

# FAMILY FRIENDLY

# GAMING

The VOICE of  
the FAMILY in  
GAMING



ISSUE #98

September 2015

Disney Infinity 3.0,  
Bravely Second End  
Layer, Lumini and  
more in this stuffed  
issue!

Donkey Kong gets a  
Super Charge in  
Skylanders  
Superchargers!!

Batman Arkham  
Origins, Dragonball,  
Smallville, Super  
Mario Bros and more  
reviewed here!

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Home Page

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

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### STAFF:

|                    |              |
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| Editor in Chief:   | Paul Bury    |
| Art Director:      | Yolanda Bury |
| Sports:            | Frank        |
| Hunting:           | Secret       |
| Music:             | Shirley      |
| History:           | Patricia     |
| Gaming Journalist: | Mark         |
| Gaming Journalist: | John         |
| Gaming Journalist: | Luke         |
| Gaming Journalist: | Sam          |
| Working Man Gamer: | Secret       |
| Kid Gamer:         | Secret       |
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Family Friendly Gaming  
 7910 Autumn Creek Drive  
 Cordova, TN 38018  
 Pbury@familyfriendlygaming.com

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 Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their parents.

## Awesome

Some days I can barely believe how awesome things are. It is astounding to me that what hate filled people mean for evil is turned to good by God. The constant increases we receive is awe inspiring. The way we can show contrast brings a smile to my face. Taking things one day at a time continues to work. We have made baby step improvements for over a decade. Working toward the long goals slowly continues to work. We are in the progress of making all kinds of cool, fun, and fresh improvements. Some of them will take years to reach. Others can happen in a few months. Bit by bit, and little by little aspects of Family Friendly Gaming get better. I want to thank all ya'll for your support.

I laugh daily when someone makes a wrong assumption about Family Friendly Gaming. Especially when it is a company representative and/or PR firm member. It is even funnier when the opposite of their assumption is clearly visible and easy to find on the Family Friendly Gaming website. Some days I educate the people making the incorrect assumptions. Other days I am too busy to help them improve their failing job performance. I have come across plenty of thin skinned, small minded people in the video game industry. Some times it is not worth it to try and educate them. Too many of them do not listen, and take offense when we try to educate them.

I am astounded at how amazing things have been not only on the website but also on the Youtube channel. The constant growth humbles all of us. A super massive thank you is given to each and every single member of Family Friendly Gaming Universe. I am so thankful to all ya'll. I feel so blessed that so many people are interested in what we do. I am so thankful for all the emails that thank me for Video Game Lies, Future Glimpses Moon Murderer, Family Friendly Gaming, videos, and all of the works we publish. I am also so thankful to each and every person who sends in donations. I may never be able to do Family Friendly Gaming full time. I am at peace with that. I get to meet so many wonderful people through my day job. I am able to do tasks vastly different from Family Friendly Gaming. God has, and continues to provide for our family. Everyone reading this column is a part of that provision.

Thank you.

Every single day offers a variety of different challenges. I am thankful for all of them. We pass some tests, and fail others. We get back up after we fall and try to succeed the next time. I cherish each and every success. I try to learn from each and every failure. I never mind making a mistake. I never mind failing at something. I diligently try harder next time, and try to avoid that mistake in the future. I am human, and prone to make mistakes. I am surprised I do not make more of them on a daily basis. Never feel bad about pointing out an error. It keeps our heads from getting huge.

God bless,  
Paul Bury



## Back to School

Our kids have been back to school for some weeks now. I know other areas of the country will be going back to school just after this issue is published. Back to school is such a stressful time. Very few kids actually enjoy going to school. In fact I think it is time we have an open, honest, and transparent conversation concerning the educational system in America. Let us be real, and see if we can find a better solution.

The first problem with the educational system in America is the lack of diversity. The extremely radical left wing slant of the schools is detrimental to growth for millions of children. The limited scope and viewpoint stunts the growth, and stands in the way of real progress. Which brings me to the second major problem - lack of choice. Families need real choices when it comes to education. I would love for the government to give us our own educational tax dollars and let us decide which schools to use. Even let us train a child at home if that is the choice. It is lame to have to pay for the public school system and then pay a second time when we choose something else.

Forcing kids into the school system makes the government look like an uncaring, mean, nasty, and hateful dictator. Then there is the topic of too many subjects in school are a waste of time. I look back at my forced time in the educational system and realize 90% of was never useful for me in the real world. Academia promotes itself. Education is its own closed off little world that does not play nice with others. Too much within the educational system is self promotion of other parts of the educational system. Yet valuable real world skills are not taught. The only value in the subjects taught are if you plan on teaching those same subjects in the future.

On the topic of teachers I would like to see that opened up more. Someone who has taught for twenty years can lose touch with not only the kids of today, but also the real world that parents inhabit. I would love to see this opened up to real people without a piece of paper with the word 'degree' on it. If you have done something for ten to twenty years you should be eligible to get a job teaching it. This kind of motion would keep teaching, and teachers fresh. Plus it would allow long term teachers back into the

real world to learn about modern upgrades. It would allow long time workers a greater respect for the teaching profession. It would be a win-win scenario.

There needs to be more competition in the educational realm to bring prices down. The current system fosters greed, and excessive prices. It needs to be brought down. There should be a fast food equivalent in the educational system. Maybe by breaking subjects down to real world applications, and real world needs. I see an entire overhaul and redesign is needed to fix the American educational system.

God bless,  
Yolanda Bury



# LESSON-BASED EDUCATION & FUN



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



Interactive Bible Series for Windows by GraceWorks Interactive



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

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

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|                    |                    |
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| 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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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

### Shrinking Middle Class

Ever hear someone complain about the rich getting richer, and the poor getting poorer? Have you then taken that same logic and applied it to video games? There are all these little guys out there. All of these indies out there. Many of the indies have day jobs to pay the bills. Some have lost their houses following their dreams. They are definitely at the poor end of the spectrum. Then we have these massive corporations making billions of dollars, and/or having billions in their bank accounts. They are obviously the rich. What about the shrinking middle class?

There are very few middle class video game companies. Many of them have been bought out by the rich video game companies. Others went belly up from a few mistakes. In fact many people in the middle class are one or two mistakes away from a bankruptcy. It makes sense that the same logic would apply to middle class video game companies.

What can be done to support the middle class video game companies? You could support them by buying their products. What if one of those products is a mistake? That is a tough one to answer. The industry needs to do something soon.

# 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!

## Problems and Solutions

Dear Mr. Bury,

Thank you for calling out game review sites/magazines on their lack of integrity, and for making people aware of the benefits of physical copies. You have highlighted two big problems in the game industry, and I would like to propose some solutions.

All your suggestions for improving the integrity of the game review process are excellent. Here's my suggestion. Why not have guest reviewers, the same way TV talk shows have guests? It would make the process of reviewing games more honest and more interesting as well. The guest reviewers

could be ordinary people instead of hard-core gamers, or better yet, people who have real-world experience in what most of us can only do in a video/computer game. For example, why not invite Dale Earnhardt Jr. to review Gran Turismo 6 or Forza Motorsport 5? Why not invite the manager of a real-world amusement park to review Planet Coaster? Why not ask former New York City mayor Rudy Giuliani to review the SimCity games? Why not ask a real private investigator to review the Nancy Drew games?

As far as physical copies of games go, the main barrier preventing indie game companies from making large numbers of physical copies of games to place on store shelves is money. Also, you need to get permission to do so from the top management of the store in question. Why not provide a toll-free number for people to call so that they could have the game delivered to them in physical format through the mail? You would have to wait longer for a physical copy, but you wouldn't need to spend hours online downloading data. The company would only need to burn an optical disc when an order is placed. Also, it would be safer than buying a physical copy of a game online. This would be a great idea for DVD and Blu-Ray movies as well.

I hope my ideas are helpful. Have a great day, and God Bless You.  
Sincerely,

David

{Paul}: David,

These are awesome ideas, thank you. I think we may need to get this into an upcoming issue. :)

Guest reviewers is a very interesting idea. I wonder if the celebrities would do it pro bono or expect a lot of money to do a review?

We are completely on the same page on indie games. A phone call, website, catalog, etc would be awesome. And I agree, the indie developers would only burn the disc when they get a sale. That would cut costs. Have you heard of IndieCade? It is an event where they focus on what they consider to be the best indie developers. How about Humble Bundle? They decide a grouping of indie games that should sell well together. There was something years ago called Independent Games Volume 2. This company compiled indie games and put them on one disc. Here is what I am thinking - a catalog, phone call, and/or website with a conglomeration of indie companies and indie games. Like a buffet restaurant. Consumers can pick and choose say ten indie games and when they put their order in, their disc is burned and mailed to them.

It would not take Sony, Microsoft and Nintendo much effort to offer physical copies of every single downloadable only game they sell. It is one more option, one

more place to click. Or like you said, one phone number to call in your order. I can think of plenty of downloadable only video games I would purchase physical copies of. Every day these companies deny us physical copies is another lost sale.

## How to Improve Video Game Journalism Ethics

I love your ideas in 'How to Improve Video Game Journalism Ethics' article. Why doesn't anyone else in video game journalism come up with practical solutions like that? Your ideas would make things more fair, and shake up the corrupt establishment. I bet those benefitting from the corruption in video games will resist changes since it will make them lose power. How can we get them to stop being so greedy?

You asked for ideas on how to fix the corruption in video games. I want to see all the expos, conventions and shows end. All of these companies throw out a bone at each show. They promise a game later that year, and then two years later we still are not playing that game. I want to see companies sell directly to us gamers. And I am big on having a physical copy of a game. I like playing online with others, but I understand it gets expensive. Companies need to provide offline versions of all online video games. Let the market decide

who wins - online or offline.  
- Todd

{Paul}: Todd,

Thank you for your awesome email with tons of amazing ideas. I appreciate your exceptional words of encouragement. Sometimes I get down and feel like no one is listening, and no one is doing anything to make things better in video games. You are speaking out, and it impacts others. You are so right - those supporting corruption and greed are not going to want to give up their power that easily. It is not in their self interest. Selfish people will consistently think of themselves and their self interest first. It gets me down some days to know the image of the video game industry continues to plummet. I won't give up. I won't stop trying to make things better. The evil, vile, and wicked will not win the entire industry by default.

I love your suggestions. I completely agree about the expos and conventions. They are such a waste of money. We run stories that other gaming sites won't run. We help out the little guy all the time. In fact some of these "little guy" companies make more money than Family Friendly Gaming. It is astounding how many times we helped out small indie games, and gave them attention. I also agree with you on the physical copies, and selling directly to gamers. Companies could give gamers a

nice price cut by selling directly to them. Especially older games that are not in retail circulation. I love your idea about selling offline versions of online video games. I am sure a tweak or two would be needed for some of those games. I doubt it would be a lot of work. Why not let the gamers themselves tweak the difficulty settings?



## Youtube Channel

Your Youtube Channel is wonderful. Thank you for doing it. I love the warnings you put on videos. I love the work you put into it. I love how you are not partnered with networks that show offensive videos. Your dance videos are exceptionally high quality. You do videos from all kinds of cool, family friendly video games. That Larryboy Let's Play is so cool. What future plans do you have for your Youtube Channel?  
-Martha

{Yolanda}: Martha,

I am so pleased to hear our little Youtube channel is such a blessing

# SOUND OFF Continued

to you and your family. We financially invested quite a bit of money into getting a variety of hardware to be able to provide videos. We are also financially investing in a variety of different, and interesting video games we believe would do well on the channel. Some are hits, and some are misses. Some explode months later.

The future plans we have is to keep doing what we are doing. We are going through a variety of different dance video games we have. We release videos for them on a weekly basis. We also rotate around different games. So one week we do some Gamecube. Another week do some Playstation, PS2, and/or PS3. Then some Xbox. Some sports games. A family board like game. We keep shifting things around. We check what does really well, and give it some more videos. We are also looking for a Christian network to join on Youtube.

## High Heat Major League Baseball

Thank you for reviewing High Heat Major League Baseball video games. I loved those games on the Playstation 2. I am so pleased to see Family Friendly Gaming give them some love and attention. I love how Family Friendly Gaming does not require all of its readers to keep up with the rat race of always getting new video games. You are leading

the industry in a responsible, intelligent, and sensible manner. Keep it up. Oh and keep the faith. I also love how Family Friendly Gaming is standing up to video game corruption and extreme liberalism. Don't lose heart no matter how much they punish you for doing the right thing.

-Brad



[Paul]: Brad,

Thank you for your words of encouragement. We can not take all of the credit for covering retro video games. Over the past couple of years we have received emails from members of Family Friendly Gaming Universe that wanted us

to do more coverage of retro video games. Little by little that grew, developed, and matured to where we are now - we do not discriminate based on age. High Heat Major League Baseball is a fantastic series. Do not be surprised if it arrives in the Family Friendly Gaming Hall of Fame in the next couple of years.

Thank you for your words of encouragement to stand up to the corruption and extreme radical fanatical left wing slant in too much of the video game industry. We always come down to what God says. Are we honoring God or are we honoring man? I have noticed much of the idolatry of political correctness is rebellion against God. Why would I want to rebel against God? That is plain stupid in my humble opinion. We refuse to rebel against God here at Family Friendly Gaming.

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:  
Family Friendly Gaming  
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Want to advertise in Family Friendly Gaming?

Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

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

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



# TALK TO ME NOW

## Family Friendly Gaming discusses the Offline modes!

Paul: Know what I want? What I really, really want?

Yolanda: Companies to start paying their fair share?

Teen Gamer: Companies to be less greedy, and to stop hoarding billions in their bank accounts?

Kid Gamer: More family friendly video games?

Sam: Less of an extreme left wing political slant in the video game industry?

Frank: More competition in sports video games?

WMG: Consumer friendly prices of video games, especially older ones?

Paul: Okay maybe I should have been more specific. Yes those are all things I want to see. Those are all things that are improvements needed in the video game industry. Those are all important issues. For this issue I would like to discuss offline modes. I would like to see offline modes for every single online video game. I would love to play online only video games in offline only modes.

Sam: That would create a massively huge new section in the video game industry.

Frank: How many of those games would work without those company servers?

Yolanda: Would companies be able to make money off of their online only games if they created offline versions of them?

Teen Gamer: Too many of the online only games go out of business because they need so many players to be paying per month. When they don't have enough they shut down.

Kid Gamer: I think older online games like Ultima Online and Everquest should be able to go into offline only modes easily.

Teen Gamer: Plus they have the games done already. Maybe a tweak or two to put it on a disc, and use that instead of a server.

Sam: Then there are games like Ultima Forever and Yslandia that were shut down. Offline only modes would give those games new life.

Yolanda: It is a really good idea. This idea could be worth billions to the right company. And here again Family Friendly Gaming gives it away for free. How many companies do you think will jump on this idea after they

read about it here?

Paul: I hope quite a few. I am concerned that not many will do anything with it though. Too many video game executives have the follow the herd mentality.

WMG: It takes a brave and bold leader to step out and try an amazing idea like offline video game modes for all online video games.

Frank: Maybe certain companies could go to another company for this work? Collaboration with a different company would save them on financing and resources.

Yolanda: There is the problem of these companies being control freaks though.

Paul: Excellent point. Too many companies went to online only video games to keep complete control of the game and the families playing the games. Many families have rejected online video games because of the controlling nature.

Kid Gamer: There is also the problem of Internet usage.

Teen Gamer: Excellent point. Having offline only modes for these games would fix that problem and allow these companies access to a massive gaming population they would never ever reach any other way. It is a win-win scenario.

Frank: Is the technology there without the servers?

Paul: I think so. Take XPlane 10 for example. That game is massively huge. However families do not need to load the entire game onto their Personal Computers. Offline versions of online games could go the same route. Put certain areas on certain discs. If you travel to a different area, then you need a certain disc. XPlane 10 also come on something like ten DVD discs.

Yolanda: There certainly is a way if these companies have enough willpower.

Kid Gamer: I don't think it is much of a risk on their part.

Teen Gamer: I hope they listen to the wisdom given freely to them by Family Friendly Gaming. They could make money and improve the video game industry at the same time.

Sam: I can think of plenty of online only video games that would make awesome offline only video games. Especially if they allow for local multiplayer.

WMG: Local multiplayer would be awesome for some of these games. Especially if they did them on the Wii U with the off screen option on the Wii U Gamepad. That would be so cool to have one family member use the TV screen, and the other one use the Wii U Gamepad.

# DEVOTIONAL Video Games 101

## Reform Part 10

We are continuing our ongoing series on reforms needed in the modern day American church. This month we are touching on advertising within church. From churches advertising the variety of different events they do, to actual products being advertised. I have seen a lot of advertising in churches, and been very uncomfortable to see it. **Matthew 21:12** *Jesus entered the temple courts and drove out all who were buying and selling there. He overturned the tables of the money changers and the benches of those selling doves.* **13** *“It is written,” he said to them, “My house will be called a house of prayer, but you are making it ‘a den of robbers.’”* Jesus was clear on the buying and selling of products at church. How many churches have bookstores where they are selling products?

One of the things about churches running advertisements for certain products is the methodology used in selecting. Remember how I talk about being invited to early screeners of movies? Many of the movies I am invited to are Christian films. Know who else is there in attendance? Pastors from local

churches. I find it interesting how some pastors will take the marketing materials and have them shown at their church. They pick and choose which of these products they will support. I have seen certain pastors only support those that give them free movies. I have seen some mention none of the Christian movies come out. I have not seen one that mentions all of them. I have asked multiple pastors for their selection criteria on which products they advertise at their churches and which ones they leave out in the cold. Sadly I have not received an answer. They dodge the question. **James 2:1** *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?* Favoritism is being shown.

How exactly are they helping all the brothers and sisters in Christ with Christian

products they reject? **James 2:15** *Suppose a brother or a sister is without clothes and daily food.* **16** *If one of you says to them, “Go in peace; keep warm and well fed,” but does nothing about their physical needs, what good is it?* They are telling them to go and keep warm and well fed all while knowing their is a need they are failing to provide for. Churches should be all or nothing. Have a place for all Christian products that come to your church to be sold, or none of them. The favoritism needs to stop.

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 Lies

There are lies within the video game industry. They are there to control others and to kill off diversity. One of the interesting video game lies we are looking at this issue is - “not my department.” We enjoy giving a behind the scenes look at what goes on in the video game industry. The hope is the evil and corruption can be cleaned up. The first step in solving any massive problem is to identify it. In this case there is all kinds of back scratching that goes on in the video game industry. There are certain special class citizens who are treated better than others. Fair-

ness and favoritism are things that are generally not practiced by most companies within the video game industry. The ‘not my department’ lie is used when someone does not want to do something. At times it is used to embolden their laziness. Other times it is used to discriminate against Christians. Still other times it is used to try and keep certain groups and organizations down. Other times it is used to try and get rid of diversity.

Another aspect of ‘the not my department’ is a small minded perspective. Some organizations put things in specific boxes. They can not see beyond the boundaries they put in place. They chain themselves down, and try to get others to accept those chains. As long time readers know Family Friendly Gaming is all about freeing people from those meaningless and wasteful chains. It can be difficult when dealing with people who embrace their chains. It is sad that some people are comfortable in their chains. They do not hope for change. They do not embrace making things better. They are bitter clingers to their limitations. These boundaries and limitations are imaginary. This is one of the lessons Family Friendly Gaming teaches.

Intelligent people in the video game industry realize this and are not enslaved by them.

There are plenty of areas of corruption in the video game industry that need to be cleaned up. One of them is ‘the not my department’ lie. Especially after someone has promised assistance. It means their words are hollow and meaningless. They say things to get their way, and then go away when there is a price to pay. Family Friendly Gaming encourages them to keep their word. To fulfill their promises. It is never too late for them to start to do the right thing. They can start right now, today.

The worst part of ‘the not my department’ lie is what too many in the video game industry have done when taught a better way. They ‘take their ball and go home’. They punish the teacher for opening their eyes to the truth. Family Friendly Gaming understands they have lived in darkness and shy away from the light. Even with that reality is their evil reactions something anyone wants to support in the video game industry? Shouldn’t we all expect better of them? Are they so handicapped by wickedness that we leave them in their corruption?



# IN THE

# NEWS

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them to grasp God’s hand in this world and the next.”

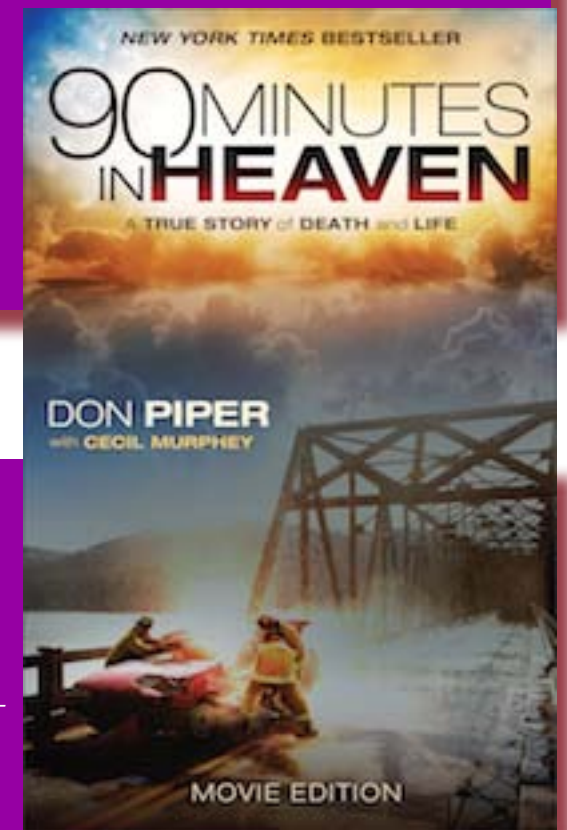
Piper’s book—straightforward, honest, compelling—begins with a simple declaration: “I died on January 18, 1989.”

As he drove home from a church conference, a semi-tractor truck crossed the lane and crushed Piper’s red Ford Escort against the iron railing of a two-lane bridge. First responders pronounced him dead and covered his body. Piper was in heaven experiencing bliss—until a fellow pastor from the conference saw the accident scene and prayed over Piper’s body.

In an instant, he was restored to life, one that brought him

into years of grueling tests—both physical and spiritual. He endured 13 months of difficult hospitalization and 34 major surgeries (some new to the U.S.), as well as the use of the extremely painful Ilizarov bone-growth device to allow missing bone in his leg to grow back. All of that was followed by years of rehabilitation and battles against depression.

With his family’s support and the prayers of many, Don Piper eventually came to believe that God had a purpose for his pain, and he hesitantly began to share his story to skeptics and believers alike. 90 Minutes in Heaven, Movie Edition traces the amazing



### 90 MINUTES IN HEAVEN Movie Edition Book Announced

90 Minutes in Heaven—the New York Times best-seller and inspiring true story of Don Piper’s death, time in heaven and return to a life that included years of intensely painful recuperation—launches a new Movie Edition on Sept. 1. The book launch accompanies the movie adaptation of Piper’s story also opening in theaters Sept. 11, starring Hayden Christensen and Kate Bosworth.

With more than 7 million copies sold, the New York Times best-selling book has a new preface by the author and cover art tied to the film.

“The response to 90 Minutes in Heaven, as awareness grew, has been humbling and inspiring,” Piper said. “My wife, Eva, and I want this Movie Edition to reach more people, sustain them in hardship and inspire

account of how a man’s death, visit to heaven and painful return ultimately touched millions of lives the world over.

“A friend handed me this book at about midnight, and come two or three in the morning, I was still reading, my heart pumping, bumps on my arms, the hairs on the back of my neck on end,” Donald Miller, New York Times best-selling author, wrote. “It’s a wonderful and inspiring story.”

“Piper struck me as a reliable witness,” Christianity Today Editor-in-Chief Mark Galli wrote in a 2012 cover story. “Piper simply had the look and sound of sanity, of someone who was telling the truth, whose word was his bond.”

90 Minutes in Heaven, Movie Edition is available online for preorder and will release on Sept. 1, 2015. The book retails for \$14.99.

### FreshPlanet Turns Up the Volume with SongPop 2

FreshPlanet released SongPop 2, the follow-up to the social music trivia hit SongPop which amassed over 100 million users since launch. Built around the Name That Tune™ foundation of the original SongPop, SongPop 2 features new twists and bigger, louder, more toe-tapping trivia action than ever before. SongPop 2 is repeat-pay-to-play with in-app purchases and available now on iOS.

For toe-tapping competitors who hate to wait, SongPop 2 provides a whole new way to play: the social single-player game mode, Party Mode. In this mode, players can put their music trivia prowess to the test on a series of ten-question music trivia quizzes, each of which will contribute to their overall score on a series of limited-time-only global leaderboard. When the party's over, the players who've topped the charts will win fabulous prizes: coins, XP, power-ups and badges.

FreshPlanet has been working closely with record labels and music publishers to build an incredibly diverse collection of the latest and greatest hits: in addition to their already enormous catalogue, FreshPlanet will release over 25 new, highly-anticipated playlists at launch, all of which will be free-to-try. Returning SongPop users can sync their accounts to find all of their unlocked playlists, progress, and high scores from the original SongPop ready and waiting for them in this new experience. Features:

- More than 1000 playlists of over 100,000 songs
- An extensive selection of all-new SongPop 2-exclusive artists
- A cute new art style
- More free music than ever before
- An Apple Watch companion app

### HelpAround Launches Personal Alert Button

HelpAround, Inc., the creator of the popular Diabetes Helpers peer-to-peer support network, today announced the launch of Alert: the first health app to act in real-time on incoming Apple HealthKit data. When used on an Apple iOS device and granted access to HealthKit's blood glucose data, Alert immediately notifies the user to send an alert when an incoming glucose reading is outside of a predefined range.

Additionally, Alert lets users with any chronic condition caught in physical or emotional distress to manually alert and conference-in their most trusted contacts, so as to troubleshoot the situation together.

"With Diabetes Helpers, we saw thousands of strangers stepping up to help each other, but we also learned how much fear our users cope with," said Yishai Knobel, HelpAround founder and CEO. "We recognized that in times of trouble it is imperative for anyone to be able to easily reach the most trusted people in their lives."

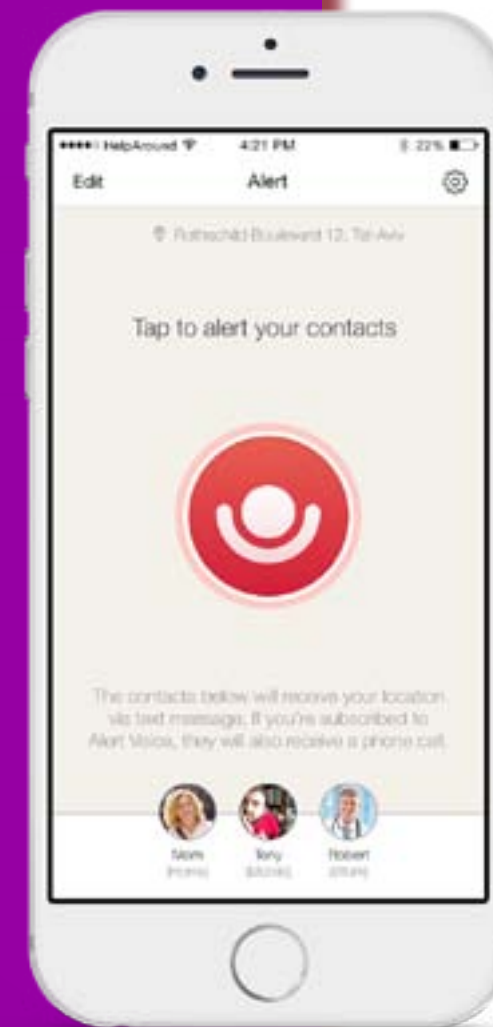
The new Alert app builds on the success of the company's Diabetes Helpers app, a ground-breaking service that made famous the question: Would you help a neighbor with diabetes? The service allows anyone to locate diabetes helpers in their immediate area. Caught out and about with only one test strip? Diabetes Helpers lets you see who's in your area that might carry the same make and model you do.

The developers of Alert considered a wide range of chronic conditions and allergies for the service. Having run mHealth for diabetes technology company AgaMatrix, Knobel knew that as blood sugar drops, fine motor skills deteriorate and thinking can become muddled, making it difficult to properly navigate a smartphone. This is why

all one needs is a simple shake of the phone to initiate an alert.

After the Alert app is launched, the user can create an alert either by shaking the phone or tapping a single large red alert button. The user then has a 5-second buffer after which it sends a text message with the user's exact location to the three trusted helpers and initiates a conference call with all of them. Alert piggybacks both text and the conference call onto the user's data plan, so the app does not cut into voice minutes. Examples of trusted helpers include family, friends, or professionals such as school nurses or care coordinators.

Alert is available for download on iOS and Android mobile phones and does not require a change in phone carrier or phone number to use. The users' alert contacts don't need to use a smartphone to receive alerts. The basic app is available for free at the Apple App Store and on Google Play, and includes the text message service and three conference calls. An upgraded subscription is available for \$9.95 a month and includes unlimited calls. The company expects to release an Apple Watch version of the app later this year.



### EA Sports Partners with Real Madrid C.F.

Electronic Arts Inc. (NASDAQ: EA) and Real Madrid C.F. announced that they have signed a three year partnership that will see EA SPORTS™ become the exclusive and official videogame partner of one of the world's most popular football clubs.

"We're honored to welcome Real Madrid as an official partner club and the opportunity to bring fans even closer to the team through unique experiences and authentic player likeness in the game," said Jamie McKinlay, Vice President of Marketing, EA SPORTS. "Real Madrid is one of the most popular clubs in the world and that's also true within our game; we are looking forward to building a deeper connection with the club in the coming years."

As part of the partnership, EA SPORTS FIFA 16 will include updated 3D head scans of fourteen of Real Madrid's most popular players. New player likeness for Cristiano Ronaldo, Sergio Ramos, James Rodriguez, Luka Modrić, Karim Benzema, and others will enhance the authenticity of the FIFA franchise. Fans will also find out which of their favorite stars rules the virtual pitch when Real Madrid players compete in an exclusive FIFA 16 video game tournament later this season.

Emilio Butragueño, Director of Institutional Relations, Real Madrid C.F. said, "We're delighted to be working with EA SPORTS as our official videogame partner. They're the market leading brand in football videogames and we can't wait to start working together to give both our fans unforgettable experiences. Many of our players are big FIFA gamers and I know they can't wait to play FIFA 16."

The partnership extends into the Bernabéu, Real Madrid's storied home pitch,

## In The News Continued



on game day as the stadium's big screen will occasionally display player celebrations rendered with EA SPORTS FIFA after home team goals. Those visiting the stadium will also have a chance to get a hands-on experience with FIFA 16 in a new experiential area at the Bernabéu. In addition, fans can expect to see EA SPORTS content in the stadium and on Real Madrid's digital channels.

Real Madrid C.F. join other EA SPORTS partner clubs around the world from top leagues including Spain's La Liga, the Barclays Premier League in England, the Bundesliga in Germany, and Ligue 1 in France, among others.

FIFA 16 will be available starting September 22, 2015 in North America on Origin™ on PC, Xbox One, the all-in-one games and entertainment system from Microsoft, Xbox 360® games and entertainment system from Microsoft, PlayStation®4 and PlayStation®3 computer entertainment systems.

### Livescribe Rolls Out New Echo Smartpen 8GB Pro Edition Model

Livescribe Inc. a manufacturer of smartpens, announced that it is now rolling out a new Echo Smartpen 8GB Pro Edition in time for the Back-to-School sales period. The Echo smartpen is an all-in-one device that digitizes notes written on paper and records audio synchronized to handwriting using the built-in microphone. Then, Echo transfers all your notes and audio to a computer via USB for storage, organization and sharing.

"The most successful of our first-generation products, Echo is the smartpen that Livescribe was built upon," said Gilles Bouchard, CEO of Livescribe. "Our market-leading portfolio of smartpen products gives users various options to digitize, organize, and share notes in the way that makes the



## In The News Continued

most sense for how they like to work. While many customers have found the mobile companion Livescribe 3 smartpen to fit their needs well, there are others who prefer an all-in-one solution like Echo that can sync with a desktop or laptop."

The Echo Smartpen 8GB Pro Edition costs \$199.95 and includes a two-year warranty on the smartpen, and an additional year of warranty on the OLED screen and battery. The Pro Edition includes 8GB of built-in storage on the smartpen - enough space for up to 800 hours of pencasts or over one hundred thousand pages of notes. The package also comes with a free download of Echo Desktop, a 100-page notebook, smartpen portfolio, the 3-D Recording headset, two ink cartridges, two smartpen caps and a micro-USB cable. As a bonus, customers also receive MyScript for Livescribe, software, which allows customers to convert their handwriting into digital text.

The Echo smartpen works with the Echo Desktop software application to allow customers to manage their notes and pencasts. Echo Desktop was recently revamped to provide greater flexibility and convenience in organizing and sharing their content. Notes can be shared as digital text (after conversion using MyScript for Livescribe), PDF or images. Pencasts are exported as PDF's that can be opened in a standard PDF reader and can be played back on any computer as well as on iOS and Android mobile devices. Echo Desktop is free to download and works with Windows 7 or newer and Mac OS X 10.8.5 or newer operating systems.

The Echo Smartpen 8GB Pro Edition is available in the US at [store.livescribe.com](http://store.livescribe.com) and at select college campus bookstores. It is available worldwide on [Amazon.com](http://Amazon.com).

For more information on this product, please click on one of their advertisements. Find value in published stories like this one? Please donate to Family Friendly Gaming.



### The Collected Works of Hayao Miyazaki on Blu-ray

Exclusively via [Amazon.com](http://Amazon.com) on November 17, 2015. The Collection includes a 1972 TV Pilot Directed by Miyazaki, Three Episodes from the Hit Anime Series "Little Samurai" and a Commemorative Booklet

About: Experience the majestic works of one of the most celebrated filmmakers in the history of ani-

mated cinema. Hayao Miyazaki weaves his unique style of artistry and epic adventure into astonishing tales of triumph, bursting with imagination and wonder. For the first time, enjoy all 11 of Miyazaki's feature-length masterpieces in one spectacular 12-disc collection, complete with hours of captivating bonus features and the Academy Award®-winning *Spirited Away* (2002, Best Animated Feature Film). Films:

*Lupin the Third: The Castle of Cagliostro* (1979)

*Nausicaä of the Valley of the Wind* (1984)

*Castle in the Sky* (1986)

*My Neighbor Totoro* (1988)

*Kiki's Delivery Service* (1989)

*Porco Rosso* (1992)

*Princess Mononoke* (1997)

*Spirited Away* (2001)

*Howl's Moving Castle* (2004)

*Ponyo* (2008/2009)

*The Wind Rises* (2013)

Bonus Features: "Yuki no Taiyo" (Yuki's Sun) - A 1972 TV pilot based on an original manga by Tetsuya Chiba, directed by Hayao Miyazaki who was also in charge of storyboards and key animation.

"Akado Suzunosuke" (Little Samurai) - Three episodes (Episode 26, 27 & 41) of the hit 1972 anime series with storyboarding and more by Hayao Miyazaki.

Director Hayao Miyazaki Retirement Press Conference, Uncut Version

Booklet: A collector's edition book featuring "The Great Dichotomy: Looking at the Works of Hayao Miyazaki" by Tomohiro Machiyama, which explores the themes and techniques of this revered Japanese filmmaker, and selected text from Hayao Miyazaki's initial notes and creative proposals for the production of each film.

### Team17 partners with Playtonic Games on Yooka-Laylee

Team17 has announced its partnership with indie developer Playtonic Games to help publish *Yooka-Laylee*, an all-new 3D platformer from the creative talent behind *Banjo-Kazooie*. The partnership will allow Playtonic grow past its Kickstarter campaign.

Gavin Price, Creative Lead at Playtonic commented, "From the very start we said that we'd welcome only a partner that could genuinely improve the creation of our game, while respecting the independence and creative autonomy of our development team. Team17's 25-year industry-leading expertise will significantly benefit *Yooka-Laylee* in a myriad of ways, not least in expanded localization, improved QA testing, certification and access to vastly better resources for our team. Working alongside such a strong partner will allow the Playtonic team to focus 100% of our efforts on building the best possible version of *Yooka-Laylee* for backers and new fans alike."

*Yooka-Laylee* stars the charismatic new heroes *Yooka* and *Laylee* and using an arsenal of special moves like *Yooka's* tongue grapple and *Laylee's* sonar blast, players will explore – and expand – gorgeous 3D worlds filled with collectibles and secrets to discover.

The highly-anticipated project will feature environments and characters crafted by the artists behind the genre's most beloved classics, plus a dream soundtrack created in collaboration with legendary composers David Wise (*Donkey Kong Country* series), Steve Burke (*Kameo: Elements of Power*) and Grant Kirkhope (*Banjo-Kazooie* series).

*Yooka-Laylee* is planned for an October 2016 release on PlayStation 4, Xbox One, Wii U, PC, Linux and Mac platforms.

### NetEase Launches New Success Fund for Mobile Game Developers

NetEase, Inc. announced the formation of the NetEase Success Fund, a new financing option for mobile game developers that offers an alternative to the traditional publishing model. The new funding initiative provides up to \$500,000 for each independent developer accepted into the program to fund marketing and advertising needs for their mobile game. This program is designed to empower developers to retain the rights, creative control, and full ownership of their products.

Unlike typical publisher deals, the title-based NetEase Success Fund is a revenue sharing program in which NetEase will only receive a pre-defined set dollar amount as repayment. Once the revenue share cap is reached, the developer will have no additional financial obligations to NetEase.

"There are so many developers with games that have great potential, but are constrained by rising user acquisition costs," said Ryan DeSanto, Director of Business Development at NetEase North America, who is managing the fund. "Our goal is to create an alternative to the traditional mobile game publishing model, where developers can gain access to the resources necessary to scale their audience without giving up control of their business."

"Not only are we committed to bringing NetEase's games to a Western audience, but also to becoming an active member of the global game developer community," stated David Ting, General Manager of NetEase North America. "The NetEase Success Fund gives us the opportunity to expand our reach in the mobile space and help more developers bring fun experiences to gamers."

NetEase is one of the largest internet technology companies in the world.

### Creators of the SCiO Pocket Molecular Sensor Awarded

Consumer Physics, the Israel-based startup behind the SCiO pocket molecular sensor, was awarded one of the World Economic Forum's "technology pioneers". The company joins 48 of the world's most innovative companies for their work in creating the world's first molecular sensor that fits in the palm of your hand. SCiO provides endless opportunities to explore the molecular makeup of the world around us, including cosmetics, clothes, flora, soil, jewels, leather, rubber, plastics, and even human tissue or bodily fluids.

"We are proud to see one of our portfolio companies named to the World Economic Forum's Technology Pioneers," said Vinod Khosla of Khosla Ventures and an early investor in the company. "We expect SCiO and future Consumer Physics products to have significant impact on industries such as food, pharma, and healthcare - touching the lives of consumers across the globe."

Consumer Physics was chosen by a professional jury among hundreds of candidates as one of the 49 selected companies. Thanks to its selection, it will have access to the most influential and sought-after business and political network in the world, and be invited to the World Economic Forum's "Summer Davos" in Dalian, China, this September, or the Annual Meeting in Davos in January.

"We're glad to see an Israeli company make it to the selection," says Fulvia Montresor, Head of Technology Pioneers at the World Economic Forum. "Consumer Physics is part of a group of entrepreneurs who are more aware of the crucial challenges of the world around them, and who are determined to do their part to solve those challenges with their company."



# State of Gaming



# REVIEWS

The Wii U has been declared dead by a great many. Which is a shame because good video games for families are starting to pile up on the Wii U. Nintendo slowly releases decent games on their home consoles. As the years pile up on the Wii U there are more games for it that families can enjoy. This Christmas is no different. Sadly the Wii U has not reached good sales. In fact both the Xbox One and the Playstation 4 (released a year after the Wii U) have surpassed the Wii U in world wide sales.

The Playstation 4 continues to lead world wide in sales. Why? Family Friendly Gaming has no idea. There are hardly any video games for families on the Playstation 4. Sony has a long history of not being friendly to families. The installation times of software is faster on the PS4 than the Xbox One. Microsoft also angered hard-

core gamers before the release of the Xbox One with a variety of announcements. Microsoft did relent on those announcements. Sony and Microsoft have made promises they did not keep. Both companies have been guilty of being control freaks. Not that Nintendo has been much better over the years.

The OUYA continues to sputter along. It can be easy to forget about it as a system with such a small industry impact. The lack of exclusive interesting video games can be another reason the OUYA is forgotten. As long as games keep being released on the OUYA there is a chance it will flourish. Time will tell if OUYA reaches the success of the other three major video game console companies.

Retro gaming continues to grow, improve and develop. Many of the indie video game companies are releasing retro styled video

games. Speaking of retro video games - Minecraft is shrinking thanks to Microsoft's purchase of Mojang. Even with that major problem Minecraft continues to have some measure of success. There are still Minecraft clones being released. The whole concept of creation video games continues on strong.

Toy to video games continue to grow. The third iteration of Disney Infinity (Disney Infinity 3.0) will be joined by the first iteration of Legos (Lego Dimensions), and the fifth installment of Skylanders (Skylanders Superchargers). Amiibos continue strong as add ons to a variety of games. Families have a healthy variety of toy to video games to choose from. Which one will you choose? Or will you avoid the toy to video game genre entirely? They are pretty expensive.

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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## Psalm 14

1 The fool says in his heart, "There is no God." They are corrupt, their deeds are vile; there is no one who does good. 2 The Lord looks down from heaven on all mankind to see if there are any who understand, any who seek God. 3 All have turned away, all have become corrupt; there is no one who does good, not even one. 4 Do all these evildoers know nothing. They devour my people as though eating bread; they never call on the Lord. 5 But there they are, overwhelmed with dread, for God is present in the company of the righteous. 6 You evildoers frustrate the plans of the poor, but the Lord is their refuge. 7 Oh, that salvation for Israel would come out of Zion! When the Lord restores his people, let Jacob rejoice and Israel be glad!



# The Legend of Zelda Oracle of Ages

SCORE: 64



# Puzzle & Dragons Z + Puzzle & Dragons Super Mario Bros Edition

SCORE: 70



The Legend of Zelda Oracle of Ages shared a connection with The Legend of Zelda Oracle of Seasons. Connecting the two games provided additional areas, and items. I am only reviewing The Legend of Zelda Oracle of Ages at this point in time. This is a typical Zelda game with magic, violence, small graphics, and nice music. This hand held video game was original released on the Gameboy Color. Nintendo emulated it on the Nintendo 3DS.



standard rehash.

The Legend of Zelda Oracle of Ages include possession in some scary ways. The ESRB missed that horror content. They also lost one of the descriptors between the Gameboy Color and the Nintendo



3DS. Not sure how they could lose it and expect diligent investigative journalists to ignore that omission.

The Legend of Zelda Oracle of Ages is in the old school vein of action adventure role playing games. Find a tool and then go around and find where the tool can be used. Take the bracelet that lets players pick up rocks. Once it is found then the player has to search all over the map finding what new areas it opens up. This gets even more time consuming when time travel is added to the game play mechanics.

Since players essentially have two buttons ('A' and 'B') to use all the tools, expect to constantly be swapping them for different situations. Maybe you need to jump and use bombs. Well lose that sword. It also means The Legend of Zelda Oracle of Ages limits players on what they can do based on the tools. Not much fun.

- RPG Master

I love physical copies of video games that are compilations. Puzzle & Dragons Z + Puzzle & Dragons Super Mario Bros Edition is one such video game that has such potential. Too bad Nintendo is flopping as a publisher for GungHo Online Entertainment. Families get two video games on the cartridge of Puzzle & Dragons Z + Puzzle & Dragons Super Mario Bros Edition.



Plenty of characters in Puzzle & Dragons Z + Puzzle & Dragons Super Mario Bros Edition are fleshed out quite well.

Some of the issues families will have with Puzzle & Dragons Z + Puzzle & Dragons Super Mario Bros Edition is

the gambling, and religious teachings of evolution. That is on top of the two issues the ESRB discovered thanks to their cursory examination.

The game play in Puzzle & Dragons Z + Puzzle & Dragons

ons Super Mario Bros Edition starts really easy, and gets harder as the game progresses. At first it is simple to match three, get combos and beat the enemies. Later on players must pay attention to types, and special skills of the support characters. As well as merge support characters to make more powerful characters.

At the end of the day I enjoyed playing Puzzle & Dragons Z + Puzzle & Dragons Super Mario Bros Edition on the Nintendo 3DS. I wish more quality apps were being ported

over to the physical copy realm. Like we have written about in our News section of the Family Friendly Gaming website (the red stories). Dues to the multiple issues with Puzzle & Dragons Z + Puzzle & Dragons Super Mario Bros Edition I believe the age rating should be E10+.

- Teen Gamer



Publisher: Nintendo  
Developer: Nintendo  
System: Nintendo 3DS/ GBA  
Rating: 'E' - Everyone {Mild Animated Violence, Mild Realistic Violence}

Graphics: 60%  
Sound: 80%  
Replay: 70%  
Gameplay: 60%  
Family Friendly Factor: 50%



Publisher: Nintendo  
Developer: GungHo Online Entertainment  
System: Nintendo 3DS  
Rating: 'E+' - Everyone {Mild Fantasy Violence, Mild Suggestive Themes}

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



# PUZZLES UNDER THE HILL

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

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



## ADVERTISEMENT



## NES Remix Pack



## SCORE: 72

NES Remix Pack is one of those things Family Friendly Gaming Universe requested. This is a physical copy of two games that were downloadable only. NES Remix Pack shows the strength of the physical copy movement. There is no cross-save functionality between the downloadable only versions and the awesome physical copy version.

NES Remix Pack includes NES Remix, and NES Remix 2. Both of those full games with all their bells, whistles, and extras are on this Wii U disc. We purchased it when it came down to around fifteen to twenty dollars. It was a used copy, which is fine with

me. I played a lot of the games within NES Remix Pack before. So I knew what to expect, and remembered some of



the tricks to get through some of the more irritating and addicting challenges. These retro screen challenges can get tough at times. I hate how we are constantly fighting a clock in this home console video game. The better your time the better your score. However the

NES Remix Pack had to have been less for Nintendo. I am baffled as to why this game is not selling for ten dollars brand new. In my personal opinion it should. I understand Nintendo got those billions in their bank account from fleecing consumers. When will they cut us a break?



situations we face in NES Remix Pack are not always conducive to a quick completion. Development costs for

NES Remix Pack will challenge you. There are numerous challenges to play through. The screen always tells the player what to do next. As long as you contain a basic reading ability. This and the violence is why NES Remix Pack should be rated everyone ten and older only.  
 - Paul

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

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





# Catechumen

SCORE: 68



Fifteen years ago Catechumen released on the Personal Computer. Catechumen is one of the early first person shooter Christian video games. If the first person perspective makes you sick,



then you need to avoid Catechumen. If you are looking for a first person shooter with good message in it, then you may be interested in Catechumen on the PC.

The WMG ran into bugs, and crashes with Catechumen. There are also confusing bugs in Catechumen. An angel told the WMG that he had just given him a sword to fight with. There was no sword in the hand. Hitting every single button on the keyboard and mouse did not make a sword appear or fire a shot. Going into the controls from the options menu did not turn on the sword either. This led to real world frustration and

anger. Don't tell me you gave me something and then I can't find it or use it.

Catechumen contains violence, angels, demons, good story movies, numerous options, and difficulty settings. The storyline in Catechumen is interesting and better than most first person shooters. Characters will talk to your



character, which is cool. Stay there long enough and they will repeat themselves.

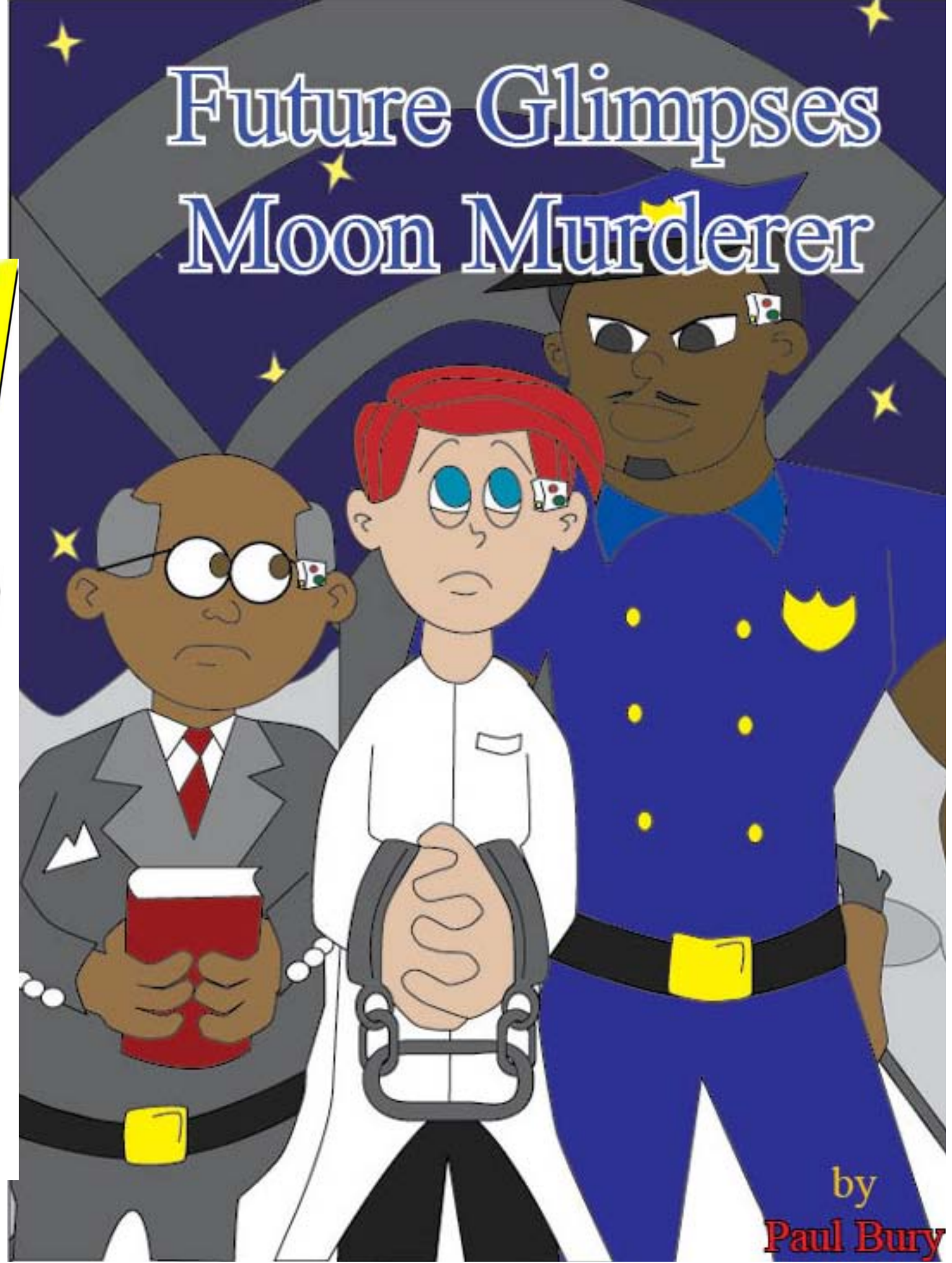
The Roman soldiers we attack in Catechumen are demon possessed. Which is probably why they are no longer very intelligent. Beating them leaves them on their knees to pray. We convert them by shooting them with the Sword of the Spirit in Catechumen on the Personal Computer.

The controls in Catechumen can be very confusing at first. Especially when the default has one button do multiple things. The button configuration in Catechumen can be moved around. Which means hardcore first

person shooter gamers can fix it. Families will most likely not be very interested in Catechumen due to the game play mechanics and loose controls. I wish N'Lightning Software was still around making games.  
- WMG

Publisher: N'Lightning Software  
Developer: N'Lightning Software  
System: Personal Computer  
Rating: 'E10+' - Everyone 10+  
{Mild Animated Violence}

Graphics: 60%  
Sound: 80%  
Replay: 80%  
Gameplay: 50%  
Family Friendly Factor: 70%



# Future Glimpses Moon Murderer

by  
Paul Bury

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# Batman Arkham Origins

SCORE: 47



# Spongebob's Surf & Skate Roadtrip

SCORE: 55



Batman Arkham Origins opened quite a few eyes to the problem of corruption in the video game industry.



Any intelligent person with a shred of integrity admits Batman Arkham Origins should be rated 'M' thanks to all the macabre and morbid content. Batman Arkham Origins is part stealth, and part fighter. Don't get me started on how hateful, mean, and nasty the online community is.

I can not believe we have to fight the police in Batman Arkham Origins. No wonder so many people in the real world are so mean and nasty to the police. Games like Batman Arkham Origins are training them to go against the police. Speaking of lessons - Batman Arkham Origins put

me in a bad mood, and gave me a bad attitude after playing it. Playing Batman Arkham Origins made me a worse person. I believe Batman Arkham Origins is making the world a worse place to live in for everyone. Talk about major impact on society.

Batman Arkham Origins contains excessive levels



of violence, excessive levels of profanity, excessive levels of enticement to lust, and horrible attitudes. The online modes do not have offline variants. The stealth element and lack of realistic AI makes Batman Arkham Origins a boring, and lame experience. Batman Arkham Origins forces players to be bad guys in certain portions.

The used copy of Batman Arkham Origins that I purchased came with two discs. The first one is the one player story mode. The second is the online mode. A Xbox Live Gold membership is needed to play online. I used one of those 48 hour passes to play this game online. The online gamers are mean, nasty,

and hateful. They are great examples of what playing too much of Batman Arkham Origins does to a human being. Pass on purchasing Batman Arkham Origins. - Teen Gamer



Publisher: WB Games  
Developer: WB Games Montreal  
System: Wii U/PC/PS3/Xbox 360  
Rating: 'T' - Teen {Blood, Drug Reference, Language, Mild Suggestive Themes, Violence}

Graphics: 30%  
Sound: 40%  
Replay: 60%  
Gameplay: 65%  
Family Friendly Factor: 40%

Spongebob's Surf & Skate Roadtrip requires the Kinect sensor to work. I use that word 'work' very loosely. Since Spongebob's Surf & Skate Roadtrip has some major control issues. Every single member of Family Friendly Gaming that tried to play this home console video game ran into major issues. The controls are so glitchy in Spongebob's Surf & Skate Roadtrip that they can induce real world rage.

Spongebob's Surf & Skate Roadtrip uses the cel shading graphical style. Certain areas look really neat in Spongebob's Surf & Skate Roadtrip on the Xbox 360. Other areas do not look so great in Spongebob's Surf &



Skate Roadtrip.

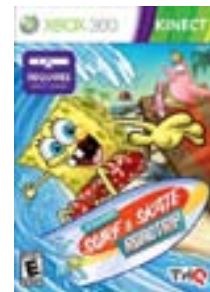
Two family members can compete in seven different challenges in Spongebob's Surf & Skate Roadtrip. Be careful that you do not whack one another due to the glitchy controls and frustration. We only used one person in our video capture of Spongebob's Surf & Skate Roadtrip due to the massive control issues.

Spongebob's Surf & Skate Roadtrip tries to stay true to the franchise in sound bytes and humor. If you are into Spongebob then you will get a laugh here and there. If you are not into Spongebob you will



probably shake your head. Like I did trying to find any ESRB descriptors for crude humor, or even cartoon violence. But then the ESRB has been less than reliable for so long now.

Family Friendly Gaming purchased Spongebob's Surf & Skate Roadtrip for a very cheap price. It was a waste of money due to the lack of different things to do, and poor controls. I like how Spongebob's Surf & Skate Roadtrip tried to use the Kinect for surfing and skating. Since it did not work why didn't they include controller support as well? Pass on Spongebob's Surf & Skate Roadtrip. - Mark



Publisher: THQ  
Developer: Blitz Games  
System: Xbox 360  
Rating: 'E' - Everyone

Graphics: 60%  
Sound: 65%  
Replay: 60%  
Gameplay: 30%  
Family Friendly Factor: 60%



# Dragonball Season One

SCORE: 51



# Super Mario Bros

SCORE: 56



We have taken some much needed rest from the Dragonball universe. Now it is time to delve into the original Dragonball. We are starting our exploration with Dragonball Season One.



This five disc package takes 745 minutes to watch through the thirty-one episodes.

Dragonball Season One is disgusting on so many levels. We have multiple perverted characters, groin slaps, blood, violence, gore, death, and nudity. Dragonball Season One also contains gross humor, lies, deceit, and plenty of selfishness. There is an obsession over women's underwear, and going around naked.

Dragonball Season One introduces us to a very small

cast of characters. It seems strange to see how few characters are in Dragonball Season One. There are also very few characters in each episode of Dragonball Season One generally. Unless we are at the World Martial Arts Tournament.

There is some humor in Dragonball Season One as Goku tries to learn the difference between men and women. We also see the foundation for Goku being so strong and eating so much.



The training in Dragonball Season One is insanely tough. It is really cool to see how it toughens up Goku and Krillin. Dragonball Season One is very inconsistent. At times nothing can hurt Goku, and at other times he can get knocked for a loop by much weaker characters. I can only guess this was done for comic relief. Ultimately it left me confused. I never knew when Goku would look strong, or look weak.

Initially I thought Goku should win the World Martial Arts Tournament. At the end he made a good enough showing that I was pleased. I know Goku wins at least one of those tournaments. I do not yet know which season that is in. Or which tournament he ultimately does win. We will look to work in future seasons of the original Dragonball television show. Right now this is a show to run far, far away from. Way too much bad. - Paul



Publisher: Funimation Entertainment  
Developer: Toei Animation  
System: DVD  
Rating: 'TV14' - 14 and Older

Graphics: 30%  
Sound: 60%  
Replay: 65%  
Gameplay: 60%  
Family Friendly Factor: 40%

Super Mario Bros is seen by many as the worst video game related movie of all time. Some people like to add live action into that phrase.



As a movie Super Mario Bros is okay. I reminded myself that Super Mario Bros comes to us from 1993. I thought this movie was made in the 1980s. I was off by a few years. Super Mario Bros was only five dollars.

If you look at Super Mario Bros as a live action adaptation of the video games then you will be very disappointed. Throughout the movie I found problem after problem with the Super Mario Bros. The storyline in Super Mario Bros also makes little to no sense at all. During dinosaur times, a meteorite landed and sent them all to a different dimension. They then evolved to look

just like humans. Super Mario Bros contains enticement to lust, violence, death, religious teachings promoting evolution, old Earth belief, corny dialogue, and bad language. How exactly did the dinosaurs survive on a planet with no resources? There are plot holes so big in this movie that a 747 could taxi through safely. Nintendo



is known for making money. They have billions in the bank from fleecing consumers. Super Mario Bros is one of those products that Nintendo messed up on.

Dennis Hopper does his best to save this movie from a lower alphabetical listing. Sadly even he could not save the Super Mario Bros. Kudos to him for such an interesting hairstyle. Toad, Yoshi, Goombas, Koopa and more are so wrong in this movie. The jump boots were kind cool.

A big issue I have with the Super Mario Bros movie is Luigi is the main character. Mario is in a support role. Luigi and princess Daisy are the main storyline. There is no princess Peach, and Mario is romantic with multiple women. Even one that wrestles way outside his weight class. I have no idea what the writers were thinking with the Super Mario Bros live action movie. - Luke

Publisher: Hollywood Pictures  
Developer: Lightmotive  
System: DVD  
Rating: 'PG' - Parents Guidance Suggested {For Sci-Fi Action, Mild Language, and Sensuality}

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





## Smallville Season Five

SCORE: 58

I have finally found my way back to Smallville. There are a few seasons we missed in terms of reviewing. This review is helping close that gap. Smallville Season Five



starts out with two soldiers of Zod on Earth. Clark stops them and then winds up losing his powers. Smallville Season Five deviates from the Superman cannon in so many ways it becomes confusing trying to keep up.

Clark and Lana's relationship builds all the way up to Clark revealing his secret and proposing to her. She accepts and then winds up dead because of Lex. Clark time travels and changes the entire day. No secret revelation, and no proposing. Their relationship falls apart, and at the end of the season Lana and Lex are now together. Jonathan Kent is killed off in Lana's place. I

remember plenty of TV shows, movies, and comic books where Jonathan Kent is alive when Clark Kent is Superman in Metropolis.

Smallville Season Five contains blood, violence, enticement to lust, lies, deceit, sex outside of marriage, explosions, destruction, liberal opinions on social issues, eco-terrorism, and corpora-



tions being shown as evil. The depths of deception are crazy in Smallville Season Five. I love how a character lies for months to another character, and then finally comes clean claiming they have to be honest. What about all the time you were dishonest? Honesty begins at the first opportunity.

Smallville Season Five teaches viewers to procrastinate over things you do not want to do. Also to procrastinate over things that are not pleasant to do. Smallville Season Five also teaches the "I just want you to be happy," ideology. Yet Smallville Season Five does not teach the only true lasting happiness comes from having a relationship with Jesus Christ.

I don't know why I ever watched this show. It has so many bad examples and bad lessons in it. Smallville Season Five is one of the worst seasons too.  
- Paul



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

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



## Rampart

SCORE: 69

Continuing through the collection sent to us from Tim Emmerich is Rampart. This Atari Lynx came confounded and confused me for many hours. Thankfully I have the power cord adapter on the Atari Lynx. Players place cannons (the part I had the most trouble with), and watch their castle get attacked by ships. Once the cannon fire has ended the player must place Tetris like pieces of new wall to defend their castle again.

Graphically Rampart looks okay. I enjoyed the sound bytes, and I love the concept of keeping a castle safe from attacking hordes. We do not turn the other cheek in Rampart though. We get back at them until we have defeated the attackers. The Lynx may be one of the worst versions of Rampart. That can said for any hand held version of most video games though.

If you have a link cable and two Atari Lynx devices then a multiplayer mode is available. I do not know if two copies of the



Rampart game are needed. I suspect they are. Since we do not have all of the hardware available we can not verify that. The concept in Rampart has promise. I wish we could seed the bay with mines. - Paul

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

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

## Power Factor

SCORE: 50

There are some video games that I wish had never been made. Power Factor on the Atari Lynx is one such video game. This ultra violent maze third person 2D side scrolling shooter is horrible. Graphically Power Factor is filled with violence and hard to see enemies. Who thought it was a good idea to have such small enemies on such a small screen? Add into that mix this important fact - the players character is huge. It is like playing Godzilla and trying to avoid stepping on any cars, people, or buildings. Unlike Godzilla, the main character in Power Factor is easily destructible.

The meh graphics are joined by annoying sounds. I will admit the massive pixel explosions of certain enemy defenses were very interesting. As well as being able to swap to different guns. Power Factor may be one of the worst Atari Lynx games of all time. Thankfully this franchise died there on that system.

Power Factor shows us what to avoid in future video games. Confusing mazes with respawning enemies. Power Factor is pointless waste of time violence.  
- Paul



Publisher: Handmade Software  
Developer: Barry Armstrong Design  
System: Atari Lynx  
Rating: 'NR' - Not Rated

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

# SPORTS





Product: EA Sports Rory McIlroy  
PGA Tour  
Company: EA Sports  
System: Xbox One/PS4  
Release Date: Out Now  
Rating: 'E' - Everyone



# DEVELOPING

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| Lumini                   | 50 - 51 |
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# GAMES





Product: Skylanders SuperChargers  
Company: Activision  
System: PS3/PS4/Xbox 360/Xbox One/Wii U/Wii/3DS  
Release Date: September 20, 2015  
Rating: 'RP' - Rating Pending





Product: Skylanders SuperChargers  
Company: Activision  
System: PS3/PS4/Xbox 360/Xbox One/Wii U/Wii/3DS  
Release Date: September 20, 2015  
Rating: 'RP' - Rating Pending





Product: Skylanders SuperChargers  
Company: Activision  
System: PS3/PS4/Xbox 360/Xbox One/Wii U/Wii/3DS  
Release Date: September 20, 2015  
Rating: 'RP' - Rating Pending



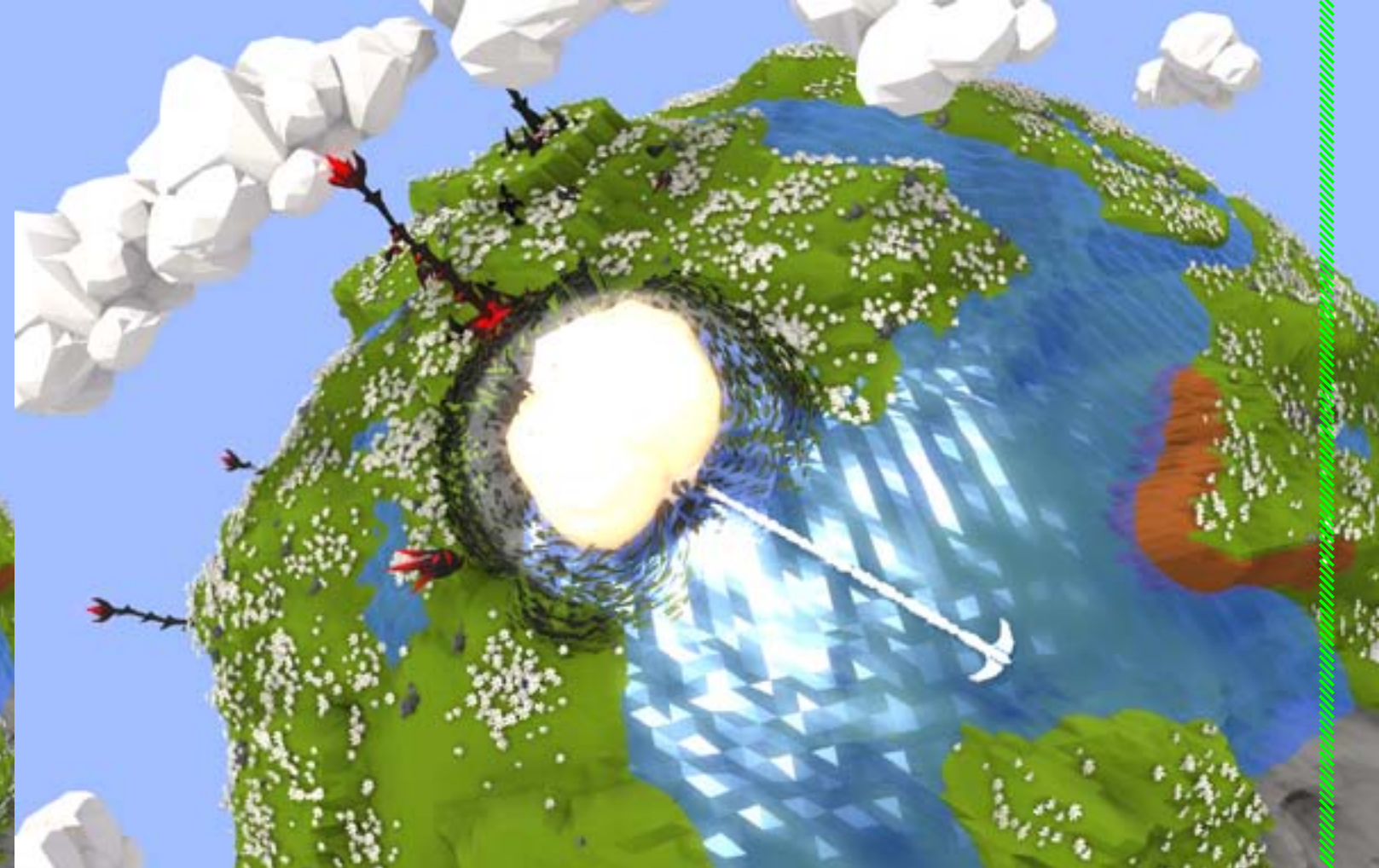
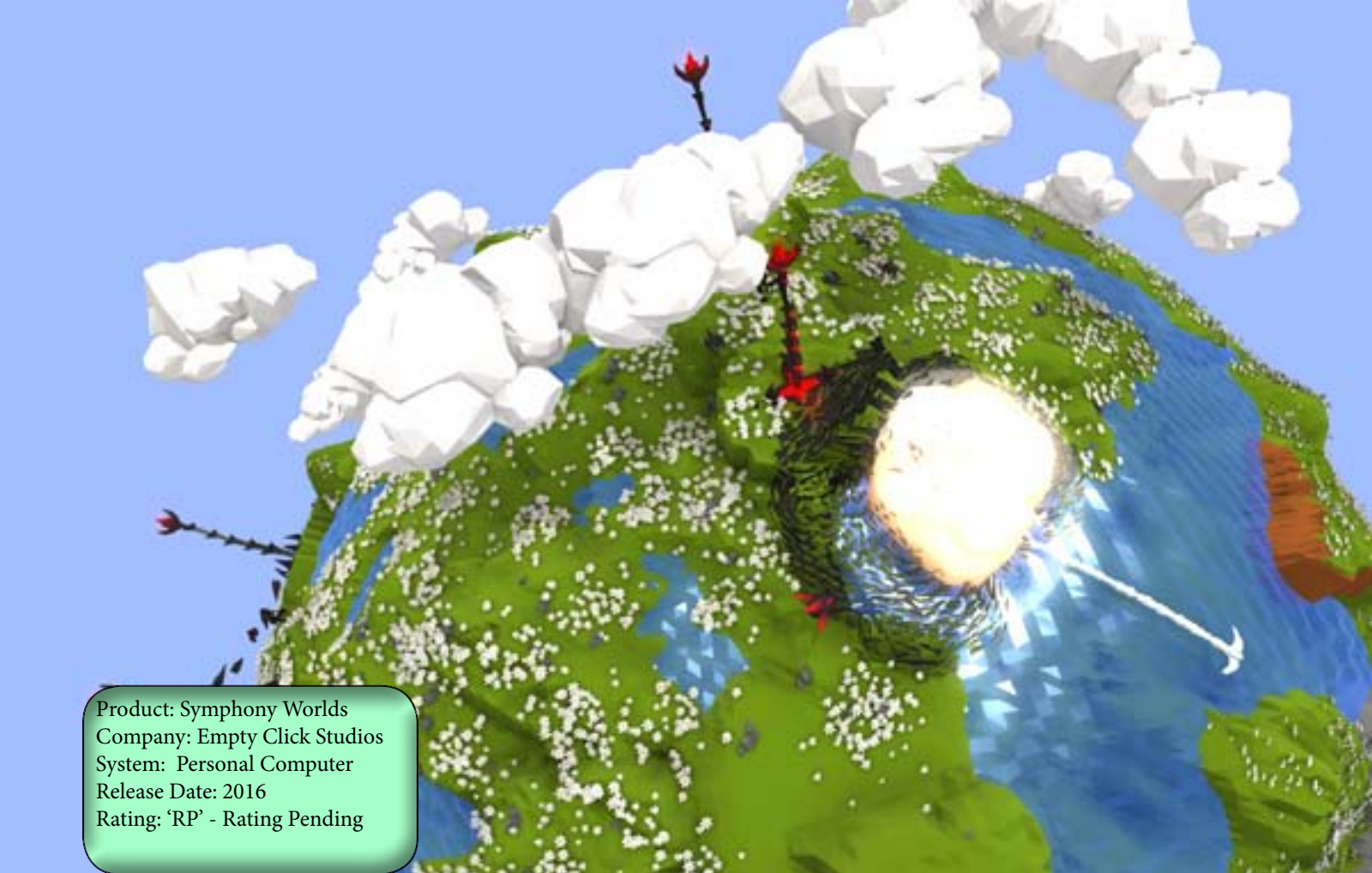
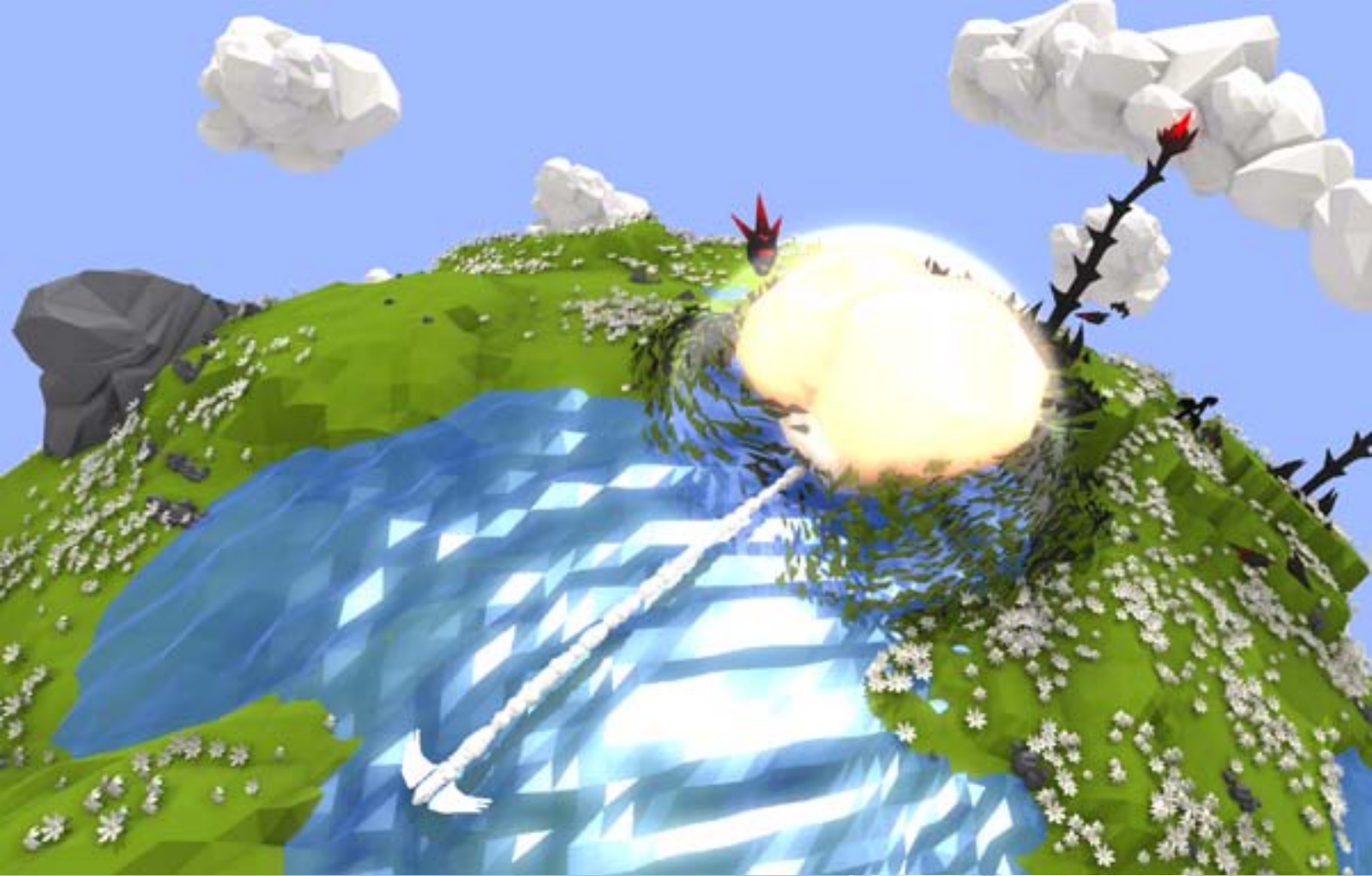
Product: Lumini  
Company: Rising Star Software  
System: Personal Computer  
Release Date: Fall 2015  
Rating: 'RP' - Rating Pending



Product: Ratchet & Clank  
Company: Insomniac Games  
System: Playstation 4  
Release Date: Spring 2016  
Rating: 'RP' - Rating Pending



Product: Ratchet & Clank  
Company: Insomniac Games  
System: Playstation 4  
Release Date: Spring 2016  
Rating: 'RP' - Rating Pending



Product: Symphony Worlds  
Company: Empty Click Studios  
System: Personal Computer  
Release Date: 2016  
Rating: 'RP' - Rating Pending



Product: Super Dungeon Bros  
 Company: Wired Productions  
 System: PC/PS4/Xbox One  
 Release Date: TBA  
 Rating: 'RP' - Rating Pending



Product: Super Dungeon Bros  
 Company: Wired Productions  
 System: PC/PS4/Xbox One  
 Release Date: TBA  
 Rating: 'RP' - Rating Pending

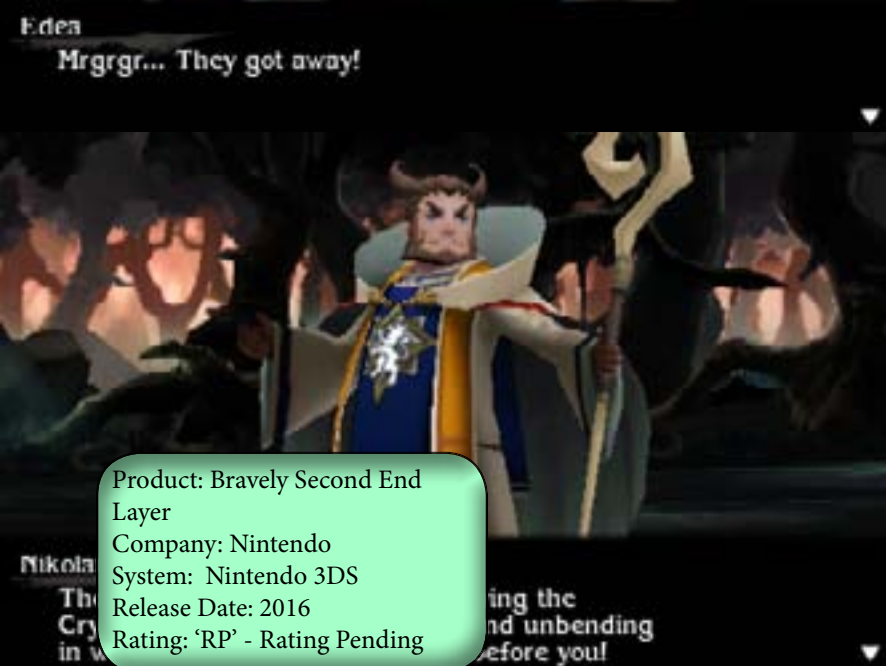


Janne

The Blazing Wolf, and what he said. You face Janne Angard!



Edea  
Mrgrgr... They got away!



Yew  
The Soaring Falcon, faithful servant of the Crystal Orthodoxy, I am Yew of House Geneolgia!



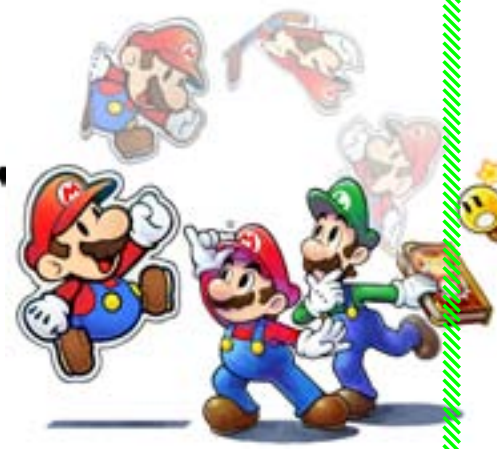
Falcon Claw!

Product: Bravelly Second End Layer  
Company: Nintendo  
System: Nintendo 3DS  
Release Date: 2016  
Rating: 'RP' - Rating Pending





# MARIO & LUIGI PAPER JAM



# RECENT

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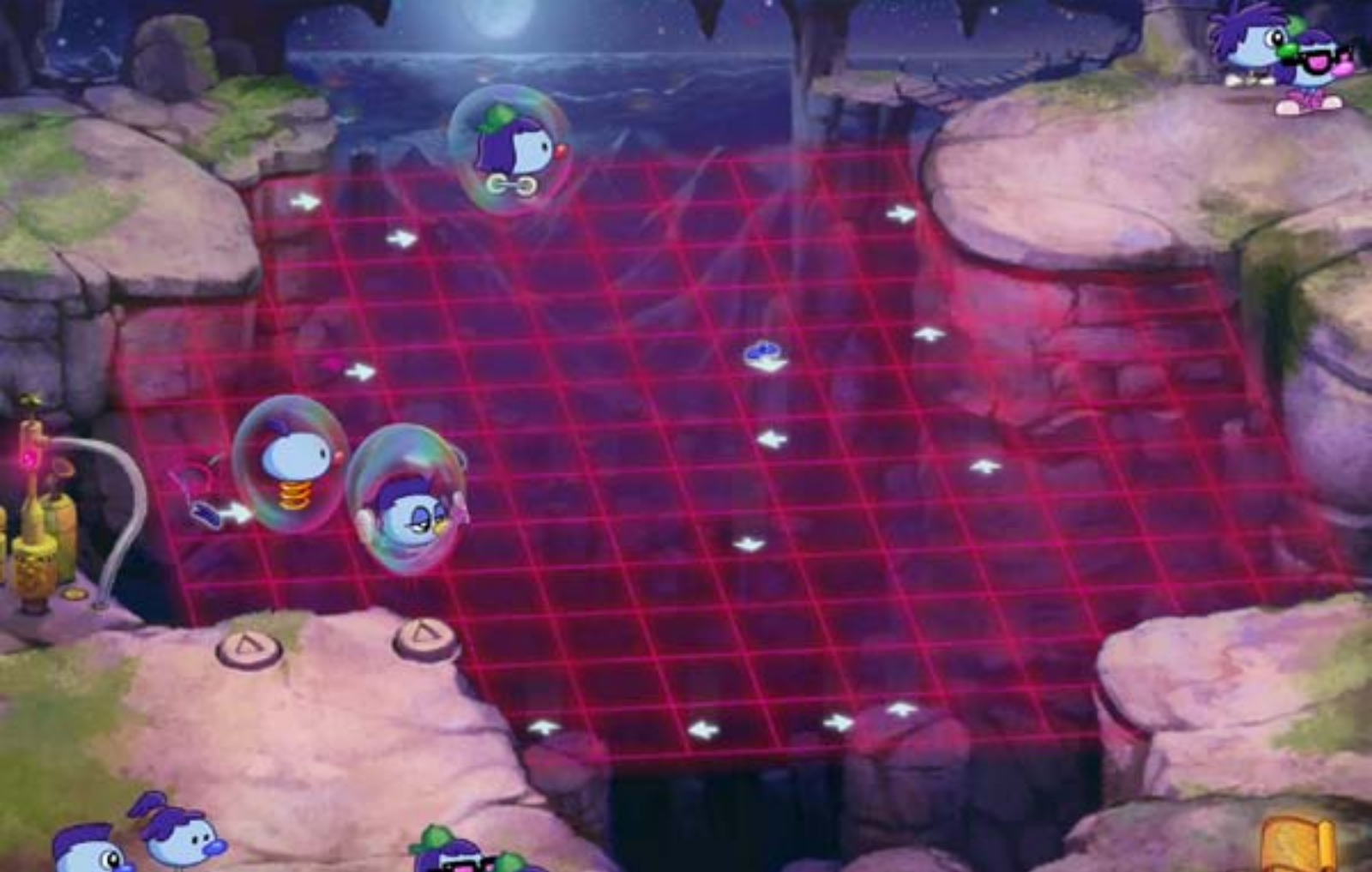




Product: Evoland 2  
 Company: Shiro Games  
 System: Personal Computer  
 Release Date: August 25, 2015  
 Rating: 'NR' - Not Rated



Product: Evoland 2  
 Company: Shiro Games  
 System: Personal Computer  
 Release Date: August 25, 2015  
 Rating: 'NR' - Not Rated



Product: Zoombinis  
Company: TERC  
System: iPad/Android Tablet  
Release Date: August 6, 2015  
Rating: '4+' - 4+



Product: Zoombinis  
Company: TERC  
System: iPad/Android Tablet  
Release Date: August 6, 2015  
Rating: '4+' - 4+



©SQUARE ENIX



| sqex      | Carver       | Milly    | Nevan    |
|-----------|--------------|----------|----------|
| HP 155    | HP 331       | HP 119   | HP 158   |
| MP 60     | MP 45        | MP 128   | MP 117   |
| LV 31     | LV 32        | LV 30    | LV 29    |
| Magic     | Magic        | Magic    | Magic    |
| Sandstorm | Wind Sickles | Kasizzle | Kasizzle |



Product: Dragon Quest VI Realms of Revelation  
 Company: Square Enix  
 System: iPad/iPhone  
 Release Date: Out Now  
 Rating: '12+' - 12+ {Infrequent/Mild Cartoon or Fantasy Violence}



**IN** ONLY IN THE TOY BOX

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RECENT RELEASES

**IN** ONLY IN THE TOY BOX

© Disney



Product: Disney Infinity 3.0  
 Company: Disney Interactive Studios  
 System: PS3/PS4/Xbox One/Xbox 360/  
 Wii U/PC  
 Release Date: August 30, 2015  
 Rating: 'RP' - Rating Pending

**IN**



**IN** ONLY IN THE TOY BOX

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# Last Minute

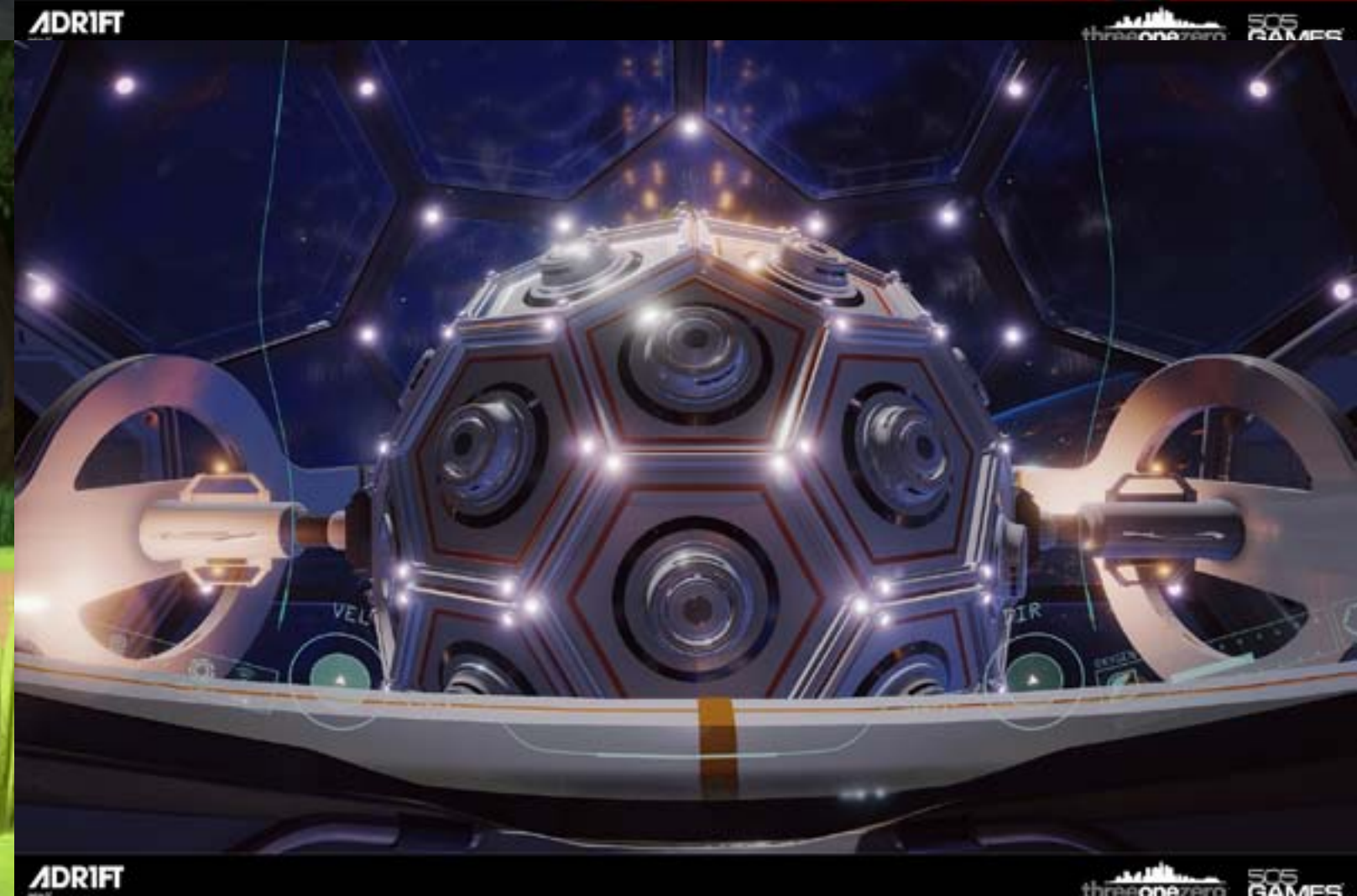
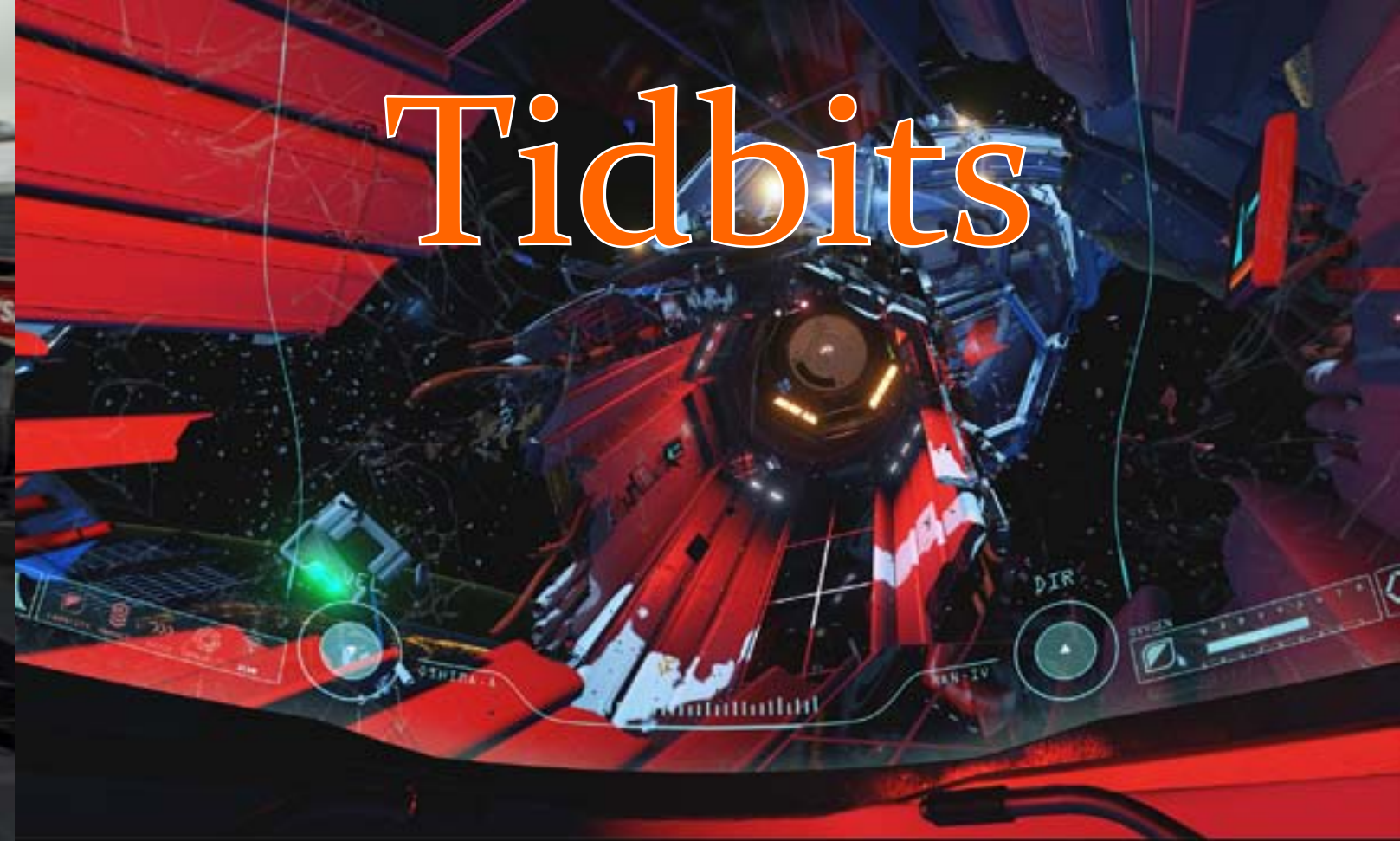
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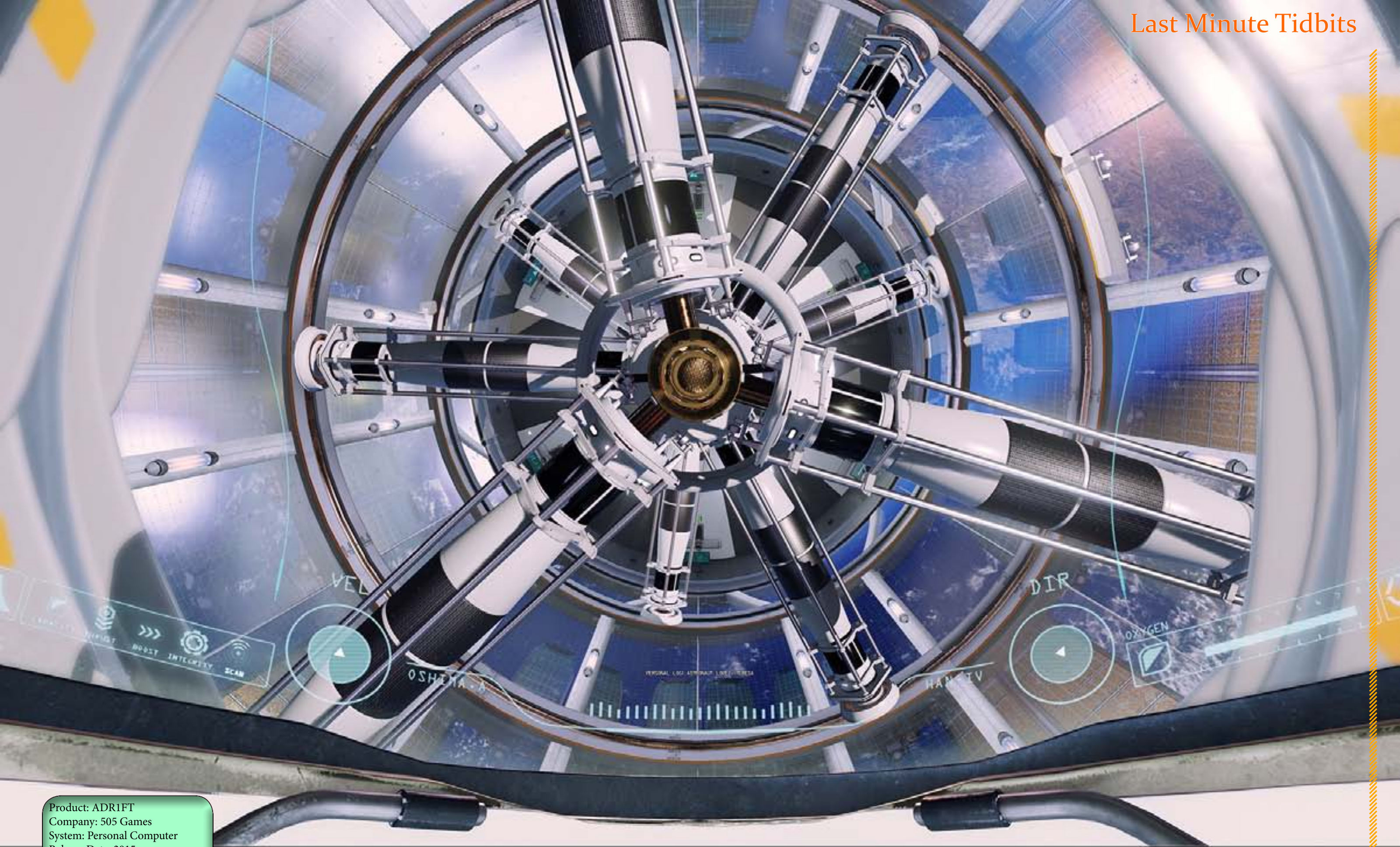
# Tidbits





Product: ADRIFT  
Company: 505 Games  
System: Personal Computer  
Release Date: 2015  
Rating: 'RP' - Rating Pending





Product: ADRIFT  
Company: 505 Games  
System: Personal Computer  
Release Date: 2015  
Rating: 'RP' - Rating Pending





f /Tales Game in development PS4 PS3 PC DIGITAL www.talesofgame.com Tales of Zestiria

f /Tales Game in development PS4 PS3 PC DIGITAL www.talesofgame.com Tales of Zestiria



f /Tales Game in development PS4 PS3 PC DIGITAL www.talesofgame.com

f /Tales Game in development PS4 PS3 PC DIGITAL www.talesofgame.com

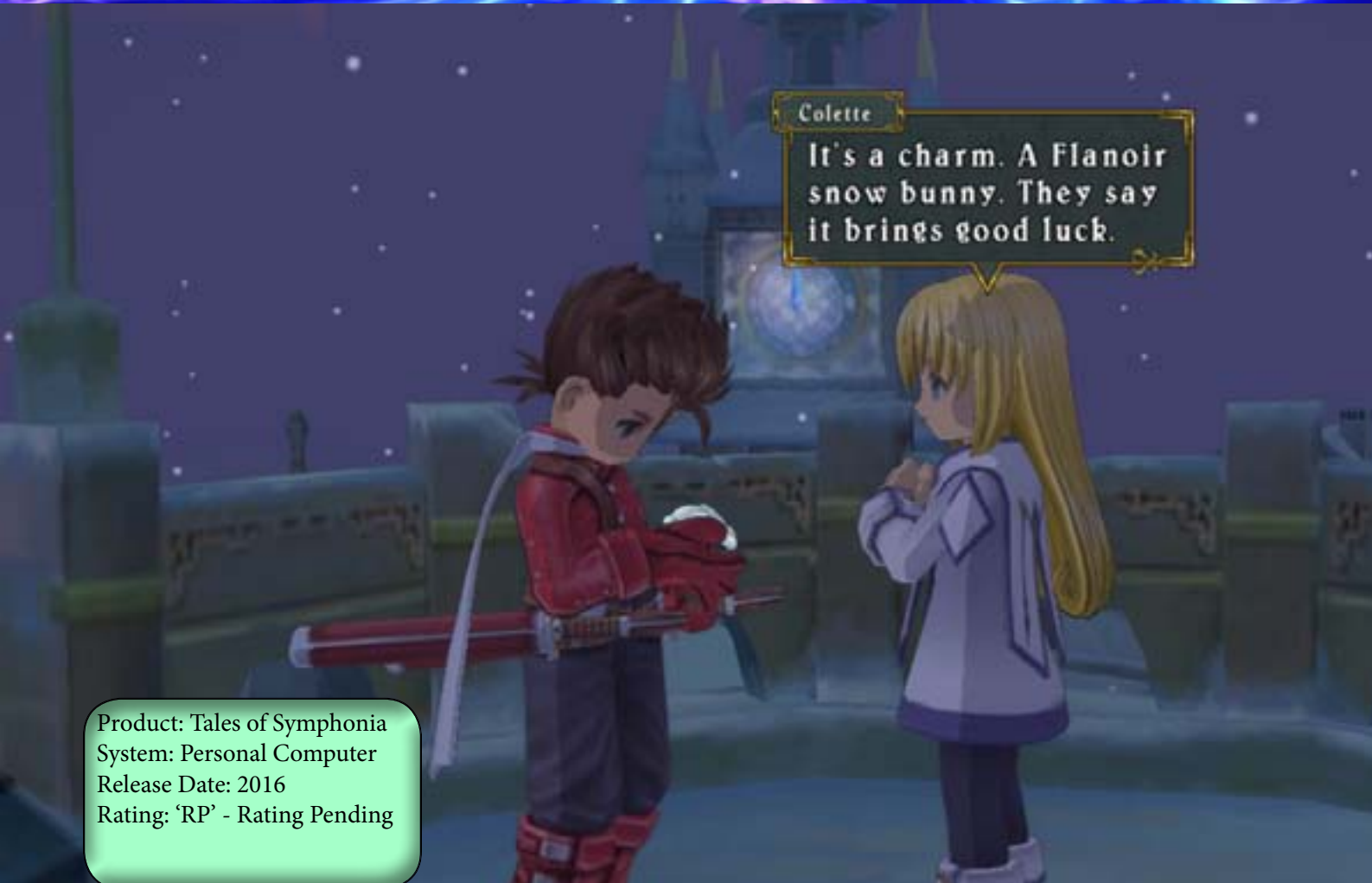
f /Tales Game in development PS4 PS3 PC DIGITAL www.talesofgame.com

Product: Tales of Zestiria  
Company: Bandai Namco Games  
System: PS4/PS3/PC  
Release Date: October 20, 2015  
Rating: 'T' - THIRTEEN and OLDER ONLY

f lopment PS4 PS3 PC DIGITAL www.talesofgame.com

f /Tales Game in development PS4 PS3 PC DIGITAL www.talesofgame.com

f /Tales Game in development PS4 PS3 PC DIGITAL www.talesofgame.com



Product: Tales of Symphonia  
 System: Personal Computer  
 Release Date: 2016  
 Rating: 'RP' - Rating Pending



Product: Project Cars  
Company: Bandai Namco  
System: PS4/Xbox One/PC/Wii U  
Release Date: Out Now  
Rating: 'E' - Everyone





Product: F1 2015  
Company: Bandai Namco  
System: PS4/Xbox One/PC  
Release Date: Out Now  
Rating: 'E' - Everyone



Product: Legend of Kay Anniversary  
Company: Nordic Games  
System: PS4/Wii U/PC  
Release Date: Out Now  
Rating: 'E10+' - Everyone 10+  
{Fantasy Violence, Language, Use of Alcohol}



# VIDEO GAME LIES



by  
Paul Bury

Version 2

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