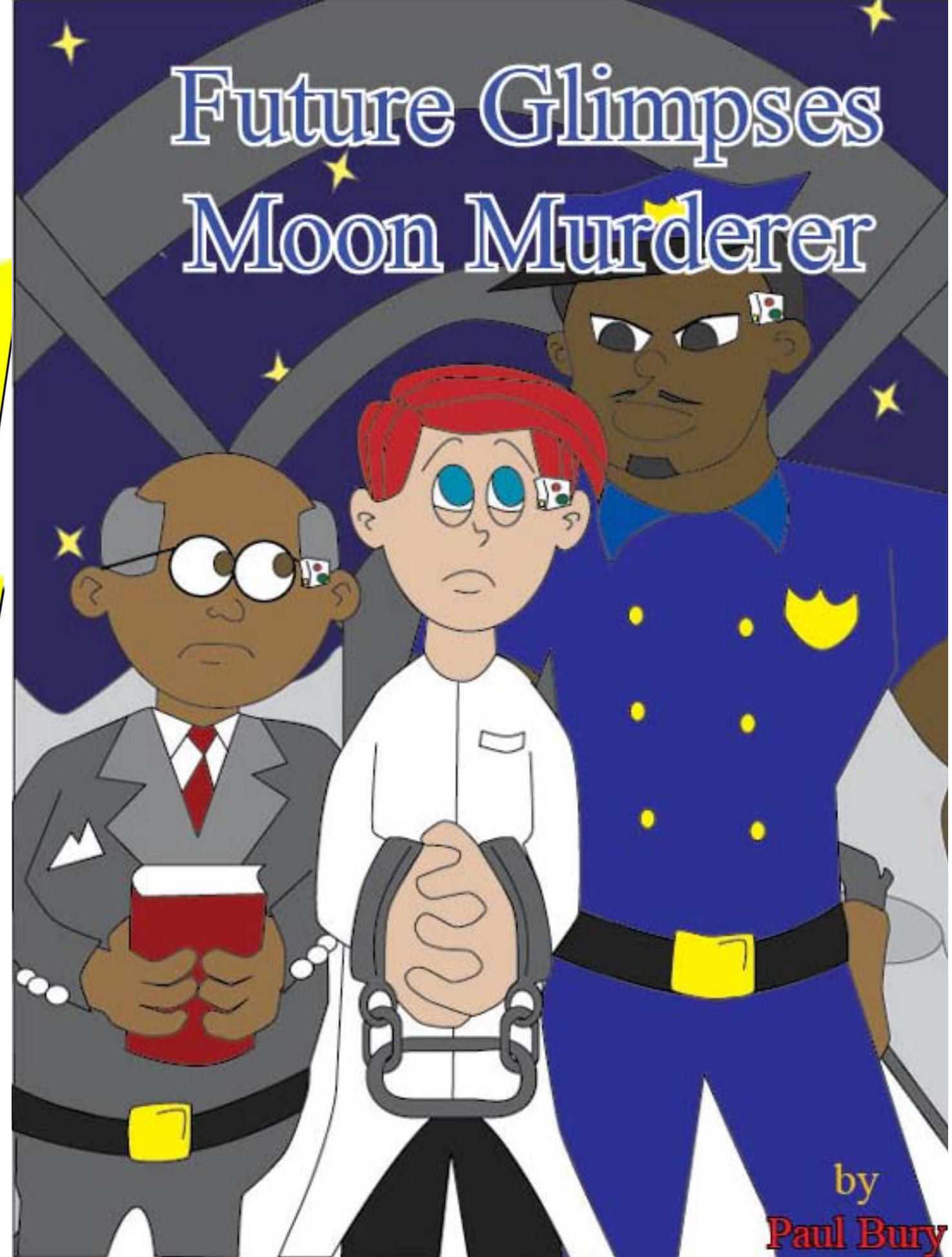
On top of the violent content, Sid Meier's Pirates also contains bad language and enticement to lust. In my opinion Sid Meier's Pirates should have a 'T' for thirteen and older only rating. The ESRB looks bad for giving this game an 'E10+' for Everyone ten years old and older. Ten year olds do not need to have those words and images shoved in their faces.

The mini games in Sid Meier's Pirates are simplistic and boring. The controls in things like sailing is frustrating at best. Other controls in Sid Meier's Pirates are okay. Players are also able to sink ships after capturing them. Why would you do that when you are trying to build a fleet? You need so many sailors to properly sail each of the ships.

- Luke

Publisher: 2K Games
Developer: Firaxis Games
System: Personal Computer
Rating: 'E10+' - Everyone 10+
{Alcohol Reference, Mild Language, Mild Violence, Suggestive Themes}

Graphics: 40%
Sound: 50%
Replay: 75%
Gameplay: 40%
Family Friendly Factor: 50%



BUY IT RIGHT NOW HERE



Ratchet & Clank Into The Nexus

SCORE: 50



Adventures of Lolo 3

SCORE: 96



There are fan-boys of Ratchet & Clank out there. I am not one of them. I do not get how anyone can call a hack and slash with a monkey wrench game family friendly. I do not

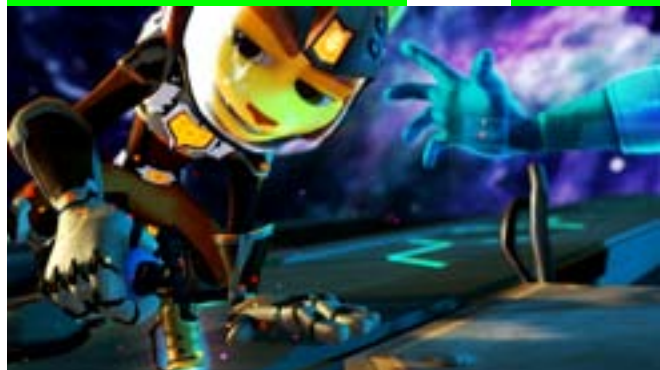


get how anyone can call a shooter family friendly. We can shoot the enemies with guns. We can whack away at them with a giant monkey wrench. We can get into turrets and vehicles and blow them away. Ratchet & Clank Into the Nexus is a highly violent game that should have been given a thirteen and older only rating.

The story starts us out transporting a prisoner to the prison. We are in a space ship. This is a great way to teach players how to play the game. The whole gravity surfaces, and gravity boots is an interesting game play mechanic that eventually falls flat. Anyways she escapes and we are in pursuit.

Along the way we collect different guns.

The installation process in Ratchet & Clank Into the Nexus was insanely long. Whatever happened to plug and play? Can't we just pop in a game and play it anymore? Why do we need to install, and update everything? Are games being released that faulty and flawed? When you wake up



from the installation nap then you can start to play Ratchet & Clank Into the Nexus on the Playstation 3.

Ratchet & Clank Into the Nexus contains spiritual content in the form of a ghost gun. This will summon the dead to come and fight for you. That gun made me very uncomfortable in my spirit. I wish Insomniac Games had found something more family friendly to include in Ratchet & Clank Into the Nexus.

The violence in Ratchet & Clank Into the Nexus gets boring really fast. Murdering thousands of the same looking guys gets so old. Especially when they keep coming a few at a time. It takes away from

the realism. I also ran into visual glitches while playing Ratchet & Clank Into the Nexus. The immersive story is the one shining light in this game. - Mark

There are some great franchises from the past that Family Friendly Gaming needs to sound off on. I am going to work hard to bring them into the fold as time flows. The Adventures of Lolo series remains one of my personal favorites on the 8-bit NES today. The cerebral action keeps this franchise in the top puzzle games of all time.

The Adventures of Lolo 3 was the last game in the series to make it to America. Which is a real shame because I would love to play a new Adventures of Lolo game personally.



ally. Maybe someone over at Hal Laboratory will be listening.

We move objects around to safely make it around the levels in Adventures of Lolo 3 while we play as Lolo or Lala. Touching an enemy ends a level. Getting shot by other enemies can also end levels. Medusa statues will shoot at us. Players can restart a level with the select button at any time - in case you make a mistake.

Passwords are provided when you want to stop playing. This allows families to pick Adventures of Lolo 3 right where they left off. With the Internet you can find password if you get really stuck. Trust me, there are some difficult levels in Adventures of Lolo 3. Some are speed



based, but most of them require thought. Each of the one hundred levels in the seventeen areas of Adventures

Lolo 3 are intelligently designed.

The graphics are good for its day and age. The same goes for the music, and the story. I love how we are helping out our friends and family in Adventures of Lolo 3 who were turned to stone. There is some shooting violence in Adventures of Lolo 3. We can shoot eggs at boss characters. We can also turn most enemies into eggs. Which can be moved, used to cross water ways, and more. If you are a retro gamer look into Adventures of Lolo 3 on the 8-bit NES.

- Paul

Publisher: Sony
Developer: Insomniac Games
System: Playstation 3
Rating: 'E10+' - Everyone 10+
{Alcohol Reference, Comic Mischief, Fantasy Violence}

Graphics: 50%
Sound: 60%
Replay: 65%
Gameplay: 25%
Family Friendly Factor: 50%



Publisher: Hal Laboratory
Developer: Hal Laboratory
System: NES(8-bit)
Rating: 'E' - Everyone

Graphics: 90%
Sound: 100%
Replay: 100%
Gameplay: 100%
Family Friendly Factor: 90%





The Men Who Built America

SCORE: 60



Star Trek Into Darkness

SCORE: 62



I saw The Men Who Built America on DVD at a local retailer. It looked interesting and I am a real sucker



certain business practices after they were successful. The Men Who Built America can bring up all kinds of interest-

ing topics for discussion. Like charity. Both Rockefeller and Carnegie gave away millions upon millions of dollars to make life better for countless people in America. All of the men in The Men Who Built America employed thousands upon thousands of workers. Their major accomplishments and achievements were made in the face of those who said it could never be

The Men Who Built America contains blood, violence, threats, bad language, greed, and a severe liberal slant. It is still interesting to hear about some of the daring and bold business moves these men made. They climbed to the top of their industries by being as shrewd as serpents. It is also interesting to see how the government stopped

done. Another topic of discussion from The Men Who Built America is monopolies. We have been taught by the government school systems they are bad. Are they really bad? Why doesn't the government have competition? Why does the government get a monopoly in so many arenas? The Men Who Built America teaches a single vision in one industry can create order where there was once chaos. All in all I enjoyed the majority of The Men Who Built America. The rehash of scenes, and visual images did get a bit old, especially in the bonus content. - Paul



Speaking of content that could have been left on the editing floor - bad language. Why is there so much bad language in Star Trek Into Darkness? Every five to ten minutes I think: "don't use

Hollywood has a history of redefining things in strange and odd ways. Take Star Trek Into Darkness for example. The role reversals they did will make your head spin. This movie makes Captain Kirk look weak. He dies to save the crew instead of Spock. Spock is then the one who goes after Khan. Ultimately Khan is the one who brings Kirk back from the dead thanks to his super soldier blood. Anyone else find it odd that a three hundred year old man is so much better than the futuristic versions?

I also wonder how Khan and his crew were captured in the first place. He alone decimated multiple



Klingon squadrons. The man has some serious fighting skills. All seventy-three of them would have been nearly unstoppable.

The visual effects in Star Trek Into Darkness are astounding. I love the little stretches and different angles done throughout the 131 minute movie. The violence is a bit over the top, and bloody. The images are graphic, and disturbing throughout the movie. There is also enticement to lust moments. Were those really needed?

that word." It takes away from the overall experience. Why can't Hollywood make these movies with families in mind? They could tell the story without all the foul mouths. One interesting aspect to me from Star Trek Into Darkness is how the characters confront death. I could not help but think about the difference between believers and non-believers. It is so interesting to hear how the world thinks of death compared to the followers of Jesus Christ. Star Trek Into Darkness does not share how the followers of Jesus Christ confront death - they only focus on the worldly view. - Paul



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Publisher: History Channel
Developer: Oddlot Entertainment
System: DVD
Rating: 'NR' - Not Rated

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



Publisher: Paramount
Developer: Skydance Productions
System: Blu-ray/DVD
Rating: 'PG-13' - Parents Strongly Cautioned (for intense sequences of sci-fi action and violence)

Graphics: 56%
Sound: 55%
Replay: 80%
Gameplay: 70%
Family Friendly Factor: 50%





Man of Steel

SCORE: 60

Family Friendly Gaming has commented on Superman before. He is similar to Jesus Christ in some ways. He differs in plenty of ways. So reviewing Man of Steel is a back and forth struggle in some regards. This movie touches on free will versus predestination. In Krypton everyone was born for a certain purpose. They could not deviate from their role. Kal-el was born freely from that system. Which gave him free will.



He also has curiosity surrounding his birth parents. So I will not spoil some of the choices he makes in Man of Steel.

The levels of violence in Man of Steel are very high. I was shocked at how much damage the battles inflicted. It was like a nuclear bomb going off in a city. There is plenty of death in Man

of Steel. Even scenes of murder. Not a movie for children in any way, shape or form.

Man of Steel is filled with all kinds of Kryptonian content. From space ships, to character, and even their



Golden Axe III

SCORE: 50

It feels really good to finish off the Golden Axe games I own with Golden Axe III on the Sega Genesis. This beat up a few guys, move a short distance and do it again home console video game tried some new things in its third release. Like a giant panther man character being added to the three other main characters. Which was interesting.

Expect the violence, enticement to lust, and magic elements to be high in Golden Axe III. Sega rated it for Mature Audiences when they reviewed it. Which was before the ESRB. The ESRB retro reviewed it, giving it a 'T' for Teen rating with Animated Violence being the only descriptor. Somehow barely dressed women do not warrant any mention from the ESRB.

The sound effects in Golden Axe III are certainly showing their age. Some of the magic spells look like screen glitches (panther man).



Fighting the same looking enemies gets boring - even with some mild color swapping. Taking different paths is a nice inclusion in the series. The enemies still take forever to kill off. The four continue credits assist with the replay. - Mark

The Match of the Millennium

SCORE: 50

As we continue to work through the Neo Geo Pocket games we have, I came across The Match of the Millennium. Which did not mean much to me, until I saw the subtitle of SNK vs Capcom. Now that rang some bells, and piqued my curiosity. A fighting game on this little hand held. How good could it be?

The Match of the Millennium contains Tourney, VS Mode, Olympic, Entry, Sparring, and Record. There is Single, Tag or Team options available. This is a fighting game with Capcom characters, and SNK characters. They are rather small the squat. Which helps with issues like the enticement to lust. Since the characters are so hard to see.

The music in The Match of the Millennium is okay. I enjoyed it while smashing, bashing, and crashing my way through these characters. Plenty of violence and aggression increasing activities in The Match of the Millennium. The controls are difficult to use since we have a little joystick and two buttons.

There is references to a false goddess in The Match of the Millennium. As well as other eastern religious content. Boss fights are frustrating since you have to kill them back to back with one health bar. - Paul



Publisher: Warner Bros
Developer: Legendary
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned
{Intense Sequences of Sci-Fi Violence, Action and Destruction, and Some Language}

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



Publisher: Sega
Developer: Sega
System: Genesis
Rating: 'MA-13 - Mature Audiences {Animated Violence}

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


Publisher: SNK Corporation
Developer: SNK
System: Neo Geo Pocket
Rating: 'T' - Teen {Mild Animated Violence}

Graphics: 40%
Sound: 70%
Replay: 80%
Gameplay: 30%
Family Friendly Factor: 30%

SPORTS






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



DEVELOPING

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GAMES





Product: Tour de France 2014 and Pro Cycling Manager 2014
 Company: Focus Home Interactive
 System: PS3/PS4/Xbox 360/PC
 Release Date: TBA
 Rating: 'RP' - Rating Pending

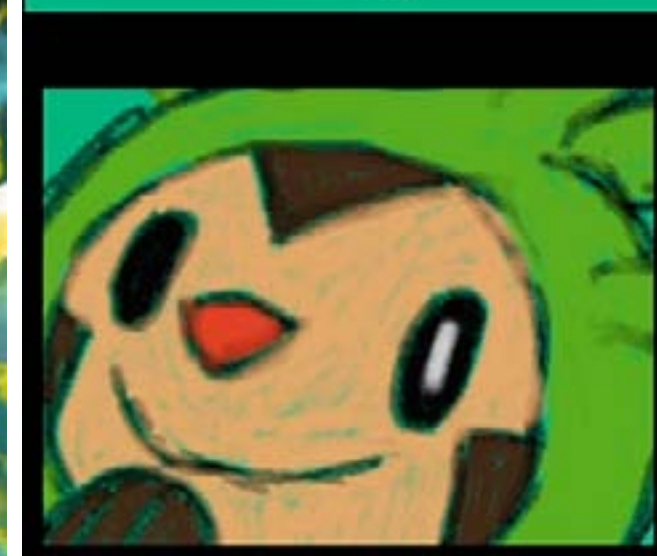




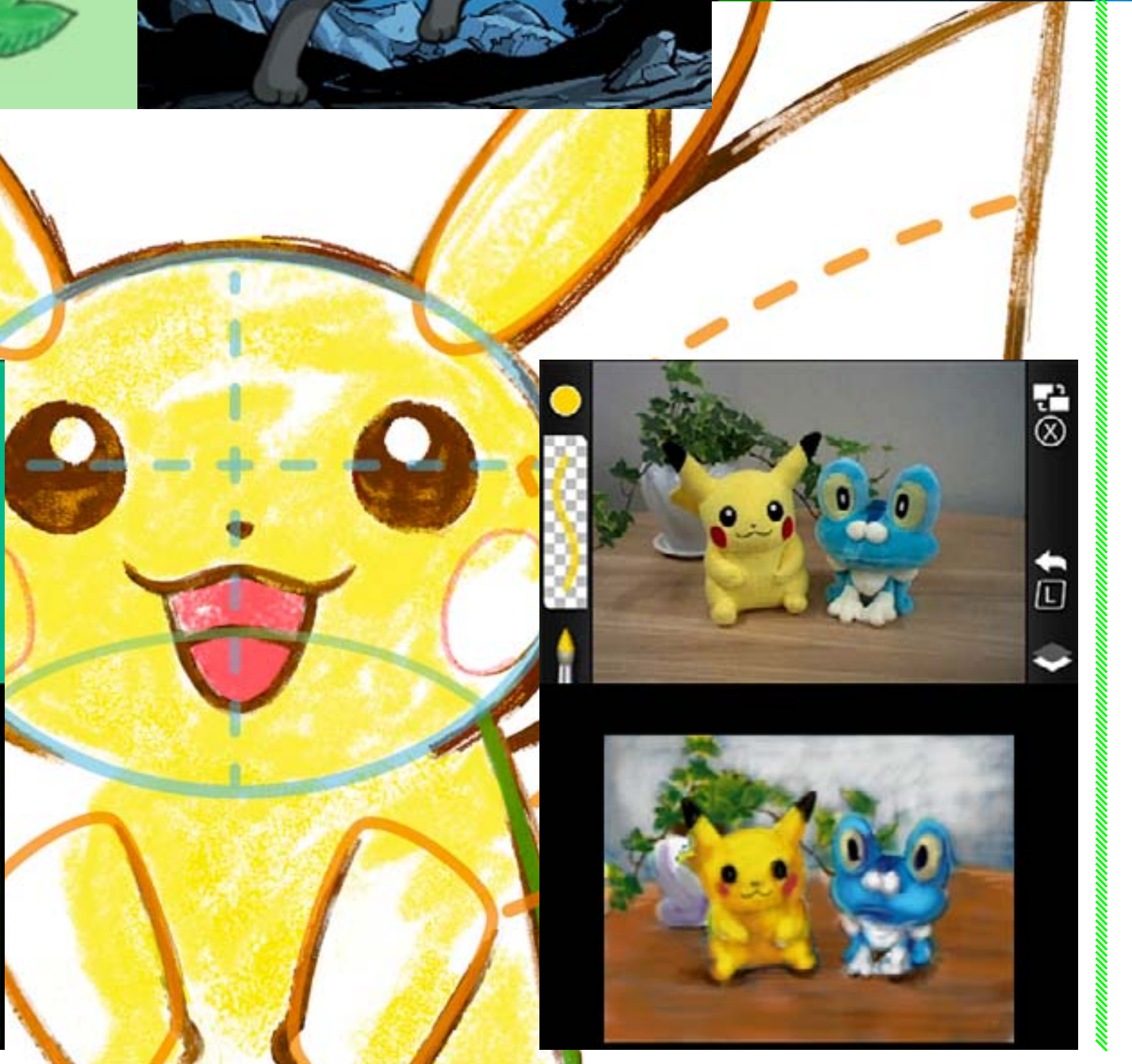
Product: Tour de France 2014 and Pro Cycling Manager 2014
Company: Focus Home Interactive
System: PS3/PS4/Xbox 360/PC
Release Date: TBA
Rating: 'RP' - Rating Pending



Le
de TOUR
France
Season 2014



Product: Pokemon Art Academy
Company: Nintendo
System: Nintendo 3DS
Release Date: Fall 2014
Rating: 'RP' - Rating Pending





ShaunVF_EU
SamVF_01

Product: Pure Pool
Company: VooFoo Studios, Ripstone
System: PS4/PC/Xbox One
Release Date: Summer 2014
Rating: 'RP' - Rating Pending



Product: Pure Pool
Company: VooFoo Studios, Ripstone
System: PS4/PC/Xbox One
Release Date: Summer 2014
Rating: 'RP' - Rating Pending

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SingStore™: All Songs

Artist Name

Song Details

Carly Rae Jepsen

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Carly Rae Jepsen

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- [Recommend](#)
- [Pin](#)
- [Add to Playlist](#)
- [Hi-Scores](#)
- [Song Credits](#)

Product: SingStar
 Company: Sony
 System: Playstation 4
 Release Date: Christmas 2014
 Rating: 'RP' - Rating Pending

Blur Parklife

Bloc Party Banquet

Game Setup
Play count - 24

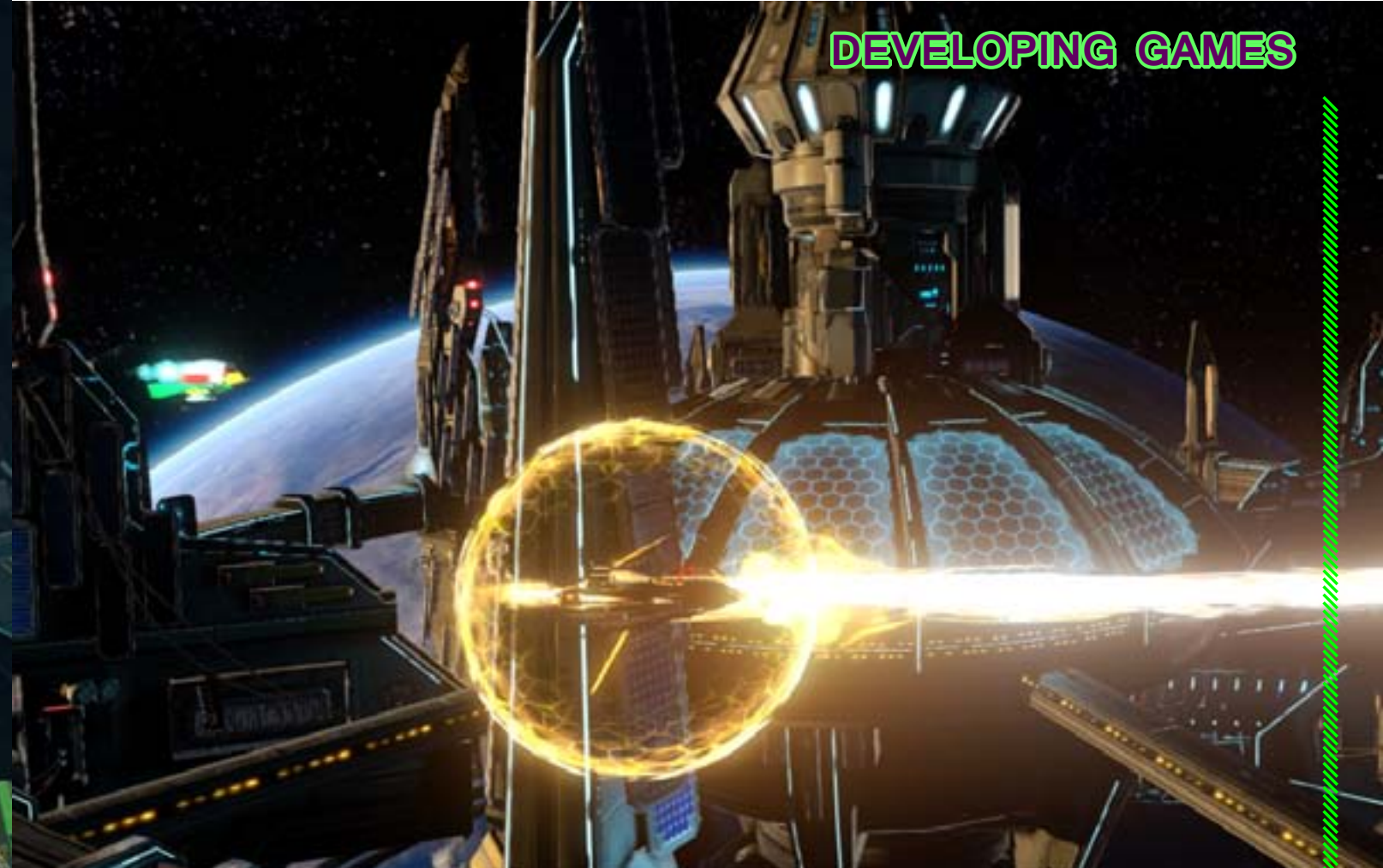
P1

Remove player

P2



Product: Lego Batman 3 Beyond Gotham
Company: Warner Bros Interactive
System: Xbox One/Xbox 360/PS3/PS4/Wii U/PS Vita/3DS/PC
Release Date: Fall 2014
Rating: 'RP' - Rating Pending



Product: Lego Batman 3 Beyond Gotham
Company: Warner Bros Interactive
System: Xbox One/Xbox 360/PS3/
PS4/Wii U/PS Vita/3DS/PC
Release Date: Fall 2014
Rating: 'RP' - Rating Pending



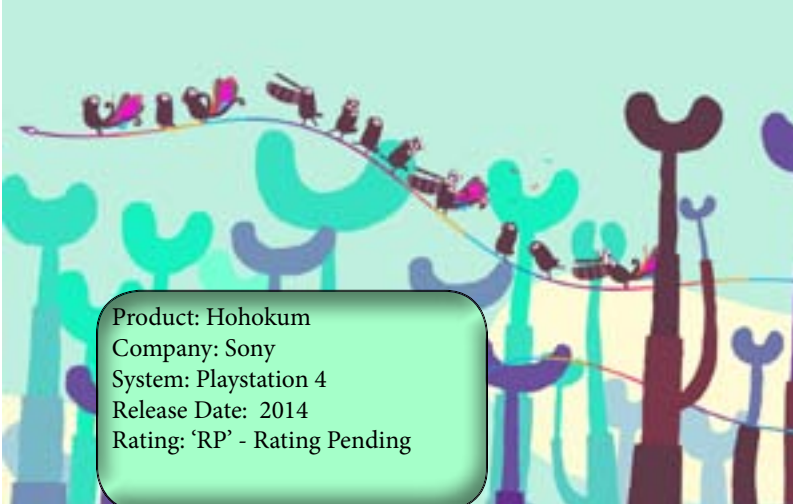
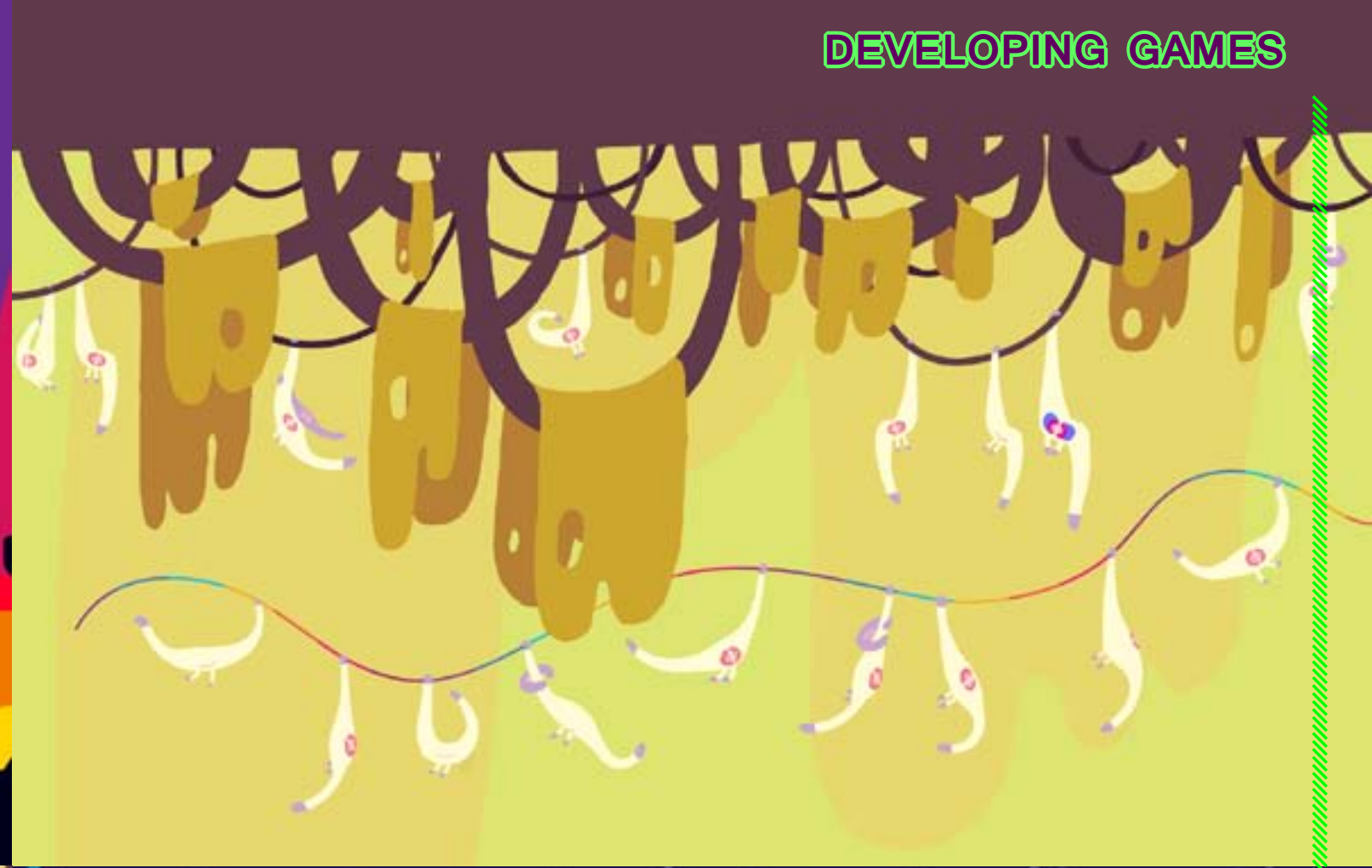
500 €

	Crop Cat.	Flower
	Trading Cat.	Flower
	Base Price	231

A flower that grows well in the spring. Takes 8-10 days to harvest after planting. You can harvest up to 9.
 [Place to Store] Toolbox [Cooking] X



Product: Story of Seasons
 Company: XSeed Games
 System: Nintendo 3DS
 Release Date: Fall 2014
 Rating: 'RP' - Rating Pending



Product: Hohokum
 Company: Sony
 System: Playstation 4
 Release Date: 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

RECENT

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RELEASES

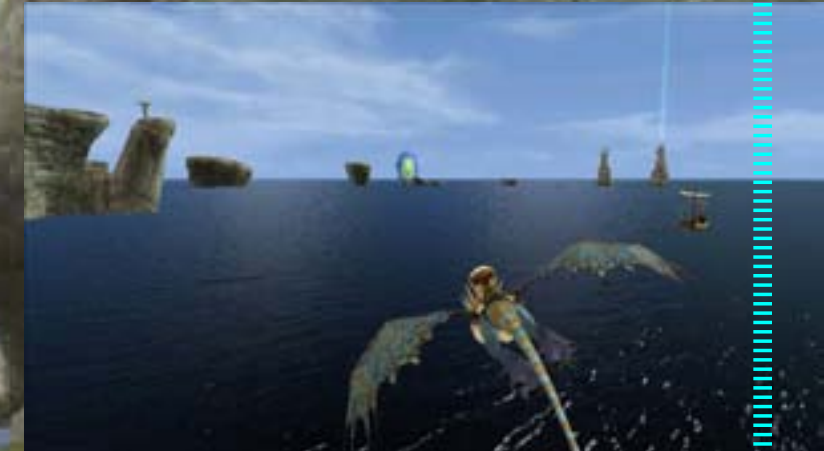




Product: Project Temporality
Company: DeFrost Games
System: Personal Computer
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: How to Train Your Dragon 2
Company: Little Orbit
System: Xbox 360/3DS/Wii/Wii U/PS3
Release Date: Out Now
Rating: 'E10+' - Everyone 10+



7/8 8/8 8/8

Moves: 3

Score: 2320

0/6 0/7 0/7

Moves: 45

Score: 0

2/2 2/4 2/4

Moves: 0

Score: 6100

Target: 6000

Moves: 11

Score: 5420

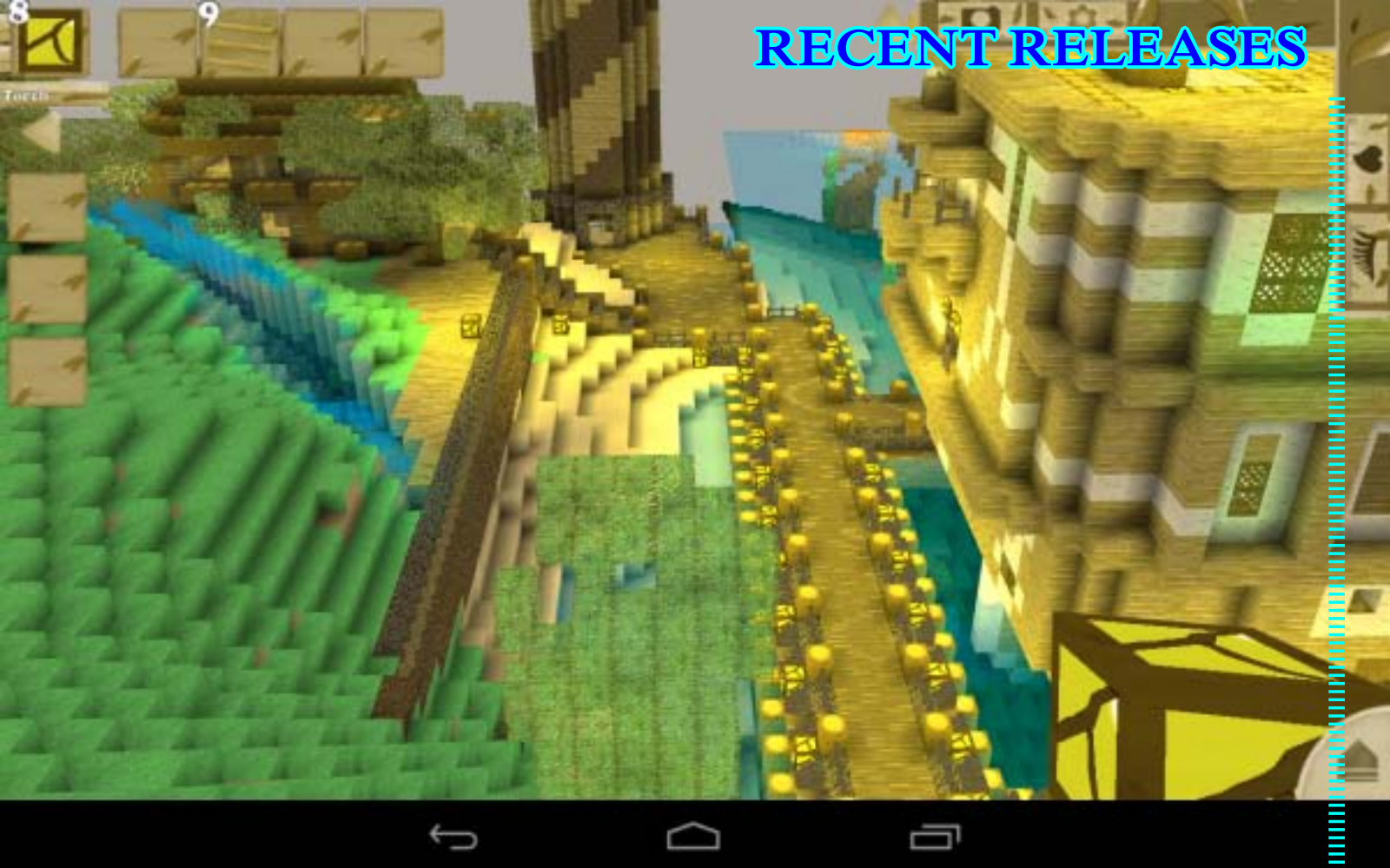
0/16 0/17 0/16

Moves: 39

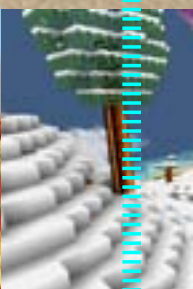
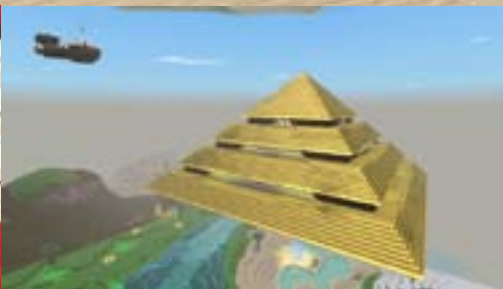
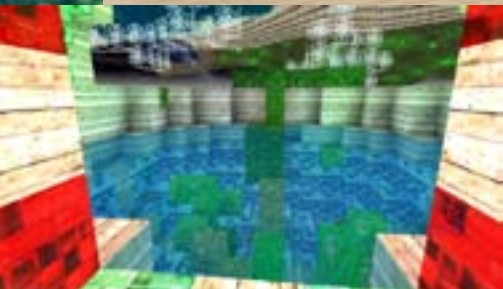
Score: 140

Product: Snoopy's Sugar Drop
 Company: Beeline Interactive
 System: iPad/iPhone/iPod Touch
 Release Date: Out Now
 Rating: '4+' - 4+

WARNING REPEAT PAY TO PLAY APP



Product: Block Story
Company: Mindblocks Studio
System: PC/iPhone/iPad
Release Date: Out Now
Rating: 'E' for Everyone



Last Minute

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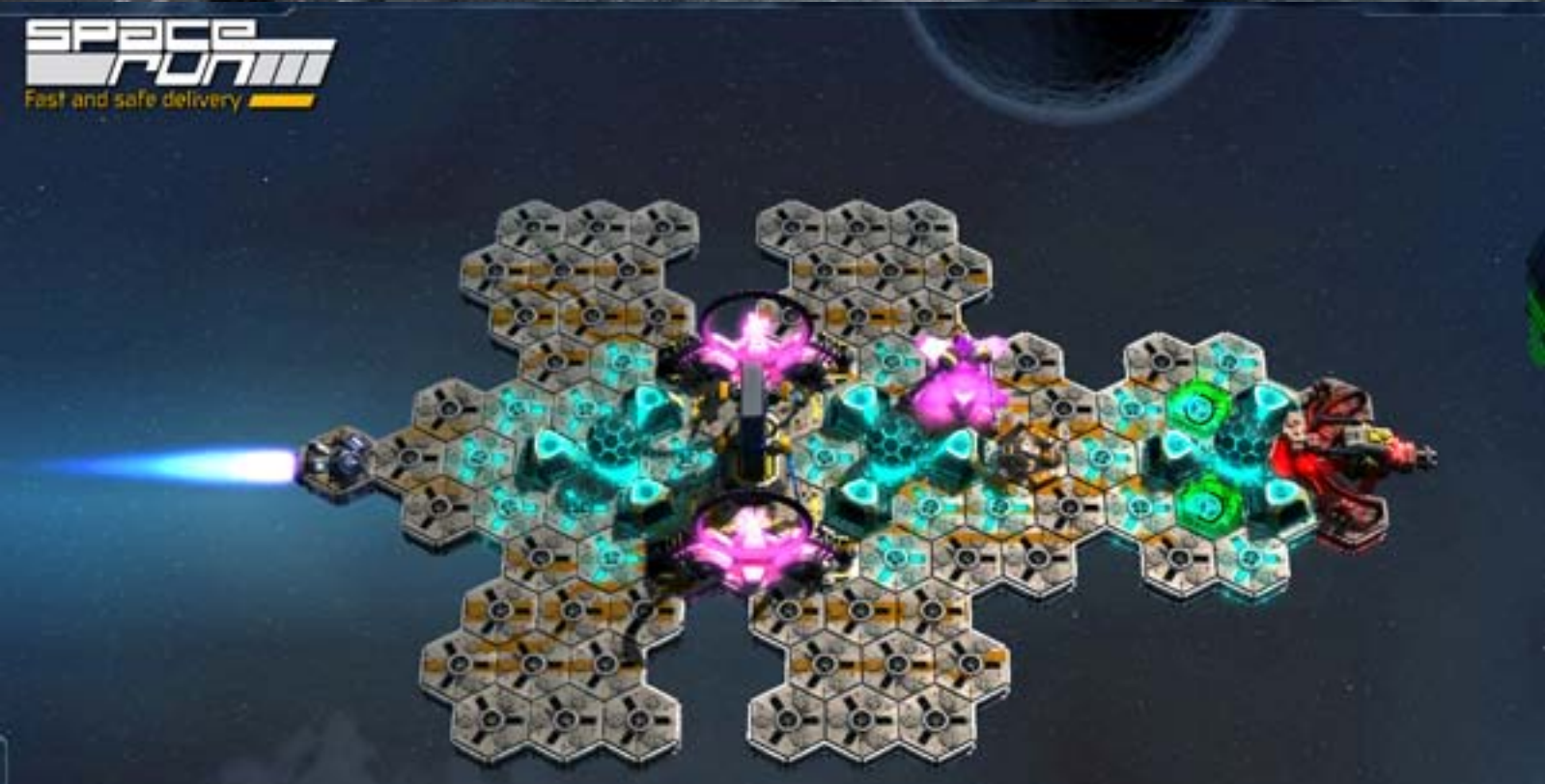
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Tidbits





Product: Space Run
 Company: Focus Home Interactive
 System: PC
 Release Date: Q2 2014
 Rating: 'RP' - Rating Pending



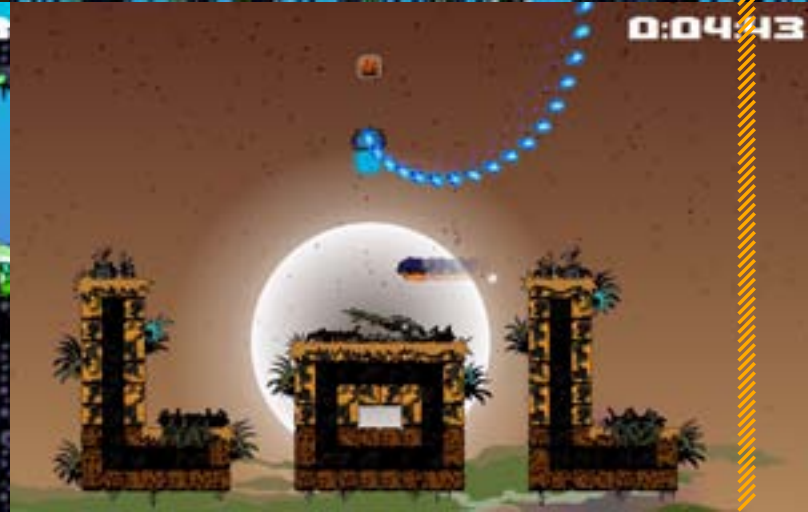
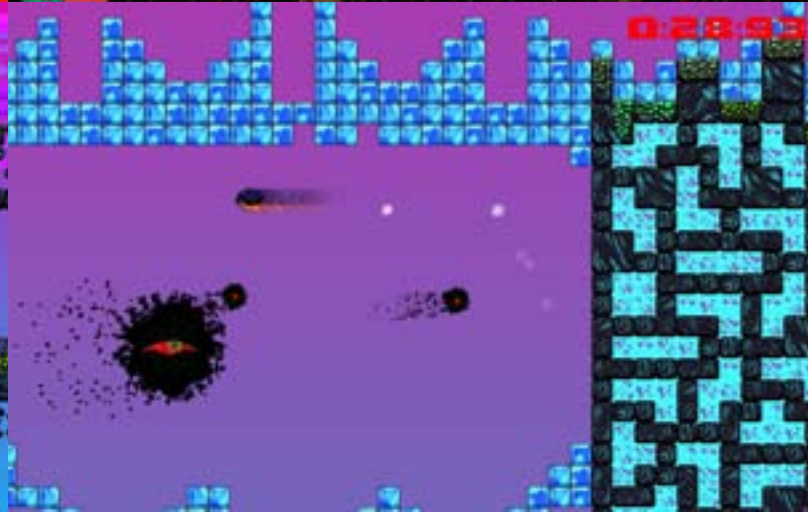
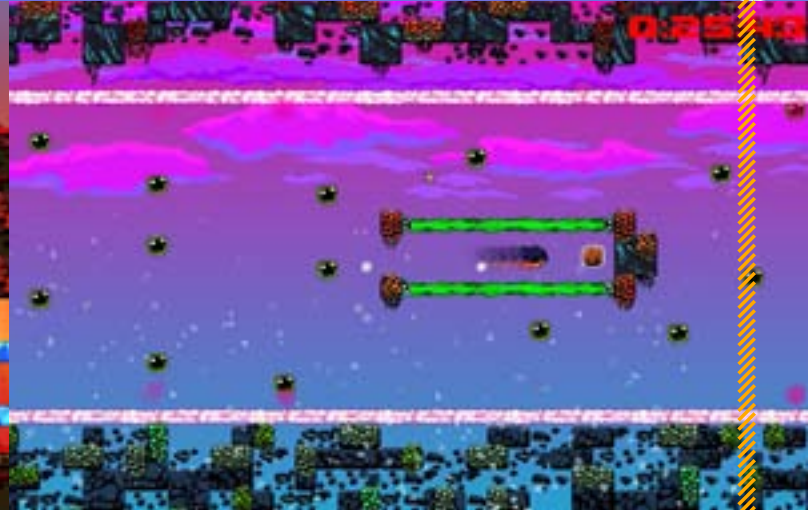
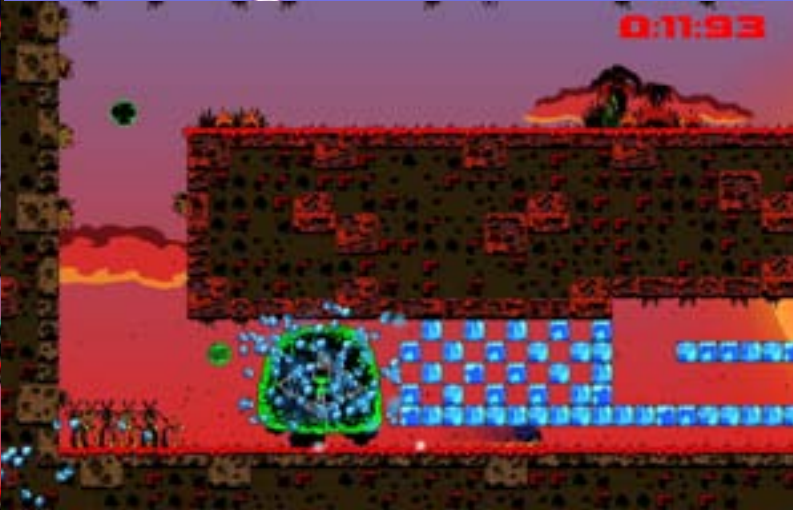
Players' Pushmo

Newest Popular

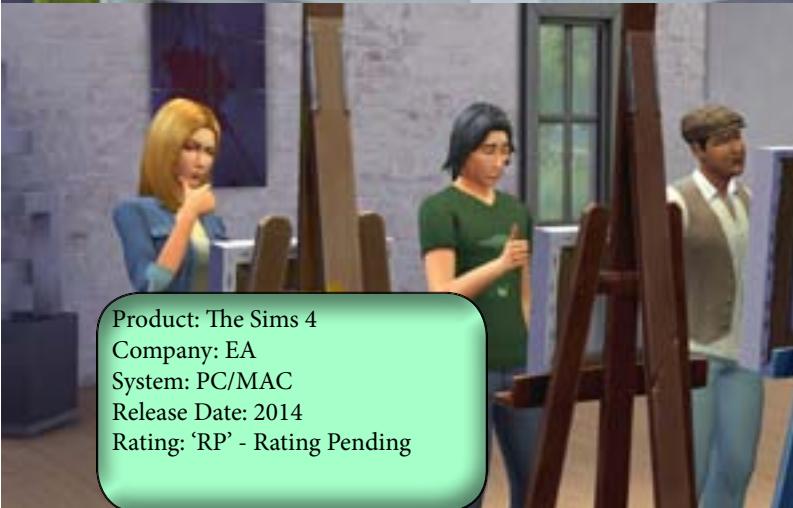
8 Bit Yoshi	Mike	★★★★☆	2014/5/21
Barkamo	Leo	★★★★☆	2014/5/16
Hot Diggety Dog	Leo	★★★★☆	2014/5/16
BONSAI	SHOTA	★★★★☆	2014/5/14



Product: Pushmo World
 Company: Nintendo
 System: Wii U
 Release Date: June 19, 2014
 Rating: 'E' - Everyone



Product: Fenix Rage
Company: Green Lava Studios
System: PC/Xbox One/PS4
Release Date: 2014
Rating: 'RP' - Rating Pending



Product: The Sims 4
Company: EA
System: PC/MAC
Release Date: 2014
Rating: 'RP' - Rating Pending



Product: Starpoint Gemini 2
Company: Iceberg Interactive
System: PC
Release Date: 2014
Rating: 'RP' - Rating Pending



Product: Super Monkey Ball Bounce
Company: Sega
System: iOS/Android
Release Date: 2014
Rating: '4+' - 4+

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by
Paul Bury

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