

FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING

ISSUE #93

Arrow meets Cap-
tain Toad in Arkham
while making a Mad
Hop for Nascar in
this issue.

Microsoft has brought
back roller coaster sims
in ScreamRide on the
Xbox One!!

Console gamers can
celebrate that Si-
lence is coming over
later this year!

April 2015

Links: **BEST 54**

Home Page

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

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New and Licenses

I had two pressing, interesting, and important topics to discuss this issue. I was not sure either of them could fill this entire column, so I decided to let them team up in this issue. The first is the issue of licenses, and the second is we had a recent upgrade here at Family Friendly Gaming. Something new and cool which will impact how we do things, and what we do.

First up is this issue of licenses. I have an honest admission to make. I despise the licenses that come with any software and any video game. Let me explain why - they are one sided. When you purchase a product you are not privy to the licenses beforehand. You only get to see it later on. Then you are denied any input. Your rights are stolen from you by these companies. They claim if you do not agree with any part of their fanatical, zealot, one sided, selfish, self centered, out of touch with reality opinion then you must stop using the product and return it to where you purchased it. Guess what? Stores will not take an opened video game back. Instead they let you trade it for a new one of the same thing. Nice scam they got going there eh?

I have worked on and with contract negotiations in my lifetime. Guess what happens with any contract? There is a back and forth. I can strike out this part of the contract, and add in my own clause. They can agree to these changes or disagree. It is a back and forth process. I know it may not be logistically possible for Nintendo/Microsoft/Sony and others to interact with millions of customers. What percentage would actually safe guard their own rights? I doubt it would be that high.

What makes matters even worse is these companies are putting things in there that they can sue you for anything they deem as a violation of their copyright. And you have to pay for their expensive legal fees. *cough* What? I disagree with these license agreements, and find them to be Unconstitutional. This needs to be corrected soon.

I have been having issues with my laptop off and on for a year now. This happens as a system gets older. Well as the battery charger cord died, we decided it was time to dip into the Family Friendly Gaming savings and buy me a new one. It was actually slotted to happen in a few months anyways. This nice, new machine is absolutely amazing. I

am learning Windows 8.1, and finding ways to make it work the way I want it to. I feel so very blessed as I adapt and change for this cool new machine. In fact I am writing this column on this new machine. I can see a variety of ways this new laptop will open new doors, horizons, options, and abilities to us.

I have plenty of learning and adapting ahead of me. Thus far it feels like things are turning around, getting better, and there is a bright future yet again. My mood, and attitude has improved. I am so pleased to see the thaw begin for this rough and extra cold winter.

God bless,
Paul Bury



Jerry-Rigged

Family Friendly Gaming has received some questions about what we do for our video capture of the retro video game machines. My hubby came up with a hodge podge connection of multiple different devices. He started with the video game machine like say the Atari Jaguar. Then he plugs that coaxial device into a VCR. The VCR gets turned on, and put on channel three. Channel three is where the coaxial video game device is also set. The VCR is then plugged into an AV (red, yellow, and white cables) to HDMI converter. That HDMI converter is then plugged into a video capture device. We used to use an Avermedia device, but have moved onto a Roxio video capture device. The video capture device plugs into a television, and a laptop. The laptop does the video capturing, and saving the video. The television shows the video game screen live without any lag. I know that is a lot of different connections, but as you can see from our Youtube channel, and the video section of the Family Friendly Gaming website that it works.

If the video game device already comes out with a HDMI connection then we can plug it directly into the Roxio video capture device. That is being done with the Xbox One, and Wii U. Sony has HDMI protection stopping video capture. So does Apple on the iPad, and iPhone devices. Supposedly we should be able to use a HDMI splitter to get rid of that protection error. We have not tried this yet. All of this can get technical and go over my head. I listen to my hubby as he explains it all to me. I find it interesting all of the different connections and conversions.

Know what would make more sense? Plug a device into your television and video capture whatever the television is showing on its screen. That makes sense to me. It would be a lot simpler. I know why it won't happen though. If such a device existed it would make piracy so much easier. So we have to jump through all these different hoops to capture the video for you. Everyone here associated with the video capture at Family Friendly Gaming has gotten really good at it. They improve each and every single video. The sports video games should show you just how good they have gotten at making exciting, interesting, and fun videos to watch. They had a blast playing those games at that time.

I would love to see more hand held videos personally. Videos of PSP, PS Vita, Nintendo DS, and Nintendo 3DS games would be awesome. At this time we do not have the technology to do those videos. We have put in requests to Nintendo and Sony for the appropriate devices. Thus far after months of asking they are not trained in how to use the reply button in email. They are also not trained in returning phone calls, or answering over the phone when we have called. Apologies to the millions in Family Friendly Gaming Nation for their unprofessionalism. We will keep at them.

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
\$10.99 each

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

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

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

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

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

For a complete listing,
visit our reference only website

www.homeschoolstore.com

Products can be ordered from your
local Homeschool Retailer.

MISSION STATEMENT

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

Working Man Gamer

Throw Away

The WMG was talking with some others here at Family Friendly Gaming recently. The throw away or disposable nature of downloadable only video games is frightening. As a consumer you give away your own rights when you give a company money for a downloadable only video game. You can't sell it, give it away, trade it, or anything else. You gave them good money to use a game for a period of time. Ultimately you have nothing to show for it. MMO's are even worse because the company can pull the game at any time. How would you feel after sinking one hundred dollars into a game and the company just removes the game. You can no longer play what you paid for. That is really rude of them. Stolen property, and stolen rights is why the WMG stands behind the physical copy movement 100%. The more families and the more gamers that get on board with the physical copy movement the better. When companies get few sales to no sales on downloadable only video games they will be forced to present them in the physical copy format. Or they will go out of business and companies that do properly provide will thrive. I hope you have the intestinal fortitude to stand tall with the WMG and Family Friendly Gaming.

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!

Video Game Lies

Dear Family Friendly Gaming Staffers,
I appreciate the email response from January that I didn't notice until earlier this month. I was uncertain you would have written back, since there is an expectation that media places of any type do not respond unless it's with a template, rewritten message. The fact that you had placed so much effort into responding to all the points I mentioned within my email was fantastic, especially since I received a response on the same day!

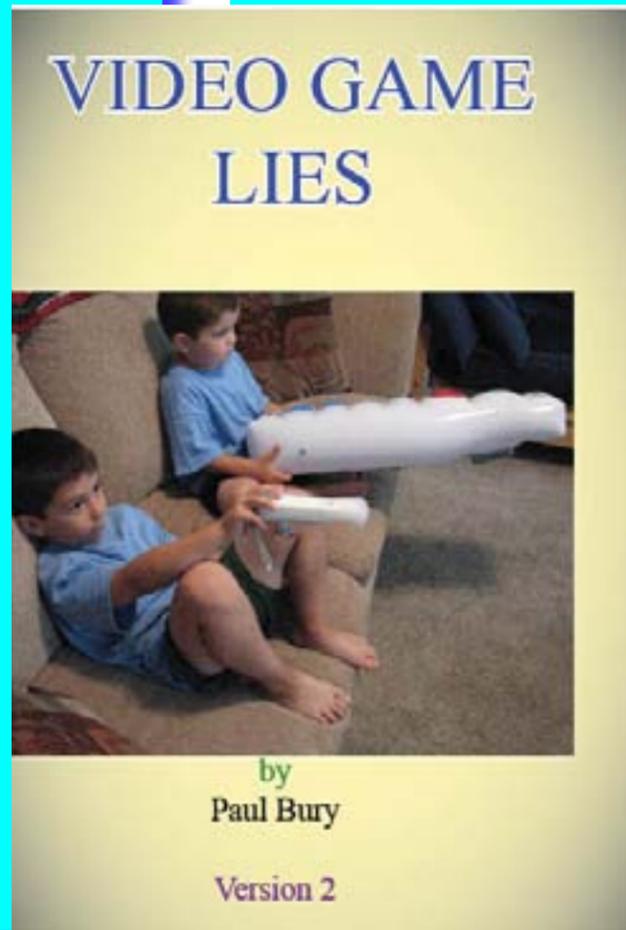
I purchased your book "Video Gaming Lies V.2" on Amazon a few days ago, and read it on my Kindle app. It was a quick read, which concisely stated all the issues related to the topics ad-

ressed within the book. I appreciate your reviews even more after reading this book, since it seems to be the basis for detailing your site's criterion regarding moral issues in the video games reviewed. I found myself agreeing with most of your opinions, with the exception of one. This informational book is a great companion piece to the site overall. If this book went even more in depth with all these issues (giving it more length) and included more recent examples from contemporary gaming media (as in 2012-2015), it would potentially become a bestseller. Well, maybe not within the mainstream media, but certainly within the Christian best-seller chart. I encourage you to consider it.

One other thing...if you write another version of Video Gaming Lies, a good idea would be to make the cover more professional. A casual picture of your children holding Wii remotes on a couch is somewhat off-putting, especially since many people literally do judge a book by it's cover. If you'd like to have a cover with a

child on it, I'd consider taking them to the local Wal-Mart photo studio at the very least with them holding a 3DS in their hands, looking down at it. The professional quality of the photo would reinforce the impact video games have on children, and would attract parents to the book more. What's better, crisp 1080p or a blurry image taken three years ago?

Thank you for your efforts,
-Britney



{Paul}: Thank you for your kind words and your feedback. :) Over five million unique IP addresses have used FFG over the years. Even though we have reached that level we still do things hand crafted so to speak. None of us want to get big heads, which is why we routinely admit we are human and make mistakes. :) I personally hate getting the politically correct mumbo jumbo responses. I tell everyone affiliated with FFG to be real - warts and all. Start with listening, and end with explaining our viewpoint. You would be amazed how many atheists, agnostics, and even Muslims that appreciate what we are doing. There are going to be disagreements, and we try to acknowledge them and move on.

I am curious which point in Video Games Lies v2 you disagreed with. And why? Not trying to be argumentative or defensive - just to listen to some honest criticism.

Would a more current story with each of the lies be the more depth you are talking about?

I like your idea on the front cover. :) We discussed it with the second version since that pic is seven to nine years old. The front cover is a bit of an insiders joke. See one child is holding a Wii Remote. The other one is holding a giant Nyko Wand balloon blow up of a remote I got at an E3. The story behind it is one of these is real and one is fake. Or a lie. But it is pretty old. :)

I want to give you realistic expectations. I am currently work-

ing on some special things for issue #100. I am also working on the second book in the Future Glimpses series. I like to grow and develop. Doing my own sci-fi universe has helped growth, and learning. I hope to have the second book (currently unnamed) by Christmas 2015. But that may not happen. I am being honest here. I have to be in the right mindset to write in a book. I also have to find a new artist to work with, and some idea what to do with the front cover on the second Future Glimpses book. After that book is done I can revisit Video Game Lies. I know Dave Ramsey talks about going back to his books multiple times and adding, reworking, etc. I am not adverse to doing that. In fact I had no idea for what to do with the Future Glimpses series after book two. I figured some idea would come at some time. :) While I wait it would be good to go back to VG Lies.

If you don't mind I would like to share what converged to create Video Game Lies. In conversations with people in person at gaming stores, in emails, and in message boards I ran into some of the same ideas/concepts. I started writing down the idea/concepts, and then analyzed them. I came to the opinion that they were lies, and wrote down what exposed them as such. It was stupid stuff sometimes like: "there are no Christian games," or "there are no EC rated games." Most of them were from positions of ignorance. I got tired of copying

and pasting the responses in email and on message boards, as well as reciting them in person. I prayed about it, and felt the prompting to write a book. It was almost like a work book at first with here is the lie, and here is the response. I then fleshed that out some before releasing the first version. The second version was months of improving, adding, and correcting. You make a valid point that it still needs more. :) So thank you for that.

Again thank you for your email.

Patience in Purchasing

Thank you for your "Patience in Purchasing" News story. Finally a gaming site recognizes the reality we face. We can't go out there and overpay for video games. You hit it out of the park with your comment about plummeting value means they are released at an over inflated price. My question to you is why aren't other gaming sites talking about this issue? Why are they always pushing for consumers to buy new the day it is released? Or why do they push pre-ordering?
-Roy

{Paul}: Thank you for your kind words, and amazing reception to what Family Friendly Gaming brings to the video game industry. You ask an amazing and insight-

SOUND OFF Continued

ful line of questions. I can give you my impressions and opinions on it. Bear in mind that is exactly what this is. Most gaming sites (not all) prostitute themselves to these gaming companies. So they repeat whatever company propaganda they are told to regurgitate. Thinking for themselves is not always the order of the day, or the path they walk. They give the companies their way to ensure they receive reviewable copies. Which is why you will see so many gaming media outlets worship at the idolatry of political correctness. The companies are discriminating against Christians, so they will too.

The second reason is less nefarious. They believe it. They believe buying new games is good for the industry. They feel that buying new games keeps these companies in business, and if they have to overpay oh well. To be blunt though, it is not often they actually have to pay the full price. So they lose touch with the audience. They are closer to the companies and PR firms than they are to their own readers and viewers. I have seen this at trade shows like E3 repeatedly. Editors for well known gaming sites care about pleasing the suits at some corporation, and could care less about the people who pay their salary.

Getting Physical

I am joining the physical copy

movement that you talk about in Family Friendly Gaming. No more downloadable games for me. If it is not sold in something tangible I can touch then they lose a sale.

- Mary

{Yolanda}: Good for you. In the long run this gives you more control over your own property. It is wonderful to see so many readers standing up for the physical copy movement. Keep up the good work.

Retro Forever

Thank you Family Friendly Gaming for reviving the retro video game movement. It is awesome to see a major gaming site step up and lift up retro video games. Mom and pop gaming stores appreciate all of the work you are doing. Keep up the amazing work you do. And RETRO FOREVER!!

- Thomas

{Paul}: Thank you for your kind words. We really appreciate them. We listen to what readers tell us. We are not always able to do what is asked of us. Other instances it takes time to get there. After much prayer and discussion we decided that we would not discriminate against retro games like so many other gaming sites out there. We are not going to be arrogant about retro games, and only focus on new products. So we have worked retro games into our rotation wherever

we have been able. We plan to continue to practice. It opens up all kinds of games and systems to talk about, review, video capture, and more.

Your horrible

Your reviews are horrible. Your videos are horrible. Your news stories are horrible. Your site is horrible.

- Steve

{Paul}: First off thank you for your feedback. Before I label you a hater just hating, could you tell me specifically which of our thousands of reviews you dislike and why? What is the foundational understanding you disagree with? In what ways could we improve?

Note: He never replied back.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page:
<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
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TALK TO ME NOW

Family Friendly Gaming got together to have a discussion about the ESRB.

{Paul}: So what are we seeing the ESRB now-a-days? They get some things right and some things wrong. It is like watching a dual personality trying to go in the exact opposite directions.

{Yolanda}: They hit the nail on the head with the macabre and morbid rating of Batman Arkham Knight. The Batman Arkham series has been 'M' for a long time. The ESRB finally did the right thing and recognized it.

{Kid Gamer}: Why can't they make Batman safer for kids? Why are they always trying to push the envelope and get away with more?

{Frank}: Excellent question. They want to be seen as "cutting edge." So instead of following God's standard they push the boundaries until the boundaries are moved, and they repeat that activity. It is why there is such a problem with those trying to redefine everything. They never stop, and they are never content.

{RPG Master}: Then on the other side of the split ESRB personality we have Atelier Shallie Alchemists of the Dusk Sea. The ESRB had been rating this trilogy with a thirteen and older rating which was appropriate. In that last game they decided to drop it to an everyone ten and older. Talk about controversial!

{Paul}: Yeah that one makes no sense to me. How can something be a solid to an even high 'T' rating somehow drop down to an E10+? The ESRB has their standard response when Family Friendly Gaming calls them out on it.

{Yolanda}: Unable to figure out how to respond?

{Paul}: Exactly!

{WMG}: I think some of the things we have seen from the ESRB like Batman shows they are listening. I think they are too proud to admit Family Friendly Gaming caught them with their pants down. I think they are too arrogant to give credit where it is due. I think they want to look good while making mistakes. They pretend their mistakes do not exist instead of having

honor and embracing them.

{Kid Gamer}: I want to talk about the ESRB being asleep at the wheel. That was an awesome news story. How does Smash get an E10+ rating instead of 'T'?

{Paul}: I can't believe with digital downloads the ESRB lets these companies determine their own ratings. Talk about a recipe for corruption.

{Yolanda}: Certain companies that are large donors to the ESRB receive preferential treatment. It is obvious that Nintendo buys those lower ratings from the ESRB. Meaning the ESRB is not very independent. They answer to those large financial donors.

{Frank}: The ESRB has never been able to shake that issue of corruption. Which is probably why they get all quiet when it is brought up. They know it is true, and they have no backbone to prove it. Or they are hiding something else.

{RPG Master}: I want to say something controversial. Yes the ESRB is corrupt. I think the bigger problem is these companies that think they have to put all this bad stuff in their games. Why can't we get better games with better content? Why are we denied that? Why don't our fellow gamers demand more, and demand better?

{Paul}: Human nature my friend. There are two major groupings of people. Those that embrace life and creation. The other group embraces death and destruction. Every so often we get an email from a hater who only wants to tear down and destroy. The concept of building up is foreign to them.

{Frank}: The horrible, ugly, mean, and nasty content in those games feed the flesh. We battle internally between our spirit and our flesh. Some people give up the battle and let their flesh get whatever it wants. Those are the people who want all the macabre death and destruction.

{Yolanda}: I take solace in the fact that the ESRB has shown some small improvements in a few areas.

{Paul}: Amen.

{Kid Gamer}: Amen

DEVOTIONAL Video Games 101

Reform Part 5

A recent sermon I heard was all about being a good steward with the finances God allows us to have. Which got me thinking. How is the modern American church doing? Are they being good stewards with all of the money they have been given? Are these huge buildings and all these decorations wise uses of the money? **1 Timothy 2:9-10** *I also want the women to dress modestly, with decency and propriety, adorning themselves, not with elaborate hairstyles or gold or pearls or expensive clothes, 10 but with good deeds, appropriate for women who profess to worship God.* So if women are supposed to be modest in how they dress, and decorate themselves, shouldn't churches follow the same wisdom? Notice why women are supposed to dress and decorate in that way? To prove what they are saying about God. So if a church has all these decorations does that mean they are discrediting what they say from the pulpit?

I believe the churches need to acknowledge their image does not match what they say. When people see all this money spent on frivolous material

things, they question the message from the church. After all, why should they give all this money to an organization that does not spend it wisely? **1 Peter 4:10** *Each of you should use whatever gift you have received to serve others, as faithful stewards of God's grace in its various forms.* Do huge buildings filled with decorations serve others? Or are they self serving? A way to make yourself look wonderful when it could have been spent on helping those in need?

Too many churches are seen as self-centered. Too many churches are seen as not doing much for those in need. In fact there would be no need for so many government programs if the churches were actually taking care of the people. **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.* The end of that is where I believe the key can be found. Too many churches have followed the teachings, methodologies, and processes of the world. In other words they have gotten polluted by the world.

The motives of our hearts need to be in the right place. Too many churches have all kinds of

turmoil because their hearts are not in the right places. **James 4:3-4** *When you ask, you do not receive, because you ask with wrong motives, that you may spend what you get on your pleasures. 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.* Churches need to decide if they are friends with the world, or if they are following God. I hope they repent and reform.

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.

Bricking

Family Friendly Gaming received a very interesting question this month. The question was: "What is Bricking? I hear people talking about it at the games store." This is a fantastic question that fits perfectly into the Video Games 101 educational column. As always this column is for people seeking knowledge into the video game industry. They do not ask in person since so many games give off such bad attitudes, and less than helpful answers. Family Friendly Gaming will not make fun of you. Nor will we put you in a corner, or in a box. We comprehend that different people have different skill sets, and different

backgrounds, as well as different educational foundations on a variety of topics.

Bricking is what a company does to your video game machine when you do something they do not like. Take Nintendo for example, they are known for bricking Wii, Wii U, and Nintendo 3DS machines when the owner of the machine does something they do not like. Nintendo does not give you any input, or feedback. They just break your property. Why? Because they feel you did something to void the warranty. So they break it, and then demand a lot of money to fix it.

Once you have a good understanding of what bricking is, the normal follow up question is: "is that even legal?" To our knowledge no one has tried to sue companies like Nintendo over this unethical practice. Now Sony on the other hand has been sued in a class action law suit over bricking the Playstation 3 video game machines. In fact Sony has been accused of bricking machines repeatedly with updates they roll out. Sony also requires payment to repair the machines they broke.

Microsoft has also been guilty of bricking machines. They did so with the Xbox 360

video game home consoles. Family Friendly Gaming ran into this problem (also ran into it with Nintendo on the Wii). Why? How? Family Friendly Gaming was provided reviewable copies of video games before they were released to the public. Right after playing these games the machines stopped working. Nintendo paid for the damages they caused. Microsoft refused to pay for it - even though we were doing everything completely legal, and they were being criminal and unethical.

The best way to get around the dangers of these companies bricking your machine is to disconnect them from the Internet. When the companies can not update your machine, then you are safe from the bricking aka breaking it. The updating of the video game machines via the Internet (or by plugging in a device with the update file like a SD card) is how these companies brick your machine. They look for things they do not approve of like homebrew, enhancement devices, or games they feel you should not own yet. You will get more life out of your video game machines when they are not connected online.

IN THE

NEWS

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deliberately timed to show a contrast in the films' two messages. "We wanted to make a modern love story with timeless meaning," he said. "Two wounded souls well past their 20s—or their first loves—are trying to do love right this time around. Based on the spontaneous applause at sold-out shows all across the country, it's clear there's an audience for this kind of story."

At weekend's start, Super Bowl winning Coach Tony Dungy posted to Facebook, "If you're going to the movies this weekend with your wife, take her to see Old Fashioned. This is a story about how a man really wins a woman."

A romantic-drama, OLD FASHIONED centers on Clay Walsh, a former frat boy who gives up his carousing and now runs an antique shop in a small Midwestern college town. There, he has become notorious for his lofty and outdated theories on love and romance as well as for his devout belief in God. When Amber

Hewson a free-spirited young woman with a restless soul, drifts into the area and rents the apartment above his shop, she finds herself surprisingly drawn to his strong faith and noble ideas, which are new and intriguing to her. And Clay, though he tries to fight and deny it, simply cannot resist being attracted to her spontaneous and passionate embrace of life. Ultimately, Clay must step out from behind his relational theories and Amber must overcome her own fears and deep wounds as the two of them, together, attempt the impossible: an "old-fashioned" and God-honoring courtship in contemporary America.

At Rotten Tomatoes, viewers echo Dungy's review:

"Great story, wonderful acting, great production, nice music, good in every way. It ranks with my top five favorite romantic movies. All this from a little independent film company. I am so impressed!"

OLD FASHIONED ROMANCE IS A NEW HIT

Love is in, and a new movie about it is breaking records and turning heads. OLD FASHIONED—an upstart, indie romantic drama about respect in romance—sold out theaters, drew spontaneous applause at the end and, according to Box Office Mojo, holds the new record as best-performing Christian film in fewer than 300 theaters. In 224 theaters, OLD FASHIONED exceeded \$1 million for the four-day holiday weekend. Viewers on Rotten Tomatoes rated it a positive 96 percent.

"People are saying it's a good and refreshing story well told—and that the cinematography makes them fall in love with Ohio, as well as Clay and Amber," OLD FASHIONED writer, director, and star Rik Swartzwelder said. Swartzwelder knew nothing of FIFTY SHADES when he began his screenplay, but its release was

"A story of love and forgiveness and leaving the past behind. Beautifully filmed and with hidden depth it is truly worth seeing."

"I will see it again!"

"It is a movie with Christian principles, yet it is not at all "preachy." . . . so refreshing to see a quality movie about old fashioned values."

"Endearing . . . the story of a man and a woman falling in love with respect, honesty and a spiritual element that never gets too preachy . . . the kind of production that makes couples want to hold hands in the theater."

Rick Bentley

The Fresno Bee

Square Enix Launches New Member Rewards Program and Brand New Online Store

Square Enix, Inc. announced the launch of a new online store and revival of the popular Square Enix® MEMBERS Rewards Program. The online store has been completely redesigned from the ground up with vast improvements for customers in areas of usability, product offerings, checkout options and more. Mobile users can also look forward to shopping for their favorite Square Enix products through a newly designed and optimized site. For a limited time, the Square Enix Store is also offering a \$10 off coupon on orders of \$60 and up.

In addition to the store launch, the Square Enix MEMBERS Rewards Program has also made its way back with all new features. Fully integrated into the Square Enix Store, Members can now easily accumulate reward points throughout the year to redeem them for exclusive prizes. Unlike in previous years, MEMBERS Rewards now features a redesigned system that will enable participants to redeem their points at any time throughout the entire year for all types of prizes. These prizes will be announced at a later date. As a bonus to the initial launch, the program is offering an additional free 50 points to anyone signing up within the first week of the store's launch.

As part of our launch activities, we are also giving away \$1,000 spending cash to purchase your favorite games, merchandise, music CDs and much more. Visit our Square Enix Online Store Shopping Spree page for more details.

Be sure to sign up for a Square Enix Members account for the latest promotions and updates on Square Enix Members Rewards program.

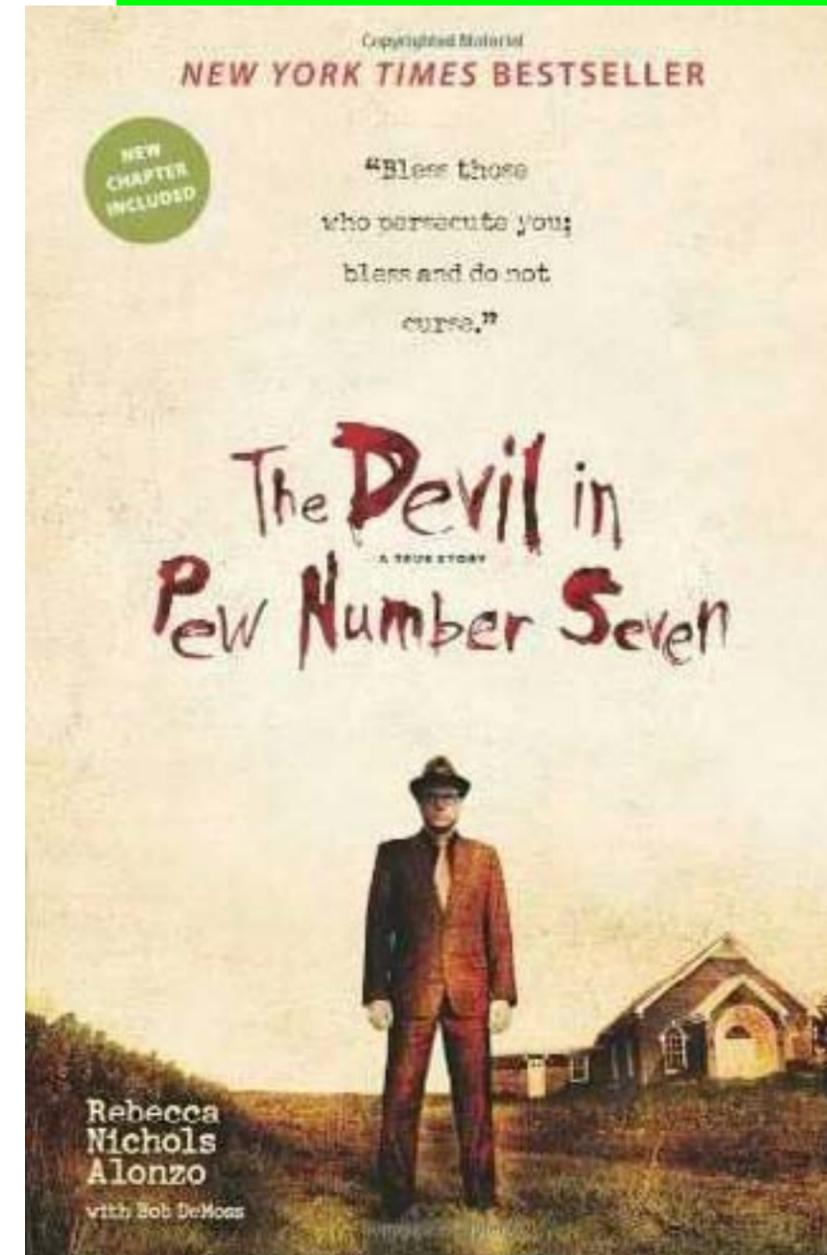
The Un-confessable Sin

Beautifully Flawed—Finding Your Radiance in the Imperfections of Your Life
Actress, author, speaker Shari Rigby shares her tumultuous life journey's ultimate destination in Christ, who shapes all mistakes and missteps into purpose and beauty.

Shari Rigby began her acting career at an age when most actresses are retiring. She has several feature films under her belt and two more, BOONEVILLE REDEMPTION and WILDFLOWER, release in 2015. Shari founded The Women in My World, a women's group focusing on identity, purpose, ministry and living life in Hollywood. She creates faith-based film and television, Bible studies, women's conferences and speaks to thousands annually at churches and conferences.

Fox News wondered if 2014 was "the year of the Christian film." Not just big-budget movies like NOAH and MOSES but big impact independents like GOD IS NOT DEAD (\$60 million box office) and WHEN THE GAME STANDS TALL (\$30 million). What challenges do Christian performers face maintaining their faith and working in a tough industry? Talk to actress, author and speaker Shari Rigby, who founded The Women in My World, a women's group focusing on identity, purpose, ministry and living life in Hollywood.

Film star and author Shari Rigby's early life reads like a list of "what not to do." Promiscuity, marriage, pregnancy, addiction... all while in high school. As a young adult she jumped from relationship to relationship, career to career, searching for self worth. Then she found forgiveness and love in Christ. And God shaped her flawed past into surprising beauty. Talk to Shari about old mistakes and her new life in Beautifully Flawed. This product is available for purchase now.



Sony Pictures' AFFIRM Options The Devil in Pew Number Seven

AFFIRM Films and Mass Hysteria Entertainment Inc. announced their partnership to develop a motion picture based on the book, The Devil In Pew Number Seven. Written by Rebecca Nichols Alonzo with Bob DeMoss, and released by Tyndale House Publishers Inc. in 2010, The Devil In Pew Number Seven tells the true story of Rebecca Nichols, a young girl who loses her parents when they stand up against evil within their church. Decades later, Rebecca must address

if it was worth losing everything.

"Rebecca Nichols Alonzo's story touched our whole team," said Rich Peluso, Senior Vice President of AFFIRM Films. "Her journey through healing and forgiveness recounted before thousands of people across the country proved both engrossing and engaging. We look forward to working with Rebecca, Dan Grodnik and Steve Armour to bring this story to film."

"The Devil in Pew Number Seven is a compelling look at the power of love and forgiveness," said Mass Hysteria CEO and Producer Dan Grodnik. "We are excited to begin the creative journey with Rich Peluso and his AFFIRM Films team."

Steve Armour has been hired to adapt the book. Armour is repped by Frank Wuliger at The Gersh Agency and managed by Corey Trent Ackerman of FreshMaker Media.

Synopsis:

Rebecca never felt safe as a child. In 1969, her father, Robert Nichols, moved to Sellertown, North Carolina, to serve as a pastor. There, he found a small community eager to welcome him—with one exception. Glaring at him from pew number seven was a man obsessed with controlling the church. Determined to get rid of anyone who stood in his way, he unleashed a plan of terror that was more devastating and violent than the Nichols family could have ever imagined. Refusing to be driven away by acts of intimidation, Rebecca's father stood his ground, until one night when an armed man walked into the family's kitchen . . . And Rebecca's life was shattered. If anyone had a reason to harbor hatred and seek personal revenge, it would be Rebecca. Yet "The Devil in Pew Number Seven" tells a different story. It is the amazing true saga of relentless persecution, one family's faith and courage in the face of it, and a daughter whose parents taught her the power of forgiveness.

In The News Continued

Final Fantasy XIV A Realm Reborn Reaches 4 Million Registrations

Square Enix Inc., today announced that the total number of registered accounts for FINAL FANTASY® XIV: A REALM REBORN®—not including those from free trial— now exceeds 4 million globally. Square Enix did not share how many registered accounts are actually active and paying the monthly fees.

To celebrate the 4 million accounts, Square Enix held a free login campaign from Friday, February 27, 2015 (12:00 A.M. PST) to Monday, March 9, 2015 (12:00 A.M. PST). During that time, adventurers taking a break from Eorzea can once again experience all that FINAL FANTASY XIV: A REALM REBORN has to offer – free of charge!

The longer than usual free login campaign will also give players the chance to experience the newly implemented contents of Patch 2.51, which features the highly anticipated Manderville Gold Saucer. It was also an attempt to bring players who left the game to come back and get addicted once again.

Eligibility

Players who have previously purchased and registered FINAL FANTASY XIV and whose service account is set as inactive during the campaign period.

This title offers the growing community multiple options from the PC to the PlayStation®4 computer entertainment system, the PlayStation®3 computer entertainment system and PlayStation®Vita handheld entertainment system (with Remote Play). With major patch updates including the most recent Patch 2.5 “Before the Fall,” and the upcoming major expansion, HEAVENSWARD™, FINAL FANTASY XIV: A REALM REBORN offers players exciting new playable content on a regular basis.

New Category Blends Digital Games with Active, Outdoor Play for Kids

Biba, a developer of mobile augmented reality games and apps, and PlayPower, a leading provider of play, sport and recreation equipment, have partnered to bring digital and real world play together. The companies are inspiring kids to get back outside by fusing digital games with active outdoor play through new Biba mobile apps and Biba-Activated playgrounds from PlayPower.

“Biba’s mobile games designed for outdoor play are just a breath of fresh air,” said Dr. Greg Zeschuk, former Bioware Founder and Biba’s Chairman of the Board. “PlayPower and Biba are creating a new category, an inventive way to blend our new media habits with the health benefits and joy of active outdoor play. I am inspired by the category as a game designer and father.”

Biba games ensure children use the phone not as a vehicle for abstraction, but as an intuitive, single-function interface. In addition, the games are designed for ‘refereed play,’ keeping the phone predominantly within the parent’s hands, keeping kids safer, devices safer and providing parents an opportunity to have free-form fun with their kids.

“We want to change what screen time means,” said Matt Toner, President of Biba. “Our games bring kids back outside and turn playgrounds into the ultimate destination for modern families to go for healthy, active fun. Thanks to our partnership with PlayPower, we think we’ve blended the richest parts of mobile play with the unadulterated fun of jumping, swinging, sliding and playing outdoors.”

The storyline of Biba’s initial mobile games is simple: Playgrounds are transformed into the wreckage of robot spacecrafts that have crashed on Earth, and players interact with their very own companion robot,

In The News Continued



which encourages the player to explore the playground through its whimsical eyes. The games marry a colorful interface intended to foster the imaginations of kids ages 3-9 with a unique ‘embodied play’ game philosophy that encourages kids to actualize their gameplay with their bodies. Fun and age-appropriate physical challenges are reinforced through points, high scores and badges that can be shared online and with friends.

Biba games will be optimized for use with ‘Biba-Activated’ playgrounds from PlayPower, where augmented reality technology will create deeper gameplay experiences. Biba apps will provide information about the gameplay experiences available at each playground—enabling families to search and find their favorite playground destinations.. Some of the Biba games will work with playgrounds that aren’t Biba-Activated, since Biba games allow players to tag which types of playground equipment are available to them.

“Active outdoor play is essential to the development of healthy children. Getting enough active outdoor play for their kids is a problem with which most modern parents are familiar. The solution PlayPower has developed with Biba blends the technology-driven world that kids expect with the joyful outdoor fun that parents remember from their own childhood,” said Lynne Vandever, Chief Marketing Officer at PlayPower. “Parents’ concern for their children is justified by research that shows kids are spending too much time sitting still in front of a screen and not enough time outdoors. We intend to change that by engaging modern kids on their own terms.”

Just Dance Christian

This particular article came from two places. Two places that merged together quite nicely. Like peanut butter and jelly, peanut butter and chocolate, peanut butter and bananas. Wow peanut butter goes with a lot of things doesn’t it? The first place was family feedback. We hear from a variety of families here at Family Friendly Gaming. They love exercise games, and they love dance games. Lyrics, and horrible, disgusting, rude, nasty, and/or adult only content is something families want less of. Especially the mean, hateful lyrics. And the suggestive lyrics that do not belong. The second place was one of our normal brain sessions asking what kind of article could we do internally next? That led us to this article.

The video game industry needs a Just Dance Christian. A Just Dance video game with all of the wonderful bells and whistles, on all the modern day video game home consoles that contains only Christian music. Could you image a Sunday morning praise group singing and dancing to a Just Dance Christian video game in church? Pastors trying to slim down their congregations could mention Just Dance Christian from the pulpit. Ubisoft could easily make millions of dollars from a Just Dance Christian video game. Maybe even special VIP guests like myself, Michael Shawn Hickenbottom, Kirk Cameron, Bayless Conley, and others could be included. Families could have the Just Dance exercise with wonderful lyrics that will uplift, edify, improve, and build up. It is a win, win, win situation for everyone.

So how about it Ubisoft? I have given you a multi-million dollar idea for free. Will you act upon it?
God bless,
Paul Bury

Travian Games names Lars Janssen as the second managing director

The managing partners of Travian Games GmbH appoint the current COO Lars Janssen as the second managing director and turn the strategic focus of the company towards the development of cross-platform strategy games. “We’d like to orientate Travian Games further towards the development of cross-platform strategy games. I am delighted about my new role and the continuation of the close collaboration with our studios and internal development teams”, says the new, second managing director as he explains his motivation and aims.

“We see ourselves as a self-publishing developer in the future. As part of this, we’d like to offer our community and potential new players lasting gaming fun – on all relevant mobile and online platforms. I’m looking forward to the array of new products this year and the interesting titles in development”, he adds.

“For us it was important to attract even more attention to our games. Lars Janssen is the ideal person for this task in my view. He possesses the necessary skills and acceptance in the company and I look forward to continuing working with him”, explains Siegfried Müller, the founder and main managing director of Travian Games.

Lars Janssen has been working at the company for four years. He originally began as product manager and advanced through the roles of department leader, on to become a member of the management team to his new responsibility now. He had previously gained many years of experience in the gaming industry. In the future, he will be responsible for the games departments, including the studios of northworks (Hamburg) and Bright Future (Cologne), as well as the game service teams.



Square Enix Announces Final Fantasy XIV Heavensward Release Date

At the Penny Arcade Expo (PAX) East, Square Enix, Inc. announced that FINAL FANTASY® XIV: HEAVENSWARD™, the highly-anticipated first expansion for the popular MMORPG, will be released on June 23, 2015, in North America.

Also, alongside versions available for PlayStation®4 computer entertainment system, PlayStation®3 computer entertainment system and Windows PC, a Mac OS version of the title will be available for the first time, and can be acquired through the Square Enix Online Store. Players who pre-order will be able to get early access to the online title starting June 19, 2015.

FINAL FANTASY XIV: HEAVENSWARD will feature a new story which plunges adventurers into the heart of the Dragonsong War, the bloody thousand-year conflict between the knights of Ishgard and the dragons of Dravania. Adventurers can also look forward to an increased level cap from 50 to 60 for all disciplines, a new playable race, new dungeons and raids, new primal battles, and new mounts that allow players to take to the skies—flying black chocobos®, single-rider airships, dragons and more!

For more information on this game, please click on one of their advertisements.

When Calls The Heart Coming to DVD

Shout! Factory will release one of television’s most romantic and family friendly dramas, When Calls The Heart: Trials of the Heart, on DVD.

Inspired by celebrated author Janette Oke’s bestselling Canadian West book series, comes a rigorous and romantic adventure as epic as the wide frontier. Starring Erin Krakow (Army Wives), Daniel Lissing (Eye Candy), Lori Loughlin (Full House, 90210), and Jack Wagner (The Bold & The Beautiful, General Hospital), When Calls The Heart is “a beautiful story with roots in relationships, self-empowerment, and the enduring power of love” (Common Sense Media).

Elizabeth Thatcher (Krakow) is an independent, strong-willed teacher who has foregone the life of the big city and found a job, a home – and a bit of unexpected romance with a handsome Mountie named Jack (Lissing) – in the small frontier town of Coal Valley. But when she receives a telegram informing her that her mother has taken ill, she returns to Hamilton, her hometown, with Jack as her escort. Once in the comparably opulent Hamilton, Elizabeth and Jack are confounded by Jack’s ne’er-do-well brother and Elizabeth’s former suitor, Charles Kensington. But it is Elizabeth’s father, William, who drives a wedge between them when he suggests to class-conscious Jack that Charles would be a better match for his well-bred daughter. This is a story about love... frontier style.

Executive produced by Michael Landon Jr., Brad Krevoy, and Brian Bird, When Calls The Heart airs on The Hallmark Channel, returning for Season 2 on April 25, 2015.

For more information on this product please click on one of their advertisements.

Nintendo Loves Emulation

I want you to think about something. No not all the other times I have been right. No not all of the propaganda out on the Internet. I want you to think about Virtual Console. What is Virtual Console?

Virtual Console on the Wii, Nintendo 3DS, and Wii U is an emulator. What do emulators play? ROMs which are older versions of video games. So Nintendo is emulating on their own systems. At the same time they are out there attacking the competition. Emulator websites, and ROM sites give away the games for free. They do not provide Nintendo any royalty payment for the old games. Nintendo love emulation. They want a monopoly on it. They want to get paid for it.

What if you have already purchased an older video game? Why should you be required to pay for your own property a second time? Nintendo has never addressed this issue over the many times Family Friendly Gaming has brought it up. Greed is the only reason I can see. Nintendo could license ROMs and emulators on other sites. They have refused to do so. In fact they have gone out of their way to try and put them out of business. Why? Because Nintendo sees all of the video games they published as their property. They think they own it after you have paid for it.

I for one am sick and tired of hearing how much Nintendo hates emulation. They are doing it themselves. They want an emulation monopoly. They want to get rid of their competition. Yet competition is a good thing. In fact many new and cool innovations have come into existence thanks to competition. Nintendo has been historically slow to catch up to innovations within the industry. Nintendo needs to come clean on their true motives around emulation. They love it as long as they are getting money from it.



State of Gaming



REVIEWS

Excitement is building all over the video game industry to find out who will be included in the 2015 Family Friendly Gaming Hall of Fame. This will be the largest inductee class for the Family Friendly Gaming Hall of Fame. Plenty of surprises are expected as well as many well deserving people and franchises. Think you know who will be included? Send us an email, tweet, or Facebook post.

The indie bubble is getting close to bursting. What will the next big trend be in the video game industry? Are we already seeing what the next big thing is? After all toy to video games conversions thanks to Skylanders has been HUGE for years now. Disney climbed aboard the band wagon with Disney Infinity. Now Nintendo has copied the idea with amiibo. Nice innovation there Nintendo - nothing like being third

to an idea. Will the toy to video game craze continue to grow? Will we see more companies try to do something similar?

The despised nature of the repeat pay to play apps continues. Or you may know of them as free apps. There are too many deceivers out there claiming to have a free app when they have a repeat pay to play app. Which gives true free apps a bad name. Yet some of them must be making money because the amount of clones is insane. As much as gamers say they hate them, they must also be paying for them.

The majority of video game sales are still in the physical copy realm. Some gaming media outlets would have you believe physical copies are dead. Yet they still sale more, and the push for the physical copy movement continues to gain momentum. Families want to

retain their rights of ownership are giving money to a company for a product. Families want to be able to sell, trade, and barter their own property. They refuse to give away their rights to greedy companies. Companies are hurting in sales because of their download only nature.

The extortion nature of websites claiming to track other websites has come to light. Numerous entities are rejecting sites like Compete.com, Quantcast.com, and Alexa.com. They recognize these sites will only accurately report website stats if the website owners pay them for that accuracy. They help those that pay them, and hurt those that refuse to make the extortion payments. Thankfully for Family Friendly Gaming Nation we have access to our own server logs and can accurately track our stats without such bias.

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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1 John 2:9-11

9 Anyone who claims to be in the light but hates a brother or sister is still in the darkness.

10 Anyone who loves their brother and sister lives in the light, and there is nothing in them to make them stumble.

11 But anyone who hates a brother or sister is in the darkness and walks around in the darkness. They do not know where they are going, because the darkness has blinded them.



Populous DS

SCORE: 40



Mad Hop

SCORE: 60



The WMG found Populous DS for ten dollars brand new. This may be a Nintendo DS hand held video game, but two dollars is not a horrible deal. Maybe not the greatest in the world. Populous DS is a very religious video game.



flattening things. Lowering and raising land. Populous DS spends most of its time talking about false gods and demons. Players are a deity to fight off the followers of the demons. A level is finally completed when Armageddon is brought upon that level. That is when followers of both fight it out until

There are all these gods and goddesses in it. Many of them relate to the elements. I did not see one mention of the one true God in Populous DS.

Graphically Populous DS really shows its age. But then it is a repeat of an even older video game. Players can raise and lower the land. The reason for doing this is so your followers will build structures like homes and cities. They can only build on flat places. That means players go around

the end. Even if you have a large population it comes down to two citizens fighting it out at the end.

The lowering and flattening land can get boring in Populous DS. This tedious chore is needed



to win though. You can also send disasters toward your enemy. This is done by building a magical gauge. The meteorite is one of the best disasters to send your enemies direction.

Populous DS includes plenty of enticement to lust as well as the near stick figure violence. Disasters can be violent in terms of death and destruction as well. Most the graphics are blah though.

Populous DS lets players only build so far away from their population. This can get annoying since you need to wait for them to build

in a direction you are trying to raise land. Then the demon will send an attack like swamp into your main city. Which makes you go raise the land or lose the level if the demon calls Armageddon. Populous DS allows for up to four family members to play via Multi-Card. - WMG

After I wrote the Crossy Road review my dad was contacted about Mad Hop. The best part is they promised payment if we would write a review on their free downloadable only app. They tried to compare Mad Hop to Crossy Road, but they are way different games to me.

In Mad Hop gamers hold down to determine how far they will jump. It is like one space to up to six or seven spaces forward. Note if you hold down until the bar reaches the end it will launch you that far.

So the bar does not come back waiting for the player to release.

Mad Hop is a much harder game than Crossy Road, and there are less characters in Mad Hop to pick from. There



is another major difference in Mad Hop - when you purchase coins, watch ads, or earn them in the game (both from gifts that happen after so much time has expired, or finding them in levels); then you purchase the characters you want. Crossy Road is more

random and you may get the same character more than once.

Families can get addicted to Mad Hop, especially once they figure out the hopping mechanic. It is always fun to beat your high score and see how much farther you can go. Graphically Mad Hop is not as



good looking as Crossy Road in my opinion.

One area that Mad Hop excels at is the sounds. Especially the music in this downloadable only free app with ads, and in-app purchases. The music is so familiar to me. I can't place it. I do really enjoy

it though. Most of the special effect sounds are neat too.

There are less characters in Mad Hop than in Crossy Road. That means there are less characters families may find offensive. I expect additional characters will be added to Mad Hop in the future. Especially if this app takes off. Another item worth mentioning is your character turns to a ghost when you die in Mad Hop. Also don't wait too long in one spot or you will get the elephant. - Kid Gamer

Publisher: XSeed Games
Developer: Electronic Arts
System: Nintendo DS
Rating: 'E10+' - Everyone 10+ (Mild Suggestive Themes, Mild Violence)

Graphics: 30%
Sound: 50%
Replay: 60%
Gameplay: 40%
Family Friendly Factor: 30%



Publisher: Gamecubator Labs
Developer: Gamecubator Labs
System: iPad/iPhone
Rating: '9+' - 9+ (Infrequent/Mild Cartoon or Fantasy Violence, Infrequent/Mild Profanity or Crude Humor)

Graphics: 40%
Sound: 85%
Replay: 75%
Gameplay: 40%
Family Friendly Factor: 60%



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



Captain Toad Treasure Tracker

SCORE: 55



Since a couple of companies are discriminating against Family Friendly Gaming for standing up for Biblical truths and Biblical values we decided to purchase a newer game once a quarter. Captain Toad Treasure Tracker from Nintendo is the first game to benefit from this new FFG original program. Nintendo has proven themselves to be the kings of rehash, and that is right where this Wii U game fits.

Captain Toad Treasure Tracker is selling (at the time this review was written) for \$39.99. In all honesty based on the content families receive it should be priced at \$15.00. Captain Toad Treasure Tracker is light on content, light on lev-

els, and the levels are tiny. Pay forty, beat it in a weekend and feel like Nintendo robbed you.

What makes matters worse is how much content Nintendo recycled into this game. We have graphics, characters, art, music, bosses, and level design. Nintendo is now at the point that they throw together past content, add a few new things, and slap a high price tag on the product. Shame on you Nintendo. Your greed is bad enough. Add in their lack of innovation and effort for a real



losing combination. Players not allowed the jumping ability in Captain Toad Treasure Tracker. So you have to walk around, and fall down

in certain places. Players can take two hits before they lose a life. Lose enough lives and an invincibility plant is there to be pulled up (like in Super Mario Bros 2). Having to rotate the camera and avoid getting hit is an annoying game play mechanic at best. A rage quit inducer at worst.

If you own Super Mario 3D World then you get some bonus levels. Which consist of walking around a few levels from that game as Captain Toad. The three main episodes of Captain Toad Treasure Tracker could create gender confusion since the game rotates male and female characters needing rescued.



Publisher: Nintendo
 Developer: Nintendo EAD Tokyo Group No. 2
 System: Wii U
 Rating: 'E' - Everyone {Mild Cartoon Violence}

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



Nascar 14



SCORE: 73

Nascar is having a real stability issue in terms of licensing. It keeps hopping all over the place. Which means Family Friendly Gaming was not aware it



had been released. It was found at a local retailer on clearance. It may have avoided the clearance rack if Family Friendly Gaming was provided information to publish coverage.

Nascar 14 shows that the series is ready to move up to the next generation home console systems. Nascar 14 is too similar to past versions of this racing video game. In some ways Nascar 14 takes a step backwards too. Like where? In the controls, they are really loose in Nascar 14. Racing the line gets boring after a few races.

There is an old joke

about how the only reason people watch Nascar is for the crashes. Families can still turn off the flags and create some amazing crashes. If that is your thing then Nascar 14 lets you do it.

Nascar 14 allows families to play this racing game online or local multiplayer. Local multiplayer is done with



a split screen. There is only left turns in Nascar 14. Your crew chief will encourage you to race clean and avoid accidents in Nascar 14.

I ran into a few graphical glitches in Nascar 14. Like when I went into the pits at the end of a race and went through all of the cars sitting in the pits. The quizzes on the loading screens are fun if you know the history of Nascar. Nascar 14 does not do much for those not into the racing activity.

I wish Nascar 14 had done something to be inclusive of those not into Nascar. This game could have been used as an introduction to the sport. I also wish it had some kind of announcers talking about the race. It would help make it feel more real.

Nascar 14 is more difficult than previous years, and it feels like it has less options. The graphics are okay. The sound bytes get irritating after a few races.

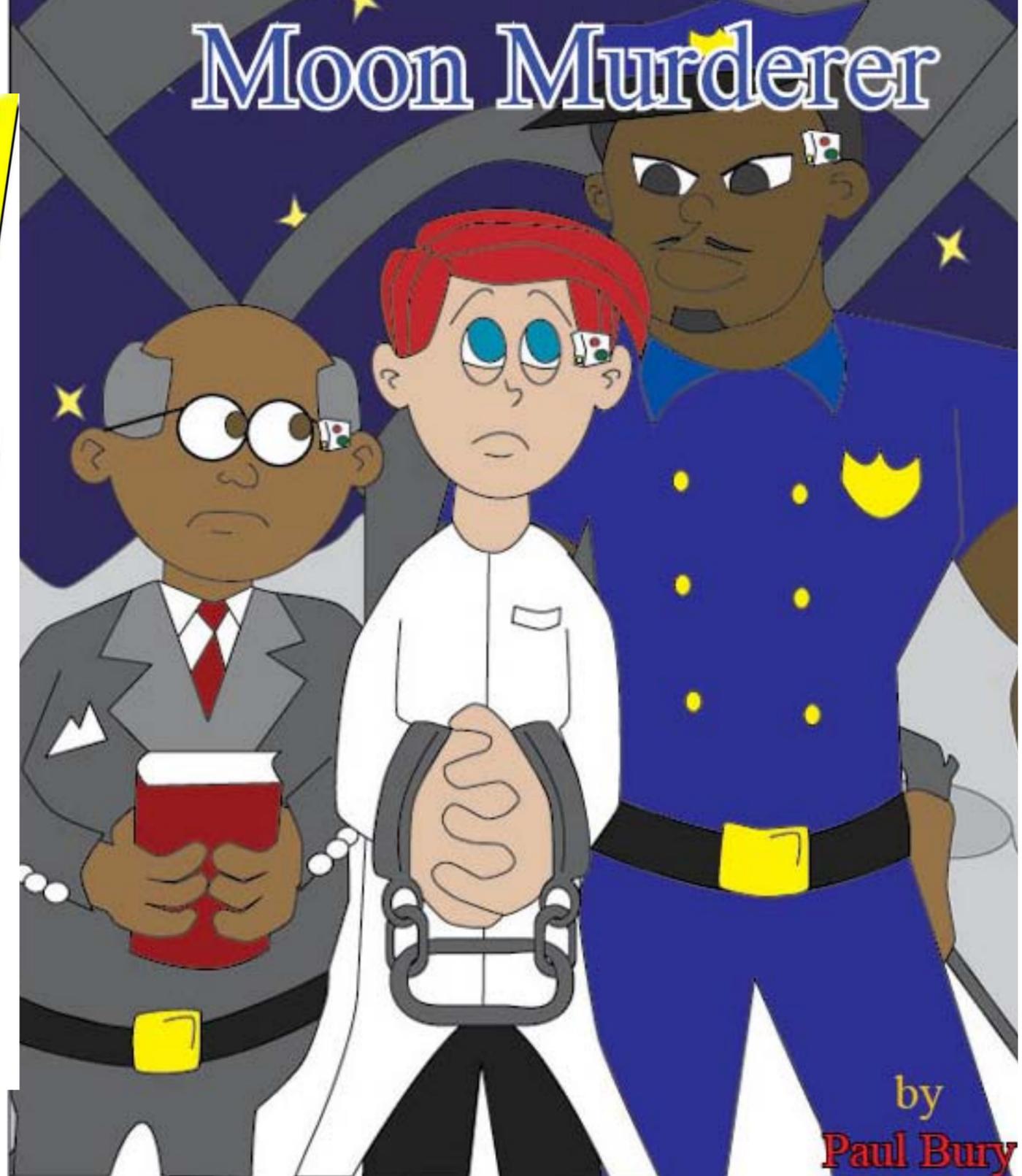
- Frank

Publisher: Deep Silver
Developer: Eutechnyx
System: Xbox 360/PC/PS3(tested)
Rating: 'E' - Everyone

Graphics: 80%
Sound: 70%
Replay: 85%
Gameplay: 50%
Family Friendly Factor: 80%



Future Glimpses Moon Murderer



by Paul Bury

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NBA Showtime NBA on NBC

SCORE: 80

NBA Showtime NBA on NBC is from Midway Games and plays like NBA JAM. I played the Dreamcast version which is what



franchise. The difficulty in NBA Showtime NBA on NBC starts at a five out of a possible ten. Gamers can adjust this however they want to

make this sports game easier or harder. NBA Showtime NBA on NBC is light on modes and options. It does keep good tracking of your stats. It also ranks players based on a variety of different things like

points scored, three pointers made in a game, and more. All of this and it only takes up two VMU memory blocks. Why can't other sports games be efficient with memory?

NBA Showtime NBA on NBC is a lot of fun especially when two or more family members play together. Note if you are playing a two player game, the second player must put their controller in port three. I know that is a real strange oddity. If you put your controller in port two you will play on the same team.

I wish there were more games like NBA Showtime NBA on NBC on the market today. Since that is not the case I will continue to enjoy this Dreamcast game until current video game companies can properly provide for what we want in video games.

- Frank



ways too. There are numerous gross and gory images in Under The Dome Season One. Things like a cow cut in half.

Under The Dome Season One also contains numerous layers of lies, and deceit. Bad language is used throughout this television show that seems to be filled with psychos. In fact Under The Dome Season One feels more like a prison riot. With all kinds of mean, nasty, and hate filled people murdering one another.

Publisher: Midway Games
Developer: Midway Games
System: Playstation/Dreamcast
Rating: 'E' - Everyone

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



Under The Dome Season One

SCORE: 34



A local retailer put this show on sale week after week. Since Under The Dome Season One comes from Stephen King I should have known better. I should have known Under The Dome Season One would be disgusting on so many levels. The only potential saving grace in Under The Dome Season One is the mystery element to the origins of the dome.

A mysterious dome appears around a small town. Technically a ten mile radius area. While the characters are in this dome it turns into a Survivor or Big Brother. Instead of being voted off, plenty of characters in Under The Dome Season One are killed off. In violent and gruesome



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

are smeared by this show. In fact one of the few heroes in Under The Dome Season One was a leg breaker gambling collector before the dome comes down. Plus he was a murderer.



Under The Dome Season One hints that aliens are behind the dome. I doubt I will continue watching this show to find out. There are a few bonus features in Under The Dome Season One. Most of it is the promotion of the product and affiliated products - like the book that this show comes from.

Under The Dome Season One is not horror in the terms of being scary - just a gross show. - WMG

Graphics: 30%
Sound: 40%
Replay: 55%
Gameplay: 25%
Family Friendly Factor: 20%





Batman Assault on Arkham

SCORE: 50



Arrow Season Two

SCORE: 49



Batman Assault on Arkham went on sale recently for ten dollars (before all the massive amount of taxes had to be paid). So we purchased it, watched it, and now it is being used for this review. That price is what I am willing to pay for one of these shorter animated movies. Batman Assault on Arkham clocks in at seventy-six minutes. So they are getting a bit better with their length.

Batman Assault on Arkham lets us ride along with the Suicide Squad. This group is comprised of criminals who can reduce their sentences by working for the government. Amanda Waller to be precise. She sends them on a mission to get something out of The Riddler's question mark cane. Later on we learn she deceived them and they had a complete-



ly different mission. Batman Assault on Arkham is filled with violence, blood, gore, and enticement to lust. There is also at least one scene of sexual deviancy. There is also bad language, bad attitudes, lies, and deceit in Batman Assault on Arkham. This movie earns a very high PG-13 rating. Batman Assault



on Arkham is not for children. Only for the older members of the family that can mentally detox from all of the fanatical zealot content.

The storyline makes some sense in Batman Assault on Arkham. Certain plot points are predictable if you are familiar with the characters. Batman plays a pretty small role in Batman Assault on Arkham actually. Deadshot is the main character in Batman Assault on Arkham. I also noticed that Batman Assault on Arkham connects with the Batman Arkham video games. Fanboys of those games may get into this prequel.

At the end of the day Batman Assault on Arkham is a sign of the time. Like taking the temperature of the culture. Which has gotten really dark.

- Paul



Publisher: Warner Bros
 Developer: DC Comics
 System: Blu-ray/DVD
 Rating: "PG-13" - Parents Strongly Cautioned {Violence, Sexual Content, and Language}

Graphics: 45%
 Sound: 50%
 Replay: 55%
 Gameplay: 60%
 Family Friendly Factor: 40%

There are some things in Arrow Season Two I like, and some things I do not like. In many ways this show has gotten darker, and more deviant. Which is a shame because Arrow Season Two excludes the younger members of the family. As an adult I am not going to sit through this season ever again. I may not even purchase future seasons of this show.

Oliver Queen takes a turn for the better in deciding he is going to avoid killing the criminals. He does not always keep that promise though. He does go out of his way to create non-lethal arrows. Slade Wilson is finally shown as Deathstroke.

Arrow Season Two shows us what happened to Oliver on his second year on



the island. He is not always on the island in case you were wondering. A super soldier serum is found on a Japanese sub which carries into the modern day storyline.

Plenty of death, destruction, murder, and de-



viation in Arrow Season Two. There are numerous gross, sick, and disgusting moments in Arrow Season Two. There are also some very awkward moments thanks to the wackos in the redefinitionists movement.

Numerous secrets are brought into the light in Arrow Season Two. I am amazed at how many people justify their evil deeds in Arrow Season Two. We get some interesting new characters in Arrow Season Two, and a few cool return characters. Relationships shift and change in this season. Too many of them feel too convenient to me.

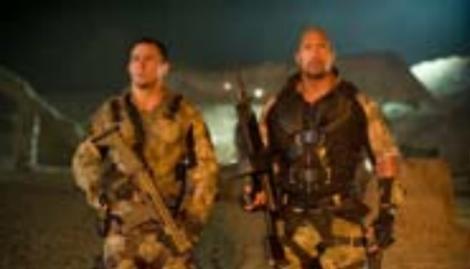
Ultimately I am disappointed with Arrow Season Two. The obsession over Slade and Argus just bored me. The sexual deviant content was highly offensive. The only good part about Arrow Season Two is the Arrow tries to keep the criminals alive.

- Paul

Publisher: Warner Bros
 Developer: DC Comics
 System: DVD
 Rating: 'NR' - Not Rated

Graphics: 40%
 Sound: 50%
 Replay: 65%
 Gameplay: 50%
 Family Friendly Factor: 40%





G.I. Joe Retaliation

SCORE: 46

I will admit it I have been dreading reviewing G.I. Joe Retaliation on Blu-ray and DVD for some time now. We rented the movie and it was so horrible that I waited for it to hit rock bottom prices on Black Friday. I have also not been very interesting in watching and/or reviewing G.I. Joe Retaliation.



lignce.

There is blood, gore, explosions, death, enticement to lust, and bad language in G.I. Joe Retaliation. You know what G.I. Joe Retaliation makes me miss? The cartoon.

There is so much wrong with G.I. Joe Retaliation that it can be difficult to find a place to begin. The lack of military protocols is astounding. Enlisted do not tell officers what to do. But since The Rock is their big star, well he gets to ignore any kind of military protocol, and all military intel-



Tecmo Super NBA Basketball

SCORE: 80

Back in the day Tecmo was known for sports. Tecmo Super NBA Basketball is a classic example. You probably know all about Tecmo Super Bowl video games, but did you know about this 16-bit basketball video game on the SNES and Genesis? I played the SNES version for this review.

Tecmo Super NBA Basketball looks really good for its era. Sure we can not tell which player is which. But the fans are shown, the board, scores, courts and more. I like the look of this game, especially considering what else was on the market back in 1993. The sounds are decent, and bring a basketball flair to this home console sports game.

Controls can be strange, and so can the fouls. If you watched our video on the website and Youtube channel you noticed a lot of charging, throwing out of bounds, stepping out of bounds and more while we played Tecmo Super NBA Basketball. The game is a little touchy on what can and can not be done. It requires patience and practice.



Tecmo Super NBA Basketball has all the teams from that era and is fun to play.
- Paul

Bonk's Revenge

SCORE: 80

Long time readers know that I was never a Sega or Nintendo fanboy in the 16-bit era. I owned both of their machines. I also owned a TurboGrafx-16. For my money NEC had the best system and the best games in the 16-bit era. I was in the minority in that belief though. Bonk was the main character for the TurboGrafx-16. He did a wonderful job in his three games on this home console system.

Bonk's Revenge continued the series in a meaningful way. I do not feel it is as good or innovative as the first game. Red Company did get some things right though. I love the diversity of the levels, as well as the unique nature of many of the levels. Going up and down waterfalls is really cool. The ice caves are great, and more. The mini levels are pretty cool too.

Families will find large and long levels in Bonk's Revenge. The music and special effects are very similar, and so are the graphics. Although the graphics take a step backwards since they shrunk some. The jump flip forever does not work as well in Bonk's Revenge.

Bonk's Revenge is also a lot harder than the original home console game. More enemies, and more obstacles face players, as well as mini bosses.
- Paul



Publisher: Paramount
Developer: Hasbro
System: Blu-ray/DVD
Rating: 'PG-13' for Parental Guidance suggested if under 13 years of age (for intense sequences of combat violence and martial arts action throughout, and for brief sensuality and language)

Graphics: 40%
Sound: 50%
Replay: 60%
Gameplay: 50%
Family Friendly Factor: 30%



Publisher: Tecmo
Developer: Tecmo
System: Genesis/SNES
Rating: 'NR' - Not Rated

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

Publisher: NEC
Developer: Red Company
System: TurboGrafx-16
Rating: 'NR' - Not Rated

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

SPORTS





Product: Forza Horizon 2
Company: Microsoft
System: Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone 10+ {Mild Lyrics, Mild Suggestive Themes, Mild Violence}

DEVELOPING

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GAMES





Product: AER
Company: Daedalic Entertainment
System: PS4/Xbox One/PC
Release Date: 2016
Rating: 'RP' - Rating Pending



Product: AER
Company: Daedalic Entertainment
System: PS4/Xbox One/PC
Release Date: 2016
Rating: 'RP' - Rating Pending





Product: Silence
Company: Daedalic Entertainment
System: PC/PS4/Xbox One
Release Date: Late 2015
Rating: 'RP' - Rating Pending



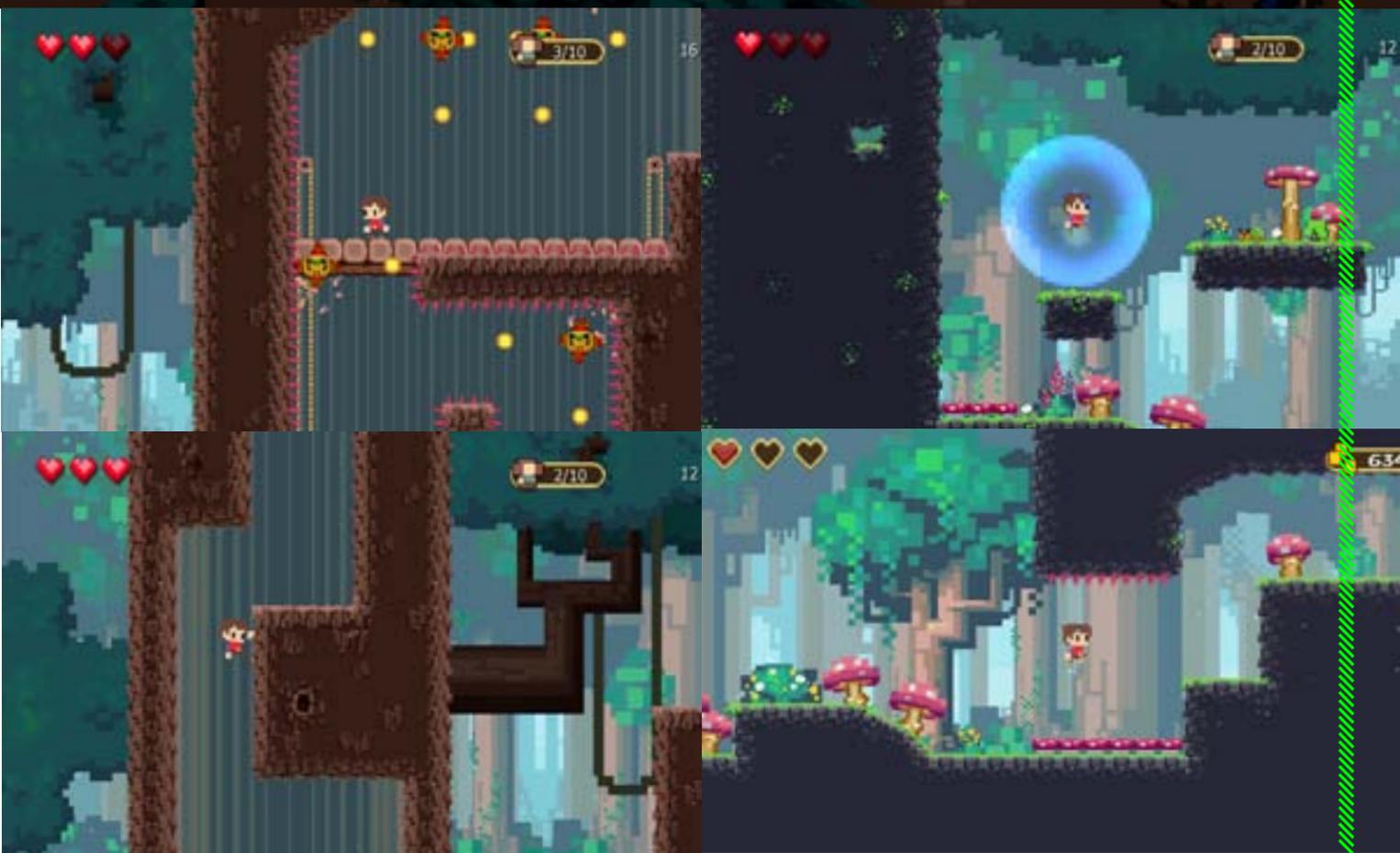
a little more about their storied pasts as the entourage grows. Lord of Magna: Maiden Heaven boasts a unique strategic battle system which encourages players to aim their attacks just right in order to “bowl” over as many enemies as possible with a single

Lord of Magna: Maiden Heaven

Sometimes one’s path is chosen by fate. Luchs is one such soul, whose peaceful innkeeping days were numbered once he discovered a bracelet known as “Lachryma.” Suddenly accosted by strange fiends, he’s saved by a mysterious faerie encased in crystal whose memories are spotty at best. Luchs decides to help her recover these memories and, in doing so, encounters numerous other faeries just like her, each wielding unique powers and remembering

strike. Players can also turn the tide of battle by crafting new skills with unique items obtainable through Street-Pass registration and participation in Free Battles. With adjustable difficulty levels during gameplay and a fast-forward feature to help speed through cutscenes for battle-hungry players, the customizable experience on offer here promises to leave lasting memories, complemented by in-game movie and art galleries that allow players to review key dramatic moments at will. This title will launch in the spring, and has been rated “T” for Teen by the ESRB.

Product: Lord of Magna Maiden Heaven
 Company: XSeed Games
 System: Nintendo 3DS
 Release Date: Spring 2015
 Rating: 'RP' - Rating Pending



Product: Adventures of Pip
Company: Tic Toc Games
System: PC/MAC/PS4/Xbox One/
Xbox 360
Release Date: May 2015
Rating: 'RP' - Rating Pending

FINAL FANTASY XV

EPISODE DUSCAE

03.17.2015 (NA)



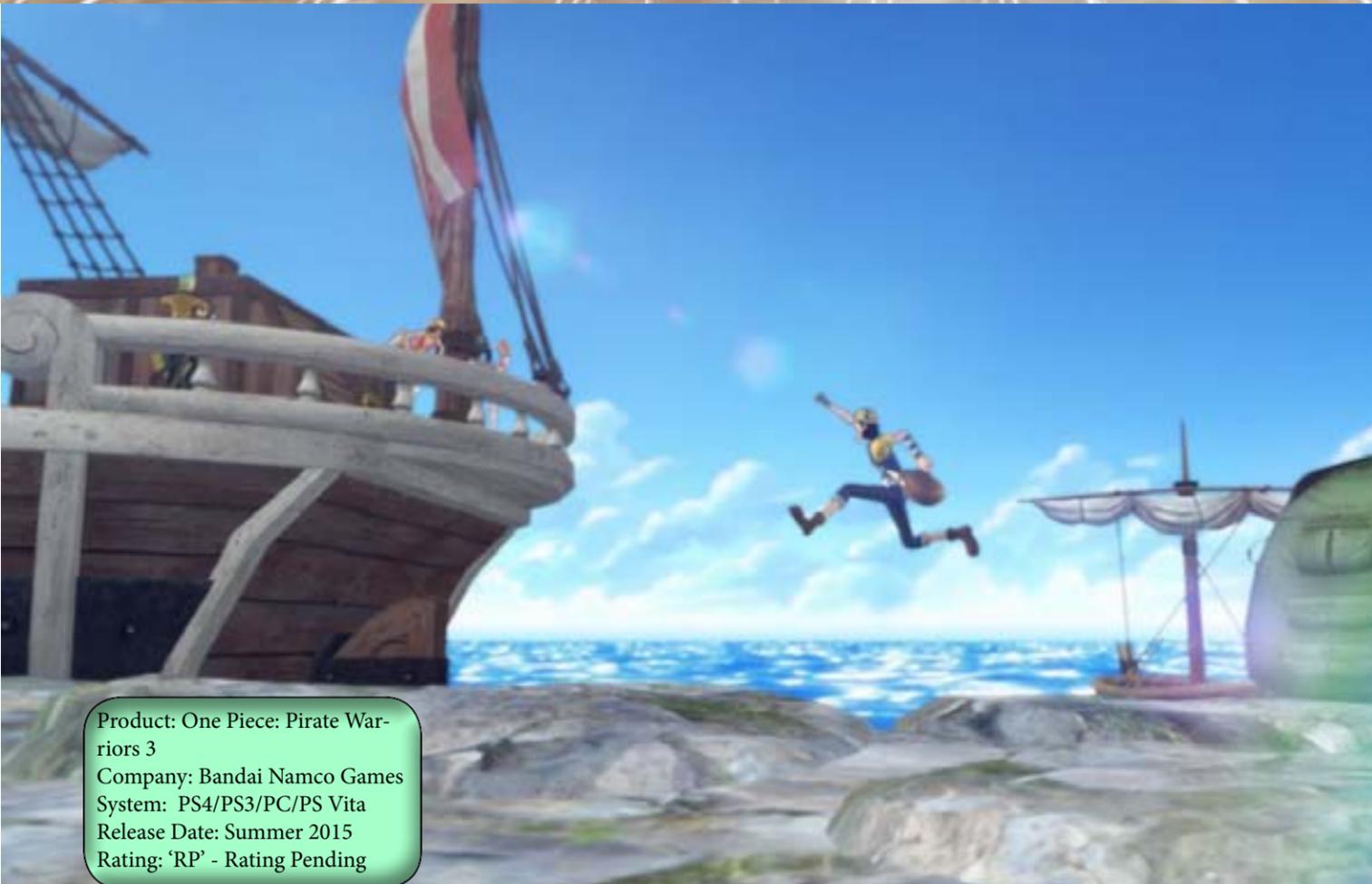
Product: Final Fantasy XV
Company: Square Enix
System: PS4/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Final Fantasy XV
Company: Square Enix
System: PS4/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: One Piece: Pirate Warriors 3
Company: Bandai Namco Games
System: PS4/PS3/PC/PS Vita
Release Date: Summer 2015
Rating: 'RP' - Rating Pending



Product: One Piece: Pirate Warriors 3
Company: Bandai Namco Games
System: PS4/PS3/PC/PS Vita
Release Date: Summer 2015
Rating: 'RP' - Rating Pending





Product: Fire Emblem (tentative)
Company: Nintendo
System: Nintendo 3DS
Release Date: TBA
Rating: 'RP' - Rating Pending



バトル画面のステータス表示。左側は「ヒノカ」、右側は「暗夜兵」。

武器	鉄の薙刀	鉄の剣
攻撃	7x2	11
命中	100%	65%
必殺	1%	0%
HP	23	22
攻撃		
命中		
必殺		



バトル画面の会話表示。右側のキャラクター「ガンズ」のセリフ。

ガンズ

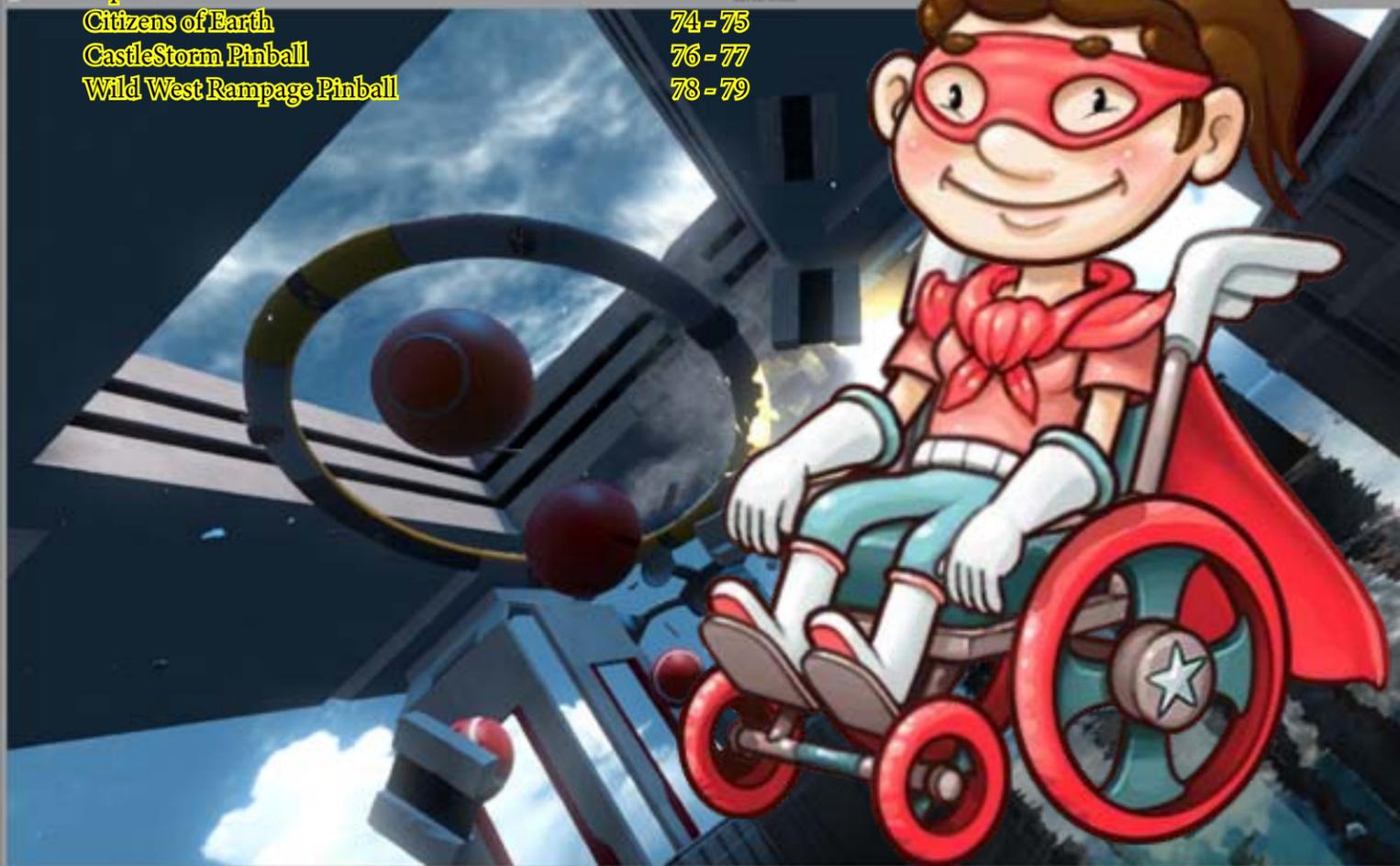
ふふふ…噂通りの
甘っちょろい王子様だ。

Product: Fire Emblem (tentative)
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: TBA
 Rating: 'RP' - Rating Pending

RECENT

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RELEASES





Product: ScreamRide
Company: Frontier Development
System: Xbox One/Xbox 360
Release Date: March 2015
Rating: 'E10+' - Everyone 10+
{Mild Violence}

TRACK LENGTH
SELECTED: 12M USED: 100M / 300M
TRACK HEIGHT
SELECTED: 20M / HIGHEST: 41M

DEFAULT TRACK

BANK LEFT / RIGHT
PREVIOUS / NEXT SECTION
SMOOTH BUILDING
TEST RIDE
AUTO COMPLETE
COASTER TECHNOLOGY
CHANGE CAMERA
PLACE
DELETE
TOGGLE OBJECTIVE



Korea
3 Laps

Product: Rock 'N Racing Off Road
Company: EnjoyUp Games
System: Wii U
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER

ROCK 'N RACING



Muscle-Bound Man

They've got a lot of gall to be busting into our home like this!



Enah

A signpost with nothing written on it.

MARVELOUS! STEAM

Yell: Battle members' VIT+10%

HP 1978
MP 342

HP 1744
MP 296

HP 11545
MP 347

HP 2058
MP 400

MENU
ESCAPE
AUTO
BREAK
ENERGI
ITEM
GUARD
FORMATION
SUB MEMBER ASSIST

Product: Alphaadia Genesis
Company: KEMCO
System: Personal Computer (Steam)
Release Date: Out Now
Rating: 'E10+' - Everyone 10+
{Fantasy Violence, Suggestive Themes}

MARVELOUS! STEAM

HP 231

MARVELOUS! STEAM

Clarling Man

Hey! I wasn't finished talkin'!

MARVELOUS! STEAM

HP 59

MARVELOUS! STEAM



Product: Citizens of Earth
 Company: Atlus
 System: PC/PS Vita/3DS/Wii U/PS4
 Release Date: Out Now
 Rating: 'E10+' - Everyone 10+
 {Fantasy Violence, Tobacco Reference, Simulated Gambling}

RECENT RELEASES





Product: CastleStorm Pinball
 Company: Zen Studios
 System: PS3/PS4/Xbox 360/PS Vita/Xbox One/PC/MAC/iOS/Android
 Release Date:: February 24, 2014
 Rating: 'E10+' - Everyone 10+ {Fantasy Violence, Mild Language}



Product: Wild West Rampage Pinball
 Company: Zen Studios
 System: PS3/PS4/Xbox 360/PS Vita/Xbox One/PC/MAC/iOS/Android
 Release Date: February 24, 2014
 Rating: 'E10+' - Everyone 10+ (Fantasy Violence, Mild Language)

Last Minute

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Tidbits



Product: Shelter 2
Company: Might & Delight
System: Personal Computer
Release Date: March 9, 2015
Rating: 'E10+' - Everyone 10+
{Fantasy Violence}





Product: Color Guardians
Company: Fair Play Labs
System: PC/PS4/PS Vita
Release Date: April 14, 2015
Rating: 'RP' - Rating Pending



Product: Color Guardians
Company: Fair Play Labs
System: PC/PS4/PS Vita
Release Date: April 14, 2015
Rating: 'RP' - Rating Pending



141 280



Product: Fruit Ninja Kinect 2
 Company: Halfbrick
 System: Xbox One
 Release Date: March 18, 2015
 Rating: 'E' - Everyone



Product: Lego Batman 3 Beyond Gotham
Company: WB Games
System: PS3/PS4/Wii U/Xbox 360/PC/
Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone 10+ (Cartoon
Violence)



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

VIDEO GAME LIES



by
Paul Bury

Version 2

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