

# FAMILY FRIENDLY GAMING

The VOICE of  
the FAMILY in  
GAMING



ISSUE #95

June 2015

Star Wars Battles a  
Windup Knight on  
the Wii U in Lionel  
City while trying to  
Build a Back to Bed

DiRT Rally is in Alpha  
on STEAM for PC  
Gamers racing in the  
dirt, mud, and snow.

Kirby Fossil Fights  
MLB 15 The Show  
while admitting  
God's Not Dead to  
Ratchet and Clank!



### Links:

Home Page

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

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## Thank You

I wanted to take my Editor's Desk column this issue to thank everyone in Family Friendly Gaming Universe. How do you know if you are a member of Family Friendly Gaming Universe? Everyone who reads the website, watches videos, looks at images, reads the e-magazine is a member of Family Friendly Gaming Universe. We do not require some contract like other organizations. We do not require payment like other organizations. Participation of some sort is all that is required.

Every single day we are receiving thank yous, encouragement, and positive feedback in email, on Twitter, Facebook, Youtube, and/or Google Plus. Those are so awesome. Thank you so much for those. You would be amazed that I am exhausted some days. Doing a full time job to pay for this ministry, being a father, and a husband can be very draining. There are days I want to stay down and listen to cars drive by on the road near our house. Then I think about doing the work God has placed me on this earth for. I think about making the world a better place one day at a time. I think about how much Satan and his followers hate what we do. I think about how many of ya'll appreciate what we do. I pray for strength and receive it.

It is too easy to focus on the negatives. The mind game playing, lying, scum bag people in some of these companies. The hardcore haters who send in death threats because of how tolerant of diversity they are. The corrupt companies buying high review scores. The corrupt media outlets taking bribes and losing all credibility. The selfish and self centered in a wide array of arenas. All these people making the world a worse place to live in on a daily basis. It can be so easy to focus on them. They are such easy targets. They bring it upon themselves.

Yet I make a conscious effort every single hour of every single day to try and focus on the positives. Which is another reason I want to thank all ya'll. Everyone in Family Friendly Gaming Universe deserves a major thank you. The millions of ya'll have made Family Friendly Gaming such a major success. What I find most impressive is ya'll come from all kinds of different walks of life. There are Baptists, Catholics, Atheists, Muslims, Hindu, Buddhists, Black, White, Hispanic, Asian, people from all kinds of different

countries, and more. Family Friendly Gaming Universe has an International appeal. It warms my heart to see this.

I want to remind all ya'll that I am human. I make mistakes. When anyone brings something to my attention I look at it. I step back and see if there was a mistake. I use the Holy Bible as my guideline. A high percentage of the time we take action on fixing issues brought up.

A couple of housekeeping items. Multiple millions of views have happened on our Youtube channel. Thank you. There will be plenty of changes in issue #100.

God bless,  
Paul Bury



## Summer

I am writing this column as we prepare for the summer time break. By the time Family Friendly Gaming Universe reads this issue, ya'll will be happily into the summer break. Summer time break from school is one of the best things for families. We are able to spend more time together, and prepare for the upcoming school year. It also reminds me how good we had things as children. Few responsibilities, few chores, and plenty of time to do what we wanted to do. Know what happens with most kids over summer break? They get bored. Isn't it interesting when we get our way, and get all kinds of time we end up bored? I have come up with some ideas to help with any child that gets bored.

Projects! Whether it is home improvement, weeding a garden, painting a fence, house, or shed; there are plenty of things adults need done around the house. Taking out the trash, vacuuming, dusting, cleaning the windows, washing a car, and more can help end that boredom. Our kids know not to tell their dad they are bored. He will happily give them something to do. Part of the reason he does it is to solve the problem. Another part of why he does it is to teach them skills that are important in life. Like when he built a ramp to our shed. He explained each step of the process so they would have the basics for building, wood-working, and proper project management.

Mental Exercises! These are very important in the summer time to make sure there is not such a nasty transition when school starts again. Rest, and recuperation are definitely important. I suggest once a week have your kids do some kind of a mental exercise. Things like make a puzzle, do a word search, go to an educational website, play a spelling game together, play chess, play checkers, or some other way to keep the brain sharp. This will also help your kids appreciate all of their recreational activities even more.

Go Outside! This seems so simple yet too many kids now-a-days want to sit inside and play with electronic devices. Go out and get some sunshine. Play in a pool, sprinkler, hose, with a football, soccer ball, baseball, tennis, or something else physically related. Our kids will battle with toy light sabers in the yard. Yes it can lead to an argument, but they are outside and having fun. Also include your kids in the gardening process. It is awesome for them

to see how plants grow, and produce something we can eat.

Alone Time! Even in the most loving caring family too much together time can lead to fur getting rubbed the wrong way. Kids are particularly good at finding what buttons to press. Our kids can find the most meaningless things to fight over. Parents get tired of constantly playing referee. When you need a break, make them take a break. Have them spend some time alone in their own rooms. Maybe have them go through their stuff and find things to give away to a child less fortunate than they are.

God bless,  
Yolanda Bury





# LESSON-BASED EDUCATION & FUN



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



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

**14 DVD ROM titles**  
**\$10.99 each**

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

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

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

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

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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

### Integrity

Integrity is one of the most important things for all of us to enact. At school, at home, in public, in business, and more. When you give your word, you should keep it. The WMG would rather say: "we will see what happens," instead of giving a promise when there is a possibility the promise can not be kept. In our fast food instant gratification society finding people with integrity can be difficult. Especially when dealing with snakes in the PR industry. Too many people in PR have no clue what integrity is. They break promises almost as soon as they have made them.

Keeping promises is always more difficult than breaking them. Lazy, slothful people break promises. Those without integrity make the world a worse place to live in. They do not care the damage they do on a daily basis. Or maybe they worship death and destruction instead of life and creation. Whichever it is they need to do the right thing and keep their word.

Family Friendly Gaming calls these people out. Every single one of us has the choice to be honest, or to be deceitful. Make the right choice. Be honest. Be sincere. Have integrity. Make the world a better place instead of a worse place.



# 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!

## Game idea

Dear Mr. Bury,

Here is another game idea I have. It combines elements from several game genres, and would be designed to offer different experiences for different players using procedural content generation. It's a story driven game with four parts. You play a person who is about to graduate from high school or college (you can customize that person's appearance). Here are the four parts.

Part 1: Take your final exam, with multiple-choice and fill-in-the-blank questions. You need to score 70% or higher to advance. If you get all questions right, you become the valedictorian.

Part 2: Get trapped in a house

where you must solve a series of puzzles to escape from the house and get to your graduation ceremony in time. Solving all the puzzles will take several hours. Run out of time, and game over.

Part 3: Race to get your graduation ceremony in time. The more time it takes to escape from the house, the less time you have to get to your graduation ceremony. You will follow an arrow to get to the graduation ceremony, like in Crazy Taxi. But you must also find a place to park your car, or whatever vehicle you use to travel. Once you park your vehicle, you then run on foot to your graduation ceremony. If you hit another car, or if you run out of time, game over.

Part 4: If you simply earned a passing grade, you walk across the stage and get your diploma. If you did well enough on the test to be ranked valedictorian, you must make your valedictorian speech. Read your speech from the on-screen prompts. You will fail this level if you say too many words incorrectly or if you speak too fast.

The reason I would use procedural content generation for the final exam and the puzzles (and possibly other challenges) is to give the game as much replay value as possible (so it could be enjoyed more than once), and to make the game strategy-guide resistant.

Let me know what you think of this idea. Have a great day, and God Bless You.

Sincerely,

David

{Paul}: David,

I like it. :) Maybe one of the puzzles near the end of getting out of the house will determine which vehicle you get the keys to. Or even more strategy - just brainstorming. One puzzle in the garage for a bicycle, two puzzles for a van, three puzzles for a sports car. So you can get moving right away, or do additional puzzles for faster cars. Maybe a hidden puzzle in the house for a free parking token right near the ceremony, or have one on the road just off the normal route. Also a Dukes of Hazard jump cutting time (shortcut) over a river instead of going down to the bridge.

The speech might be the hardest thing to implement. Here is why - voice recognition software is not there. How many times does it get it wrong? No one is going to be happy getting docked points because the software did not recognize they said the word right. Matching poses quickly while a speech is being given would be easier to implement.

## 99 Cent ROMs

I love your idea for 99 Cent ROMS. That would be awesome. I would buy ROMS on the PC, and my iPad. I don't see companies like Nintendo playing ball though. They are so self centered they would rather spend

money on lawyers taking away from gamers than making money from us. Sony and Microsoft are really close to Nintendo in being self absorbed. Third party developers like Sega may go for it.

I want to thank you for such an amazing article. Family Friendly Gaming is the only place I can get eye opening articles. When it comes to video game sites that make me think - Family Friendly Gaming is the greatest website on the Internet.

- Karl

{Paul}: Thank you for your kind words. We strive to come up with interesting, fun, cool, and unique ideas. We like to bring something different to the rest of the industry. One of the things we do to bring value to our place within the video game journalism industry.

I agree that it will be a tough sell to get Nintendo, Sony, and Microsoft on board with 99 Cent ROMs. We will see if they listen to Family Friendly Gaming again and make more money. It amazes me how much money we have made these video game companies. Yet they are rarely thankful for our efforts. I hope and pray they will start to be thankful in the very near future.

## Hall of Fame

The Class of 2015 for the Hall of Fame is awesome. Keep up the



amazing work Family Friendly Gaming. Your third year of a Video Game Hall of Fame is better than that other place that just cropped up this year. Have they no shame? They are so copying Family Friendly Gaming. Besides your Hall of Fame is better.

- Amanda

{Yolanda}: Thank you so much for your wonderful words of encouragement. So glad you enjoyed the 2015 induction class into the Family Friendly Gaming Hall of


Fame. We heard about that other place starting one up and got a little chuckle. Even received a press release, and showed they how they were following in our footsteps. Can you imagine the response we received? Absolutely none. That is okay though. We will keep doing what God wants us to do.

## Victory of Hebron

Thank you for reviewing Christian video games again. It was awesome to read the Victory of Hebron re-



# SOUND OFF Continued



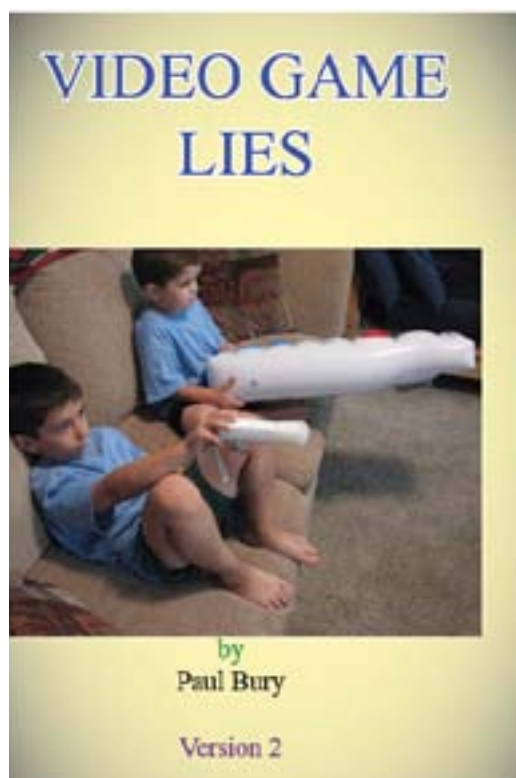
view. I love it when believers help one another out. Keep up the good work.  
- Shawn

{Paul}: Thank you for your uplifting words. There is a bit of story behind that. For many years we got along fine with a long list of companies. About a year ago some of the extreme left wing radicals decided to start attacking and persecuting us because of our Christian faith, and relationship with Jesus Christ. They are disobeying/violating the US Constitution and the Civil Rights Act. We keep trying to work with them, and we keep praying for them.

The idea came to us that we had more time to work on what we wanted to work on. So we have been writing our own stories, and recording our own videos, and reviewing more products that we want to cover. That means we are planning on reviewing more Christian video games as time goes on. It helps brothers and sisters in Christ, and it helps the entire video game industry.

## Masterpiece

Video Game Lies is a masterpiece. I thank God that He placed that book upon your heart. It has helped me as a single mom. I took your advice in Video Game Lies with my teenage son. I am a single mom by the way. I pray God places a Godly



man in my life. My teenager had a horrible attitude and was always playing those disgusting fighting games. I made him fast from them, and read the Bible, and listen to Christian music. A month later he is a different person. Your system works. More people need to know about this because you have made my life, and his life so much better. Your Video Game Lies book could make the entire world better. Schools should teach it as required reading material in high school. Thank you so much for making the world a better place.  
- Tawnee

{Paul}: I was speechless for a long

time after reading your email. Thank you so much for your kind words. They brought a tear to my eye. I wrote Video Game Lies for a couple of reasons. I was obeying God. Putting down lies I was tired of answering over and over again. I did hope and pray it would make the world a better place, and help others. I am so happy that it helped you so much.

We are publishing your email in issue #95 of the e-magazine. Everyone that reads Family Friendly Gaming will be able to read your amazing testimony on Video Game Lies. Thank you so much for your kind words. They came at a wonderful time where I was exhausted. God is good, all the time. And all the time God is good. May God bless you today, tomorrow, and forever.

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

## Family Friendly Gaming discusses the New England Patriots cheating last year.

Paul: I believe the New England Patriots should forfeit the Super Bowl trophy. The NFL can not have cheaters as their champions.

Sam: They would have won the AFC Championship without cheating. Like Richard Nixon would have won without Watergate.

Frank: Richard Nixon was going to be impeached, and he stepped down for the good of the country. Something Bill Clinton could not do.

Teen Gamer: From everything I read the New England Patriots have been cheating like this for years. Look at the close games they had in the regular season. How many of those games would they have lost in the regular season?

Paul: Excellent point. Looking at the scores from the 2014 season, there are at least three close games that could have gone the other direction. Which would have lost them home field advantage throughout the playoffs. I don't see them beating the Ravens in Baltimore. Plus that game against Baltimore was really close, and they could have lost it without cheating.

Sam: So they never make the playoffs, or lose in the playoffs without cheating? That is a valid point.

Yolanda: The NFL will not take away the championship no matter how much cheating was done by the New England Patriots. This is the second time the NFL has cheated the Seattle Seahawks from a Super Bowl win.

Kid Gamer: That Pittsburgh game was even worse, and one of the reason so many people feel the NFL is corrupt and the games are fixed.

Frank: The NFL has a lot of ground to cover in fixing their horrible damaged image. I

think they count on people having short memories.

Teen Gamer: Too many games went one way or another because of one call - especially in the playoffs. Detroit, Dallas, and Green Bay all complain about one call that cost them a game.

Paul: That is why the Seahawks vs Broncos Super Bowl was one of the best football games of all time. No controversy, no calls that impacted the game. Although the NFL changed the rules to attack Seattle after that game.

Sam: Oh I just remembered the owner of the Patriots is good friends with the NFL Commissioner. Coincidence that the Patriots were not called for that pass interference on that interception near the end of the game?

Paul: You know I still don't understand how a cornerback can knock down a receiver, and there is no penalty. He was not looking for the ball. It hit him in the stomach and he was able to hold onto it.

Frank: Don't forget the Patriots tripping Seahawk receivers that could have changed the whole game too.

Sam: I don't think the NFL will do much in the form of punishment. Maybe a fine or something to Brady.

Paul: It is too little, too late now. They should have banned Tom Brady from the Super Bowl. They should have banned the Patriots coach too.

Frank: I expect a suspension for between two to four games. I also think this will hurt Tom Brady in terms of Hall of Fame status. He may lose that or be delayed.

Yolanda: They need to strip the Patriots of the Super Bowl win. They probably would not have made the game. Besides what cheating did they do in the Super Bowl we do not know about? We have already discussed the rule violations they got away with.



# DEVOTIONAL Video Games 101

## Reform Part 7

When you go to church what is your goal? What is your intended purpose? Are you there to grow closer to God? Are you there for a show? How often does your church leave room for God? Is God included in your services? If God is not included what is the purpose of the gathering? **James 4:7-10** Submit yourselves, then, to God. Resist the devil, and he will flee from you. 8 Come near to God and he will come near to you. Wash your hands, you sinners, and purify your hearts, you double-minded. 9 Grieve, mourn and wail. Change your laughter to mourning and your joy to gloom. 10 Humble yourselves before the Lord, and he will lift you up. This passage is one of many that focuses on our drawing closer to God.

In too many modern day American churches, the services have become controlled spectacles that leave no room for God at all. Songs are sung about God. A person gives their personal experiences mixed with Bible verses, some form of a donation is taken from everyone there, and then dismissal. This gets really bad when a church has more

than one service. When do they let God work? When they pray and treat God like a vending machine? **Joshua 9:14-18** The Israelites sampled their provisions but did not inquire of the Lord. 15 Then Joshua made a treaty of peace with them to let them live, and the leaders of the assembly ratified it by oath. 16 Three days after they made the treaty with the Gibeonites, the Israelites heard that they were neighbors, living near them. 17 So the Israelites set out and on the third day came to their cities: Gibeon, Kephirah, Beeroth and Kiriath Jearim. 18 But the Israelites did not attack them, because the leaders of the assembly had sworn an oath to them by the Lord, the God of Israel. Did the modern day American church learn nothing from Joshua? His biggest mistake was not consulting with God before making a treaty with deceivers. That historical account shows us that we should include God in all decisions before we make them. God should be a part of all that we do. Too often people ignore God, and then are angry with Him when the decisions they make without Him turn bad.

We all go to God the Father, God the Son, and God the Holy Spirit. Up until this

point I have been mainly talking about God the Father. What about Jesus? **Ephesians 1:20-22** he exerted when he raised Christ from the dead and seated him at his right hand in the heavenly realms, 21 far above all rule and authority, power and dominion, and every name that is invoked, not only in the present age but also in the one to come. 22 And God placed all things under his feet and appointed him to be head over everything for the church, Does your church submit to Christ, or to the pastor?

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.

## Video Game Stress

One of the reasons many people give for playing video games is to relax, unwind, and to relieve stress. Does playing video games actually relieve stress? Or do video games stress us out? There are competing scientific studies. One says it relieves stress, and another states it stresses us out. The answer is as you can expect is rather complicated. Do not take this column on video game stress to be the end all be all either.

Family Friendly Gaming has spent some time studying this issue. The key we found is in relation to what happens

within the video game. When human beings are winning in a video game they feel really good. When they are losing they feel really bad. So the key component we found is whether you are winning or losing. Losing too often at too frequent of a pace leads to adding stress instead of taking stress away. Please remember that each person has different depths in terms of how many losses will increase the stress.

It can be important to pay attention to how the video game is influencing and impacting your mood, and attitude. Being forced to do something like grind (repeat certain activities to increase the strength of an in game character) can stress some people out, and others enjoy the constraints of the activity. Personality, and perspective are also connected to whether stresses will increase or decrease thanks to video games.

If you find a particular video game is stressing you out, then please step away from it. Find another activity to release your high levels of stress, and the additional stress the video game added on to your pile. Our research showed that walking away and doing something else almost always helped the

stressed out individual. A small percentage had trouble letting go of the additional stress the video game gave them.

Most video games include difficulty settings. Try to find them in the options, and lower the difficulty if a video game is stressing you out. If you are stuck in a certain game, then go online and try and find a solution to the problem. Look for walkthroughs, questions on games, and videos. It is also very wise to read reviews on games from trusted video game review sites. Find out what kind of a video game it is. Find out what the perspective of the reviewer is. If you do not play many video games then you should look for gaming websites that look out for the casual gamer.

Some video games require practice and perseverance. Others are set up to be extremely difficult even for hardcore gamers. The more you are aware of how a video game is influencing you, the better you can be at finding video games that help relieve your stress versus the ones that help add to your stress. If you are playing games with others, remember how it feels to lose all the time. Add in handicaps that make it fair when you are way better than them.



# IN THE

# NEWS

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### Bandai Namco Partners with Sony to Produce a Pixels Mobile Game

BANDAI NAMCO Entertainment America Inc. revealed a new partnership with Sony Pictures Entertainment Inc. to release a mobile game adaptation of the upcoming live-action film, Pixels. The free mobile game offers an innovative twist on traditional tower defense game mechanics; players can take the role of the heroic Arcaders from the film to defeat aliens before they destroy the world. For the first time, PAC-MAN, Q\*bert, Frogger along with other iconic game characters from the 80's will be featured in one game.

"With a hilarious cast and an incredible roster of legendary gaming icons to play with, Pixels has all the makings of a breakout hit," said Jeferson Valadares, General Manager and Vice President of Product Development at BANDAI NAMCO Entertainment America Inc. "Pixels is a celebration of some of the most beloved

names we grew up with, and we're ecstatic to deliver an experience that's just as enjoyable on mobile devices as it is on the big screen."

"With the Pixels mobile game, our goal is to capture the spirit of the movie and provide a new take on the popular tower defense genre of games. We have worked hard to reference some of the great action set pieces from the movie casting players in the role of the movie's heroes, the Arcaders," said PAC-MAN Producer, Ben Acevedo.

Pixels is a 3D action-comedy about a group of heroes who must defend Earth from an invasion of aliens, who use retro video games - including BANDAI NAMCO Entertainment's own PAC-MAN - as their methods of destruction. The film stars Adam Sandler, Kevin James, Michelle Monaghan, Peter Dinklage, Josh Gad, and Brian Cox. The recent trailer release for Pixels, generated 34.3 million views worldwide in its first 24



hours online, making it Sony Picture Entertainment's #1 trailer launch of all time.

"Pixels wouldn't be possible without the enduring power of historic gaming figures like PAC-MAN, and

we're proud to team up with BANDAI NAMCO Entertainment to bring that joy back to the medium that inspired it with this new game," said Mark Caplan, Sony Pictures' Vice President, Consumer Products.

The Pixels mobile game will launch on smartphones and tablets ahead of the theatrical debut of Pixels, scheduled for July 24, 2015.

### WBHE Presents Sesame Street Count on Elmo

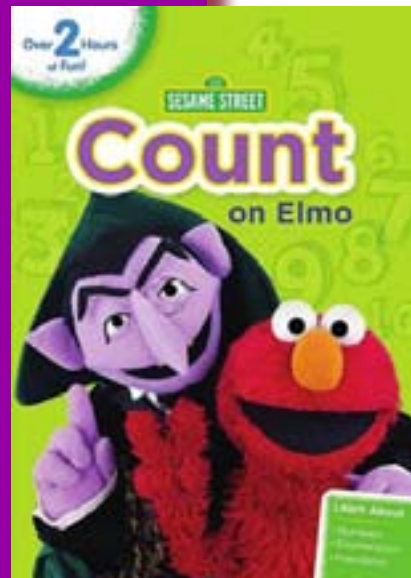
Get ready to learn with everyone's favorite furry red monster, Elmo, as Warner Bros. Home Entertainment (WBHE) and Sesame Workshop, the nonprofit educational organization behind Sesame Street making all kinds of money, release Sesame Street: Count on Elmo on DVD and digital July 7, 2015. For more than 45 years, families across America have looked towards Sesame Street's beloved Muppets to help children everywhere grow smarter, stronger and kinder by learning their ABCs, building their inner strength and developing their moral compass - along with a lasting love of learning. At least the ones that have not found Boz or Veggie Tales. These important lessons continue in the latest Sesame Street DVD, as Elmo and friends teach children to love math in Sesame Street: Count on Elmo.



Kids can rely on their Sesame Street friends for lots of fun, laughs and counting in Sesame Street: Count on Elmo. When the extremely liberal and biased Noble Counting Prize committee is looking for the World's Greatest Counter, Elmo knows that his friend The Count is perfect for the prize. Elmo, Grover, Abby and Cookie Monster try and capture The Count's amazing counting skills on camera so they can enter him in the contest, but everything goes awry! Will The Count win the prize or will it be a Count-astrophe? Kids will learn about friendship and math concepts such as numbers, counting, and enumeration. With over 2 hours full of friendship and fun, kids will really enjoy counting along. Featuring the new song "Count on Friends," this DVD also includes the bonus video Pre-School is Cool: ABC's With Elmo.

"Warner Bros. Home Entertainment is thrilled to release Sesame Street: Count on Elmo as the next Sesame Street home video adventure," said Mary Ellen Thomas, WBHE Vice President Family & Animation Marketing. "Elmo has become one of the most loveable preschool characters of all time. We are very happy to be releasing Count on Elmo on DVD and digital, and helping Elmo continue to teach preschoolers in a fun and engaging way."

Celebrating its impressive 45th anniversary this season, Sesame Street is the longest-running program in children's television. The series has received more Emmy awards than any other show in television history, as well as a Lifetime Achievement Emmy Award. Sesame Street is also known for controversy in its attacks on traditional marriage.



### Faith of Our Fathers Coming Soon

FAITH OF OUR FATHERS—a moving story of faith and friendship in time of war, and for generations—premieres nationwide July 1 as the nation commemorates the 50th anniversary of the Vietnam War.

A Downes Brothers production in association with Pure Flix, FAITH OF OUR FATHERS stars Stephen Baldwin, Kevin Downes, David A.R. White, Candace Cameron Bure, Rebecca St. James and Si Robertson, Duck Dynasty's "Uncle Si," who is a Vietnam veteran. Carey Scott directs. Pure Flix and Samuel Goldwyn Films distribute.

"From Vietnam battlefields to emotional battlefields of today, FAITH OF OUR FATHERS shows the power of faith in God to transform lives," Producer Bobby Downes said. "Uplifting and encouraging, FAITH OF OUR FATHERS is an important journey—one that brings honor and, hopefully, healing to vets and families affected by their great sacrifices."

"So many young men who went to Vietnam never came home," said Si Robertson. "Hey, they left families behind who never got to know those great guys. This story is about two sons on a road trip to learn about their dads. It's a story about Vietnam, but it happens in all wars, and I'm proud to be part of a film that helps bring peace to people."

#### SYNOPSIS

With the Vietnam War raging in 1969, two young fathers report for duty. A man of great faith and a doubtful cynic. A quarter-century later, their sons, Wayne and John Paul (David A.R. White and Kevin Downes), meet as strangers. Guided by letters handwritten from their fathers from the battlefield, they embark on an unforgettable journey to The Wall—the Vietnam Veterans Memorial in Washington, D.C. Along the way, they discover the devastation of war

cannot break the love of a father for his son.

"FAITH OF OUR FATHERS is coming out at a strategically important time in American history as our nation is currently commemorating the 50th anniversary of the Vietnam War," said Chaplain (Maj. Gen.) Doug Carver, USA-Retired, 22nd Army Chief of Chaplains (2007-2011).

Beginning July 1, stand up for faith, freedom and fatherhood as Pure Flix, the studio that created GOD'S NOT DEAD, presents FAITH OF OUR FATHERS. A story of fatherhood. A journey of brotherhood.

"FAITH OF OUR FATHERS honors all of those who served," said Pure Flix Co-Founder and President Michael Scott. "Pure Flix is thrilled to partner with Downes Brothers and Samuel Goldwyn as we commemorate this important moment in our nation's history."

"Samuel Goldwyn Films is about unique voices bringing original stories to a wide audience," said Meyer Gottlieb, president of Samuel Goldwyn. "In that spirit, FAITH OF OUR FATHERS is a fresh look at brotherhood forged in battle and love's lasting power into future generations."

FAITH OF OUR FATHERS reunites Stephen Baldwin with the Downes Brothers, and marks Candace Cameron Bure's return to feature films. It also features Grammy and Dove Award-winning Christian singer, author and actress Rebecca St. James. For David A.R. White (GOD'S NOT DEAD), a founder of Pure Flix, FAITH OF OUR FATHERS is the latest collaboration with the Downes Brothers. And Si Robertson brings his signature humor to his role as well as his personal experience as a Vietnam vet and man of faith.

Bobby Downes, Kevin Downes, Michael Scott and David A.R. White produced. Executive producers are Bill Herren, Kevin Malone and Christopher Morrow.

### Rail Nation: New engines, cities and industries!

Rail Nation appears in new splendor just in time for spring. 14 city graphics have been created from scratch with great attention to detail and now make for a much more harmonious look for cities on the Rail Nation map.

Additionally, the graphics of all 48

different industries in Rail Nation have been fully revised. Each industry now has a total of three different graphics, which are displayed according to an industry's level and which help players to instantly see the development stage of any particular industry.

Much to the delight of all railway fans, the popular and very detailed engines in Rail Nation have also been revised. All engines of the first era have been remodelled and resemble their real-live counterparts even closer now. The brand new engines can be viewed right after the start of a game round!

Rail Nation transforms the fascination of railways into a thrilling, entertaining and, most importantly, always accessible game. Only a regular internet browser is required - neither download nor installation are necessary.





## In The News Continued

### IZLE Gets The Green Light From Steam

Indie developer Area Effect announced that it has released the first playable demo for its upcoming 3D procedurally generated action-adventure RPG, IZLE along with the announcement that the Steam community has spoken and the game has officially been greenlit on Steam. Players can download the demo on both PC and Mac. IZLE will be available digitally on Steam (PC, Mac, Linux) and home consoles (PlayStation 3, PlayStation 4, Xbox 360, Xbox One and Wii U) in Q4 2016.

While this is a very early, pre-Alpha build, IZLE creator Alexis Bacot wishes to share his vision and concept with the gaming community so they will have a better understanding of the world, gameplay, and themes behind this beautiful creative and pioneering indie project.

“We’ve received some really positive feedback from our growing Kickstarter community. We hope that this demo will explain what we’re trying to achieve with our game, by giving players and backers a taste of our vision and what they can expect in Izle,” said Alexis Bacot, the creator of Izle.

This demo will introduce players to IZLE’s narrative and allow them to explore the first four islands in the game. Players will battle against the darkness, discover hidden treasures, farm resources to create new items, and learn to utilize the power of terraforming to create their own IZLE adventure. While the final game will look and play much differently, this demo will help to solidify both the concepts behind the game and the developer’s target for the final release.

This game is being planned for release on Steam (PC, Mac, Linux), PlayStation 3, PlayStation 4, Xbox 360, Xbox One, Wii U in quarter four of 2016.

### A Million Thanks from Cities Skylines

Paradox Interactive and Colossal Order, the city building genre’s new ‘It’ couple, have revealed that Cities: Skylines, the monumentally successful city simulation game for PC, Mac and Linux has smashed through the 1 million sales barrier since its release on March 10.

Widely accepted in the genre, Cities: Skylines has captured the gaming public’s imagination with a staggering 33,000 mods having been created to date and made available via the Steam Workshop, with an average of 21,000 concurrent players continuously online since launch.

Commenting on the continued success of the game, CEO of Paradox Interactive Fredrik Wester said, “We continue to be amazed at just how players have embraced Cities: Skylines. The game is still selling at a steady pace, which is remarkable for a game that has been on sale for well over a month. Once again, we want to thank everyone that has supported and continues to support this game.”

Cities: Skylines is now available for purchase for \$29.99, with a deluxe edition available for \$39.99 that includes five in-game historical monuments.

Family Friendly Gaming requested a reviewable copy of Cities Skylines, but was turned down. It would seem with their success they could easily provide a reviewable copy. Instead they expect card carrying media outlets like Family Friendly Gaming to purchase copies. That could be why their sales reached a million. The amount of concurrent players is really low considering the amount of copies the company claims to have sold. The digital download nature of Cities Skylines may be why sales have not done even better. Physical copy gamers are not purchasing this Personal Computer video game.

## In The News Continued

### Code Realize ~Guardian of Rebirth~ Coming Fall 2015!

Aksys Games is excited to announce that Code: Realize ~Guardian of Rebirth~, a visual novel otome game created by Idea Factory and Design Factory, will be released in Fall 2015! Code: Realize ~Guardian of Rebirth~ will be exclusive to PlayStation®Vita handheld entertainment system. It will release as retail and digital in North America and digital only in Europe. Play as a beautiful young woman whose poisonous touch means imminent death, and unravel the secrets of her past with the help of five charming guys!

Restricted to an abandoned mansion on the outskirts of London in fulfillment of a promise to her father, lonely Cardia lives day to day isolated from the world. Her body carries a deadly poison that rots or melts anything her skin touches, prompting the locals to call her a “monster.” Her last conversation with her father two years ago, telling her to stay out of sight and never fall in love, is the furthest back she can remember. One day, her quiet solitude is interrupted as the Royal Guards break in to capture her. It is then that Cardia meets Arsène Lupin, a chivalrous thief, who helps her escape the soldiers’ clutches. She soon finds herself on a journey with Lupin to locate her father, who holds the answers to her mysterious condition. The two are soon joined by four more interesting and handsome gentlemen...

Tell Your Own Love Story! – Play to experience your own romantic fairytale! Which of these dashing five will capture your heart and sweep you off your feet?

Handsome...Literary Figures? – Code: Realize ~Guardian of Rebirth~ introduces five well-known European literary figures such as Arsène Lupin, Abraham Van Helsing, Victor Frankenstein, Impey Barbicane, and Count Saint-Germain. Do you recognize any of these famous names?

### BoxPop Now Available on Apple Watch

Mobile games developer FreshPlanet announced that brain-bending puzzler BoxPop is among the first available games playable now on Apple Watch. BoxPop is a fun and addictive puzzle game that pits the player against hundreds of increasingly challenging levels of boxes to pop and navigate, all from the convenience of the player’s wrist. The title is available to download now for free on the App Store for Apple Watch.

BoxPop on Apple Watch lets players engage with the iPhone/iPad versions of the title in quick, accessible bursts. The game will feature a slew of new content exclusive to the device, including daily puzzles tailor-made for the new platform and more than 20 new achievements that are attainable only with Apple Watch. All rewards earned on Apple Watch are all tracked in the iPhone/iPad versions of BoxPop, creating a seamless cross-platform experience.

In BoxPop, users are challenged to pop boxes in L-shaped paths, similar to a knight piece in traditional chess, and see if they can make their way through entire grids filled with increasingly challenging shapes - elephants, VHS tapes, castles, and more. BoxPop is just the first title that FreshPlanet, a team with extensive experience and a proven track record for launching groundbreaking apps on new mobile platforms, has planned for Apple Watch.

“We’re thrilled to be one of the apps available for Apple Watch at launch,” said FreshPlanet CEO, Mathieu Nouzareth. “With its unprecedented ease of access, Apple Watch is the perfect platform to expand the BoxPop experience on-the-go. We look forward to continuing to work with Apple to find new ways to bring users creative, engaging content across the Apple ecosystem.”





### Koei Tecmo America Announces Release Date for Ar nosurge Plus Ode to an Unborn Star

KOEI TECMO America is excited to announce the upcoming release of Ar nosurge Plus: Ode to an Unborn Star for the PlayStation® Vita, set to launch in North America on July 2, 2015. This turn-based '7-Dimension' RPG is a remake of Ar nosurge: Ode to an Unborn Star, updated with new costumes, new "purification" partners, and some DLC available in the previous version pre-loaded on this game.

Ar nosurge Plus: Ode to an Unborn Star is a fantasy, sci-fi, '7-Dimension' RPG that takes place in a world where music and song can create magic. It tells the compelling story of a civilization that lost their planet and has been roaming the edge of space for 2000 years in search of a new home. The player follows two sets of characters: Delta and Casty, whose goal is to protect humanity and save the world, and Ion and Earthes, who are trying to find Ion a way home to Earth. The player can change between both pairs and discover a way to combine their storylines and strengths to eventually solve

the mystery that shrouds their on-going struggles.

Ar nosurge Plus Updates:

- New Costumes
  - New costumes for the four main characters (Delta, Earthes, Casty, and Ion)
  - Beat the game to unlock even more costumes for the above four characters
  - New "Purification" costumes for the additional characters
- New "Purification" Partners
  - Sarly, Nelo, and Shurelia can be selected as conversation partners during Purification.
- DLC Addition
  - Some DLC available from the previous version comes pre-loaded!
- Updates and Balancing
  - Full featured tutorial
  - Synthesis Shop Events viewable from menu

Developed by GUST and published by KOEI TECMO America in North America, Ar nosurge Plus: Ode to an Unborn Star will be available for digital download on the PlayStation®Vita on July 2, 2015 for \$39.99. This game has been rated T for Teen by the ESRB.

### Nintendo Partners with Universal Parks & Resorts to Create World's First-Ever Theme Park Attractions Based on Nintendo's Beloved Games and Characters

Nintendo and Universal Parks & Resorts announced plans to bring the world of Nintendo to life at Universal theme parks – creating spectacular, dedicated experiences based on Nintendo's wildly popular games, characters and worlds.

The agreement brings two icons of entertainment together and represents a significant partnership for Nintendo as it expands the reach and popularity of its characters and intellectual property.

Universal theme parks offer incredibly popular, innovative themed family entertainment experiences based on compelling stories and characters – using powerful storytelling and innovative technology. Nintendo has created remarkable and imaginative worlds filled with captivating stories and beloved characters. Now, for the first time, those stories and characters will be brought to life in entirely new ways – only at Universal theme parks.

The immersive experiences will include major attractions at Universal's theme parks and will feature Nintendo's most famous characters and games. More details will be announced in the future, as the Nintendo and Universal creative teams work to create specific concepts.

Family Friendly Gaming was not provided any financial specifics on this deal. It is unknown at this time how much money Nintendo will add to the multiple billions they already have in the bank from this deal. There is also no word on the cost of being able to see this upcoming attraction. Most likely it will not be very cheap to attend it in person.

### Bossa Studios Announces Spy\_Watch

UK based indie developer Bossa Studios is pleased to confirm that Spy\_Watch will be sneaking onto the Apple Watch alongside the launch of the hardware.

Designed from the ground up for Apple's new device, Spy\_Watch is a new type of game for a new type of hardware.

Featuring a rich and immersive story, Spy\_Watch sees you as the head of a spy agency that's fallen on hard times. Your mission should you choose to accept it: train a spy, send them on clandestine operations and reclaim the agency's former glory.

Gameplay centres around real time notifications between you and your agent in the field that are sent and delivered via Apple Watch's intuitive interface. Complete a mission to earn money, which can then be used to improve your spy's abilities.

Bossa co-founder and Chief Spy Master, Imre Jele commented: "We are now all used to communicating via short text based messages and we felt this would be a really interesting and accessible way to tell an interactive story. Thanks to the Apple Watch we are now able to bring the thrill of espionage to your wrist, just like one of James Bond's infamous gadgets."

Spy\_Watch continues Bossa's remit to push gameplay boundaries and be at the forefront of how these can be realized on new platforms as is evident from the recent announcement of Surgeon Simulator for Valve/HTC's Vive VR headset.







# State of Gaming



# REVIEWS

The contraction of the video game industry continues. Less games are coming out. Sales of video game systems in this home console generation continues to diminish from the last home console generation. The industry should notice that giving the hardcore haters what they want is a recipe for ruin and disaster. At the same time too many of these companies have gotten lazy with their products. Rehash rules the day with few innovations. Companies are doing less and expecting more money for it. The lack of effort has turned many families away.

Phone and tablet apps continue to increase. Families do not need to buy some new machine to play them. They already have phones and tablets. Products cost way less on the phones and tablets than they do on the Playstation Vita and Nintendo 3DS. It is

an easy choice for those that want some forgettable fun.

We can barely make it a month without hearing about some video game company in financial trouble. The decline in the economy is hitting the video game industry hard. That means less video games at retail, less family friendly video games, and less video game sales. There is only one sector in video games that is increasing still - indie games. The independently created video games are continue to rise. Many industry experts worry about a bubble burst in this arena.

The video game industry is also preparing for E3. Conventions and shows have lost their charm. Too much money is being wasted by too many companies on these events. They harm the entire industry. The CBA (Cost Benefit Analysis) of these events

comes back in the negative. Family Friendly Gaming is taking a few years off from these events. There is no reason to throw money away, deal with all of the problems, and stresses of travel and being there. Plus there is all kinds of hate, and ugliness at events like E3. Why subject yourself to that kind of nastiness?

The video game industry continues to be intolerant of diversity, and discriminates against Christians. Companies need to continue to hear from the millions in Family Friendly Gaming Universe that you want that kind of backwards thinking to stop. As of now they are being obtuse with hard hearts. Also continue to pray for them that they will turn to God, and away from the devil. You have effected change in the industry before, you can do it yet again. We have faith in you.

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

**CONTENTS** Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: [Gamereviews@familyfriendlygaming.com](mailto:Gamereviews@familyfriendlygaming.com).

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## Matthew 5:11-12

11 "Blessed are you when people insult you, persecute you and falsely say all kinds of evil against you because of me.

12 Rejoice and be glad, because great is your reward in heaven, for in the same way they persecuted the prophets who were before you.





# Fossil Fighters Frontier

SCORE: 65

Family Friendly Gaming rented Fossil Fighters Frontier recently, and I was chosen to do the review. I liked the previous Fossil Fighter games. They had their problems sure. Fossil Fighters Frontier is worse though. The battle screens look like they belong on the Nintendo DS not the Nintendo 3DS. The buggy is clunky to drive around, and the fossil digging is very limited.

We deal with a variety of psychic characters in Fossil Fighters Frontier with psychic powers. I know I found it really odd too. The game starts out ripping off James Bond to introduce us back into the Fossil Fighters world. In fact much of what is in Fossil Fighters Frontier is borrowed from other franchises. Nintendo continues their innovation drought with Fossil Fighters Frontier on the 3DS.

If I had to pay for Fossil Fighters Frontier, I would plop down fifteen dollars. Even then I may consider the money



wasted. The turn based battles in Fossil Fighters Frontier are all based on speed. There are different types in Fossil Fighters Frontier. Some are better against others. Players have one vivosaur to control, and then two friends who also have one to control. Players can increase their attacks up to twenty times (multiple times in a turn), and heal up to five times. Those can be refilled at specific stations in the field.

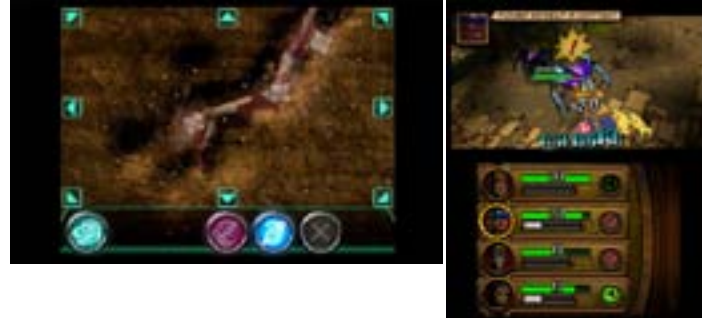
Players can only save



in town in Fossil Fighters Frontier. That is as long as you are not reading an extensively long dialogue. Fossil Fighters Frontier has plenty of weak leaders. I wish we could save in the field. Swapping vivosaurs is pretty easy, and allowed at numerous instances. Like right before a battle. The vehicle controls are clunky and frustrating to use.

Certain female characters could have used more clothing. The ESRB dropped the ball on that descriptor. Vehicles, and our warden skills can be upgraded a variety of ways. Like from missions, and purchasing items. Your dinosaur characters upgrade too. We get an Augumon friend at one point in the story. We also use Stargates to travel between areas on the world. Finding multiple fossils of the same vivosaur makes it more powerful. So digging for fossils is important. I wish I could use more of the monsters at the same time in battles.

- Kid Gamer



Publisher: Nintendo  
Developer: Red Entertainment  
System: Nintendo 3DS  
Rating: 'E10+' - Everyone 10+  
{Crude Humor, Fantasy Violence}

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

# Code Name S.T.E.A.M.

SCORE: 58

or despised - it depends on how you feel about that graphical style.

Code Name S.T.E.A.M. is such a hacker. The computer loves to throw enemies at you out of nowhere. So the only way to play Code Name S.T.E.A.M. is to go slow, and keep your team together. When you get close to the goal spaces you can try to make a run for it. Code Name S.T.E.A.M. is so hard that few players will try to clear everything out in each level.

There are saves within the levels of Code Name S.T.E.A.M., which is helpful. Especially since things can go bad really fast in this 3DS video



game. The sound bytes from the characters gets annoying quickly. The attempts to redefine history in this steam based game is annoying. The whole steam concept is neat, however it is too slow, and way too limited.

I rented Code Name

S.T.E.A.M. for this review. When the game comes down to twenty to twenty-five dollars I will consider buying it. It is not worth any more than that. Code Name S.T.E.A.M. is also a game for the older members of the family since there is so much adult only content. The difficulty, and controls will also turn many families away. Expect to drain the battery of your 3DS with this game since the battles are so long. There is a quick save if you really have to go. - Luke

Code Name S.T.E.A.M. tries to mix genres on the Nintendo 3DS. This hand held video game is part turn based strategy, and part third person shooter. In some ways Code Name S.T.E.A.M. feels like an attempt to do a first person turn based strategy game without the first person view. Players are limited to what their characters can see. So if there is a high wall, an enemy may be hiding behind it. If your characters are high you can see the enemies move around. If not, then you in a fog of war situation.

Code Name S.T.E.A.M. contains tons of violence. We shoot, and blow up all of these alien characters (many of whom look the same). Code Name S.T.E.A.M. also contains blood and enticement to lust. Neither of those were really needed. The cel shaded graphical style will either be embraced



Publisher: Nintendo  
Developer: Intelligent Systems  
System: Nintendo 3DS  
Rating: 'T' - Teen {Blood, Fantasy Violence, Mild Suggestive Themes}

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





# PUZZLES UNDER THE HILL

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

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



## ADVERTISEMENT



## Hello Kitty and Sanrio Friends 3D Racing

SCORE: 64



As you know Family Friendly Gaming has been a long time cheerleader of Majesco Entertainment. Their Cooking Mama, and Zumba games are awesome. I hoped the same could be said for Hello Kitty and Sanrio Friends 3D Racing on the Nintendo 3DS. I am heart broken that Hello Kitty and Sanrio Friends 3D Racing is not a good game. Especially not at the thirty dollar price tag. I paid twenty to purchase Hello Kitty and Sanrio Friends 3D Racing myself.

Hello Kitty and Sanrio Friends 3D Racing is not even worth the twenty dollars I paid for it. I beat this game in under one hour. That was racing and winning all four circuits

which have four races apiece. The grand total of sixteen races are in this hand held racing video game.

Hello Kitty and Sanrio Friends 3D Racing does contain challenges (called Adventures). They are things like race a lap and collect ten items. Or race a couple of laps and collect ninety-nine items. Or go through so many gates in one lap of a race. These are tiny and rather pointless after racing the circuits.

Hello Kitty and Sanrio Friends 3D Racing is a port from the iOS - which is fine. In fact we encourage a lot of ports from the iOS. This game should be sold for no more than ten dollars. Which some might argue is too

high of a price to pay.

The violence comes from the weapons. We spin out other racers by having them hit cones we leave, or things we shoot at them that looked like cakes. The graphics are not that great for the 3DS. This is an area that should have been upgraded and not just ported. The sounds are okay, but they lag behind the visuals. Which is a very noticeable glitch.

The different characters, and vehicles are cool in Hello Kitty and Sanrio Friends 3D Racing. I could never tell which car, boat, or plane was better since there was no stats shown.

- Yolanda



Publisher: Majesco Entertainment  
 Developer: Scarab Entertainment  
 System: Nintendo 3DS  
 Rating: 'E' - Everyone {Comic Mischief}

Graphics: 60%  
 Sound: 60%  
 Replay: 40%  
 Gameplay: 80%  
 Family Friendly Factor: 80%







## Ratchet and Clank Future Tools of Destruction



SCORE: 48

The ESRB has a black eye thanks to Ratchet and Clank Future Tools of Destruction on the Playstation 3. With all of the violence, blood, bad language, and crude humor this game is deep within the thirteen and only rating. I know Sony is a large donor, and they want lower ratings to increase sales. The ESRB should not play favorites and look corrupt. Rate a game based on the content. If Sony wants a lower rating they have to correct the content within the game.



Ratchet and Clank Future Tools of Destruction are long and drawn out. For no apparent reason. The shooting controls remain clunky, and hard to deal with. Players are not allowed to skip the cut scenes in Ratchet and Clank Future Tools of Destruction. Even when you have already seen it, and are trying to get progress in this repetitive and boring



video game. The storyline is predictable - just like the stereotypical characters.

The graphics did not impress me in Ratchet and Clank Future Tools of Destruction. Neither did the sounds. The blood, and constant violence was draining to participate in. In fact I avoided violence whenever I could. Which got me less gears, and other items which are needed for ammo and upgrades. Ratchet and Clank Future Tools of Destruction really forces players into a violent lifestyle.

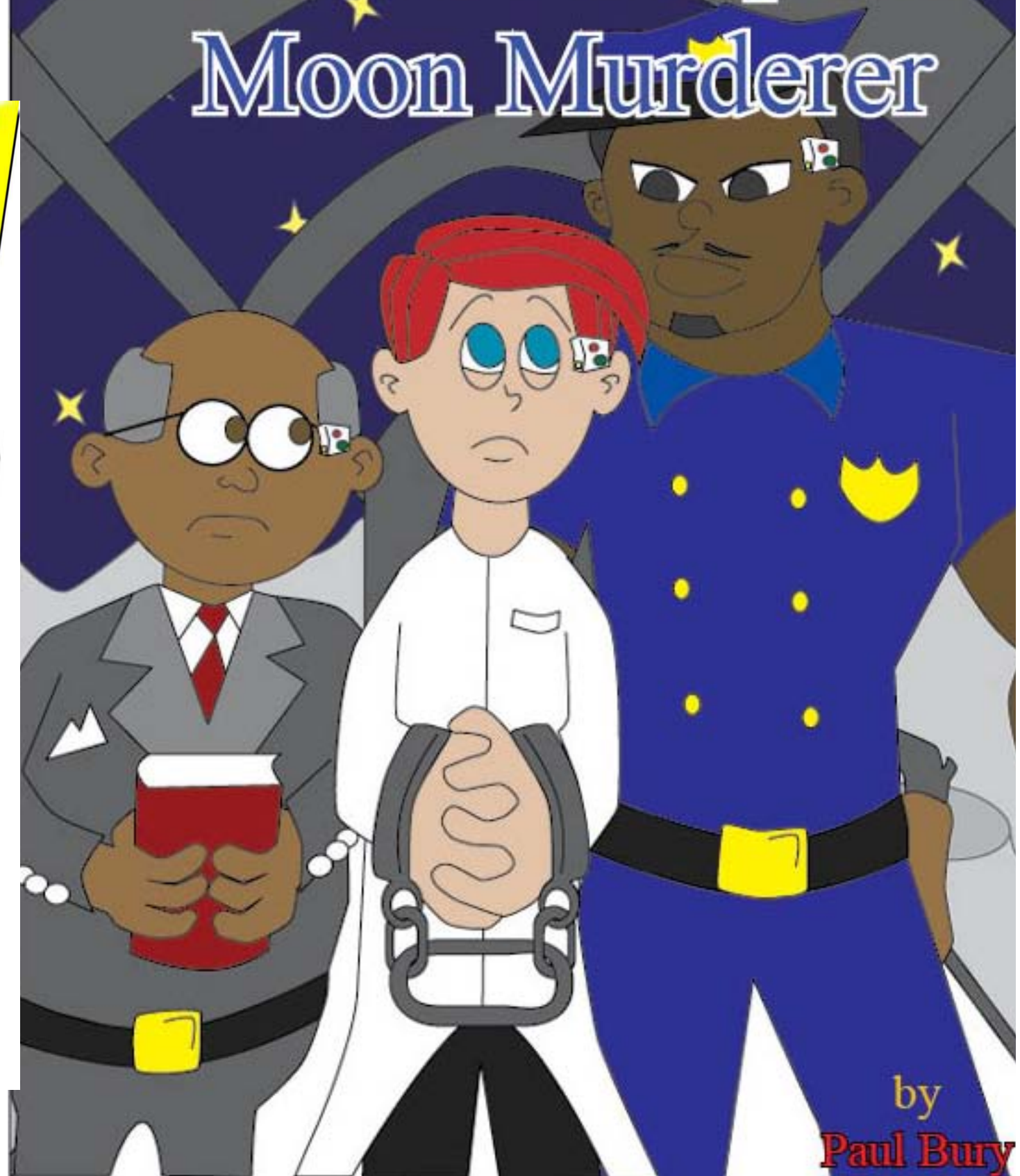
Players collect the souls of the bosses and use monsters to fight for them. I am not clear why this spiritual content was included. It does not add anything to the game, except make Christians want to run far away from Ratchet and Clank Future Tools of Destruction. Pass on this game, it is not worth the twenty I paid for it. - Mark

Publisher: Sony  
Developer: Insomniac Games  
System: Playstation 3  
Rating: 'E10+ - Everyone 10+ {Alcohol Reference, Animated Blood, Crude Humor, Fantasy Violence, Language}

Graphics: 50%  
Sound: 55%  
Replay: 55%  
Gameplay: 30%  
Family Friendly Factor: 50%



# Future Glimpses Moon Murderer



by  
**Paul Bury**

BUY IT RIGHT NOW HERE





# Kirby and the Rainbow Curse

SCORE: 65



# Wii Sports Club

SCORE: 58



Family Friendly Gaming rented a copy of Kirby and the Rainbow Curse on the Wii U. Nintendo tried some different things with this home console video game. Kirby video games are either hit or miss. Kirby and the Rainbow Curse is sadly one of those misses. The worst part about this Wii U game is the controls.



Kirby and the Rainbow Curse starts us out learning how he is cursed into being just a ball. We can draw (limited amount of ink) and Kirby will magnetically attach to the line, and roll along it. We have to tap Kirby to get him to move. The buttons on the Wii U game pad are worthless. A second player can join the game, and they get normal controls. Why can't we just have normal controls with Kirby?

The giant master hands

toward the second reaction. The single player controls in Kirby and the Rainbow Curse are horrible. They are annoying, frustrating, aggravating, and can create real world anger in the form of rage quitting. The second player controls are the only way to play Kirby and the Rainbow Curse. So one player needs to derp around on the Wii U Gamepad while the second player actually plays this Wii U game.

When we like a game we rent here at Family Friendly Gaming, we put it on a purchase list for when it comes down to a price we are willing to pay. We will not be putting Kirby and the Rainbow Curse on that list. We blew through the game (there are plenty of challenges and secrets left to find) way too fast. Kirby and the Rainbow Curse is a rental at best. Save your money for something better. - Teen Gamer



Publisher: Nintendo  
Developer: Hal Laboratory  
System: Wii U  
Rating: 'E' - Everyone {Mild Cartoon Violence}

Graphics: 65%  
Sound: 80%  
Replay: 70%  
Gameplay: 40%  
Family Friendly Factor: 70%



I still play Wii Sports from time to time. I know it is an old game released back in 2006. But my big bro and I enjoy boxing, tennis, bowling, and baseball. Golf has never been something we were that into. So when our dad mentioned Family Friendly Gaming was renting Wii Sports Club on the Wii U, I was very excited. After playing Wii Sports Club on the Wii U I find my enthusiasm greatly reduced.

If you already have Wii Sports then there is little reason to justify a purchase of Wii Sports Club. Especially with the current prices of this home console rehash video game. I would pay ten dollars for Wii Sports Club. There are not enough improvements to justify a purchase. Plus Wii Sports Club only works with Wii Motion Plus controllers.

There is so much glitchy with Wii Sports



Club compared to current games. The pitcher has legs while pitching, but not while fielding. The batter has legs while batting, but not while running. The fielders have no legs or arms still. Nine years ago these kinds of things were cute and acceptable. Now we have higher expectations. Nintendo can't add a few things to a system included mini game and expect fifty dollars.

The online game play is cool if you are into that, and you have the Internet bandwidth to play video games online against others. Wii Sports Club shoves that down your throat constantly. It wants to drown you with Miiverse, and other online stuff. If you are not into the online content then Wii Sports Club is barely worth five dollars. I have not even gotten into the worst part. The controls in Wii



Sports Club make me want to scream. For two family members to box against one another you need four Motion Plus Wii

controllers. Unless you want to fight one handed. Yeah, the experience got worse on the Wii U. Speaking of getting worse - golf. Put the Wii U Gamepad at your feet, and swing a Wii Motion Plus Remote at it. Wii Sports Club tells you not to step on the \$150 Wii U Gamepad. This is a set up for broken Wii U Gamepad's. The controls in the rest of the mini games are glitchy by the standards of today.

I wanted to like Wii Sports Club so much. I wanted to add it to the list of games Family Friendly Gaming will buy to mess around with, and get article ideas. After playing Wii Sports Club, I don't want it bought. I want to forget this game. The original is better and we already own it. Save your money for something way better. - Kid Gamer

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







# MLB 15 The Show



# The Legend of Korra Book Four Balance



SCORE: 79

SCORE: 37

For the last ten years straight Family Friendly Gaming was provided a reviewable copy of MLB 15 The Show on the home console and hand held. This year nothing. In fact no responses to fifty-three emails that were sent to Sony. Not only that but Sony did little to push MLB 15 The Show. Normally there are multiple press releases, images, and videos. This year one video, a couple of images, and no press releases.



The lack of competition on the market hurt MLB 15 The Show. This game is having a definite off year. I wonder if they think they do not need to try as hard since they are the only game in town. Families are offered the five or ten gig installation again. Man that is huge. Long loading times await you no matter which you pick. As well as some obnoxious music. The music can be turned off in the options.

The league team select screen is confusing. As well as the different control schemes. The graphics look okay, little improvement this year. There feels like less content in MLB 15 The Show. It is like the game has been scaled back. The response of the players is laggy, and confusing. A fielder will start to move toward where the ball is going to land and then they pull up short. The player must take over the controls at exactly the right time or no catch.



If you could get a physical copy of MLB 15 The Show for ten to fifteen dollars it would be a decent deal. Prices right now are over inflated. The announcers sounded good at first, but really miss the boat sometimes with messed up comments. I noticed visual glitches in the stands, and the game will stop you from advancing runners at times. It may have been close but I was willing to risk it. MLB 15 The Show did not let me.

Some of the shading effects in MLB 15 The Show were glitchy too. MLB 15 The Show is either way too easy, or way too hard. I found no in between. There was nothing in the middle. Purchase MLB 14 The Show instead. The price and entire game will be better.

Wait for MLB 15 The Show to reach the bargain bins. MLB 15 The Show is not much fun, and I love baseball games.  
- Frank



Publisher: Sony  
Developer: Sony San Diego Studio  
System: PS4/PS3(tested)  
Rating: 'E' - Everyone

Graphics: 80%  
Sound: 77%  
Replay: 85%  
Gameplay: 75%  
Family Friendly Factor: 80%

I almost did not buy The Legend of Korra Book Four Balance. There is so much disgust and controversy over the finale that I did not want to give this company any money. After much prayer and debate we decided we could do more good by warning families away from this product. I also hope this is the end of this franchise.

The Legend of Korra Book Four Balance teases the return of Mako and Korra in a relationship. Yet at the end the show throws a swerve of a sexually deviant relationship out of nowhere. Obviously trying to appease the fanatics and radicals trying to arrogantly redefine marriage. The Legend of Korra Book Four Balance supports those turned over



to their sinful desires.

Korra starts out The Legend of Korra Book Four Balance a complete and total mess. She has been mentally damaged by the near death experiences in the past books. She also has metal in her body still. Kuvira takes charge of the Earth Kingdom and turns into a dictator while uniting the broken kingdom. Toph is one of the few interesting characters that appears in The Legend of Korra Book Four Balance.

The Air Nation is growing the world in The Legend of Korra Book Four Balance. They are awesome to see in action in The Legend of Korra Book Four Balance. Although it ends up discred-



iting the last series since Aang was the last Airbender. Hollywood logic.

A giant mech is introduced in The Legend of Korra Book Four Balance. Defeating it is no easy task. It is one of the few epic moments in The Legend of Korra Book Four Balance. There are a couple of humorous characters in The Legend of Korra Book Four Balance. It is a shame the creators of The Legend of Korra Book Four Balance ruined the show at the end. There are a couple of bonus features. The offensive content means I feel like we wasted our money on The Legend of Korra Book Four Balance.  
- Paul



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

Graphics: 40%  
Sound: 50%  
Replay: 55%  
Gameplay: 30%  
Family Friendly Factor: 10%





# God's Not Dead

SCORE: 84

A very real problem is happening on college campuses - Christians are being treated like second class citizens.

Atheist professors are abusing their positions of power and authority. Millions have lost respect for Universities as they realize it has become liberal indoctrination camps that charge a hundred thousand a year or more. God's Not Dead touches on this major problem in society.

It is really neat to see a movie like God's Not Dead because of all the stories coming out of colleges where professors are trying to force everyone in their classes to attack God, and Christians. I find it most interesting how the tolerant of diversity crowd are they themselves the most intolerant. God's Not Dead really



hits the issue fairly from both sides. It exposes the stance of the political left. Which is to use fear, intimidation, slander, lies, propaganda, insults, and arrogance. It is amazing how little evidence they present.

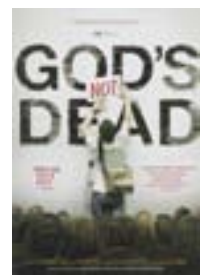
There are some big name stars in God's Not Dead. I wish they had given a few more roles to believers who could use a break. Willie and



Korie Robertson, as well as the Newsboys have enough exposure. Give some others that opportunity. I know plenty of well deserving brothers and sisters in Christ not being given a big break.

The arrogance of the atheist professor is right on track with personal experiences in my life. So is the use of threats, fear and intimidation. They don't have the truth on their side so they have to resort to parlor tricks. The abuse of power by college professors is something that needs to be addressed. Education needs diversity thought, and to be inclusive of Christians.

God's Not Dead lasts for 114 minutes, and was light on the extras. Especially considering how much we paid for this DVD. I really wish Christian products would be better about pricing. I also noticed all the major characters (but one) got saved by the end of the movie. Which is a bit unrealistic for at least one of them. - Paul



Publisher: Pure Flix  
Developer: Pure Flix  
System: DVD  
Rating: 'PG' for Parental Guidance Suggested {Thematic Material, Brief Violence, and an accident scene}

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

# Super Columns

SCORE: 83

Last year we were going to start reviewing Game Gear video games. Our Game Gear broke. So we crimped and saved until we could purchase another one. That has been done, and now we can begin reviewing Game Gear video games. This is a cool and solid hand held that beats the Game Boy hands down. Super Columns is a fantastic puzzle game. We drop colored gems down, match them horizontally, vertically, and diagonally. Families can have a lot of fun with Super Columns.

There are three modes in this great looking color hand held video game. They are Endless, Story, and Flash. Endless is just endlessly playing until blocks reach the top. Story is all about beating this characters as they try to acquire some mystical amulet. Flash is where there are some blocks already there and you need to get rid of them.

I like the music in Super Columns. The game play can feel a bit limited by today's standards. It is still solid, and there is plenty of strategy. I would love to

see Super Columns return to the hand holds in the near future. This is a good game with only one questionable piece of content. I like the Columns franchise better than I like the Tetris franchise.

- Paul



Publisher: Sega  
Developer: Sega  
System: Game Gear  
Rating: 'KA' - Kid to Adult

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

# Super Skweek

SCORE: 74

I am so happy to get back into Atari Lynx reviews. This clunky hand held with a small screen could have been great. Games like Super Skweek show the potential of the Atari Lynx. That does not mean the fifty levels in Super Skweek are perfect. The color is certainly better than anything on the Game Boy. The game play concept in Super Skweek is really cool too. We walk around painting tiles. Paint all of them to complete a level.

My biggest complaint concerning Super Skweek is the confusing menu screens. We pick the kind of a game we play, and then we can pick one of the five islands. The normal select button zooms in, the other button zooms out. One of the option buttons is what is needed to actually start the island. This confounded me for some time until I pulled out the poster and looked at the back (where the instructions were).

Super Skweek has nice music, and okay graphics. There are some really oddball characters in this hand held video game. The difficulty of Super Skweek is really up there. Casual gamers will get frustrated with how easy it is to get blown up in Super Skweek. This is not a perfect game. Super Skweek does show promise with the concept. I hope to see games like this one in the future. - Paul



Publisher: Loricel  
Developer: Loricel  
System: Atari Lynx  
Rating: 'NR' - Not Rated

Graphics: 75%  
Sound: 85%  
Replay: 80%  
Gameplay: 60%  
Family Friendly Factor: 70%



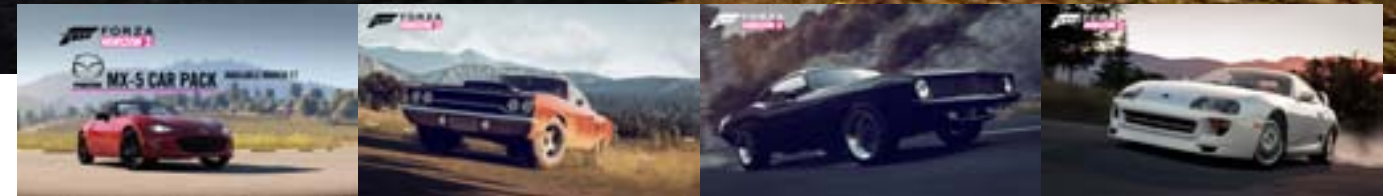
# SPORTS







Product: Forza Horizon 2  
Company: Microsoft  
System: Xbox One/Xbox 360  
Release Date: Out Now  
Rating: 'E' - Everyone 10+ {Mild Lyrics, Mild Suggestive Themes, Mild Violence}





# DEVELOPING

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Word Party game interface showing bees with words: AIDO, COALL, COAND, ACE.

Score board at the bottom:

1 star 1234 COAFT ❌	2 star 0010 COABY ✅	3 star 0007 COACK ✅	4 star 0021 COARD ✅	5 star 0 COHEE
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# GAMES







Product: Guitar Hero Live  
 Company: Activision  
 System: PS3/PS4/Wii U/Xbox 360/  
 Xbox One  
 Release Date: Fall 2015  
 Rating: 'RP' - Rating Pending





# GO!



Product: Giana Sisters Dream Runners  
Company: Black Forest Games  
System: PC/PS4/Xbox One  
Release Date: Summer 2015  
Rating: 'RP' - Rating Pending





Product: Giana Sisters Dream Runners  
 Company: Black Forest Games  
 System: PC/PS4/Xbox One  
 Release Date: Summer 2015  
 Rating: 'RP' - Rating Pending





Product: Flying Tigers Shadows Over China  
Company: Ace Maddox  
System: Personal Computer  
Release Date: Summer 2015  
Rating: 'RP' - Rating Pending

FLYING TIGERS.COM

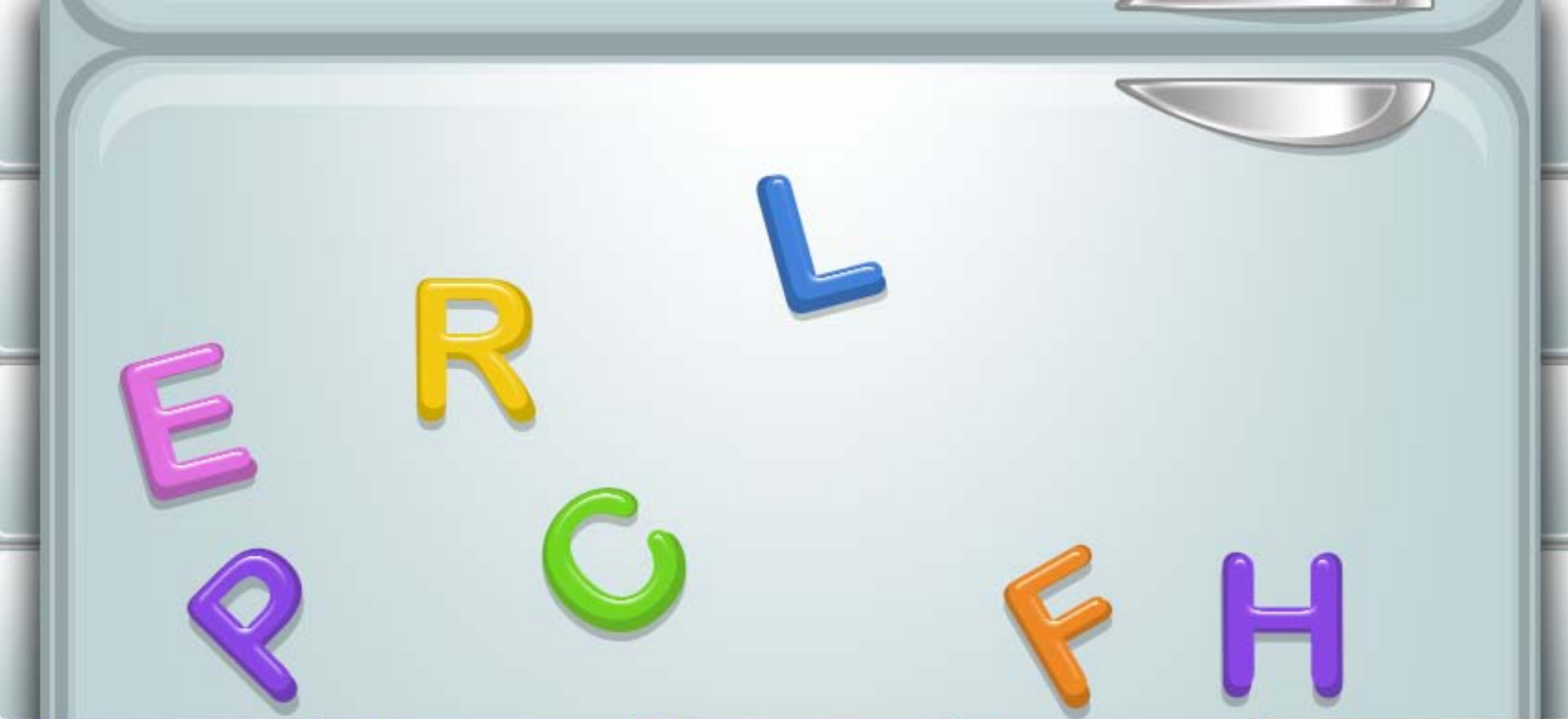
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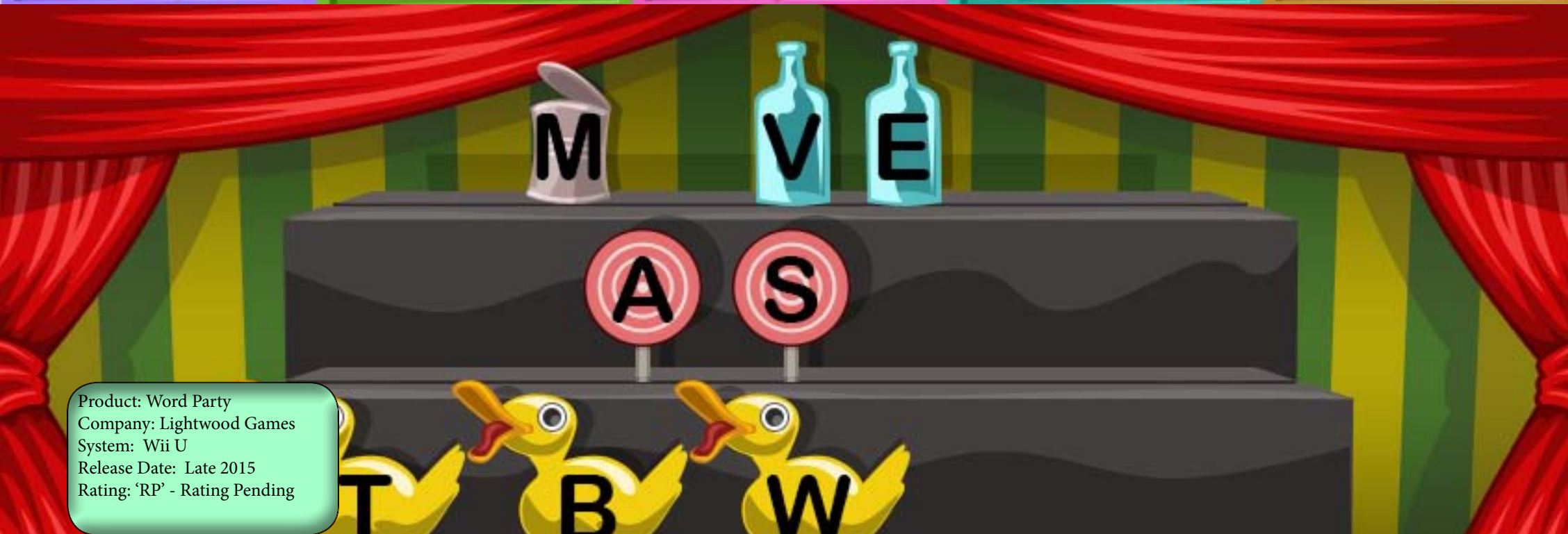


Product: Flying Tigers Shadows Over China  
 Company: Ace Maddox  
 System: Personal Computer  
 Release Date: Summer 2015  
 Rating: 'RP' - Rating Pending





<p>★ 0100 BING</p>	<p>★ 0020</p>	<p>★ 0007 MAK</p>	<p>★ 0010 QSQJ</p>	<p>★ 0234 TO</p>
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Product: Word Party  
 Company: Lightwood Games  
 System: Wii U  
 Release Date: Late 2015  
 Rating: 'RP' - Rating Pending



<p>★ 1234 <del>GAFT</del></p>	<p>★ 0010 COABY ✓</p>
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Product: Octodad Dadliest Catch  
Company: Young Horses, Inc.  
System: Wii U  
Release Date: Summer 2015  
Rating: 'E10+' - Everyone 10+  
{Fantasy Violence}





Product: Octodad Dadliest Catch  
 Company: Young Horses, Inc.  
 System: Wii U  
 Release Date: Summer 2015  
 Rating: 'E10+' - Everyone 10+  
 {Fantasy Violence}





DEVELOPING GAMES



Product: Inside My Radio  
Company: Seaven Studio  
System: Xbox One/PC  
Release Date: TBA  
Rating: 'RP' - Rating Pending





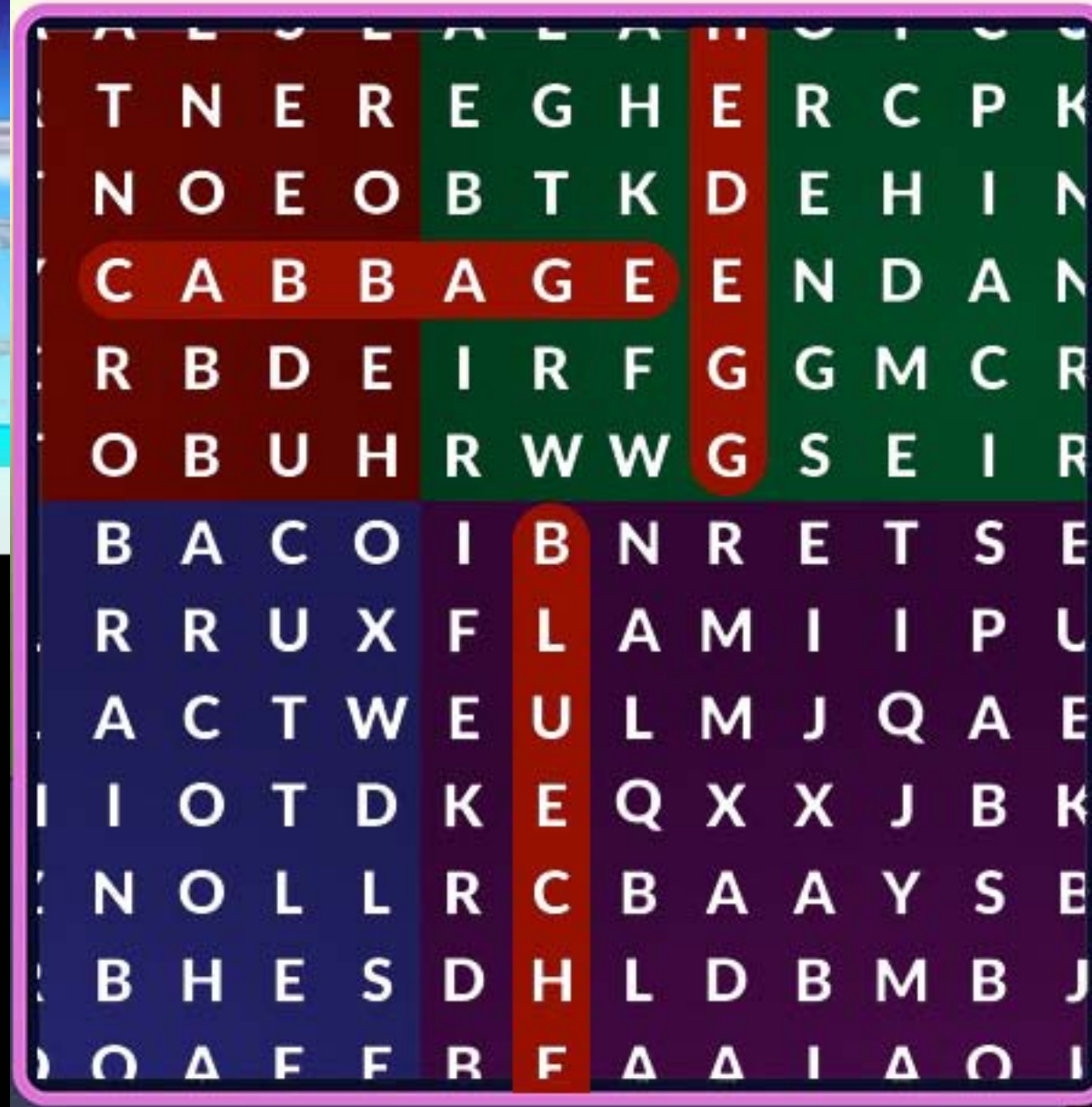


Product: Inside My Radio  
Company: Seaven Studio  
System: Xbox One/PC  
Release Date: TBA  
Rating: 'RP' - Rating Pending





Choose a puzzle



## Epic Word Search Collection

Already a regular fixture in Lightwood's release schedule on iOS, each Epic Word Search is a unique type of word puzzle: a giant word search which contains around 1,500 different words. Using a grid of letters that is much larger than the screen, players have to scroll around the grid to find all the words.

The combination of a circle pad and touchscreen provides an intuitive way to explore and tackle these puzzles on Nintendo 3DS and using the Wii U GamePad.

In addition, up to 4 Wii Remote controllers can be connected so you can solve the puzzle with friends or family.

Epic Word Search Collection for Nintendo 3DS and Wii U will bundle together five of Lightwood's most popular puzzles into a single download: Movies, TV, Food, Sports and Rock. Each puzzle takes around ten hours to solve.

Epic Word Search Collection will be released in the summer.



# RECENT

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# RELEASES







Product: Splatoon  
Company: Nintendo  
System: Wii U  
Release Date: May 29, 2015  
Rating: 'E10+' - Everyone 10+  
{Cartoon Violence}





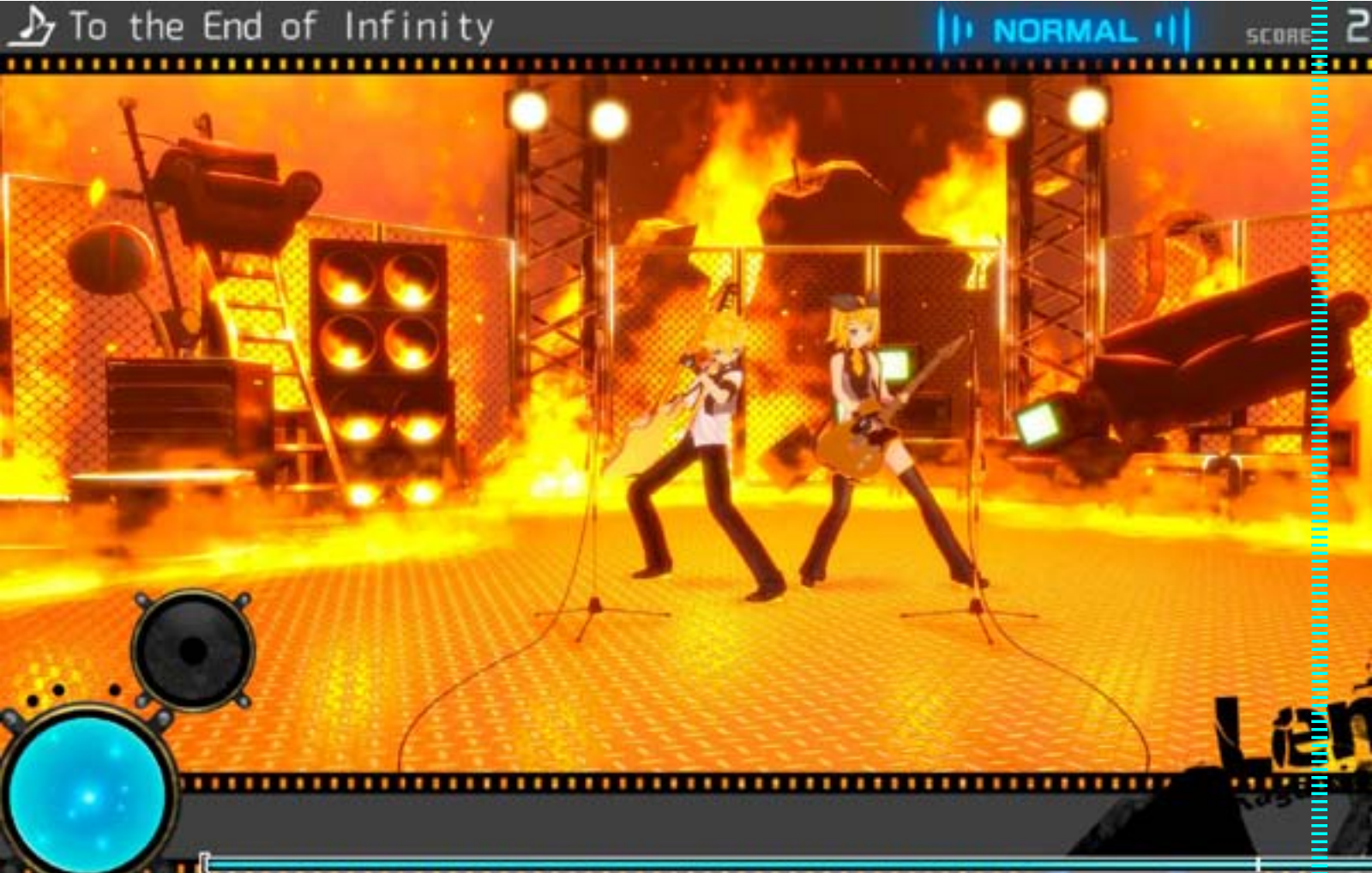
RECENT RELEASES



Product: Splatoon  
Company: Nintendo  
System: Wii U  
Release Date: May 29, 2015  
Rating: 'E10+' - Everyone 10+  
{Cartoon Violence}







Product: Hatsune Miku- Project DIVA F 2nd  
Company: Sega  
System: PS Vita/PS3  
Release Date:: Out Now  
Rating: 'T' - Teen {Alcohol Reference, Mild Suggestive Themes, Mild Violence}





It was then that her face broke into a smile,  
and her silent visage resembled an angel.

Product: Hatsune Miku - Project DIVA F 2nd  
 Company: Sega  
 System: PS Vita/PS3  
 Release Date: Out Now  
 Rating: 'T' - Teen [Alcohol Reference, Mild Suggestive Themes, Mild Violence]





Product: Dont Starve Giant Edition  
Company: Klei Entertainment  
System: Wii U  
Release Date:: May 2015  
Rating: "T" - Teen {Fantasy Violence, Crude Humor}





Product: Krinkle Krusher  
 Company: Ilusis Interactive Graphics  
 System: PS Vita/PS3/PS4  
 Release Date: April 2015  
 Rating: 'E10+' - Everyone 10+  
 {Fantasy Violence, Crude Humor}



# Last Minute

# CONTENTS



# Tidbits



After so many years of neglect the nation's infrastructure has collapsed, leaving behind isolated communities unable to transport goods, people, and conduct commerce.

Skip Next ▶

If only there was a way to connect communities with affordable transportation. The connected communities would then be able to improve trade and commerce and begin to prosper again.

Skip Next ▶

Product Name

Page(s)

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- DiRT Rally
- Back to Bed
- Star Wars Battlefront
- Legend of Kay Anniversary
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# CAN YOU PUT THE FUTURE OF TRANSPORTATION BACK ON TRACK?



Product: Lionel City Builder:  
Rise of the Rails  
Company: Big John Games  
System: Nintendo 3DS  
Release Date: Q2 2015  
Rating: 'RP' - Rating Pending







Product: DiRT Rally  
Company: Codemasters  
System: PC  
Release Date: Out Now  
Rating: 'NR' - Not Rated





Product: Back to Bed  
 Company: Bedtime Digital Games  
 System: Wii U  
 Release Date: June 2015  
 Rating: 'E' - Everyone  
 {Mild Fantasy Violence}





Product: Star Wars Battlefront  
Company: EA  
System: PS4/Xbox One  
Release Date: November 17, 2015  
Rating: 'RP' - Rating Pending





Product: Star Wars Battlefront  
 Company: EA  
 System: PS4/Xbox One  
 Release Date: November 17, 2015  
 Rating: 'RP' - Rating Pending





Product: Legend of Kay Anniversary  
Company: Nordic Games  
System: Wii U/PS3/PS4/PC/Xbox 360  
Release Date: Summer 2015  
Rating: 'RP' - Rating Pending





Product: Wind-up Knight 2  
Company: Unity Games  
System: Wii U  
Release Date: TBA  
Rating: 'RP' - Rating Pending



# VIDEO GAME LIES



by  
Paul Bury

Version 2

**BUY IT NOW RIGHT HERE**