

FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING

ISSUE #94

May 2015

The Penguins go
skiing with a hungry
Scooby-Doo at a
party for Bonk!

Cube Life Island
Survival wants to give
Wii U gamers that
Minecraft feeling.

Lego Jurassic World,
Final Fantasy XV, A-
Train City Simulator,
Project Morpheus
and more!!

Links:

Home Page

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

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EDITOR'S DESK

FEMALE SIDE

God Provides

It amazes me on a daily basis how God provides. We run into this challenge, and God provides the solution. We hit this problem, and God provides the resolution. For decades I have told my fellow human beings that I go to doors and knock. I see which one God opens and which ones he does not. Sometimes those closed doors open later. Sometimes not at all. Trust me when I say there are more than enough open doors for me to work with.

The week I am writing this column there have been multiple examples of God providing. A variety of video games have come in for us to review. Companies come to us and say: "We know you are fair, honest, and genuine. We know your audience appreciates that. We want your opinion on our product." It is humbling to acknowledge we have built that reputation over the decade we have been doing Family Friendly Gaming. For the straggler companies that are afraid of our honesty, Gamefly came by and offered us a membership for one month for one dollar. Again God provides for what we did not receive. Then there is all the different video capture equipment. We are now able to video capture Playstation 4 video games. Which is awesome. It means we are now opening up for more coverage of the Playstation 4.

Hopefully you read the article about how Family Friendly Gaming Universe is effecting change on the video game industry. I truly believe things are turning around in the video game industry again. There have been some dark years. Now is the time to shine brighter than ever. We contrast ourselves from those that worship death and destruction. We show a better way. We show a better path. That path is a relationship with Jesus Christ. I am so thankful for so many millions who have supported this mission through Family Friendly Gaming, Christian video game developers, and all other Christian gaming media outlets. We show the world that we work together. We show solidarity. We show the common goal. We may have different ways to achieve the goals. We are all running the same race, toward the same prize. We uplift, encourage, and assist one another. It is great to see too.

I am in awe of how the Family Friendly Gaming Youtube channel continues to grow. It astounds me that

God has blessed that so much. I am also happy to see the Twitter Feed for Christ Centered Gamer have such amazing success. It is awesome to see. Gamersgate has opened the eyes of many gamers out there, and they appreciate a different viewpoint than what they are getting from the worldly sites. They get that from Family Friendly Gaming and Christ Centered Gamer. God continues to provide for both. I ask one thing from everyone that reads this. One simple request. Please pray for us. Pray that we do God's will. Pray that we continue to let the Holy Spirit guide us. Pray for strength to continue.

God bless,
Paul Bury



Compromise

It has come to my attention that there are people out there that think compromise is them getting their way one hundred percent of the time. They expect the other party to give up everything for them. That is not compromise. In fact I have come up with a little story to explain what compromise actually is. Are you ready? This one will use real companies and real money.

Family Friendly Gaming has run so much coverage, and so many positive reviews for Nintendo that a conservative estimate has been set at one hundred million dollars. Meaning the work Family Friendly Gaming has done for Nintendo has earned them one hundred million dollars. So Family Friendly Gaming could go to Nintendo and say you owe us one hundred million dollars. If Nintendo says no, we are paying nothing. Then that is not a compromise. That is Nintendo getting their way one hundred percent. If Nintendo pays Family Friendly Gaming one hundred million dollars that is not compromise either. That is Family Friendly Gaming getting their way one hundred percent. A compromise would be something like Nintendo saying they will pay Family Friendly Gaming fifty million dollars. Then both sides get some of what they want. Both sides do not get one hundred percent of what they want.

Does that example make sense? In relationships it is not always as cut and dry. I want Chick-Fil-A, and my hubby wants Taco Bell for dinner. One of us will get what they want and one of us won't. So how to solve the dilemma? We do things like Chick-Fil-A this weekend, and Taco Bell next check. That way we both get what we want eventually. This can be the key to compromise. Find something the other person wants, and find a way to provide it. There are all kinds of different things we can give up for the other person.

Another key component to compromise is checking our attitudes. Are we focused on ourselves first? Are we thinking of others first? Too often in arguments that do not find compromise one or both parties are being selfish. Ask yourself if you are being selfish. How important is it to you to get what you want? Do you have to have your way? Can you be happy letting the other person have their way? Does the compromise impact your relationship with Jesus

Christ? Will the compromise disobey God?

Another important facet is to think about how often you get your way versus how often the other person gets their way. If you are getting your way all the time, then you are obviously not good at compromise. And you are being selfish. Let the other person get their way. Have a competition in who can outserve the other one. Especially in marriage. Is your focus on yourself or your husband/wife? How loving is it for you to get your way all the time? How considerate are you being to them? If you love them you care to let them have their way at times.

God bless,
Yolanda Bury



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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
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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
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Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

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



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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

One Step

Lao-tzu said: "A journey of a thousand miles begins with a single step." Have you ever thought about what that means? Yes it can mean a smorgasbord of things to different people. To the WMG is means you move in the direction you need to go. Don't fret about how long it will take, or how difficult the path is. Instead move towards your goal bit by bit. Family Friendly Gaming has done that for over a decade now. Our mission is clear. We point people to God. We are ambassadors of Christ in the video game industry. We shine as a light in a dark industry. The WMG is happy to be a part of this ministry/business. It teaches people all over the industry the right thing to do. There is resistance as some people want to do the wrong things. There are those ruled by their anger and hatred. Their evil is just another step to walk past. Their hatred is just another obstacle to pass by on the way to the end goal. Family Friendly Gaming has been relentless over the years. That won't stop as long as God allows all of us the ability to do this work. Can you believe Family Friendly Gaming has walked this path for over ten years? Plenty of haters said FFG would not last. While others like What They Play fell down, FFG stands tall.

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!

My idea for a store

Dear Mr. Bury,

I would love to see a chain of stores that sell only G-rated movies and E-rated games (EC-rated games could also be included) in the United States. Perhaps this idea might work better in other countries, such as Canada, Australia, and Great Britain. In Canada, almost all home movies have to be assigned age ratings. The same is true in the Great Britain and Australia. Since Australia uses the exact same rating system for video games, movies, and TV shows on DVD/Blu-Ray, perhaps Australia would be the best place to start this store. It would give parents hope, and it would be a good way to show kids that not all G-rated movies are animated, child-

ish, or made by Disney. In addition to new G-rated films like "Monsters University", the store could also feature classics like "The Sound Of Music", "The King and I", "The Ten Commandments", "Cleopatra", and "2001: A Space Odyssey". It could also feature little-known G-rated movies like "Chariots Of The Gods" or "Powaqqatsi". Does this sound like a good idea to you? If so, please let me know. Have a great day, and God Bless You. Sincerely, David

{Paul}: I believe it could work. There are all kinds of specialty stores that work. Close to what you are talking about is the Christian retail outlets. They only sell Christian products. They are doing well. There are plenty of examples of specialty stores that thrive. We have one in our area that sells only cases, and cords for iOS devices. Owner told us he is doing so well, that he is opening a second store in a nearby city. I could see a 'Family Safe Entertainment' store working.

Nintendo Loves Emulation

Hi Mr Paul,
I read FFG's commentary "Nintendo Loves Emulation".

I have been following FFG, and I must thank you for pointing

out that Nintendo is not perfect after all. Though you may not like to hear this, but I would like to warn you that the continuous rant is potentially setting yourself up for a lawsuit.

Please do not misunderstand. I get your point about Nintendo, but can we focus more on their games instead? After all, Nintendo is still one of the few companies making family friendly games, which is what your website is all about.

- Daniel

{Paul}: First off thank you so much for emailing us. :)

I have a couple of thoughts on this. First off there is the First Amendment protection. We are allowed freedom of speech, freedom of press, and freedom of religion. All three can apply to our recent criticisms of Nintendo. Those nine plus years we gave Nintendo all kinds of fluff pieces, and ran with their propaganda statements we received criticism of being Nintendo fanboys.

Nintendo, Microsoft and Sony are partially to blame for #Gamersgate. They punish media outlets that present any criticisms and then reward the brown noser, yes-men who only give positive feedback. That led to companies like IGN, and Kotaku being totally discredited and deemed corrupt. Yet the major companies were the ones pulling the strings. FFG has been black listed

by Sony, Microsoft, and Nintendo over the years at different periods of time. Because we stood up for Christ. Because we stood up for our beliefs. Because we took a bold stand for Christ they have discriminated against us. What is more important? Taking a stand for God? OR giving an earthly company what they want while you know they are treating Christians like second and third class citizens?

Over the years our coverage has made Nintendo hundreds of millions of dollars. We are not the only reason they made so much money. We did contribute. We were first to predict the Wii would be a success. When the overwhelming majority were hating on Nintendo. Guess how much Nintendo returned to us? Zero dollars. They refused to advertise, refused to give us devices. They gave us numerous games, and sometimes wanted them back. We spent thousands upon thousands of dollars making them money. How did they thank us? They black listed us after exposing them on one issue. Here is the article where Nintendo decided to black list us <http://www.familyfriendlygaming.com/News/2014/Nintendo%20Attacks%20Marriage.html>

Since that point in time, Nintendo representatives have lied to us, ignored us, treated us like dirt, stopped emailing us press releases, stopped sending games, and generally acted like we do not exist. Typical liberal response to di-

versity of thought. Their misdeeds, unethical acts, and numerous acts of unprofessionalism have been addressed over and over again. We keep trying to work with them, we keep turning the other cheek. At the same time we have pulled the hand of protection from them. In the past we gave them a pass on their mistakes. If we don't do it, who will? Who will stand up for Christians when Nintendo acts this way? We gave them a pass for way too long. What did they correct during all that time we gave them a pass? Nothing. In fact they are acting even worse than when they discriminated against Wisdom Tree.

What you need to understand is there is a war going on in the gaming media. These companies are trying to control everything we say about them. Too many major gaming media outlets have already surrendered.

We do have a fluff piece in Proofing on the Amiibos. Hopefully within the week it will be released. Like late this week. :)

We constantly strive to be fair, and to call a spade a spade. We gave Nintendo nine years of fluff. We have not finished one year of criticism. Plus during our criticism time we have still run tons of stories they wanted, plenty of images, videos, and more. We have gone to bat for them over and over again. We have done good things for them over and over again.

We are still not fair and balanced. We are still super major pro Nintendo. We still get complaints that we are Nintendo fanboys. :) We will run critical pieces as they come up, and the Holy Spirit guides us to.

Are you also upset that we have been so anti-Microsoft, and so anti-Sony over the last couple of years? You might be amazed how many people thank us for giving them a glimpse behind the curtain to how they companies act. :)

Final question series. Are there any stories on Nintendo games you would like us to work on? Do you have any ideas? We get ideas for pieces from all over. So if you have something, please share. We have no problem giving you credit for the idea. :)

Crossy Road 3D

Your Crossy Road coverage was awesome. It must have cost you a ton of money to do all that work. How many of these companies thank you for making them so much money? I would love to play Crossy Road on the 3DS. It could be called Crossy Road 3D. That game would be a perfect fit for the 3D on the Nintendo 3DS. Can you tell Hipster Whale?
- Thomas

{Paul}: You just did. We decided to run with your email in the Sound Off section. So now all of Family Friendly Gaming Universe hears

SOUND OFF Continued



about it. As far as advertising and sending over financial thank yous for the work we do - there are individuals and companies that do that. The sad part is they are a small percentage. There are many more who just take, and never give back. They chop down the forest, and never plant any new trees. Thing is God will judge them for that. We kindly encourage them to do the right thing, and to be responsible. We are thankful for those that do, and spend more time focusing on what we have to be thankful for. :)

Captain Toad

Thank you for your informative review on Captain Toad. Our family will wait for it to come down in price before purchasing it. In fact we are going to show our support of Family Friendly Gaming by not giving Nintendo any more money until they stop acting so childish, and immature. We get our video

game opinions from Family Friendly Gaming. If Nintendo wants to persecute Family Friendly Gaming for standing up for Jesus, then we won't give Nintendo any more money. All Christians should do the same thing. Demand Nintendo stop discriminating against Christians, and stop discriminating against Family Friendly Gaming.
- Sarah

I am really sad that you bashed the game. I did play the game and enjoyed it, though I somewhat agree that it is of lesser entertainment value than Super Mario 3D World.

Captain Toad also seems like a much easier game to create for Nintendo, and yes, I do notice the rehashed characters.

However, the amount of content in Captain Toad is amazing. In a single level, the player with 100% completion in mind, has to complete the basic stage, find all 3 gems, a challenge objective, and beat a speed run challenge. That is four things to do in one stage. And it is a nice trick to keep opening new worlds using "books", making the player feel that there is a lot more content in it. There are a total of 4 such "books" (Episode 1, 2, 3 and Bonus).

Please stick with the game and its gameplay, not how you feel about the game designers and your past encounters.

Thanks for hearing me out.
- Daniel

{Paul}: I want to thank both of ya'll for your feedback. First off thank you so much Sarah for showing solidarity and support. The only way we effect change is by standing together. We are impacting the entire industry, and that is a good thing.

Daniel you make valid points. One of the things we look at is the MSRP. Should we trust it? When a company like Nintendo brags about having billions in the bank, we realize they are fleecing the consumers. They could cut us a break on the prices of their games. That kind of greed is directly related to the game. As well as their unethical, and childish behaviors. It is very difficult to separate the company from the product they create. Since the two are intertwined together. We are only human, and this shows it.

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

Skunk Software took some time out of their busy schedule to answer some questions for Family Friendly Gaming Universe

Q. So Skunk Software, an interesting name for a company. Because most people go the opposite direction of a skunk once they see it for fear of getting sprayed. Any stories behind it? Did you have a skunk experience in your life?

A. I started Skunk Software last year and to be honest I picked the name mainly because the .com was available. Nowadays most .com's are taken and all the ideas I had with X-Software.com were taken so I started brute forcing a lot of common things (adding software to the end) and Skunk Software popped up. The name has really grown on me, I'm happy with my choice. Plus the name kind of stinks err sticks with you after you read it so that is a plus for marketing.

Q. Bubble Gum Popper works great on the Wii U. Were ya'll anticipating that?

A. First off THANK YOU for such kind words. Bubble Gum Popper was the product of a 'matching game engine' I built. I see that matching games are very popular these days and I wanted to try and make one that is different than most. So I added real physics, made it 3D and made the gumballs freely move, which I thought was cool.

Q. Any plans for Bubble Gum Popper to appear on the Nintendo 3DS? Or another home console?

A. I would like to bring it to the 3DS but I'm not an approved developer (yet). I'm thankful that Nintendo has given me a chance to create Wii U games and maybe sometime soon I will be approved to make 3DS games too. Bubble Gum Popper is out on PC and Android too but no other home consoles.

Q. Any plans to bring over any of your other games to the Wii U? Yule Log? Free Balling?

A. No, all my older games are going to remain on their targeted platforms. My focus is on future games.

Q. We hear a lot of complaints about Nintendo. From discriminating against Christians, to unethical business practices. How has your experiences been working with Nintendo?

A. I've never heard about Nintendo discriminating against anybody. They have truly been the best company I've ever worked with. Extremely helpful and professional.

Q. We noticed you ended your email with God bless. Are ya'll Christians?

A. Yep, I'm Christian.

Q. Any plans for a Bubble Gum Popper 2 game?

A. If people show interest in Bubble Gum Popper 1 then you can bet there will be a 2!

Q. What current projects are ya'll working on? Anything you can share on them?

A. Glad you asked because I'm currently working on a serious game. It is like Call of Duty, Counter-Strike and Quake all combined BUT EVEN BETTER. It is a on-line multiplayer FPS game. Currently I have more options, customizations and game modes than all 3 of the major FPS games I just listed! My FPS game will run on 'the cloud' and have very good reg (which is something current FPS games lack). It is very fast paced and teamwork/skill driven. Right now I have a fully working prototype and plan to have the beta released by the end of the month! I've been working non-stop on it since I finished Bubble Gum Popper (14+ hour days, no kidding). I have big plans for it.

Q. How has the reception to your products been?

A. Good, I've gotten a few emails now with people thanking me for various Windows 8 apps I've developed.

Q. Favorite bubble gum flavor?

A. Spearmint

Q. Any plans to make a Skunk based/related video game?

A. I'm actually putting hidden skunks all over my FPS game (I even have a customization that will turn your character into a skunk). Maybe one day I will make a realistic Skunk Simulator, lol.

DEVOTIONAL Video Games 101

Reform Part 6

For a long time the concept of membership in many of the modern day American churches has bothered me. See I come from a school of thought that any believer going to any Bible believing church is a part of the body of Christ. Memberships comes from accepting Jesus in your heart. No need to sign any contracts with a local building and/or organization.

James 2:1-4 *My brothers and sisters, believers in our glorious Lord Jesus Christ must not show favoritism. 2 Suppose a man comes into your meeting wearing a gold ring and fine clothes, and a poor man in filthy old clothes also comes in. 3 If you show special attention to the man wearing fine clothes and say, "Here's a good seat for you," but say to the poor man, "You stand there" or "Sit on the floor by my feet," 4 have you not discriminated among yourselves and become judges with evil thoughts?* The Holy Bible is clear on treating all believers the same. I have noticed many of the modern day American churches treating believers differently depending on who signs their membership contract. If you agree to all of

their worldly and man created terms they give you all these wonderful benefits. Kind of like an insurance company. If you attend, work for them for free, and more you are treated as a lower class tiered citizen. That contract has be signed or they treat you differently. In other words they disobey the Holy Bible. I have looked for years and not found any Biblical basis or foundation for the church membership contracts.

James 2: 5-7 *Listen, my dear brothers and sisters: Has not God chosen those who are poor in the eyes of the world to be rich in faith and to inherit the kingdom he promised those who love him? 6 But you have dishonored the poor. Is it not the rich who are exploiting you? Are they not the ones who are dragging you into court? 7 Are they not the ones who are blaspheming the noble name of him to whom you belong?* I have also seen churches treat believers different based on how much they donate to that organization. Again disobedience from what the Holy Bible teaches. Why?

The answer seems pretty simple. This is another area the modern day American church needs to reform. They have let the worldly concept of member-

ship, dues, and treating your favorites better enter into their philosophy. They have ignored the areas of the Holy Bible they are being disobedient towards.

James 2: 8 *If you really keep the royal law found in Scripture, "Love your neighbor as yourself," you are doing right. 9 But if you show favoritism, you sin and are convicted by the law as lawbreakers.* Hopefully the modern day American churches will stop sinning. It is my prayer they will repent, and turn towards God.

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.

Respect

The video game industry is known for a lot of things - school shooters, hate filled video games, exercise games, family friendly games, puzzle games, independent thought, extreme left wing leaning, loud mouth braggarts, political extremism, attacks on Christians, persecution of Christians, artwork, music, level design, education, and so much more. One of the things the video game industry is not known for is respect. In fact one of the biggest complaints from non-gamers is rude, mean, and nasty gamers are. Especially on the Internet.

One of the biggest issues gamers need to work on is shar-

ing respect for those different than themselves. As a general rule most gamers are ultra sensitive, and very defensive. Some of this has to do with the damages done by the redefinitionists movement. Another part is the influence of their favorite games on their own psyches. While we all draw breath there is hope that respect can enter the video game industry. It may take non-gamers to re-educate gamers on how to be respectful to one another.

Part of the lack of respect in the video game industry comes from the combative, and competitive nature of many of the favorite anti-family video games. Spend so many hours of you life emulating a Klingon warrior, and expect your attitudes and opinions to be steered toward that kind of reaction. It is the old computer GIGO (Garbage In Garbage Out). Let all kinds of garbage into your brain, and garbage is what will come out of your mouth and mind. What makes matters worse is we gamers paid money to be brainwashed to be this way.

Mental cleansing is very important. Spending time in prayer and with God is also very important. They can convert a horrible attitude into a good one. Recognizing the entertainment

we let into our brains influences us is also important. Being patient in responses can change what we were going to say into something more temperate. Also let someone know they offended you with what they said.

If you have an interaction with a gamer who is not being respectful. Let them know. Tell them how you took what they said. If they don't care then label them a hater and move on. Hopefully they will want to correct their behavior. Do not let them consistently abuse you verbally. Family Friendly Gaming turns threats over to the authorities. Let them deal with the haters who cross that line. Then we move on to continue God's work in the video game industry.

It is astounding how many people respond to respect with respect. We all do not have to agree on any issue. We can do so without hysterics, and hatred. Well at least some of us can. This column was written this month to help those who are acting unseemly. It is written in a hope that they will open their eyes, minds, and hearts to begin being respectful. It makes the industry so much better for everyone. Are you making things better or are you making things worse? We make them better.

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NEWS

how this film widens his story to also show the people around him. If you haven't read the book, you're in for a great evening at the movies."

Michael W. Smith (SECOND CHANCE), famed GRAMMY and Dove-award winning singer and songwriter, appears in a leading role in 90 MINUTES IN HEAVEN as family friend Cliff McArdle--Eva's rock when the accident news reaches her. Twenty-one-time nominated and multiple GRAMMY Award-winning artist Dwight Yoakam makes a comedic cameo as "Lawyer Beaumont," Don's attorney. Veteran actor Fred Dalton Thompson is straight-talking Jay B. Perkins, who convinced Don to accept help. Don's best friend, David Gentiles, is played by Jason Kennedy, correspondent for E! News, now host of "Beyond A.D.," a digital talk show companion to the upcoming network series, "A.D. The Bible Continues."

"I'm an ordinary man with an extraordinary story," says Piper, who has told that story over the years in

person before more than 3,000 audiences. "I want people to see hope in their challenges, to see that pain can come with purpose," he said.

90 MINUTES IN HEAVEN is produced by Jackson, Randall Emmett, Dawn Olmstead, Michael Polish, and George Furla; executive producers are Wayne Marc Godfrey, Ted Fox, Trevor Drinkwater, and Jason Netter.

Giving Films began operations in 2015 to address the need for more high-quality faith and family films—entertainment that also can open doors to wider audiences. All movie profits earned by Giving Films go to charity.

For more information on this movie and the company behind it, please click on one of their advertisements.

90 Minutes in Heaven Wraps Up Filming

It's a wrap for 90 MINUTES IN HEAVEN, filmed in Atlanta, starring Hayden Christensen and Kate Bosworth, and written and directed by Michael Polish. 90 MINUTES IN HEAVEN also is the first movie from Giving Films, which uses its profits to help widows and orphans.

90 MINUTES IN HEAVEN, scheduled for a fall 2015 release, is the true story of Don Piper's death in a crushing auto accident, his experience of heaven and, spurred by the prayers of a pastor on the scene, his return to life and many months of grueling rehab.

"The book sold 6 and a half million copies in 46 languages because it brings hope to the hardships and challenges of our lives now," Rick Jackson, founder of Giving Films, said. "If you loved Don's book, you'll love

Game Connection America 2015 Celebrates Its Most Successful Year

As Game Connection 2015 came to a close the first week of March in San Francisco, the conference had a record-breaking turnout of more than 2,700 attendees and visitors, who participated in more than 11,983 meetings with 247 exhibitors – a sold-out show, and an increase of attendees by 60 percent from the previous year. There were also 296 certified buyers this year, an increase by 52 percent from 2014. Development studios and game companies were there to showcase new releases and upcoming game projects - some of which were unveiled exclusively at the 4-day industry event, one of the largest gaming conferences hosted in San Francisco this year.

Game Connection 2015 brought members from all aspects of the industry together, from develop-

ment, publishing, and funding, to production, middleware, marketing, and distribution and where big players sit side by side with indie developers and the future stars of tomorrow. Many countries were represented at Game Connection, with countries including Spain, Singapore, Switzerland, Scandinavia, Korea, Taiwan, Japan, Brazil, Argentina, Thailand, Costa Rica and the United Kingdom all representing at the show. It is unknown if any Christian video game developers represented.

The show also hosted the Game Connection Development Awards, recognizing and promoting independent game projects at any stage of development. The Game Connection Development Awards 2015 were given out in partnership with Microsoft Studios, Bandai Namco Games, Sony Computer Entertainment Europe and Michael Meyers Public Relations.

“We are extremely proud to get this recognition from the Game Connection Development awards,” said Khaled Helioui, CEO of Bigpoint, referring to its win of Best Desktop/Downloadable. “This is a testament to the dedication & commitment to quality of the team as well as an important milestone in our path to build a new branch in the e-sports category. We are doubling down on this game and have a number of senior Design, Art (Illustration, Character Design) and development positions open to keep exceeding our players’ expectations.”

“We are humbled that we were selected from such an extremely talented group of international teams, and very pleased to receive accolades for LyteShot’s platform, said Mark J. Ladd, Founder and CEO of LyteShot. “We also hope that this award will help pave the way for interested developers to join us in creating a truly interactive augmented reality mobile gaming platform.”

Game prices would be lower if there were not events like this one.

Chillingo Expands Publishing Services in China

Chillingo, a subsidiary of Electronic Arts Inc., (NASDAQ: EA) announced that it’s bringing its global publishing expertise to Chinese mobile game developers with the opening of a new studio in EA’s Shanghai office.

Chillingo brings over a decade of experience to the vast regional independent developer community. Serving as a virtual extension of developers’ teams, Chillingo cultivates ideas and best positions its partners’ games for commercial success with a core focus on production, monetization, analytics and marketing. In addition to its own expertise, Chillingo utilizes the knowledge, resources and best practices of EA’s global mobile publishing and development expertise. Chillingo China will publish across Chinese app stores and bring culturalized games to the global market.

Mr. Chen will lead the new office and will work with a local team to identify and collaborate with independent mobile game developers. The new studio is off to a great start as it has already inked a partnership deal with Tianjin-based mobile developer, Happy Fish Games to publish their exciting new mobile game later this year.

“Working with Chillingo has been extremely beneficial as they allow our team to do what we do best – focus on developing great games that we think players will love,” explains Ginny Gan, Business Development Manager, Happy Fish Games. “It feels like a true partnership to have Chillingo share recommendations and guidance on aspects that we never even considered.”

“Striking the right balance between creating a fun, unique gaming experience and earning a profit is difficult for many developers,” explains Ed Rumley.

The Final Installment of the 2nd Performance DLC for THEATRHYTHM FINAL FANTASY CURTAIN CALL

SQUARE ENIX® announced the final installment of the 2nd Performance DLC is now available for North American fans of THEATRHYTHM FINAL FANTASY CURTAIN CALL™. The updates from March 5th and March 19th include popular tracks from CHRONO TRIGGER®, FINAL FANTASY TACTICS®, FINAL FANTASY® X and more. Each track will be priced at \$0.99.

Battle Music Sequence (BMS)

“real Emotion” (FINAL FANTASY X-2)

“Struggle to the Death” (FINAL FANTASY LEGEND II)*

“Devil Lord Confrontation II” (Romancing SaGa® 3)*

“Boss Battle 2” (CHRONO TRIGGER)

“Shadowlord” (NIER®)

Field Music Sequence (FMS)

“Corridors of Time” CHRONO TRIGGER)

“Meridian Child” (Seiken Densetsu 3)

“Birds in the Sky, Fish in the River” (Live A Live™)

Battle Music Sequence (BMS)

“Assault” (FINAL FANTASY X)

“Apoplexy” (FINAL FANTASY TACTICS)

“Beat Them Up!” (Romancing SaGa)

“Battle with Magus” (CHRONO TRIGGER)

“Hills of Radiant Winds” (NIER)

Field Music Sequence (FMS)

“Into the Thick of It” (Secret of Mana®)

THEATRHYTHM FINAL FANTASY CURTAIN CALL is available for \$39.99 exclusively for the Nintendo 3DS™ system. The game is rated T (Teen).

Capcom Partners with Six Flags Magic Mountain to Bring Monster Hunter 4 Ultimate Experience to Life

Capcom announced a partnership with Six Flags Entertainment Corporation, the world’s largest regional theme park operator, to bring the Monster Hunter™ 4 Ultimate experience to guests at Six Flags Magic Mountain, the “Thrill Capital of the World.” As part of the campaign, the park’s Goliath roller coaster will be re-themed to Monster Hunter 4 Ultimate beginning March 28 and through August 10. To help kick off the opening weekend of the program, the national Monster Hunter 4 Ultimate traveling Caravan Tour also made a stop at Six Flags Magic Mountain.

With the Six Flags partnership, the game will come to life with one dedicated passenger train of the Goliath coaster custom-skinned to resemble the game’s flagship Gore Magala monster. The Goliath “coaster giant” is a metal monster with a staggering 255 foot drop taken at 85 mph, making this one of the longest and fastest drops in the world. Once riders conquer the thrilling high-speed banked turns, camelback hills, huge spiral curves and “zero gravity” drops of the Gore Magala themed Goliath coaster, they will have a chance to tackle the ferocious Gore Magala in game form as they test out the Monster Hunter 4 Ultimate demo at kiosks inside the Cyber Cafe.

Fans who visit Six Flags Magic Mountain for the opening weekend of the Monster Hunter 4 Ultimate program can also attend the special Caravan event on March 28 or 29, where they will be immersed in the world of Monster Hunter with a custom setting that recreates the look and feel of the traveling Caravan from the game. They will also be able to meet up to play the game with fellow hunters on those days.

In The News Continued



Etrian Odyssey 2 Untold Bonus Item Details

When Etrian Odyssey 2 Untold hits stores this summer, Atlus has a variety of goodies to go along with it! These items will of course be limited to pre-orders and first-run printings only, as supplies will be limited.

This launch edition will include:

The Official Staff Book -- 22 pages of art, including early drafts of character concepts, introductions to the characters, with both explanations of their individual back stories as well as developer insight to the character creation process, and QR Codes that will unlock some beginner-friendly Grimoire Stones.

The Fafnir Knight Rough Sketch Soundtrack -- CD soundtrack of early verions of the EO2U music by series composer, Yuzo Koshiro. It also has a brief foreword by both Koshiro and EO2U director Shigeo Komori. The CD packaging also has an EO2U mini-comic!

Both those items and the game will come in a collectible outer box!

Family Friendly Gaming Celebrates Ten Years

Family Friendly Gaming, the industry leader in covering the family friendly video games is celebrating ten years of existence. March 13, in the year of our Lord 2015 is the first official public date Family Friendly Gaming was unveiled to the public. The initial website, and the inaugural magazine release of Family Friendly Gaming showed all kinds of promise of the future. The baby step improvements were implemented day after day, month after month, and year after year. Eventually major projects were commissioned. Even moving Family Friendly Gaming off the West Coast to the South. When most companies moved to the West Coast, Family Friendly Gaming became a trail blazer moving into the Bible Belt.

"When God called me to this ministry I had no idea all of the blessings, mountains, valleys, and people we would meet," commented Paul Bury Editor in Chief of Family Friendly Gaming. "From the move away from physical copies of magazines, to physical attendance of seven E3 expos, it has been an amazing decade. We have moved from a campaign to get acknowledgment and development of family friendly video games to teaching PR firms and the companies they represent to stop being selfish, self-centered, self-absorbed, and greedy. Rarely have we taken the easy path here at FFG, and God has rewarded us. From five million unique IP addresses to over five thousand products sent to us to review. Yes we have published over five thousand reviews."

Family Friendly Gaming is a small ministry with a huge heart. Countless hours have been spent on relationships, research, building website pages, building magazine pages, and bringing a diverse and respected viewpoint to the entire video game industry. Family Friendly Gaming has grown into music, books, apps, and

In The News Continued

movies. What does the future hold for: "The Voice of the Family in Gaming?" God is the only one that knows for sure. Just know that Family Friendly Gaming will continue to work to point everyone to God. Expect to see realism, and transparency.

"I can barely believe we have reached ten years of ministry work with Family Friendly Gaming," chimed in Yolanda Bury Art Director of Family Friendly Gaming. "We have made so many wonderful friends. Death threats, and haters have been a part of experience as well. We just trust God for our safety against the servants of Satan. God only requires that you are willing to do His Will. We had no idea what we were doing when we started.

We still reach plenty of points where we need His guidance on which direction to take. It is not by our power, strength, or intelligence. All of the glory goes to God. Thank you for all your feedback, comments, love, support, and prayers."



Family Friendly Gaming Universe Continues To Effect Change

Family Friendly Gaming, the industry leader in covering the family friendly video games is taking a moment to thank and congratulate Family Friendly Gaming Universe. Ya'll continue to effect change within the video game industry. Ya'll understand that these companies want sales. Ya'll comprehend that companies that do not provide what you want will not get those sales. Ya'll have put your voice out there for the entire world to hear. Ya'll have shown that ya'll are a force to be reckoned with. Ya'll have proven you never give up, never quit, never stop, and go farther than any of the haters out there.

Through emails, surveys, posts, letters, phone calls, tweets, and more Family Friendly Gaming Universe has spoken loud and clear. You want no more discrimination against Christians in the video game industry. You want physical copies of video games. You want videos on the Family Friendly Gaming Youtube channel. You will only buy games that Family Friendly Gaming reviews. You want safe for the entire family video games. You want games that are safe for children. You reject the macabre and morbid. You call out the companies that worship at the idolatry of political correctness. You will not sit at the back of the bus. You will not be treated like third class citizens.

There have been two major victories lately that should give every single member of Family Friendly Gaming Universe hope. Nintendo has decided to make apps on smart phones. Nintendo has also put a video on the press site for the first time in one to two years. It is the hope of everyone here at Family Friendly Gaming that this is the start of a new trend. A return to morals and values within the video game industry. A wave that returns the video game industry back toward family values. Microsoft and Sony are paying attention. It is our hope and prayer that they will follow suit with improvements of their own.

Family Friendly Gaming Universe is effecting positive change on the video game industry. This should invigorate all of Family Friendly Gaming Universe to keep it up. There is still much work to be done within the video game industry. There are still issues to be dealt with. There are still inequalities and injustices that must be addressed. These companies are aware, and awake. Do not stop what you are doing to make this industry better. This is no time to lose hope, or lose faith. You can see the cracks in the glass. You can see things are starting to get better. It was really dark before, but now the dawn is coming. Thank you for making the video game industry a better place to be.

THANK YOU!



FINALE OF FINAL FANTASY XIV: A REALM REBORN ARRIVES

SQUARE ENIX® announced the release of Patch 2.55, titled “Before the Fall” Part Two, for FINAL FANTASY XIV®: A Realm Reborn®. The update implements the finale of the A Realm Reborn story.

The spectacular conclusion to FINAL FANTASY XIV: A Realm Reborn prepares adventurers for the upcoming expansion, Heavensward™, the title’s first major expansion releasing on June 23, 2015. New and lapsed players are urged to join their fellow adventurers in uncovering the mysteries of A Realm Reborn as completing the final main scenario quest “Before the Dawn,” introduced in Patch 2.55, will be required to gain access to Heavensward content.

Patch 2.55 Overview

A great wyrm’s roar echoes through the skies of Coerthas, calling all dragonkind to war. The Gates of Judgement, Ishgard’s outermost defenses, now come under attack. With the city’s very survival in the balance, can the Scions of the Seventh Dawn rally the Eorzean Alliance or is the Holy See doomed to fall?

Finding Joy in a Comparison-Driven Culture

Contrast this: Facebook in 2013 reports 1.23 billion monthly active users. Berlin’s Humbolt University research, meanwhile, shows how many of those users run into “envy, leaving them feeling lonely, frustrated or angry.”

Take a deep breath and slowly set down that smartphone, says Kay Wills Wyma, author of the new I’m Happy for You (Sort Of . . . Not Really): Finding Contentment in a Culture of Comparison (Water-Brook Press, May 5, 2015).

When virtually every moment is spun into an online milestone, cropped and filtered to perfection, it’s easy to fall headfirst into the comparison trap.

Now the popular blogger, speaker and author asks the timely and thought-provoking question: “Is it possible to have peace in the midst of relentless pressures to compare?” And her answer comes in candid and often humorous accounts from her life as a mother of five.

Kay witnesses firsthand how comparison, whether in a business meeting or the carpool lane, can steal joy and replace it with a spirit of competition and discontent.

With wit and sincerity, Wyma – alongside fellow sojourners honestly sharing their own stories in a fishbowl world – reminds us that contentment can come when we do things like:

Accept, embrace, and do our best rather than fighting to be the best.

Choose to see the beauty in every human being . . . including ourselves.

Shift our focus from what could be to what is – opening a door to extraordinary joy in our ordinary days.

Ultimately the contentment key is learning to celebrate someone else’s success.

That’s as simple—or as difficult—as saying, “I’m happy for you,” Wyma says, and really meaning it.

I’m Happy for You (Sort Of . . . Not Really) is a breath of fresh air for every person who feels stifled by the fog of life’s constant worries that they just aren’t measuring up. Readers love Wyma’s laugh-out-loud, straightforward writing style as she shows that contentment comes when we “peel our thoughts away from self-absorption to see those with whom we share life. And not simply see them but fully embrace our life with instead of against each other.”

Praise for I’m Happy for You (Sort Of . . . Not Really)

“Kay Wyma hit a home run on the Focus on the Family radio program when she talked about ways moms can combat the entitlement mentality in their kids. In her new book, she scores another hit with an insightful discussion on the pitfalls of comparing your life to others, especially through social media. Her advice is timely and relevant.” —Jim Daly, president of Focus on the Family

“With both cultural relevance and biblical foundation, Kay Wills Wyma accurately defines the comparison problem and offers a solution. I’m Happy for You is a must-read for anyone caught in the comparison trap.” —Joshua Becker, founder of Becoming Minimalist

“Kay Wills Wyma once again champions a much-needed culture shift—with heartfelt insight she challenges us to choose contentment over comparison. I’m Happy for You gently exposes the growing obsession with self-promotion and one-upmanship that’s wearing us all out and, thankfully, offers wise solutions.” —Tracey Eyster, author of Be the Mom and Beautiful Mess.

Family Friendly Gaming has long encouraged contentment as well as sharing for those that do succeed.



State of Gaming



REVIEWS

While the video game console market continues to contract and shrink, Family Friendly Gaming continues to grow and mature. It is a stark contrast. Hopefully these companies will pay attention before they go out of business. There are plenty of other companies waiting for their time in the spot light, and Family Friendly Gaming continues to work to find them.

What information will Nintendo share about their next video game machine? All we know thus far is it is code named NX. We also know we will have to wait for any new news. Nintendo marches to their own beat in terms of releasing information. That is okay because Family Friendly Gaming also marches to our own beat.

Microsoft is being really silent this year. They are releasing few games for families. Some families have told Family Friendly

Gaming they were going to buy an Xbox One until they found out there is so few games for them. The same thing is being said about the Playstation 4. Sony and Microsoft need to step up their game if they want money from families.

The Wii U is officially a flop system. With an extra year of sales, the Wii U will never catch the Xbox One or the Playstation 4. Both the PS4 and Xbone have left the Wii U in the dust. The PS4 is selling really well world wide. However in America it is another story. The PS4 is still trailing the Xbox One in America. Sony has Europe and Japan locked down, and continues to play second fiddle in the United States. The only thing the Wii U is competing with in terms of sales is the PS3 and Xbox 360. And beating those older systems too.

The Nintendo 3DS is still

trouncing the Playstation Vita. Yet the 3DS is losing market share to the iOS and Android platforms.

Christmas 2015 will be all about the video games. Expect to hear numerous announcements out of the E3 2015 event in Los Angeles. Plenty of companies will reveal their upcoming Christmas video games at that event. Also expect plenty of the idolatry of political correctness worship to come out of a vast majority of these companies. Don't worry Family Friendly Gaming will work diligently to expose as much of that hypocrisy and double standard as possible.

The Christian Game Developers Conference is also coming up in Portland, OR very soon. Look for more news as Family Friendly Gaming can find it. Thank you for all of your financial support.

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.

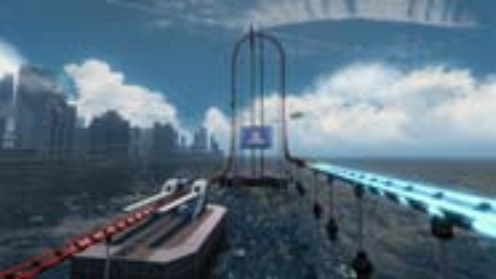
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James 4:4-5

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?



ScreamRide

SCORE: 75



Scooby-Doo First Frights

SCORE: 60



Fam-
ily Friendly
Gaming
rented a copy
of Scream-
Ride on the
Xbox One.
Requested this
game from
the Micro-
soft PR firm



over thirty
times. They were not capable
of supplying any professional
response to emails, real world
letters, or calls. Which is a
shame because their PR em-
ployees are denying their com-
pany hundreds of thousands of
dollars in sales. I like Scream-
Ride, and know many of our
readers would have financially
supported it.

ScreamRide is part roll-
er coaster builder, part roller
coaster rider, and part destroy
everything in sight. I like the
building and riding personally.
The Demolition mode is lame,
wasteful, and makes the entire
video game industry look bad.
There is a career, and sandbox

modes in ScreamRide. Sand-
box is great for building your
own rollercoaster rides.

I advise our read-
ers to start in career mode of
ScreamRide. That is where you
unlock the areas, and a wide
array of building objects. The
more content you have to build
with the better rollercoaster
rides you can create. Being able
to play the rollercoaster rides



in ScreamRide is a blast. I love
flying through those areas, and
going up on two wheels. The
longer you stay on two wheels
the higher the bonus.

Please note that you
can crash, and derail your roll-
ercoaster in ScreamRide. It will
let you reset back on the track
back just a bit from where you
went off the track. Demolition
mode lets you launch an
orb with people in it. The goal
is to hit buildings and knock
them down. Again I am not big
on the destruction element of
ScreamRide.

I plan on purchasing
ScreamRide when it comes
down to the twenty to twenty-
five dollar range on the Xbox
One. That is the price point
I am willing to pay for this

game. The roller coast-
ers can get repetitive
after a few worlds. The
backgrounds are nice
in the intros but totally
ignored once you are
on the rollercoaster.
My focus was on the
tracks. - Paul



Publisher: Microsoft Game Studios
Developer: Frontier Developments
System: Xbox 360/Xbox One(tested)
Rating: 'E10+' - Everyone 10+
{Mild Violence}

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

When Yolanda showed me
Scooby-Doo First Frights in
the Clearance section I was
shocked we had not reviewed
it. We are far from perfect and
some games fall through the
cracks. We work tirelessly try-
ing to catch all of the family
friendly titles. Realistically we
have only so many resources
available to us. All of that is
moot since we are now review-
ing this home console video
game.

Scooby-Doo First
Frights takes the younger
version of the gang as they go
out on their first ghost solv-
ing mysteries. I played the Wii
version which is very similar to



the Playstation
2 version. The
graphics are
okay. Scooby-
Doo First
Frights defi-
nitely shows its
age graphically.
We fight vari-
ous characters
throughout the
long levels.

Scoo-
by-Doo First Frights includes
corny jokes with canned laugh-
ter. In fact the canned laughter
is the only laughter related to
this dark looking video game.
Chase levels, and boss levels
break up the monotony of

going around
finding clues
and fighting
many of the
same looking
characters in a
world.

Scooby-
Doo First
Frights only
contains
twenty-two

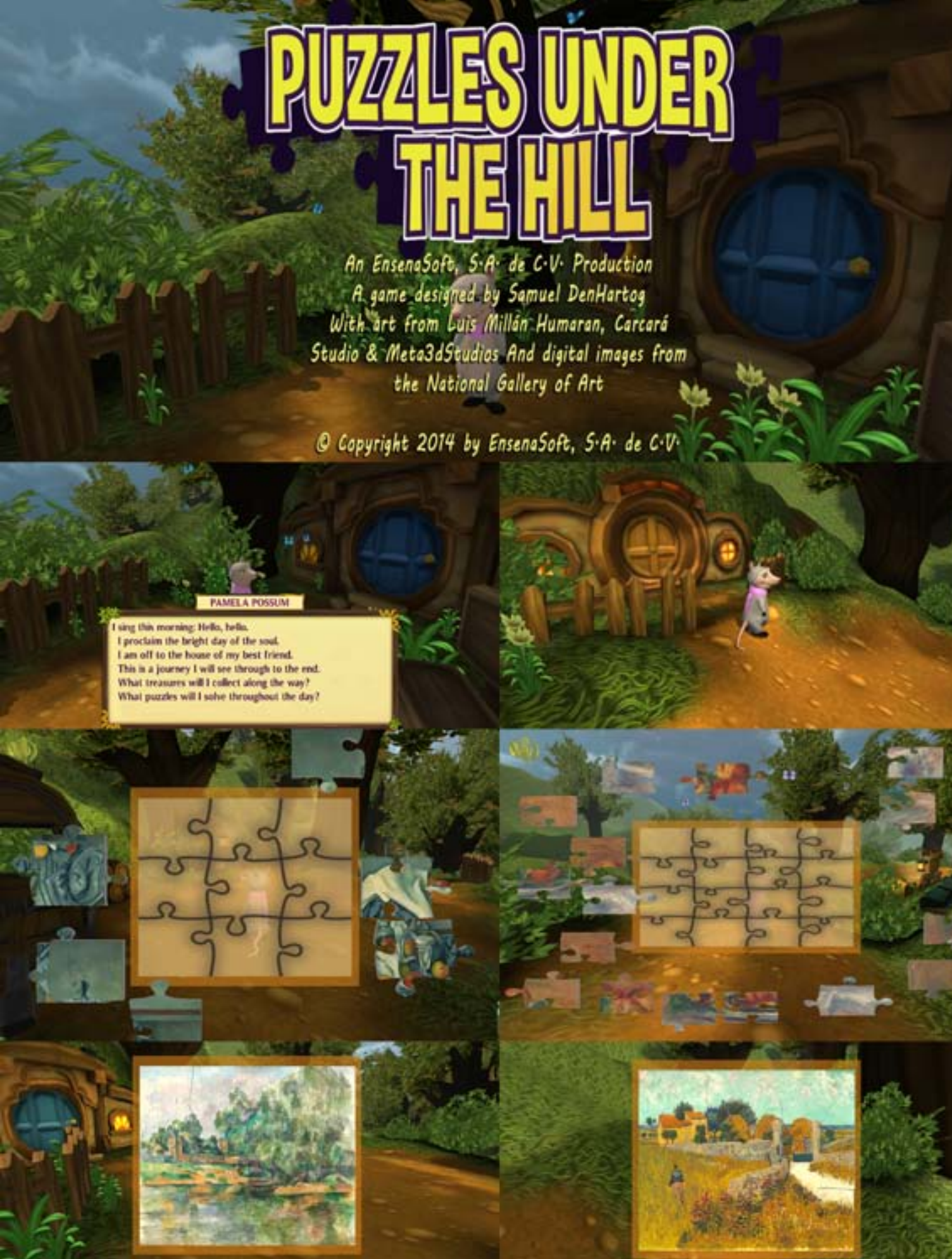
levels. Which is pretty limited.
There are some extras related
to a television show, and this
home console video game
(like different costumes for the
characters).

Two family members
can play Scooby-Doo First
Frights at the same time. Ex-
pect to be swapping between
teams of two throughout
the levels. Scooby-Doo First
Frights is also a pretty easy
game. There are some game
play glitches in regards to the
jumping mechanics in these
3D levels. Scooby-Doo First
Frights is not the worst game
on the planet and certainly not
the best. - Paul



Publisher: WB Games
Developer: Torus Games
System: PS2/Wii(tested)
Rating: 'E10+' - Everyone 10+
{Cartoon Violence}

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



ADVERTISEMENT



Injustice gods
among us

SCORE: 43



The name of this video game alone is offensive on so many levels. Playing this game feels like worshipping a false god. It is one thing to ignore God, and waste our time in a meaningless video game. It is quite another to worship some false idol. Playing Injustice feels like worshipping a false idol.

This ultra violent fighting game comes in the same vein and the macabre and morbid rated Mortal Kombat video games. So why did this home console video game get a thirteen and older rating instead of the expected seventeen and older only rating?

Waiting for video game prices to come down is always a smart decision. When this

kill them before they kill you game was purchased for this review it was below twenty dollars and included the DLC. Meaning the Ultimate Edition was purchased. Which included additional costumes, and characters.

There are S.T.A.R. Lab Missions in this game. More like challenges though. Fight this character and get these amazing combos, scores, etc. performed. The story mode in this game is short. There is offline and online multiplayer options available. for those that want to digitally pummel one another. What do you think about when you are digitally destroying someone inside a video game? Are they



selfish or selfless thoughts?

This game is filled with violence, blood, death, enticement to lust, and horrible language. Playing Injustice will increase your aggression levels, and decrease your patience. The lack of balance in Injustice is downright confusing.

Interacting with the environment and finding side levels can be fun. The super charged attacks are also interesting (L2 and R2 after the bar is charged). Due to all of the negative components of this home console video game, the WMG recommends only the adults of the family even try to play this game.

- WMG

Publisher: Warner Bros Interactive
Developer: NetherRealm Studios
System: Wii U/Xbox 360/PC/Vita/PS3/PS4(tested)
Rating: 'T' - Teen (Blood, Language, Suggestive Themes, Use of Alcohol, Violence)

Graphics: 25%
Sound: 40%
Replay: 70%
Gameplay: 60%
Family Friendly Factor: 20%





Val'd Isere Skiing and Snowboarding

SCORE: 76



It is really great to see Family Friendly Gaming does not discriminate against retro video games. Val'd Isere Skiing and Snowboarding on the Atari Jaguar



is a skiing and snowboarding video game that feels like a racer. The closest comparison is the Outrun video games. Val'd Isere Skiing and Snowboarding feels like an arcade video game on the home console.

Val'd Isere Skiing and Snowboarding looks better than I expected it to. Plenty of diversity to the graphics on this mountain we race on. There are numerous paths down this massively huge mountain in Val'd Isere Skiing and Snowboarding too. Virtual Studio put together a really solid game back in 1994. Many of us here at Family Friendly Gaming

want a sequel to this Atari Jaguar video game.

Val'd Isere Skiing and Snowboarding has great sounds and music for its era. I really like the sound bytes in this home console cartridge video game. This cartridge is worth the price of admission



trust me. The upbeat tunes will keep you going between all those trees.

The one knock on Val'd Isere Skiing and Snowboarding is the controls. It takes time, and practice to get used to them. The Atari Jaguar controller is the biggest problem with the controls of Val'd Isere Skiing and Snowboarding. A better controller would have done this Atari Jaguar video game much good. At times the on screen controls do not work which makes them meaningless.

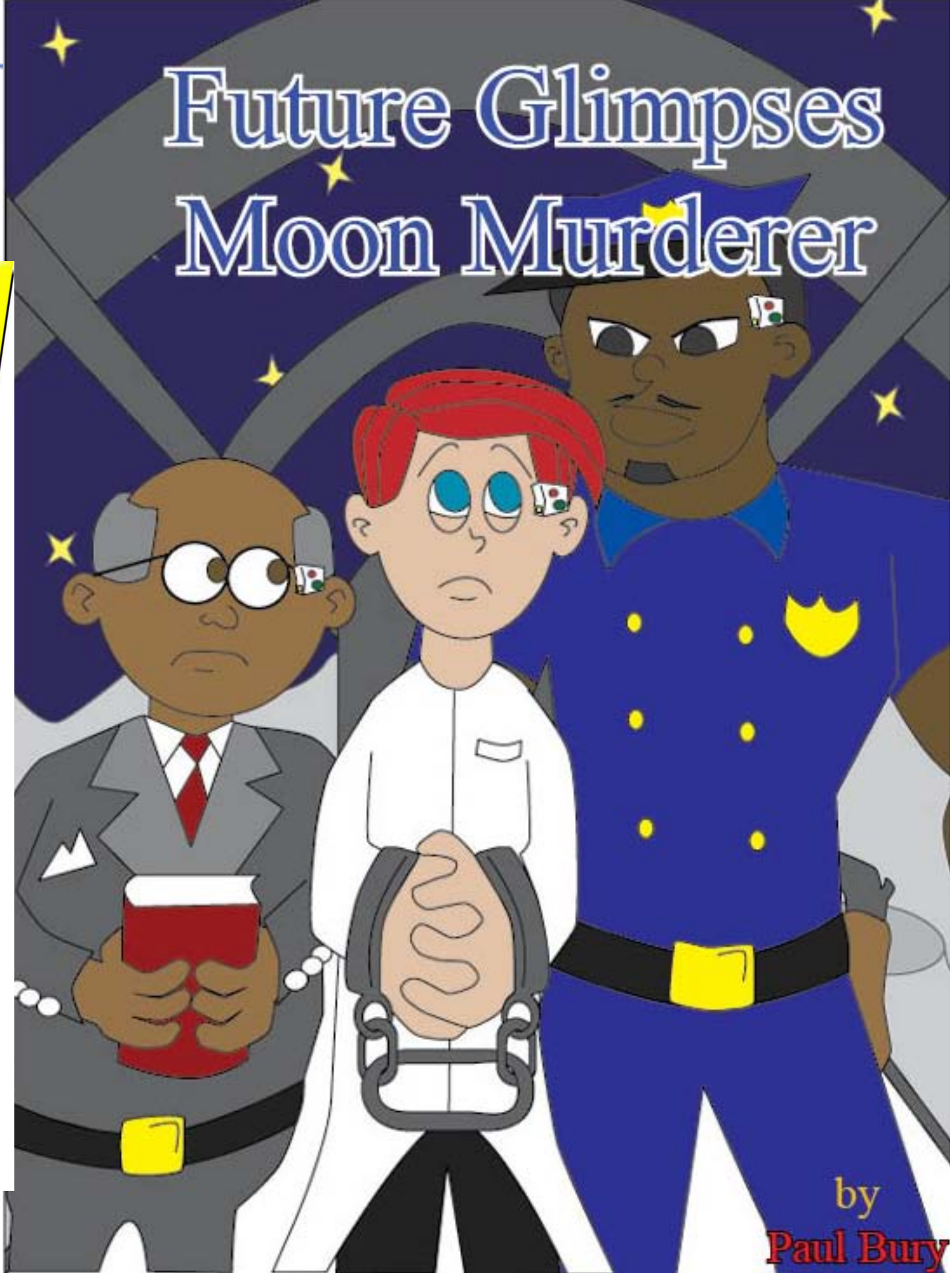
At the end of the day Val'd Isere Skiing and Snowboarding is a great retro game for families. Players are taught to avoid hitting other objects - like other people on the slope. Val'd Isere Skiing and Snowboarding also teaches us to do our best going downhill on the slopes. Please note I never did make it to the finish line in Val'd Isere Skiing and Snowboarding.

- Frank



Publisher: Atari
Developer: Virtual Studio
System: Atari Jaguar
Rating: 'K-A' - Kids to Adults

Graphics: 85%
Sound: 80%
Replay: 85%
Gameplay: 55%
Family Friendly Factor: 75%



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Mario Party 10

SCORE: 68

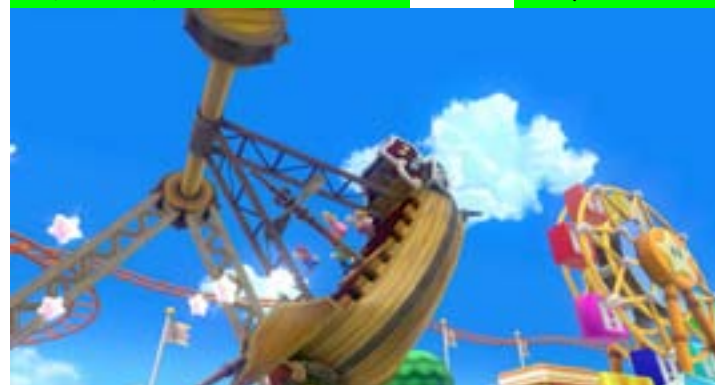
I hope you read my hubby's column on God Provides, because this game directly ties into it. We rented it through Gamefly, and boy are we glad we did. Mario Party 10 is a huge disappointment. I even played this game for the video capture up on our website and on the YouTube channel. We are all stuck in the same vehicle so it feels all wrong. I know Nintendo made that bone head move in Mario Party 9. Guess they are not listening to how we don't like it.

Mario Party 10 feels limited and small compared to previous Mario Party video games. There is Amiibo Party, Bowser Party, and Mario Party. If you use an amiibo in Mario Party 10 please note you will lose your save on the amiibo



for other games like Super Smash Bros. Bowser Party lets you play the bad guy. He can also use the Wii U Gamepad whereas you can not in Mario Party.

If I had to pay for Mario Party 10, I would put the price at twenty dollars. No higher. The special dice are the only items you will earn in Ma-



rio Party 10. Mario Party is all about stars, and Bowser Party is all about hearts. I really am not into playing evil characters. My kids would not let me wipe out their existing amiibo saves. I did not feel like giving Nintendo even more money by purchasing an additional amiibo. They should let families play without ruining their save data.

The sounds in Mario Party 10 are nice. You will probably recognize them from other Nintendo games. The same thing goes for the graphics. I wonder how much development costs there were when Nintendo re-uses so much of the content. There are not many boards in Mario Party 10

either. Wait for Mario Party 10 to come down in price. If you miss it, then you won't miss much.

- Yolanda



Publisher: Nintendo
Developer: ND Cube, Nintendo
System: Wii U
Rating: 'E' - Everyone {Mild Cartoon Violence}

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



Bravely Default

SCORE: 59

Bravely Default is a throwback to older role playing games. At the same time it tries to add a social element to the game - which only works if you have people nearby playing the same game. It is also a bit of an oxymoron to try to take a single player game and make it into a social experience. My first reaction was to reject the social element immediately. How many other role playing gamers did the same thing?

Bravely Default is very dry, and very slow. We run into religious beliefs different than the super majority in America. Players go on a quest to purge the four crystals of evil/impurities/something bad. Bravely Default is predictable every single step of the way. Bravely Default also uses a job system. So players can level up their



character and their job class. There is so little innovation in Bravely Default. It re-uses much of the content from past role playing video games.

There is enticement to lust, violence, and language issues in Bravely Default. The



violence is the only thing that was really needed in this game. We waded through thousands of battles with many of the same looking monsters. Using attacks to beat them is expected. The other content was not needed and ruin an already mundane role playing game.

The battles in Bravely Default get boring fast. Bravely Default tries to do things with Brave, and Default that wind up falling flat on its face. The job system can get interesting if you swap them around a lot. Which means needing to have more gear (armor and weapons) since changing a job class changes what you can equip.

Bravely Default is worth around twenty to twenty-five dollars. If you can stomach all of the bad content, and can persevere to the end of this tedious hand held adventure.

- RPG Master



Publisher: Nintendo
Developer: Square Enix
System: Nintendo 3DS
Rating: 'T' - Teen {Fantasy Violence, Mild Blood, Mild Suggestive Themes, Use of Alcohol}

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





Son of Batman

SCORE: 46



Penguins of Madagascar

SCORE: 86



Son of Batman is a seventy-four minute animated bloody movie where Batman finds out he has a son. Talia Al Ghul drugged Batman, and



used him to procreate outside of marriage. Damian Wayne is trained by the league of assassins. He is being groomed to replace Ra's Al Ghul his grandfather. Deathstroke was the heir to the throne, and decides to enact a coup once he is tossed aside.

Son of Batman has plenty of blood, gore, and death in it. All of the bloody violence gets boring. The bad attitudes, and bad language does not help Son of Batman either. Then there is the disobedience and impatience of Damian Wayne that push Bruce Wayne to his limits.

Damian Wayne eventually becomes Robin, and his

arrogance makes him worse than Jason Todd ever was. Then there is Talia. She does not seem capable of clothing herself. The enticement to lust issues revolve around her failures in dressing. She is a mother and should dress more appropriately.

I wish Son of Batman was not so short. In the comic books it took Damian Wayne



time to adjust to the life under the Batman. Son of Batman makes it happen to fast and too easy without any explanation. It takes Batman time to teach and trust the new Robin. To teach him to avoid killing the criminals.

Son of Batman is so disrespectful to authority and our elderly in so many ways. It is sad to see a movie like Son of Batman teach we should throw out wisdom for youth. Wisdom can save the day in so many situations. Following the teachings in Son of Batman will make the world a worse place to live in.

There were very few special features on the DVD I purchased for this review. Just advertisements for other products from this company. Don't you love when their special features are just ads to make them even more money than they have?

- Paul



Publisher: Warner Bros
Developer: DC Comics
System: DVD
Rating: "PG-13" - Parents Strongly Cautioned {Stylized Violence including bloody images and some suggestive material}

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

We gave our children a choice recently. We could take them to a movie theater and see a movie, get popcorn and enjoy a film at the theater, or we could purchase a new Blu-ray/DVD movie, and let them get a special food treat of their choice at the grocery store. Since I am reviewing Penguins of Madagascar on Blu-ray and DVD you should be able to figure out what decision they came to.



Some of the best parts of the Madagascar movies has been the penguins. So I am pleased as punch Dreamworks Animation made this movie. There are plenty of humour moments in Penguins of Madagascar. I was laughing

hysterically at multiple scenes in Penguins of Madagascar. I also found myself wanting to chant: "This is AWESOME," while watching this movie. Our kids love this movie, and have already watched it multiple times.

The downside to Penguins of Madagascar is



there is some danger, peril, and violence. Spoiler alert! Penguins in this movie are hideously mutated. They do get returned to their original form. King Julien is the only one who winds up suffering in the credits. Thanks to Mort's little mutation. Watch the movie to comprehend all of that.

There are plenty of cool scenes, and visual effects in Penguins of Madagascar. Penguins of Madagascar takes place all over the planet. Which is something else that makes this movie so much fun. The storyline makes sense even if it is a bit predictable. In many ways Penguins of Madagascar is about Private.

The North Wind are a cool addition in Penguins of Madagascar. Plenty of bonus features in this package. The deleted scenes and music videos are two of my personal favorite bonus features on the Penguins of Madagascar. - Paul



Publisher: Dreamworks Animation
Developer: Dreamworks Production
System: Blu-ray/DVD
Rating: 'PG' for Parental Guidance {Mild Action and Some Rude Humor}

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



The Hunger Games Mockingjay Part 1

SCORE: 52



Winter Olympic Games

SCORE: 73

Bonk 3 Bonk's Big Adventure

SCORE: 78

Things have spiraled out of control in the fantasy world of Panem. Katniss Everdeen has been talked into being the symbol of the revolution against the capital. The districts are openly fighting against the capital. The response from President Snow is violent, swift, and destructive. District 12 gets leveled just like District 13. We learn that District 13 survived and thrived. They went underground to continue to exist, and they used to be the military district.

Peeta Mellark survived and is in the capital. When The Hunger Games Mockingjay Part 1 is not being violent, we are treated to propaganda videos from both sides. The Capital wants the violence to stop, and for everyone to sit there and take the whipping



they are trying to dish out. The Rebels are fighting the oppressive government. They want to overthrow the dictator and his evil schemes.

I know some will connect The Hunger Games Mockingjay Part 1 to a variety of situations in the world



today. It is so easy to compare President Obama to President Snow. But I won't do that in this review. Some might even connect the oppressive regimes at companies like Nintendo, Microsoft, and Sony to the evil government in The Hunger Games Mockingjay Part 1. I won't do that either.

There is plenty of pain, death, war, and suffering in The Hunger Games Mockingjay Part 1. As a disabled war veteran I understand the price of freedom. I have pain every single day of my life so others can be free to say and do what they please. So they can be rude, ugly, nasty, and mean to me. So they can treat me and fellow believers like second class citizens. At times I wonder if those ungrateful whelps comprehend what they have been given.

- Paul



Publisher: Lionsgate
Developer: Lionsgate
System: BDVD
Rating: 'PG-13' for Parental Guidance suggested if under 13 years of age {for intense sequences of violence and action, some disturbing images and thematic materials}

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

Video games based on the Olympics do not have a good image among hardcore gamers. Plenty of Olympic video games were buggy or too difficult to play. Winter Olympic Games on the Sega Genesis shares some of those traits. Winter Olympic Games is one confusing and difficult video game that does not always control that great. With practice family members can play this retro video game with some success.

Winter Olympic Games looks good for its age. It also sounds nice. Visually Winter Olympic Games does numerous things, and has multiple different kinds of graphics. The sounds are much more limited unfortunately. I can feel the excitement of the Winter Olympic Games while playing this Sega Genesis video game.

The controls remain the biggest problem with Winter Olympic Games. Plenty of modern gamers will rage quit Winter Olympic Games. If you practice and work on learning each of the controls for each of the different



sports then you should receive some enjoyment. Winter Olympic Games is still glitchy in some parts. Winter Olympic Games shows us what to avoid in current video game development.

- Frank

Publisher: Sega
Developer: US Gold
System: Genesis
Rating: 'NR' - Not Rated

Graphics: 85%
Sound: 75%
Replay: 80%
Gameplay: 50%
Family Friendly Factor: 75%

It is always interesting to go back and play retro games. I did not realize it at first, but Bonk 3 Bonk's Big Adventure contains teachings for the religious belief of evolution. Right there on the front main screen. Strange huh? Bonk can grow huge, and shrink really small in Bonk 3 Bonk's Big Adventure.

There are some interesting, different and diverse levels in Bonk 3 Bonk's Big Adventure. I do not like how there are clog points in many of the levels. Meaning you can only progress by shrinking and going through a small hole, or going under water in one area. I wish Bonk 3 Bonk's Big Adventure had more paths to the end of the level.

I continue to appreciate the music in the Bonk franchise. I would love to see this franchise resurrected at some future date. The graphics are good in Bonk 3 Bonk's Big Adventure. Growing big stretches the franchise to its limits. Pun was intended. A few practice runs can help most talented gamers get through the game. It will take casual gamers longer. I wish there was a save, or pass-word system.

Bonk 3 Bonk's Big Adventure is a fun 2D side scrolling action adventure game where you can bash in enemies or ignore them. Bosses are the exception to that.

- Paul



Publisher: Hudson Soft
Developer: Red Company
System: Turbografx-16
Rating: 'NR' - Not Rated

Graphics: 85%
Sound: 90%
Replay: 70%
Gameplay: 75%
Family Friendly Factor: 70%

SPORTS



PES2015
PRO EVOLUTION SOCCER

Enhance your experience in **myClub**

Season Update (PlayStation 4)
Burgos

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PES2015
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Enhance your experience in **myClub**

Season Update Winter Transfer
and 63 Player

PES2015
PRO EVOLUTION SOCCER

Enhance your experience in **myClub**

Season Update (PlayStation 4)
Estádio Alberto J



Product: PES 2015
Company: Konami
System: Xbox One/Xbox 360/PC/
PS3/PS4
Release Date: Out Now
Rating: 'E' - Everyone

Enhance your experience in **myClub**

Season Update (PlayStation 4)
Estádio Alberto J

PES2015
PRO EVOLUTION SOCCER

Enhance your experience in **myClub**

Season Update (PlayStation 4)
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GAMES

JURASSIC WORLD



Product: LEGO Jurassic World
 Company: WB/Games/TT Games
 System: PS3/PS4/Wii U/Xbox 360/
 Xbox One
 Release Date: June 2015
 Rating: 'RP' - Rating Pending



Product: Farming Simulator 2015
 Company: Focus Home Interactive
 System: PS4/Xbox One/PC/PS3/Xbox 360
 Release Date: May 19, 2015
 Rating: 'RP' - Rating Pending

Farming Simulator

Farming Simulator



Farming Simulator **15**



Farming Simulator **15**



Product: Farming Simulator 2015
Company: Focus Home Interactive
System: PS4/Xbox One/PC/PS3/Xbox 360
Release Date: May 19, 2015
Rating: 'RP' - Rating Pending



Farming Simulator



Morpheus enables players to experience a sense of presence, where they feel as though they are physically inside the virtual world of a game. This unique VR experience was met with huge interest and industry enthusiasm since the unveil of Morpheus in March 2014. Over the past year SCE has been listening to feedback from both developers and consumers,

and has made several enhancements that will further the capability of Morpheus to deliver a sense of presence and push the boundaries of play.

OLED display In exchange for the 5 - inch LCD, the new Morpheus VR headset is equipped with a 5.7 - inch 1920 x RGB x 1080 resolution OLED display. This new screen expands the field of view and enables low persistence, removes motion blur and flicker, both of which build immersion and help deliver the sense of presence for the player.

120fps output By adopting OLED, Morpheus now supports 120fps output, and is able to render 120 images per second. Furthermore, via a system software update, all PS4 systems will handle native 120fps output when connected to Morpheus. By combining the OLED display's high refresh rate and the power of the PS4 system, Morpheus produces amazingly smooth visuals and achieves the next level of immersion.

More accurate tracking and reduced latency To make positional tracking more accurate with PlayStation Camera, the new prototype has added three more LEDs to the headset for a total of nine. Morpheus continues to support 360 degree tracking, and additional LEDs improve robustness and stability. Additionally, the overall system has been optimized to reduce latency between the physical movement of a player's head and rendering on the headset's screen.

Product: Project Morpheus
Company: Sony
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending

User - friendly design While inheriting the original visor style headset design that reduces the pressure on the players' face, the new Morpheus prototype features a single band and a quick release button, which makes it easier for

DEVELOPING GAMES

players to put it on and take it off. Other components have also been adjusted and configured to make the headset lighter, so that players do not find the headset cumbersome or uncomfortable to use. Developers will be able to use the new prototype to create Morpheus content for PS4, a robust and well - defined platform that has sold over 20.2 million units *1 within 16 months of its launch.

In addition to the enhancements, the new prototype will continue to support 3D audio and social screen, a feature that outputs the same gameplay that's within the Morpheus headset to a TV so additional players can interact.

Furthermore, SCE will provide an SDK that converts 60fps images to output in 120fps, which will allow developers to bring their content that was being developed on the prior prototype to the new Morpheus prototype. SCE will continue the development of Morpheus in order to launch as a consumer product in the first half of 2016.

"With the technical specs achieved on the new prototype, we are one step closer to realizing our vision for making amazing VR experiences on PS4, and ultimately to deliver a real sense of presence to players," said Shuhei Yoshida, President of SCE Worldwide Studios.

"We believe that the near - final technology of Morpheus combined with the power of PS4 will provide a standard for game developers to target as they build on their creative ideas and turn them into VR games and experiences."





Product: Rooms The Unsolvable Puzzle
 Company: HandMade Game
 System: PC
 Release Date: Spring 2015
 Rating: 'RP' - Rating Pending





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



DEVELOPING GAMES



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



Product: Final Fantasy XV
Company: Square Enix
System: PS4/Xbox One
Release Date: 2016
Rating: 'RP' - Rating Pending





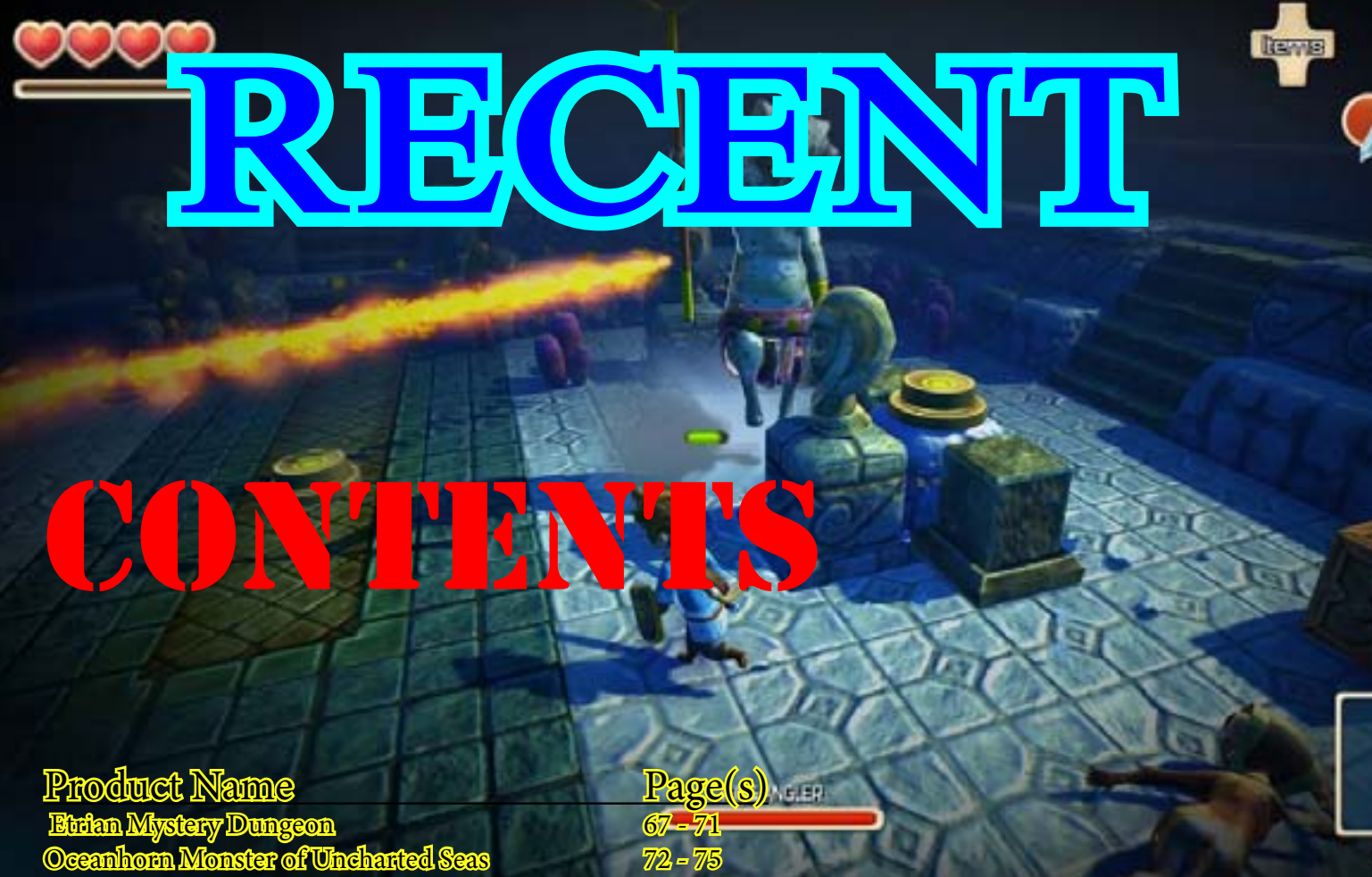
Product: Final Fantasy XV
Company: Square Enix
System: PS4/Xbox One
Release Date: 2016
Rating: 'RP' - Rating Pending



Product: Lost Dimension
Company: Atlus/ Lancarse
System: PS3/PS Vita
Release Date: Summer 2015
Rating: 'RP' - Rating Pending



Product: Lost Dimension
 Company: Atlus/ Lancarse
 System: PS3/PS Vita
 Release Date: Summer 2015
 Rating: 'RP' - Rating Pending



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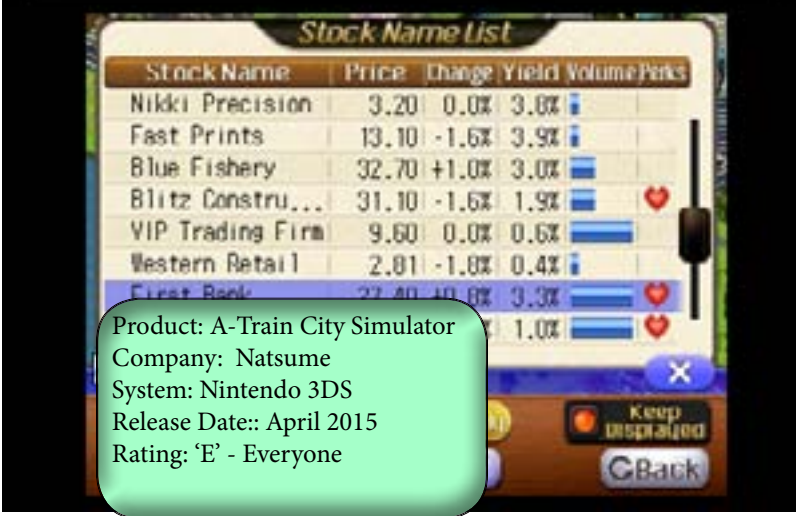
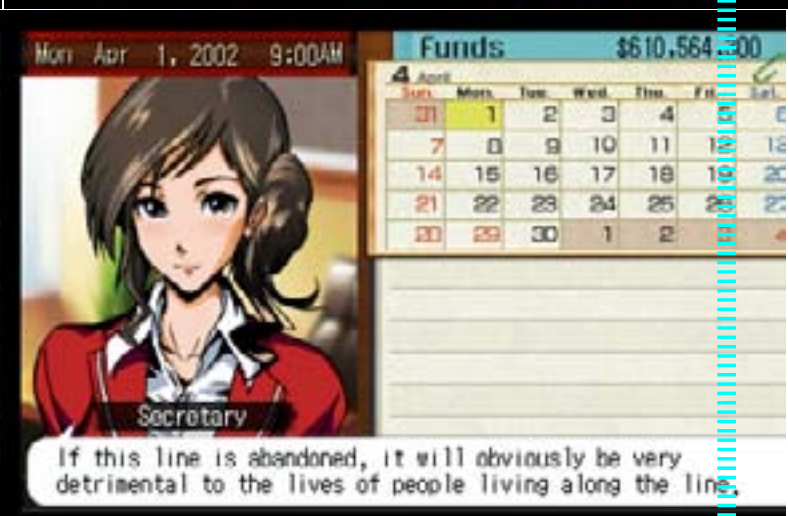
Product: Oceanhorn Monster of Uncharted Seas
 Company: Cornfox & Brothers
 System: Personal Computer (Steam)
 Release Date:: Out Now
 Rating: 'E10+' - Everyone 10+
 {Fantasy Violence, Suggestive Themes}



RECENT RELEASES



Product: Oceanhorn Monster of Uncharted Seas
 Company: Cornfox & Brothers
 System: Personal Computer (Steam)
 Release Date:: Out Now
 Rating: 'E10+' - Everyone 10+
 {Fantasy Violence, Suggestive Themes}



Product: A-Train City Simulator
Company: Natsume
System: Nintendo 3DS
Release Date: April 2015
Rating: 'E' - Everyone



Product: La-Mulana EX
 Company: Rising Star Games
 System: PS Vita
 Release Date: April 3, 2014
 Rating: "T" - Teen { Fantasy Violence,
 Mild Blood, Suggestive Themes}

Last Minute

Tidbits

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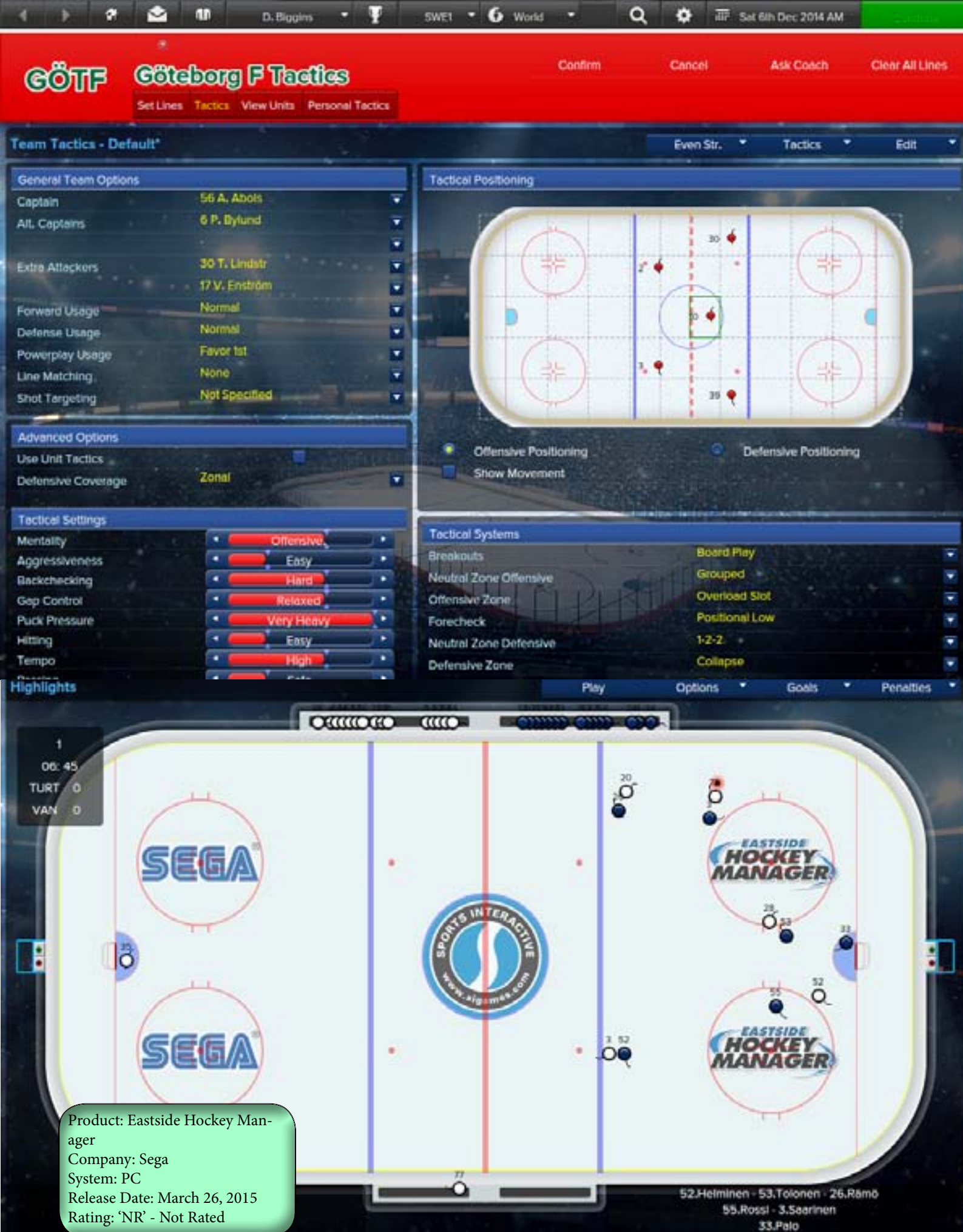




Product: Cube Life Island Survival
Company: Cypronia
System: Wii U
Release Date: Summer 2015
Rating: 'RP' - Rating Pending



Product: Cube Life Island Survival
 Company: Cypronia
 System: Wii U
 Release Date: Summer 2015
 Rating: 'RP' - Rating Pending





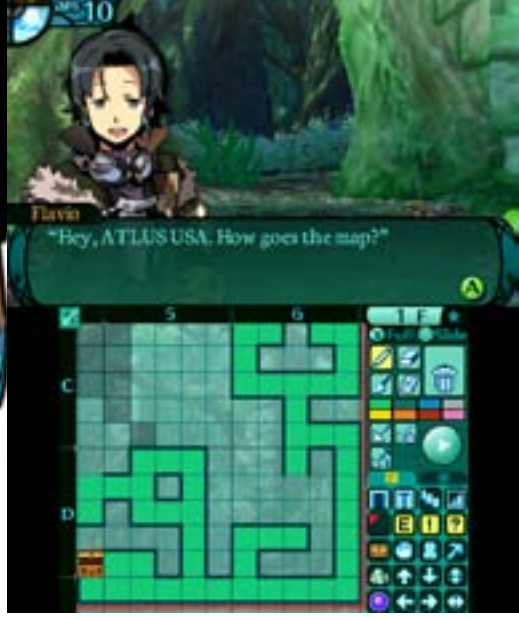
Product: Suspension Railroad Simulator
Company: Joindots
System: Wii U
Release Date: TBA
Rating: 'RP' - Rating Pending





Product: Suspension Railroad Simulator
 Company: Joindots
 System: Wii U
 Release Date: TBA
 Rating: 'RP' - Rating Pending





Product: Etrian Odyssey 2 Untold The Fafnir Knight
Company: Atlus
System: Nintendo 3DS
Release Date: Summer 2015
Rating: 'T' - Teen{Alcohol Reference, Fantasy Violence, Mild Language, Partial Nudity}



VIDEO GAME LIES



by
Paul Bury

Version 2

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