

# FAMILY FRIENDLY GAMING

The VOICE of  
the FAMILY in  
GAMING



ISSUE #92

March 2015

Seasons After Fall,  
Hatsune Miku-  
Project Mirai DX,  
and some sur-  
prises!!

Can Nintendo redeem  
themselves with Mario  
Party 10?

2048e, Duck Dy-  
nasty, Bonks Advent-  
ure, Coaster Works  
and some more!!

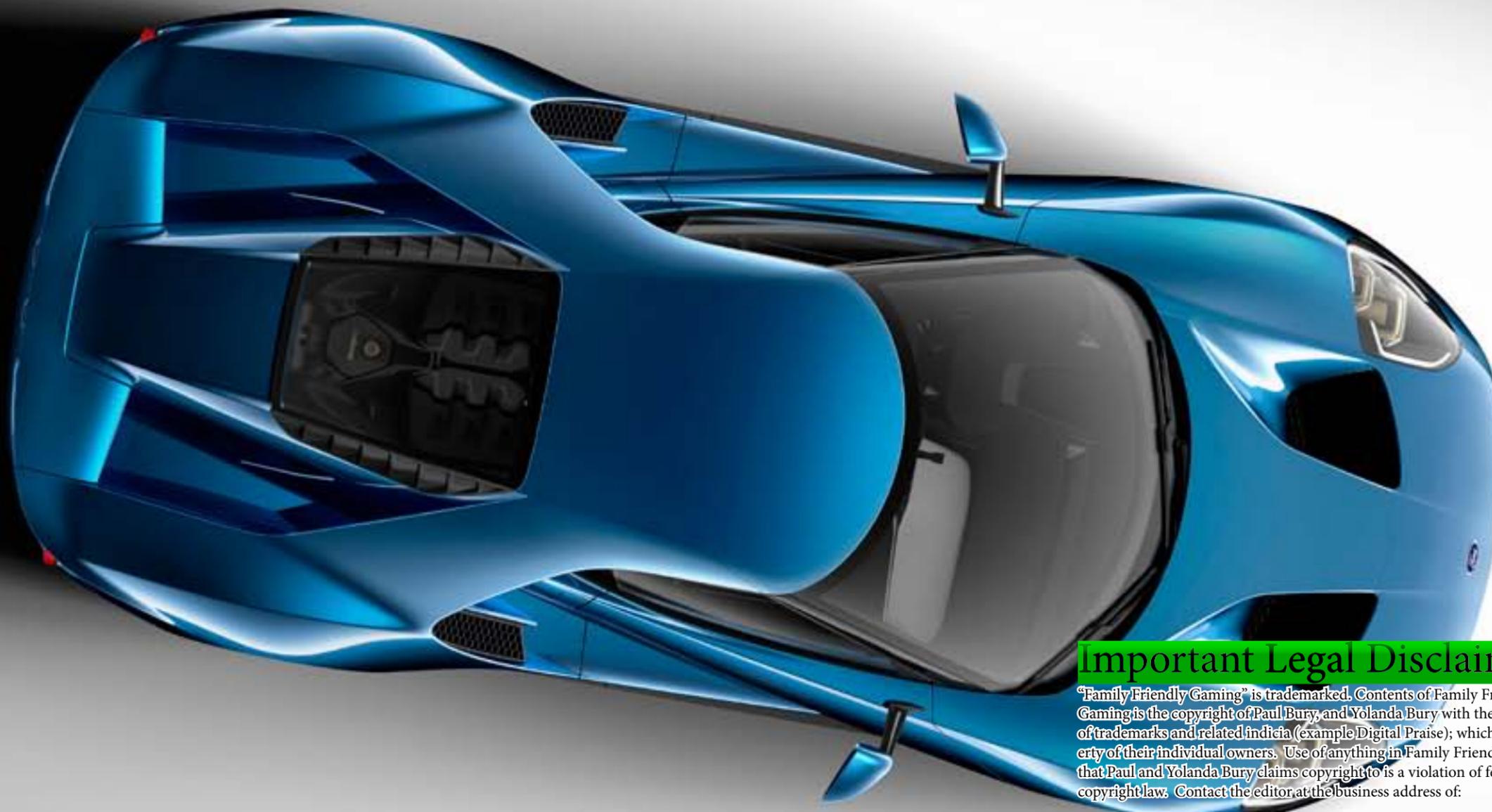
### Links:

Home Page

<https://www.youtube.com/user/FamilyFriendlyGaming?feature=mhee>

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Family Friendly Gaming  
 7910 Autumn Creek Drive  
 Cordova, TN 38018  
 Pbury@familyfriendlygaming.com

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### STAFF:

Editor in Chief:	Paul Bury
Art Director:	Yolanda Bury
Sports:	Frank
Hunting:	Secret
Music:	Shirley
History:	Patricia
Gaming Journalist:	Mark
Gaming Journalist:	John
Gaming Journalist:	Luke
Gaming Journalist:	Sam
Working Man Gamer:	Secret
Kid Gamer:	Secret

## Lack of Morals and Ethics

The American society is spinning out of control in a death spiral of a lack of morals and ethics. It sickens me to see it in so many arenas. The most recent disturbing event was Super Bowl XLIX. The NFL allowed repeat offenders to cheat their way to the Super Bowl and then let them cheat in the Super Bowl. The public outcry against this has been huge. Plenty of people are now saying the NFL is rigged like professional wrestling. The NFL has lost the confidence and faith of the public. They do not punish the offenders like the New England Patriots.

We tell our kids that cheaters do not win. We tell our kids that cheaters do not prosper. Yet in the NFL cheaters rise to the top and are given awards. Cheaters are the best that league has to offer. The announcers were commenting on how many penalties the New England Patriots got away with. Want to know something New England? Whether you are punished or not you still committed the crime. You are still guilty.

It sickens my stomach that the best of the NFL is rule breakers, cheaters, liars, and thieves. Those are the worst of our society. Yet in the NFL they are awarded with a Super Bowl ring, and the Lombardi trophy. If the NFL had any honor they would not give it to New England. If the New England Patriots had any morals and ethics they turn down the trophy. Because they know in their hearts they are not worthy of it. Fans of the NFL all over the league have expressed their disgust at what the Patriots did this year.

This is not the first time the NFL has robbed the Seattle Seahawks of a Super Bowl win. This is not the first time the NFL has let thugs win. This is not the first time the NFL has shown itself to have no honor, morals, and ethics. The whole world needs to let the NFL know their displeasure. The whole world needs to let the NFL know we expect better. The whole world needs to refrain from giving the NFL any money.

The NFL is doing everything backwards. They worship at the idolatry of political correctness. They attack good morals, and good ethics. They reward bad morals, and bad ethics. They need a complete overhaul and turn their Titanic away from the iceberg they are barreling

toward. Won't you speak out against the NFL as I have? Won't you get involved in correcting the horrible message the NFL sends to children and families? Won't you be counting in those trying to make things better? Won't you stand up for what is right?

It is my personal hope that Family Friendly Gaming Nation can impact our culture and our society. It is my hope that Family Friendly Gaming can send a clear, strong, and much needed message to the NFL. It is my hope that the NFL will repent from its egregious behavior and correct their course immediately.

God bless,  
Paul Bury



## Accountability

This month I am writing about an issue I found very important - accountability in the medical profession. It appalls me that there are so many mistakes made in the medical community. From double billing to mistakes made by doctors and nurses. I stopped counting how many times the billing has been done wrong by a variety of medical professionals. I am amazed they can get away with being this inaccurate this often. Whether they bill the wrong insurance, or make mistakes in the confidential information they submit; the repeatedly make mistakes and then with complete laziness demand the patient pay for their mistakes. Obamacare did nothing to fix his problem. In fact it probably made it worse.

Retail does not get away with this kind of mistake. If they have a sign that a product is \$9.99 they have to sell it to you for \$9.99. Even if the actual price is \$99.99. They pay for the mistakes they make. They do not expect the customer to pay for their mistakes. Why doesn't the medical community behave in the same manner? Why does the medical community expect us to pay for their mistakes?

If a mistake is made in a point of service business they do not expect you to pay for their mistake. What is a point of service business? Restaurants. When you order food at a restaurant and they mess it up, you know what happens. They throw out the food they messed up, or they let you keep it. Then they redo the order from the start. They do not demand payment for their mistake. They have something called customer service. I know that concept is foreign to the medical community. The medical community needs to learn from retail and point of service.

The hospital where my father was staying before he passed on to glory made multiple mistakes. They expect my mother to pay for their mistakes. Think about that for a moment. They did the wrong things and they expect her to pay for their mistakes. That kind of an attitude would not be acceptable at retail or a restaurant. So why does the medical community think it can receive extra special treatment? Why does the medical community think it can treat its customers without any customer service? Is it because they are so rich and make so much money? Are they arrogant and think they can get away with anything? Maybe

they don't care what any of us think, say and do. I don't know.

What I do know is the medical community needs to be held accountable for their mistakes. They need to pay for their own mistakes. They need to think of the patient first. Plenty of medical companies say they put patients first, but their own policies expose those words as propaganda. None of this will happen until families speak up, and speak out. You have to tell them that you will not pay for their mistakes. In fact they should pay you for having to deal with their mistakes. Send them a bill in return.

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

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**  
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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

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**LEGENDS OF FAITH**

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

**6 COMIC titles**  
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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+**  
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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

### Blessings

Do you know what you have in abundance in your life? Blessings. Friends, family, and others that care about you. Property and personal possessions are also most likely in your life. If you are healthy then you are blessed with good health. Not everyone on this planet has that. Can you think coherently? That is a major blessing right there. Some people are not born with that blessing. It astounds the WMG that some people will use drugs and/or alcohol to throw away that blessing. Almost as if they wished they were born with a mental handicap.

Do you have clothing to wear? A roof over your head? A place to get in out of the rain? A place that is warm in the winter time? All of those are blessings that some people in the world do not have. Can you speak properly? Walk normally? Have food to eat and drink? All of those are wonderful blessings in your life. Do you have a job that pays the bills? If you do that is a very important blessing to be thankful for. It amazes the WMG how many people complain about their jobs. Yet their lives would be way worse without that job.

Does anyone listen to you when you speak? That is a blessing in unto itself. Do you live somewhere with indoor plumbing? Know how many in the world do not have that blessing? Are you using a computer to read this? If you have access to a computer then you are seriously blessed. Do you have a phone and/or tablet? Again that is another blessing.

We have so many blessings in our lives. Do we focus on what we have or what we do not have? When you focus on what you have you are being thankful for your blessings.

# 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!

## Zumba Kids

Thank you for sharing all of those wonderful Zumba Kids videos. I use them with my kids  
- Kathy

We use your Zumba Kids videos at school.  
- Mary

I love it (reference to Zumba Kids video)  
- Samantha

Our class uses your Zumba Kids videos. Thank you for uploading so many.  
- Tabitha

I use this video every single day to stay healthy, fit, and happy. Thanks for uploading  
- Kelly

{Yolanda}: Everyone here at Family Friendly Gaming is so pleased to have so much positive feedback on our video capture of all of the songs in Zumba Kids. We have the videos on the website and our Youtube channel. We are so thankful for so much support.

We continue to video capture a variety of games including additional dance and exercise video games on our Youtube channel. It is absolutely awesome that certain playlists are being used in classes,

schools, and more.

## Reform Devotionals

Your reform devotionals are inspired by God. The deeper I get into the Holy Bible the more I question what churches are doing and why. I ask and get brushed off. Finally someone with credibility put it down in words. Thank you so much. The work you do for the Kingdom of God is important, and needed, and awesome, and great, and helpful, and cool, and amazing. Keep up the amazing work.  
- Troy

{Paul}: WOW! Thank you for the uplifting, encouraging, and positive words. They mean a lot to me. And everyone here at Family Friendly Gaming. I want to caution you on one thing. We are merely humans. I am a man, and that means I am prone to make mistakes. I am far from perfect. So please do not put me or anyone else here from Family Friendly Gaming up on a pedestal. Look to Jesus for inspiration, direction, and guidance.

## Reviews in Magazine

Why are reviews in the magazine released so many months later? Why not immediately?  
- Bart

{Paul}: Excellent question and

thank you for asking it. When we started out the only reviews that went straight online were the ones where companies provided us a reviewable copy. A way to encourage these companies to provide us reviewable copies was to give them a higher priority than anything we had to spend our money on. So the products we purchase wind up in the e-magazine.

There is another reason for this. We need filler content here and there. In fact in the video game industry Mondays and Fridays are generally dead days for announcements. Thursdays wind up with three times the amount of announcements. We have asked hundreds of companies very nicely to spread this out. Sadly few have chosen to listen. So we can hold things from Thursdays for Fridays and Mondays. Even then there are some weeks where Tuesdays and/or Wednesdays are dead days too. So it is nice to have some content we can publish when the industry in the famine part of feast or famine.

## Age of FFG

How old is Family Friendly Gaming? How long have you been around? My friend says you just started. Is that true?  
- Ellie

{Yolanda}: \*lol\* No we did not just start. Family Friendly Gaming will be ten years old on March 13,

2015. Our first release, website, and everything online was on March 13, 2005. If you go into the What's New link on the bottom left of any page on our website you will find the Site Archives. Go back to the first year to see the first date and the first update.

My hubby and I actually played around with a fanzine called Wyldcard's WAY from 1998 to early 2005. That was the building blocks to what would become Family Friendly Gaming. Interesting history lesson, and thank you for such a fun question.

## You're Horrible

Your horrible. Your website is horrible. Your lame. You only give high scores to kids games. You stink. Christians should not be allowed to speak about anything.  
- Thomas

{Paul}: Thank you for sending us your feedback and opinions. Let me help you with some facts. Here is a listing of all the games to receive the Family Friendly Gaming seal of approval. Notice there are puzzle games, sports games, exercise games, chick flicks, action adventure games, and more. Plus there are plenty of other kinds of games to get high scores from a variety of different genres and styles.

I have always believed if the Nazi's did it then we should find a different path. What you are talking

about sounds dangerously close to concentration camps. Which is not viewed as a good thing. Also the religion of atheism is supported by the majority of the video game companies in many video games. Are you saying you are intolerant of diversity? Why don't you celebrate our diversity? That is ultimately what Family Friendly Gaming brings to the video game industry - diversity from the majority of gamers. What is interesting though is Family Friendly Gaming is representative of the majority of Americans.

## Nintendo Price Drops

When is Nintendo going to start offering price drops on their games again? They are getting smoked by their competition. What is Nintendo's problem? Why won't they listen to anyone? Have you talked to them about it?  
- Joshua

{Paul}: We give a variety of companies our opinions on a variety of topics. Nintendo is one of them. They are in their full on hate attacks on Christians right now. Either them or their PR firm is absolutely worthless when it comes to listening. They would make more sales and more money if they enacted some price drops. My personal opinion is they are being greedy.



# SOUND OFF Continued

They release ROMs on their systems for a price, and attack anyone else who does the same thing with the same games. They re-release rehash all the time because it costs them less. So they can make more money for less work. Nintendo has this attitude that everyone must bow down and worship them. They are thin skinned, and refuse to have a dialogue. I would like for them to enact price drops as well. In the end they are only hurting themselves.

## Support

I buy the games Family Friendly Gaming recommends. When these companies send me surveys I tell them that too. Do they ever share profits with Family Friendly Gaming? If they don't they are being rude, hateful, mean, nasty, and selfish. And I will tell them so. So please answer my question.  
- Barbara

{Paul} Over in the right column on the website, and in the magazine (pages that say advertisement) you can see the companies that financially support Family Friendly Gaming. Please make every effort to support their games and products. Sadly there are plenty of companies that look at the gaming media as a one sided relationship. They expect us to spend all our money making them wealthy. The thing I have noticed about the abusing companies is they are never content. No matter

how much they get, no matter how successful they are never happy. Definitely tell them how you feel. They need a diverse perspective to broaden their horizons.

## Lego Dino

Family Friendly Gaming called it again. You guys suggested a Lego Jurassic Park video game. TT Games and Warner Bros Interactive listened to you. Did they pay you for giving them that idea? If not they should. I am so happy you guys broke that story. This is why I use the Family Friendly Gaming website - you guys break important stories that I care about.  
- Brad

{Paul} Thank you so much for your kind words. I am not sure we were the first gaming media outlet to publish the story. I know that Lego games have a higher priority with us than gaming websites that bow down and worship the macabre and morbid video games.

As of this moment (when I am writing this) neither TT Games or Warner Bros Interactive have provided any kind of financing, funding, or money in any way shape or form. Bear in mind we don't do this for financial rewards from these companies. It would be nice if they had some kind of honor system where they thanked us financially for making them so much



money over the years. But we can't force others to do the right thing. God will judge them in the end for their deeds and misdeeds. I have to do my best to do what is right in God's eyes and point others in the same direction. After that it is between them and God. It saddens me whenever I see anyone take the wrong path. They have free will, and we have to respect that. Remember God allowed for free will, and respects when people and/or companies make the wrong choices. Since God respects people making the wrong choices we should follow suit and learn from His fine example.

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](mailto:SoundOff@familyfriendlygaming.com). Mail us comments at:  
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Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

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

Send us an email at [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family friendly.' Go online for advertisement rates.



# TALK TO ME NOW

Andy from Hipster Whale took some time out of his busy schedule to answer some interview questions for Family Friendly Gaming Nation.

Glad to hear that you and your son are enjoying the game. You've given me quite a lot of questions, and I'm fairly busy right now but I'll answer them briefly.

Q. Where did the idea behind Crossy Road come from?

A. Mostly Flappy Bird

Q. We get hundreds of complaints about free apps - why take that route?

A. We wanted to reach as many people as possible.

Q. Do free apps wind up paying you more money than a regular paid app?

A. Look at the top 10 grossing games. They generally make more money.

Q. How many characters in Crossy Road?

A. 70

Q. What is your personal favorite character in Crossy Road?

A. The Mallard

Q. Does Crossy Road support controller input?

A. Yes

Q. Are ya'll planning any updates for Crossy Road?

A. Continual updates with new characters.

Q. What is the next game idea ya'll are working on?

A. Just Crossy Road right now.

Q. Any plans to release Crossy Road in a physical copy format?

A. No.

Q. Any plans to port over to the 3DS/PS Vita/Wii U/PS4/Xbox One?

A. No response provided.



# DEVOTIONAL Video Games 101

## Reform Part 4

I was shocked recently when a brother in Christ was bragging about all these things he did for his church. He mowed the lawn, directed cars, ran the sound stage, and had even taught a class for a time. All of this was about what he did for that church building. The Holy Spirit prompted me with a simple question. Is that serving Christ or serving an organization? **Romans 16:17-18** *I urge you, brothers and sisters, to watch out for those who cause divisions and put obstacles in your way that are contrary to the teaching you have learned. Keep away from them. 18 For such people are not serving our Lord Christ, but their own appetites. By smooth talk and flattery they deceive the minds of naive people. The question threw this brother for a loop. He had never considered the difference.*

I have personally noticed many churches want unpaid volunteers to do all this work for them. For their building, and for the products they produce. When they say: "serve" most of the time it is serving them and their organization. They want things to be done for them and their building. Is that what God

really wants from us? **James 1:27** *Religion that God our Father accepts as pure and faultless is this: to look after orphans and widows in their distress and to keep oneself from being polluted by the world.* I wonder when churches have worldly events if they keeping themselves from being polluted by the world. What about when they talk all about what is going on in the world? What about when their structure, organization, and processes are just like the world?

This brother in Christ realized he had been serving an organization, not serving Christ. He had given men trained at a seminary college their way in a myriad of things. He had excluded God from the equation. He has since repented and includes God in his decision making process. He now serves the way Christ served. He now serves the sick, not the healthy.

Too many churches are all about themselves. They want to be served instead of serve themselves. **Colossians 3:22** *Slaves, obey your earthly masters in everything; and do it, not only when their eye is on you and to curry their favor, but with sincerity of heart and reverence for the Lord. 23 Whatever you do, work at it with all your heart, as work-*

*ing for the Lord, not for human masters, 24 since you know that you will receive an inheritance from the Lord as a reward. It is the Lord Christ you are serving. 25 Anyone who does wrong will be repaid for their wrongs, and there is no favoritism.* Do not have favorites at work, school, or church. Treat everyone the same. Do a good job no matter what you are doing so it brings glory and honor to God. Your motive in all you do should be to give God glory. Make sure your service is to Christ.

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.

## Price Drops

Most video game companies drop the prices of their products as they age. In fact sports games generally drop drastically once a year. Do you know when that happens? When the next years game comes out. So Madden NFL 12 drops when Madden NFL 13 came out. Which makes perfect sense since the company developing, publishing, advertising, and distributing the video game want families to purchase the latest, greatest, and most up to date version of their game. The one with the most current roster, and the ones with all the cool new features. Does that mean the newest games are always the best games? Most of

the time. This is not true all of the time though. When a sports franchise moves from a current system to a next generation system it usually does fall off in terms of features and quality.

As most video games age the companies drop the prices of them. Sony has the Playstation Greatest Hits where game prices come down as a game gets older. They are also known to release rehash video games at a lower price. Microsoft is known to drop the prices of their games for specific sales like Black Friday. Digital games have a variety of sales throughout the year. Plenty of families pass on these sales since they never physical own a copy of the game.

Nintendo used to have a Player's Choice system where million seller games were given a price drop. In recent years Nintendo has quietly dropped that system and expects gamers to pay full price for games that are many years old. Family Friendly Gaming continues to encourage Nintendo to offer price drops of their games. It will increase sales of older games and give them new life.

Plenty of members of Family Friendly Gaming Nation have told us they purchase physical copies of retro games when

they are released digitally. Why not buy the digital only version of a company emulated retro game? Because in many cases they can get a physical copy of a retro game cheaper than they can get the digital download only version. They also do not want to have to waste time with memory, deleted existing downloaded games, and never owning a physical copy of what they paid for.

Family Friendly Gaming recommends our readers keep a listing of the games they would like to purchase. Wait for the deals. Find the price drops. Think about it this way - if you have fifty dollars how many games can you buy? You could go buy one game and try to keep up with the Jones's. Or you could buy two, three, four, or more games that are selling for a much lower price. In other words you can get more for your money. Which almost always means you get more hours of entertainment for the same amount of money. Which seems wiser? One game, or many more games? Family Friendly Gaming believes families will be happier by spending less and getting more. Plus you will be helping out smaller businesses in many cases.



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# NEWS

## What does the settlement provide?

There are various benefits, depending in part on what type of account(s) you had. Benefits you could get (if you qualify) include:

- Payment equal to paid wallet balances (if \$2 or more) in PSN or SOE accounts that have been inactive since the Intrusions,

- One or more of the following: a free PS3 or PSP game, 3 free PS3 themes, or a free 3-month subscription to PlayStation Plus (once valid claims exceed \$10 million, class members will still be eligible for one free month of PlayStation Plus),

- A free month of Music Unlimited for Qriocity account holders who did not have a PSN account,

\$4.50 in SOE Station Cash (amounts will be reduced proportionally if valid claims exceed \$4 million).

**Identity Theft Reimbursement:** If you had out-of-pocket charges due to actual identity theft, and have documentation proving that the theft was caused by the Intrusion(s), you can submit a claim for reimbursement up to \$2,500. Reimbursements will be reduced proportionally if the total amount payable on all valid claims would exceed \$1 million.

**How can I get benefits?** To get benefits, you must file a claim form. Claim forms are available at [WWW.PSNSOESSETTLEMENT.COM](http://WWW.PSNSOESSETTLEMENT.COM). You can also request claim forms from the Claims Administrator by writing to PSN-SOE Settlement, PO Box 1947, Faribault, MN 55021 or by calling 1-877-552-1284. The earliest deadline to file a claim is August 31, 2015, or 60 days after the settlement becomes final and effective. Visit the website

## Sony Settlement Information

If You Had a PlayStation Network, Qriocity, or Sony Online Entertainment Account Before May 15, 2011, You Could Get Benefits from a Class Action Settlement.

A settlement has been reached with the Sony Entities about the illegal and unauthorized attacks (the "Intrusions") in April 2011, on the computer network systems used to provide PlayStation Network ("PSN"), Qriocity, and Sony Online Entertainment ("SOE") services. The Sony Entities deny any claims of wrongdoing in this case, and the settlement does not mean that the Sony Entities violated any laws or did anything wrong.

**Who is included?** The Class includes everyone in the US (including its territories) who had a PSN account, a Qriocity account, or an SOE account at any time before May 15, 2011.

for more details on submitting a claim online or by mail.

**Your other options.** Even if you do nothing, you will be bound by the Court's decisions. If you want to keep your right to sue the Sony Entities yourself, you must exclude yourself from the Settlement Class by April 10, 2015. If you stay in the Settlement Class, you may object to the settlement by April 10, 2015. For instructions on how to exclude yourself from the Class or object to the settlement, please see [WWW.PSNSOESSETTLEMENT.COM](http://WWW.PSNSOESSETTLEMENT.COM).

The Court will hold a hearing in this case on May 1, 2015, to consider whether to approve the settlement, and a request by Class Counsel for fees, costs, and expenses up to \$2,750,000. You or your own lawyer may appear and speak at the hearing at your own expense.

### Star Wars Battle Pod Details

Last October, BANDAI NAMCO Amusement America announced an exciting advancement in arcade entertainment with Star Wars™: Battle Pod™. Star Wars: Battle Pod features a special dome shaped screen that surrounds a player's field of sight, controller and seat vibration synced with the action taking place on screen, special air blast technology that simulates wind that's felt during flight, and 5.1 surround sound. All these features come together to provide the most cinematic Star Wars™ arcade gaming experience possible to fans.

Today additional information is revealed about the HOTH and VADER's REVENGE stages in Star Wars: Battle Pod. The HOTH stage is taken directly from Star Wars™: Episode V – The Empire Strikes Back™ and places players on the icy planet with an impending attack from Imperial forces. Players will find themselves in the pilot seat of a snowspeeder; their mission, to repel an Imperial forces attack on the Rebel Alliance base and provide air support to ally cargo ships as they escape to safety. The action in this stage is frantic and exciting filled with sights and sounds that Star Wars fans are sure to recognize and enjoy.

The VADER's REVENGE stage presents an original storyline exclusive to Star Wars: Battle Pod. This special level places players in the role of Lord Darth Vader himself as he pilots a TIE Advanced fighter, a special variant of the famed TIE fighter. In this special mission, players are tasked with preventing the Rebel Alliance from seizing a secret superlaser from the remnants of the destroyed Death Star. Players will feel the visceral challenge of flying through the debris of the destroyed Death Star while engaged in intense battle.

The official release of Star Wars™: Battle Pod™ began January 23, in the US.



### Eleetus Releases New Motion Based Racing

Eleetus, a young company specializing in multidimensional motion based gaming and entertainment, has announced the release of the Eleetus Simulator. The Eleetus Simulator brings new levels of experience to gaming and virtual amusement rides, including a seat with forty degrees of pitch and roll, surround sound, and a three monitor display. The brainchild of Bill Bales, the former founder of companies which produced Microsoft Golf and aboutGolf PGA TOUR Simulators, the Eleetus Simulator also performs as the most robust auto racing and flight simulator in its price class.

“Eleetus looks to do with motion based gaming and entertainment what aboutGolf did with golf simulators—innovate,” said Bill Bales, CEO. “aboutGolf consistently advanced the world of indoor golf. We see a great deal of ‘development real estate’ for the Eleetus Simulator related

to the depth and breadth of new kinds of content as well as creative hardware design and display methodology. Our goal is to provide the most amazing gaming and entertainment system a family could put in their recreation room or Dad's man cave. Commercial family entertainment centers are also targeted.”

With the worldwide gaming industry expected to experience twenty percent growth in 2014 over the prior year, topping \$110 billion, Eleetus has plans to reach a broad base of serious and casual gamers for residential sales, and to foster commercial use of its line of simulators, including a broad range of adventurous and educational entertainment.

The Eleetus Simulator uses an intelligently engineered, patented motion platform running in two degrees of freedom, but emulating an additional three degrees of freedom. Also, Eleetus has added very deep “Control” software which makes the system much more user friendly, and enables a wide range of add-on games and contests. Where competitive systems focus only on racing and/or flying, Eleetus is pursuing a content plan that also includes Hollywood quality virtual 3D rides, fun educational content, and a wider range of games including proprietary games designed to optimize the simulator's unique motion capabilities.

The Eleetus Simulator has commenced distribution in the United States and Canada, with showrooms in Burlington, Ontario, Ottawa Lake, Michigan, and Dallas, Texas. Additional showrooms are targeted for Chicago, Los Angeles, and Orlando in the near term.

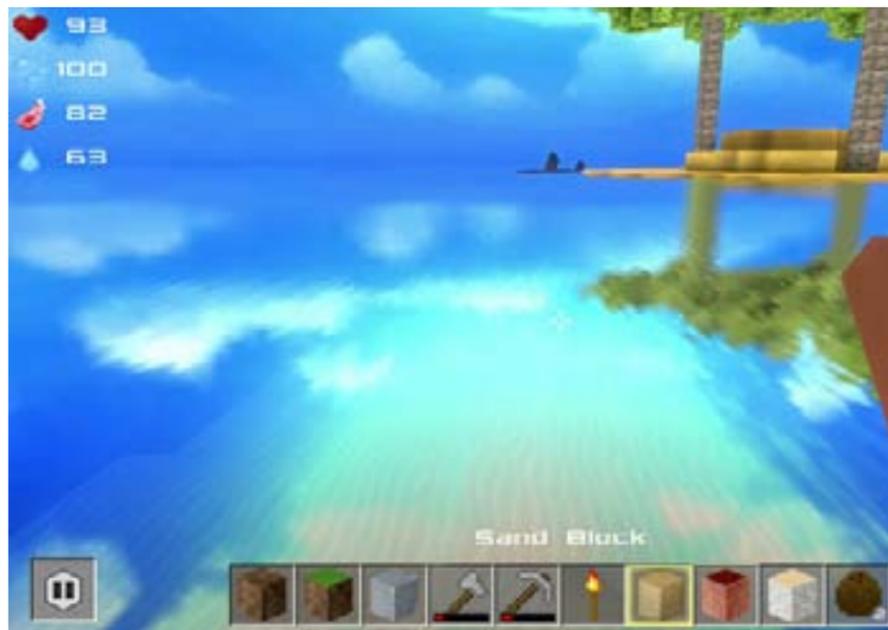
### Disney Announces Second Startup Accelerator Program

The Walt Disney Company announced that it is accepting applications for its second Disney Accelerator program powered by Techstars. Disney Accelerator will select a class of 10 startup companies for a three-month mentorship and investment program beginning July 6, 2015 and concluding with a Demo Day on October 6, 2015. The program is open to technology-based startups with a vision for making an impact on the world of media and entertainment. Participants will be offered \$120,000 in investment capital along with mentor support from top Disney executives, entrepreneurs, investors and other notable business leaders.

In 2014, Disney launched its first Disney Accelerator with companies focused on a range of products including connected toys, mobile video, STEM applications, social media, advertising technology and more. Disney continues to work with many of the alumni from the inaugural class, which included Choremonster, Codarica, Jogg, Naritiv, Sidelines, Smart Toy, SnowShoe, Sphero, Twigtale and TYFFON. The 2014 Disney Accelerator class reached a number of significant milestones during the program. SnowShoe secured \$2.2 million in seed financing; ChoreMonster and Codarica both launched mobile apps; Sphero introduced its new Ollie product and Smart Toy was acquired by Cartwheel Kids, a Los Angeles-based manufacturer of children's products.

“The Disney Accelerator was born of Disney's long term commitment to innovation and its position at the intersection of technology and entertainment,” said Kevin Mayer, Disney's Executive Vice President, Corporate Strategy and Business Development.

## In The News Continued



### Cube Life Island Survival Announced

Cypronia, an indie games developer, is proud to announce that its Wii U™ game, Cube Life: Island Survival, is targeting to the Wii U eShop™ in North America and Europe.

Cube Life: Island Survival is the first block building open-world survival game for the Nintendo Wii U and is only available on the Nintendo eShop.

Imagine being stranded on a beautiful deserted island... All of life's necessities: Food, water, shelter - all of your everyday needs are now gone, and it's up to you to

survive. Cannibals and wild animals will not make it any easier for you. You'll need to explore, build, and craft to stay alive. Do you think you have what it takes? Find out in Cube Life: Island Survival!

## In The News Continued

### DK announces online encyclopedia for kids

Publishers DK are launching an innovative online resource called DKfindout! - a global education website for children, parents and teachers. Supporting the most current curriculum the site is primarily aimed at children aged 7-11, and brings together the very best of DK's unrivalled bank of amazing images and content across a huge breadth of subjects. The site is available at no cost and aims to provide children, teachers and parents with an invaluable learning and reference tool to use both in the classroom and at home.

DK has been at the forefront of inventive illustrated print publishing for over 40 years, providing best-selling and award-winning books for all ages and interests. DKfindout! will provide children and their parents with a wealth of information across core educational topics, from science and mathematics to geography and history. Interactive and immersive, this highly visual resource supports learning both in the home and at school; it also provides teachers with an engaging, educational tool to use when teaching, and a reliable source of information to help with lesson planning.

DKfindout! is a safe, age appropriate online environment for children that brings DK's inimitable visual approach to the internet. It takes DK's authority and expertise and expands the printed page to offer online information, enhanced with sound, video animation and quizzes - providing an even richer learning context. Every DKfindout! journey is unique. It allows children to create their own personal experience with every visit, whether that's completing a homework assignment or playing a quiz, to simply wanting to know more about a subject that fascinates them. Overall the DKfindout! experience helps children learn core facts in a fun and engaging way.

### CAN JESUS SAY THAT?

"Political correctness is intellectual suicide," author Joe Battaglia writes in *The Politically Incorrect Jesus*, new from Broadstreet Publishing. And in 24 penetrating essays the former journalist and long-renowned radio specialist spotlights Jesus's stand on social safety.

"Jesus was hardly open minded about the truth," Battaglia says. "He calls believers to be salt and light--not chameleons."

"American censorship is societal—an unwritten list of you-can't-say-that," Battaglia says. Under titles such as "Of Mice and Media," "The Indigestion of Entertainment," and "The Common Sense of Counter Culture" --Battaglia pits off-limits conversations against Jesus's call to truth in the marketplace of ideas.

"Embrace who God Almighty designed you to be," Battaglia writes, "men and women of counter-culture faith making a difference in a counterfeit world."

What does "politically correct" mean, and how are Christians affected?

In a noisy world that seeks to denigrate and demean, how can Christians filter the messages daily assaulting our faith, our intellect, and our families?

Can a Christian in 2015 stay planted in timeless thinking?

How did Jesus deliver a politically incorrect message with love?

What do the Sony hack and Charlie Hebdo say about censorship--and self censorship?

"Truth flies in the face of fear and false sensitivities," Battaglia says. "A moral ideology that questions no one is the death of our authentic selves."

Key features of DKfindout! include:

Key subject areas in US curriculum are covered

Content is easily accessible on all devices, including desktop, tablet and mobile

The website caters for every type of learner, from those who prefer to read information to visual learners

Accurate and up-to-date facts authenticated by experts

Content will be constantly updated throughout 2015 and beyond, in line with changes to teaching practice

Includes animations, sounds, videos and thousands of photographs

Hundreds of quiz questions supporting every topic

Teacher area in development throughout 2015 - includes a bespoke tool for teachers to create lesson plans

Parent information and support

Powerful search engine allows users to find exactly what they are looking for quickly, easily and visually

As the DKfindout! website has been developed it has been continually tested by children, teachers and parents around the world. Children most importantly, have been exhilarated and highly engaged by the volume of content aimed directly at them, and parents felt assured that their children were in safe hands when using the site. Teachers were also eager to use DKfindout! - they felt the site supported current curriculum and material they use in class, and were extremely positive about having a visual aid to use when teaching and a comprehensive planning resource for future lessons.

As of the writing of this article this site has not figured out how to list Family Friendly Gaming.

### 90 Minutes in Heaven Being Produced

The idea that turned the nation's largest Christian retail chain into a giving engine to support widows and orphans now expands to movies. Family Christian Stores' new sister company, Family Christian Entertainment (FCE), announces the Atlanta shoot, starting Jan. 26, of 90 MINUTES IN HEAVEN, the 2004 New York Times best-selling book (7 million-plus sold) about Pastor Don Piper's near-death experience. Kate Bosworth (SUPERMAN RETURNS) and Hayden Christensen (STAR WARS, JUMPER) star. Michael Polish (TWIN FALLS IDAHO, BIG SUR) directs.

In 1989 Don Piper died in an automobile accident (paramedics had covered him with a tarp) when another pastor at the site prayed over him. Before Piper returned to life, and to a protracted physical recovery, he saw Heaven, met family members, friends, church folks, teachers . . . even joined the procession as a heavenly choir entered Heaven's gates.

"Piper struck me as a reliable witness," Christianity Today editor and former Christian History editor Mark Galli wrote in CT's December 2012 cover story about the rise in accounts of "near-God experiences." "Piper simply had the look and sound of sanity, of someone who was telling the truth, whose word was his bond," Galli said.

"We know our audience, we know the power of stories, and we plan to make at least two films a year," 90 MINUTES IN HEAVEN Producer Rick Jackson said. Jackson founded and is CEO of Jackson Healthcare, the nation's third-largest healthcare staffing company. He and two other investors formed Family Christian Ministries, a non-profit holding company that owns Family Christian Stores, IDisciple, Family Christian Entertainment—and sends 100 percent of profits to Christian charities.

### Be the Message Released

Be the Message is a A thought-provoking new book from Pastor Kerry Shook and his wife, Chris. Be the Message reminds us that Christianity was meant to be a faith of action, not just a faith of words. People's lives are changed when Christians be the gospel to the world. When we actually act on it, we find our faith grows.

Kerry and Chris Shook founded Woodlands Church north of Houston in 1993. Since then the multi-campus congregation has grown to more than 18,000 and is active in ministries to the poor and powerless. Woodlands Church also has one of the largest fair-trade/direct-trade stores in the country, aiming to lift generations out of poverty with the power of hope. Thousands of people in more than 200 countries tune in weekly to Kerry's televised broadcasts. The Shooks' first book, One Month to Live, is a New York Times best-seller. Kerry and Chris have been married 30 years and have four grown children.

#### TOP CHRISTIAN LEADERS SAY:

In Be the Message, Kerry and Chris have written a powerful guide on how to stop hiding behind our images so we can truly discover and live out our authentic message.

Rick Warren

Pastor, Saddleback Church

Author, The Purpose Driven Life

Be the Message tackles one of the most important theological distinctions of the Christian faith—the incarnation—and gives us real direction.

Chris Seay

Pastor, Ecclesia Church

A powerful biblical tool that will help you reduce the gap and truly come alive in your leadership and life.

Brad Lomenick

Former President, Catalyst

### OUYA Receives Investment from Alibaba Group

OUYA announced it received an investment from Alibaba Group. Additionally, OUYA will partner with Alibaba to bring its library of games to Alibaba's YunOS platform.

"Markets, like China, without the baggage of the U.S. console market, could be the game console leaders in ten years. That's where OUYA wants to be," said Julie Uhrman, OUYA founder and CEO.

There has been tremendous interest to bring gaming to televisions in China following the Chinese government's decision to lift its 13-year ban on game consoles. Chinese gamers' familiarity with downloadable, free-to-play games makes the China market a natural fit for the new wave of digital game consoles – in which OUYA is the leader.

Ouya will work with Alibaba Group to bring Ouya's wide library of games to China on Alibaba's Tmall set top box. Alibaba Group's Tmall set top box runs YunOS as an operating system and allows users to shop, watch movies and television shows and play cloud-based games, including Street Fighter 4 and Winning Eleven 2014, on their televisions.

China and other global markets are a focus for OUYA as the company extends its library of 1,000 games and developer base of nearly 40,000. Western developers are keen to bring their games abroad.

The initiative of bringing OUYA's platform and games to other devices, known as OUYA Everywhere, launched in 2014 when OUYA launched their platform and games library on Madcatz's M.O.J.O. Micro-Console for Android.

China Renaissance acted as financial advisor to OUYA.

Family Friendly Gaming was not provided any funding to work on this story.

### Rail Nation Finally Fixes Lag Issues

Rail Nation game engine and servers to be unable to cope with the countless user requests at times. It is a free browser game so players got what they paid for. Which is why so many gamers avoid free browser games.

Rail Nation players had to wait patiently for some time, but now the wait is finally over and Rail Nation goes full steam ahead to a faster future. The whole game engine (RTS) of Rail Nation has been programmed anew from scratch. The result is a noticeably more fluent gaming experience, which also guarantees flawless game-play during the particularly hot endgame phase. Additionally, engines have been revised and now look more realistic with new details and other game content has been optimized to the liking of the community.

"We would like to thank our fans for their loyalty and patience over the last few months. Thousands of players have supported us on our test server (PTR) in finding the errors and provided us with valuable feedback," says Rail Nation Game Director Petr Vlcek.

The new RTS will from now on be installed on all new servers. Currently running game rounds are unfortunately not compatible with the new RTS system, so they have to finish without it. The release will be installed server by server.

On top of that another highlight is awaiting the railway fans - the reworking of almost all the engines of the fifth era. The electric engines, mainly stemming from the era between the 60s and 80s, now appear as detailed as never before.

With a new update, Travian Games releases the performance improvements, which have long been awaited by the large community. The fans will also be thrilled by the many new features in the game, as well as revised trains.



# State of Gaming



# REVIEWS

The video game industry contraction continues. There are less middle and large sized companies anymore. There are less family friendly video games as well. The dark turn of the industry back towards the macabre and morbid has many families fleeing from video games. Many casual gamers are happy to play apps on their phones. Nintendo and Sony have a hard time convincing them to try out their hand held machines.

The first quarter of 2015 has given us no big releases at all. Hopefully things turn around in the second quarter of 2015. Although it is more likely there won't be any big releases until Q3 2015. If it takes the video game industry until Q4 to have a big release in 2015 then the industry is in big trouble.

Companies like Nintendo and Microsoft are still reeling from

their worshipping at the idolatry of political correctness scandals. Sony's hands are not exactly clean, they have been able to keep a lower profile than the other two.

After taking a drumming over predicting the Seahawks vs Broncos Super Bowl so badly, EA redeemed itself in this years prediction. Too bad the NFL and referees helped that outcome match EA's prediction. Which has moved EA from being clueless to accusations they bought people off to get their predicted result. The credibility of the NFL is at a new all time low. Many fans are walking away never to give the NFL any money ever again. EA is still seen in a bad light by many gamers. Family famers enjoy the sports games, and want some competition on the sports video game market.

Ubisoft's star continues to be on the rise. Families appreciate

a variety of their games like Monopoly and Risk. Bandai Namco also continues to release solid games for families. Majesco Entertainment is on the ropes, and it is only a matter of time before they go bankrupt like THQ and Atari. Can any of them come back as a scaled back Sega has done? Time will tell. Warner Bros Interactive has been able to revive some of the Midway products Speaking of WB Games, they continue to announce and release new Lego video games. Families keep supporting them and Family Friendly Gaming is very appreciative.

Family Friendly Gaming continues to have problems with video capture of retro video game systems. Multiple devices have been purchased after a converter exploded. We will continue to try a variety of solutions to get retro video games video captured.

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](mailto:Gamereviews@familyfriendlygaming.com).

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## James 4:4-6

4 You adulterous people, don't you know that friendship with the world means enmity against God? Therefore, anyone who chooses to be a friend of the world becomes an enemy of God. 5 Or do you think Scripture says without reason that he jealously longs for the spirit he has caused to dwell in us? 6 But he gives us more grace. That is why Scripture says: "God opposes the proud but shows favor to the humble."



# Ultimate NES Re- mix

SCORE: 69



# 2048e

SCORE: 85



I am split on the Nintendo 3DS game Ultimate NES Remix. On one hand I love that Nintendo listened to Family Friendly Gaming Nation and released a physical copy of the game.



I had to walk away because the cheapness of this game made me so angry. The old graphics and sounds can be found in Ultimate NES Remix. Famicom Remix, and Speed Up Super Mario Bros can also be found on this hand held cartridge. If you

Remix is like an app in we can earn up to three stars. Stars are what unlock additional levels. So if you do poorly enough early you will need to replay levels. If you can do good enough, then you can just keep unlocking and playing new challenges. I spent most of my time working on a game from start to finish. Then moving to the next game. If a game was too hard I had plenty of other game challenges to play.

There is something about the challenges in Ultimate NES Remix that seem like they can be completed quickly and easily. I think this is where the addictive nature comes in. Because we always feel we can get it next time. Even if it takes us thirty or forty tries. Ultimate NES Remix is worth between fifteen to twenty dollars. - Paul



are a competitive gamer then you can see your regional ranking. Personally I never cared to compare myself to others. I believe in having fun with the game without the boasting and bragging. Ultimate NES

So many companies have ruined the image of free apps thanks to their repeat pay to nature. 2048e is an actual true free app. Families do not need to pay anything to play 2048e. It does come up with an advertisement every couple of games. Nothing too intrusive. I wish 2048e had an option to pay one time to make the advertisement go away.

2048e from Ensenasoft may not be the first 2048 game released in the market place. It is a very solid version of 2048 though. I really like the music in 2048e. I also like the visual look in 2048e. The numbers have great colors in 2048e. The merging of the numbers is very smooth in 2048e.

Another cool thing about 2048e is how the numbers appear. I could almost predict after a few games where the next number would appear from. The flow of where the numbers

appear in 2048e are fantastic. 2048e is a bit bare bones compared to other versions of 2048. The Nintendo 3DS version of 2048 has more modes. Ultimately families can get 2048e for free, and pay nothing to play it. I would hope that families would want to financially support the developer behind this game to show their thankfulness.



Families have a couple of options available to them in 2048e. They can turn the music off if they do not like it. Or as a way to save battery power on their iPhones

and iPad devices. I normally play apps when I am watching something on television, so I spent more time with the music off than on.

2048e is one of those quick, easy apps that families can enjoy here and there. I like the look, and I like the feel. It would have been great if Ensenasoft had brought something new and innovative to this number matching game. I am still trying to understand what the 'e' stands for in 2048e. 2048e is the kind of a free app families can get behind and support. - Mark

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

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



Publisher: Ensenasoft  
Developer: Ensenasoft  
System: iPad/iPhone  
Rating: '4+' - 4+

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



# PUZZLES UNDER THE HILL

An EnseñaSoft, 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

© Copyright 2014 by EnseñaSoft, S.A. de C.V.



## ADVERTISEMENT



## Coaster Works

SCORE: 68



I found out about this home console video game online a few weeks ago. I know we have readers into retro games. I also know that roller coaster video games are pretty big in Family Friendly Gaming Nation. So I purchased Coaster Works on the Dreamcast for this review and possibly some video capture (in the near future).

Coaster Works has an amazing tutorial that teaches families how to play Coaster Works. Building a roller coaster is easy in Coaster Works thanks to the four development screens. The hard part is

hitting the four stage requirements. They are Maximum Speed, Maximum G-Force, Thrill, and Safety Level.

There are not many parks to play in Coaster Works. Which is not as bad as the fact I could not get past the first one after many hours of play. I kept falling short on the maximum speed. I learned one important thing in Coaster Works. I could make hills that are too high. Then my cart in the test run would roll back to the start. What this ultimately means is casual gamers and families will get bored with Coaster Works on the



Dreamcast.

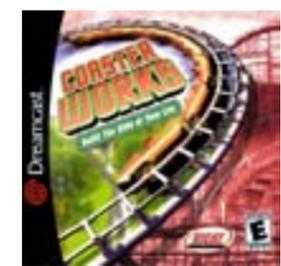
The graphics in Coaster Works show their age. In fact I doubt it was impressive looking when it was first released. The music is wonderful in Coaster Works. Those special effect sounds will wake you up though. The difficulty is too high in my opinion.

All in all I found more positives in Coaster Works than negatives. The biggest negative does draw this game down though. It also takes a lot of VMU blocks to save a level in Coaster Works. I hope to see more games like this one.  
 - Paul



Publisher: Xicat Interactive  
 Developer: Bimboosoft  
 System: Dreamcast  
 Rating: 'E' - Everyone

Graphics: 55%  
 Sound: 80%  
 Replay: 80%  
 Gameplay: 50%  
 Family Friendly Factor: 75%





# Duck Dynasty



SCORE: 87

Duck Dynasty on the Xbox 360 may be the highest scoring thirteen and older rated video game here at Family Friendly Gaming. I do not believe this



game should deserve a "T" for Teen rating from the ESRB. I wonder if this is another example discrimination against Christians in the video game industry. There are plenty of other more violent games with 'E10+' ratings. The only violence in Duck Dynasty is shooting animals for food.

Do you watch the Duck Dynasty television show? The same humor from the show is in this home console video game. Which means families will laugh hysterically while playing Duck Dynasty. There are even instances where Phil is praying in Duck Dynasty - which is fabulous. On the topic of sounds in Duck Dynasty,

there are multiple radio stations to listen to while driving around in your truck.

I enjoyed playing John Luke in Duck Dynasty. I also like how Duck Dynasty always points me the direction to go after I picked a waypoint on the map. The open world aspect of Duck Dynasty is fantastic. The game had to load in the middle of driving which



felt glitchy. My guess is the graphics are a bit intense for the Xbox 360.

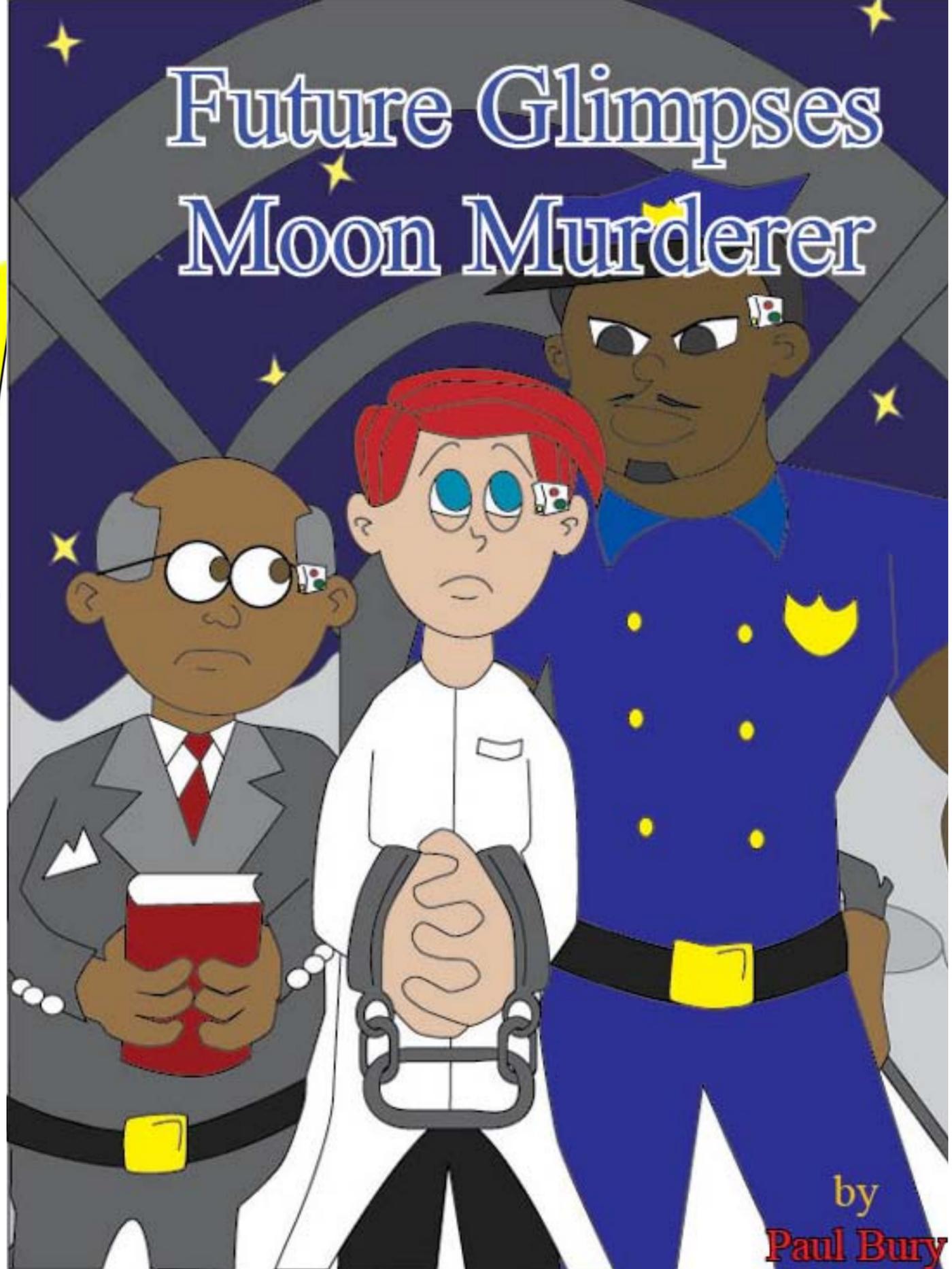
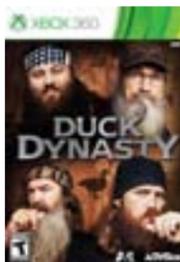
There are plenty of fun and cool mini games in Duck Dynasty. Si Trivia is my favorite mini game in Duck Dynasty. There are also videos taken directly from the show in Duck Dynasty. I loved watching those videos because they were almost always funny. Si is usually the funny one.

There are a variety of different chores and things to do in Duck Dynasty. I love the diversity of the game play in this Louisiana sized home console video game. Duck Dynasty teaches the concepts of living off the land, and surviving on what God has provided around us.

Duck Dynasty is the kind of video game our industry needs. I wish FFG could have reviewed it sooner.  
- Frank

Publisher: Activision  
Developer: Fun Labs  
System: Xbox 360/PS3/PC  
Rating: "T" - Teen {Crude Humor, Mild Violence}

Graphics: 90%  
Sound: 100%  
Replay: 90%  
Gameplay: 70%  
Family Friendly Factor: 85%



BUY IT RIGHT NOW HERE



# Disney Fantasia Music Evolved

SCORE: 50



# Worms Battlegrounds

SCORE: 58



Disney Fantasia Music Evolved received one of those stealth releases late last year. Then it quickly received a price drop. Those two events back to back are a good sign there



is something wrong with this Xbox One game. I could not believe Harmonix and Disney Interactive Studios could release a stinker. I was wrong.

Disney Fantasia Music Evolved on the Xbox One is the most boring Kinect game I have ever played. It is mainly upper body so the work out aspect is imbalanced. To make matters even worse we do many of the same moves over and over again. Every so often the game does not recognize the motions and does not award us with the points. That was really the most interesting thing in Disney Fantasia Music Evolved - when it would glitch on me. Isn't that a sad

testament to this home console video game?

Graphically Disney Fantasia Music Evolved is a big disappointment. We spend way too much time in the dark. The objects we interact with are neon bright against the dark backgrounds. It hurt my head and gave me a migraine while playing. Do you realize I paid Disney and Harmonix to cause me pain? Will they compensate



me for the damages their product caused? I think we all know the answer to that question.

There are just over thirty songs in Disney Fantasia Music Evolved. We can remix them in a variety of ways by picking different remixes of a variety of instruments. It is less interesting than it sounds. Some of the songs are okay, and others will offend families. There are adult only themes in some of the songs in Disney Fantasia Music Evolved.

I expected a lot more Fantasia in Disney Fantasia Music Evolved. That may be why Disney Fantasia Music Evolved has become such a flop. Maybe the stealth launch hurt this conducting video game. All I know for sure is

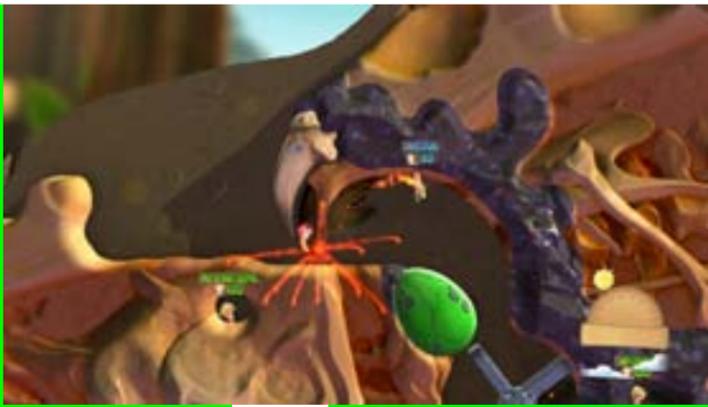
I finally got around to playing Disney Fantasia Music Evolved and it was a huge disappointment. Not worth the thirty dollars I spent on it. Not even worth half that price. - Yolanda



Publisher: Disney Interactive Studios  
Developer: Harmonix  
System: Xbox One/Xbox 360  
Rating: 'E10+' - Everyone 10+ {Lyrics}

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

Worms Battlegrounds takes the funny little worms and lets them go to war in a museum setting. Players collect a variety of different weapons in the single player local mode. There is also an online mode in Worms Battlegrounds. For families with the bandwidth and Internet speed.



The WMG downloaded Worms Battlegrounds on the Xbox One. There is a physical copy of Worms Battlegrounds in the UK. The US families were denied that option. Which is totally, completely, and utterly sad since so many American families support the physical copy movement.

The humor in Worms Battlegrounds is generally crude. Some of the humor falls flat on its face but the woman

narrating amuses herself with it. Which made the WMG feel left out. A definite easy and quick way to disconnect the gamer. Families will have a problem with one major aspect to Worms Battlegrounds. The enemies will blow themselves up when their health is drained. So they commit suicide when they can continue no longer.

Controls can be a bit of pain in Worms Battlegrounds. They are not intuitive. The WMG kept hitting 'A' to jump. The problem with that is 'X' is the button to jump. What does 'A' do? That button shoots the weapon. Which will end that worms turn. This became a problem over and over again.

The cool thing is players are given sixty seconds per worm per turn. Unless you fire off your weapon. Then your turn ends for that worm automatically. The enemy worms can kill off themselves



with their weapons to. Especially when they try to hit your guys with a cluster bomb. Pass on this game. - WMG

Publisher: Team 17 Digital  
Developer: Team 17 Digital  
System: Xbox One/PS4  
Rating: 'E10+' - Everyone 10+ {Mild Fantasy Violence, Mild Language, Crude Humor }

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





# X-Men Days of Future Past

SCORE: 54



# Earth Final Conflict Season One

SCORE: 60



I really hate how Hollywood changes things. Take X-Men Days of Future Past for instance. They changed the core storyline. Which should not really surprise me. This was the only



way to get a younger Wolverine involved in past events. X-Men Days of Future Past unites the cast from the X-Men trilogy and X-Men First Class which is a really cool and rare thing to see in the movies.

Giant robots called Sentinels have taken over the earth, and is a horrible war torn land. Sentinels exterminate mutants, and humans that help them. Also they kill off humans who they think will one day produce mutants. The X-Men hatch a desperate plan to go back in time and stop the Sentinels from getting their hands on Mystique. Since her

mutant power is what made the Sentinels unstoppable. The level of content offensive to many families is high in X-Men Days of Future Past. There is profanity, nudity, violence, blood, death, gore, and enticement to lust. I could



have done without so much of it. In fact there are so many improvements that could have been made that would have helped X-Men Days of Future Past be a better movie for families.

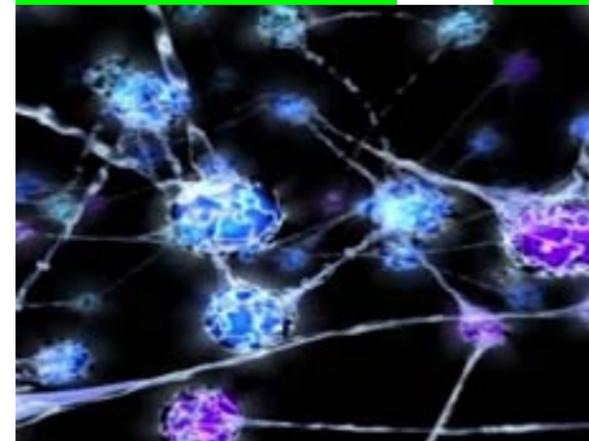
The main theme in X-Men Days of Future Past is having regrets and wanting to go back and make it better. There is also a concept of being given a second chance and choosing better. I love both of those concepts in X-Men Days of Future Past. Comic geeks will find quite a bit of humor in X-Men Days of Future Past. Certain little things like a younger Wolverine going

through a metal detector and not setting it off. Those little things in X-Men Days of Future Past will appeal to those knowledgeable in comic book lore.

- Paul

A long time ago when we had television channels I watched Earth Final Conflict. I am unsure how much of the show I watched when it originally aired. I am sure of Earth Final Conflict Season One as I have just finished watching it. This is an interesting science fiction show that starts one way and goes off in strange directions.

Taelons come to Earth offering all kinds of gifts. They end famine, many diseases, and more. At the same time these aliens are experimenting on humans and are not open and transparent with their agenda. A resistance arises in Earth Final Conflict Season



One. We see much of the show from their perspective.

Earth Final Conflict Season One has blood, gore, disturbing scenes, violence, enticement to lust, and supports sexual deviancy. Earth Final Conflict Season One also preaches the religious belief of evolution. It can be funny to see what kinds of futuristic things they

thought would come into existence. Is MCI still a company in existence? They must have paid a pretty penny to be featured in Earth Final Conflict Season One.

There are plenty of secrets in Earth Final Conflict Season One. We are slowly



shown a little bit of this and a little bit of that along the way. Earth Final Conflict Season One ends in a dramatic fashion where a major character looks to have been killed off. This is science fiction so I am sure they find some way to bring him back. Plus he is on the cover of Season Two.

For its time frame there are some cool special effects. To me Earth Final Conflict Season One is sort of an average science fiction show. There are better and there are definitely worse.

- Paul

Publisher: 20th Century Fox  
Developer: Marvel  
System: DVD  
Rating: "PG-13" - Parents Strongly Cautioned (For Sequences of Intense Sci-Fi Violence and Action, Some Suggestive Material, Nudity and Language)

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



Publisher: Universal  
Developer: Gene Roddenberry  
System: DVD  
Rating: 'NR' - Not Rated

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





# The Legend of Korra Book Three Change

SCORE: 50



# Earthworm Jim 2

SCORE: 56

# Bonk's Adventure

SCORE: 85

The Legend of Korra is falling apart and floundering around in The Legend of Korra Book Three



Change. I am seeing now why so many people do not like this as well as Avatar The Last Airbender. Mako and Korra went nowhere in The Legend of Korra Book Three Change. The writers squandered a wonderful opportunity there.

The Legend of Korra Book Three Change quickly gives up on fixing the problem the spirits created. Korra fails as the Avatar repeatedly in The Legend of Korra Book Three Change on DVD. She looks very weak on these two discs. Total run time is around 294 minutes. With a couple of commentaries and featurettes as bonuses.

Four powerful criminals escape in The Legend of Korra Book Three Change thanks to harmonic convergence. Air benders are also created in The Legend of Korra Book Three Change. The Air Nation begins to rebuild which discredits the name of the last franchise.



It is funny that Christians are accused of beating people over the head with our beliefs. Yet it is shows like this one that is actually guilty. - Paul

The Legend of Korra Book Three Change is a very forgettable piece of work that shows this franchise has out lived its usefulness. The Legend of Korra Book Three Change has gone past its prime, and needs to quietly end before it damages its name even worse.

Bolin is the one shining star in The Legend of Korra Book Three Change. He is powerful, strong, intelligent, and funny. I enjoyed seeing things like metal bending, and lava bending in The Legend of Korra Book Three Change. It shows at least one person associated with this franchise is trying to come up with new ideas.



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

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

In some ways Earthworm Jim 2 expanded the video game industry in ways that opened a great many eyes. The animation, quirky humor, and depth of characters showed the rest of the industry what could be done in a video game. At the same time the violence, offensive content, and gross content pushed the industry in a dark direction. I wish more game developers came up with interesting characters, worlds, and concepts in modern day video games. At the same time I wish more game developers would progress past the violence and offensive content crutches in their video games.

What ultimately hurts Earthworm Jim 2 is the extreme difficulty and frustrating controls. You can watch the game play video on our website in the Videos section to see what I am talking about. The controls are constantly a struggle. So is using the violence to get rid of the massive amount of enemies that get in your way. The art in Earthworm Jim 2 is very detailed.

For its time Earthworm Jim 2 had amazing animations that were compared to cartoons. The music is okay, although some of those special effect sounds are annoying. Dying is the only reason to replay Earthworm Jim 2. - Paul



Publisher: Playmates Interactive Entertainment  
Developer: Shiny Entertainment  
System: Genesis/SNES  
Rating: 'KA' - Kid to Adult

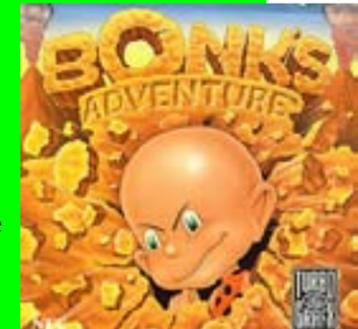
Graphics: 60%  
Sound: 70%  
Replay: 50%  
Gameplay: 50%  
Family Friendly Factor: 50%

When we talk about retro systems there is one that is always at the top of my list - Turbo-grafx-16 (technically the TurboDuo). Bonk's Adventure was released on the Turbo-grafx-16 and also plays on the TurboDuo. I liked Bonk better than Mario, Sonic or any other mascot from the 16-bit era. There is just something about this head butting cave man.

There is action adventure violence in Bonk's Adventure. Bonk uses his head literally to knock the enemies off the screen. They vanish if they land on screen in a puff. Bonk's Adventure is bright, colorful, and innovative in quite a few ways. We eat meat to get more powerful and freeze the enemies. Eat more meat and we become invincible. Just don't get hit, and it wears off. The music and special effect sounds are astounding in Bonk's Adventure.

The level design is also notable in Bonk's Adventure. We do things like go inside an giant dinosaur. This is one of the coolest levels in any video game. Don't worry it is not gross. Boss battles are fun, cool, and can be challenging. That is until you figure out how to do the Bonk head butt summersault. It is like gliding with Batman only more impressive.

All these years later I still appreciate Bonk's Adventure on the Turbo-grafx-16. Bonk needs a new game. - Paul

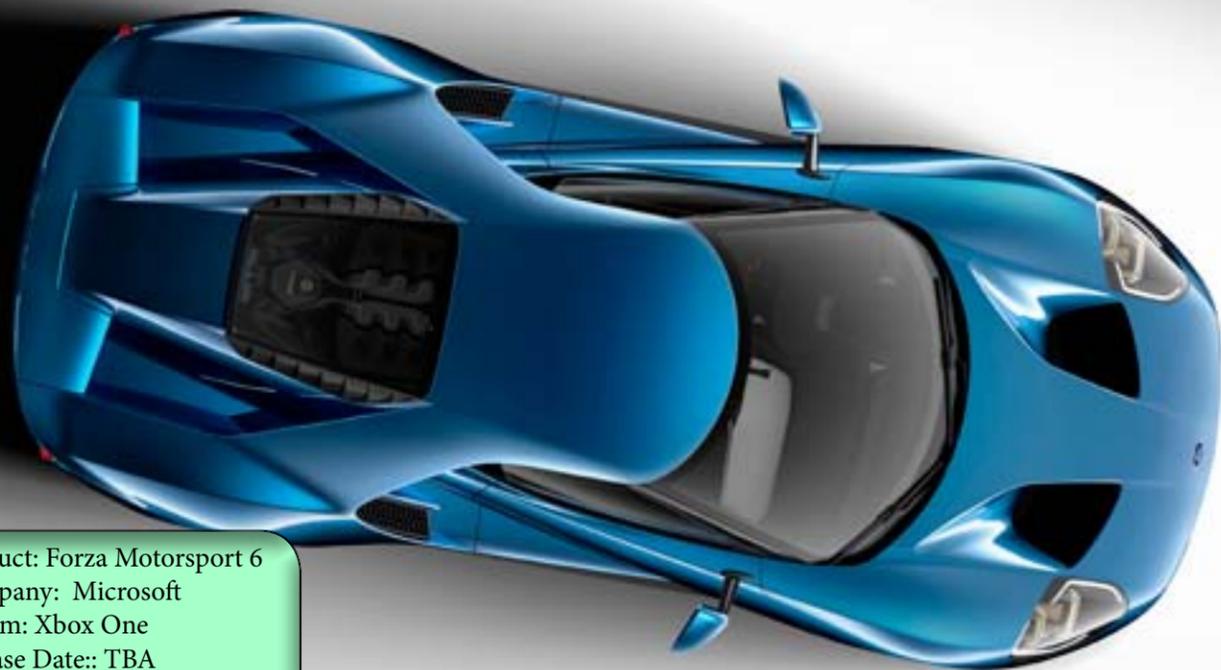


Publisher: NEC  
Developer: Atlus, Red  
System: Turbo-grafx-16  
Rating: 'NR' - Not Rated

Graphics: 85%  
Sound: 95%  
Replay: 80%  
Gameplay: 90%  
Family Friendly Factor: 75%

# SPORTS





Product: Forza Motorsport 6  
Company: Microsoft  
System: Xbox One  
Release Date: TBA  
Rating: 'RP' - Rating Pending



# DEVELOPING

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Product Name

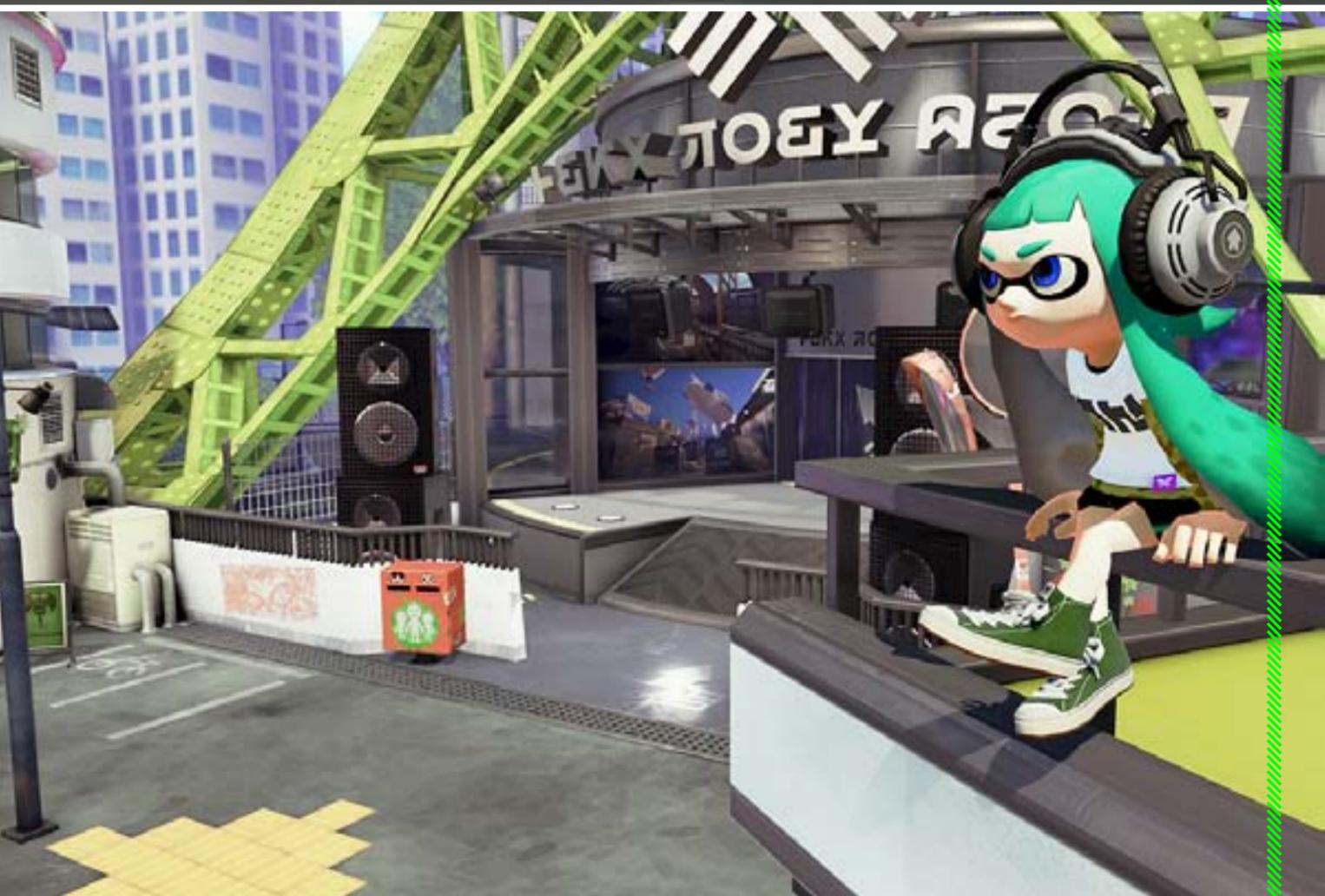
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Product: Splatoon  
Company: Nintendo  
System: Wii U  
Release Date: May 2015  
Rating: 'RP' - Rating Pending



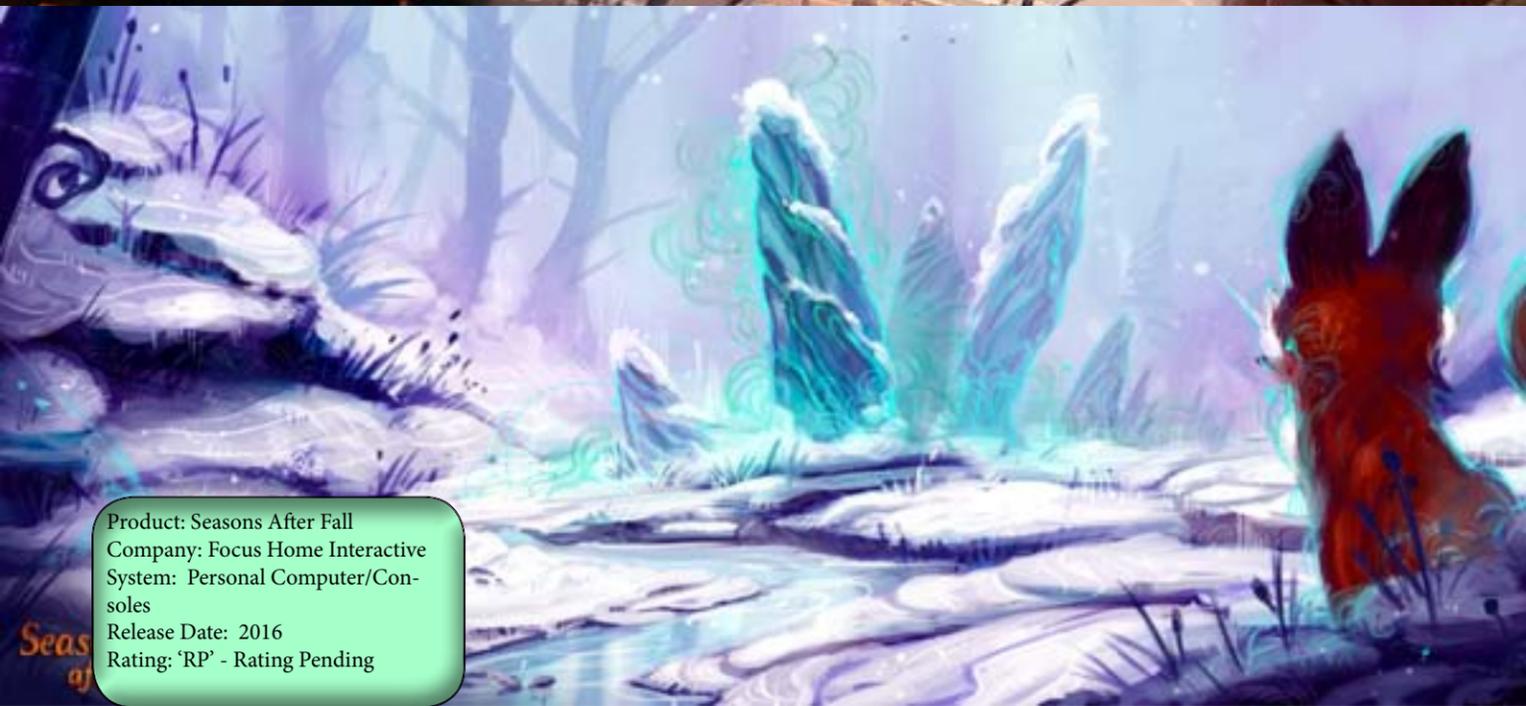
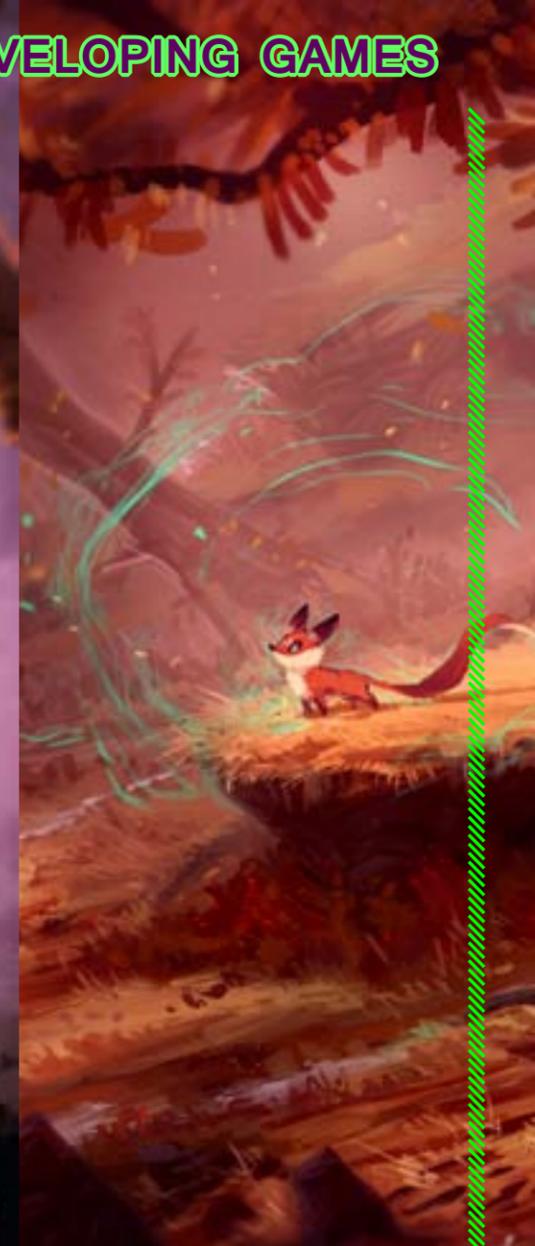
Product: Splatoon  
Company: Nintendo  
System: Wii U  
Release Date: May 2015  
Rating: 'RP' - Rating Pending



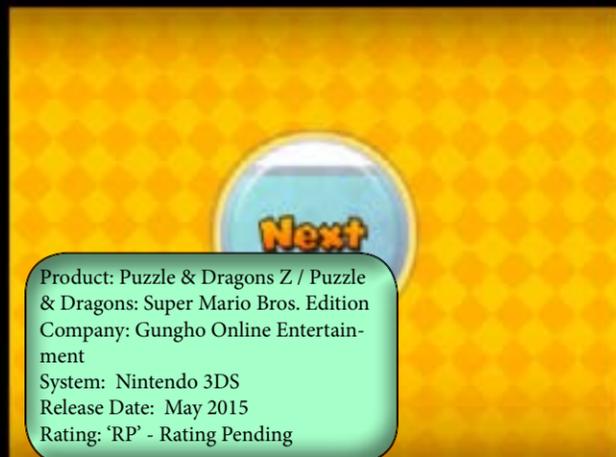
Product: Splatoon  
Company: Nintendo  
System: Wii U  
Release Date: May 2015  
Rating: 'RP' - Rating Pending







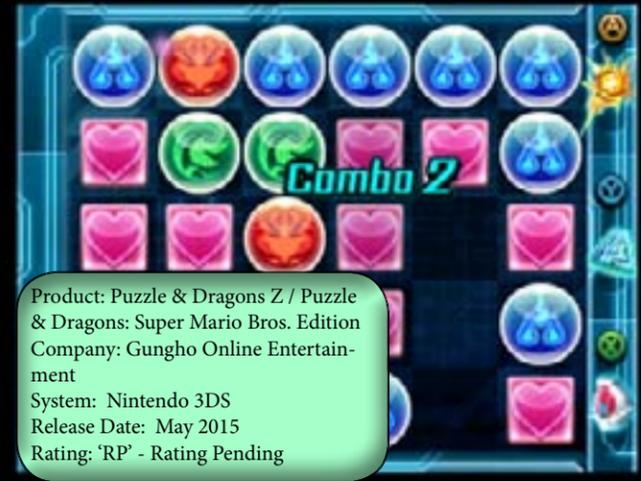
Product: Seasons After Fall  
Company: Focus Home Interactive  
System: Personal Computer/Consoles  
Release Date: 2016  
Rating: 'RP' - Rating Pending



Product: Puzzle & Dragons Z / Puzzle & Dragons: Super Mario Bros. Edition  
 Company: Gungho Online Entertainment  
 System: Nintendo 3DS  
 Release Date: May 2015  
 Rating: 'RP' - Rating Pending



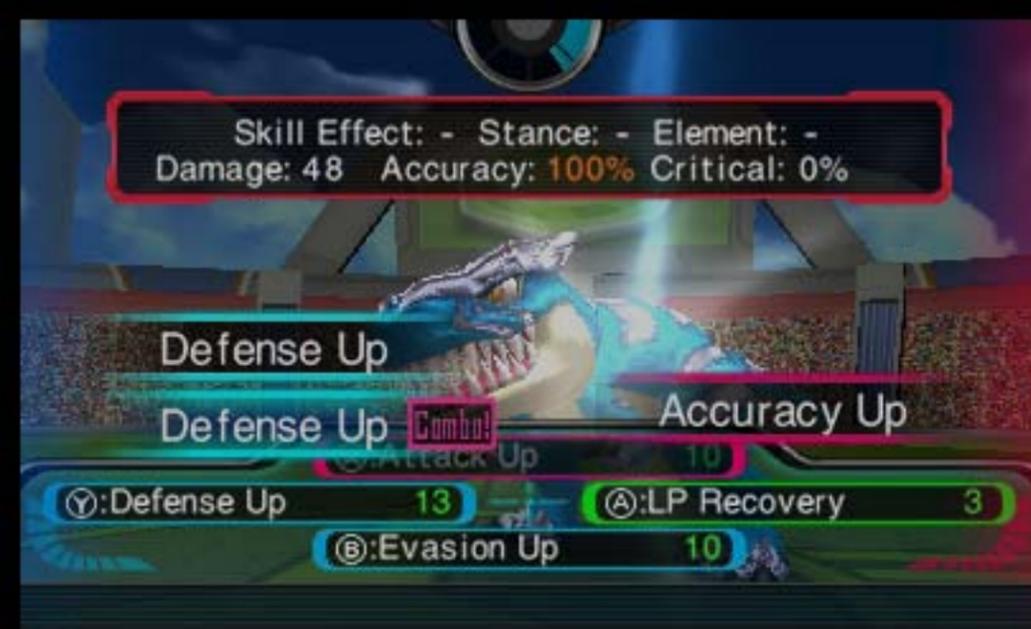
DEVELOPING GAMES



Product: Puzzle & Dragons Z / Puzzle & Dragons: Super Mario Bros. Edition  
 Company: Gungho Online Entertainment  
 System: Nintendo 3DS  
 Release Date: May 2015  
 Rating: 'RP' - Rating Pending



Product: Etrian Mystery Dungeon  
 Company: Atlus  
 System: Nintendo 3DS  
 Release Date: April 7, 2015  
 Rating: 'E10+' - Everyone 10+ {Alcohol Reference, Fantasy Violence, Language, Mild Blood, Mild Suggestive Themes}



Product: Fossil Fighters Frontier  
 Company: Nintendo  
 System: Nintendo 3DS  
 Release Date: March 20, 2015  
 Rating: 'RP' - Rating Pending





Product: Hatsune Miku Project Mirai DX  
Company: Sega  
System: Nintendo 3DS  
Release Date: May 26, 2015  
Rating: 'RP' - Rating Pending

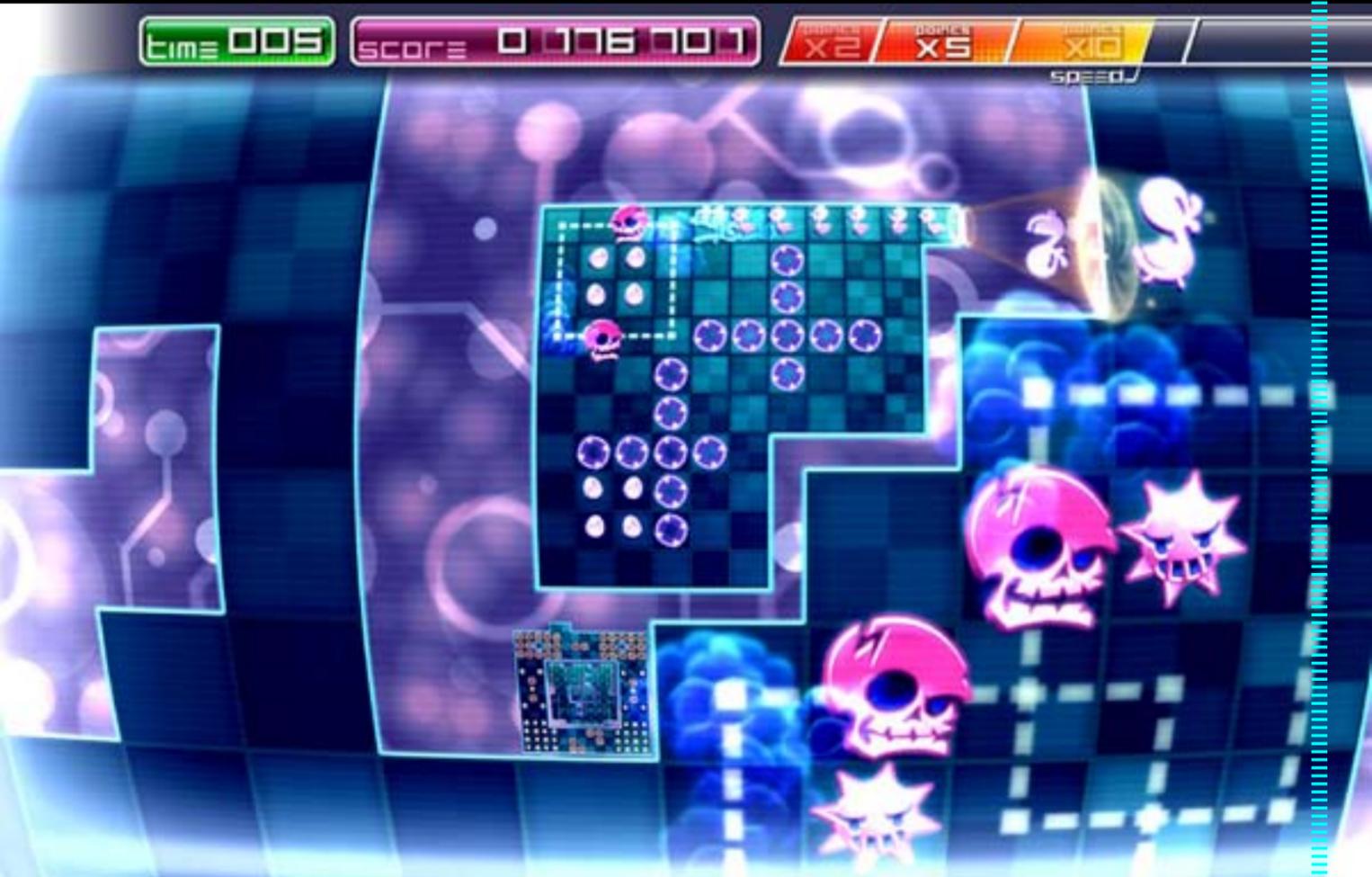
# RECENT

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Story of Seasons	72 - 73
Kirby and the Rainbow Curse	74 - 75
The Legend of Zelda Majoras Mask 3D	76 - 77
ACE COMBAT ASSAULT HORIZON LEGACY+	78 - 79

# RELEASES





Product: Pix The Cat  
 Company: Focus Home Interactive  
 System: Personal Computer  
 Release Date: Out Now  
 Rating: 'E' - Everyone (Mild Fantasy Violence)



# RECENT RELEASES



STAGE 41

Water Mudkip

RANK S

Latest reward: 30

Score: 5713

015 Pichu

Electric

Attack Power 30

Opportunist

Attacks can occasionally deal greater damage than usual.

Lv. 1

001 Bulbasaur

Grass

Attack Power 46

Power of 4

Attacks do more damage when you make a match of four.

Lv. 3



LV. 3, LV. 3, LV. 5, LV. 2

You can buy Jewels by connecting to Nintendo eShop from within this game's shop.

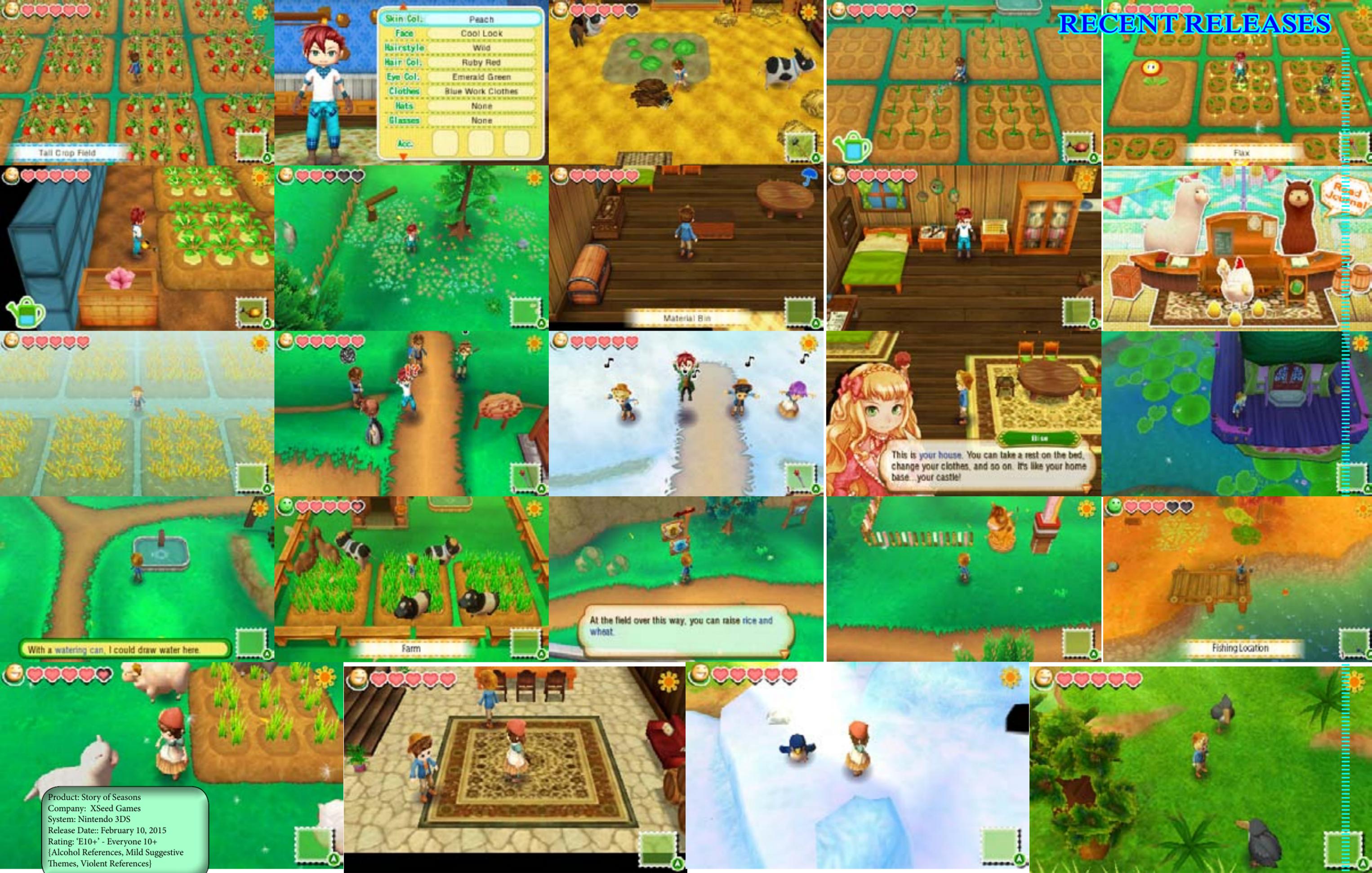
Pokémon List

Grid of Pokémon icons with levels: 10, 12, 13, 14, 14, 15, 16, 17, 18, 19

Grid of Pokémon icons with levels: 1, 4, 7, 10, 13, 15, 16, 18, 23, 32



# POKÉMON SHUFFLE POKÉMON SHUFFLE POKÉMON SHUFFLE POKÉMON SHUFFLE



Product: Story of Seasons  
 Company: XSeed Games  
 System: Nintendo 3DS  
 Release Date: February 10, 2015  
 Rating: 'E10+' - Everyone 10+  
 {Alcohol References, Mild Suggestive Themes, Violent References}



RECENT RELEASES

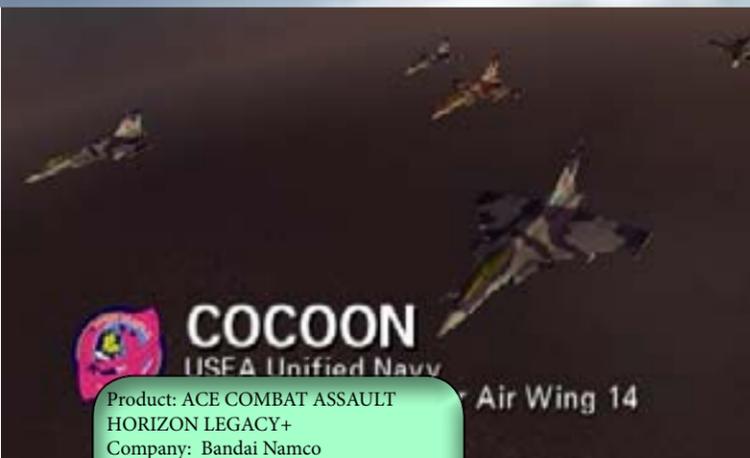


Product: Kirby and the Rainbow Curse  
 Company: Nintendo  
 System: Wii U  
 Release Date: February 20, 2015  
 Rating: 'E' - Everyone  
 {Mild Cartoon Violence}

# RECENT RELEASES



Product: The Legend of Zelda Majoras Mask 3D  
Company: Nintendo  
System: Nintendo 3DS  
Release Date: February 13, 2014  
Rating: 'E10+' - Everyone 10+ {Animated Blood, Fantasy Violence, Suggestive Themes}



Put amiibo on the New Nintendo 3DS XL to unlock exclusive aircraft from the same character (You will need to update the data of your New Nintendo 3DS XL to make it compatible with amiibo)

Compatible with New Nintendo 3DS XL C-stick, ZR and ZL buttons for better control on aircraft. Also with the new 3D image stabilization feature, 3D dogfight in the sky will be more enjoyable than ever.

Get the special Nintendo aircrafts through the famous «Question Block» from «Super Mario» series. Find and attack it on the map and the «Super Star» will appear, giving you the aircraft.

Product: ACE COMBAT ASSAULT HORIZON LEGACY+  
 Company: Bandai Namco  
 System: Nintendo 3DS  
 Release Date: February 13, 2014  
 Rating: "T" - Teen (Mild Language, Violence)

# Last Minute

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amiibo	90 - 91
Dragon Ball Xenoverse	92 - 93



# Tidbits





Workshop Store

### Winding Ravine

✓	★ 15	★ 15	★ 75

ate Girders/Rivets Unlock!

Workshop Store ★ 16 3/72

Product: Mario vs. Donkey Kong: Tipping Stars  
 Company: Nintendo  
 System: Wii U/3DS  
 Release Date: March 5, 2015  
 Rating: 'RP' - Rating Pending



Product: Code Name: S.T.E.A.M.  
Company: Nintendo  
System: Nintendo 3DS  
Release Date: March 13  
Rating: 'T' - Teen {Blood, Fantasy Violence, Mild Suggestive Themes}

Hero	Bianca	Madchen	Parry	Hero	Bianca	Madchen	Parry
HP 74	HP 108	HP 67	HP 74	HP 74	HP 108	HP 67	HP 74
MP 97	MP 59	MP 24	MP 12	MP 98	MP 59	MP 24	MP 12
LV 27	LV 18	LV 5	LV 5	LV 27	LV 18	LV 5	LV 5
	Follow Orders	Follow Orders	Follow Orders		Follow Orders	Follow Orders	Follow Orders



Product: Dragon Quest V Hand of the Heavenly Bride  
 Company: Square Enix  
 System: iPhone/iPad  
 Release Date: Out Now  
 Rating: '9+' - 9+ {Infrequent/Mild Cartoon or Fantasy Violence}





Product: Nintendo 3DS XL  
Company: Nintendo  
System: 3DS  
Release Date: Out Now  
Rating: 'NR' - Not Rated

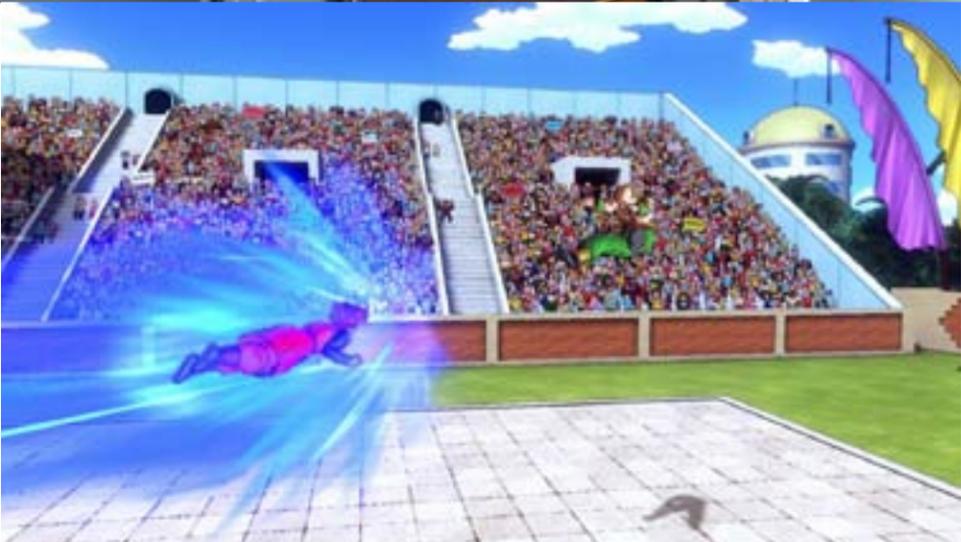
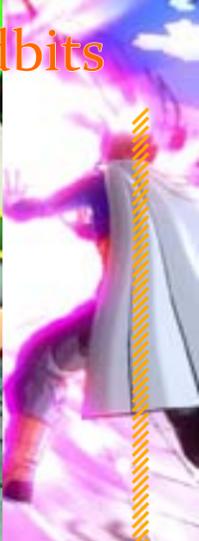
# FEBRUARY

# MAY



Product: amiibo  
Company: Nintendo  
System: Wii U/3DS  
Release Date: Feb 2015/May 2015  
Rating: 'NR' - Not Rated





Product: Dragon Ball Xenoverse  
Company: Bandai Namco  
System: PS4/Xbox One/Xbox 360/PC  
Release Date: February 24, 2015  
Rating: 'T' - Teen [Cartoon Violence, Mild Blood, Mild Language, Mild Suggestive Themes]

# VIDEO GAME LIES



by  
Paul Bury

Version 2

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