

FAMILY FRIENDLY GAMING



The VOICE of
the FAMILY in
GAMING

Parfait



ISSUE #86

September 2014

Skylanders, Disney Infinity, Lego Batman, Tetris, and more in this issue!

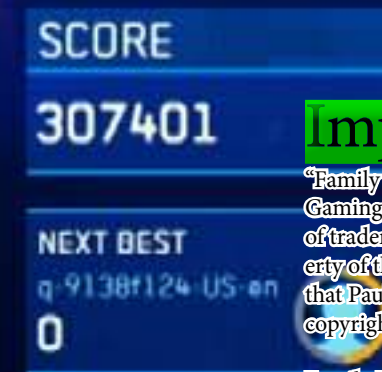
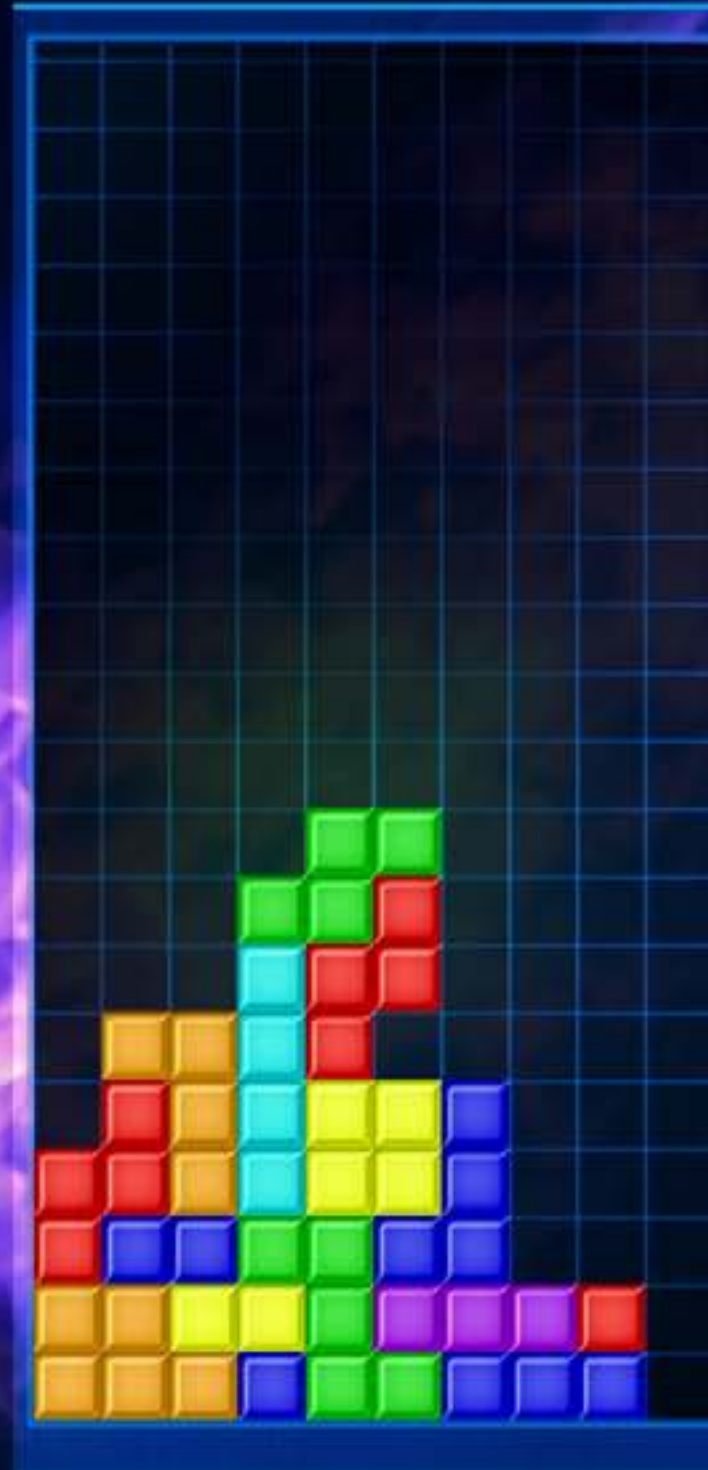
Hall of Famer Cooking Mama is back in Family Friendly Gaming Nation!!

Tappingo 2, Kingdom Hearts HD 2.5 Remix, Table Top Racing and more!!!

Finished

Links:
Home Page

Section	Page(s)
Editor's Desk	4
Female Side	5
Working Man Gamer	7
Sound Off	8 - 10
Talk To Me Now	12 - 13
Devotional	14
Video Games 101	15
In The News	16 - 23
State of Gaming	24
Reviews	25 - 37
Sports	38 - 41
Developing Games	42 - 65
Recent Releases	66 - 75
Last Minute Tidbits	76 - 90



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Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their parents.

Future

Every so often I mention things going on at Family Friendly Gaming. Things we are working on, looking to implement and more. I really hope God allows the world to exist in 2015. Family Friendly Gaming will hit some fun milestones. In March of 2015 we will hit our ten year anniversary. Can you believe we are in the march toward our tenth year? Later in the year we will hit our one hundredth issue of Family Friendly Gaming. Excluding Christmas Buying Guides, and the E3 2014 issue. That will be an amazing milestone. Family Friendly Gaming going into triple digits. Early 2015 we should also cross the 5,000 mark in terms of published reviews online. That is a big one for us.

We finally are getting some traction on our new website tracking log files. We purchased software that allows us to translate them into usable data. We have been close to one million hits in a few of those months this year. That is crazy. Due to the software swap over we no longer can tell how many total unique visitors we have. We can tell on a daily basis - one hundred and fifty thousand to three hundred thousand unique IP addresses access the Family Friendly Gaming website every single month. This is a huge blessing way above and beyond anything we expected.

We swapped software for tracking every single HTML page we publish. We are also working on tracking the old news stories from 2010-2011 that were never logged. It will take some time. Eventually we will get that all logged. Old news stories are the last major section that needs to be added to the tracking. When it is complete we will look into some database solution going forward. That may be a few years out.

Videos and our Youtube channel continue to grow and develop. I never understand why some videos are major hits and others are flops. We have been putting our Avermedia device to good use capturing video from games, getting them on our Youtube channel, and on our website. One of these years we are going to try and figure out how to get videos into the e-magazine. We are currently saving up for a device that will allow us to record video of older systems. We are also saving up for a professional news crew video camera with shoulder harness. We have a real desire

to continue to grow and improve the video aspect of Family Friendly Gaming. It will take time and of course money. Like I said we are saving up for that. It may take a year or more to save for that since we do invest in other improvements to Family Friendly Gaming all the time. We also work on getting our mon-ey-s worth out of each purchase we make.

We continue to improve our stats and tracking here at Family Friendly Gaming. We are constantly learning, growing, and questioning how we do things. A big thank you goes out to everyone who contributes to Family Friendly Gaming.

God bless,
Paul Bury



Back to School

I am writing this the day my kids went back to school. It is a bitter sweet moment sending them back to school every single year. We are not rich, so our kids are in the public school. That presents a myriad of different issues and problems. The biggest one is diversity. Different people want different things out of the schools. I can sit there and watch all these different ideologies clash in the school system. I feel bad for many of the teachers who work so hard to educate. They are hampered by the government, administrators, the police, bad parents, misbehaving kids, and more. I know quite a few of the teachers at my kids schools. I have been room mom for a variety of classes my kids were in. I have been active in the PTA, and volunteered at the schools to help out. All of that has and continues to be pro bono. No payment has been received for any of that work. Nor am I asking for any. What strikes me as odd is how few parents are actually involved.

Plenty of parents will complain about the educational system in America. How many are actively involved trying to make it better? How many parents are advocates for their own children when they have special needs? I can tell you what I hear all the time from school administrators, counselors, and teachers. Do you know what I hear? I hear: "you are one of the few parents who advocates for their children." I also never take that too far. If my kid is wrong I make sure they are punished, correct their behavior and apologize to the person they wronged.

We have one child that is in all honors, and another child that is a special needs child. I get to see the school system from both extremes. I see what it is like for our brilliant child. I get to see what it is like for our child with a learning disability. Want to know some interesting things about the two of them? The brilliant child hates school. It bores him, and with minimal effort he aces classes. We keep encouraging him to give his best effort. Our special needs child loves school. He is Mr. Social. His brother could care less to communicate with other children. Our little social butterfly gives 110% effort every hour of every day. He may have problems comprehending certain concepts, but that does not stop of him from giving his best effort. The important lesson there is each child is going to be

different. There is no one size fits all learning structure.

It is sad to send my kids back to school. On the other side of the coin it is nice and quiet. They are not fighting and arguing over the same things. We gave them some wonderful, and fun experiences this summer. We gave them some experiences they will cherish for the rest of their lives. Or at least I hope they cherish them for the rest of their lives. I know there are memories I will cherish for the rest of my life. How was back to school in your home? What summer memories did your family create?

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863
 1 Timothy: 9780976054825 | 2 Timothy: 9780976054894 | Interactive Parables: 9780976054801 | Interactive Parables Spanish: 9780976054818



DVD-ROMs contain PowerPoint Bible stories, 3 - 5 on each disk. The PowerPoints contain stunning lifelike still graphics. Not cartoons, but computer generated photorealistic imagery. Their purpose is to provide a great backdrop while the teacher articulates the story, there is no audio, but a lesson outline is provided for the teacher along with Bible references. Each story also has a printable PDF activity sheet and a coloring page.

14 DVD ROM titles
\$10.99 each

Easter 1	EAN 5060209840680
Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840642
Parables of Jesus 1	EAN 5060209840758
Parables of Jesus 2	EAN 5060209840765
Power and Glory	EAN 5060209840727
Women of God	EAN 5060209840659

The comics are a further resource. Children love to read them and learn Bible stories.

6 COMIC titles
\$1.50 (issues 1-4) \$2.99 (issues 5,7)

Issue 1 Jonah	ISBN 9781904064947
Issue 2 Samaritan	ISBN 9781907731006
Issue 3 Adam & Eve	ISBN 9781907731013
Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

This catalog features **1500+** of **9000** available Homeschool titles.

For a complete listing, visit our reference only website

www.homeschoolstore.com

Products can be ordered from your local Homeschool Retailer.

MISSION STATEMENT

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

Working Man Gamer

How to End Road Rage

Want to know a secret? Want to know how to stop road rage? It all starts with the input you let into your brain. What you watch and what you listen to influences your brain. Impatience, anger, and selfishness can be tied to what your favorite entertainment is teaching you. So what can you do to fix the problem? Change the input. The main man, the great one gave the WMG this secret. Are you ready? Listening to Christian music while driving. It took the WMG five months to change from road raging to praying for those who wronged me. Which is cool since it took the EIC six months to change his behavior.

How does listening to Christian music change ones attitudes? Praising God while driving changes the focus of our brains from ourselves to serving others. We then put others before ourselves. Someone rudely cuts you off - back off and pray for them. A completely different response than getting angry at them. Instead of focusing on how we were wronged by them, we look for ways to make their drive to work better than ours. We will get to our destination just when God wants us to. We teach others by our own example.

I wrote this column this month as a way to help millions. Listening to Christian music for a few months - especially praise and worship. Could you image if a thousand drivers in your area changed their focus while driving? Could you imagine how much better the drive to work would be for everyone? If ten percent of them told others, and they tried it. Little by little, month by month things would get better.

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!

ESRB Reform

The Family Friendly Gaming team continues to lead the entire gaming journalist media with topics like ESRB Reform. I read all your columns, comments, and reader input on the ESRB. I never gave the ESRB a look, or a thought. Too often we gaming journalists are lazy. We use such narrow focus on our work. We pal around with the PR firms. We abuse our positions because of the abuse we see from the companies and PR firms.

Family Friendly Gaming is showing an integrity that I wish I had. Your showing a set of standards that many of us gaming journalists need. Most of the time my friends and co-workers mock Family Friendly Gaming as a fundie magazine. I stopped counting how



many times Family Friendly Gaming has broken important stories and issues that will help the entire video game industry. We mock you because you are better than us and we are jealous. I apologize for making fun of you, your site, your magazine, and your work.

I recognize Family Friendly Gaming as the leader in gaming media. IGN may be larger in terms of staff, budget, and visitors. In terms of integrity, ethics, innovation, assistance, improvement, and relevance Family Friendly Gaming dominates.

I promise to take an investigate look at the ESRB. All because Family Friendly Gaming broke this story. I am not ashamed of being a follower. It may be tough to convince my bosses to do stories like FFG does. I hope I will have half of the success you have.

- {Name Withheld Per Request}

{Paul}: Thank you for your kind, encouraging, uplifting, and helpful words. You told me some things I had suspected, and a few I had heard from others. I am very pleased your eyes were opened. That is one of the goals we have here at Family Friendly Gaming.

We encourage everyone to think for themselves. Do not accept what you are being told blindly. Research it, and come to your own conclusion.

Family Friendly Gaming has never been part of the "in" crowd. We moved away from the west coast out into the south of America. Most gaming outlets are on the west coast. Some have even moved to the west coast. They want to be by the companies. They want to be close to get the stories. It also means they are easily influenced. We took the opposite path. The different direction on the road.

I get questions all the time asking where ideas come from for articles. They come from a myriad of different places. I get them praying. The Holy Spirit presents ideas that are fleshed into articles. I get them from things that happen in life. I get them from things readers send in. I get them from my children. I get them from my wife. I get them from things I see and/or hear out in public. I get them from conversations I have with others. I get them from trips I take. My mind is open to this question: "can this be used in FFG in some way, shape or form?" Sometimes that is yes, and sometimes that is no. Sometimes I write down an idea that is used later on. So many things we do come from a variety of different sources. A conversation while we are having a walk as a family is a great exam-

ple.

Promoting

Every time I say Family Friendly Gaming can not get any better, you prove me wrong. I love the stories you did on Promoting Modesty, and Promoting Service. This is why I read Family Friendly Gaming. This is why I tell all of my friends to read Family Friendly Gaming. You people are amazing. You guys and gals are outstanding. You people bring up important thought inducing topics for everyone to explore.

Where do you come up with these ideas? No one else is talking about modesty and service. No one else is talking about fasting and praying. No one else is talking about being content, and giving things away. No one else is talking about physical copies being better than downloads. It's like everyone else is going one direction, and Family Friendly Gaming goes the opposite. Is that by design? Is that on purpose?

Keep up the amazing work!

- Martha

{Paul}: Thank you for your kind words. They are very appreciated. We have days where we are exhausted, and beat down. So hearing such encouragement is always helpful. I am so pleased to hear our columns are reaching you, your

heart, and others.

As I explained in the last Sound Off response the ideas come from a variety of different sources. Many times I think: "what needs to be focused on?" You know there are important topics the talking heads are ignoring. What can we write about that will focus everyone on the really important things in life? How can we point people to God? It is not easy some days.

Yes the focus we have is by design. There are plenty of worldly gaming magazines and websites out there. In fact the worldly is the overwhelming majority. We instead work hard to have a Kingdom of God focus on what we do, what we write, and what we cover. The rest can go charging off a cliff like lemmings if they want to. We are going to announce to them: "there is a cliff coming up, your speeding to your own doom." If they listen great. If they choose to reject God, then we have to respect their decision. They ultimately make the choice. We are pointing out they have that choice.

War - what is it good for?

I promise to listen to what Family Friendly Gaming has to say in their reviews from now on. I bought Machines at War 3 because of your review. I bought it to prove your review wrong. I just knew



you were making it all up. I just knew you were WRONG! I was the one who was wrong. This game is horrible. I feel bad for you that you have to play games like this one. How could something so glitchy make it on the market? Doesn't STEAM have any standards? I love PC gaming. Games like Machines at War 3 are half done, and make all PC games look bad. I am sorry I doubted you. I am sorry I thought you were wrong. I am really sorry I spent money on Machines at War 3.

- Bob

{WMG}: Apology accepted.

Future Glimpses

Thank you for writing Fu-

SOUND OFF Continued



Future Glimpses Moon Murderer. My teenager, myself, and my husband all love your book. Your talent is awe inspiring. When can we expect the next book in the series? Ever think of writing for a video game? Will Future Glimpses be turned into a movie like The Hunger Games?

- Tanya

{Paul}: Thank you so much for your words of encouragement. I appreciate it. I hope to find some time to flesh out some more of the next Future Glimpses this year, with possible writing on it next year. Then of course proofing. Lord willing by Christmas 2015. I will do my best to reach that. Part of my problem is I do so much for so many in so

many different arenas that sitting down and thinking about where to take a book can be difficult. Mainly finding the time. I actually do have a couple of ideas for video games. I write down notes of ideas and when there is time, money, and other resources I hope to get those completed some day. We will see if it ever happens. I get ideas that I write down all the time. Finding time to implement them can be difficult. I am open to Future Glimpses being turned into a movie. We will see if that ever happens.

Ultima NOT Forever

I loved your article on Ultima Forever being shut down. I agree with you 100%. I tried that game, and hit the same brick wall you did. I gave up on the game, and chalked it down to EA Greed. I hope EA listens to you about this because we gamers do not want free apps. We do not like them. The model is like you say repeat pay to play. I want to pay one time, and play it as long as I want to.

I used to be all big on the downloadable games until I read your articles on why physical copies are better. You make great points, and you sir have convinced me. I am now on the side of physical copies of games. Do you think it could ever be done with the iPhone and Android? I don't see how it could be done, but you guys are a lot smarter than me, and more experi-

enced. Plus you already changed my opinion on those other topics.

- Brian

{Paul}: So happy those articles reached and moved you. We are hoping and praying the industry realizes the power of the physical copies movement. As far as iPhone and Android - not easily with the current design. However it would not be difficult to add a little port where people could pop in a little SD card like cartridge. I believe these companies could do it if they wanted to. Once consumers tell them to do it, they will listen or lose money. That is their motivation. Once you understand how to motivate them, it is only a matter of making it so.

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

Senior Producer Ryan Rucinski at Little Orbit took some time out of his busy schedule to answer questions for Family Friendly Gaming Nation.

Q. How mathematical will Adventure Time: Secret of the Nameless Kingdom be?

A. Oh my glob, everyone is going to be blown away with how lumpin' awesome this game is! WayForward, the developer, is creating a classic top-down action adventure experience with puzzle-solving elements. It's reminiscent of early high fantasy console games with puzzles to solve, questing, combat and finding out all sorts of secrets along the way. There will be a huge overworld and unique dungeons to explore, lots of new and familiar Adventure time characters to talk to (hint princesses) and plenty of secrets to uncover.

Q. We understand Adventure Time Secret of the Nameless Kingdom will be on the Steam (PC)/PS3/Xbox 360/3DS. No WiiU?

A. We are constantly evaluating emerging platforms. At this time no WiiU is planned for this specific title but we never say never!

Q. Any plans for Adventure Time Secret of the Nameless Kingdom on the Xbox One? PS4? PS Vita?

A. As I mentioned earlier we are always evaluating new and emerging platforms for our games. Stay tuned for announcements later this year.

Q. WayForward Technologies is well known. How did Little Orbit get them on board for Adventure Time: Secret of the Nameless Kingdom?

A. We saw enormous potential in their previous Adventure Time games – Hey Ice King Why'd You Steal Our Garbage? and Explore the Dungeon Because I Don't Know. Way- Forward has rabid Adventure Time fans who understand the characters and have enormous respect for the brand. We offered them every

opportunity to take what they have learned from their past games to make the ultimate Adventure Time game and they are going all-in!

Q. How long will it take to play through Adventure Time Secret of the Nameless Kingdom?

A. Play time fluctuates wildly between individuals, but we're aiming for 6 to 10 total hours of gameplay. This is going to be longer than Hey Ice King! but shorter than Explore the Dungeon.

Q. Will there be a multiplayer option in Adventure Time Secret of the Nameless Kingdom?

A. The game developers put a bigger priority on creating a singularly awesome single player experience so unfortunately multiplayer is not going to be an option.

Q. Is it humbling to have Adventure Time Secret of the Nameless Kingdom compared to Zelda games?

Totally humbling. We all grew up playing Zelda games and feel honored to have that comparison made.

Q. Will Adventure Time Secret of the Nameless Kingdom arrive before Thanksgiving?

A. Yes! We are targeting November 18 as the in-store date.

Q. We hear there is a secret in Adventure Time Secret of the Nameless Kingdom paying homage to the 12th Man. Is this true?

A. What the junk?! You've got to just wait and see!

Q. When can Family Friendly Gaming expect a reviewable copy of Adventure Time: Secret of the Nameless Kingdom to arrive?

A. I can't make any promises right now but be sure to clear your calendar this fall because this game is going to be amazing!

DEVOTIONAL Video Games 101

Going Back

For past couple of years something has bothered me. If you are a long time reader of Family Friendly Gaming then you know what it is. We work hard to find the best games for families in our coverage. We put forth a lot of time, and money promoting these products. We have companies verbally thank us all the time for making them so much money. Yet few companies want to thank us financially. It can draining when they are all: "ME, ME, ME!" When they are so self centered and self absorbed that all they care about is making even more money. Where does their greed end? When will they ever bother to share with those who helped them get there? Those are questions I have been asking for one to two years now.

What bothers me the most is it seems the majority of the greedy, selfish, and self centered are not listening. They just want more work to make them more money. Yet they never care enough to ever pay for all the work they are requesting. Too often their press releases are advertisements called press releases. I have prayed about, and sought God's will. Know what

God showed me? **Luke 17:11-19** *Now on his way to Jerusalem, Jesus traveled along the border between Samaria and Galilee. 12 As he was going into a village, ten men who had leprosy met him. They stood at a distance 13 and called out in a loud voice, "Jesus, Master, have pity on us!" 14 When he saw them, he said, "Go, show yourselves to the priests." And as they went, they were cleansed. 15 One of them, when he saw he was healed, came back, praising God in a loud voice. 16 He threw himself at Jesus' feet and thanked him—and he was a Samaritan. 17 Jesus asked, "Were not all ten cleansed? Where are the other nine?" 18 Has no one returned to give praise to God except this foreigner?" 19 Then he said to him, "Rise and go; your faith has made you well."* Nine out of ten were given the wonderful gift of healing. They did not come back and thank Jesus. Nor did they praise God for their healing. Jesus did not stop his ministry because of a thankless heart in so many others. Nor will I.

It can be a tough pill to swallow to realize the majority of humans care more about themselves than they do others. We lead by example here at Family Friendly Gaming. Yet few will

follow that fine example. Some days that is difficult for me to accept. Some days I get fed up with all the selfish people who are only trying to use me for their own personal gain. I have to acknowledge that too many will never change unless they turn to Jesus. Too many will always put themselves first. Too many will never think of replenishing what they have taken out. When I am exhausted from helping so many others, it can be difficult to find the motivation to help the selfish. I turn to God for the strength to carry on.

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.

Women

A recent question came into Family Friendly Gaming. Here it is: "why are women portrayed so poorly in video games?" First and foremost you have to realize Family Friendly Gaming has been fighting this problem for close to a decade now. The video game industry needs reform. There are certain prejudices, biases, and bigotries that are prevalent in the video game industry. Christians are treated as second class citizens. Women are shown as sexual objects for men in too many video games.

The origins of video games come out of a very worldly system of beliefs. The start of video games was very male dom-

inated. Think of how women dominate the nursing profession to this day. Video games were made for young men, by young men. The myopic focus was on that target audience. Now they are called hardcore gamers. The same concept applies. They want the most worldly things, and could not care about how others perceive them.

Another facet of this is many of these young men were awkward. They might have been called geeks, or nerds. What that means is their relationship level with real world women was very low. Their knowledge and education in the female side was very one dimensional. Thus their portrayal of female characters went as far as their lusts. They could create these females to act in a way they want women to actually behave. Things like cosplay have reinforced their desires.

As more women have gotten involved with the video game industry, and it has become big money; there has been internal debate within the industry. As new voices have entered, and educated the light of truth has been shined on the entire video game industry. More voices have come out in recent years denouncing this one dimensional portrayal of women.

There is still progress to be made on this issue.

Characters like Cooking Mama have grown the video game industry, and shown that video games can be good, clean, safe for families, and present a positive portrayal of women. Cooking Mama games have been very successful as well. Cooking Mama is a Family Friendly Gaming Hall of Famer for a variety of reasons. Her proper portrayal of women is one of them.

Noses have to be turned up to games that are portraying women in inappropriate ways. Consumers need to let companies know, they will not give them money for products like that. These companies care about the bottom line, and they make products with this immature view of women because they believe it sells. Prove it does not sell, and they will quickly change their tune.

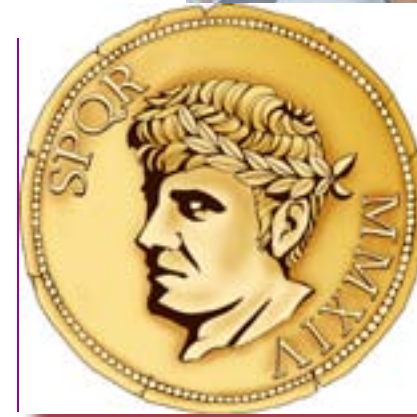
Never get tired of bringing up this issue to gaming sites, gaming magazines, message boards, publishers and developers. The more often this issue is discussed the quicker we can expect a change. Your words can ignite much needed video game industry change. Just as this article can be used to open the eyes of those that need it.



IN THE

NEWS

CONTENTS



Director Travian 4. In the summer of this year, the motto won't be "double speed" but rather "for Rome".

"The scenario is set in the golden age of the Roman Empire. Rome's sphere of influence stretches from Western Europe to the Middle East and from Northern Europe to North Africa. The map resembles this area, depicting a very real image of Europe at the time" adds Brian Terek, Product Manager Travian 4. The map displays different climate zones, as well as rivers, volcanoes and roughly 90 of the most important ancient cities. Each of these cities is home to a powerful artifact, which offers the players advantages in the game.

Story	Page(s)
Travian Ancient Europe starts	16 - 17
Bandai Namco Games America Inc Celebrates Double Repeat Pay to Play Milestones	17
Samurai Warriors 4 10th Anniversary Collection Edition Announced	18
Tropico 5 DLC Pack The Big Cheese Releases	19
KINGDOM HEARTS HD 2.5 ReMIX Pre-Order Incentives	20
David v. Goliath-Indie Film Opens Valentine's 2015	20 - 21
Sesame Street Celebrates 45 Years	21 - 22
Three Mercedes-Benz Cars Added to Mario Kart 8	22
Epic Games sets up UK Studio	23
Rail Nation Reaches One Million	23

Bandai Namco Games America Inc Celebrates Double Repeat Pay to Play Milestones

BANDAI NAMCO Games America Inc. announced that its REPEAT-PAY-TO-PLAY game ACE COMBAT INFINITY has surpassed one million downloads worldwide since its May 2014 launch on the PlayStation®Network. ACE COMBAT INFINITY stands as the first Free-to-Play entry in the long-running and beloved ACE COMBAT franchise, which has delivered classic flight-combat-action to fans around the globe throughout the franchise's 20 year history. ACE COMBAT INFINITY is free to download.

In appreciation and commemoration of the franchise's latest milestone, Project Aces will be conducting a campaign gifting every player the "Mirage 2000-5 -White Tiger-" special aircraft by checking their notification of this commemoration within the limited time (campaign end date August 18th, 2014).

Travian Ancient Europe starts

The Roman Empire is on the brink of civil war! The old emperor has died and no one is there to succeed him. The Senate is hopelessly at loggerheads to find the right candidate. In this critical make-or-break situation, the senators have come up with a daring plan. Each citizen of the Roman Empire is asked to apply for the position of the new emperor. Who will have enough power, who will have enough influence in the Senate and who is able to pursue his goals with military force? Anything can happen in Ancient Europe!

"For the first time in Travian's ten year history, Travian Games has created a completely new summer special scenario, which is still based on the core principles of Travian, but at the same time also incorporates many new features, such as a new map, a new endgame and new game mechanics", says Eckart Foos, Game

BANDAI NAMCO Games America Inc. is also pleased to announce that its PlayStation®3 exclusive game SOULCALIBUR Lost Swords has also surpassed one million downloads worldwide in just two and a half months since its launch in April 2014. The SOULCALIBUR weapon-based fighting game series has shipped millions of units worldwide, and the global success of SOULCALIBUR Lost Swords as a REPEAT-PAY-TO-PLAY title shows that the popularity of the SOULS series has no signs of slowing down. SOULCALIBUR is free to download.

"As BANDAI NAMCO Games ventures bravely into the rugged REPEAT-PAY-TO-PLAY terrain, we are seeing our initial efforts favorably reaffirming the brand power of some of our most treasured franchises," said In Joon Hwang, Director of Digital Games at BANDAI NAMCO Games America Inc.

Samurai Warriors 4 10th Anniversary Collection Edition Announced

KOEI TECMO America unveiled the SAMURAI WARRIORS 4: Special Anime Pack, celebrating a decade of the tactical action series exclusively for the PlayStation®4 computer entertainment system, scheduled for release on October 21, 2014, along with the PlayStation®3 and PS®Vita handheld system versions.

Conceived with the intention to honor dedicated players of the series, fans can look forward to a treasure trove of SAMURAI WARRIORS content in the SAMURAI WARRIORS 4: Special Anime Pack including:

- Special Anime Pack 10th anniversary Collector's Edition packaging
- SAMURAI WARRIORS: Legend of the Sanada anime (Blu-ray Disc)
- SAMURAI WARRIORS 4 game (PlayStation 4)
- SAMURAI WARRIORS 4 Official Soundtrack (CD)
- Special Costume Pack 4: Garcia, Ina, Nene and Oichi (DLC)
- Old Costume Pack 1: Yukimura, Mitsuhide, Nobunaga, Noh, Oichi, and Ranmaru (DLC)
- Edit Parts Pack 1 which allows facial and Western themed armor customization (DLC)

The company also revealed two collections of pre-order incentives for SAMURAI WARRIORS 4:

Available at GameStop, DLC bundle containing the following items:

- Scenario Pack 1: New stages "Sinister Beauties" and "Men of Charm and Courage", new items "Gold Lacquered Box" and "Lion Censer"
- Special Costumes for: Mitsunari Ishida and Toyohisa Shimazu

Available at Amazon and BestBuy: DLC bundle containing the following items:

- Weapon Pack 1: New weapons for over 25 characters
 - Old Costume Pack 2: Costumes inspired by the original SAMURAI WARRIORS for Keiji Maeda, Kenshin Uesugi, Kunoichi and Shingen Takeda
- Features
- 55 New and Updated Characters Nobuyuki Sanada and Yoshitsugu Otani join the fray, along with Takatora Todo, Naotora Ii and Munenori Yagyu (previously only available in Japanese releases of SAMURAI WARRIORS) along with major overhauls of appearance and rearrangements in battle moves for fan-favorite characters such as Yukimura Sanada and Nobunaga Oda adding to the diverse range of more than 50 playable characters.

New Battle Modes Enhancements and newly implemented gameplay systems create a deeper and more satisfying combat experience, including the all-new ability to switch between two characters in real-time, adjustments to morale, Officer development.

Unfold the rich tapestry of the Warring States era The Story Mode portrays the tales surrounding the battles by faction, deepening the relationships between characters and is separated into two parts, regional stories, which tell the tales of the officers of various regions around the land such as Kyūshū and Shikoku.

SAMURAI WARRIORS 4 is developed by Omega Force and published in North America by KOEI TECMO America. The PlayStation 3 and PS Vita versions will be available digitally exclusively through the PlayStation® Store for \$49.99 and \$39.99, respectively. The PlayStation 4 standard edition will be available for \$59.99 and the Special Anime Pack will be available at participating retailers for \$74.99. This title has been rated T for Teen by the ESRB.

Tropico 5 DLC Pack The Big Cheese Releases

Do you know El Presidente's only weakness? His penchant for a good, ripe cheese of course! While his exclusively imported French speciality cheese may bring some short lived satisfaction, El Presidente wants more! To satisfy his desire, El Presidente decided to open his very own artisan cheese factory – The Creamery – in the first DLC pack for the hugely popular Tropico 5.

'The Big Cheese' DLC, available now, challenges players to create and promote an artisan cheese brand by introducing a new production chain with The Creamery: a new building that enables you to make the most of Tropico's local goats and llamas. Put on the chef's hat and face international competition in an epic quest to create the best cheese in the world! This add-on includes: an all-new sandbox map and task, a standalone scenario including additional voiceovers, building, avatar accessory and music track!

People who pre-purchased Tropico 5 via Steam will receive 'The Big Cheese' DLC for free as part of the pre-purchase tier reward bonus. People who purchased the North American physical boxed copy will receive the DLC at no charge through the Kalypso Launcher.

In addition to 'The Big Cheese,' Tropico 5 Update 1.04 has also gone live today, adding game saves to multiplayer so you can pause and carry on those extra-long political campaigns later. Check out the change log below for a full list of bug fixes, tweaks and additions. (Please note that the multiplayer game saves update is currently at Beta stage and will be fully implemented soon.)

Included in 'The Big Cheese' DLC:

- Create and promote an artisan cheese brand

New building: The Creamery – Produces cheese from milk!

New dynasty avatar accessory: The Chef's Hat

New sandbox map: Arco Iris Beneditas

New music track: 'Electro-Hijinx Orchestra – Amiga'

Tropico 5 – Update 1.04 features:

Multiplayer: Added save/load game feature (matches are saved to all players locally and re-synced upon load)

Multiplayer: Fixed issues with determining territory ownership

Multiplayer: Fixed some asynchronous game states

Fixed issues with some task chains

Fixed food consumption modifiers when cancelling Extra Rations edict

Fixed issues with rebuilding buildings with upgrades

Fixed rare issue causing never ending fires

Budget setting is restored for rebuilt buildings

Fixed issue with "Send Army" action for protests

Fixed a bug resulting in tanks destroying critical buildings they are not attacking

Rebalanced cooldowns of Industrialization and Urban Development edicts

Disabled radio announcements between campaign missions

Democracy constitution mode no longer prevents military coups

Coups and Uprisings no longer happen during the Colonial Era

Modernization of Coffee and Cotton Plantations, Llama Ranches now restore upgrades correctly

Various tweaks and improvements to controller input

Depleted deposits display ruin piles to signify that the location is not suitable for construction.

No word on Tropico 5 coming out in support of traditional marriage.

In The News Continued



KINGDOM HEARTS HD 2.5 ReMIX Pre-Order Incentives

For the devoted followers of the KINGDOM HEARTS series, SQUARE ENIX, Inc. today announced the Limited Edition for KINGDOM HEARTS HD 2.5 ReMIX. Fans that pre-order the Standard Edition of the game at participating retailers will also receive a free upgrade to the Limited Edition (while supplies last), which includes the exclusive Disney collectible pin featuring Sora and Mickey Mouse.

KINGDOM HEARTS HD

2.5 ReMIX will be available for North America on December 2nd, 2014 for the PlayStation®3 computer entertainment system, and will be priced at \$39.99.

David v. Goliath-Indie Film Opens Valentine's 2015

OLD FASHIONED—an indie faith-based film that offers up a rather unique and challenging take on chasing love in today's culture—will open Valentine's weekend 2015. The co-announcement was made today by Bill Reeves, Owner, Working Title Agency, producer Nathan Nazario and Freestyle Releasing Co-President, Mark Borde, who will distribute OLD FASHIONED in a platform theatrical release.

"I wanted to tell a love story that takes the idea of Godly romance seriously," said Rik Swartzwelder, the film's award-winning writer-director and lead actor. "A story that, without apology, explores the possibility of a higher standard in relationships; yet, is also fully aware of just how fragile we all are and doesn't seek to heap guilt upon those of us that have made mistakes."

A faith-based romantic drama, OLD FASHIONED centers on former frat boy, Clay Walsh, and Amber Hewson, a free-spirited woman, who together attempt the impossible: an "old-fashioned" courtship in contemporary America.

"Opening the same weekend as FIFTY SHADES, there's definitely a David v. Goliath comparison," Swartzwelder continued. "They will have more screens, more money, more hype . . . but we're hopeful that we are not alone in our belief that there are others out there who desire more from love--and the movies--than objectification or domination. That being the case, we simply want to offer an alternative view on the topic of romance; and, perhaps even dare to suggest that there is a more beautiful way to which we all can aspire."

"OLD FASHIONED is a unique indie film, and we're excited to partner with the first faith-based theatrical release to specifically target the underserved Christian singles audience," said Freestyle Co-President,

In The News Continued

Mark Borde. "It's also a very tender and artful film, and we see the potential for some crossover here."

Freestyle recently released the faith-based drama GOD'S NOT DEAD, which surpassed \$60 million dollars in domestic box office receipts.

"We're delighted to partner with Freestyle, who clearly demonstrate a passion for quality storytelling and a proficiency in reaching specialized audiences," added Reeves.

OLD FASHIONED features Swartzwelder as Clay and Elizabeth Ann Roberts as Amber. The film also stars Dorothy Silver, Tyler Hollinger, Lejon Woods, Nini Hadjis, Maryann Nagel, Joseph Bonamico, Lindsay Heath, Anne Marie Nestor and Ange'le Perez.

OLD FASHIONED is produced by Swartzwelder's Skoche Films, Nathan Nazario of Motion Picture Pro Studios, Dave DeBorde and Nini Hadjis. Freestyle Releasing distributes.

The distribution deal was negotiated by Mark Borde, Bill Reeves of Working Title Agency and Nathan Nazario on behalf of Skoche Films, LLC and Old is New, LLC.

Swartzwelder is a writer-director-producer whose films have screened at over 145 film festivals worldwide and garnered over 50 major awards, including a Crystal Heart and a CINE Special Jury Award. OLD FASHIONED marks his feature film debut.

OLD FASHIONED was shot on location in rural northeastern Ohio by David George and features an original score by Kazimir Boyle. Its eclectic soundtrack includes work from Bill Mallonee, Connie Lim, Roz Bell, Ralston Bowles, Alfa Garcia and Scott Krippayne, among others.

E-book release of both titles is Sep. 1, 2014, with print versions releasing mid-January 2015. Note: Fifty Shades is a high offensive book and movie that families avoid.

Sesame Street Celebrates 45 Years

Sesame Workshop launches Sesame Street's 45th anniversary season on PBS KIDS September 15th. A bonus half-hour program that will air on weekday afternoons and weekend mornings, complementing the regular weekday one-hour series, also debuts in September. Season 45 of Sesame Street will be the most danceable, the most musical and the most high-energy season yet and is sure to get kids up and moving with new letter and number of the day dance breaks and new original songs! Additional highlights include new street stories; new installments of the wildly popular "Cookie's Crumby Pictures;" new "Elmo the Musical" and "Super Grover 2.0" segments; new animations and, as always, new hilarious spoofs.

Sesame Street's new afternoon and weekend program on PBS KIDS will offer families even more access to the iconic series that for decades has helped kids grow smarter, stronger and kinder. Each half-hour episode is a shortened version of each one-hour program and will include a "Street Story," a "Word on the Street" segment, a celebrity vocabulary segment, songs, spoofs, letter/number dance breaks and popular segments like "Cookie's Crumby Pictures" or "Super Grover 2.0." In addition to airing on PBS stations, selected episodes of the 30-minute show will also be available on the PBS KIDS Video App, on Apple TV and on the PBS KIDS Roku channel.

The dancing and musical fun never stops on Sesame Street! New interactive breaks have been built into the show that encourages kids to get moving while they learn the letter and the number of the day. Preschoolers will be grooving to new original songs.

"In our 45th anniversary season, our audience will have even more of what they love most about

Sesame Street,” said Carol-Lynn Parente, Senior Vice President and Executive Producer of Sesame Street. “There is more music, more dancing, more interactivity and more of the characters they love so much, and now even more opportunities to watch it with an afternoon and weekend play.”

As always, Sesame Street is filled with memorable moments for both children, their moms and dads. This season’s spoofs include: “House of Bricks,” a spoof of the television show House of Cards where the Big Bad Wolf blows down and subtracts the Three Little Pigs’ houses until there’s only one left... the White Brick House. Eight new “Cookie’s Crumby Pictures” spoofs, including “Star S’mores,” “Nosh of the Titans,” “Twilight Breaking Cookie,” “When Cookie Met Sally,” “The Cookie of Oz,” “The Aveggies” and “Jurassic Cookie” will keep children and their parents captivated while teaching preschoolers critical self-regulation skills.

“PBS KIDS is thrilled to celebrate Sesame Street’s 45-year legacy by offering a new half-hour program,” said Lesli Rotenberg, General Manager, Children’s Media, PBS. “The bonus half-hour program will enable PBS KIDS to offer Sesame Street to even more families on-air and on digital platforms, making it easy for them to engage with their favorite characters and helping kids build key skills.”

New street stories and segments will not only highlight the 45th season’s curriculum, but also delight fans of all ages. In “Numeric Con,” a Comic Con-like number convention, with number-inspired superheroes like Fiverine, The Dark Nine, Doctor Two, Cap-ten Kirk and many more, comes to Sesame Street and Elmo helps solve problems using math. In “Whose Nest Is It Anyway,” Chris encourages Big Bird to speak up and express how he feels when another bird takes his nest.

Three Mercedes-Benz Cars Added to Mario Kart 8

For the first time ever, Nintendo’s Mario Kart franchise will be powered by some real-world horsepower. An Aug. 27 game update to Mario Kart 8 for the Wii U console will deliver a variety of new features for players, including the ability in-game to download three free Mercedes-Benz cars that players can race: the modern Mercedes-Benz GLA, the 300 SL Roadster from the 1950s and the legendary Silver Arrow of the 1930s.

The GLA model comes with special wheel options, while players can customize all three new karts with various wheels and gliders in the game.

Between Aug. 27 and Sept. 23, Nintendo and Mercedes-Benz will also host an online worldwide “Mercedes Cup” tournament. All competitors need is a Wii U console, Mario Kart 8 game, a broadband Internet connection and the Mercedes-Benz karts. Access to the “Mercedes Cup” in the game can be found in the online tournament section. The Mario Kart 8 game update will also add a variety of new features designed to enhance the racing experience for everyone. These include:

Drivers will now have the option to display the course map on the TV screen during races.

The order of the menu after each race will be changed to “Next Race”, followed by “Watch Highlight Reel”.

The game will remember the most recent kart options that were selected, even if the Wii U system was powered down.

Users will be able to change options of other players’ Mario Kart TV downloaded highlight reels, such as changing the focus to different characters or actions.

A score screen will be added so players can see how many coins they’ve collected.

Epic Games sets up UK Studio

Epic Games announced the formation of Epic Games UK, which sets up longtime collaborator and trusted partner Pitbull Studio as a fully integrated team driving Unreal Engine 4 development in the region.

“Pitbull has been essential in helping us develop the best tools and technology for building the next generation of games,” said Tim Sweeney, Epic’s founder and CEO. “They’ve been invested in UE4’s evolution since its early beginnings, and their dedication is unflinching.”

To date Pitbull’s staff have been primarily concentrated in Sunderland, with offices in Guildford and Leamington Spa. James Golding, Epic’s lead programmer who has been with the company for 12 years, recently relocated from Epic’s headquarters in Cary, NC to Guildford to expand that location’s footprint and headcount. Mike Gamble, European territory manager, has been running Epic’s engine licensing efforts across all of Europe from the UK since 2011. “Setting up a bespoke Epic presence here and fully utilizing the Pitbull team as part of that enables us to support Unreal Engine 4 developers across Europe on an entirely new level,” he said.

“Becoming Epic Games UK was the next logical step in our relationship with Epic,” said Robert Troughton, general manager. “We’re looking forward to expanding our amazing team here in the UK.”

Working alongside Epic Games on Unreal Engine 4, Pitbull’s programmers and artists have helped develop a wide variety of the engine’s features, including rendering, audio, physics, platform support, localization tools and much more. As a contributor to Epic’s games over the years, along with their exhaustive work on Unreal Engine 4, Pitbull has become an indispensable Unreal Engine resource for Europe.

Rail Nation Reaches One Million

The successful browser game Rail Nation celebrates the activation of its one millionth player together with its fans.

Only in May the new scenario Rail Nation USA was launched with overwhelming success. The development team at Bright Future is delighted to see the registration of more than one million players today.

“We are very proud of the journey we have made together with our fans so far. But, we’re not even close to reaching the end of the tracks. Development continues to run at full speed and we will deliver thrilling new content for our players in the future and on new platforms, too. The next couple of months will be very exciting”, says Rail Nation’s Game Director Petr Vlcek.

In order to thank the community for all their support over the last months, Travian Games is running a 24h special event, starting today, Tuesday, 29th July 2014 at 12 noon. Within that period of time each player will receive a 25% bonus on all Gold purchases in Rail Nation.

Rail Nation explicitly doesn’t only appeal to browser game experts, but also offers an easy entry into the subject through its convenient controls, without relinquishing advanced options for great strategists. The first real railway browser game is designed for a game duration of 3 months per round and offers a variety of gripping features, which currently can be discovered by railway fans in 19 different languages.





State of Gaming



REVIEWS

The march toward Christmas begins again. It is astounding that here we are again seeing companies line up all of the products they want you to buy for the Christmas season. Since we hear from so many of you on this topic let us get one thing out of the way. We have been telling companies "holiday" is offensive. Tell us the holiday or we change it to Christmas. We are far from perfect, and will miss something from time to time. We work diligently to keep the focus on Christmas. Family Friendly Gaming is not politically correct. Nor are we brainwashed by the progressives. We stand tall for what is right in spite of the death threats, and other hate filled speech coming from those who claim to be tolerant of diversity.

In the year of our Lord 2014 has been a horrible year for games for children. It has also been

a bad year for games for families. There are some coming out for the Thanksgiving to Christmas buying season. Family Friendly Gaming has been encouraging companies to turn around their failing efforts. Lord willing they will improve in 2015. Otherwise the industry will just start to diminish and lose all relevance to families.

Plenty of rehash is expected this Christmas buying season. Sequels to previous games are dominating the official release calendar. Found on the Fun page on the Family Friendly Gaming website. Very few original ideas are coming to the home consoles, and hand helds. There are some fascinating things happening on the Personal Computer (PC). Not all families play games on that system though.

OUYA has been working hard to be a nice platform for indie

developers. As has Steam, Microsoft, Sony, and Nintendo. They all want to bring in as many indies as possible. In some ways this helps the industry and in other ways it is hurting it. Not every indie game is going to be a Minecraft or Terraria. Some are going to be flops.

Apps have made the cross-over from iOS and Android to home consoles. Families tell us that many times these apps are not very appealing on the home consoles. Even less appealing on the hand helds. Especially when they have been on the iOS/Android platform for years and then appear on the Wii U/3DS/PS4/Xbox One. Usually at a much higher price.

Expect Skylanders Trap Team, Disney Infinity 2.0, Lego Batman 3 Beyond Gotham, Sonic Boom, PAC MAN and the Ghostly Adventures 2, and Cooking Mama 5 to be big hits this Christmas.

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.

	Score	Page
Blu-ray		
epic	70	34
DVD		
epic	70	34
Now You See Me	66	36
The Legend of Korra Book Two Spirits	55	35
Genesis		
Streets of Rage 2	46	37
Neo Geo Pocket		
King of Fighters R2	30	37
NES		
Adventures of Lolo 2	95	30
Nintendo 3DS		
Fluidity Spin Cycle	64	32
Nintendo DS		
My Weight Loss Coach	75	27

	Score	Page
Nintendo DSi		
Aura-Aura Climber	64	26
Wii U		
Game & Wario	58	29
I've Got To Run	56	33



Luke 7:11-16

11 Soon afterward, Jesus went to a town called Nain, and his disciples and a large crowd went along with him. 12 As he approached the town gate, a dead person was being carried out—the only son of his mother, and she was a widow. And a large crowd from the town was with her. 13 When the Lord saw her, his heart went out to her and he said, "Don't cry." 14 Then he went up and touched the bier they were carrying him on, and the bearers stood still. He said, "Young man, I say to you, get up!" 15 The dead man sat up and began to talk, and Jesus gave him back to his mother. 16 They were all filled with awe and praised God. "A great prophet has appeared among us," they said. "God has come to help his people."



Aura-Aura Climber

SCORE: 64

When I think about Aura-Aura Climber I immediately think of the physical copy movement within the video game industry. Aura-Aura Climber is a hashtag example of how forgettable downloadable games really are. They have no real world value to them. At the end of the day no one will buy a copy from you. Nintendo is giving copies away to Club Nintendo members because of how forgettable this Nintendo DSi game is. I almost forgot to review it.

Aura-Aura Climber is like the iOS jumper games. You know the kind right? Where you tilt the device left and right



while your character bounces on pads from the bottom to the top of the screen. Aura-Aura Climber has one major difference though. Our light source character shoots out an arm. That arm connects to objects and holds us in place. This means you

can take your time going from the bottom to the top. What does that makes Aura-Aura Climber? A slow climber.

The sounds in Aura-Aura Climber are

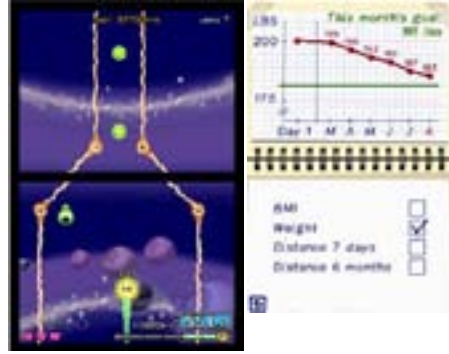


Aura-Aura Climber works on the Nintendo DSi, Nintendo 2DS, and Nintendo 3DS hand held devices. - Kid Gamer



Publisher: Nintendo
Developer: Nintendo
System: Nintendo DSi
Rating: 'E' - Everyone

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



My Weight Loss Coach

SCORE: 75

I love video games that improve our lives. Yolanda found My Weight Loss Coach for \$5.00 on clearance. Even though we are not supposed to pay taxes since it is for a business use - we paid the store taxes as well. If the IRS ever decides to audit us, they will wind up owing us a lot of money. Since we pay taxes all the time we are actually exempt from.

My Weight Loss Coach comes with a clunky loud pedometer, a Nintendo DS case, instructions, and game. The game takes us through connecting the pedometer to the Gameboy Advance port on the Nintendo DS. Please note My Weight Loss Coach will not work on the Nintendo 3DS, or Nintendo 2DS.

The stick figure that takes us through My Weight Loss Coach

shows how bad the graphics are in this hand held video game. The music is nice, and there is plenty of encouragement in My Weight Loss Coach. This DS game teaches us to improve our habits.

My Weight Loss Coach routinely challenges us to a variety of different exercise challenges. It also encourages us to eat right. My Weight Loss Coach tries to keep track of what we eat. I found this system to be a bit on the clunky side. Sort of like the pedometer - which is a bit too large for my tastes.

My Weight Loss Coach can be used to track your walking, and other exercises. Playing My Weight Loss Coach

Publisher: Ubisoft
Developer: Ubisoft Montreal
System: Nintendo DS
Rating: 'E' - Everyone
{Use of Alcohol and Tobacco}

Graphics: 50%
Sound: 80%
Replay: 80%
Gameplay: 70%
Family Friendly Factor: 95%



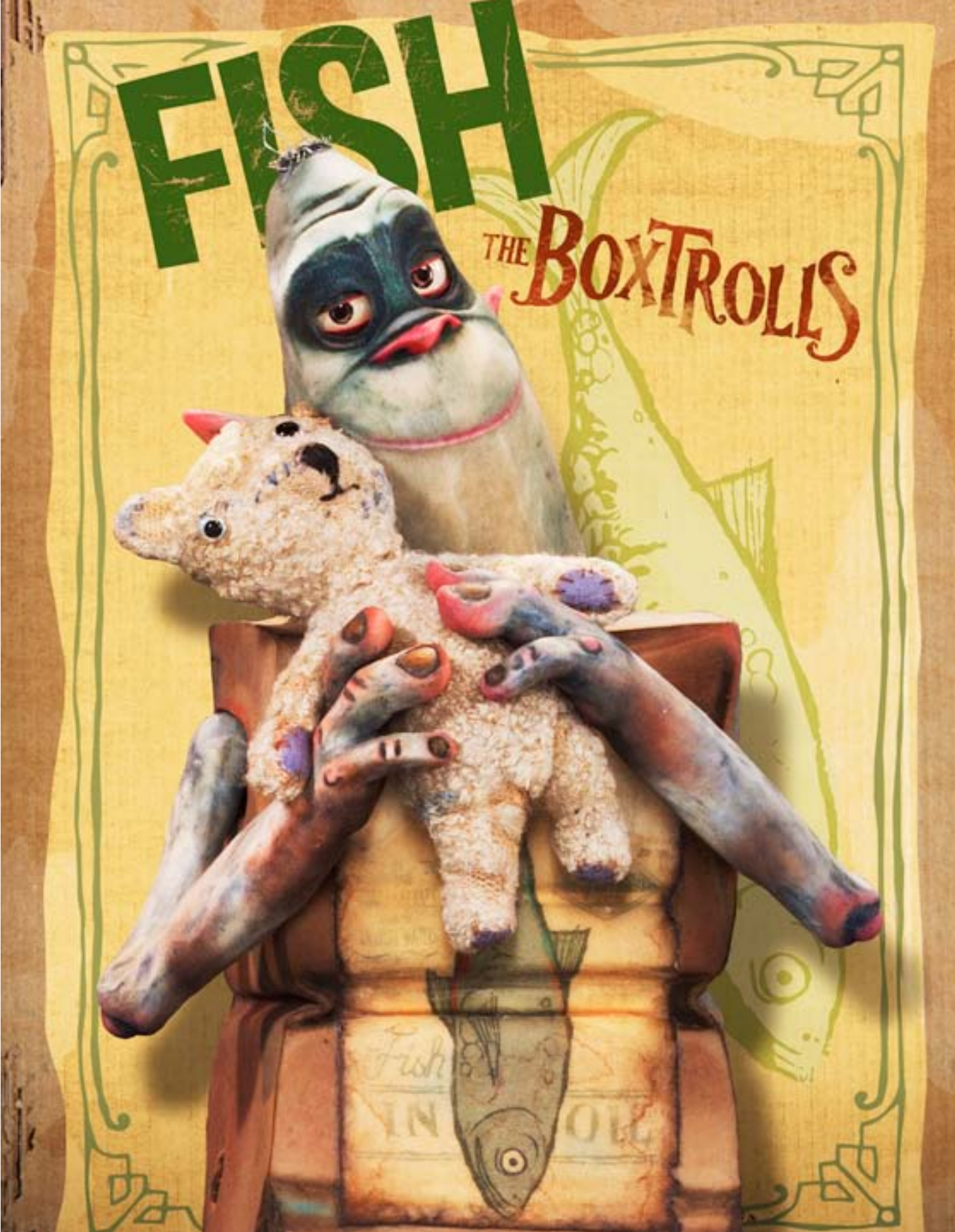
nice. The graphics in Aura-Aura Climber are mediocre at best. There are some violent images when we get hit by things like lasers. The ESRB fell flat on their faces with that one. But that is something we have come to expect from the ESRB.

The levels are repetitive in Aura-Aura Climber. Which is only downplayed by the fact there are only a few levels. Aura-Aura Climber feels like a quick cash in. Sure it has a low price - but then you never really own it. And it is tied down to just one device. Apple will let you download apps better than Aura-Aura Climber on multiple devices. Nintendo has some catch up to do.

at least once a day will bring this issue to the front of your mind. I found myself walking additional times and places to reach goals in My Weight Loss Coach.

The pedometer in My Weight Loss Coach can be tricked. I could shake it around here and there and it would register steps. It even registered steps while I was driving. The accuracy of My Weight Loss Coach is not that great. That is not a reason to avoid exercising though.

All in all I enjoyed my time with My Weight Loss Coach. My preferences are for a smaller pedometer that works on more current video game systems. If you have a Nintendo DS, and would like to track your steps, My Weight Loss Coach should be out there for a low price. - Paul



ADVERTISEMENT



Game & Wario



SCORE: 58

Game & Wario on the Wii U received a recent price drop. Which brought it into the range Family Friendly Gaming was willing to spend on this home console video game. Game & Wario comes in a physical copy, and the less desired downloadable version. Physical copy gamers can purchase Game & Wario at their local video game retailer. As long as they have it in stock.

Game & Wario is different than most other Wario games. This is not an action adventure video game hunting treasure. Nor is it a compilation of micro video games strung together. Instead Game & Wario contains a small

amount of mini games. The good news is Game & Wario brings some new things to the table. Game & Wario is bright and colorful. Some of the mini games are fun to play. Multiple family members can play Game & Wario at the same time. The first level of each mini game in Game & Wario is generally easy. There are multiple levels in each of the mini games too.

The bad news in Game & Wario is the gross humor, violence, enticement to lust, witch, and demonic content. Some of the mini games in Game & Wario control very poorly. The amount of content in Game & Wario is really light. Which is really lame considering the original price it was released for. I also



believe Game & Wario should have received a THIRTEEN and OLDER only rating. Most of the mini games in Game & Wario are a flash in the pan. They are here one minute, and forgotten the next one. The movie scenes before new mini games are interesting at times, and offensive other times. Other mini games are a bit confusing - like the pirates one.

Game & Wario does some neat things with a jumping mini games. This is a great way to use the Wii U Gamepad. There are some things Nintendo could use to build a better game in the future.

- Paul



Publisher: Nintendo
 Developer: Intelligent Systems
 System: Wii U
 Rating: 'E10+' - Everyone 10+ (Cartoon Violence, Crude Humor)

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





Adventures of Lolo 2



SCORE: 95



I am completing my exploration of the Adventures of Lolo video games with the Adventures of Lolo 2. This 8-bit NES cartridge was a bit harder to find than the first one. Adventures of Lolo 2 is a lot like the first game as well. Whereas Adventures of Lolo 3 had all kinds of improvements and advancements, we get more of the same in Adventures of Lolo 2.



lecting hearts in Adventures of Lolo 2. Some hearts contain eggs which are useful in solving certain puzzles. Especially when we need to move the enemies to block the medusa enemy characters from instantly

ending our level. The password system continues in Adventures of Lolo 2. So if you get stuck you can always find the password for the next level on the Internet.

The intro movie, and the ending movie are neat to see in Adventures of Lolo 2.

The characters in this home console retro game have such great chemistry. I actually enjoyed shooting



the end boss with eggs to save Lala. Which is the extent of the violence in Adventures of Lolo 2.

Players can still instantly kill off Adventures of Lolo 2 in any level. This is done when you are stuck and unable to progress. I am not big on the concept of suicide. I am also not convinced Adventures of Lolo 2 is trying to teach that. It is more of a resetting of the level and trying again. Trust me you will try again many times in Adventures of Lolo 2 to reach the ending.

The Adventures of Lolo franchise holds a special place in my heart. This is the kind of a franchise that may be appearing in the Hall of Fame in the coming years.

It requires thought, analysis, speed, and perseverance to get to the end screen.

Then you have to reset your system since it does not naturally reboot.

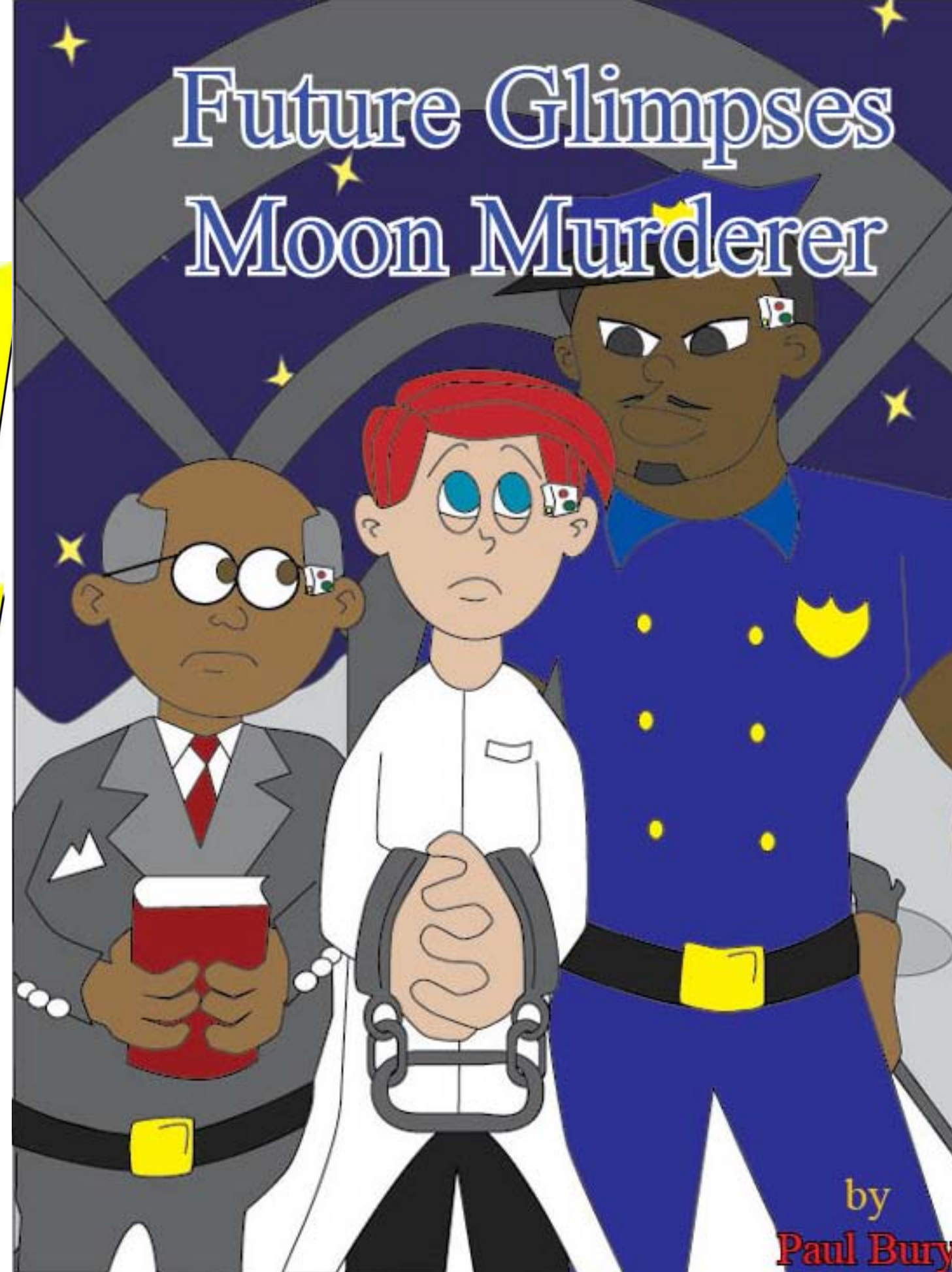
- Paul

That is not a bad thing since the Adventures of Lolo franchise is one of the great ones of the video game industry. Families are challenged in a variety of ways in Adventures of Lolo 2. There are puzzle screens that require thought. Others require quick reflexes. Still others require a combination of the two.

We are back to col-

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

Graphics: 90%
Sound: 97%
Replay: 100%
Gameplay: 98%
Family Friendly Factor: 90%



Future Glimpses Moon Murderer

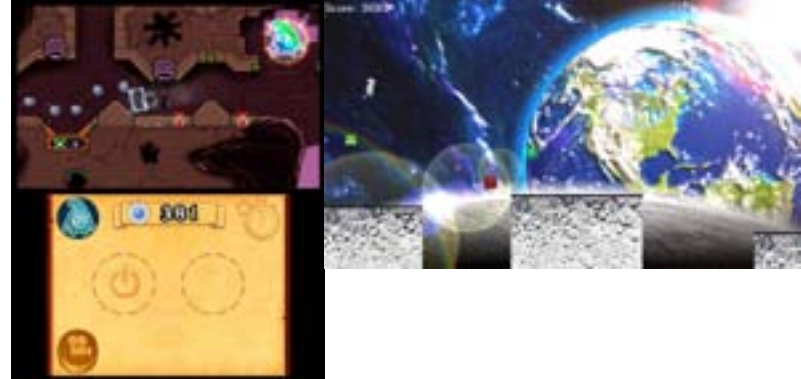
by
Paul Bury

BUY IT RIGHT NOW HERE



Fluidity Spin Cycle

SCORE: 64



I've Got to Run

SCORE: 56



A big thank you goes out to the anonymous donor of Fluidity Spin Cycle. I appreciate you providing the funds for this Nintendo 3DS/2DS video game, and paying for the review. I wish more people would provide payment for reviews they are requesting. It helps us out at Family Friendly Gaming.



ence much better. These companies really need to consult with Family Friendly Gaming. We would charge modest fees for that work. The music is nice and relaxing, which helps offset any of the offensive

spiritual content in Fluidity Spin Cycle. The graphics are okay - a bit on the small side. But this is a hand held video game. Liquid characters can drag quite a long ways in a level at times.

Fluidity Spin Cycle is better than Puddle in terms of losing water content. I love the skill where I can draw all of the water



to me. There are a variety of magical powers found within Fluidity Spin Cycle. All of them help us progress past certain obstacles.

Expect to look really funny playing Fluidity Spin Cycle. Some levels require the unit be rotated completely upside down. Then we jump with the water, and look odd moving around playing this hand held video game. Watch someone else play to understand what I am talking about.

The price of Fluidity Spin Cycle nearly caused me to choke to death. The \$10.99 price tag is way too high for this downloadable only video game. I might pay that much for a physical copy of Fluidity Spin Cycle on a cartridge. The levels are too short, and

there are not enough of them. I suggest families pass on this game. - Yolanda

Endless runner apps have become all the rage on the iPhone, iPad, and Android platforms. Nintendo has been porting apps over to the Wii U and Nintendo 3DS. So it should come as no surprise to see an endless runner like I've Got to Run on the Wii U. Family Friendly Gaming purchased I've Got to Run for \$1.99. There was taxes on that - even though as a business we are not supposed to pay them.

I've Got to Run is simple and very small. There are only a couple of screens. The background graphics are not that great looking. I've Got to Run could have been a 16-bit game looking at the graphics. Which is a shame because this



game has some real potential. I can think of multiple iOS and Android runners that look way better than I've Got to Run.



I've Got to Run uses old game play mechanics as well. The main character Roy the Marshmallow Boy stays on the left of the screen. The floor is what is moving. This looks and feels like an 8-bit video game. Maybe even before the 8-bit era. A score of how far you run is kept in the upper left hand screen. Fall and it resets to zero. The floor resets so quickly you might even miss your characters fall off the screen.

The music in I've Got to Run is okay. Nothing too

wonderful. Nothing offensive either. The music can get repetitive. I will say the music in I've Got to Run matches the rest of this downloadable only video game.

I've Got to Run contains Endless Classic, Endless Double, Endless Special, Save, Credits, and High Scores. Classic is a straight on runner. Double gives your character a double jump. Special gives a double jump and items. There are green and red items. The green items speed up the pace of the race, and the red items slow down the pace. The other three should be self explanatory. - WMG

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

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



Publisher: 4 Corner Games
Developer: 4 Corner Games
System: Wii U
Rating: 'E' - Everyone

Graphics: 40%
Sound: 60%
Replay: 50%
Gameplay: 60%
Family Friendly Factor: 70%





epic



The Legend of Korra Book Two Spirits



SCORE: 70

SCORE: 55

I had seen previews for epic, and wanted to see it based on those previews. So we saved up, and when the Blu-ray + DVD combo went on sale we spent the money on this movie. There are some interesting things in epic, and some things I wish they had left out. The story in itself is fun on multiple layers.



stand by her man.

The daughter wants to connect with her father but could care less about what he is interested in. On some levels they are both being selfish. She gets shrunk and stuck in the middle of the war of the little people in the forest. This is where things get interesting. She becomes a bridge between

We start in epic learning about these little people that live in the forest. They are at war with those who want to decay and destroy the forest. So yeah a little tree hugger fluff in there. There is also a daughter who comes back to see her father. It sounds like the mother died, and she left her husband because he was obsessed with finding proof of these little people. She did not

the two worlds. There are frightening scenes of death and terror in epic. There is also some language and comments that could have been left out. The slug is my least favorite character. He is gross on so many levels. The snail character is actually funny. We also have a guy who does not want to be a hero - and you know what happens to him.

This movie was made in 2013, and lasts 102 minutes. There are forty-five minutes of bonus features - at least in the combo pack we purchased. My kids thought epic was okay. I think I may have enjoyed it more than they do. There are some adult elements like relationships touched upon in this movie.



Seeing the world from an ants perspective is interesting to me. Albeit a bit too tree hugger, and the magic makes no sense. - Paul

You know what is really lame? When everything you loved about the first release of a franchise is thrown away in the second release. That is exactly what happened with The Legend of Korra. The first book was fantastic on so many levels. It was safe for families on numerous levels. The Legend of Korra Book Two Spirits goes the wrong direction in my humble opinion.

The fourteen episodes on the two discs of The Legend of Korra Book Two Spirits contain around 330 minutes of animation. There are three bonus features in The Legend of Korra Book Two Spirits. They are feuding spirits: Korra's Family, four audio commentaries, and two scene bendings.



The spiritual content is thick in The Legend of Korra Book Two Spirits. Do not expect The Legend of Korra Book Two Spirits to support the Holy Bible or Judeo-Christian beliefs. In fact the whole spiritual concepts are very strange and odd in this television show. The Legend of Korra Book Two Spirits tries to muddy the waters of the realities we know of the spiritual realm with misleading beliefs.

The Legend of Korra Book Two Spirits takes us to the very first avatar. Which was interesting on some levels and very creepy on others. It is also where The Legend of Korra Book Two Spirits teaches the religious belief of reincarnation. Why do these shows always have to teach



eastern religious beliefs? Why can't they reinforce the Christian belief? Are the writers not talented enough to include religious truths from the Holy Bible?

The water tribes wind up at war in The Legend of Korra Book Two Spirits. We spend much of our time away from Republic city in The Legend of Korra Book Two Spirits. Although too much time is spent in the "spirit world." Also quite a bit of time is spent on the frozen tundra. The Legend of Korra Book Two Spirits was a big disappointment for me. - Paul

Publisher: 20th Century Fox
Developer: Blue Sky Studios
System: Blu-ray/DVD
Rating: 'PG' - Parental Guidance Suggested [Mild Action, Some Scary Images, And Brief Rude Language]

Graphics: 65%
Sound: 60%
Replay: 80%
Gameplay: 75%
Family Friendly Factor: 70%



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

Graphics: 55%
Sound: 50%
Replay: 70%
Gameplay: 60%
Family Friendly Factor: 40%





Now You See Me

SCORE: 66

Now You See Me is a heist film wrapped around four magicians. Or we might call them illusionists in our day and age. They have mastered the art of



we think a woman is being eaten alive by piranha. Police chase down the illusionists since they keep robbing from

misdirection. Please note some of the tricks done in Now You See Me are not possible in our world. Not without computer generated graphics and other special effects.

The good news is Now You See Me will have you guessing from the start to the end. What is the main goal? Who is behind all of this? What will their next amazing trick be? I will not spoil any of it for you. I will say watching it a second time is very interesting when you understand who belongs where.

There are moments of humor in Now You See Me. There are also moments of extreme peril. Like when

some people and giving to others. Now You See Me tries to spin their crimes as being modern day Robin Hood's.

The bad news is there is bad language, violence, enticement to lust, and poor attitudes towards sex in Now You See Me. There are too many negatives for Now You See Me



to be a movie for children. In my opinion fifteen years and older is what should be watching Now You See Me.

Plenty of high profile, and high name actors and actresses are in Now You See Me. All of them do a masterful job in Now You See Me. We never really get to deeply know many of the characters in Now You See Me, which is good in my opinion. Why do I find that a good thing? Because it keeps us guessing who the fifth horseman is. There are some open questions left at the end of Now You See Me that I wish they had addressed. Maybe there will be a sequel.

Most of Now You See Me was fun for me as an adult. I am not big on the horrible sexual comments in Now You See Me. I wish they had left that out. There were so many more creative things they could have done - if they had put some effort into it. - Paul



Publisher: Summit Entertainment
Developer: Summit Entertainment
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {for language, some action and sexual content}

Graphics: 60%
Sound: 60%
Replay: 80%
Gameplay: 75%
Family Friendly Factor: 55%



Streets of Rage 2

SCORE: 46

As I continue to work my way through my old Genesis Streets of Rage games I come to Streets of Rage 2 next. This home console retro game is similar to the original. Streets of Rage 2 gives us the choice of four playable characters at the start. There is Max, Axel, Blaze, and Skate. Each has their own strengths and weaknesses. I had to find a character that fit my game play style.

Streets of Rage 2 contains a mountain of violence. There can be two players on the screen at one time. Together they can pummel the same looking enemies in long levels over and over again. Streets of Rage 2 gets boring in the first level. The mini bosses make Streets of Rage 2 even longer and harder to beat. There is a timer in Streets of Rage 2, but the action is so quick it was never an issue for me.

Streets of Rage 2 also contains enticement to lust issues. The upbeat music fits the aggression increasing game play on this Genesis cartridge. Lining up certain enemies like Jet can be a real pain. Streets of Rage 2 starts easy and increasingly becomes more difficult.

Never pick up a weapon in Streets of Rage 2. The enemies fight that much harder when you are armed with something. Also expect cheap hits, off screen hits, and more to generally ruin your day.

- Mark



Publisher: Sega
Developer: Sega, Ancient, HIC, Shout Designworks
System: Genesis
Rating: 'MA-13' - Mature Audiences

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

King of Fighters R2

SCORE: 30

King of Fighters R2 is the last Neo Geo Pocket game we own. That means next month we will be moving on to a different retro system we own, and reviewing games we own on those systems. King of Fighters R2 is a hand held fighting game with a two buttons and a little joystick like D-pad. The game has more complexity to it than the system can handle. At times my character would do one attacking move, and a different one at other times. There was little rhyme or reason to it.

King of Fighters R2 has KOF, Making, Sparring, VS, and DC modes. There is the option of fighting in singles or with teams. There are some unlockable characters in King of Fighters R2. To play with others you need the link cable, two copies of the game, and two Neo Geo Pocket systems. Which means the odds of playing another human is really low.

King of Fighters R2 contains violence, enticement to lust, and some insulting comments. King of Fighters R2 even includes the breast bounce for one of the female characters.

They have these squat ugly looking characters, but they used memory for that. Talk about having some backwards priorities. The fights are boring, long, and the music is okay at best. Pass on this game.

- Paul



Publisher: SNK Corporation
Developer: SNK
System: Neo Geo Pocket
Rating: 'NR' - Not Rated

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

SPORTS



Product: Fifa 15
Company: EA Sports
System: Playstation 4/Xbox one
Release Date: September 23, 2014
Rating: 'RP' - Rating Pending



Product: Fifa 15
Company: EA Sports
System: Playstation 4/Xbox one
Release Date: September 23, 2014
Rating: 'RP' - Rating Pending

DEVELOPING

CONTENTS

Product Name	Page(s)
Skylanders Trap Team	48 - 49
Tetris Ultimate	48 - 51
Citizens of Earth	52 - 55
Disney Infinity 2.0	56 - 59
Theatrhythm Final Fantasy Curtain Call	60 - 63
Lego Batman 3 Beyond Gotham	64 - 65



GAMES





Product: Skylanders Trap Team
Company: Activision
System: Xbox 360/Xbox One/PS3/
PS4/Wii/Wii U
Release Date: October 5, 2014
Rating: 'RP' - Rating Pending



Product: Skylanders Trap Team
Company: Activision
System: Xbox 360/Xbox One/PS3/
PS4/Wii/Wii U
Release Date: October 5, 2014
Rating: 'RP' - Rating Pending

HOLD: [Empty]

NEXT: [Blue Tetris piece]

Single!

RANK_DYNAMIC Guest1 1st E31

LEVEL: 3

SCORE: 10650

HOLD: [Cyan Tetris piece]

NEXT: [Yellow Tetris piece]

RANK_DYNAMIC AI - Contender 4th Ai2

LEVEL: 1

SCORE: 573

HOLD: [Yellow Tetris piece]

NEXT: [Cyan Tetris piece]

Single!

AI - Player 2nd Ai3

LEVEL: 3

SCORE: 6904

HOLD: [Purple Tetris piece]

NEXT: [Blue Tetris piece]

Level Up!
Triple!
Buzzsaw!

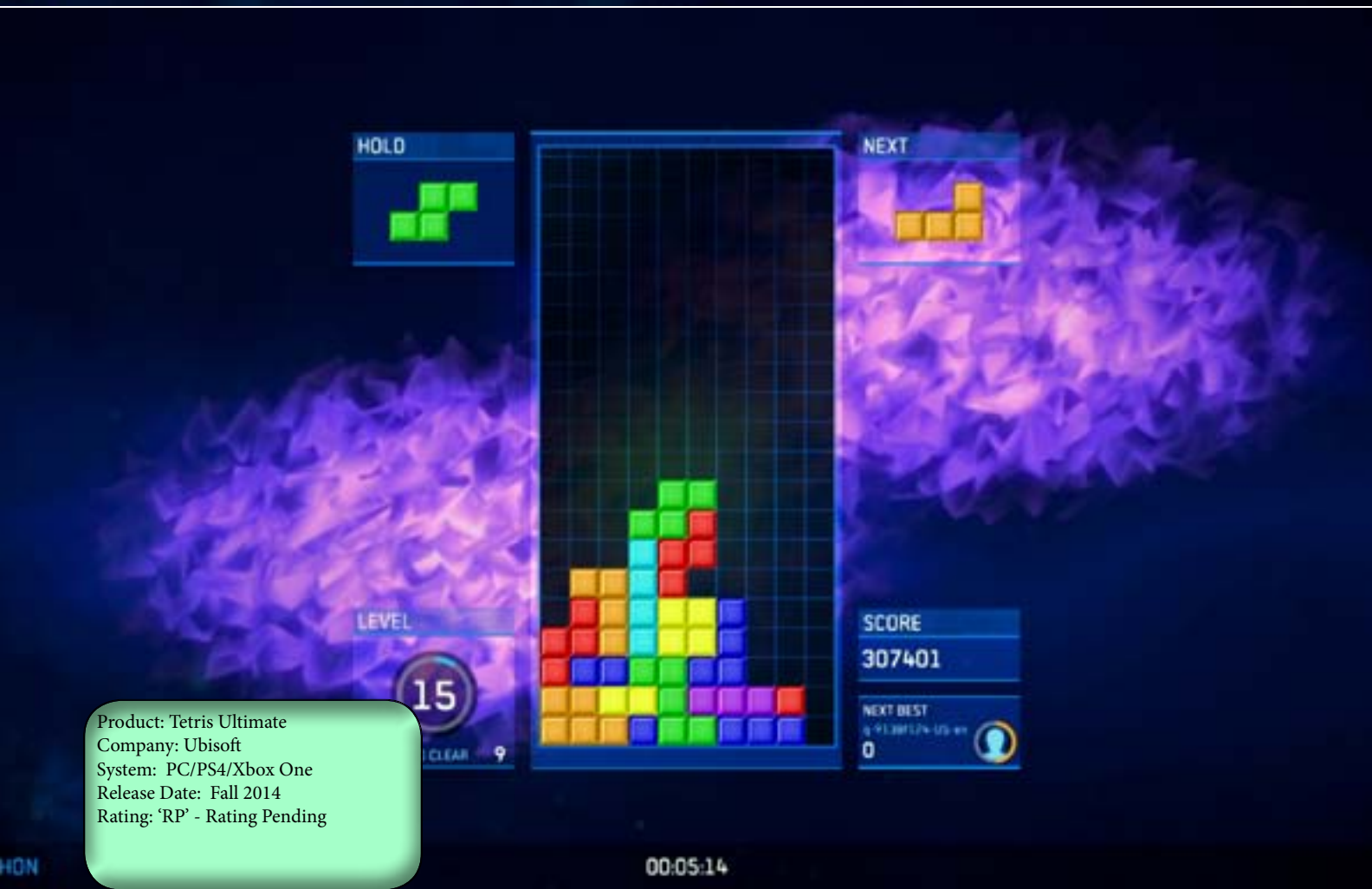
RANK_DYNAMIC AI - Pro 3rd Ai4

LEVEL: 3

SCORE: 4420

00:02:00

Product: Tetris Ultimate
 Company: Ubisoft
 System: PC/PS4/Xbox One
 Release Date: Fall 2014
 Rating: 'RP' - Rating Pending





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

- Car Salesman quickly presents an initial offer to Cone Crab

- Bubblebee A stings Cat Lady with a poisonous stinger
 - Telefawn kicks Artist in a stunning back flip
 - Artist happily paints an acrylic-based portrait of Telefawn



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



DISNEY INFINITY: MARVEL SUPER HEROES (2.0 EDITION) - THE TOY BOX
© Disney.



DISNEY INFINITY: MARVEL SUPER HEROES (2.0 EDITION) - THE TOY BOX
© Disney.



DISNEY INFINITY: MARVEL SUPER HEROES (2.0 EDITION) - MARVEL'S GUARDIANS OF THE GALAXY PLAY SET

Product: Disney Infinity 2.0
Company: Disney Interactive Studios
System: PS3/PS4/PC/Wii U/Xbox One/
Xbox 360
Release Date: Fall 2014
Rating: 'E10+' - Everyone 10+



DISNEY INFINITY: MARVEL SUPER HEROES (2.0 EDITION) - MARVEL'S GUARDIANS OF THE GALAXY PLAY SET
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DISNEY INFINITY: MARVEL SUPER HEROES (2.0 EDITION) - MARVEL'S GUARDIANS OF THE GALAXY PLAY SET © Disney.



Product: Disney Infinity 2.0
Company: Disney Interactive Studios
System: PS3/PS4/PC/Wii U/Xbox One/
Xbox 360
Release Date: Fall 2014
Rating: 'E10+' - Everyone 10+



Ultimate Score

PLAYED: 0

CLEARED: 0



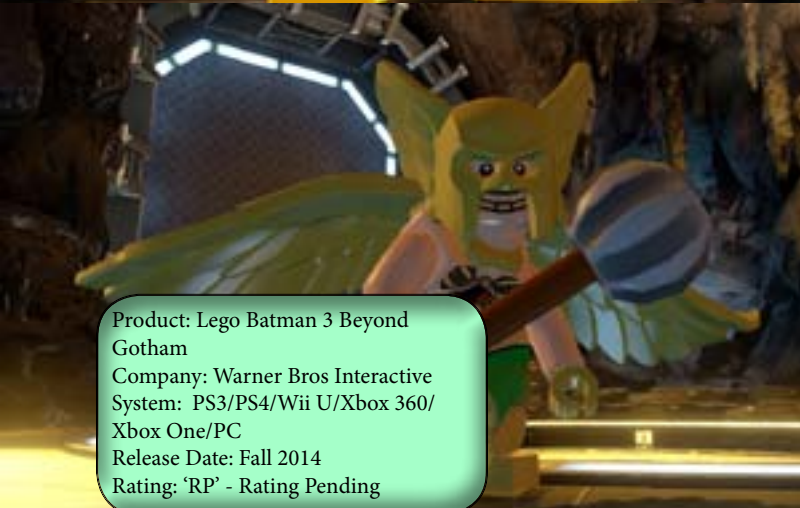
Product: Theatrhythm Final Fantasy Curtain Call
 Company: Square Enix
 System: Nintendo 3DS
 Release Date: September 16, 2014
 Rating: 'RP' - Rating Pending





Product: Theatrhythm Final Fantasy Curtain Call
 Company: Square Enix
 System: Nintendo 3DS
 Release Date: September 16, 2014
 Rating: 'RP' - Rating Pending





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

RECENT

CONTENTS

Product Name	Page(s)
Wooden SeriseY	67 - 69
Adventurezator When Pigs Fly	70 - 71
Tappingo 2	72 - 73
Tropico 5 Big Cheese DLC	74 - 75

01:03:45 004 01:29:50



RELEASES





RECENT RELEASES

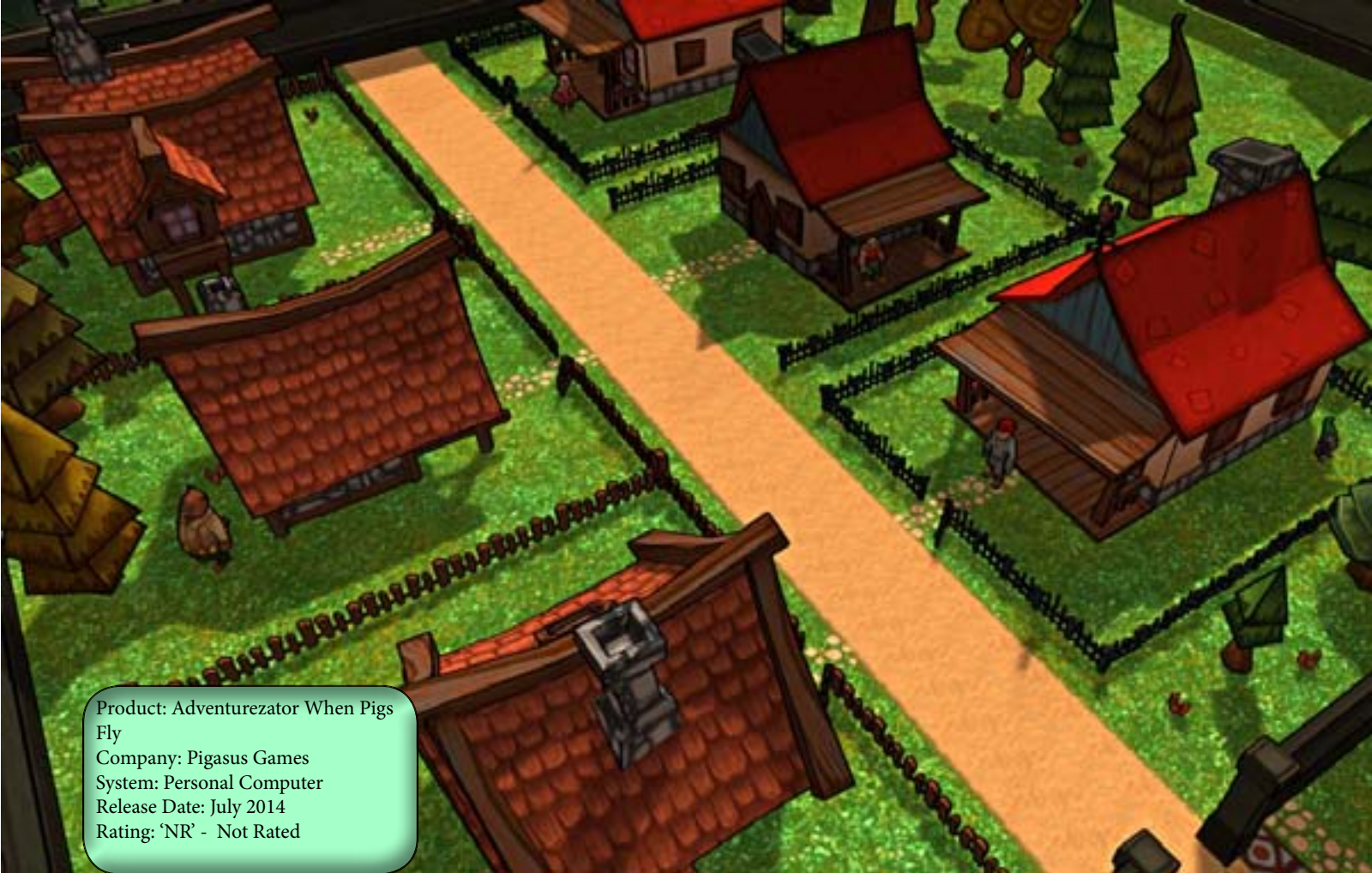


Product: Wooden Sen'SeY
 Company: Neko Entertainment
 System: Wii U
 Release Date: Out Now
 Rating: 'E' - Everyone
 {Comic Mischief, Mild Fantasy
 Violence}





RECENT RELEASES



Product: Adventurezator When Pigs Fly
 Company: Pigasus Games
 System: Personal Computer
 Release Date: July 2014
 Rating: 'NR' - Not Rated





Product: Tappingo 2
 Company: Goodbye Galaxy Games
 System: Nintendo 3DS
 Release Date: Out Now
 Rating: 'E' - SIX and OLDER ONLY

Line running action that will make your brain crack! Over 100 puzzles for you to solve! Divided over small and big grids! Game keeps track of time it took to solve a puzzle... can you beat it? Awesome funky fresh art style and tunes!





Product: Tropico 5 Big Cheese DLC
 Company: Kalypso Media
 System: PC
 Release Date: Out Now
 Rating: 'T' for Teen {Alcohol Reference, Mild Language, Tobacco Reference, Mild Suggestive Themes, Violence, Attacks on Marriage}

Export Planks 4356/10000
 Cheese Reve... \$20.715/150.000



Desiderio Castillo	
Costume	Casual Suit
Main color	Coconut White
Supplementary color	Dark Sky Blue
Hair	Bald
Hair color	Red
Hat	Chef's Toque
Accessory	None
<input type="button" value="OK"/> <input type="button" value="Cancel"/>	

Last Minute

CONTENTS

Product Name

Page(s)

KINGDOM HEARTS HD 2-5 ReMIX

77 - 79

Cooking Mama 5 Bon Appetit

80 - 81

Ultimate Ninja Storm Revolution

82 - 83

Might - Magic Duel of Champions

84 - 85

Table Top Racing

86 - 87

PES Manager

88 - 89





Product: KINGDOM HEARTS HD 2.5 ReMIX
Company: Square Enix
System: PS3
Release Date: 2014
Rating: 'RP' - Rating Pending





Last Minute Tidbits



Product: Cooking Mama 5 Bon Appetit
Company: Majesco Entertainment
System: Nintendo 3DS
Release Date: Septemer 16 2014
Rating: 'E' - Everyone





Product: Ultimate Ninja Storm Revolution
Company: Bandai Namco
System: PS3/PC/Xbox 360
Release Date: September 16, 2014
Rating: 'T' - Teen





Product: Might - Magic Duel of Champions
 Company: Ubisoft
 System: PS3/Xbox 360
 Release Date: Out Now
 Rating: "T" - Teen {Violence, Blood, Partial Nudity}



Product: Table Top Racing
Company: Ripstone
System: PS Vita
Release Date: August 2014
Rating: 'E' - Everyone

LV 99 395,87,000 GP 54/59 495582 710 00:00

NEW 7 Say un deux trois!!

FC Pictor

PESM FC

VS

FC Pictor

Skills Set 1 NO SKILL 2 NO SKILL 3 NO SKILL Friend Skill

Spend 6 GP and participate in match?

Yes No

BACK

MENU



2 - 0

Product: PES Manager
 Company: Konami
 System: iPad/iPhone/Android
 Release Date: Out Now
 Rating: '4+' - 4+



VIDEO GAME LIES



by
Paul Bury

Version 2

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