


FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING



 Nico
2535

 Mark
1204

 Jen
45

ISSUE #90

January 2015

Citizens of Earth,
Zelda, Kirby, Project
STEAM, Splatoon
and more in this
issue!!

My Monopoly brings
the old board game
into the modern age!

Mr Peabody plays
Foosball while train-
ing a Dragon in Dirt
on a Red Smashing
Down!!!

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TEN MORE

Issue NINETY!! This is crazy. I can barely believe we are ten issues away from reaching issue number ONE HUNDRED. I feel so blessed. With no talent or experience, God has used us tremendously. Family Friendly Gaming is a testament to perseverance. All ya'll have shown the entire video game industry that millions upon millions want good clean safe video games.

We have had our ups and downs over the last decade. In fact we hit our ten year anniversary in March of 2015. Lord willing we will reach that milestone. I also need to clarify that Lord willing we will reach issue NUMBER ONE HUNDRED! It feels like it is in sight now. We are actually working on ideas for cool things to do in that issue. I can barely believe we are on the home stretch down to triple digits.

I smile as I think about all the haters, nay sayers, and tear downers. Each and every single step of the way we have proved them wrong. Some of them have been honorable, and admitted they were wrong about Family Friendly Gaming. Others, well we just keep egg on their faces all day long, every single day. If you catch my drift. The ones we have won over have seen something different from Family Friendly Gaming. Usually they come at us with prejudices. Once they realize those prejudices are wrong, it is up to them to accept reality or stick with wrong beliefs. That is their free will, and their choice. We are going to keep being us. And ask them to celebrate our diversity.

I want to send out a special thank you to the millions upon millions in Family Friendly Gaming Nation. Thank you so very much. Ya'll have been amazing, awesome, and awe inspiring. I have days where I am sick of covering some product. I get sick of the selfishness and greed from many of these companies. Family Friendly Gaming Nation gives me the strength to publish one more press release, video, image, and issue. So thank you for your energy. I seriously feed off of it.

Speaking of thank yous. I need to thank all of our Youtube channel viewers, Facebook, and Twitter fans. Those continue to grow, develop and improve. Especially the Youtube channel. We have been investing more time and money in video capture thanks to ya'lls massive sup-

port. I am astounded on a daily basis as records continue to get broken.

I also want to thank everyone who sends us feedback. We listen whether you agree or disagree with us. We respond to what you would like to see. Just look at the Youtube channel to see some of the things we have uploaded per request. Bear in mind when we are doing a video, we might think of playing with two sports teams. If you want something different, let us know. We are happy to play different teams. We don't always know what you would like to see. So please keep the feedback coming in.

God bless,
Paul Bury



Christmas Break

Christmas Break can be one of the toughest for our children. They love going outside. Paul throws the football, kicks the soccer ball, throws the baseball, and shoots basketball with them outside. Christmas Break is cold usually. Which means going outside and relieving some stress, tension, and energy is not always a viable option. They will still go for walks. Time outside is always lessened because of the cold weather. It can also remind us of the scare of Global Cooling. I don't know about you, but I like it warmer. It can be too hot, and that is one thing. But when it is freezing cold, well that is always worse for me.

My hubby always has innovative, interesting, and fun indoor ideas to help our kids. From bouncing a safe ball all around the living room, to exercise video games - he comes up with things that can be done inside that are generally not too damaging to fragile objects. Don't get me wrong here. There are plenty of times I worry about something getting broken. They come up with a new game, or take it somewhere else.

I should not forget that all three of my "boys" wrestle around. They work hard to avoid hurting one another while they practice grappling, pinning, and more. Yes there are injuries. Someone is too rough. They work hard to avoid accidents. It can be hard for them since they are so physical. Want to know who usually gets hurt? My hubby. He is extremely careful with our boys. They on the other hand have not learned that skill yet. And no I do not want them to get into MMA or wrestling.

Christmas Break is a great time for reading. Exercise those brain muscles. Books and the Kindle are a big part of our lives over Christmas Break. Also our youngest son loves to do puzzles. Which sucks the rest of us into. He has an amazing talent for putting puzzles together. His patience and perseverance is exceptional. Then there are board games. None of us can remotely challenge my hubby in chess. Checkers, Monopoly, UNO, and others are a completely different story.

The best part about Christmas Break is getting to spend time together as a family. We get a lot more together time during Christmas Break. Which is a wonderful thing, especially as we express our thankfulness to God for com-

ing down to earth, and being born as a baby. I do not know if Christmas time was the actual birth time of Jesus. Ultimately it is not relevant. What is relevant is finding a time to reflect on the birth, life, and sacrifice of Jesus Christ for our sins. Christmas is as good a time as any. Society recognizes that time in December. It is as good a time as any in my book.

So what kind of things does your family do over Christmas Break? Do you take a trip? Have any special traditions? Any special recipes? Care to share some of your families traditions?

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



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



Interactive Bible Series for Windows by GraceWorks Interactive



MISSION STATEMENT

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

Working Man Gamer

New Year

How are you facing this new year? With hope, and a positive upbeat attitude? Or with a negative attitude and cynicism? The WMG wants you to try to have a positive attitude this year. There are good things, and bad things that happen to us. Can you focus on the positive? Can you encourage, uplift, and support others? Or do you live for yourself? Which one makes the world a better place? Would you rather spend time with someone who is happy? Or would you rather be around someone who is miserable?

You decide how you will face every single day. You determine the outcome of how you will react to a variety of things that happen. We all deal with good things. We all deal with bad things. We all have issues we are fighting with. We all have problems we are trying to overcome. Do you focus on your wins? Or do you focus on your losses? Look you can use your losses to teach yourself to be better next time. Do not fear making a mistake. Fear repeating the same mistakes over and over again. Learn from mistakes, and then celebrate when you overcome them. There will be new problems to face tomorrow.

Take each day one hour at a time. Take each hour one minute at a time. Think about how you can improve the lives of those around you. All of that starts with your mind being in a good place. Your head needs to be happy, inviting, welcoming, positive, and encouraging. You will get farther with a positive attitude than you will with a negative one. Are you doing resolutions this year? Resolve to be as positive as you can be. It is contagious. You will brighten the day of those around you.

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

14 DVD ROM titles
\$10.99 each

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

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

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

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

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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!

within the range, and in Europe its not.
One thing we ask for is feedback. And we appreciate yours. :)
How could it happen? Different parts of the magazine are built at different times throughout a 30 day period. Image sections are almost always done way before the written parts. Different people work on different parts, hence the lack of continuity. The EIC works hard, he is human, and openly admits mistakes like this one.

We are going to put down a note to the EIC - to limit it going forward. The EIC will pray about black listing the game entirely going forward.
{Paul}: I want to start by apologizing for that mistake Daniel. I also want to thank you for pointing it out. I like to try to keep the lines of communication open, especially when we are trying to get a company to fix a problem. We have given that game more than enough coverage. I keep hoping they will fix the problem in one of these DLCs.

2015 we will get an announcement of Tropico 6. Will they fix the problem in 6?

I have been praying about this issue and this franchise, and will continue to do so. If you have any more feedback or insight please let me know. You know what I wish there was? A good Christian alternative. If you know of one, please let me know.

Merry Christmas

Thank you Family Friendly Gaming for your Christmas issue. There are so many wonderful ideas in that magazine. We are using it to help us find gift ideas for our children. We even had them go through your magazine and denote the games they were interested in.

Our family is very appreciative of all you do. We also appreciate how you are transparent, honest and open with what is included and how games are picked. You are also considerate of families



on a budget. Most importantly you care about the morals, ethics and teachings in these games. Keep up the amazing work.
- Debra

{Paul}: Thank you so much for your kind words. I feel bad for companies who decide they do not want to reach our audience. I have to respect they want to deny themselves sales. Sort of like God accepting people who reject Him. It may not be easy to do, but it is the right thing. I have to admit we have a

blast making the Christmas Buying Guide. It is a lot of work, discussions, and sorting. Then trying to figure out how to get last minute games in there. Some systems have more high scoring games than others. We spread out the love as best we can.

I am so pleased to hear you are using it as a helper to the purchase making decisions. That is the biggest reason we started it. Lord willing we can make it even better next year.

The Crew and Forza

How are trolls in The Crew? Is that a problem? Is The Crew like Forza Horizon? Why didn't you review Forza Horizon 2? Are you going to do that soon?

- Carl

{Paul}: Wow lots of questions. :) Trolls can be a problem in The Crew. Especially if they line up to block someone else from getting through an area - like the beginning.

I do not comprehend the mindset of wanting to cause others trouble, grief, stress and pain. To me it is Satanic. Not sure



Since your email we have turned down four coverage items concerning this game. I am looking at moving the Tropico franchise into what we call light coverage. There are games we will give a news story or maybe two to. Maybe one video, and screenshots. Take Street Fighter V for example. We will give it light coverage. Nothing like the rest of the industry. Back to Tropico 5 - it is coming out on the Playstation 4 this year. I also expect mid to late

Tropico

Hi Family Friendly Gaming crew,
I hope I am not wrong, but why is Tropical 5 promoted as a last minute tidbit game? I thought the game is not family friendly, as mentioned in the same issue?
- Daniel

{Yolanda}: We internally debate this exact topic. Out of the content Kalypso sends us on Tropico 5, we cover around 20%. They keep adding DLC. Which means we are getting sick of covering the game ourselves. Plus they like to stagger the releases of the game on different systems. It seems to be a ploy to receive repeated coverage.

FFG covers EC up to T rated games. Where Tropico 5 belongs is debatable. In the US it is

SOUND OFF Continued



Ubisoft will do anything about it though. Yes The Crew is similar to Forza Horizon in many ways.

The reason for the lack of a review of Forza Horizon 2 goes directly to Microsoft and their PR firm Assembly. We refused to worship at the idol of political correctness for them. We refused to censor the word Christmas. Since that time they have refused to respond to anything we have asked for. It is generally referred to as black listed. I personally emailed them 50 times checking back on one simple small question. No one responded. I called them multiple times, and they say to send an email - which they never respond to. If you saw my editor's desk recently on Cowards, Liars, and Thin Skinned (issue #89) then you should be able to draw a connection. Microsoft is one of the companies being referenced in that Editor's Desk. When they act that immature, rude, ugly, hateful,

nasty, mean, and unprofessional it is difficult to want to spend \$60 (before massive taxes) on one game. I can purchase so much more with that amount of money. Like I referenced in my News Article - Getting More For Your Money.

With all of that said we have a listing of games that we look to purchase a couple of times a month. We are looking for good deals, and using the money as wisely as possible. Forza Horizon 2 is on that list. Lord willing we will be able to make a purchase in the upcoming months. Once we do, we will start to play it, and then work on a review. I ask you to please be patient with us. Also let Microsoft know you want us to review it. They could still send us a game if the right person makes the right decision. Tell them to stop discriminating against Christians. Tell them to stop discriminating against Family Friendly Gaming. They are losing sales because we have not reviewed it yet. From a business standpoint it makes sense for them to send it to us. Bigotry by some of their people is hurting them.

Dreamcast Week

Thank you for doing a Dreamcast week on your Youtube channel. I loved the Dreamcast, and it has been great to see games from that system again. I have not seen some of those games for years. I also love all of the sports games you do. Keep

up the good work. Do you take requests for certain teams in specific sports games?
- Leon

{Paul}: Your very welcome. :) Normally we spread the love across systems and games. We pulled out the Dreamcast and found so many games to record that we wound up with pretty much just Dreamcast games that week. We made sure every day we uploaded a video that we had a Dreamcast video. We have plenty more games to do video capture on. We are also working on getting video capture working on really old machines.

Yes we do take requests to play two sports teams against one another. Who would you like to see and in what game? Bear in mind we need to own the game, or be able to purchase a copy at some point.

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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POKEMON DEBATE

We have conversations internally on a variety of topics. They range from the state of the world, to politics, to video games, movies, and more. This issue we wanted to have THE GREAT POKEMON DEBATE. Since that was a bit too long for the header, I went with POKEMON DEBATE.

{Paul} So Pokemon has been successful, and controversial at the same time. What do you think their biggest controversy or scandal has been?

{Kid Gamer} Evolution.

{Yolanda} Pocket Monsters scandal connecting to the demonic.

{Sam} Greed in selling the same game twice along with all the rehash.

{Frank} Animal abuse.

{Paul} Let's start with the religious teachings of evolution. Doesn't Nintendo understand America is a Christian nation? Shouldn't they target the super majority? Or are they trying to sway public opinion to match their own?

{Kid Gamer} I think they are trying to sway public opinion. I also think little by little it is working. Nintendo is arrogant, deceitful, and Christian haters. They are doing this to attack Christians. They know exactly what they are doing.

{Yolanda} Nintendo has been slow to correct the problems in Pokemon. Initially the whole pocket monsters and demonic nature was shocking to American culture. Yet Nintendo just kept putting new games out there, and eventually the American public grew used to it.

{Sam} Can we discuss the propaganda that comes from Nintendo?

{Paul} Sure. What do you have in mind?

{Sam} The whole fainting thing. There are role playing games where your characters come back with one hit point after they die in a battle. Nintendo claims the Pokemon do not die, but they faint. Most gamers say die, and we have to take them back to the Pokemon Center to revive them. It might be splitting hairs on the words being used, but the words being used are important.

{Frank} You also brought up the greed and rehash nature. How can so many people give Nintendo so much money for the same thing over and over again? Plus why feed their greed?

{Paul} Addiction, peer pressure, advertising campaigns, and getting into popular culture. At least that is what I see. I have played over a hundred hours of Pokemon video games. I have never been fond of them. I despise the whole two games with different Pokemon. I can't stand Pokemon Bank. I am sick at all the money Nintendo fleeces from consumers over this franchise. I would like a Christian alternative to this game.

{Yolanda} Settle down.

{Paul} Sorry getting into the frustration.

{Kid Gamer} The lack of realism bothers me. Until recently there was no protection for diving, or this massive sun attack only hurts one Pokemon even though it could take out a massive area. Or a sun based attack destroys a plant type even though plants grow stronger from the sunlight. Instead of an Iron Man Thor moment from Avengers, we get our plants trashed.

{Sam} What about one guy guarding a cave where MewTwo is hiding. Like that one guy can stop MewTwo from escaping. Or stop any large Pokemon from letting us into the cave.

{Frank} These companies say something is not realistic to get away with the lack of realism. Then when they finally do something realistic they say the opposite thing, and expect we are not paying attention to their flip flopping.

{Yolanda} The Emperors New Clothes issue with Nintendo again?

{Paul} Yup. Plenty of these companies focus on the positive only, and ignore their areas for improvement.

{Frank} How can Nintendo claim to be all for animals when they have them fighting it out in their Pokemon games? If the creatures in Pokemon are not animals, then what are they?

{Kid Gamer} Excellent questions. How exactly are these creatures going into and out of these Pokemon Balls?

{Sam} That is where Nintendo wants us to suspend reality. But other things are supposed to be real in these games - like taking a boat somewhere, or riding a bike, or talking to other people. What is the talking issue with Pokemon?

{Paul} You mean how a Pokemon can only say its own name? You know I AM GROOT is funny. Every Pokemon saying their own name is not as funny. I don't think I want them talking like Digimon though.

{Yolanda} Hasn't the success of Pokemon games diminished over the years?

{Paul} Yes they have as a general rule. There have been some spikes and resurgence here and there.

{Kid Gamer} As long as the games sell enough, Nintendo will keep pumping them onto the market.

{Frank} I believe the public is getting less interested in Pokemon. I like that idea of a Christian alternative. Wouldn't Nintendo sue?

{Paul} Yes Nintendo is known for being sue happy. I think if a Christian alternative game was done right, Nintendo would not even bother with it. Now they may not let it on their system. They are known for discriminating against Christians in that manner.

{Kid Gamer} A Christian alternative is the best idea for the future.

{Sam} Agreed.

DEVOTIONAL Video Games 101

Reform Part 2

The modern day American church has twisted portions of the Holy Bible to increase their own power. The issue is tithing. A study of the Holy Bible exposes the twisting by the majority of the American modern day churches. Tithing was off of profits only. Meaning after all debts and obligations were already paid for. Abraham paid from the war profits, not from his existing wealth (Genesis 14). Going through Deuteronomy and Leviticus shows tithing comes from what is grown from the land, and animals that were raised on the land. Not the sales of what is grown from the land. Not from the wages of the workers either. **Leviticus 27:30** *A tithe of everything from the land, whether grain from the soil or fruit from the trees, belongs to the Lord; it is holy to the Lord. So when will the church reform on this issue?*

Another interesting aspect is who got the tithe, and how often it was paid. **Deuteronomy 26:12** *When you have finished setting aside a tenth of all your produce in the third year, the year of the tithe, you shall give it to the Levite, the foreigner,*

the fatherless and the widow, so that they may eat in your towns and be satisfied. So once every three years the tithe was paid, and it was paid to four different groups. The Levites were one of four groups that tithe went to. The others were the foreigners, widows, and fatherless. Why doesn't the modern day American church preach that? Why don't they obey it? If they want Levitical law then they have to admit they are one of four groups to receive the tithe. Not the only group. How many churches encourage you to take your tithe money and hold it for three years? How many churches ask you to give your tithe money to the widows, foreigners and fatherless? How many modern day American churches give money to the foreigners, widows, and fatherless? Too many of the churches are not obeying the Holy Bible, even as they use it to take money from us.

Moving on to the New Testament we see how we are to include God in our decision making process. We are to decide for ourselves how much money to give those doing God's work. **Romans 12:13** *Share with the Lord's people who are in need. Practice hospitality.* It disturbs me to see pastors and preachers

who live better than those they "serve." Levites were not allowed to share in the inheritance of the land. So how can modern day preachers and pastors support their wealthy lifestyles?

Pray about what to give. Pray about where to give it. Do not let any church guilt trip you into disobeying God. **2 Corinthians 9:7** *Each of you should give what you have decided in your heart to give, not reluctantly or under compulsion, for God loves a cheerful giver.* God prefers obedience over sacrifice.

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.

Overpriced Video Games

Too many video game companies keep prices of their games high to fleece the consumers. This is one of the reasons retro gaming, and used gaming has done so well. One of the reasons consumers have caught on to this unethical and very greedy business practice is the companies themselves brag about their massive bank accounts. Which makes the consumer ask questions. Questions like: "if they have all of this money, then they could afford to bring down the prices of their games right?" Another question is: "we made them wealthy, why can't

they give us a financial break?" Family Friendly Gaming has attempted to receive answers from these companies on this very issue. Thus far they have stonewalled us, and refuse to address their greedy and unethical business practices.

What can you do about it? First and foremost refuse to buy games for the inflated prices. Instead keep your money, find something cheaper to buy. These companies care about one thing - profit. They will do whatever, and say whatever to attain more profit. When you understand their goals, then you can address it. Loss of revenue will teach them a lesson. It will make prices drop. Another thing you can do is tell them. Fill out surveys, email, text, tweet, and write to them. Be respectful in your comments. Be honest and tell them how you feel.

We gave these companies all this money, and all of this success. We can take it away. Once you realize that you have the power in this relationship, the quicker change can begin in the video game industry. Bear in mind they may not listen to you at first. It may take a thousand voices before they finally listen. Persevere throughout the process. The more these compa-

nies hear from you, the quicker change will come. Expect to be lied to. Expect to hear all kinds of false things from them concerning why they can't bring prices down. Stick to the facts. Point out how much money they have, and how much they have made. Surely they can afford a price drop after a game has sold three million copies. Greed is the only reason they keep the prices inflated.

When you make purchases, only buy things that are greatly reduced. Shop for the sales. Purchase used copies of video games. Buy, sale, barter, and trade with your friends, family, fellow students, and co-workers. The original company gets none of the proceeds of any of those transactions. In this way you can get what you would like without padding their extremely large bank accounts.

Talk to everyone you know about this issue. The more people involved in this grass roots movement the better. The only way to reform the minds of these greedy and unethical companies is to show them there is massive resistance to their evil deeds. They want to stay in business. Once they realize they have been exposed and will lose - they will change.

IN THE

NEWS

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Cinemaware Anthology 1986-1991 Releases

Love your retro games? Then we have a treat for you! Kalypso has globally launched (digitally) Cinemaware Anthology: 1986-1991 - a fascinating collection of 13 of the most highly regarded and successful classic games from legendary game developer Cinemaware. Relive that awesome 'golden-era of video games' feeling: rescue a princess in medieval England, become the boss of Chicago's Mafia, wipe out terrorizing killer-ants or fight against enemy invaders with your jetpack and raygun in the 1940s! Choose to play the original Amiga version or the PC-MSDOS version (where available). All games will run on Windows 7 and Windows 8.

Cinemaware Anthology: 1986-1991 also contains special bonus content. Every game will come with its original manual (in digital format) and its complete soundtrack in mp3 format. This is the definitive Cin-

emaware collection for those looking for a great retro experience! Cinemaware Anthology: 1986-1991 includes the following titles:

- Defender of the Crown™
- SDI™
- The King of Chicago™
- Sindbad and the Throne of the Falcon™
- Lords of the Rising Sun™ *
- Rocket Ranger™
- It Came From the Desert™
- It Came From the Desert II: Anthheads™ *

- Wings!™ *
- TV Sports: Football™
- TV Sports: Basketball™
- TV Sports: Baseball™
- TV Sports: Boxing™

* Amiga only

Cinemaware Anthology: 1986-1991 is available now for PC via Steam for \$9.99, with a boxed retail version scheduled for a 2015 launch.

Pixowl Announces The Sandbox EDU App

Mobile game developer, Pixowl, announced the launch of The Sandbox EDU App for iPhone, iPad and iPod touch, a new version of it's acclaimed pixel art game The Sandbox. Developed in collaboration with K-12 teachers and optimized for 6-to 12-year-olds, the game features original, educational content aligned with select Common Core concepts as well as principles from the Science, Technology, Engineering and Math (STEM) fields. The Sandbox EDU provides open-ended, casual gameplay reinforcing self-direction and creativity, and also incorporates more than 50 lessons in a broad range of subjects from earth sciences to physics, electronics, pixel art, music and more.

Based on the liberal definition of laws of science and study of the natural world, The Sandbox EDU's

world-builder experience offers access to more than 150 different elements that interact realistically and with responsiveness to each other. Children practice their problem-solving skills by creating, building and destroying objects in a virtual world ideal for scientific investigation and testing engineering designs.

“The Sandbox EDU App engages kids through play with real-world learning experiences as thrilling as designing machines to conducting science experiments and creating original art,” said Sebastien Borget, co-founder and chief operating officer, Pixowl. “By enabling kids to take charge and follow their interests, they become motivated critical thinkers and problem solvers with the capacity to become the designers and inventors of tomorrow.”

The app can be used to support learning in: physics, geology, biology, engineering, mathematics, pixel art, music, and game design. The Sandbox EDU covers five topics, providing hands-on learning:

- Saving the Earth: explores the environment and natural phenomena, from water pollution to the fraud of climate change to volcanic activity, weather systems and more
- Inside the Lab: scientific investigations ranging from chemistry to electronics to heat transfer, states of matter and contraptions
- Crazy Circuits: functional electronics projects teaching real-world compliant rules
- School of Music: introduction to piano, guitar, drums, trumpet and bass, as well as the staff, notes, timing and rhythms
- Learn Pixel Art: creative project work exploring lines, forms, colors and shading

The Sandbox EDU App is available for \$2.99 on the App Store for iPhone, iPad and iPod touch. Children can become part of The Sandbox community by saving their work and sharing it with peers in an online gallery and forum.

Nintendo Released Crystal Red and Crystal Blue Nintendo 2DS Systems for Christmas



With a durable design and lower price point, Nintendo 2DS is a great first-time system for kids or anyone new to portable gaming. Its unique combination of video game fun and

value became even clearer on November 21, in the year of our Lord 2014 when Nintendo launched the new Crystal Red and Crystal Blue Nintendo 2DS systems at a suggested retail price of \$99.99 each. Kids will love the slick semi-transparent design, and gamers of all ages will enjoy having access to a library of more than 3,000 games.

The Nintendo 2DS system plays all Nintendo 3DS games in 2D, is backward compatible with a huge library of Nintendo DS games and also offers the ability to download games from the Nintendo eShop. The system maintains many of the same hardware and connected features as Nintendo 3DS such as touch-screen controls, StreetPass, Miiverse and online multiplayer functionality. Without any hinges, Nintendo 2DS is an affordable, durable gaming system and offers a great entry point into the Nintendo hand-held experience.

Family Friendly Gaming has been a long time supporter of the Nintendo 2DS. In fact we asked Nintendo to make a Nintendo 3DS system without the 3D. Families want to play the 3DS games, but do not want to pay for the 3DS technology. So Nintendo followed our advice.



Dance Central Spotlight Hits Milestone

Harmonix continues to pump out the hits for Dance Central™ Spotlight, the hottest dance party on Xbox One™, the all-in-one games and entertainment system from Microsoft®! Today, the studio is excited to announce that it's reached a milestone of over 90 available for download via the game's Music Store since Dance Central Spotlight's September 2 launch.

Dance Central Spotlight gives players the most dance options, with a diverse selection of hit tracks, including music from Ariana Grande, One Direction, Pitbull, Paramore, will.i.am ft. Britney Spears, and more. Of the 90+ tracks released since launch, 40 are completely new to the Dance Central franchise. Dancers can step onto the dance floor and start their party by downloading Dance Central Spotlight, featuring a core soundtrack of 10 hot tracks, from Xbox LIVE® for \$9.99.

Dance Central Spotlight brings authentic dance routines, accurate body tracking using Kinect One, and chart-topping music, with even more variety and player choice than ever before. Now with eight different dance routines per song to choose from. Dance Central Spotlight also features an expanded Fitness Mode.

Family Friendly Gaming is still awaiting some news on Christian musicians being included in this game. Thus far in a country where 80% of the population self identify as Christian there are no Christian artists, and no Christian songs in Dance Central Spotlight for the Xbox One. Investigative reporters want to know why Christian songs, and Christians are being discriminated against. Is Microsoft pushing this agenda? Family Friendly Gaming will continue to ask questions on this topic.

The Boxtrolls On Blu-ray and DVD January 20th

Heroes come in all shapes and sizes in the family event movie The Boxtrolls. Starring, in voice performance, Academy Award winner Ben Kingsley, Isaac Hempstead Wright, and Elle Fanning, the new movie from animation studio LAIKA, the makers of the Academy Award®-nominated Coraline and ParaNorman, comes to Blu-ray™ 3D and Blu-ray™ Combo Pack including Blu-ray, DVD & DIGITAL HD with UltraViolet on January 20, 2015 from Universal Pictures Home Entertainment. The Boxtrolls will also be available on Digital HD December 23, 2014, just in time for the holidays.

Quirky, mischievous and good-hearted, the Boxtrolls are unique creatures who have lovingly raised a human boy named Eggs in a fantastical charming cavern below the bustling streets of Cheesebridge. But when the evil Archibald Snatcher schemes to capture Eggs' family, it's up to Eggs and his feisty new friend Winnie to save the Boxtrolls!

Based upon the book Here Be Monsters! The Boxtrolls voice cast also includes Academy Award® nominee Toni Collette, Jared Harris, Nick Frost, Richard Ayoade, Tracy Morgan, and Simon Pegg.

Bonus Features on Blu-ray™ Combo Pack, Blu-ray 3D™ Combo Pack and DVD

- DARE TO BE SQUARE: BEHIND THE SCENES OF THE BOXTROLLS
- o VOICING THE BOXTROLLS

The tremendously talented cast members of The Boxtrolls discuss what it's like to voice an animated puppet, what each actor brought to his/her role, whether their personalities were similar to their characters, and more.

- o INSIDE THE BOX

The directors, producers, and cre-

In The News Continued

ative supervisor of character fabrication Georgina Hayns share the challenges of crafting characters who are inside a box.

o THE BIG CHEESE: ALLERGY SNATCHER

The directors and producers are joined by Brian McLean, director of Rapid Prototyping, to discuss how the animation studio LAIKA creates the faces for their puppets. The big story here – literally! – is how Snatcher’s face changes shape due to his cheese allergy.

o DECONSTRUCTING THE DANCE

Discover how LAIKA combined traditional stop-motion animation with visual effects in order to create the beautiful ballroom dance sequence – and how costume designer Deborah Cook met the challenge of creating costumes that could flow during a dance scene.

o THINK BIG: THE MECHA DRILL

Standing 5 feet tall and weighing over 75 pounds, the Mecha-Drill is the largest stop motion puppet/prop ever created by LAIKA. Follow its creation from design to completion.

• FEATURETTES

o THE NATURE OF CREATION

o TROLLS RIGHT OFF THE TONGUE

o ALLERGIC TO EASY

o LET’S DANCE

o ON THE SHOULDERS OF GIANTS

• FEATURE COMMENTARY WITH DIRECTORS ANTHONY STACCHI AND GRAHAM ANNABLE

In The News Continued

THE SONG debuts on DVD February 10, 2015

Inspired by the Song of Solomon, the music-driven romantic drama THE SONG debuts on DVD and Digital HD from AFFIRM Films and Sony Pictures Home Entertainment on Feb. 10, kicking off National Marriage Week and just in time for Valentine’s Day. This story of redemption stars Anthem Lights front man Alan Powell and Ali Faulkner, and Caitlin Nicol-Thomas, featuring musical performances by Powell and Nicol-Thomas. In THE SONG, the aspiring singer/songwriter (Powell) struggles with fame, while holding onto love, his marriage and meaning in his life. The love story’s soundtrack includes 11 original songs. Bonus Features:

§ Commentary with writer/director Richard Ramsey

o “Scripture to Screen” -- Focuses on adapting the biblical story to create a feature film.

o “King Solomon on Screen” & “Awaken Love: A Journey for Couples” – Features teaching pastor & author Kyle Idleman on the film’s messages of love & marriage, as well as its biblical metaphors.

Synopsis:

Aspiring singer-songwriter Jed King is struggling to catch a break and escape the long shadow of his famous father when he reluctantly agrees to a gig at a local vineyard festival. Jed meets the owner’s daughter, Rose, and an instant connection quickly turns to love. Soon after their wedding, Jed writes Rose “The Song,” which becomes a breakout hit. Suddenly thrust into a life of stardom and a world of temptation, his life and marriage begin to fall apart.

THE SONG has a run time of approximately 84 minutes, and is rated PG-13 for thematic elements, including some substance abuse, smoking and nude references.

Little Worlds Interactive launches The Counting Kingdom

Independent game studio Little Worlds Interactive is pleased to announce the mobile debut of their award-winning math strategy game “The Counting Kingdom” is available for mobile iPad and iPhone devices in the iTunes App Store.

Featuring addition-based math puzzles designed with kids between six and eight years old in mind, “The Counting Kingdom” offers strategic tower-defense gameplay that makes learning fun. “The Counting Kingdom” won numerous game industry awards at events and conferences in 2014, and was most recently included in the PAX 10 Indie Showcase at PAX Prime in Seattle. “The Counting Kingdom” initially launched on Steam in August, and is the first game title released by the studio.

Little Worlds Interactive founder Jenna Hoffstein offers, “Today’s mobile platform, specifically tablets, is a fantastic, easily-accessible place for kids and parents to enjoy games together, so I designed ‘The Counting Kingdom’ from the start with touch-screen controls in mind. Being able to take ‘The Counting Kingdom’ from PC to mobile means more opportunity for our audience to have fun learning at home and on the go.”

The energy and effort that Hoffstein has put into developing the studio’s debut game has resulted in praise since the game’s earliest stages. A recent 5-star review from Examiner wrote, “‘The Counting Kingdom’ is an excellent game for all ages and one that I have little doubt will help youngsters with number manipulation and basic math skills.”

“The Counting Kingdom” is available for \$4.99 for iPad and iPhone iOS mobile devices in the iTunes App Store. The new mobile game is under the Educational Games and Kids categories in the iTunes App Store.



PAX Australia 2015 Tickets

Tickets are now on sale for next year’s PAX Aus gaming festival, to be held from 30 October to 1 November, 2015 in the Melbourne Convention & Exhibition Centre.

Tickets can now be purchased only through the PAX Aus website.

After a sell out 2014 event, PAX Aus will return to the Melbourne Convention and Exhibition Centre in 2015 with the trademark combination of an exhibitor expo hall, freeplay gaming spaces, industry and community panels, live concerts, international content, and exclusive reveals.

For those travelling and looking for accommodation, hotel rooms located close by have been reserved exclusively for PAX Aus attendees and are available through our booking partner OzAccom.

PAX Australia will be held at the Melbourne Convention and Exhibition Centre from 30 October to 1 November, 2015, is organised by ReedPOP in conjunction with Penny Arcade, and is supported by the Victorian Government.



Jetpack Joyride Deluxe coming in hot on PlayStation Vita, PlayStation 3

Fans of the critically acclaimed PlayStation Vita and PlayStation 3 title Jetpack Joyride can now enjoy some Christmas cheer with the latest installment, Jetpack Joyride Deluxe, now on the Playtation Store.

Jetpack Joyride Deluxe includes S.A.M. the Strong Arm Machine, a massive robot suit that blocks oncoming rockets, along with a host of exciting new content for high-flyers around the globe.

Players can activate S.A.M. once a day by collecting three flying tokens. Every day the player returns to activate S.A.M. they will receive a new in-game reward, and on the fifth day they are gifted one of 32 brand new costume pieces to style Barry with more bling!

Of course it wouldn't be Christmas without rocket-powered robotic reindeer! Adrenaline junkies can now take to the skies in the Sleigh of Awesome, another new vehicle created by the young, supple scientists at Legitimate Research. This is a seasonal item only, and players must unlock it exclusively during the Christmas period. After that, it's gone!

S.A.M. and the Sleigh of Awesome emphasise everything that kicks ass about Jetpack Joyride – explosions, sweet new gadgets, new styles for Barry and cool stuff to unlock in The Stash.

The deluxe edition also includes the Wave Rider, a high-octane jet ski, as well as a selection of new vehicle skins and outfits designed to give players an unprecedented amount of customization.

Alexander and the Terrible, Horrible, No Good, Very Bad Day Releasing 2/10/15

Disney's heartwarming comedy will have your entire family laughing out loud. Based on the best-selling book, it follows the exploits of Alexander as he experiences the most terrible and horrible day of his young life and wonders if bad things only happen to him. But he discovers he's not alone when his dad (Steve Carell), mom (Jennifer Garner) and family live through their own terrible – and hilarious – day. It will tickle everyone's funny bone, and warm their hearts as they discover how even on rotten days, families can grow closer.

Cast: Steve Carell as Ben Cooper, Jennifer Garner as Kelly Cooper and Ed Oxenbould as Alexander Cooper, Bella Thorne as Celia, Dylan Minnette as Anthony Cooper.

Producers: Shawn Levy, Dan Levine, Lisa Henson

Directors: Miguel Arteta

Writers: Screenplay by Rob Lieber. Based on the book "Alexander and the Terrible, Horrible, No Good, Very Bad Day" by Judith Viorst

Product SKUs: Digital HD & SD, Blu-ray Combo Pack, Disney Movies Anywhere & On-Demand

Bonus Features:

(Digital HD*, Disney Movies Anywhere, Blu-ray) Alexander...In Real Life, Snappy Crocs & Punch Roos: The Australian Outback Party, Walkabout: A Video Diary And The Delightful, Magnificent, Very Good Bloopers, "Hurricane" by the Vamps - Music Video

Ratings: "PG" in US; "PG" in Canada; (bonus materials are not rated)

Feature Run Time: Approximately 81 Minutes

Official pinball of FC Barcelona gets 2.0 update

Legendo Entertainment today announced that an updated version of the official pinball of FC Barcelona, FCB Pinball 2.0, is available on the App Store.

The refreshed version features a new, custom-built 3D pinball engine with overhauled ball-physics, lighting and visual FX, and an improved audio-system that better manages concurrent voices and sound effects. In addition, FCB Pinball 2.0 introduces an optional In-App Purchase (IAP) that allows fans of FC Barcelona from all over the world to redress the silverball in a variety of authentic Barça player-kits.

Being optimized for iPhone 6 and iPhone 6 Plus, the 2.0 version also maintains super-smooth performance at 60 FPS on older generation iPhone, iPad and iPod touch devices.

FCB Pinball is a digital pinball simulation featuring prominent FC Barcelona players in an action-packed arcade classic while sporting plenty of football-themed challenges and special modes such as Kick Off, Defense, Attack, Football Frenzy, Penalty and Defense, plus a variety of extra bonuses and scoring opportunities.

FEATURES:

Official Digital Product of FC Barcelona.

A variety of special mode 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.

User-friendly cameras: play in complete overview, ball-follow or full-table view. Supports portrait and landscape orientations.

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

Sesame Street Go Launches

Sesame Workshop is introducing a new app and web service, Sesame Street Go, that provides the latest collection of full-length TV episodes of the award-winning children's TV series, as well as Sesame Street games and music videos. Sesame Street Go offers hundreds of "minisodes," curated around your favorite Sesame Street characters, including Elmo's World, Elmo the Musical, Super Grover 2.0, Bert and Ernie's Great Adventures, Cookie's Crumby Pictures, and Abby's Flying Fairy School.

Sesame Street Go is free to download on the App Store and Google Play, and free to access on the website, with premium content available for subscription at \$3.99/month or \$29.99/year. Sesame Street Go is also available to stream to your TV exclusively via Chromecast.

Launched earlier this year as Sesame Go, the re-designed, ad-free subscription service launches today with the added ability to purchase gifts and filter content by eight core "Learning Areas" including Math, Science, Literacy, and the Arts. As a web service available through any internet browser, and optimized for Mac and PC computers, tablets and mobile devices, Sesame Street Go provides families with a child-friendly platform to instantly watch the latest full-length TV episodes, games, and short-form minisodes, plus hundreds of full-length episodes from prior seasons and Sesame Classics Volume 1 and 2.

"We are thrilled to debut Sesame Street Go, a brand new mobile app and web service that gives families access to their favorite characters in episodes, games, or music anywhere, any time," said Scott Chambers, Sesame Workshop's Senior Vice President, Worldwide Media Distribution. "Kids can help Cookie Monster follow directions in Cooking with Cookie."



State of Gaming



REVIEWS

The Xbox One passed the Wii U in world wide sales. This puts the Wii U on the bottom with no hope in sight of leaving the cellar. Sony continues its impressive domination with the Playstation 4. Which many experts are trying to figure out. The Playstation 4 is not much of a machine. So why is it dominating?

On the hand held side Nintendo continues to dominate with the Nintendo 3DS/Nintendo 2DS. The Playstation Vita is so far behind that it is not likely it will ever catch up. What has hurt Nintendo and Sony is the rise of apps on the iOS and Android platforms. Both of them continue to whittle away at the market place. Neither Nintendo or Sony has had an answer for the rise of apps.

Free apps continue to flood the market even with the anti-free app sentiment from consumers.

Plenty of free app companies brag about their download numbers. What few will tell you is their low retention rate. What hurts them worse is their low in-app purchase rate. Some companies have moved away from the free apps, and decided to go back to a one time payment for their games.

The physical copy movement continues to thrive. Some experts are citing the lack of physical copies being one of the major downfalls of the Wii U. Consumers look at store shelves before purchasing a new home console. When the Wii has as many games in the stores as the Wii U, consumers see no reason to upgrade. Both the Playstation 4, and the Xbox One have more games on store shelves.

The video game continued to shrink in 2014. Families had less games to purchase, and the contin-

ued bad economy is still hurting families. Less money for entertainment means less money for video games. That means less video game sales for these companies.

Sony, Microsoft, and Nintendo have been under fire in 2014 for discrimination, and bigotry against Christians. This black eye on them has still not been officially addressed. Their lack of progress on this issue is another reason they are receiving less sales. They can't expect Christians to give them money while they are persecuting them.

Steam continues to rise as the return of PC gaming has still not quite reached its apex. Plenty of cool new and fun Christian video games were released in 2014. Expect more to be released in the year of our Lord 2015. There is hope for improvement coming up in 2015.

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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Acts 15:6-11

6 The apostles and elders met to consider this question. 7 After much discussion, Peter got up and addressed them: "Brothers, you know that some time ago God made a choice among you that the Gentiles might hear from my lips the message of the gospel and believe. 8 God, who knows the heart, showed that he accepted them by giving the Holy Spirit to them, just as he did to us. 9 He did not discriminate between us and them, for he purified their hearts by faith. 10 Now then, why do you try to test God by putting on the necks of Gentiles a yoke that neither we nor our ancestors have been able to bear? 11 No! We believe it is through the grace of our Lord Jesus that we are saved, just as they are."



Winx Club Saving Alfea

SCORE: 54



The Legend of Korra A New Era Begins

SCORE: 64



I rented Winx Club Saving Alfea so Family Friendly Gaming could have a review of it. Let me start off by telling you, Winx Club Saving Alfea is not worth the price of a rental. Let alone the thirty dollars (before all the overtaxation) it is being sold for on the Nintendo DS, and Nintendo 3DS. I rented the 3DS version and played it on my 2DS.



The girls want to throw a party, so they each have to play in side scrolling 2D levels. One level of just running around and jumping without any offensive powers. The second level with all kinds of magical attacks to murder off all the demonic looking monsters.

That was the first of three level screens in Winx Club Saving Alfea. The second had three levels for three

characters, and so did the third screen. In those we could pick one of the two girls to play as. Winx Club Saving Alfea was a difficult game for me to play for a variety of reasons. The repetitive game play design is one of them.

I feel that Winx Club Saving Alfea tries to appeal to girls and boys. The problem is



it winds up reaching neither gender. The Winx Club is more for girls. The violent game play will appeal to the boys. Girls wont play Winx Club Saving Alfea because of the violence. Boys wont play Winx Club Saving Alfea because of the feminine nature of the characters and storyline.

The graphics in Winx Club Saving Alfea are small. The story is extremely short. Winx Club Saving Alfea can be beaten in one to two hours. The enticement to lust issue is found within this hand held video game. The violent nature will also raise eyebrows.

I recommend families pass on Winx Club Saving Alfea. Your money could be used for much better purposes than purchasing Winx Club Saving Alfea. There are a few collectibles that are interesting. I wish that had been fleshed out more in this hand held video game.
- Yolanda

We have watched the entire Avatar show on DVD, played the games, and watched all of The Legend of Korra DVDs that are on the market. The Legend of Korra A New Era Begins is the first video game adaptation that I am aware of. I bought this hand held video game on Black Friday for a very reduced rate.

The Legend of Korra A New Era Begins is light on animations and story telling. If you are familiar with the show then you will know the characters, and plot in this Nintendo 3DS video game. Which is okay. The gameplay is where The Legend of Korra A New



Era Begins is interesting. More on that to come.

The graphics in The Legend of Korra A New Era Begins are horrible. The lack of detail in this hand held video game is apparent. In some ways The Legend of Korra A New Era Begins reminds me of Nintendo DS video games. The animations on the battle screens are related to the martial arts theme in this franchise. As well as the use of the elements as weapons. Things like a water whip, fire blast, air cyclone and more.

The Legend of Korra A New Era Begins is a turn based strategy role playing game. At certain level ups you can decide between differ-



ent powers. There are normal attacks that use up none of your energy points, and better attacks that do. Part of The Legend of Korra A New Era Begins is finding a good balance between them. The strategy in The Legend of Korra A New Era Begins feels off, but it actually does work as a decent SRPG.

The Legend of Korra A New Era Begins contains spirits, an odd afterlife belief, violence, enticement to lust, and some difficult battles. The music in The Legend of Korra A New Era Begins is okay, and I got my moneys worth.
- Paul

Publisher: Little Orbit
Developer: 1st Playable Productions
System: Nintendo DS/Nintendo 3DS(tested)
Rating: 'E' - Everyone
{Mild Fantasy Violence}

Graphics: 50%
Sound: 80%
Replay: 50%
Gameplay: 40%
Family Friendly Factor: 50%



Publisher: Activision
Developer: Webfoot Technologies
System: Nintendo 3DS
Rating: 'E'10+ - Everyone 10+
{Cartoon Violence}

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



PUZZLES UNDER THE HILL

An Ensenasoft, S.A. de C.V. Production
 A game designed by Samuel DenHartog
 With art from Luis Millán-Humaran, Carcará
 Studio & Meta3dStudios And digital images from
 the National Gallery of Art

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ADVERTISEMENT



Super Smash Bros



SCORE: 54

Super Smash Bros is the center of multiple controversies. How can the content in this franchise get worse, yet the rating drops from thirteen and older to ten and older? How many times can gamers do the same thing before they get bored with it? The addictive nature of Super Smash Bros may be a part of the answer to that last question.

Super Smash Bros contains a variety of modes. There is Smash, 8-player Smash, Special Smash, Online Smash (Smash and For Glory), Smash Tour (Solo, Group, Stage Builder, Custom), Special Orders, Events, All-Star, and Stadium.

The over the top, exces-

sive amounts of violence is going to be one of the biggest concerns families have in relation to Super Smash Bros. There is also enticement to lust, and multiple characters not fully clothed. Somehow the ESRB missed partial nudity.

There are numerous characters in Super Smash Bros. Some of them old, and some of them new. Pac-Man and Mega Man are two of the most interesting new characters. Sonic is still in Super Smash Bros, which will appease Sega fanboys. Plenty of Mario related levels can be found in Super Smash Bros. Other franchises have levels in Super Smash Bros as well. I just noticed there is a heavy Mario influence in this



home console video game.

We ran a scientific test here at Family Friendly Gaming. After every single person finished playing Super Smash Bros they were more aggressive and their attitudes turned negative. So keep your eye on those two real world problems that this Wii U generates. I do not feel Super Smash Bros is worth sixty dollars. More like thirty-five to forty dollars.

Super Smash Bros on the Wii U works with the amiibo characters, and it also works with the Nintendo 3DS version of Super Smash Bros. Which will cost you even more money. Wait for prices to drop or buy it used.

- WMG



in this

Publisher: Nintendo
 Developer: HAL Laboratory, Sora Ltd, Game Arts, Bandai Namco Games
 System: Wii U
 Rating: 'E' - Everyone 10+ (Cartoon Violence, Comic Mischief, Mild Suggestive Themes)

Graphics: 40%
 Sound: 60%
 Replay: 90%
 Gameplay: 40%
 Family Friendly Factor: 40%





Championship Foosball



SCORE: 36

I played foosball for hours as a kid. We would stuff a coat in the goals so we did not have to keep paying for the one ball that came out of the machine at school. We played foosball for years, and had all kinds of different competitions. Good memories dudes and dudettes. I thought Championship Foosball on the Wii would help me relive those wonderful memories.



Championship Foosball can not even do that. How did 505 Games stay in business after this stinker?

On the easiest setting I scored all the goals against the computer. The problem is I scored more goals against

I was wrong. Championship Foosball is horrible. It does not look that great. It does not sound that great, and it controls like a brick. I did not expect the finesse of a foosball table in Championship Foosball on the Wii. But with a Wii Remote, and a Nunchuk Championship Foosball should be able to simulate the table game adequately. Champion-



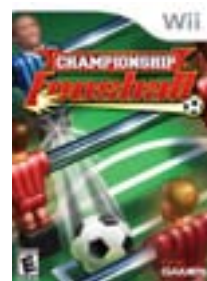
myself thanks to the frustrating controls. Why can't one controller be used for the front and the other be used for the back? Championship Foosball makes players constantly swap, and use certain buttons to move the sticks up and down. It is difficult to adapt to the controls.

I bought Championship Foosball for three dollars at a local gaming store. I should have known there would be serious issues with this home console video game. I can forgive the lack of modes. I can forgive the lack of 3D, and poor looking graphics. I can forgive the quiet gaming atmosphere. I can't forgive Championship Foosball for its poor controls. Families will get frustrated and angry in the real world thanks to Championship Foosball on the Wii. Pass on this game at any price. Trust me on this.

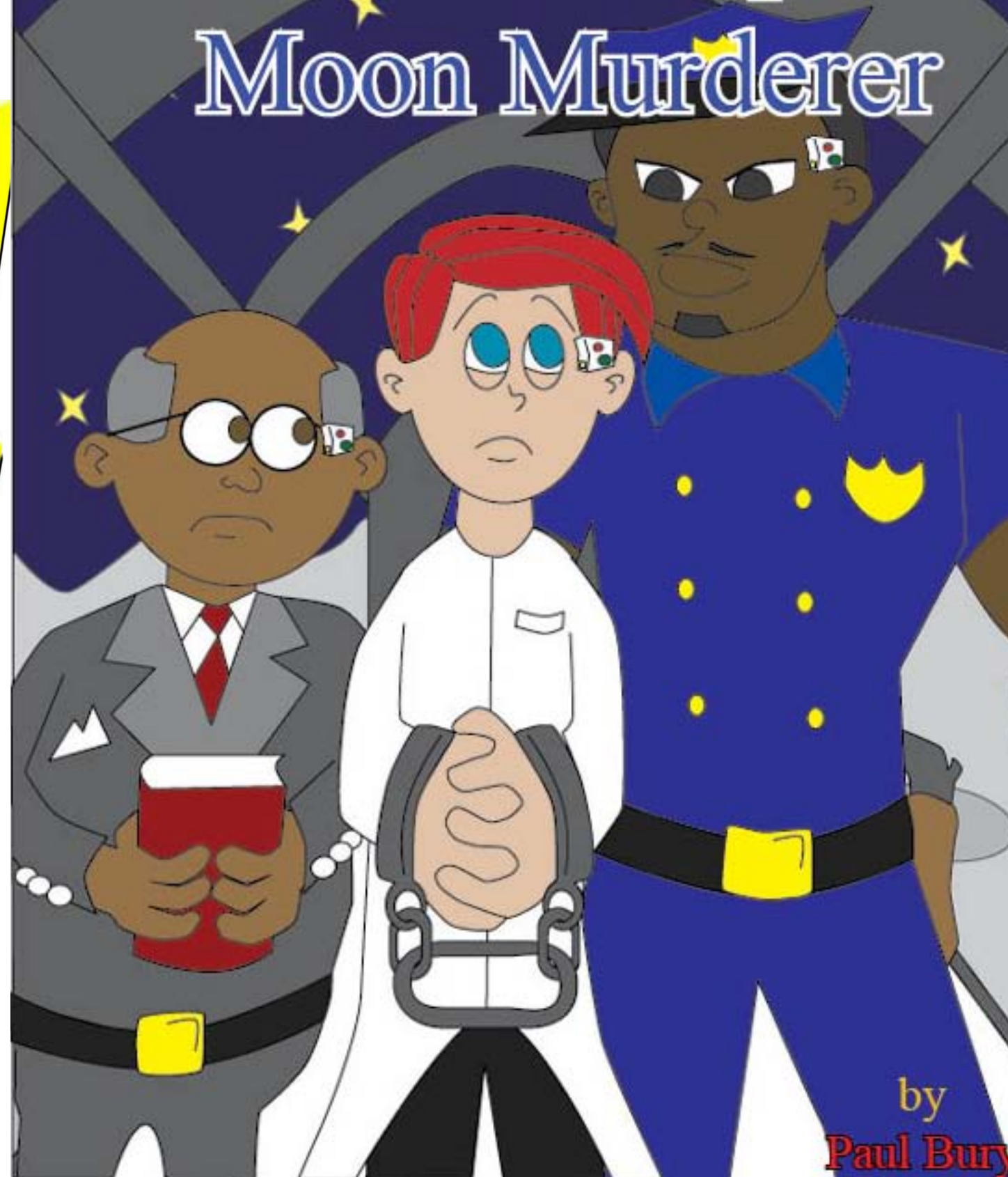
- John

Publisher: 505 Games
Developer: 505 Games
System: Wii
Rating: 'E' - Everyone

Graphics: 45%
Sound: 60%
Replay: 20%
Gameplay: 5%
Family Friendly Factor: 50%



Future Glimpses Moon Murderer



by
Paul Bury

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Dirt 2

SCORE: 77



NFL Fever 2003

SCORE: 48



I found Dirt 2 on the Wii for seven dollars at a local video game store. My expectations for this racing game were not very high. Sure Code-



masters published it, and Sumo Digital was the developer. Sure they have a long history of making really good games. Dirt 2 surprised me. This home console racing video game is fun. There are plenty of bumps, and turns to make this one exciting racing video game. Guess what else is exciting about Dirt 2? It starts really easy, and gets progressively more difficult. The learning curve in Dirt 2 is perfect. Kids can enjoy Dirt 2, and so can adults.

The controls in Dirt 2 are fantastic. You will need to use your brakes on certain hairpin corners in Dirt 2. I

also found letting off the gas at certain spots made taking certain corners much easier. The controls in Dirt 2 are responsive, quick, and easy to learn. I picked it up in the first lap of my first race. After that I was racing like a pro.

The graphics in Dirt 2 are okay. The cars look impressive. The dirt effects on the vehicles are nice. Rolling



around or going off the track looks okay. I have seen better graphics from that era. With that said Dirt 2 is not horrible to look at either. I did notice quite a few advertisements on vehicles and on the sides of the road. They should have paid me to see them.

The music in Dirt 2 is horrible. It gave me a splitting headache in the first few minutes. I found the options menu and turned the music volume down to zero. I notice the ESRB found some bad language in Dirt 2. This is the only thing that is holding Dirt 2 back from being great. Well there is one more small thing.

There are not a lot of race tracks in Dirt 2. We have to race some of the same tracks over and over again. At first I did not mind. But after awhile racing the same tracks with different cars did get a bit old. I got my moneys worth out of Dirt 2. I think you will as well.

- Frank

I am very sad at how much of a mess NFL Fever 2003 on the original Xbox is. Audio kicks in and out. The game locks up randomly between screens. I have tried multiple discs and all of them have the exact same problems. The flow of NFL Fever 2003 is killed off waiting a minute for the game to load the next thing. Even turning off replays, commentary, and more did not help. NFL Fever 2003 is beyond what the original Xbox can handle.

I gave up playing NFL Fever 2003 after six games because it was taking an hour and a half to get through one game. I set NFL Fever 2003 on five minute quarters. That is how bad the lag and lock ups are. That is when NFL Fever 2003 would actually load. It



would fail at loading during some games. My frustration reached all new heights in NFL Fever 2003.

The intro video in NFL Fever 2003 is awesome. I loved watching it, as it showed all kinds of wonderful plays. NFL Fever 2003 is more difficult than NFL Fever 2002, even on the easiest setting. So in that way NFL Fever 2003 is more realistic. The down side is NFL Fever 2003 is harder for casual gamers. Overall I do not like NFL Fever 2003 as well as NFL Fever 2002. That is if I remove all of the glitches from the comparison. Put the glitches in there, and NFL Fever 2003 is a losing season for Microsoft.

I noticed less penalties being called in NFL Fever 2003. The secondary



likes to intercept more often in NFL Fever 2003. They also like to hold and pass interfere. Which NFL Fever 2003 did not call very often. Which is a real shame since it made playing this game much harder. Kicking in NFL Fever 2003 is similar to NFL Fever 2003. The arrow swings back and forth much faster though.

Everything about NFL Fever 2003 is harder than NFL Fever 2002. The glitches are what really kills this game though. I wish NFL Fever 2003 had been a better home console sports video game. We are not planning on video capturing this sports game due to all the glitches.

- Paul

Publisher: Codemasters
Developer: Sumo Digital
System: Wii
Rating: 'E10+' - Everyone 10+ (Mild Lyrics)

Graphics: 75%
Sound: 60%
Replay: 80%
Gameplay: 90%
Family Friendly Factor: 80%



Publisher: Microsoft Game Studios
Developer: Microsoft Game Studios
System: Xbox
Rating: 'E' - Everyone

Graphics: 70%
Sound: 30%
Replay: 60%
Gameplay: 20%
Family Friendly Factor: 60%





How to Train Your Dragon 2

SCORE: 77



Red Dawn

SCORE: 44



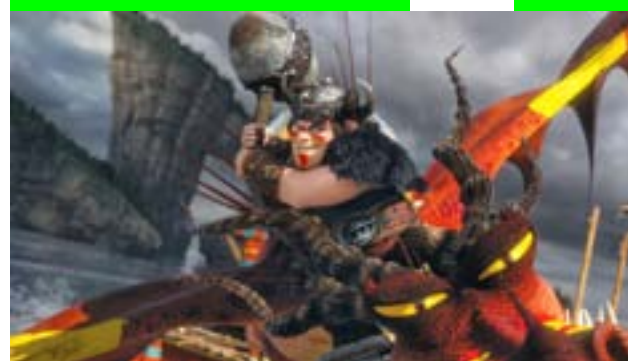
Yolanda found How to Train Your Dragon 2 Blu-ray + DVD + Digital HD on sale for just under ten dollars recently. So we purchased it, and our kids love this movie. To be fair they really enjoy this franchise. Especially Toothless. He is one of the characters that really makes this franchise work. I can't wait to see what they come up with in the third movie. Yes I am expecting a third movie in this franchise.



How to Train Your Dragon 2 is a coming of age story. Even more so than the first one. I am going to have to spoil some things to explain. If you do not want this movie spoiled then please stop reading this review right now. Okay for everyone that stayed here we go. Hiccup is all set to take over leadership of the tribe. He is not really into all of that. He

enjoys doing what he does. The change is forced upon him as his father is killed by a crazy warlord.

Hiccup learns an important lesson in How to Train Your Dragon 2. Some people will only learn through a show of force. You can talk until you are blue, and show some people a better way. They will



only stop when you stand up to them and physically make them stop. I hate that this is true. I have experienced it in my own life. Some people will not stop until you stop them.

There is action adventure violence as dragons and humans fight it out in How to Train Your Dragon 2. A killing blow is not shown in this movie though. We have one funeral pyre that we see. There are also some insults between characters. Sheep are peril quite a bit in How to Train Your Dragon 2.

How to Train Your Dragon 2 includes plenty of bonus content. The Dawn of Dragon Racers is my personal favorite. There is also stats, deleted scenes, behind the scenes, making of gallery, and more. How to Train Your Dragon 2 is well worth the money we spent on it. I hope for a sequel in the coming years. - Paul

I saw the Red Dawn remake in the five dollar bin at a local retailer. I thought it should be worth five dollars. This is where I admit I was wrong. Red Dawn is not worth the five dollars. Maybe I will be able to sell it and get some of my money back. The first thing you need to do in Red Dawn is suspend any realism. Supposedly some EMP knocked out all of the electronics, including for the military. Here is the problem I served in the Air Force. I know they have shielded devices so the base can continue to operate.

Since Red Dawn is a war movie, you can expect blood, gore, explosions, death, and plenty of violence. I



am surprised Red Dawn was not given the 'R' for Restricted rating. Another reason I think Red Dawn should have gotten the 'R' rating is the language. Man there is all kinds of bad language in Red Dawn. It is over the top like the violence in macabre

and morbid rated video games. The message in Red Dawn is about standing up to the invaders and fighting for freedom. With the history of America I am surprised there were not more people rising up and fighting against the North Koreans in Red Dawn. Yes this movie has North Korea



somehow flying all the way over to Seattle and Spokane and conquering it. This is the same North Korea that is not able to conquer South Korea. And we are expected to believe they came all the way over here and conquer us. Then a small band of freedom fighters beats them all over the place.

There is another interesting message in Red Dawn. This movie admits war is horrible, hard, and very tough. It does not try to sugar coat it. Wolverines die off in Red Dawn. So this movies tries to have some realism in that at least. Too bad it failed in so many other areas. - Paul

Publisher: 20th Century Fox
Developer: Dreamworks
System: Blu-ray/DVD
Rating: 'PG' - Parental Guidance Suggested {Adventure Action and some Mild Rude Humor}

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



Publisher: 20th Century Fox
Developer: Film District
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {Sequences of Intense War Violence and Action, and for Language}

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





Mr. Peabody & Sherman

SCORE: 74

Mr. Peabody & Sherman is a cute little movie that is mostly family friendly. There are a few things in Mr. Peabody & Sherman that can bother families. Mr.



Peabody & Sherman teaches the old earth belief for example. There is also children being rebellious. Also some mild cartoon violence is in Mr. Peabody & Sherman. Egyptian religious beliefs are touched upon.

Mr. Peabody & Sherman is one of the most backwards movies I have ever seen in terms of characters. Mr. Peabody is a talking dog. He is a genius at the level of Einstein, maybe even beyond. He adopts a human boy. The human boy acts more like a dog at times, while the dog acts more like a human. I was really confused by all of this in Mr. Peabody & Sherman on DVD. Thankfully

Mr. Peabody & Sherman is more about the children than it is about the dog.

Mr. Peabody & Sherman teaches that dogs are being discriminated against. It also teaches dogs are better than humans. Lessons that many families can be offended by. The whole time travel thanks to the WABAC is in-



Barney's Hide & Seek Game

SCORE: 77

You may have seen our video of Barney's Hide & Seek Game on the Genesis. This kids game is simple and easy for kids to play. They walk around levels collecting items, and trying to find all of the children that are hiding. The levels in Barney's Hide & Seek Game are long. The entire game is on the short side.

Graphically Barney's Hide & Seek Game is very bright and colorful. There are nice animations for that era of time. There are things that are repeated in the levels, and the level design is okay at best. The sounds and music are really washed out in Barney's Hide & Seek Game. Some of them sound like they are deep in a can. Maybe that is because I bought a used copy of this home console video game. Or maybe it is like that in all copies.

Kids can learn about playing and counting in Barney's Hide & Seek Game. Sega and Realtime Associates realized there



is always a place in the industry for kids games. Barney's Hide & Seek Game fills that need. It was a real pleasure for me to play and review Barney's Hide & Seek Game on the Genesis. I hope to find more games like this.

- Paul

teresting. The best part of this DVD is the bonus feature that explains how messed up the time travel is in Mr. Peabody & Sherman. I liked the various bonus features on the Mr. Peabody & Sherman disc.

Penny learns a variety of lessons in Mr. Peabody & Sherman. She learns not to taunt others. She learns how good she has it in her time. She also learns to listen to authority figures. Sherman learns not to bite. To obey his authority figure, and to never travel back into time in a time where you are physically in.

Kids and adults can receive plenty of laughs thanks to Mr. Peabody & Sherman.

There are numerous funny moments in this ninety-two minute movie. The "Don't tase me bro," is my personal favorite line from this movie.

- Sam



Publisher: 20th Century Fox
Developer: Dreamworks Animation
System: DVD
Rating: 'PG' - Parental Guidance Suggested {Some Mild Action and Brief Rude Humor}

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

Publisher: Sega
Developer: Realtime Associates
System: Genesis
Rating: 'GA' - General Audiences

Graphics: 80%
Sound: 60%
Replay: 75%
Gameplay: 80%
Family Friendly Factor: 90%

Publisher: Spectrum Ho-
loByte
Developer: Realtime Associates
System: Super NES
Rating: 'NR' - Not Rated

Graphics: 80%
Sound: 90%
Replay: 90%
Gameplay: 85%
Family Friendly Factor: 85%

WordTris is another game we have found in our retro game exploration. We also have a video of this game on our site, and Youtube channel. WordTris is similar to Tetris in one way. Blocks drop from the top, and come down. The blocks are the same shape in WordTris, and there are letters on them. We get them to go away by spelling words vertically or horizontally. WordTris requires a bit more thought than Tetris, or even something more modern like Bookworm.

The music in WordTris is fantastic. I love listening to the music in WordTris while playing this Super NES video game. The graphics are okay. I did notice some mild enticement to lust issues while watching the video. I did not notice it while playing WordTris.

WordTris gets progressively more difficult as the speed increases. It will reach a point where spelling a word is pure luck. Which is okay with me because WordTris is a fun game to play and replay. WordTris can stretch your personal mental internal dictionary. WordTris can be used to help us improve our vocabulary.

I like WordTris a lot. This is a fun game on a fantastic cartridge. If you find a copy of this game, buy it. WordTris will provide your family endless hours of cool entertainment.

- Paul



SPORTS

CHAMPIONS LEAGUE™ UEFA SUPERCUP™ EUROPA LEAGUE™

exclusively featured in

PES 2015

PRO EVOLUTION SOCCER



THE PITCH
ISSUES

Product: PES 2015
Company: Konami
System: PS4/Xbox One/PS3/Xbox
360/PC
Release Date: November 13, 2014
Rating: 'E' - Everyone
{Lyrics}

Konami Digital Entertainment

PES 2015
PRO EVOLUTION SOCCER

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2014

UEFA
CHAMPIONS LEAGUE

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EVOPOWER

MAGISTA

MERCURIAL

EVOSPEED

HYPERVERNOM

TIEMPO

015
SOCCER

PES2015 New Season Update **B** latest

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PES 2015
PRO EVOLUTION SOCCER

©2014 Konami Digital Entertainment

Product: PES 2015
 Company: Konami
 System: PS4/Xbox One/PS3/Xbox 360/PC
 Release Date: November 13, 2014
 Rating: 'E' - Everyone
 {Lyrics}

DEVELOPING

GAMES

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Hahaha! What is that, an automatic? Bro, do you even shift!?

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Product: Kirby and the Rainbow Curse
Company: Nintendo
System: Wii U
Release Date: February 2015
Rating: 'RP' - Rating Pending



Product: Kirby and the Rainbow Curse
 Company: Nintendo
 System: Wii U
 Release Date: February 2015
 Rating: 'RP' - Rating Pending



DEVELOPING GAMES



Product: Kirby and the Rainbow Curse
 Company: Nintendo
 System: Wii U
 Release Date: February 2015
 Rating: 'RP' - Rating Pending



Product: Splatoon
Company: Nintendo
System: Wii U
Release Date: Q2 2015
Rating: 'RP' - Rating Pending



Product: Splatoon
Company: Nintendo
System: Wii U
Release Date: Q2 2015
Rating: 'RP' - Rating Pending



Product: Atelier Ayesha Plus The Alchemist of Dusk
 Company: Koei Tecmo Games
 System: PS Vita
 Release Date: January 13, 2015
 Rating: 'RP' - Rating Pending



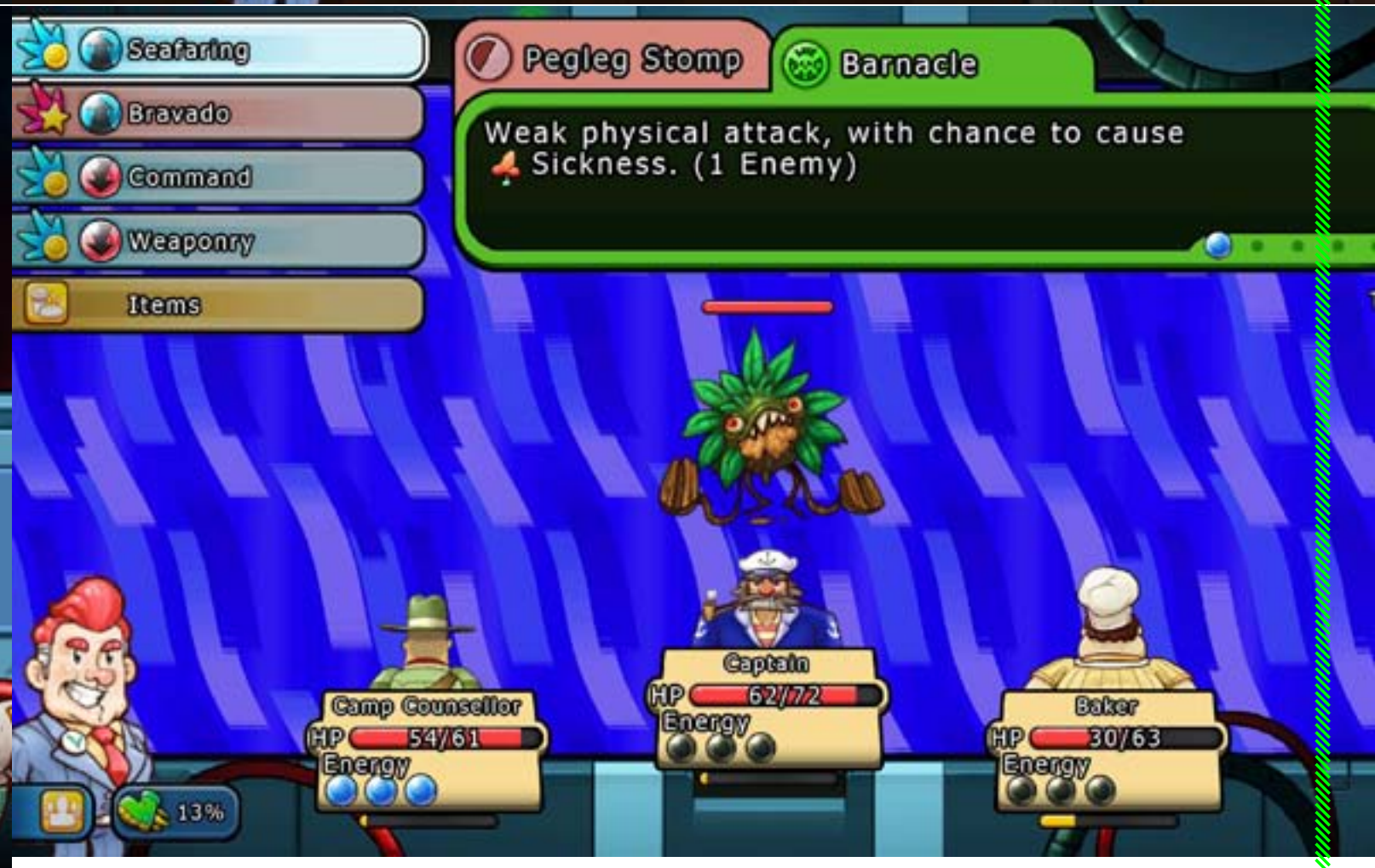
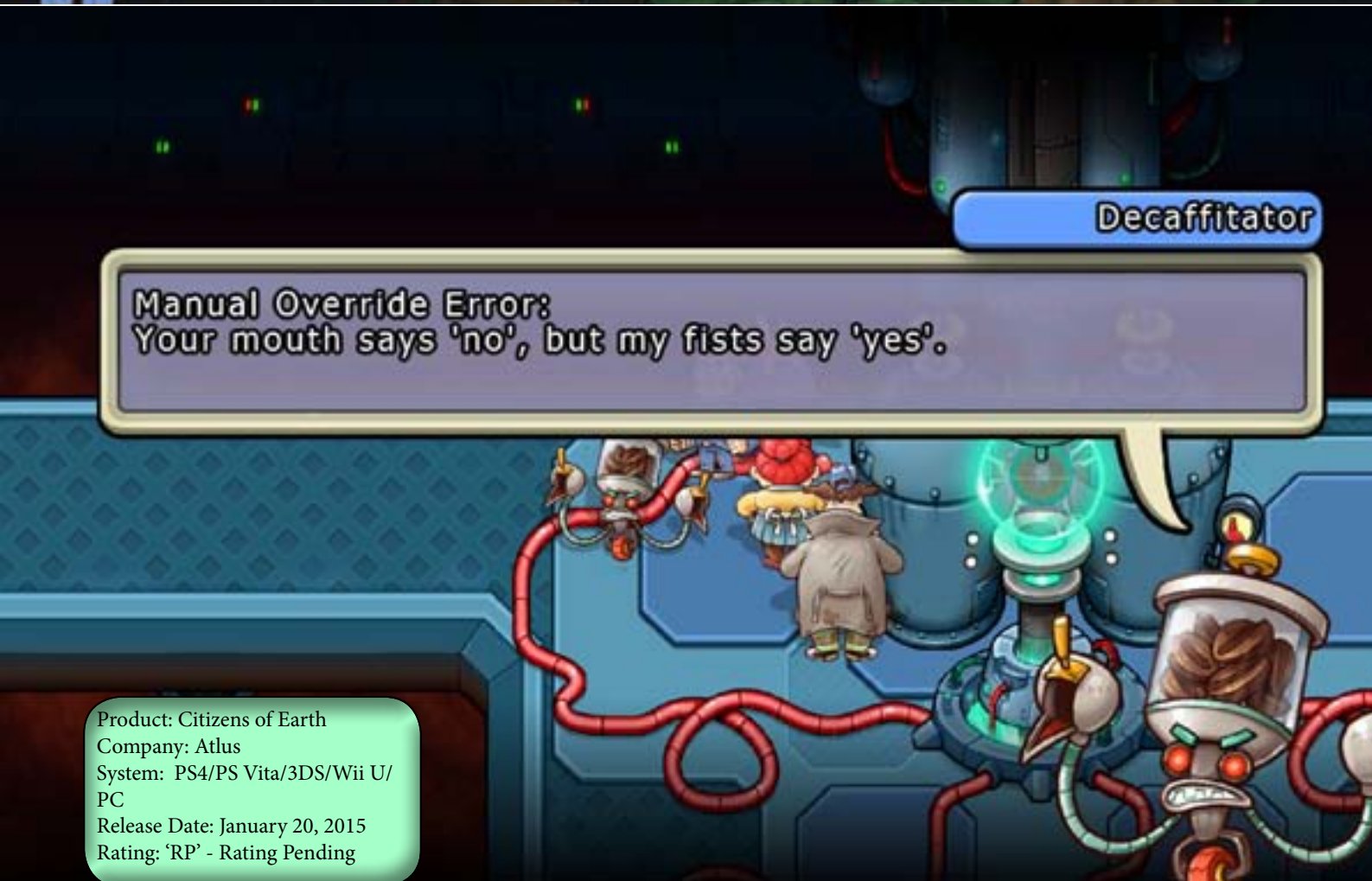


Product: Atelier Shallie Alchemists of the Dusk Sea
Company: Koei Tecmo Games
System: Playstation 3
Release Date: March 10, 2015
Rating: 'RP' - Rating Pending



- Roughhouse
- Pummel
- Provoke
- Protect
- Items

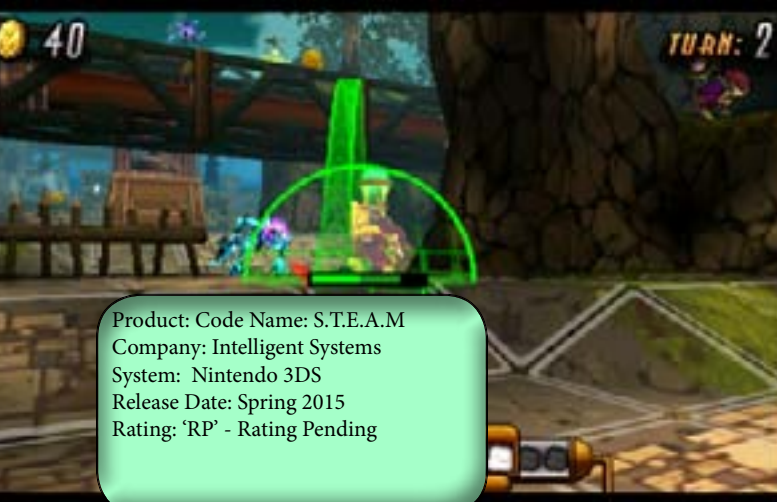
Wrestle Beat Down Rough 'n Tumble
 2-7 extra-weak physical attacks. (1 Enemy)



Product: Citizens of Earth
 Company: Atlus
 System: PS4/PS Vita/3DS/Wii U/PC
 Release Date: January 20, 2015
 Rating: 'RP' - Rating Pending



Product: Xenoblade Chronicles X
Company: Monolith Soft
System: Wii U
Release Date: 2015
Rating: 'RP' - Rating Pending



Product: Code Name: S.T.E.A.M
Company: Intelligent Systems
System: Nintendo 3DS
Release Date: Spring 2015
Rating: 'RP' - Rating Pending



Product: The Legend of Zelda Majora's Mask 3D
Company: Nintendo
System: Nintendo 3DS
Release Date: Spring 2015
Rating: 'RP' - Rating Pending

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RELEASES





Product: JUJU
Company: Flying Wild Hog
System: PS3/PC/Xbox 360
Release Date: December 9, 2014
Rating: 'E' - Everyone
{Mild Fantasy Violence}



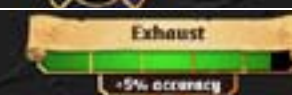


SCREAMRIDE



Product: ScreamRide
Company: Microsoft
System: Xbox One/Xbox 360
Release Date: Out Now
Rating: 'E10+' - Everyone 10+





Product: Crowntakers
 Company: Kasedo Games
 System: Personal Computer
 Release Date: Out Now
 Rating: 'NR' - Not Rated



Product: Captain Toad Treasure Tracker
Company: Nintendo
System: Wii U
Release Date: December 5, 2014
Rating: 'E' - Everyone
{Mild Cartoon Violence}

Last Minute

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Tidbits





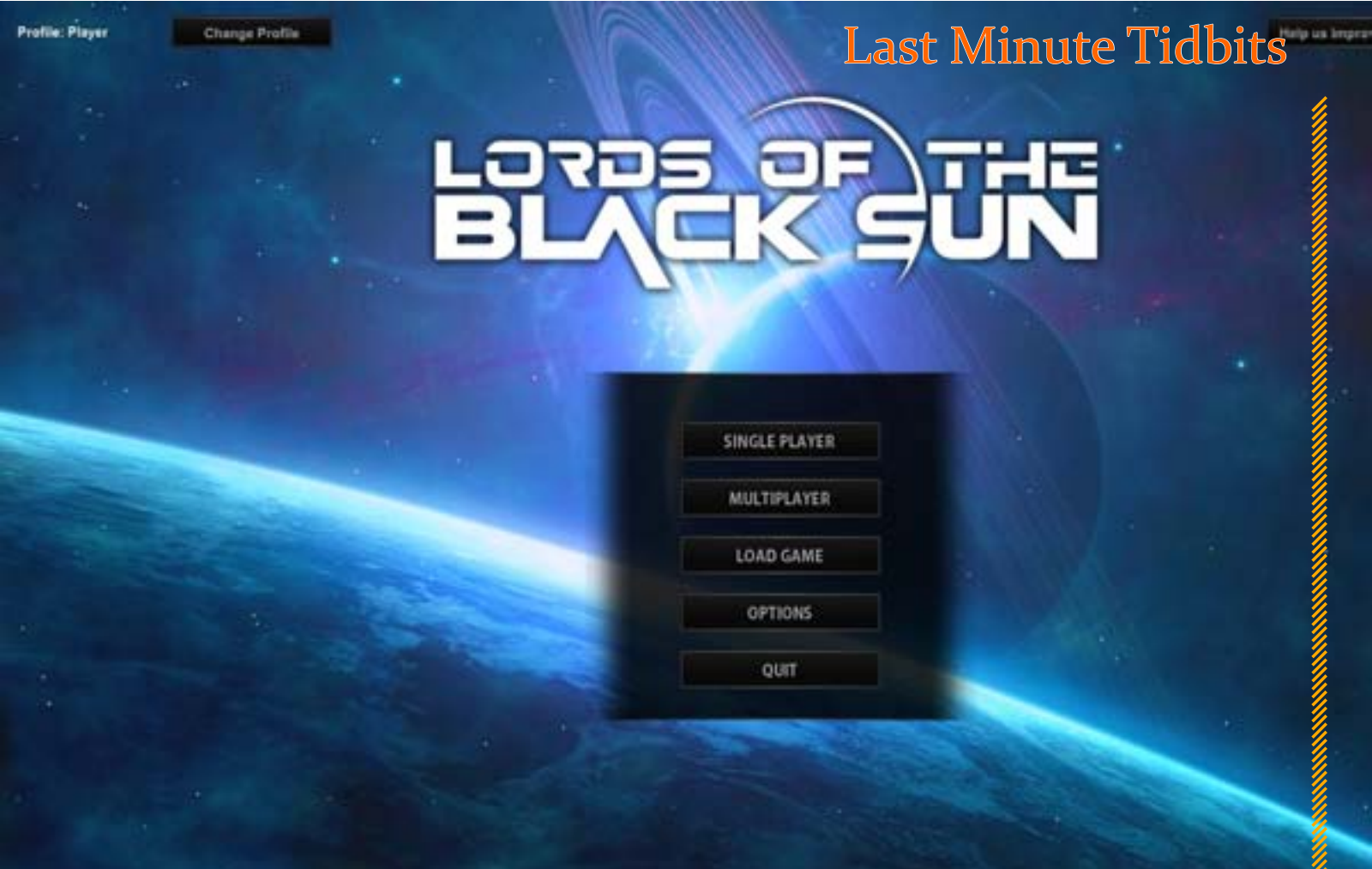
Product: Etrian Mystery Dungeon
 Company: Atlus
 System: Nintendo 3DS
 Release Date: Spring 2015
 Rating: 'RP' - Rating Pending





Product: The Adventures of Pip
 Company: Tic Toc Games
 System: PC/Wii U/OSX
 Release Date: Winter 2015
 Rating: 'NR' - Not Rated







Product: Street Fighter V
Company: Capcom
System: PS4/PC
Release Date: 2015
Rating: 'RP' -Rating Pending





Product: Venom Pinball
 Company: Zen Studios
 System: PS3, PS4, PS Vita, Xbox 360, Xbone, PC, Mac, iOS, Android, Amazon
 Release Date: November 2014
 Rating: 'E10+ - Everyone 10+'
 {Mild Language, Fantasy Violence}

VIDEO GAME LIES



by
Paul Bury

Version 2

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