

# Family Friendly Gaming™

The VOICE of the FAMILY in GAMING

Guess whose back  
on the Xbox 360!!



EyePet is getting  
some friends too!



Skylanders is  
coming to the  
Nintendo 3DS

Super Mario 3D Land,  
DaGeDar, Carnival  
Island, and more are be-  
ing developed.

Have you played  
Jetpack Frogger 3D,  
Crazy Escape, or  
Frogger Pinball yet?

Mega Mind, Pokedex 3D,  
Bible Plus1, Aliens in the  
Attic and a few surprises  
reviewed this issue.

Issue #52

Display until  
December 10, 2011

# Christian Games! Now!



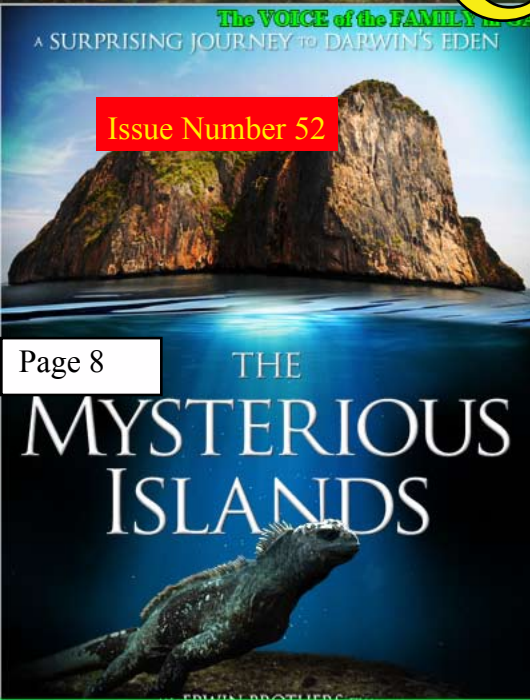
Great Selection of Christian and Bible-based Games at <http://ChristianGamesNOW.com> or <http://CGNow.com>



 **Christian  
Computer Games**



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Issue Number 52

November 2011

[www.familyfriendlygaming.com](http://www.familyfriendlygaming.com)

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What are some good video games to buy this Christmas?

Can you help me pick out some DVD's for Christmas eve after a candle light service?

Any ideas on how to lose weight this Christmas? I want to improve myself.

## Christmas 2010

Display until December 31, 2010



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Game Journalist:	Alan Lane
Game Journalist:	Roger
Game Journalist:	Chris Owens
Game Journalist:	Luke
Game Journalist:	Shirley
Game Journalist:	Sam
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# Editor's Desk

## Talk to Me

We have a problem in America. This is a severe problem that threatens to unravel the fabric of our country. What is this major catastrophic event? Too many people in America are talking at one another. Instead of talking to one another. Look at things like Facebook and Twitter. They are all about telling everyone what you are doing. They are doing the same thing. They are talking at one another, not talking to one another. Politicians have been doing this for years. They talk at an opponent when running. They do not talk to one another. Conservatives and liberals no longer talk to one another. They rattle off their opinions, and their supporting evidence. They ignore certain things. Only to talk at each other. All the while they are both about making themselves look good, and the others look bad. Yet for all the words spoken they are not talking to one another.

This dawned on me recently when I tried to communication with someone from another website. They did not want to discuss the issues. They ignored all the evidence I brought to them. Instead they wrote a column, and in the column declared the issue resolved. They did not try to counter one piece of evidence I presented. They did not attempt

to provide any supporting evidence. Just the issue is resolved because they said so. Wait, what? I was prepared to discuss it. Which entails listening as well as talking. That listening skill is something that I believe has been lost in recent years. Oh some people will repeat what you said, but it is obvious they did not comprehend one word. They made a wonderful tape recorder. But when it comes to letting in what you say, they lost it.

This frustrates me, and let me explain why. I enjoy conversing with different people on different topics. I have learned so many things by listening to so many different people. I have found where we are similar, and where we are different. I have heard stories from different families, countries, and cultures. I have heard wonderful stories of bravery, honor, and honesty. I have learned wonderful lessons, and picked up on wisdom. All because I was willing to listen.

There are times in life I have important information to impart. It saddens me that some people may not be listening. They can be missing an opportunity to learn something extremely important. They may be able to avoid a major mistake if they would stop thinking about themselves, and open their minds to the experiences of others. Most of all it both-

ers me because I respect them enough to listen. I expect the same in return.

I recently had a wonderfully polite, civil, and open conversation with an atheist. That may shock some of our readers. Do you know what made the conversation so wonderful? We were talking to one another. We were not talking at each other. We listened to the words of the other. We asked probing and sometimes personal questions. We responded with transparent honesty. At the end we both appreciated the conversation. So many people in America can learn from him. He was willing to listen. Hence he gets a mention in this column this month. Can you find someone to talk to?

God bless you, and yours,  
Paul Bury





# Female Side

## Unsung Heroes

The video game industry can be harsh. It can be brutal. Companies and media outlets constantly jockeying for position. I have seen a lack of ethics, morals, integrity, and dignity from various companies and media outlets. I have heard lies from all kinds of people about various things. The industry as a whole has an extremely bad image.

Yet hope springs eternal. Every night has its dawn. There have been many columns by various people on the ways companies and/or media outlets have wronged others. What about a column on the good? What about pointing out where things are working? What about thanking those who went above and beyond?

Paul and I work with over five hundred different contacts in hundreds of companies. We have gotten to know so many wonderful people inside the industry. We had something happen recently that impressed us. A contact at a PR firm ran out of reviewable copies for a game. So they purchased the game off of Amazon and sent it to us.

We keep our promises about privacy. We are however extremely impressed with the lengths this person went to - to provide for you our readers. This is not the first time

someone has gone to such an extraordinary effort to make sure our millions of readers is provided for.

Another wonderful contact sent us a contest box. They realized that we had accidentally been removed from the review listing. They had contest winning boxes and provided us one. What makes that so special is we got all kinds of goodies with the game. We are so very thankful for such wonderful treatment.

Speaking of goodies. We have received many goodies over the years from hundreds of companies. It goes beyond the products we review. There are stuffed animals, figures, bags, shirts, posters, pens, pencils, cups, stress relievers, and more. They did not need to send us the swag. They could have kept it for themselves, or given them to someone else. We are very thankful for each and every single item that has been given to us. Right here and right now I want every single PR contact to know how much we appreciate their amazing efforts.

In many ways their job is a thankless one. They have little say over the products they will promote. They have to deal with whiny, angry, irritating, cynical, dishonest, arrogant, and ugly media people. I feel for them. This is one of the reasons we decided here

at Family Friendly Gaming we would treat all media contacts with respect and honesty. There are times we ask for patience because we are swamped. But they know our history. They know our track record.

The PR contacts are the unsung heroes in the video game industry. The producers, programmers, publishers, and CEO's all get glorified for their jobs. The PR folks work tirelessly and deserve to be recognized.

God bless your family,  
Yolanda Bury





## Mission Statement

Family Friendly Gaming 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."

# WORKING MAN GAMER

## Proselytizing

Anyone notice the long history of proselytizing in the video game industry? The role playing games are some of the worst. They love to profess a belief in a goddess. Some even go as far as naming it Gaia. Wow no one in any religious circles has ever heard that name before. Yes the WMG is being sarcastic. In discussions with our illustrious leader it became apparent to this columnist that this problem continues.

All of the impact Family Friendly Gaming has made does not always translate into company executive being aware of how often they are offending Americans. Eighty-two percent of Americans identify as Christian. Ninety-one percent of Americans believe in God. Why aren't these companies fixing this content in their video games. Are they trying to be offensive to the super majority of Americans? Are they not aware of how this makes them look? Do they even care? Maybe they are purposely trying to offend Christians. The WMG hopes that is not the case. Maybe this column will open some of their eyes. Maybe they will start to regionalize the religious content in these video games.

Maybe hardcore gamers will stop making excuses and start to demand better. The gaming community has been horrible about taking any action to improve our industry. They sit there like pigs in the mud, taking whatever slop is thrown their way. They gobble it up, and then ask for more.

The irony is from time to time Family Friendly Gaming will hear of a complaint that we are being Christian. Then we are providing for the super majority. Who tell us their complaints of the occult and other belief systems being hidden inside these video games. Here is one such complaint:

"Why do these companies put snakes inside their games? I want the stories to reflect the concepts of Christ, not some man-made hollow religious belief. Tell them how offensive they are being."

They have now been told.



# SOUND

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!

with you on an advertisement. And you can feel good about helping us keep the lights on.

The next way is to have us review your product. We look at all the products reviewed this year, and sort by score. The highest scoring games become part of an internal discussion where we pick games for the Christmas Buying Guide. So if you have already sent us a game, and it scored really well, then you are probably going to be in.

We plan on releasing the Christmas Buying Guide

somewhere between Thanksgiving, and the first week of December. We try and give developers/publishers as much time as possible to get us products to review.

The final way of entrance into the Christmas Buying Guide is for our preferred partners. That is companies who have a stellar reputation with providing products for review, and their game are coming out after the Christmas Buying Guide. We are going to have a Keep An Eye On section (note:

that section name is not finalized so it may change).

## Holiday Guide

How could a company get a game in your Holiday Guide? What criteria do you use? What can we do to increase our chances? What is the deadline?

- Judy

{Paul}: Wow, fantastic questions. Okay there are a few paths into the Christmas Buying Guide. The first way is to advertise in it. As long as your advertisement is family friendly, we will not have a problem working

**Family Friendly Gaming**  
 The VOICE of the FAMILY in GAMING  
 A SURPRISING JOURNEY TO DARWIN'S EDEN  
 THE MYSTERIOUS ISLANDS  
 ERWIN BROTHERS

## Just Dance 3

Thank you for your review of Just Dance 3. This game is AWESOME! You guys really do a fantastic job with your reviews. I love how you cover the great games for families. We have told everyone we know about Family Friendly Gaming, and love how you guys are free.

- Tammy

{Paul}: Thank you for your kind words. Just Dance 3 is a great dancing game.



# OFF

Ubisoft continues to hold the crown in dancing genre. We feel it is very important to stay free. We are not all about the money like so many other places. We believe in providing a service, and trust God to take care of the resources.

## Ignore 'M' Games

I just have a quick query for you. If your site is dedicated to “family friendly” gaming, why do you even include games rated M. Those games are specifically designed with older gamers in mind.

- Tom

{Paul}: First off thank you so much for emailing us. Secondly, that is an excellent question. The answer is deep and very involved. You may have noticed that we have very little coverage on 'M' rated games. From the News section, Updates section, Previews section, Videos section, and Images section. The worldly sites worship the 'M' rated games, and give them front page (so to speak) coverage. We rarely have any coverage of an 'M' rated game. Especially in the various sections I mentioned. Now when it comes to reviews there are two points of entry for any game. A publisher or developer sends

us a copy of a game to review without checking with us first. When they send us an 'M' rated game we offer them three choices. One - we mail the game back to them. Two – we keep the game and do not review it. Three – we review the game with them fully knowing it will most likely fail. Nine times out of ten the developer or publisher (or PR firm) did not pay attention to the fact we are Family Friendly Gaming. They had a game, they know our audience is in the millions and they wanted to reach people. They have a good working relationship with us and did not even consider how poorly that content does on our scale. There are those occasions where a company really wants us to review their title. A good example is Afro Samurai. We explained repeatedly that their game was going to do poorly on our scale. They wanted us to review it. So we did. And the result was one of the lowest scoring games.

I said there are two points of entry. The second is one of us requests a game. The reason certain 'M' rated games have been requested is because they have become or have the potential to become very recognizable (like Halo for

example). The rest of the gaming media is glowing praises on a game filled with filth. We have gone in to set the record straight. You may notice that not one 'M' rated game is in our Top Ten Listings. Not one 'M' rated game appeared on our Top 100 Products of all time (featured in the magazine).

Over the years we have impacted the industry and moved it towards more family friendly titles. Worldly media outlets have actually acknowledge some of their mistakes – like rating a game lower because the target audience is children. It may be a few drops in a bucket but we are actively engaging them, and exposing them. We are also reaching out to them. We encourage companies to make good games for families. You would be amazed how many titles we turn down. Explaining that opens their eyes to the content, and how families feel.

Our review scale starts every single game at a 75 in each of the five sections. Anything below a 70 is a failure. Some games will fail in some sections and have redeeming qualities in others. Anything with a score below a 75 is considered to be below average. Our review scale also





allows for reviewer input on how much to add and subtract for each section. Different reviewers have different opinions on where certain things should place. I work diligently to try and get as much continuity in reviews as possible. I am merely a man, and am prone to make mistakes.

### Thanks

THANK YOU!! This site is exactly what our culture needs. You guys are never preachy. You put it out there on the line and explain what is wrong with certain games. You show us the good games for families. Family Friendly Gaming is like a filter on the gaming industry. They should be paying you millions of dollars for this amazing service.

- Troy

Family Friendly Gaming ROCKS!! Keep up the fantastic work.

- Sarah

Family Friendly Gaming is the best gaming site on the Internet. The new layout looks fantastic. Thank you for all the new sections.

- Roy

Please never stop Family Friendly Gaming. Ya'll are the greatest. They need to make a statue out to the founder of the site.

- Ronald

FFG IS AWESOME! YOU ROCK! THOSE OTHER SITEZ GOTZ NUTTIN ON YOU

- Steven

{Paul}: Thank all ya'll for your wonderful words of encouragement. You have no idea how much they can help during trying times. Or bad days. Or - well you get the picture. We all appreciate it very much. I doubt the industry will start to pay us millions. Here is the thing - we did not start this to get wealthy. We did not start this to get famous. We did not start this to get popular. We are doing what is right. We are doing what God called us to do. We have wonderful advertisers. We have fantastic relationships with hundreds of companies. We have support from readers on the Amazon boxes. We even have people mail us checks to help out. We are very blessed. I am not sure I would want millions of dollars and the problems that come with them.

### Go Vacation

We took your recommendation and purchased Go Vacation. This game is AWESOME! I see why it won your



seal of approval. Our family is very pleased with this game and your recommendation. What other games do you recommend?

- Monica

{Paul}: I am so glad that your family enjoyed Go Vacation. We rarely give out our seal of approval. So when we do that you know it is good. This Wii game also received a Gold Medal Award at E3 2011. We plan on building a page dedicated to all the games that earned the seal of approval, and we are going to have a Christmas Buying Guide coming out this year. Both of those should be a tremendous help in finding other games that will be a good fit for your family, and millions of other families as well. All that I ask is please be patient with us. We are a small group of believers working on this magazine and website. It can take us time to get it all done.

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: Sound-Off@familyfriendlygaming.com.

Mail us comments at: Family Friendly Gaming  
7910 Autumn Creek Drive  
Cordova, TN 38018



**VERSION 5.0 HAS ARRIVED, CHECK OUT OUR NEW LOOK!**

**READ THE REVIEWS**

**DOWNLOAD GAME DEMOS**

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



# Talk to me NOW

## Pirates of the Caribbean INTERVIEWS

**Q: How would you describe your character in Pirates Of The Caribbean: On Stranger Tides?**

Penelope Cruz: I play a pirate called Angelica in Pirates Of The Caribbean: On Stranger Tides. Angelica is very tricky, manipulative and dangerous when she has to be. She loves games, but she has a good heart and she has a religious background with very strong values, so she's full of contradictions.

**Q: Is Angelica successful at manipulating Jack Sparrow?**

Penelope Cruz: Angelica has a personal score to settle with Jack, but at the same time she needs him because they are both on a mission together. They spend the entire movie tricking each other, but at the same time they help each other, too.

**Q: How would you describe Johnny Depp?**

Penelope Cruz: One of the things that surprised me the most about Johnny Depp is the fact that he's incredibly humble. He's extremely kind to everyone and he's very sweet, but he also has a really brilliant mind. He's smart, clever, fast and funny. In fact, he's one of the funniest people I know. However, he also has a very big heart.

**Q: Johnny Depp has talked about Rolling Stones star Keith Richards being a huge inspiration behind Jack Sparrow. Who inspired your pirate, Angelica?**

Penelope Cruz: Angelica isn't inspired by anybody you would know. I looked at people around me who are very bossy, or people who are very good liars and are very manipulative. These inspirations aren't actually pirates in real life, obviously, but they are still good inspirations. Most of them wear a suit and a tie, but they are like pirates in other ways. I was inspired by a lot of people like that.

**Q: It sounds like making the film was an adventure in itself....**

Penelope Cruz: It was exactly that. One of the beautiful privileges of this job is that we get to travel so much and to discover beautiful places. Film shoots take us to places that you would never see if you weren't making a movie. We're very lucky.

**Q: Both your brother and sister are listed on the credits of Pirates Of The Caribbean: On Stranger Tides. What was their involvement in the project?**

Penelope Cruz: My brother, Eduardo, is an amazing musician who wrote the beautiful tango music in the film. And my sister, Monica, is an actress and a dancer who is very good with swordfights because she had done some in a movie before. By the end of the film shoot, I was six months pregnant so we needed a little extra help. Monica very generously came in and covered for me.

**Q: How did it feel to work alongside actors like Johnny Depp and Penelope Cruz in Pirates Of The Caribbean: On Stranger Tides?**

# Talk to me NOW

Sam Claflin: I have been over-awed and overwhelmed by this amazing opportunity to work on the Pirates Of The Caribbean franchise. It's been a dream come true to watch people like Johnny Depp and Penelope Cruz act and to discover how they work. They are incredibly generous actors, and to know that they're very down to earth is both inspiring and admirable.

**Q: How much has your life changed since you finished work on the movie?**

Sam Claflin: To be honest, I don't feel like anything has changed. I live a very normal life in London. I get on the subway, I get on the bus and I meet my friends in the same pubs that I used to go to. Life is still the same.

**Q: Do you think you'll make the move to Hollywood full-time in the future?**

Sam Claflin: It would be a dream to have a house in both the US and the UK, but I don't see that ever happening. At the moment, I'm very comfortable and I feel very much at home in Britain. But who knows what the future holds?

**Q: How much is your desire to remain in Britain influenced by your friends and family?**

Sam Claflin: My friends and family – and everybody who has helped to get me here – all live in London. I feel that if I abandoned all that, I'd miss out on a lot. Obviously, if work brought me out to Hollywood then I'd love the option of being able to work there for six months or however long, but at the moment I'm comfortable being in London. I love it.

**Q: How would you describe your upbringing?**

Sam Claflin: I feel like I have been very, very lucky and blessed by my upbringing. My mum and dad instilled a work ethic in me at a very young age. I was a paperboy at the age of 13. I worked in a supermarket from the age of 16 to 18, and then I worked in a clothing store for a year – but it was always my dream to go to drama school in London. Thankfully, my dream came true.

**Q: How did you get the acting bug?**

Sam Claflin: At high school I wasn't a very good reader and I had a tendency to babble away during written essays. Academic work wasn't my forte, so I stuck to the practical side of things with sports and drama.

**Q: How did acting win over sports?**

Sam Claflin: I broke my ankle playing soccer and while I was in a cast, I revisited my lifetime plans; that's when my mum suggested acting. She knew I enjoyed drama, so she suggested I consider giving acting a go. I got involved in a school play and my passion grew and grew from there – and here I am today. It's been a very bizarre journey, but a wonderful one.

**Q: What advice did Johnny Depp give you about the entertainment industry?**

Sam Claflin: He told me how important it is to stay grounded, and to never forget where you came from. He said to me, "Keep a good support network around you and you'll never lose who you are and where you are, and you'll never forget how lucky you are to be here." That's sound advice that I will never forget.



# SPORTS





# FEATURE



**Game:** Grand Slam Tennis 2  
**Company:** EA  
**Release Date:** 2012  
**System:** PS3/Xbox 360  
**Rating:** 'RP' - Rating Pending





**Game:** NBA 2K12  
**Company:** 2K Sports  
**Release Date:** October 2011  
**System:** iPhone/iPod Touch/iPad  
**Rating:** '12+' - 12+  
 {Infrequent/Mild Sexual Content or Nudity, Infrequent/Mild Alcohol, Tobacco, Drug Use or References to these, Infrequent/Mild Cartoon or Fantasy Violence}







AWAY		HOME	
	84	DEF	86
	74	OFF	95
	83	OVR	87

Boston Celtics  
 Cavaliers  
 Los Angeles Clippers

NBA 2K12





# In the

## TOY STORY/TOY STORY 2/TOY STORY 3 on Blu-ray 3D 11/1

### “TOY STORY”

Set in a world where toys come to life when people are not present, meet two rival toys – Woody, a pull-string talking cowboy, and Buzz Lightyear, a superhero space action-figure. The comically-mismatched duo eventually learn to put aside their differences when circumstances separate them from their owner, Andy, and they find themselves on a hilarious adventure-filled mission where the only way they can survive is to form an uneasy alliance.

### “TOY STORY 2”

While Andy is away at cowboy camp, Woody is toynapped by Al McWhiggin, a greedy collector who needs Andy’s favorite toy to complete his “Woody’s Roundup” collection. Together with Jessie, Bullseye and the Prospector, Woody is on his way to a museum where he’ll spend the rest of his life behind glass. It’s up to Buzz, Mr. Potato Head, Hamm, Rex and Slinky Dog to rescue their friend and remind him what being a toy is all about.

### “TOY STORY 3”

Andy is preparing to depart for college, leaving his loyal toys troubled about their uncertain future. When a mix-up lands them at Sunnyside Daycare, the untamed tots with their sticky little fingers do not play nice, so it’s all for one and one for all as plans for the great escape get underway. More than a few new faces – some plastic, some plush – join the adventure, including Barbie’s counterpart, Ken, a thespian hedgehog named Mr.

Pricklepants, and a strawberry-scented teddy bear called Lots-o’-Huggin’ Bear.

“TOY STORY” – a 4-Disc Blu-ray 3D Combo Pack (1 Blu-ray 3D + 1 Blu-ray + 1 DVD + 1 Digital Copy) = \$49.99 U.S./\$56.99 Canada

“TOY STORY 2” – a 4-Disc Blu-ray 3D Combo Pack (1 Blu-ray 3D + 1 Blu-ray + 1 DVD + 1 Digital Copy) = \$49.99 U.S./\$56.99 Canada

“TOY STORY 3” – a 5-Disc Blu-ray 3D Combo Pack (1 Blu-ray 3D + 2 Blu-ray + 1 DVD + 1 Digital Copy) = \$49.99 U.S./\$56.99 Canada

“TOY STORY” TRILOGY SET – a 3-Disc Blu-ray 3D Trilogy Set (includes a Blu-ray 3D copy of each movie) = \$100.00 U.S./\$115.00 Canada

3D Movie Download - each film is priced at \$49.99 U.S./\$56.99 Canada



# News

## DISNEY FAVORITES POISED TO RETURN TO THEATERS IN 3D

On the heels of the phenomenal success of *The Lion King 3D* – which crossed the \$80 million mark at the domestic box office – The Walt Disney Studios has announced limited theatrical engagements for four of its classic films for the first time in 3D. The following titles from Walt Disney and Pixar Animation Studios will be released in 2012 and 2013:

- *Beauty and the Beast* – January 13, 2012
- Disney•Pixar’s *Finding Nemo* – September 14, 2012
- Disney•Pixar’s *Monsters, Inc.* – January 18, 2013 (*Monsters University*, a prequel to the original film, arrives in theaters in Disney Digital 3D on June 21, 2013)
- *The Little Mermaid* – September 13, 2013

“Great stories and great characters are timeless, and at Disney we’re fortunate to have a treasure trove of both,” said Alan Bergman, President, The Walt Disney Studios. “We’re thrilled to give audiences of all ages the chance to experience these beloved tales in an exciting new way with 3D – and in the case of younger generations, for the first time on the big screen.”

Originally released in 1991, *Beauty and the Beast* is a classic “tale as old as time” that follows the adventures of Belle, a bright young woman imprisoned in the castle of a mysterious beast and his enchanted staff, who must learn the most important lesson of all – that true beauty comes from within. *Beauty and the Beast* was the first animated film ever nominated for an Academy Award® for Best Picture, earning an additional five Oscar® nominations and winning two. It has grossed \$380.4 million worldwide.

First released in 2003, Disney•Pixar’s *Finding Nemo* takes audiences into a whole new world in this undersea adventure about family, courage and challenges. When Marlin, an overly cautious clownfish living in

the Great Barrier Reef, helplessly watches his son get scooped up by a diver, he must put aside his fears of the ocean and leave the safety of his coral enclave to find Nemo. Buoyed by the companionship of Dory, a forgetful but relentlessly optimistic fish, Marlin finds himself the unlikely hero in a seemingly impossible land-and-sea rescue. *Finding Nemo* won an Academy Award® for Best Animated Feature and was nominated for three others. With a total of \$867.6 million worldwide, it was the second highest-grossing film of 2003.

In 2001, Disney•Pixar released *Monsters, Inc.* Lovable Sulley and his wisecracking sidekick Mike Wazowski are the top scare team at *Monsters, Inc.*, the scream-processing factory in Monstropolis. But when a little girl named Boo wanders into their world, it’s up to Sulley and Mike to keep her out of sight and get her back home. *Monsters, Inc.* shattered every DVD-era home entertainment sales record when 11 million DVD/VHS copies were sold during its first week of release. It won an Academy Award® for Best Song and has grossed \$526.9 million worldwide.



## Neon Mania - adds new levels and Kiip reward program

Vivid Games is pleased to announce the immediate AppStore availability of Columbus Day update 1.6 of fresh and colorful iPhone, iPad and iPod touch game, Neon Mania.

The newest version brings 50 new themed neon shapes to celebrate Columbus Day and introduces exciting new feature real rewards for in-game achievements - version 1.6 is the first

to include Kiip technology that makes casual gamers benefit from various real-life rewards.

## Digital Harmony Announces Dragons Vs. Unicorns

Digital Harmony Games, a new interactive entertainment developer of social, casual games, announced Dragons vs. Unicorns which will be the first title to launch from the newly developed company. Players will battle for ultimate dominance in this action-packed multiplayer game for all iOS, Android Smartphones & Tablets, and PC & Mac browsers. Dragons vs. Unicorns is expected to launch in early 2012.

For centuries, the antiquated Dragons have looked down upon all creatures-most of all the Unicorns. Dragons, disgusted by the Unicorns' love of glitter, candy, and rainbows, waged war on Unicorns which launched an all out battle for supremacy. Featuring a fantasy driven landscape, both mythical creatures will fight to destroy their opponent's tower using a variety of awesome abilities. Players will help their side defend their tower as they send in minions, lob objects, cast abilities and so much more in this action-packed combat multiplayer game.

"Dragons vs. Unicorns is the perfect game for our first release because it's got a great art style and of-

fers an exciting gameplay experience for anyone who picks it up," said Keren Kang, COO of Digital Harmony Games. "Creating a seamless cross-platform connective experience is quite important, and part of that experience is to ensure that there will be a multiplayer game available 24/7. With our cross-platform connective technology, players will always find a game against an iOS, Android, or web opponent."

Dragons vs. Unicorns offers an immersive experience with a simple and intuitive control scheme and easy click and gesture based control. PVP fans will find dynamic physics with realistic damage in the sprite filled, sparkly rainbow and molten lava driven world. Single player mode, VS store, real time lobby, persistent player data, social connectivity and so much more will await players in this unique world of Dragons and Unicorns.





## Speakal Introduces iHog

Speakal a lifestyle-oriented home entertainment company with intelligently designed technology solutions driven by a passion for sound, launched today iHog, the stylish hog-shaped iPod/iPhone docking station speaker system. Available in pink and white, the booming iHog speaker system makes a fun Christmas gift for kids, teens and adults that love music.

Lightweight at around 4 lbs, the iHog is the best and most powerful portable outdoor speaker, providing up to 10 hours of lithium rechargeable battery life that also charges your iPod. Its universal cradle lets you play all your iPhones and iPods (including iOS4, iPhone 3 and iPhone 4) outdoors or indoors with 4 high-quality speakers delivering 360 degrees of sound with 2 tweeters, 2 sound diffusers and a downring 20 Watt subwoofer, a super amplification stereo system and optimized airflow, with frequencies from 50Hz-20KHz for a total output of 28+ Watts that fills up a room with sound.

Based on Speakal's best-selling iPig docking station, the



iHog is more powerful and portable, with a battery-operated docking station that features easy-touch Humanized Touch Volume Controls to adjust the iPod's navigation with a light touch of the hand. Just push the hog's ears to turn the volume up or down, or its head to skip tracks, pause, or stop or use the included remote to adjust the controls from a distance. In addition, the iHog also lets you add drama to your movies or gaming -- just connect iHog to a TV, gaming console, or other music source with the included 3.5mm to amplify sound with its super amplification system.

Everyone will love the iHog's friendly hog shape, which instantly becomes a party conversational piece and a room's central design focus, as well as impressing all with its powerful speaker system that's perfect for parties, outdoor events,

or for just relaxing at home. "After 2 consecutive years of great success for the smaller iPig, Speakal is excited to launch the most powerful speaker system yet -- the iHog," said David Solomon, CEO, Speakal. "For everyone who enjoyed their iPig at home, now you can take the fun outdoors anytime, with the new portable music companion."

### iHog Features:

iPod Docking Station compatible with all dock connector iPods and iPhones.

2.1 Stereo Speaker System.

Humanized Touch Volume Control and iPod music navigation.

Lithium rechargeable battery for up to 10 hours of battery life.

Remote control.



Adjustable Bass and Treble.

4 Speakers positioned for maximum sound separation and distribution with tweeters and midrange.

20W Subwoofer.

Total output of 28+ Watts.

Shape designed to deliver 360 degrees of sound.

Airflow optimized design for consistent sound performance.

Bass Reflex Technology.

3.5mm AUX input jack to connect to TV, gaming consoles, or other music sources.

Manufacturer's Warranty.

The iHog iPod docking station speaker system is available immediately in the iHog colors of pink and white (with black and black/white Panda style colors coming soon), priced at \$139.99. iHog comes with the docking station, AC power adapter/power cable, 3.5mm Audio Jack Connection, Remote Control with battery, and user manual.

## Chillingo and Plain Vanilla Partner to Publish The Moogies

Leading independent game publisher Chillingo, a division of Electronic Arts, today announced a partnership with Icelandic game studio Plain Vanilla to publish "The Moogies" on the iPhone, iPad and iPod touch.

"The Moogies" is a new childrens franchise that will make it's debut launch exclusively on the Apple App Store this November.

The vision behind the Moogies franchise is to provide a fun, beautiful and safe entertainment for children aged 2-6. The Moogies is ad-free and contains no in-app purchases or links to external websites.

"Chillingo is proud to partner with talented indie developer, Plain Vanilla to bring this beautifully illustrated title to the App Store," explains Chris Byatte, Co-General Manager, Chillingo. "Parents and children will find endless entertainment with this premium entertainment app for iPad, iPod touch and iPhone."

"As more parents adapt to using iOS devices for educational and entertainment purposes, debuting a new children franchise on this innovative platform makes a lot of sense," adds Joe Wee, Co-General Manager, Chillingo. "The Moogies is a fantastic example of how creative apps can transform a child's learning experience."

"Chillingo's incredible track record on the iOS platform made them our first choice to partner with," states Thorsteinn Fridriksson, CEO, Plain Vanilla "Chillingo's production team has been instrumental in our development process and together we believe we made the Moogies deliver the best possible experience for children worldwide. We are honored to work with Chillingo and look forward to expanding the Moogies franchise with them."



## Sprinkle Drenches Fans with 14 New Levels for Free

Fans of the water splashing and fire fighting puzzle game Sprinkle from Swedish studio Mediocore will be excited to learn that the studio has released one new world of 12 new levels for the critically acclaimed iOS and Android game. This update, available as a free download, will also add two levels to the game's first world and will bring Game Center support to Sprinkle. Don't be left high and dry, update Sprinkle today on your iOS or Tegra-Android device today for more fire-fighting fun!

"When Sprinkle launched the outcry of happy fans was incredible and we couldn't wait to get started building new fun and challenging levels," said Dennis Gustafsson, co-founder of Mediocore. "We hope that fans have as much fun playing these new levels as we've had designing them!"

Also included in this content update will be a batch of six new levels exclusive only to players who made an in-app purchase to unlock Sprinkle's third or fourth worlds. At launch, worlds three and four were unlockable only by earning 5-drop ratings on all prior levels, or by making an in-app purchase. This IAP was quickly re-

moved after launch due to customer feedback. Those who paid to unlock the levels before the IAP was removed will be receiving six exclusive levels as part of today's update.

Sprinkle is an addictive water-physics based puzzle game where players must use a water cannon mounted on a crane to douse fires that threaten to burn the villages of Titan's little blue alien inhabitants. Adjust the cannon's height and angle in real-time to move obstacles, spin water wheels, and overcome more obstacles in order to get the water flowing where it needs to be – all while dealing with time and water limits. With this update, Sprinkle now includes 60 levels for players new and old to tackle, with an additional six levels for players who made an early in-app purchase.

Key highlights of Sprinkle include:

- Amazing water physics – Some of the most realistic water physics ever seen on a touch device make Sprinkle an exciting and addicting puzzler.
- Brain-teasing puzzles – What starts as simply pointing and spraying to quench each fire becomes much more challenging, as players must overcome the intricacies of each puzzle before time and water run out.

ies of each puzzle before time and water run out.

- Blocks, boulders, and cogs oh my – Use the power of your water cannon to move blocks of ice and boulders of rock, spin giant cogs, and depress traps in order to reach and put out every last fire.

The inhabitants of Titan, a moon of Saturn, once lead simple and peaceful lives. That all changed when reckless space tourists from Earth crashed through Saturn's rings, causing a fiery storm of asteroids to rain down on the Titans. One brave Titan, Ouie, has built a massive water cannon to combat the fires – but he needs your help to man the cannon!







## Nintendo DS Crosses 50 Million Units Sold

The best-selling video game system in U.S. history reached another milestone in September: Lifetime sales of the Nintendo DS family of systems have surpassed 50 million units, according to the NPD Group, which tracks video game sales in the United States.

“The Nintendo DS forever changed the gaming landscape, and the fact that consumers continue to embrace the platform is a testament to its value and mass appeal,” said Scott Moffitt, Nintendo of America’s executive vice president of Sales & Marketing. “Our hand-held story continues with the Nintendo 3DS system, which just had its second consecutive month of growth

and enters its first holiday season with a monster lineup of games, including Super Mario 3D Land and Mario Kart 7.”

Other Nintendo milestones reached in September include:

Nintendo sold more than 260,000 Nintendo 3DS portable entertainment systems, an increase of more than 10 percent from the previous month. Nintendo has sold nearly 450,000 units of Nintendo 3DS following a price reduction on Aug. 12.

The Legend of Zelda: Ocarina of Time 3D became the first Nintendo 3DS title to surpass 500,000 total units sold in the United States.

Nintendo sold more than 647,000 total hardware units in September, including 240,000 Wii systems and more than 145,000 units of the Nintendo DS family.

The 273 million software units sold for the Nintendo DS family equates to more than 107,000 games being sold per day, every day for almost seven years. More than 273 million units of software have been sold for the platform in the United States, including 24 of the top 25 and 43 of the top 50 best-selling portable games in this hand-held generation.

## Build, Battle and Race for Over \$15K in Prizes in LEGO Universe

Protecting Imagination from the mischievous Maelstrom in LEGO Universe certainly is no easy feat! The LEGO Universe team is looking for the greatest in-game champions - asking players flex their creative muscle, strength and speed





to find out which players are truly the most powerful!

Who will come out ahead? The master builders of the Assembly? The wild adventurers of the Venture League? Perhaps the mighty Sentinels, or the mysterious Paradox?

It began on October 13th, eight full weeks of events will kick off in the first-ever Nexus Force Championships. Throughout the LEGO Universe Championships, players will earn points for winning various in-game events and contests.

The player with the most points at the end will be crowned the Nexus Force Champion! The Grand Champion will win fame, glory, over \$5,000 in LEGO toy sets, a new laptop computer and more. There will also be tons of weekly prizes throughout the two-month event, rewarding such players for building, battling and racing with real LEGO sets and more.



## Striiv Launches Across America with HSN

Striiv and multi-channel retailer HSN announced a retail partnership to present the world launch of the Striiv fitness device on all of the HSN platforms starting October 22 and continuing throughout the Christmas shopping season. Striiv makes fitness fun by taking active gaming outside of the living room to turn everyday activities into fitness and charity opportunities. HSN will introduce Striiv to its customers as an exclusive retail bundle with one-of-a-kind accessories.

HSN kicks off a Striiv pre-launch awareness program on their website today. Starting October 22, Striiv will be featured on HSN and focus on Striiv's ability to make fitness fun and to get people moving. HSN will feature an exclusive Striiv holiday bundle for \$99.95.

Striiv motivates activity throughout the day via games, personal challenges, and donation opportunities – all powered by physical activity. Whether walking to lunch or taking the stairs, with Striiv any activity is transformed into an opportunity to get fit, give back, and have fun.

“With Striiv, we’re transforming fitness to fit around our busy schedules, and by partnering with HSN we have the perfect opportunity to not only showcase Striiv, but to educate their mainstream audience in a very engaging and authentic way,” said David Wang, CEO and co-founder, Striiv.

Designed to easily move between a key chain, belt clip, or pocket, Striiv features include: Walkathon in your Pocket in which every step counts toward a donation to charity, at no cost to the user; Activity-Based Games where progress is based on walking, running, and taking the stairs; Daily Challenges and Trophies to reward activity; Charts and Graphs to track progress; and Striiv's proprietary TruMotion Technology which is always on and always sensing if you are walking, running, and even climbing stairs.

“Striiv is unlike anything in the marketplace today where through your own activity and movement, you can play games, track your progress, and give back to charity,” said Sandy Conrad, SVP of Merchandising for HSN. “HSN is always looking for new and innovative products to bring to our customers. HSN has a great line up of holiday gifts this year and Striiv fits perfectly into our assortment. The device is tailor-made for the HSN customer – busy women juggling family and careers but like all of us, wants to be more active.”

# STATE OF GAMING



## CONSOLES BATTLE BACK

There has been stories of how the apps are taking over the gaming world. Whether it is iPhone, iPod Touch, Android, iPad, or Kindle Fire. Media outlets have been focusing on how the industry is moving that direction. Facebook is another avenue that video game developers and publishers have been releasing games. That is also on the rise.

The Nintendo 3DS, and Playstation Vita both have more app like menu screens for users to peruse. Cheap games to download, and can do every-

thing the app machines can do and more.

Yet console games have not given up the fight. This is transparent as the push for Christmas is chugging along. Family Friendly Gaming has noticed the Wii, Xbox 360, and Playstation 3 have not given up. They are putting out some of their best titles for Christmas. Well maybe not the Wii - unless you count Kirby. Nintendo seems more focused on the Nintendo 3DS. We expect more news on the Wii U to be coming soon. They have to answer some of our questions at some point right?

Active gamers have many games to pick from on the three home console machines. Gamers

can Kinect, Move, and of course enjoy the motion controls of the Wii. Some of the biggest names like Just Dance 3 are on store shelves. Sony wants to have Everybody Dance now. Microsoft has done families a huge favor with Kinectimals now with Bears.

Consoles have not given up the fight. Instead they compiling their best stuff for Christmas. The apps are reeling from this power punch. Can they return a body blow? Things are shaping up to very interesting. Gamers have all kinds of choices. In fact more so now than ever before. What choices are you making?

## James 4:4-6

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



# REVIEWS

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 - <http://www.familyfriendlygaming.com/Game%20Review%20Template.html>. 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.

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).

Platform	Game	Score	Page
Nintendo DS	Babysitting Mania	65	28
Wii	Megamind Mega Team Unite	62	34
	Sega Superstars Tennis	67	30
iPod Touch/iPhone	Bible +1	92	39
	Destructopus Total Rampage	57	38
	Super Monkey Ball	64	36
Xbox 360	Sega Superstars Tennis	67	30
Playstation 3	Sega Superstars Tennis	67	30
DVD	Aliens in the Attic	69	35
Nintendo 3DS	Pokedex 3D	64	29

The screenshot shows a Bible application interface. At the top, it says "NIV John 3". The main text is from John 3:1-2. On the right side, there are several UI elements: a clock showing "Bed Time 2:20", a "Parents return 8:00" timer, a "Chaos" level indicator, and a score of "0". There are also icons for "Score" and "Items Remaining 34".







# Babysitting Mania

SCORE: 65



Majesco Entertainment has been a safe bet for families most of the time. The WMG purchased Babysitting Mama on the Nintendo DS expecting it to be the next big thing. Everything about this game on paper looks great. But if we wrote reviews without playing it we would be just like the ESRB. Babysitting Mania is a time management

game where the player takes on the role of house cleaner, child wrangler, and baby watcher. Yes I could have used babysitter there, but it was not creative enough.

The graphics in Babysitting Mania are small. The details are decent and generally players can understand what items are. There are some items on the floor that were hard to differentiate. Is it clothing or trash? The poor babysitter is run ragged in Babysitting Mania on the Nintendo DS. Toddler age children run around and mess up whatever they touch. This is not a very nice commen-



tary on children. And could be considered offensive to many families.

Babysitting Mania can get annoying in the sounds department as well. Nothing like a baby crying to wake up the player. This is nothing like real babysitting. In fact Babysitting Mania is the farthest from the truth there is. The music and special effect sounds are adequate, and do enhance this hand held video game in some nice ways.

There are one hundred levels in twenty different homes. Babysitting Mania takes some time to beat. The WMG also found that an entire string of levels need to be completed, or they have to be replayed. This takes away from the pick up and play concept. It also means Babysitting Mania can not be played for a few minutes and put back down. Due to



some other issues the WMG feels like money was wasted on Babysitting Mania for the Nintendo DS.

Do you remember that part in The Incredibles when Mr. Incredible says: "I just cleaned up this mess! Can we keep it clean for... for ten minutes!" That is exactly how the game play feels in Babysitting Mania. In any given level items that were clean can get dirty again. This game is sadistic in that regard. It also is entirely no fun to play. There is always something to clean up, or a child to wrangled into bed. The baby also is pretty needy.

The lesson in Babysitting Mania is that children are mess makers. It also shows that parents run off to do things and leave their children to be taken care of by others. Babysitting Mania does nothing to support family values. In fact it diminishes them. Children are a wonderful blessing from God. Even the most difficult child has their shining moments.

Ask any real parent. Babysitting Mania was a chore to review. This franchise needs to retire into the history of video games. Experiment tried and ultimately failed.  
- Working Man Gamer

Publisher: Majesco Entertainment  
System: Nintendo DS  
Rating: 'E' - Everyone

Graphics: 65%  
Sounds: 70%  
Replay/Extras: 70%  
Gameplay: 58%  
Family Friendly Factor: 62%







# Pokedex 3D

SCORE: 64



I decided to check out what this Pokemon craze is all about. I wanted an easier game to work on so it was suggested I review Pokedex 3D. After all a free game on the Nintendo 3DS should score really high. Right? Maybe it would with someone else. The main theme in Pokedex 3D is to look at the different Pokemon in 3D. Notice how I said look at? That is about all we could do with them in this game. Which makes me wonder if Pokedex 3D is even a game at all. It is like an app. An app for those hopelessly addicted to Pokemon.

I have to admit I have never really understood the appeal to Pocket Monsters. Especially when some of them in Pokedex 3D look demonic. Being able to rotate around them in complete 3D is a nice feature. Just be careful how much 3D effect you use. I found that looking at the screen from an off angle can trigger a migraine. That was not

a pleasant experience.

I am not impressed with the sounds the Pokemon make in Pokedex 3D. I would turn the sounds off when using Pokedex 3D because they did not sit well with me. There is a wealth of information on the monsters in this fictional world. More on that will be coming up.



your time with it. How valuable is your time to you?

The main control in Pokedex 3D is moving around your collection of these little monsters. I got bored with this, and found it did not always behave in a way I was expecting. Although it could have been I

forgot since it was a once a week thing.

Pokedex 3D promotes the religious belief of evolution. This is in the text of numerous Pokemon. It baffles me why Nintendo would want to promote that belief. Especially after they have been educated to the disproven nature of it in so many respected circles. I am also concerned with how addicting this franchise is. Parents need to be very careful of apps like Pokedex 3D on the Nintendo 3DS.  
- Yolanda



Every week we could get three more Pokemon for Pokedex 3D. Which means there is little reason to do anything with this app more than once a week. Of course some may see mucho replay value since it can last so long. I found that it was very easy to forget Pokedex 3D. Especially when real life things of importance came up. Sure Pokedex 3D is free, but you have to spend

Publisher: Nintendo  
System: Nintendo 3DS  
Rating: 'NR' - Not Rated

Graphics: 70%  
Sounds: 67%  
Replay/Extras: 70%  
Gameplay: 52%  
Family Friendly Factor: 63%







# Sega Superstars Tennis



SCORE: 67

Diehard true blue Sega fanboys are waiting for the company to produce another video game system. While that does not seem to be on the horizon, there are many games that will appear



on various systems. I decided to help this ministry fill in a gap in the form of Sega Superstars Tennis. When I saw this game for a very good price at Gamestop, I hoped it would not be a waste of money. I had played a demo a few months back and was not very impressed. Yes this game is a Mario Tennis clone. But Sega has done a fair job in the past of making these kinds of clones work. Plus we get Sonic, Nights, Super Monkey Ball characters and more. Sega included a fair array of Sega characters in this game. I used the Xbox 360 version for this review.

The tone of the graphics depend on where you are. Space Channel 5 has enticement to lust, the zombie areas are dark and disturbing. The areas where Sega Superstars Tennis shine are the

Sonic, and Super Monkey areas. But there are more than enough dark areas in my opinion. The zombies in Sega Superstars Tennis ruin the game. The short skirts of certain female characters add an extra nail in the coffin.

The announcer in Sega Superstars Tennis annoyed me to no end. The classic music from the different areas is nice. Certain characters say things I would not want children to be repeating. The tennis sounds in Sega Superstars Tennis work famously. I also enjoyed the power ups of the different characters. Although they

did happen way too often.

I really can not stand how Sega Superstars Tennis plays. Supposedly certain characters have different strengths. I found little difference playing different characters. I also had issues putting the ball where I wanted it. I found the computer making miraculous saves way too often. The special moves are not always helpful, and can hurt you at times. The mini games in Sega Superstars Tennis are interesting, but more of a diversion than anything else.

There are enough modes in Sega Superstars Tennis to keep families interested for a few weeks. Sadly there is too much bad content in this game. I learned some basics of tennis thanks to Sega Superstars Tennis. Improvements could make a sequel better for families. - Sam



Publisher: Sega  
System: Wii/PS3/PS2/Xbox 360  
Rating: 'E10+' - Everyone 10+  
{Mild Blood, Mild Fantasy Violence, Mild Suggestive Themes}

Graphics: 57%  
Sounds: 71%  
Replay/Extras: 79%  
Gameplay: 65%  
Family Friendly Factor: 63%





# Disney Winnie the Pooh



## COOKING TIPS

### Cooking With Honey

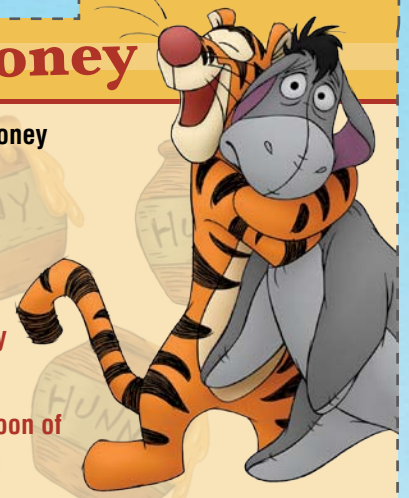
Substituting Honey for sugar -- less is used as honey has a higher sweetening capability.

Ratio: 10oz (275g) sugar = 8 oz (225g) honey.

As honey has extra water within its content, reduce the amount of liquid called for in your recipe by 3 tablespoons for every 8 oz of honey used. (250 ml).

For each cup (250 ml) of honey, add 1/2 teaspoon of baking soda to counteract acidity.

In general cooking, to counteract any sour flavor, add 1-2 tables spoons of honey -- this will give your sauce or dish an unexpected hint of sweetness.



Moms, add these fun **Cooking With Honey Tips** to your recipe collection!

## BAKING TIPS

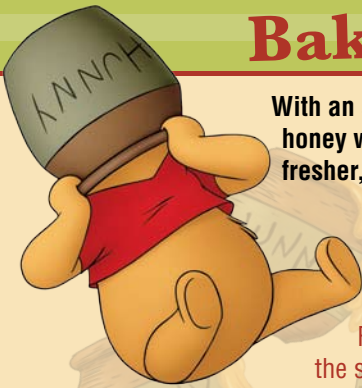
### Baking With Honey

With an ability to absorb moisture after cooking, using honey within your baking helps to keep your baked goods fresher, softer and moister longer than using sugar.

Add two tablespoons of honey to your favorite cake mix while you're beating the batter. It'll add flavor and make your cake less crumbly.

For a crisper cookie, replace no more than 1/3rd of the sugar with honey.

Using honey, when baking breads, gives the crust a deep, rich brown texture, but be sure to reduce your temperature by 25 degrees F (15 degrees C) to prevent over-browning.



## MEATS & VEGETABLES

### Meats, Vegetables & Honey

#### MEATS

- Curing or coating meats with honey and mustard is a cook's tradition dating back to medieval times.
- Marinades with honey and vinegar will make your meat tender and flavorful.
- Roast chicken will have a crispy coating when you brush it with honey.

#### VEGETABLES

- Stir-up excitement by glazing vegetables with honey -- cooked carrots seem to disappear from the table when given a honey glaze.
- Orange blossom honey interacts best with the spiciness of peppers, garlic and chilies.



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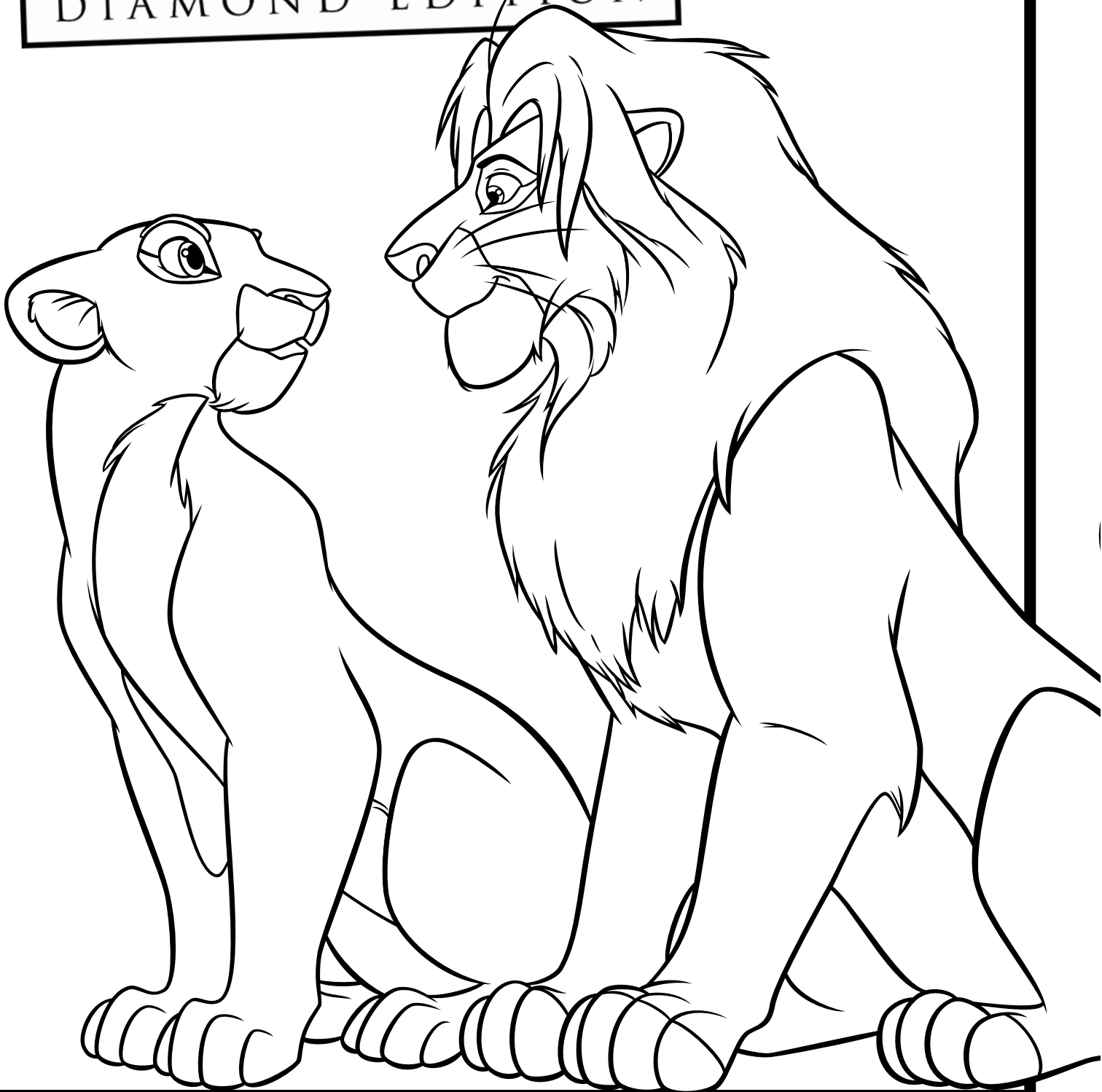
STILL **UNSTOPPABLE** AFTER 20 YEARS



SEGA®



THE  
**Disney**  
**LION KING**  
DIAMOND EDITION



ON DIAMOND EDITION ON BLU-RAY™ COMBO PACK  
BLU-RAY 3D™, AND MOVIE DOWNLOAD OCTOBER 4



# Megamind Mega Team Unite

SCORE: 62



Megamind is one hilarious movie. Could that translate onto the Wii in the form of a video game? It could, but Megamind Mega Team Unite is not it. This game is more of a four player competitive shoot em up, and smash



and bash thousands of the same looking enemies. I talked to our editor in chief to find out that THQ did different games on the Wii, Xbox 360, and Playstation 3. So this review will only cover the Wii version.

The graphics in Megamind Mega Team Unite is not are lackluster. I was not impressed with the characters, backgrounds, or enemies. The news casters are a nice touch to continue the story along. The violence gets boring in Megamind Mega Team Unite with a quickness. Smash and bash these guys in a small area, and then you get to have a shooting level. Family members are competing against one another for the highest score. So kill more than everyone else and you win. My mother is so

proud of me.

I liked the voices in Megamind Mega Team Unite. At times it felt like a sound byte here or there. There were also times when certain phrase were used too frequently. The music is okay and fits the theme of this

game. The storyline makes little sense though. Especially if you have seen the movie. Fans of Megamind will enjoy seeing him as a hero in this home console video game.

The game play is so repetitive that I actually fell asleep playing it. Sure I was tired, and it had been a long day - but still. Scoring the most points is a weak goal in my opinion. I can't figure out why Titan's name is misspelled, or how he got his powers back. Or why Metro Man decided to come out of retirement. Minion makes perfect sense, but the other two baffle me. The swapping of shooting, and bash them all levels does little to help with the repetitive nature of this Wii game.

The thing that Megamind Mega Team Unite taught me is to destroy everything in my path. I have the right to stop whatever I deem unworthy. Obviously the occupy wall street crew has learned this lesson well. No sequels in this vein are ever needed. Something better, and hopefully not as rushed would be welcome though.  
- Luke



Publisher: THQ  
System: Wii  
Rating: 'E10+' - Everyone 10+  
{Cartoon Violence}

Graphics: 60%  
Sounds: 78%  
Replay/Extras: 60%  
Gameplay: 61%  
Family Friendly Factor: 50%







# Aliens in the Attic



SCORE: 69

I was really excited to see Aliens in the Attic. And then I saw it. You know how I talk about thinking ill of a product and it shows its worth? Well Aliens in the Attic goes the opposite direction. I thought it would be a good family film. Sadly I was wrong on so many fronts. Children from two brothers families come together to enjoy some nature in a lake house. Sun, fishing, and fun are the order of the day. The children - especially teenagers are less than thrilled about it. Aliens land in the attic, and start an invasion. They have the ability to shoot darts into the necks of adults and control them with a mechanism. So the kids in their wisdom decide to keep the invasion from their parents.

The teenage daughter spends part of the movie in a bikini. This is the majority of the sexual content of Aliens in the Attic. There is violence as the kids

and humans fight it out. Two controlled adults have a video game styled fight as well. I would hate to see what happened to their deposit based on how trashed the lake home is.

The disappointing aspect of Aliens in the Attic for me is the language. There really is no need for that in a film that is portrayed as family friendly. Let me be blunt - it falls short in this department. On top of that there is tons of attitude in Aliens in the Attic. The lack of respect for elders is shocking. It is my hope that real world kids will not emulate the kids in Aliens in the Attic in terms of attitude.

We purchased this DVD for five dollars on sale at a local retailer. Numerous bonus features are included as well. An Alternate Ending, Deleted Scenes, Gag Reel, Featurettes, and an Animated Short. Aliens in the Attic excels in that department.

The storyline in Aliens



in the Attic is very predictable. The kids deceive their parents while fighting off the aliens. The lying boyfriend is humiliated in numerous ways. I do appreciate the main character realizing how important it is to be smart. There are a few humorous sections in Aliens in the Attic.

I find it sad that in the American schools there is a movement to dumb down our kids. Not only that, but it is cool to be stupid. I was a brain in school, and I did not care what others thought of me. I wish Aliens in the Attic had taught that. Instead it teaches to disrespect your parents, take care of things yourself, and save the day. I hope this franchise stays away from sequels in the future.

- Paul



Publisher: 20th Century Fox  
System: DVD  
Rating: 'PG' for Parental Guidance Suggested  
{Action violence, some suggestive humor and direction}

Family Friendly Gaming

Graphics: 65%  
Sounds: 68%  
Replay/Extras: 87%  
Gameplay: 70%  
Family Friendly Factor: 55%





# Super Monkey Ball



SCORE: 64

Super Monkey Ball is one of the most entertaining franchises in Sega's stable of games. Unfortunately their first attempt of this franchise on the iPhone/iPod Touch was not that great. To be blunt, it is one of the worst of the entire franchise. It might also be one of the worst Sega games of all time. I will be backing those words up in a just a few words.

The animation of the monkeys inside the balls in Super Monkey Ball is horrible. They look like 2D cardboard images. The checkerboard design used in many levels gets old really fast. The bananas look okay, but the poor monkeys just stick out like a sore thumb. Obviously Sega tried to do more than they could with Super Monkey Ball on the iPhone/iPod Touch. The good news is Super Monkey Ball is very colorful, and bright. In many ways Super Monkey Ball feels like a Monkey Ball game.

The biggest saving grace for Super Monkey Ball is the music. The music alone saves Super Monkey Ball from being an abysmal failure. The special effect sounds, and everything associated with the audio is perfect Monkey Ball. I absolutely love



how Super Monkey Ball sounds. This franchise has wonderful music and the iPhone/iPod Touch version is no exception. I could listen to the sounds in Super Monkey Ball all day long. Okay maybe not literally but you get the picture.

There are a decent amount of levels in Super Monkey Ball. Over one hundred in five stages. The price is a little high in my opinion. I bought it when

it was on sale, but currently it is selling for \$2.99. I personally believe this game should not go above \$1.99. You will replay levels over and over again thanks to the control issues.

Did someone mention control issues? Why yes I did. Super Monkey Ball is the worst controlling Monkey Ball game I have ever played. I would try to slow down while going down a ramp, and go flying off the edge. Other times I tried to turn around, and went flying off a ledge. The frustration level in Super Monkey Ball is so high that I had to quit or my blood pressure was going to send me to the hospital. Which is a shame because we play games to relax. Not stress us out. I had zero fun playing this hand held video game. I doubt you will either.

The only lesson I learned from Super Monkey Ball is how to deal with anger and frustration.

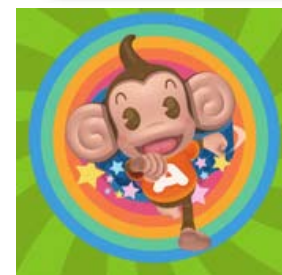
Unless I just sat there on a menu screen listening to the game. The tilting control issues in this iPhone/iPod Touch game ruined the experience for me. Please avoid this game. The sequel plays much better - or so I have been told.

- Sam



Publisher: Sega  
System: iPhone/iPod Touch  
Rating: '4+' - 4+

Graphics: 60%  
Sounds: 87%  
Replay/Extras: 70%  
Gameplay: 30%  
Family Friendly Factor: 75%







FROM THE CREATORS OF  
**FIREPROOF**

# COURAGEOUS

HONOR BEGINS AT HOME

Four men, one calling: To serve and protect. When tragedy strikes home, these men are left wrestling with their hopes, their fears, their faith, and their fathering. Protecting the streets is second nature. Raising their children in a God-honoring way? That's courageous.

*"But as for me and my household, we will serve the Lord." Joshua 24:15*

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**AFFIRM FILMS**



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# Destructopus Total Rampage



SCORE: 57

Destructopus Total Rampage is another game in a long line of video games that preach a specific religious belief. Destructopus Total Rampage tells us how horrible human beings are, and animals are more important.



Destructopus Total Rampage has the gamer take on the role of a giant mutant monster. Then you get to destroy as many buildings and people as possible. In some ways Destructopus Total Rampage is like the old Rampage games. The main differences are of course the environmentalism activism, and Destructopus Total Rampage is side scrolling.

As I played Destructopus Total Rampage all I could think about is the hard working small businesses that were being destroyed. You know the kind that hire workers and keep the economy going. The wanton destruction is one thing, but the whole focus on animals being more important than people is downright offensive. The details in Destructopus Total Rampage are okay. There

are images promoting recycling.

You know what bothers me the most about Destructopus Total Rampage is the people who complain any Christian content ignore how preachy Destructopus Total Rampage is. I will tell you if a Christian product is too preachy. But those that are hostile to Christians will not return that kind of professionalism. I could not stomach this game for very long.

Destructopus Total Rampage is currently a free app. However it tried to get me to buy four other

games before actually playing a level. And then after I beat a level, and if I wanted to try a different monster (which also cost money).

There are on screen controls for Destructopus Total Rampage. They are lethargic, and players have to be exactly in the right spot to demolish the buildings. Smashing things gets boring very quickly. Plus I kept feeling bad about harming good people - over a few animals.

The main lesson in Destructopus Total Rampage is that animals are more important than people. Destructopus Total Rampage also teaches that terrorists attacks against those small businesses is justified. I am very disappointed with Destructopus Total Rampage. Please avoid it like the plague.

- Mark

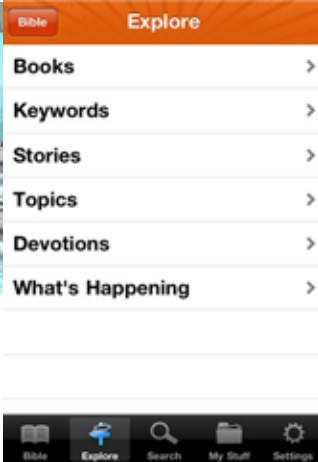


Publisher: Glitchsoft  
System: iPhone/iPod Touch  
Rating: '9+' - 9+ {Frequent/Intense Cartoon or Fantasy Violence, Infrequent/Mild Realistic Violence}  
Family Friendly Gaming

Graphics: 55%  
Sounds: 60%  
Replay/Extras: 66%  
Gameplay: 65%  
Family Friendly Factor: 40%







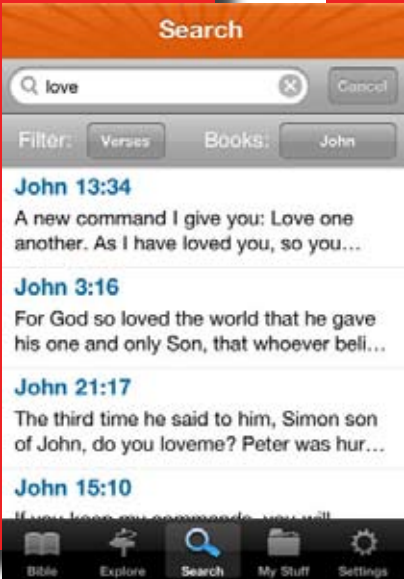
# Bible +1

SCORE: 92



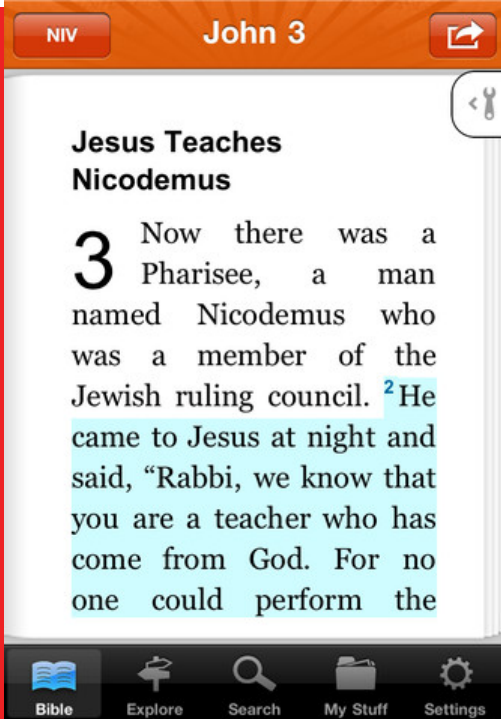
I have never had an interest in staying on the cutting edge of technology or keep up with the Joneses. I can almost always get things cheaper thanks to not being an early adopter. The downside is people can be enjoying great tools way before me. I recently asked Yolanda to find me a Holy Bible on the iPod Touch. My only real requirement was I wanted the NIV version. We had to pay more for it than a King James version but that is okay with me. Bible +1 claims to be free, but it costs to actually get a Bible in it. The King James version is ninety-nine cents, and the NIV is \$6.99. Yeah that is quite the price variance.

I tried the Bible +1 at church, and have been pleasantly surprised. I can whip out my iPod Touch and get to the verses just as fast as our brothers and sisters in Christ who use the real world book version. In some cases I was able to get to the verses before them. Now some people look at me strange when they see me pull out the



iPod Touch, but that just makes me smile. The graphics in Bible +1 make it very easy to read. There are some colors used here and there. Highlighting is a major star in Bible +1. There are various colors to be utilized. Scriptures can be touched and they will receive a specific highlight. This is great for being in Sunday School and reading a verse to the entire class.

In fact I was showing my Connections Class Leader this app, and how impressed I am with it. He jokes with me about playing games during class. There are no sounds I found in Bible +1. However the lessons in the verses is fantastic. Everyone can use this app to learn about the best way they can live their lives. I found the touch screen navigations in Bible +1 are very intelligent. I



could easily move around the different screens, and bring up my previously viewed verses. Bible +1 also contains multiple devotions on numerous topics. They are not devotions like mine - just a listing of scriptures, but still. Bible +1 is one of the ways technology can improve our lives. I

can read a verse or two while going to the bathroom or waiting for a computer to boot up. Bible +1 is one of the coolest apps I have seen in a long time. I expect to be using this app for years to come. I have learned that technology can improve our lives. I appreciate this version of the Holy Bible along with all the bells and whistles that come with it. The price is a little steep, but I feel it is worth it. They have multiple versions for sale, which is the closest thing to a sequel. - Paul

Publisher: Just1Word  
System: iPhone/iPod Touch  
Rating: '4+' - 4+

Graphics: 90%  
Sounds: 85%  
Replay/Extras: 97%  
Gameplay: 87%  
Family Friendly Factor: 100%



# DEVELOPING GAMES



**Game:** Fishing Resort

**Company:** Xseed Games

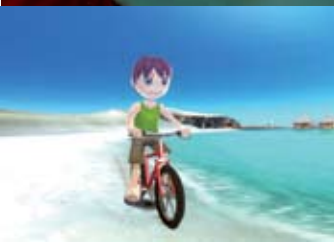
**Release Date:** November 22, 2011

**System:** Wii

**Rating:** 'RP' - Rating Pending







Family Friendly Gaming

**Game:** Fishing Resort  
**Company:** Xseed Games  
**Release Date:** November 22, 2011  
**System:** Wii  
**Rating:** 'RP' - Rating Pending











**Game:** Pillow Pets  
**Company:** GameMill Entertainment  
**Release Date:** Christmas 2011  
**System:** Nintendo DS  
**Rating:** 'RP' - Rating Pending







**Game:** Super Mario 3D Land  
**System:** Nintendo 3DS

**Company:** Nintendo  
**Rating:** 'RP' - Rating Pending

**Release Date:** November 11, 2011





**Game:** Eyepet & Friends

**Release Date:** November 8, 2011

**Rating:** 'RP' - Rating Pending





**Company:** Sony  
**System:** Playstation 3





**Game:** Carnival Island  
**Release Date:** Christmas 2011





**Company:** Sony  
**System:** Playstation 3

**Rating:** 'RP' - Rating Pending





**Game:** Mario Kart 7  
**System:** Nintendo 3DS

**Company:** Nintendo  
**Rating:** 'E' - Everyone

**Available:** December 4, 2011  
{Comic Mischief}





Online Interactions  
Not Rated by the ESRB

Playable in 2D and 3D. 3D mode for ages 7+. See back.



NINTENDO 3DS







Level  $\beta$  - 07

Pairs 31

Tiles 044

06°39'8.1



Undo 03

Hint 03

Map  $\zeta$  - 19

Pairs 09

Tiles 108

00°20'20



Undo 03

Hint 03

Controls



Move cursor



Rotate camera



Undo



Hint



Select tile



Deselect tile



Menu



Zoom in



Center on cursor



Zoom out



Reset camera

Map 06

Pairs 13

Tiles 054

03°48'02



Map  $\zeta$  - 20

Pairs 19

Tiles 112

00°02'72



Undo 03

Hint 03

Controls



Move cursor



Rotate camera



N/A



N/A



Select tile



Deselect tile



N/A



Zoom in



Center on cursor



Zoom out



Reset

Game: Mahjong Cub3d

Company: Atlus

Available: October 11, 2011

System: Nintendo 3DS

Rating: 'RP' - Rating Pending



**COOL** 24,669  
Streak 10 ★★★★★

21,136  
★☆☆☆☆

**AWESOME**



*You'll make me feel this way*

**AWESOME** 53,876  
Streak 65 ★★★★★

45,667  
★★★☆☆

**FLAWLESS**



*Barbra Streisand*

**Game:** Everybody Dance  
**Release Date:** Fall 2011  
**Rating:** 'RP' - Rating Pending

**Company:** Sony  
**System:** PS3



**AWESOME**

20,499



24,748

**COOL**



*When no one makes me feel like you do*

**COOL**

63,716



65,718



**AWESOME**



*After all this time*







109%  
2

118%  
3

**Game:** Cartoon Network Punchtime XL  
**Available:** Christmas 2011  
**Rating:** 'RP' - Rating Pending

**Company:** Crave Games  
**System:** Xbox 360/Wii/PS3









**Game:** Moxie Girlz  
**Company:** GameMill Entertainment  
**Available:** Christmas 2011  
**System:** Nintendo DS  
**Rating:** 'E' - Everyone



NINTENDO DS™





RACES

RACES

RACES



RACES

RACES



**Game:** DaGeDar  
**Company:** GameMill Entertainment  
**Available:** Christmas 2011  
**System:** Nintendo DS  
**Rating:** 'E' - Everyone



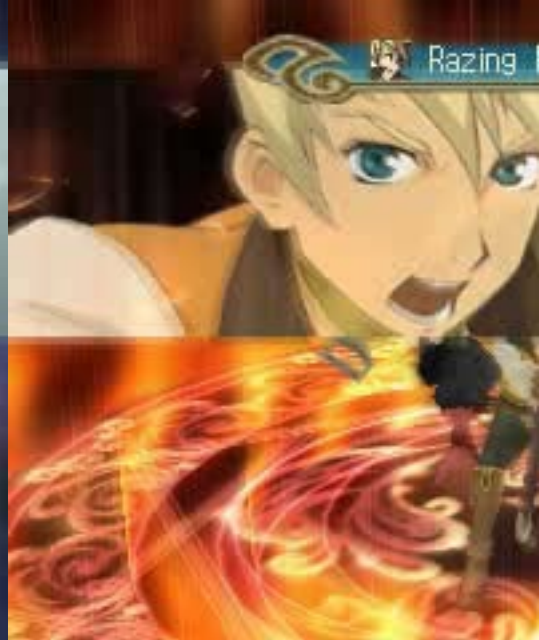


**Game:** Centipede Infestation  
**Company:** Atari  
**Available:** TBA  
**System:** Wii/3DS  
**Rating:** 'RP' - Rating Pending









**Game:** Tales of the Abyss

**Available:** February 14, 2012





**Company:** Namco Bandai

**System:** Nintendo 3DS

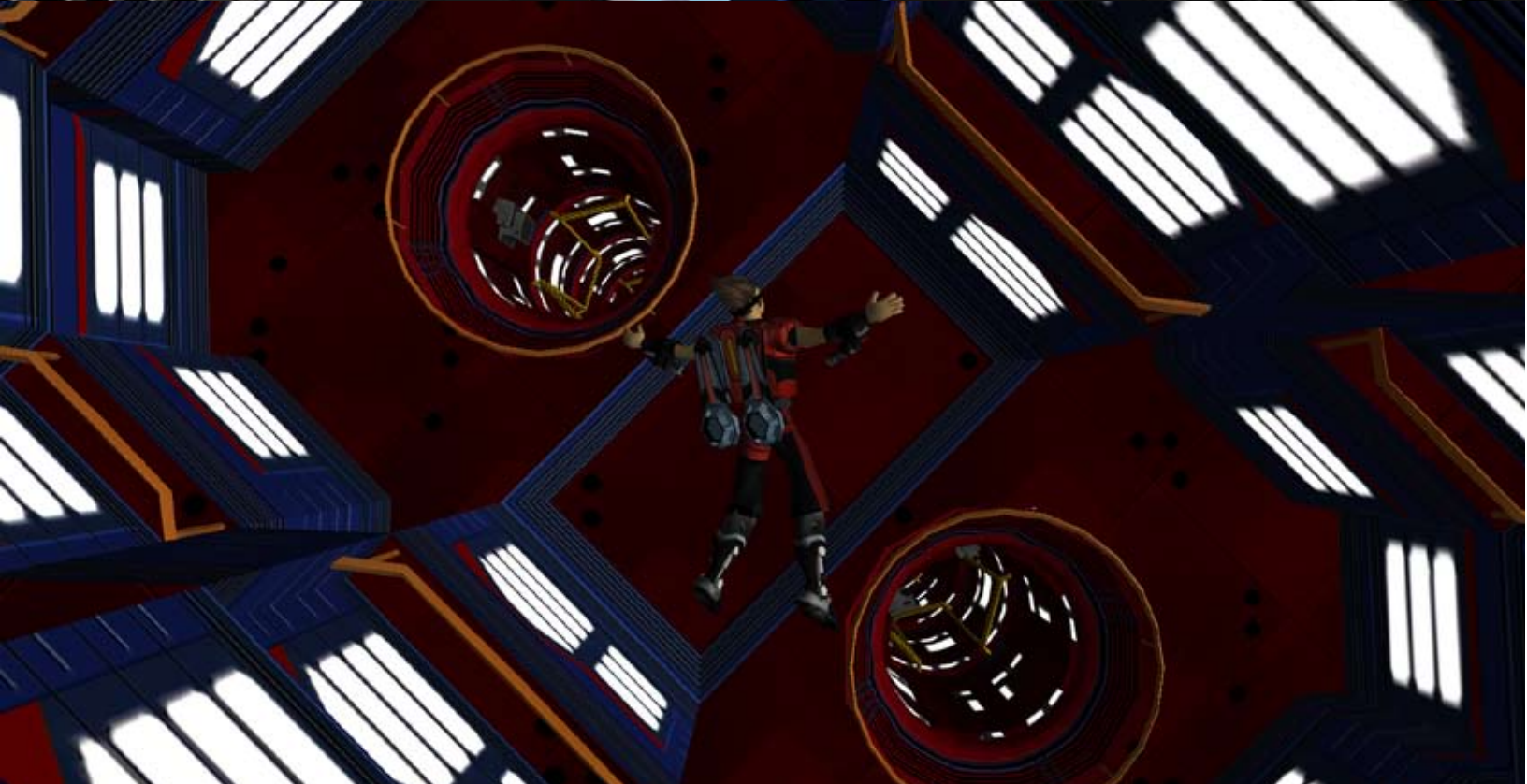
**Rating:** 'RP' - Rating Pending



# RECENT RELEASES







**Game:** High Flyer Death Defyer  
**Company:** Game Mechanic Studios  
**Available:** October 6, 2011  
**System:** iPad 2/iPhone 3GS/iPhone 4  
**Rating:** 'RP' Rating Pending





**Game:** Frogger 3D  
**Company:** Konami  
**Available:** Out Now  
**System:** Nintendo 3DS  
**Rating:** 'E' - Everyone {Animated Blood, Cartoon Violence}

**FEATURES:**

Classic Frogger Gameplay. Using the tight controls on the 3DS, run, dash and dodge past moving obstacles and enemies.

6 Huge New Worlds to Explore. Frogger ventures from the streets and sidewalks of his

hometown to new places and exotic locations, including New York, the Far East -even Space! In 60 uniquely challenging stages.

New friends change up gameplay. Team up with some of Frogger's special frog friends in certain levels to destroy obstacles, absorb damage or light the way in dark spaces as he progresses through the game!

Compete against other players! Enjoy 4 player multiplayer over wireless, engage in Street Pass battles or show off your skills in the all new Forever mode!





**Name:** Kinectimals Now with Bears

**Release Date:** October 11, 2011

**Company:** Microsoft

**System:** Xbox 360 (Kinect)

**Rating:** 'E' - Everyone



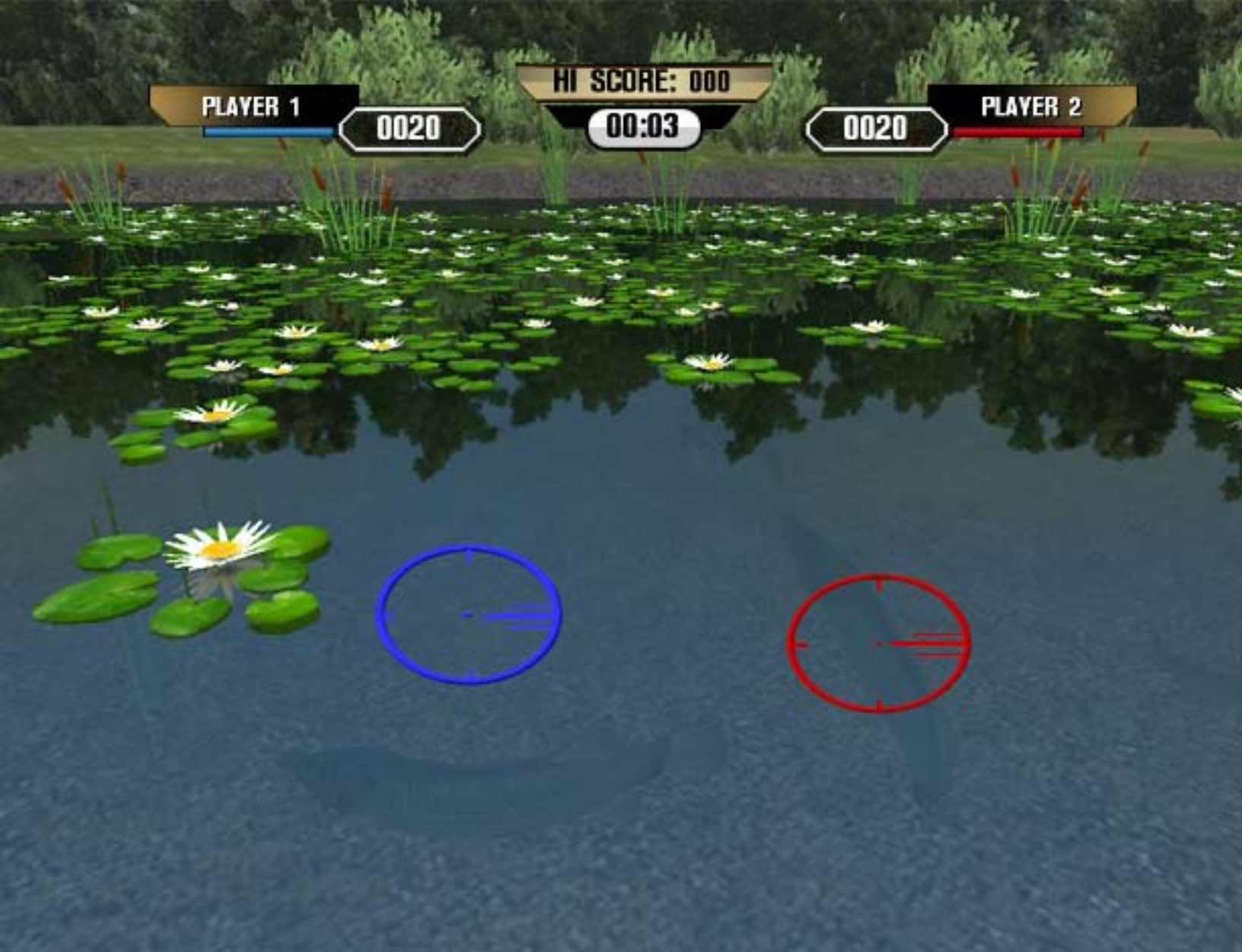


**Name:** Kinectimals Now with Bears  
**Company:** Microsoft  
**Release Date:** October 11, 2011  
**System:** Xbox 360 (Kinect)  
**Rating:** 'E' - Everyone









**Name:** Bass Pro Shops: The Strike – Tournament Edition  
**Release Date:** Out Now



Distance 78ft  
Depth 0ft

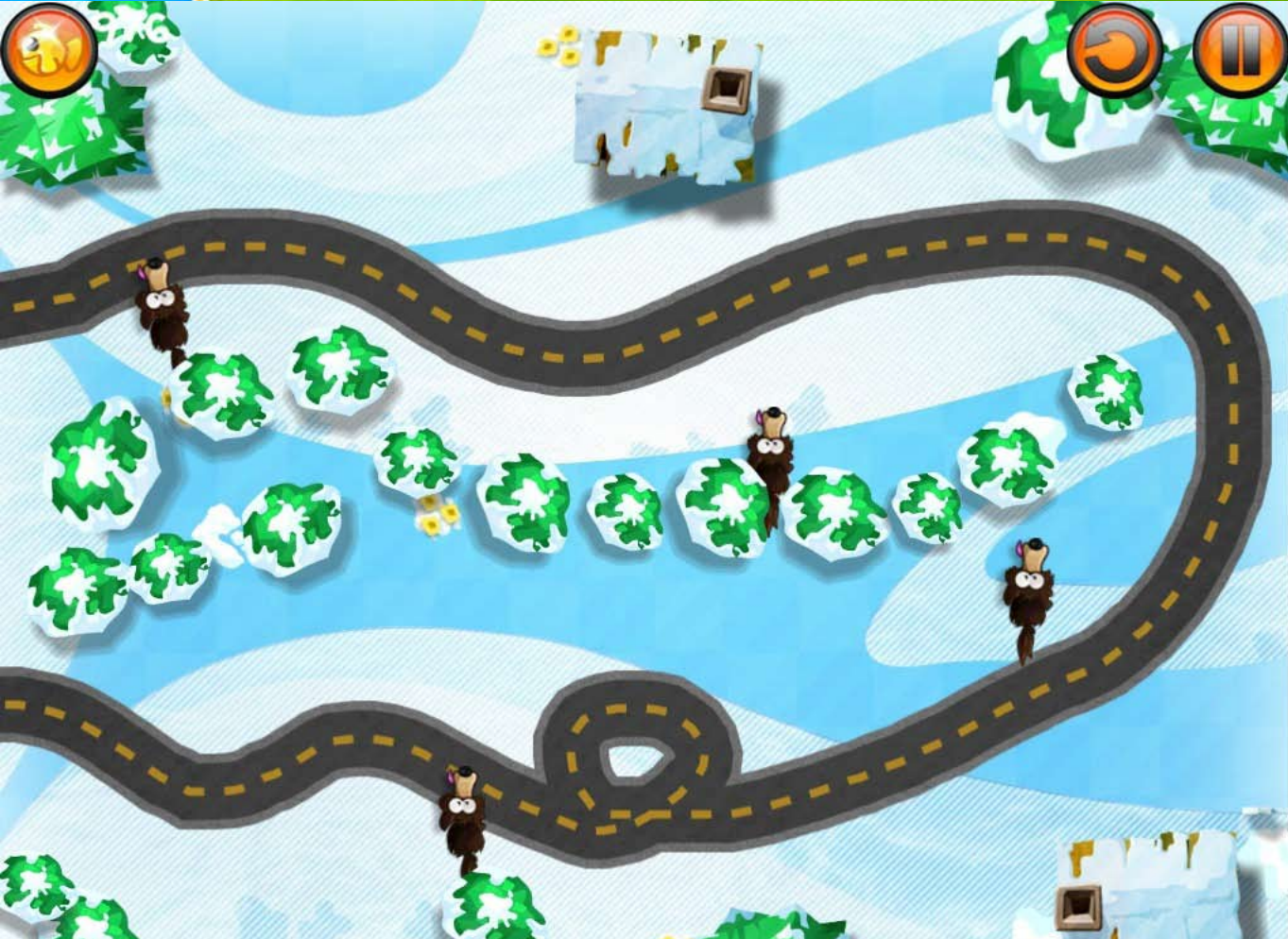
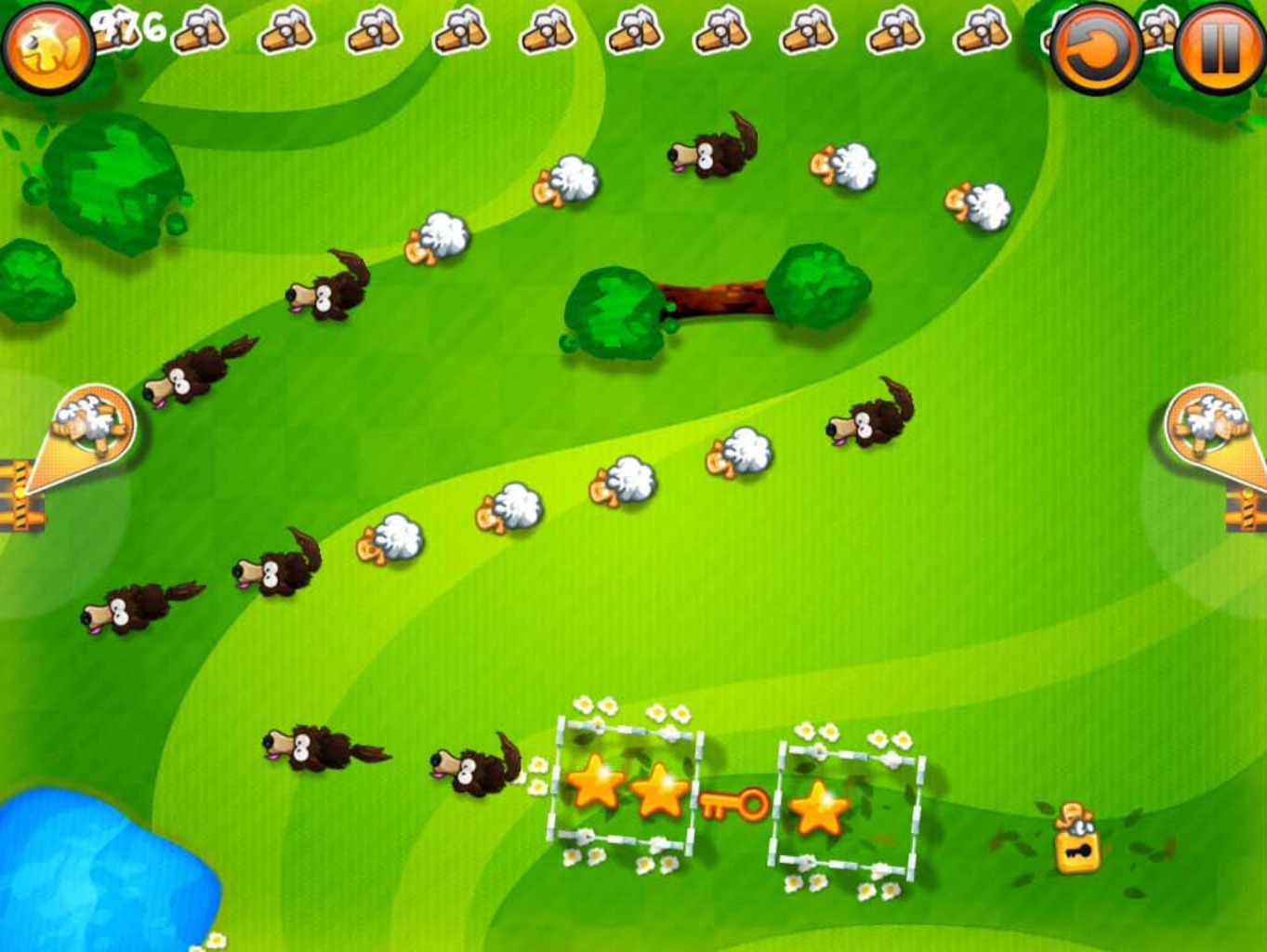


**Company:** XS Games

**System:** Wii

**Rating:** 'E' - Everyone









**Game:** Crazy Escape  
**Company:** Bulkypix  
**Available:** Out Now  
**System:** iPad/iPhone/iPod Touch  
**Rating:** '4+' - 4+



# Devotional

## Generosity

I enjoy various sermons from different pastors/preachers. I was listening to one recently who briefly touched on generosity. It was like a veil opened and God showed me that this would make a wonderful devotional topic. There is a mis-conception about what generosity is. If you ask a crowd you will get different answers. One answer I have heard is it is giving tithes. That is more out of obedience than generosity though. Another answer I heard is helping someone when they down. This can certainly be a part of it. Does it end there though? Are you done when you have given someone a hand up? What if you tell them what to do? Are you done then? **2 Corinthians 9:11** *You will be enriched in every way so that you can be generous on every occasion, and through us your generosity will result in thanksgiving to God.* In my opinion this is where many have missed it. They go to church, they pay their tithes, they help where the pastor tells them to help. Yet after that they forget they are an



emissary for Christ. When we live generous lives people know we are followers of Jesus Christ. It comes down to a heart issue. Do you care enough about others to try and help them?

Another solution I have heard is to throw money at the problem. I have lost track of how many like to label themselves as generous when they give money to solve a problem. Don't get me wrong, there are many that are doing good that need money to keep doing the good work. Family Friendly Gaming is not free. But we do not go around constantly begging for money. We do this because we love it. We do it because we were called to it. We do it because it is what needs to be done. I would rather receive little to no money as opposed to people throw money at us. You make a bigger impact by being actively involved.

The early church shared with one another. They did not have all these buildings, property, or mortgages. **2 Corinthians 9:13** *Because of the service by which you have proved yourselves, others will praise God for the obedience that accompanies your confession of the gospel of*



*Christ, and for your generosity in sharing with them and with everyone else. Too many today are islands unto themselves.*

The fruit you reap will be determined on the amount of effort you put into it. **2 Corinthians 9:6** *Remember this: Whoever sows sparingly will also reap sparingly, and whoever sows generously will also reap generously.* So what will it be for you? Will you go about your life living for yourself? Or will you impact the world for God? Are there people you can be generous to?

God bless you and yours,  
- Paul Bury

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.





# Video Game Lies

Our amazing editor in chief wrote an educational book a few years ago - Video Game Lies. It has been decided to post portions of the book freely to the millions of readers of Family Friendly Gaming.

Lie: There are no good Christian video games.

Defense: This or that Christian video game from many years ago is not good.

Exposure: Why there have been bad video games in the past, that has no relevance on the entire market as a whole. There have been a few bad Christian video games on the market, but there are also quite a few good ones. This kind of ignorance only exposes a bigotry against Christians. I have no choice but to speak out against such evil acts. I have to wonder if the evil video games being played is part of the reason some of these people have such a hatred of Christian video games.

The blanket descrip-

tion did not work for the video game industry as a whole, so why would anyone think it would work in regards to one arm of the industry? We have already exposed that lie, so it is a lot easier to expose this one.

Usually the people complaining about a certain Christian video game have never played said game themselves. This kind of unbridled prejudice exhibits why Christian video games have had problems in the past. Gamers hate them because of the good content, and Christians ignore them because the video game industry is known for so much evil. Supporting Christian video games is supporting good video games.

What is the definition of good, and bad that people are using. Is it the definition that God has, or is it the Shifting in the sands definition that a few humans have? Who is greater man or God? Obviously God knows better, which is why I have used God's

have never played said game themselves

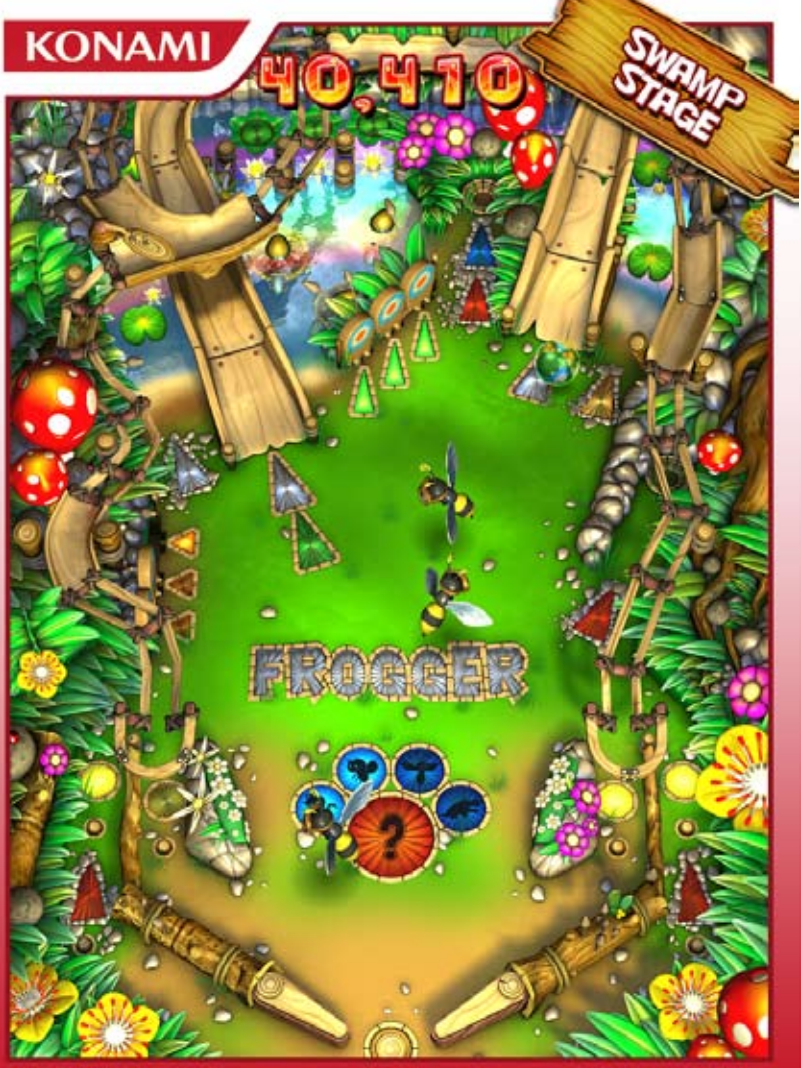
definition of good. When images that are pleasing to Him are included then they are good. When there are sounds that are pleasing to Him, then they are good. Every aspect of how a video game is reviewed should be based on God's definition of good and evil. To do anything else is the highest form of arrogance.

I have found that I can have fun playing video games that were released twenty years ago. I do not need the most technologically advanced piece of hardware (and software) to have a good time. Mature gamers have a similar attitude in my personal experience. One of the best ways to view Christian video games is through a historical lens. Their games may not be the most technologically advanced, and yet they are still a lot of fun. Games like Walls of Jericho, Dance Praise, Heavenly Harmony, and Interactive Parables are a lot of fun to play. I really wish more people would shun this video game lie, and try these games for themselves.

Yet they are still a lot of fun.



# Last Minute Tidbits





# FROGGER PINBALL

Frogger  
30<sup>th</sup>  
ANNIVERSARY  
1981 2011



**Product:** Frogger Pinball

**Company:** Konami

**Release Date:** Coming Soon

**System:** iPhone/iPod Touch/iPad

**Rating:** 'RP' - Rating Pending





Wind: 3.77 MPH

Press  to track



**Game:** Bass Pro Shops The Hunt Trophy Showdown

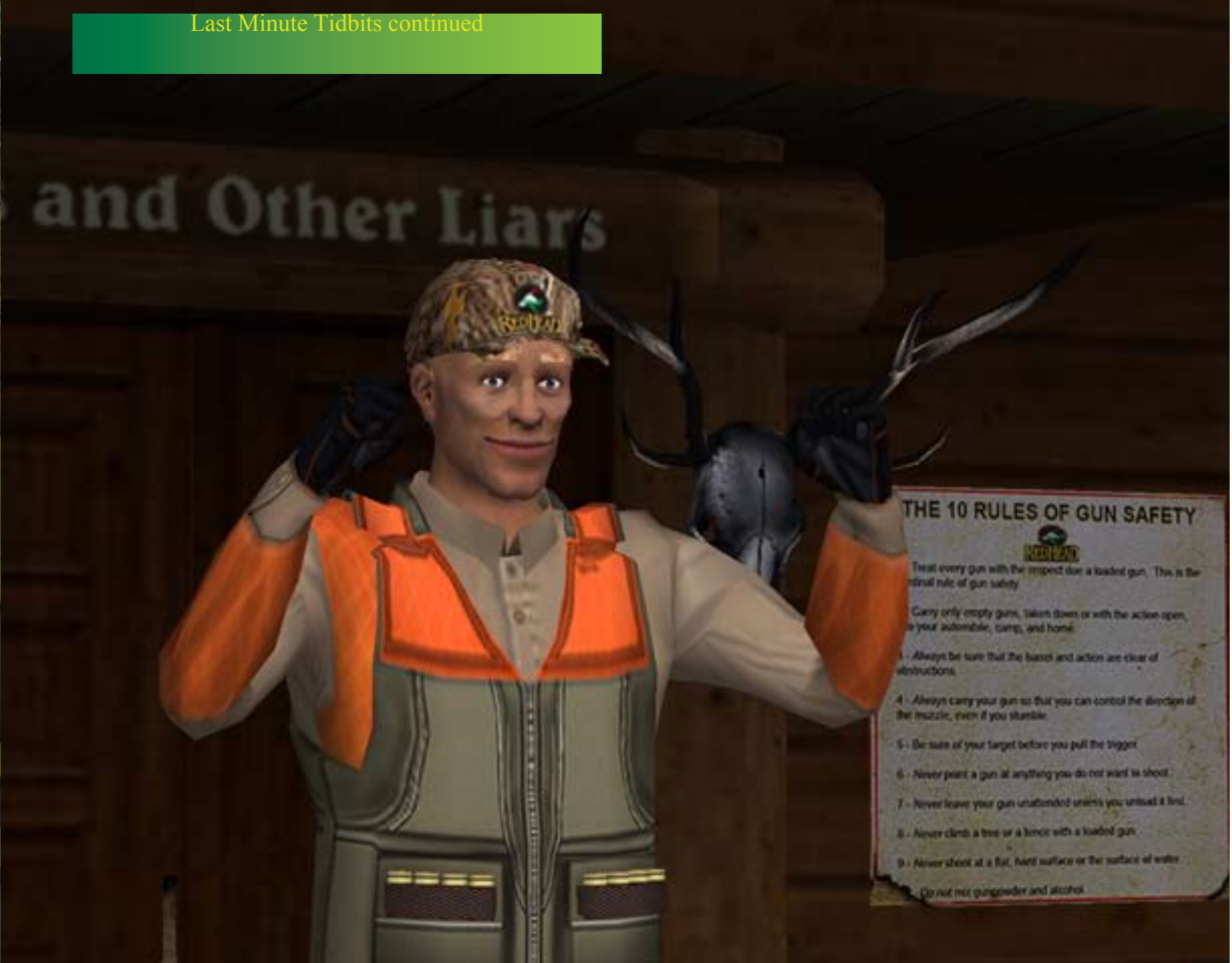
**Company:** XS Games

**Release Date:** Out Now

**System:** Wii

**Rating:** T - Teen







# SKYLANDERS SPYRO'S ADVENTURE



In Skylanders Spyro's Adventure™ for the Nintendo 3DS™, you can Bring Your Toys to Life™ in a boldly innovative action-platformer game where players collect real-world interaction figures and teleport them directly into the game using a mystical Portal of Power™.

Propelled by a story-driven adventure, players take on the role of a powerful Portal Master who can control over 30 different characters, including the beloved fire-breathing dragon Spyro. Players will embark on a fantastical journey to the Radiant Isles, exploring mysterious lands, battling menacing creatures, and collecting treasures while on a quest to save the Isles from the malicious Hektore.

Skylanders Spyro's Adventure transforms how kids interact with toys and videogames by introducing action figures that come to life in the game world and remember their dynamic experiences created while playing on Xbox 360®, PlayStation®3, Nintendo Wii™ and 3DS™, a variety of mobile devices, Windows PC and the web. This allows, for the first time ever, the ability for players to take their personally customized and powered-up toys to a friend's house and bring them to life on any game system. Additionally, with the freedom to change characters whenever they like, Skylanders Spyro's Adventure allows kids to utilize different interaction figures and strategies each time they play.

Toys with Brains – Each interaction figure contains a “brain” that remembers the player's shared experiences and leveled-up abilities (e.g. stats, ability and attack upgrades) directly within each toy. This allows players to personally customize and power-up their characters, as well as take their interaction figures on-the-go to bring them to life on a friend's Portal of Power.



**Game:** Skylanders Spyro's Adventure

**Company:** Activision

**Release Date:** Fall 2011

**System:** Nintendo 3DS

**Rating:** 'E10+' - Everyone 10+  
{Cartoon Violence}





Game: Aiko Island  
Company: IceFlame LTD  
Release Date: October 2011  
System: iPhone/iPod Touch/  
iPad  
Rating: '4+' - 4+





**Product:** Pokemon Rumble Blast

**Release Date:** October 24, 2011

**Rating:** 'E10+' - Everyone 10+ {Mild Cartoon Violence}

Family Friendly Gaming

**Company:** Nintendo  
**System:** Nintendo 3DS





**Product:** Speedball 2

**Company:** Vivid Games

**Release Date:** October 18, 2011

**System:** PS3/PSP

**Rating:** 'E10+' - Everyone 10+ {Fantasy Violence}





**Product:** Cities XL 2012  
**Company:** Focus Home Entertainment  
**Release Date:** October 20, 2011  
**System:** Personal Computer  
**Rating:** 'E' - Everyone  
{Mild Cartoon Violence}



