

Family Friendly Gaming™

The VOICE of the FAMILY in GAMING

Did you Rush to the Kinect? New exciting titles for families are coming



3DS owners are having the Mario Kart race time of their lives



Are you a Beyblade Metal Master?

Fortune Street, LittleBigPlanet Vita, Let's Ride, Trine 2, and more are being developed.

Have you played Super Mario 3D Land, Zumba Fitness 2, or Motion Explosion yet?

Racquet Sports, The Pirate King, Doodle Plane, and a few surprises reviewed this issue.

Issue #53

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Editor's Desk

Thanksgiving

Thanksgiving this year was absolutely amazing. I was given multiple opportunities to teach, relax, and enjoy life. It is so wonderful to take some time and be thankful for the bountiful of blessings God has allowed us to have. I am still amazed at all of the records that were broken here at Family Friendly Gaming in November. It is a good time to be a part of the family friendly video game side of the industry.

I want to thank everyone for commending us on our leadership in the family friendly video game side of the industry. It means a lot to us that we are seen as the industry leader, and innovators. I also want to thank everyone for their kind words on the Week in Review videos we have been doing and putting on Youtube.

Black Friday was absolutely insane this year. It started late on Thanksgiving so that was really strange. It was packed at the stores with all kinds of ugliness all around. Yet there was some amazing good going on too. We got to meet some wonderful people, get to know them. Yolanda and I even found a couple we got to pray for. We are so thankful that God opened that door for us in a store. We had a blast cracking jokes and spreading good cheer to those around us.

They returned the jovial attitude during a difficult situation.

This is the first year in I do not know how long that I did not purchase a video game at a store during the Black Friday sales. This was a bit of a disappointment for me. There were not many family friendly titles on sale. The ones that were, we have already covered here at Family Friendly Gaming. It seems the hate filled games were being discounted. The aggressive gamers trying to get those games at Walmart were actually physically fighting in the store. To the point of blood being spilled. The police had to get involved. This was sad to see, and not being able to get over there to try and stop it.

I can barely believe that we are close to the end of the year. As November comes to a close, we only have December left this year. I start to reflect on all the wonderful things that have happened thus far in the year of our Lord 2011. I am so thankful that God let me live long enough to see all of it. If it is His will I would love to see the rest of this year, and then 2012.

As we work diligently on the last month of 2011, we are trying to achieve certain targets. We are hoping to get to over five hundred reviews online this month. We also hope to break the two thousand five hundred mark for total site

reviews. We are working on achieving one thousand news stories published. These numbers are huge for a medium sized media outlet like ours. We are small in terms of people, but our return on investment is huge. Over two point one million unique IP addresses have accessed us in the last three plus years. We do not have that tracking for the first three plus years.

What kinds of things do you have to be thankful for? Have you considered what you will be giving this Christmas season? How many others around you could use some cheering up? What can you do to help them? I hope and pray you find something wonderful to do for others,

God bless you, and yours,
Paul Bury



Female Side

Choice

I was talking to a lady this past month. She was stressed out because she was trying to work a job, take care of the house, take care of the kids, and help her husband. Her kids have problems in school. Her marriage has problems, and her employer wants even more hours from her. They of course do not plan on paying her any extra money. They just want more hours worked for them without any cost to them. She let me know about all of this pressure on her.

I asked her one simple question. Do you want to raise children or make some company some money? She was a little surprised that I had boiled it down to that. The same goes for her marriage. Is that job more important than your marriage? Or do you want to have a good quality home life? Are you saving lives at your place of employment? Are you making the world a better place? Are you helping others find a relationship with Jesus Christ? Is your job following God's plan for your life?

In her case the sad truth is she was helping a company make money. This company is making money hands over fist. Contentment is not a word in their vocabulary. More is the only thing their mouths seem capable of saying. They throw

people out like throwing trash away. They speak platitudes that their acts do not mirror. In other words they are hypocrites. She is still trying to decide what action to take.

It dawned on me that this would make a beautiful column. How many women out there are stressed out working a job and trying to raise children? How many are having problems with their marriage because both the man and the woman are working? Children are an afterthought because they are fighting to scrape by as much money as they can. Your children would always rather have you than expensive gifts. Talk to poor people, and notice how much they love one another. They spend time together. They embrace each other. They help one another. They are a strong unit.

I understand there are single mothers that have to work. I know there are families where the heads of the household have lost their jobs. In fact this poor economy has dropped way more men from the work force than the women. The men are being targeted whereas the women are being asked to stay and do more work. For the same or less pay.

If more women stayed at home with their children, the economy would get better. It would open up more jobs for those out there hunting for

them. Have you taken a good look at your budget? Are there places your family could spend less if you stayed home to raise your children? Kids love to have mom around, and there are so many precious memories we get by being there with them. Why would you want to miss that? Why pay a day-care money so they can experience them for you?

Do me one small favor please. Think about it. That is all I am asking.

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

Generation ME

Who out there has seen the problems with the current younger generation? You know the impatient, technology obsessed kids who are all ME, ME, ME! They hang around with other kids but are all face first into phones, apps, and computers. The social aspect has been lost - completely and totally. They do not know how to communicate with anyone - including those in their own age bracket. The whole social media concept is laughable at best. It is not social in any way, shape or form. Instead it is all about that one person's experience. Facebook, Twitter, and My Space are where people can be all about me. Listen to me tell you what I want to say in a video on Youtube.

Technology has improved people's lives in so many areas. Yet the social aspect is one area that our culture has gone completely backwards. From behind a screen the kids can be brave. They can say rude, ugly, and hateful things. They are not worried that someone will find them in the real world. They pay no price for their words. Instead they bravely go around saying ignorant, ugly, and pieces of propaganda because they have no idea how to discuss a topic. They have never had to debate in the real life. Hiding behind a computer screen, or phone screen keeps them safe.

Relationships have also suffered thanks to Generation ME. There are kids who are breaking up with boyfriends and girlfriends on Facebook and Twitter. Wow, talk about a dishonorable way of breaking up with someone. Talk about having no consideration for another human being. It is amazing how disposable some of these kids treat other kids. Especially after months of professing love for that person. They can certainly go from love to hate at the drop of a hat. Which is a real shame.

The WMG has some advice. Put the phone away, turn it off, turn off the computer and do something novel. Talk to another human being. Person to person, face to face. It is absolutely amazing what happens when you interact with another human being in person. It is a very pleasurable experience.

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!

We Wish You A

I love how you have to review a game before recommending in the Christmas Guide. Too many sites are releasing lists without actually reviewing the game. They are jumping the gun. I love how you use Christmas guide, and not holiday like the politically correct brainwashed. They offend me with their refusal to use Christmas. They are so worried that they might offend a handful of people that they go out of their way to offending the super majority.
- Ronald

{Paul}: We decided many, many years ago at Family Friendly Gaming that we would go a different path than the majority in the media.

We correctly recognized that they are out of touch with the overwhelming majority of Americans. So we have no problem saying Christmas. We have no problem with Christmas Buying Guide as the title of that once a year magazine.

Another way we set ourselves apart is to make sure we get good quality time, and review a title before recommending it. We actually get a real good laugh out of places recommending games for families that have not even been released. How do they know the final product won't be a flop? What if there is bad content in those games for families? They really set themselves up for a major failure. I understand they

want to be on the front end of making a recommendation. But bad recommendations ruin a reputation. We would rather be slower, and accurate; than fast and completely wrong.

It is so nice of you to point these things out in an email. We purposely set ourselves apart in these (and other) regards. It resonates as we are the most respected family gaming site out there. We are constantly considered the experts by various places. We do not go around making that claim, and posting it on our foreheads. Instead we just get it done, and the encyclopedia of our works speak for themselves.

Experts

I wanted to let you know that I found some other gaming site claiming they were family gaming experts. I was shocked because I had never heard of them before. I checked out their site and they were wrong on so many things. I also want you to know that Family Friendly Gaming are the experts!
- Connie

{Paul}: That is so kind of you. Different places try different campaigns to try and garnish attention. When



OFF

Yolanda and I started Family Friendly Gaming back in 2005 we decided to spend more time and effort on content. We refused to talk the talk without the walk to back it up. It dismays me to see so much of this in the gaming industry. Places try to puff themselves up without the foundation to stand on. I would rather have a mountain built on top of a foundation and quietly point to it. The facts speak for themselves. The consistency we have had for years speaks volumes. Lord willing we will continue to produce at these high levels. We have no need to brag, boast, or make claims that are not accurate. We work hard, and we continue to improve. Other sites can say what they want - as you saw their claims and reality are not the same thing.

Move vs Kinect

We are looking to get a system this Christmas. We want to get Rocksmith so we are looking at either the Playstation 3 or the Xbox 360. Which would you recommend?

- Jerry

{Paul}: Thank you for consulting us on this monumental choice. First off I played

Rocksmith at E3 and was very impressed with it.



We should start with the fundamental differences between Kinect and Move. Move has a camera and a wand (like a Wii Remote). There is another peripheral for the left hand. So a player using the Move uses their right and left hands. The camera can show your living room (or whatever room you are playing in). It can also transpose things on the television screen with you. The ball on the end of the Wand has neat colors.

Kinect has a sensor that scans your skeleton. It can tell when your arms and legs are in the right place. It can also transpose you on the screen. A recent review we did on Twister Mania shows how much fun this concept can be. You have to put your body into certain shapes to avoid walls as they move



towards you. Another neat aspect of the Kinect is the

voice recognition. This is what you will hear before we play a Kinect game. "Xbox Kinect," followed shortly by "Xbox Play Disc." The game starts to play and all we did was talk to it. Microsoft has started to incorporate this into games. For Kinect Sports Season Two I was saying: "Hike" to start a play.

Looking at the two machines I do like the look of the PS3 better. The Xbox 360 looks sort of like a large brick. The menu screens on the Playstation 3 are also better and easier to navigate. Sony is constantly updating their machine which is frustrating when you only have so much time to play a game. Microsoft has had fewer updates. You need to be six to ten feet away from the Kinect to play, and Sony recommends a player be eight feet away from the Playstation Eye camera.

The main online for the Playstation 3 is free, but there is a paid service now as well. The Xbox 360 charges fifty dollars per year for the Gold membership. A silver is available but less can be done on it.

What we are seeing at Family Friendly Gaming in terms of video game releases, press releases on upcoming

games, and what is coming in - is there are a lot more Kinect games. The market is going that direction. There are still a decent amount of Wii games, and Move is getting some games. However from our vantage point it is the Kinect that has caught fire and is the direction of the entire industry. So our recommendation is Kinect.

Wappy

My daughter has DSi and I was wondering if this new wappy dog works on DSi or not...

Some says "3DS" so I want to make sure:)

Thank you very much!

- Akane

{Paul}: We tested Wappy Dog on a Nintendo DSi and it works fine.

The version of Wappy Dog that Activision sent us is for the Nintendo DS. It works on a DS, DSi, and 3DS. The Amazon boxes we included on the review page are both for the DS. One with the robot dog, and one with just the game:

<http://www.familyfriendlygaming.com/Reviews/2011/Wappy%20Dog.html>



<http://www.familyfriendlygaming.com/Reviews/2011/Wappy%20Dog.html>

Activision's page:

<http://www.activision.com/atvihub/games/game.do?gameId=WappyDog&brandId=WappyDog>

Also shows DS.

Pirates

I saw your videos for the Week in Review. Those are so cool. Are you going to be in the next Pirates of the Caribbean movie? You could fit with your hair. Keep the good work, and keep growing that hair! Real men grow hair!!

- Sonya

{Paul}: Thank you for your kind words. I have done Locks of Love once, and am prayerfully considering doing it a second time. I can see that we are on the same page. I feel it is important for men and women to have long hair. There is something majestic, regal, and royal about it on men. Women it looks natural.

On to the Pirates of Caribbean. No one from Disney has contacted me, and I have not contacted them. I don't have an agent or anything. Would I be interested? Sure. I would prayerfully consider it like every decision in my life. Voice acting might be an easier entrance for me though. I know if someone from Disney contacted me about acting for them in any

fashion; well I would be pretty excited.

Black out

Does Family Friendly Gaming have a media blackout on any games?

- Willie

{Paul}: We do not have any media blackouts per say on any particular games. We won't cover something that is 'AO' for Adults Only. We also give very little coverage to 'M' for Macabre/Morbid rated games.

We prioritize all games we get at Family Friendly Gaming. An 'EC' rated game will receive coverage before an 'E' rated game. Then 'E10+', and finally 'T' games. This is extended to videos, press releases, etc. We also have a lower priority for any game previously covered versus a family friendly title that is new to our audience.

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



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Talk to me NOW

Owen Wilson Interview for CARS 2

Q: Was it easy to step back into the role of Lightning McQueen for “Cars 2”?

It felt pretty seamless to return to Lightning McQueen after all these years. In fact, it felt like I was catching up with an old friend. I liked the idea of already having the character worked out, but taking him on a whole new adventure. Plus, I was really excited when John Lasseter decided he was going to direct the movie. It couldn't have worked out better for me.

Q: What can you tell us about the story of the sequel?

“Cars 2” is an action-packed global adventure and we take the crazy “Cars” characters all over the world. There's also a fun espionage element to the story with the excellent Michael Caine playing a British spy. The movie is a really fun ride.

Q: Where in the world do the characters visit?

The gang travels around the world to places like Paris, London, the Italian Riviera and Japan. The thing I enjoy the most about seeing these places is the way the Pixar animators “car”-ify the locations and the buildings. Instead of Big Ben in London, there's Big Bentley. Different buildings and locations are made up of car parts. It's amazing to see.

Q: What new characters do we meet in “Cars 2”?

The filmmakers did a great job of populating the world with fantastic new characters, including spies Finn McMissile, voiced by Michael Caine and Holley Shiftwell, voiced by Emily Mortimer. One of the fun things about the espionage in the film is that they've created lots of cool gadgets for the spies. It makes the movie that much more fresh and exciting.

Q: Are you a fan of spy movies and espionage?

I have always been a fan of spy films, especially James Bond. I grew up with Roger Moore playing Bond and my favorite spy movie has got to be “The Spy Who Loved Me” because of the villain Jaws. Jaws was the guy with the metal teeth and he was such a great, iconic villain. I've never forgotten him.

Q: What is it like to work with Pixar?

As an actor, working with Pixar has been one of the highlights of my career. The standard of excellence that they set is unmatched. It's great to be a part of something that they're doing because their movies stand the test of time.

Q: Why do you think Pixar movies are so popular?

I think the reason their movies are so popular is that they take on universal themes, but tell stories in such a personal, unique and passionate way. You know what? They never cease to amaze me.

Talk to me NOW

Q: Were you surprised by the success of “Cars”?

The success has been incredible. I was in Hawaii recently and an Argentinean family told me that their kids are fanatical about the movie. They watched the first “Cars” 50 times and they couldn’t wait to see the sequel. It’s incredible to work on movies that work their way into the culture the way Pixar movies do.

Q: How much fun do you have in the recording booth?

It’s a whole lot of fun in there. You go in with John Lasseter and feed off his energy and enthusiasm. He gives you the context of the scene and you go for it.

Q: Do you ever work alongside your fellow voice actors?

No, it’s usually just John Lasseter and me, but I’m fine with that. It’s always great to work opposite someone in live-action where you get something back from your acting colleagues, but this seems to work just as well. It’s not a problem.

Q: Do you get the chance to improvise in the sound booth?

To be honest, they have everything scripted so there’s no need to improvise. I’ve added a few lines along the way, but not many. In the original movie, I blurted out the word “ka-chow” and they keep adding it into the script because they like it.

Q: What can you tell us about the DVD and Blu-ray extras for “Cars 2”?

There’s a lot of extra material on the discs, including a commentary from John Lasseter and some short films.

Q: Are you a fan of DVDs and all the extras that come with them?

Yes, I am. I think it’s great to own the DVD of a movie that you really love, especially when you’re able to hear the director talk about his inspiration and the way that he makes his decisions. I’m a huge fan.

Q: Are you a fan of 3D, too?

Yes, I love it. Filmmakers are getting much better at 3D now and it’s amazing to think that “Cars 2” will be released in this format on Blu-ray, too. As a viewer, I used to think, “Geez, how can they improve on HD?” Well, 3D does that. It’s a whole new world.

Q: As a family man, are you looking forward to your son being able to watch “Cars 2” when he gets a bit older?

Very much so. I’ve heard they’re building a “Cars” land at Disneyland, so I imagine that will be a fun destination for us in a couple of years.

Q: What goes through your mind when you start working on a movie?

The first thing that goes through my mind when I start work on a project is the hope that it will turn out well. You hope people will want to see the movie, enjoy it or be drawn to whatever it was that interested you in the script. Sometimes it works out, but sometimes it doesn’t. Thankfully, “Cars 2” didn’t miss the mark.

SPORTS



NINTENDO DS™



Game:

DaGeDar

Company:

GameMill Entertainment

Release Date:

Out Now

System:

Nintendo DS

Rating:

'E' - Everyone

FEATURE



Game:

DaGeDar

Company:

GameMill Entertainment

Release Date:

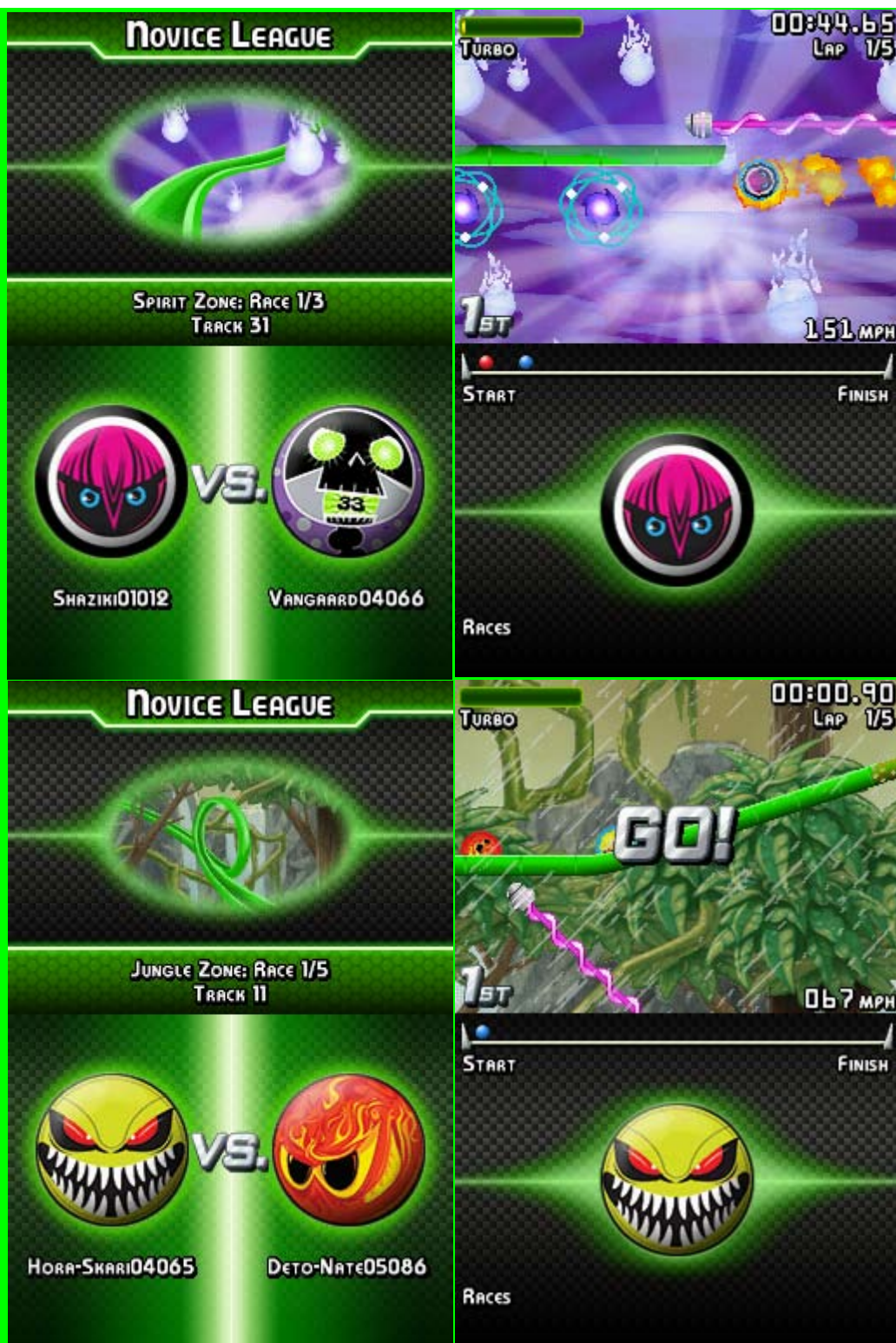
Out Now

System:

Nintendo DS

Rating:

'E' - Everyone





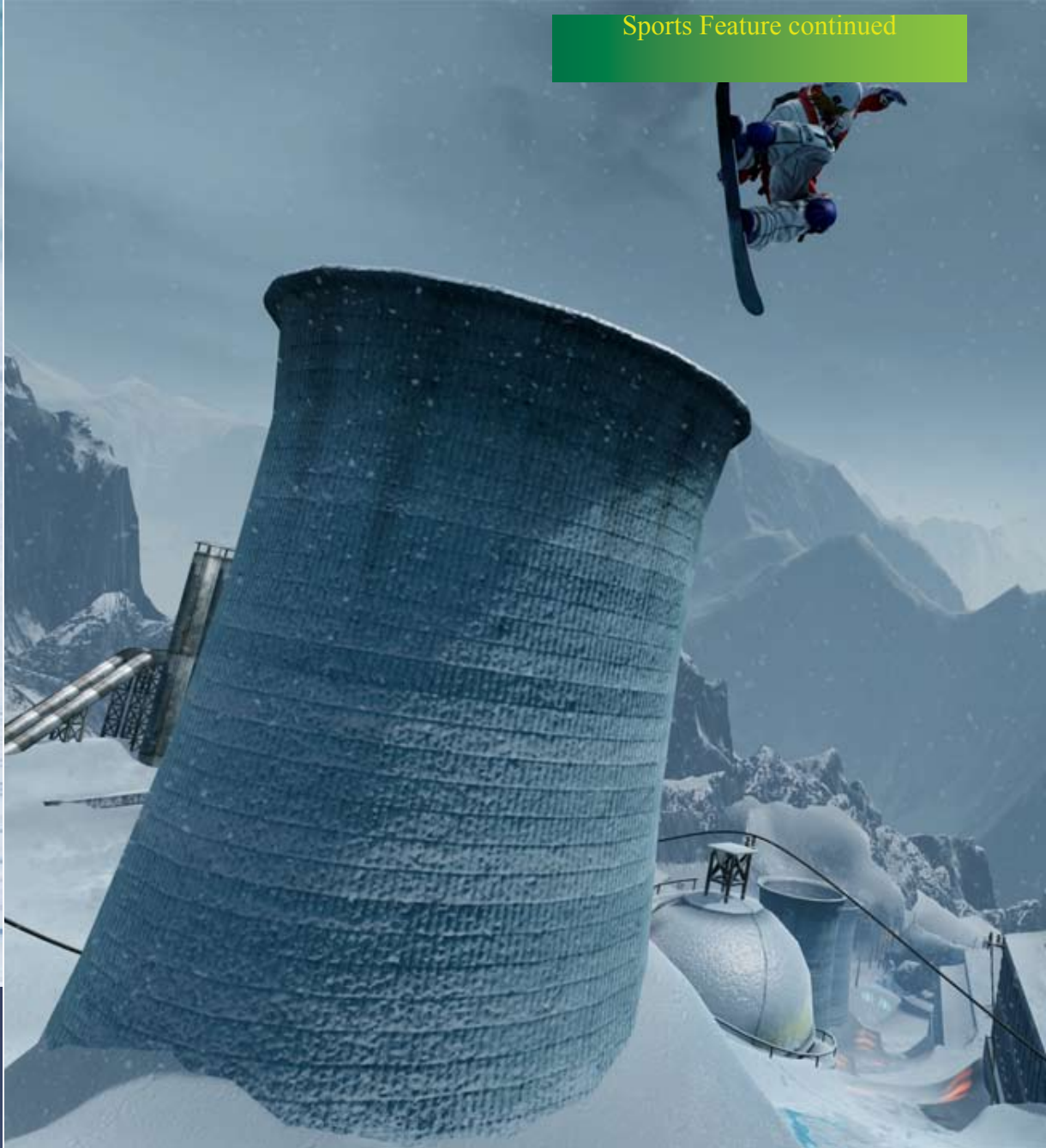
Game: SSX

Company: EA Sports

Release Date: Feb 2012

System: PS3/Xbox 360

Rating: 'RP' - Rating Pending



In the

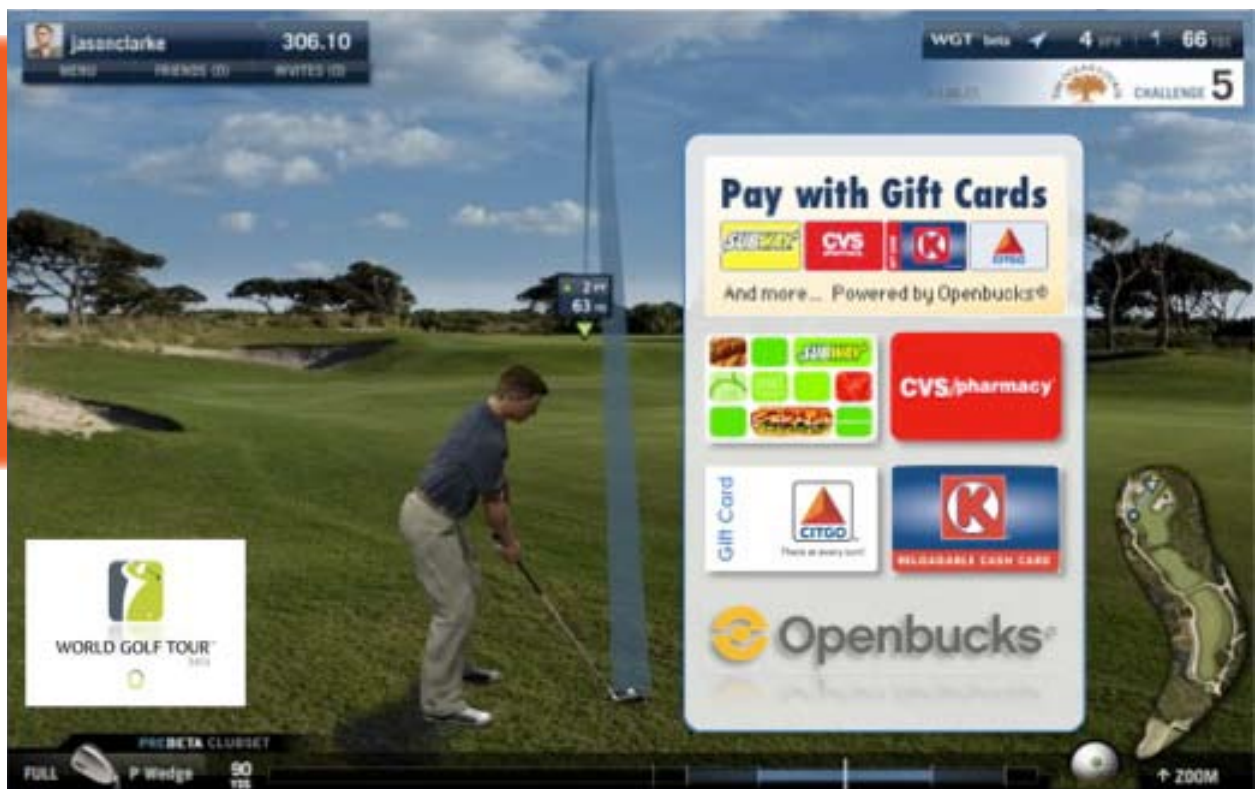
Openbucks Launches the Gift Card Payment Network

During TechCrunch Disrupt, Openbucks is launching the Gift Card Payment Network. For the first time ever, consumers can use gift cards from trusted retail brands, such as Subway, Circle K, CITGO, Hess and Sports Authority, as payment for online games and at ecommerce sites. Openbucks turns gift cards into a convenient online purchasing and payment method and is ideal for people who do not have a credit card or prefer not to use them when paying online.

“We’ve created Openbucks to provide consumers with a simple and safe way to pay online – similar to cash in the brick-and-mortar world,” said Marc Rochman, CEO and founder of Openbucks. “Twenty-five percent of U.S. households and most U.S. teens have no or very limited access to credit cards, and many consumers

are leery of giving out financial information. We’re aiming to give these people a frictionless way to purchase online.”

Using an Openbucks-enabled gift card, consumers can complete a transaction in



five seconds or less. After purchasing a gift card at one of more than 100,000 locations in the United States and Canada, consumers can use it in hundreds of online games, including Aeria Games, Artix Entertainment, Bigpoint and World Golf Tour, and e-tailers, which together have over 300 million monthly active users.

For instance, if you want to buy in-game credits for Bigpoint’s hit Battlestar Galactica Online or new

N e w s

golf gear in World Golf Tour without a credit card, just enter the card number and pin on the back of your Subway gift card and the transaction is complete.

“We are building the world’s largest prepaid distribution network, leveraging existing popular gift card programs,” said Itamar Kandel, president and co-founder of Openbucks. “Virtual goods purchases are projected to reach \$10 billion by 2013 so we believe the gaming market is a great place to start. In beta testing, we’re finding that up to 74 percent of the people who made an in-game purchase using a gift card through Openbucks had never bought virtual goods before. This is something our retailers and gaming companies are loving.” Using Openbucks is easy whether you are a consumer, an online merchant or a retail gift card issuer. Consumers do not have to worry about going over budget, getting a bill at the end of the month or hassling with filling out complicated payment forms at the end of the check out process. Online merchants can add the Openbucks payment option to their shopping cart in a few simple steps through an application programming interface (API).

It takes little effort for retail gift card issuers to integrate with Openbucks as the company has relationships with the main processing companies, including Ceridian Stored Value Solutions and Fifth Third Bank. Initial retailers participating in the Openbucks Gift Card Payment Network include Subway, Circle K, CITGO, Hess and Sports Authority, which collectively have more than 41,000 stores and are distributed at more than 60,000 additional points of sales, which means more than 97 percent of consumers can grab a gift card from an Openbucks retail partner within minutes.

Retailers can leverage their existing gift card programs by making their gift cards a preferred and recurring way to pay online for consumers, driving foot traffic from online to offline (O2O). Retailers receive free online exposure at checkout where consumers are focused and engaged, keeping their brands top of mind, and earn a profit from sales captured in the shopping cart of third party merchants via an embedded mini digital store, a proprietary technology for which Openbucks has several pending patents.

Sonic CD Spins Onto Tablets at GameStop

SEGA® of America, Inc. announced that Sonic CD, the long-demanded fan favorite Sonic title, has outrun its own re-release date to appear exclusively on tablets being sold at GameStop.

Right now, gamers who purchase a tablet, including the Samsung Galaxy, Acer 100 and ASUS Transformer, being sold at 200 GameStop locations and online at www.gamestop.com, will receive a copy of Sonic CD, pre-installed and ready to play today- far ahead of its official launch in December. This exhilarating Sonic game is compatible with the proprietary Bluetooth gaming controller being offered with the tablets.

“After 20 years of working with Sonic the Hedgehog, you would think we have learned how quickly he moves, and how impatient he can get,” said Haruki Satomi, Senior Vice President of Digital Business at SEGA



of America. "We just could not wait to share the classic look and sound of Sonic CD's cherished gameplay and characters. GameStop

customers will get to be the first to see the efforts that have gone into restoring this title for a new digital generation, and we know they are going to enjoy the results."

Following the classic story of the original, Sonic CD sees Dr. Eggman planning to cause chaos and take control of the future by stealing Time Stones from the Little Planet. Sonic must speed through levels and travel through time while fending off Eggman's robots to recover the Time Stones, and meet up with the game's classic friends and enemies.

Sonic CD will be released on all digital platforms, including Xbox LIVE® Arcade for the Xbox 360® video game and entertainment system from Microsoft, PlayStation®Network, iPhone® and iPod® touch, iPad®, Windows PC Digital Download, Android and Windows Phone.

Is College Worth It? Gap Year Can Make the Difference

Is college really worth it? A College Board report recently showed college costs up over 8 percent, significantly outpacing inflation. And adding insult to injury, increasing numbers of recent graduates live at home with their parents for extended time waiting for a response to the latest online resume submission.

"In the right context, college is absolutely worth it," said teen expert Andy Braner. "But the real question is about timing. When does it make the most sense for kids to go? And what life experience do they need to make the most of the opportunity to learn?"

Braner should know; he is emerging as the leading voice on the real world faced by young people today. Recently, FOX News, called on him to address winning the battle against bullying. His book *An Expose on Teens, Sex and Dating* helps parents understand the highly-sexualized world that confronts their teenage kids. Each year he speaks to more than 80,000 young people. And to this year's crop of high school seniors, Braner offers two words: Gap Year.

"For many, today's college degree is like yesterday's high school diploma," Braner said. "Kids go to college with no idea what they want to do, and they end up spending five years or more on a four-year degree, then find out that piece of paper alone is not going to get them a job. But go into college with a world-opening year of service, and it's a whole other experience." World-class universities such as Harvard, Princeton and MIT encourage students to take time off between an increasingly high-pressure high school environment and college.

"Perhaps the best way of all to get the full benefit of a 'time-off' is to postpone entrance to college for a year," Harvard Dean of Admissions and Financial Aid William Fitzsimmons said in his article *Time Out or Burn Out for the Next Generation*. "For nearly 40 years, Harvard has recommended this option, indeed proposing it in the letter of admission. Normally a total of about 50 to 70 students defer college until the next year. The results have been uniformly positive." So, for about the cost of one year's expenses at a public university, high school graduates can circle the globe and enter college ready to bear down and take their degree plan seriously—and finish in four years.

Five Keys to Tackle Today's Manhood Problem

The need for godly men—in the home, in society, as fathers, as husbands—is clear from the strong reaction to hit films like **COURAGEOUS**, a church-produced movie that spent four weeks in the box-office top 10 following its late-September premiere. Grim statistics on children in fatherless homes support the fact as well.

“Men are in a battlefield today,” said FamilyLife co-founder Dennis Rainey, who has spent decades speaking and writing about the need for courageous, godly men. “Literal bullets may not be flying, but the need to bravely step up is quite real. Regardless of your age or stage in life, you are uniquely suited for a task God has in mind. There’s no question of that; only a question of, ‘Will you be ready and will you step up?’”

Consider the following facts in assessing the need for men of all ages to learn how to step up to their responsibilities:

Homes where the biological father is absent account for about a third of U.S. households.

Children from father-absent homes:

- Have a higher chance of living in poverty
- Are likely to be less healthy than their peers
- Are more likely to commit crimes or take drugs so are more likely to face teen-pregnancy issues

“Combating the trends nationally begins with men making courageous decisions individually,” Rainey said. He offers five key points on how every man can step up.

It takes courage. “All men face decisions in life that demand courage,” Rainey said. “One courageous choice leads to another, and tomorrow’s integrity depends on today’s bravery.”

The time is now. “The time to start stepping up to the courageous life you want is now,” Rainey said. “Some men think it’s too late in life, others think they’re too young or that they’ve made too many mistakes or that this call doesn’t apply to them. But regardless of your age, stage in life or circumstances, it’s time.”

You’re not alone. “Our nation overflows with men needing and wanting to step up,” Rainey said. “Wherever

you are in life, others are there too, having made similar choices. You’re not alone.”

It’s a lifetime calling. “Every man goes through five stages in life,” Rainey said, “including boyhood, adolescence, manhood, mentor and patriarch. Each stage offers challenges and opportunities. The opportunity to step up is always there; the need to live courageously is always there.”

You can do it! “Each man brings his unique life history to the process of stepping up,” Rainey said. “And I want to encourage you, whoever you are, whatever road you’ve traveled, you can do this! You need to know that the heredity you were handed is not as important as the legacy you will leave.”

Rainey believes a vast number of men today desire to begin the journey beyond heredity and upbringing to becoming who God wants them to be and society needs them to be. After spending more than a decade researching, speaking and writing on the subject, Rainey produced a resource to help, his book **Stepping Up: A Call to Courageous Manhood**. **Stepping Up** covers both the need for courageous men and how men can step up today. It is available in hardback and e-book formats.

Vets Story Invites Readers to Champion Our Country

Army, Navy, Marines: it's tough enough to make it in one branch of the military -- but Ron Zuccaro succeeded in all three, wrestled professionally, overcame a devastating injury to come back and win a wrestling championship, and is one of the most engaging patriots you'll ever meet. This veteran has enough strange and interesting tales to fill more than one lifetime, and an amazing awareness of God's grace, all packed in his new book *Heaven, Iron and I: The Ron Martinelli Story* (Tribute House Publishing). Ron Martinelli was his name as a professional wrestler in the 1970s; his story recounts the early days of professional wrestling with surprising humor and insight. At the peak of his career, his legs were crushed in a freak accident and he was told he'd never walk again. His faith, his family and his love for his country spurred Zuccaro to literally stand up and fight; he did walk again, and won the 1980 heavyweight world title in wrestling. These accomplishments in civilian life were bracketed by extraordinary service in not one, but three, branches of the U.S. Military. He saw action in Vietnam that would prove to have a lasting, and surprisingly positive, influence on the rest of his life. Honorable

service during a difficult time for our country brought Zuccaro a unique and moving sense of what it is to be a veteran of the United States Armed Forces. Learning to walk again after his accident, Zuccaro was troubled by vivid flashbacks to the chaos and danger of his time in Vietnam. It was these recollections, plus his remarkable determination to recover, that helped him uncover God's grace at work in his own life; his dramatic re-telling of this time in his life makes *Heaven, Iron and I: The Ron Martinelli Story* a must-read for Christians, veterans and patriots. Zuccaro says his book is "a tribute to my buddies who made the ultimate sacrifice, and shows what war is really like. If you yourself have problems, you can overcome them, you can achieve your goals through the grace of God." In honor of his fallen friends, Zuccaro now works tirelessly to promote and encourage veterans and veterans' organizations, in particular the VFW (Veterans of Foreign Wars), American Legion, Marine Corps League and Disabled American Veterans. Zuccaro's story is more than inspiring. It's filled with powerful anecdotes about his time in Vietnam and seasoned with humorous tales of his antics in the early days of professional wrestling, making it a book that critics find impossible to put down. All together, *Heaven, Iron and I: The Ron Martinelli Story* is a truly great story about a patriot of the first order, a patriot who shows the way for others to achieve, as he did, against all odds.

Gran Turismo Awards Best of Show Winner Races Away With the Honor

Sony Computer Entertainment America LLC (SCEA) hosted its ninth annual Gran Turismo Awards at the SEMA (Specialty Equipment Market Association) show at the Marquee Nightclub in the Cosmopolitan of Las Vegas, embracing the passion of customizing cars and showcasing the efforts in the Gran Turismo, one of the top-selling game titles of all time. Each year, the Gran Turismo Awards offer SEMA show exhibitors the opportunity to join the ranks of the famed Gran Turismo racing fleet, awarding one car the honor of being added to the Gran Turismo franchise as a playable car in the game and driven virtually by millions across the globe. After heavy deliberation over dozens of entries, the judging panel and Gran Turismo creator Kazunori Yamauchi himself, crowned "Best Hot Rod" winner, Mary Pozzi for her 1971 custom Chevrolet Camaro as the 2011 "Best of Show."

"For the past nine years, the Gran Turismo Awards has recognized and rewarded automotive enthusiasts

who demonstrate passion and enthusiasm for PlayStation games, and amazing car design and performance,” said Kazunori Yamauchi, famed creator of the Gran Turismo franchise and President of Polyphony Digital Inc. “We continue to be blown away by the quality of the vehicles that are submitted and are excited to add Mary’s custom Chevy Camaro to our list of distinguished winners and to the Gran Turismo franchise.”

Additional prizes were awarded to:

- “Best Truck/SUV” – Casey Scranton
- “Best Domestic Car” – Filip Trojanek
- “Best Asian Import” – Mike Mixon
- “Best European Import” – Mark Arcenal
- “Best Hot Rod” – Mary Pozzi

This year’s Gran Turismo Awards followed the success of another franchise program, GT Academy. In its US debut, SCEA, Polyphony Digital Inc., in collaboration with Nissan North America to give consumers a chance

to pursue the dream to become a real race car driver through Gran Turismo 5. The winner, Bryan Heitkotter, beat out over 53,000 competitors who registered for GT Academy and is now a Nissan-sponsored professional race car driver and part of a four-person team that will race the 24-hour race in Dubai in January 2012. Heitkotter’s journey with GT Academy is currently being shown on the Speed Channel, PlayStation®Network, and Hulu, via a reality show series that chronicles the competition and the winner’s road to stardom.

The Gran Turismo franchise is recognized as the world’s best and most authentic driving simulator. Gran Turismo 5, now available in stereoscopic 3D, offers more than 1,000 licensed cars from the world’s top manufacturers and more than 20 tracks with 70 variations, including famous world circuits, city courses, and other environments. Featuring exciting gameplay to suit newcomers, automotive enthusiasts, and seasoned fans, Gran Turismo 5 truly raises the bar on delivering an ultra-realistic driving experience with unparalleled visuals and lifelike graphics that are difficult to distinguish from a live race.

Prior to SEMA 2011, all exhibitors were invited to enter their vehicles into the Gran Turismo Awards, which honor five different categories comprised of: “Best Domestic Automobile,” “Best European Import,” “Best Hot Rod,” “Best Asian Import,” and “Best Truck/SUV.”

Exciting New Movie HOME RUN Plans 2012 Release

Filming has wrapped on HOME RUN, an inspiring movie about baseball, redemption and finding the courage to face the past. In the film, the Celebrate Recovery Christian 12-step program is seamlessly woven into the story of a major league ballplayer whose alcoholism threatens to ruin his career and life. With location shooting in rural Oklahoma complete, producers plan a September 2012 release.

“The story is compelling, and the cast delivered on their performances,” said Executive Producer Carol Mathews. “It will be a few months before we have a finished picture, but I believe we have captured something special that will touch people, inspire them and give them hope.”

OVERVIEW

Big dreams and big plays have led professional baseball player Cory Brand far from home . . . but the memories of his abusive father continue to haunt him. Growing up with an alcoholic father, the sport was his only hope for

approval. Now, as a popular big leaguer, his approval comes from his adoring fans.

That's until a booze-fueled on-the-field meltdown carries over into the dugout, where Cory's antics injure an honorary batboy. As if that's not bad enough, the whole rampage is captured on national television.

Suspended by his team, Cory's high-powered agent steps in. Helene cooks up a public-relations ploy that sends Cory back to his small Oklahoma hometown. Her best-laid plans, however, crash spectacularly when Cory's DUI lands his brother in the hospital.

After years of hard partying and reckless living, the DUI and team suspension make him desperate to save his career. Forced to coach the local Little League team and spend eight weeks in a faith-based recovery program, Cory must face old wounds, new adversaries . . . and the love he left behind.

His journey leads him to a truth more powerful than he ever imagined—and toward the most important play of his life.

TAKING A SWING AT A TOUGH SUBJECT

HOME RUN'S message of hope in confronting addictions of every kind offers timely help. The U.S. Department of Health and Human Services says more than 18 million Americans struggle with alcohol addic-

tion, 3.6 million with drug addiction and 1.6 million with compulsive sexual behavior.

Clearly the need is there for help and encouragement in battling addictions. Celebrate Recovery, founded 20 years ago at Saddleback Church in California as a Christian 12-step program, already counts 19,000 chapters worldwide with over one million individuals completing the program.

But in addition to offering hope to any family affected by addictive behavior, HOME RUN scores as an entertaining movie as well, with humor, drama, romance . . . and baseball. It features an exciting cast including:

Scott Elrod, Vivica A. Fox, Dorian Brown, Charles Henry Wyson, Jim Devoti, Nicole Leigh, and Drew Waters

HOME RUN is produced by Mathews and Tom Newman. Mathews and Newman serve as executive producers as well. Both have 20-year-plus resumes in film and TV production. David Boyd is both director and cinematographer on HOME RUN. Boyd's credits include directing episodes of TV's Friday Night Lights and work as director of photography on the film GET LOW, with Robert Duvall. He also served as cinematographer on the upcoming feature film JOYFUL NOISE starring Dolly Parton and Queen Latifah, which is set for a 2012 release.

3D DISPLAY TO FURTHER EXPAND THE WORLD OF 3D ON PS3

Sony Computer Entertainment America LLC (SCEA) announced the release of the 3D Display. Available at retailers nationwide starting on November 13, the 24-inch 3D Display comes bundled with 3D Glasses, an HDMI cable and MotorStorm® Apocalypse on Blu-ray disc, giving PS3 system users easy access to all of their 3D entertainment in one comprehensive package.

Building upon PlayStation's legacy of innovation, the 3D Display utilizes a new proprietary technology called SimulView, in which two-player mode is enhanced by delivering full HD screen action to each individual player, rather than a split screen. Featuring an ultra-thin LED backlit full HD LCD screen, the 3D Display adopts quad-speed frame sequential display technology, resulting in extremely realistic 3D viewing experiences.

Key product specs for the 3D Display include:

Full HD 1080p resolution and 240hz refresh rate for ultra-smooth play



Three HD inputs (two HDMI and one component) so one can hook up your PS3, cable TV box, and PC

Built-in speakers and sub-woofer for a more immersive audio experience.

3D Glasses come with a rechargeable lithium ion battery to enable quick and efficient charging time

The 3D Display bundle is available for \$499.99 MSRP. Stand alone 3D Glasses are available for \$69.99 MSRP.

Pokémon Film Kicks Off National Celebration

To celebrate the limited U.S. theatrical release of the newest Pokémon™ feature-length film, Pokémon the Movie: White-Victini and Zekrom, The Pokémon Company International today kicked off the V for Victini sweepstakes featuring great prizes, including items tied to the film's star, Victini™, and also announced a special Victini character distribution coming soon via the Nintendo™ Wi-Fi Connection service.

The Victory Pokémon makes its feature film debut in Pokémon the Movie: White-Victini and Zekrom, showing at more than 200 theaters across the United States on Saturday, December 3rd, and Sunday, December 4th only. Pokémon fans can now visit www.pokemon.com/moviewhite to learn about the film and find out which theater locations will have this limited theatrical engagement. Be sure to check back often, as more theater locations will be added in the coming weeks.

Fans can begin their Victini adventure now by visiting www.pokemon.com/win to learn how to enter the V for Victini sweepstakes for a chance to win an incredible Grand Prize featuring Victini. The Grand Prize package includes:

- The new Flame-Red Nintendo 3DS™ system
- One copy each of the Pokémon Black Version and Pokémon White Version video games
- Pokémon TCG: Black & White-Noble Victories display box of boosters
- Pokémon TCG: V for Victini Tin
- A Victini plush.

An additional 100 Runner-Up Prize packages-25 drawn each week through Sunday, December 4th-will feature a Pokémon TCG: V for Victini Tin and a Victini plush. Fans are encouraged to visit www.pokemon.com/win once a day for details!

The celebration of Victini's theatrical debut continues with a special character distribution beginning on Saturday, December 3rd, and concluding on Saturday, December 31st. Pokémon Black Version and Pokémon White Version players can end the year victoriously by obtaining Victini for their game via a character distribution by way of the Nintendo™ Wi-Fi Connection service. The Victini character received via this distribution will have a set of powerful moves that will be announced later this month.

STATE OF GAMING



TIME FOR TALK

The video game industry is like a major sporting event right now. All of the talking is done. The competitors are on the field, and what will be - will be. The majority of the major games are on the market place. You the people decide with your dollars which games make it, and which ones go to the bargain bin. Which of these ideas will fly, which ones will become crazes, and which ones will quietly sink into history - barely remembered. Some games will come out of the Christmas shopping season huge winners. Others may retire certain people

in companies, and/or send some companies under. You make the call.

There are top ten listings, Christmas Buying Guides, major store advertisements, sales, and all kinds of places trying to get your attention. They all want you to spend your hard earned dollars with them or on their products.

Family Friendly Gaming does the best we can to provide for our millions of readers. We want all ya'll to pick the good games for families. We give our opinions, and back them up. Ultimately we recognize that all ya'll make the purchases. All ya'll make the choices. If we have helped you in some small way (or large way),

please let us know. We want to help, and love to hear from ya'll.

As the craziness of Christmas shopping hits your family, please remember to spend time with one another. Love one another. Help one another. Most of all recognize the true meaning of the season. Christmas is about the birth of Jesus Christ. He was given gifts by three kings. We give one another gifts in remembrance of that act. Remind children it is not about what you get, but about what you give. None of us are entitled to anything. We can give to others and make them have a good day. Be thankful for whatever you receive.

Proverbs 14:15-17

- 15 The simple believe anything,
but the prudent give thought to their steps.
16 The wise fear the LORD and shun evil,
but a fool is hotheaded and yet feels secure.
17 A quick-tempered person does foolish things,
and the one who devises evil schemes is hated.

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.

Nintendo DS	Score	Page
Magical Starsign	59	28
My Pet Chimp	63	29

Wii	Score	Page
Racquet Sports	69	30

iPod Touch/iPhone	Score	Page
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DVD	Score	Page
Iron Man 2	65	35
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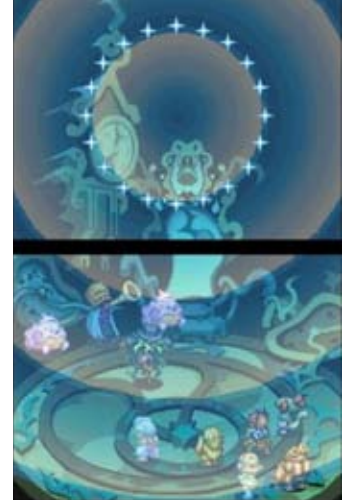
Nintendo 3DS	Score	Page
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Magical Starsign

SCORE: 59



Magical Starsign on the Nintendo DS is the biggest disappointment this reviewer has ever reviewed. The role playing genre is notorious for magical content. Magical Starsign is drowning in it. In fact the fighting system in this game revolves almost entirely around magic. Players have to use magic to complete little tasks in this hand held video game. What makes this disappointment shocking is it came from Nintendo. Yes - Nintendo. They normally have a good image in the industry. Magical Starsign gives them a big black eye.

The graphics in Magical Starsign are too small. Then there is all the violence. Players can kick the enemies or launch a major magical attack on them. It is like that Harry Potter franchise, but on steroids. The 'heroes' in Magical Starsign are animal people. This is not Solatorobo kind of animals though. They look messed up in Magical Starsign. This DS game also has religious symbols promoting religions other than a personal relationship with Jesus Christ.

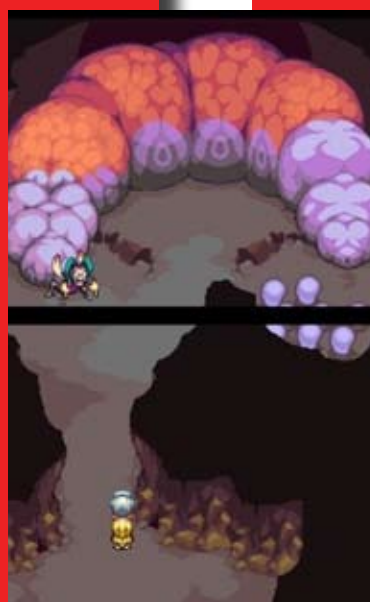


It can be exhausting to try and read through all of the jibber jabber in Magical Starsign. Very little of the story in Magical Starsign made any sense. Flying to different planets was just an excuse to reach another area. Following the quests there to move the storyline line. Which is extremely unbelievable. Sadly Magical Starsign is not much fun of a story to play, let alone review. It was a chore to play

and review this game.

The music is okay in Magical Starsign, but some of the special effect sounds are annoying. Add into it the various false teachings, and you have a recipe for disaster. There are a fair amount of extras to unlock in Magical Starsign. Up to six players can play Magical Starsign together as long as each of them have a copy of this game.

The game



play in Magical Starsign is insanely complex. You have to worry about different elements, then different planets, and finally different skills for the different characters. Once you have all that you can pummel your way through thousands of battles. These get old very quickly. Some people have actually fallen asleep while playing Magical Starsign. They could not handle the repetition and boring fights. The dependence on magical powers is another aspect of Magical Starsign that is bothersome.

The RPG Master finds it a real shame that Magical Starsign is as bad as it is. It did not need to rely on occultic content. It also feels like a game preaching its religious beliefs to a Christian nation to try and steer them away from God. The quirky characters, and strange universe can be left in the failures of the video game industry. There is no need for any sequels to this franchise ever. This review also shows we are balanced here at Family Friendly Gaming. We are not fanboys of Nintendo or any other video game publisher. -RPG Master

Publisher: Nintendo
System: Nintendo DS
Rating: 'E' - Everyone
{Comic Mischief, Mild Fantasy Violence}

Graphics: 55%
Sounds: 60%
Replay/Extras: 80%
Gameplay: 59%
Family Friendly Factor: 41%



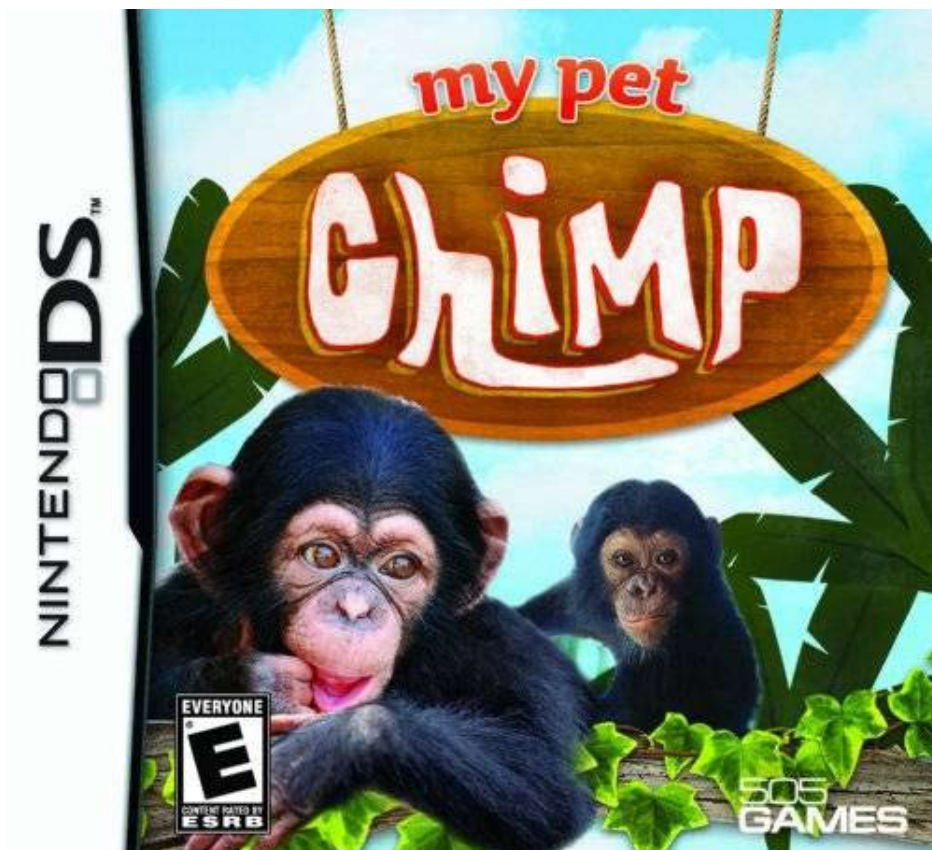
SCORE: 63

My Pet Chimp is one of those games the video game publisher 505 Games wants to forget. How can I tell? They have no record of this game, but their company logo is on the front of this Nintendo DS case. Someone thought they would cash in on the Nintendogs craze by giving us monkeys. After all there are many monkey games that have become popular. Those games have something My Pet Chimp does not have - some entertainment value.

The first thing I noticed about My Pet Chimp is the bland graphics. The monkeys look generally realistic, and have some animations. But there is nothing loveable about them. These are not panda bears, and this is not the zoo. My Pet Chimp tries to make the monkeys act similar to humans. Sorry but that does not fly with me. And having them wear a diaper was just strange.

I don't know how the monkeys in My Pet Chimp get dirty so fast. Play one mini game, and come back to have them hungry, and dirty. So I had to go back through all the effort of cleaning them up. Doing that is no easy chore. Yes chore is a great word to describe it.

The mood swings of the monkeys in My Pet Chimp reminds me of Veggie Tales Autotainment. They seemed to be randomly generated. I could find



little rhyme or reason to them.

This is another reason I could not connect with the monkey in My Pet Chimp.

I saw My Pet Chimp in the clearance bin at Target for a very good price. I should have left it there and moved on. Thankfully you can learn about this game, and not repeat my purchase. 505 Games has made some good games so do not trash them for releasing this title. Everybody can mistakes.

The most uncomfortable

part about My Pet Chimp is how it makes the case for humans and monkeys being similar. I do not see that, and this hand held video game did not change my opinion on that. I think that is part of the reason why My Pet Chimp did not do so well. The other reason is there are many pet games on the market. Why play with a monkey when you can play with a dog, cat, horse, bunny, or hamster. They are way more loveable animals.

- Yolanda

Publisher: 505 Games
System: Nintendo DS
Rating: 'E' - Not Rated

Graphics: 65%
Sounds: 60%
Replay/Extras: 72%
Gameplay: 58%
Family Friendly Factor: 61%



Racquet Sports

SCORE: 69



I normally enjoy Ubisoft video games. One that is on the Wii and Playstation 3 hits a wide audience. Maybe that wide audience can get some exercise thanks to Racquet Sports. But like so many



video games on the market today, there are some problems with it as well. I will get into that in just a few words. But first a word from our sponsors (just kidding). The five sports in Racquet Sports are tennis, squash, ping pong, badminton, and beach tennis. So every single sport in Racquet Sports is of the racquet variety. I purchased the PS3 version for this review.

The graphics contain amazing details, and great scenery. I loved seeing the different locations we could play these sports. The down side is Racquet Sports is heavy in enticement to lust. One of the female characters like to shake her behind as a celebration. This comes after every single time you score a point. Yeah I got pretty tired of her acting like she was in a rap video.

The voices in Racquet

Sports fit different stereotypes. The video game industry has a real problem with this. It has not matured past using certain kinds of extreme types of personalities. And don't expect the kind grandmother, or the happy Sunday School teacher either. The music is adequate, and honestly enjoyable.

There are various unlockables and different settings in Racquet Sports. Some of those



are difficulty settings. The problem is there are only five sports in Racquet Sports. After swinging my arm around for one, I was less thrilled at doing it for the second. Let alone the third, fourth, and final sports. There is sadly very little diversity to Racquet Sports. The good news is you can get different attire for the characters. To be honest I am not sure if it was better or worse. At times it was just different colors.

Swinging the Move Wand is a very easy activity. I had no problems with how Racquet Sports controls. I did get some exercise while playing Racquet Sports. I also found some fun to be had, especially when I picked a character who was not shaking her groove thing at me.

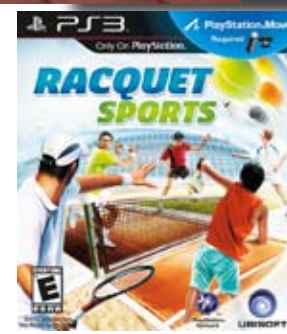
So often here at Family Friendly Gaming we review games that are not black or white. They are not pure good, or pure evil. We avoid the pure evil

games as much as possible. Racquet Sports is a game with some good and some bad. You can get exercise, and have some limited fun. There are down sides to this game as well.

- Paul

Publisher: Ubisoft
System: Wii/PS3
Rating: 'E' - Everyone
{Mild Suggestive Themes}

Graphics: 59%
Sounds: 77%
Replay/Extras: 71%
Gameplay: 79%
Family Friendly Factor: 61%



Disney Winnie the Pooh

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

COOKING TIPS

Cooking With Honey

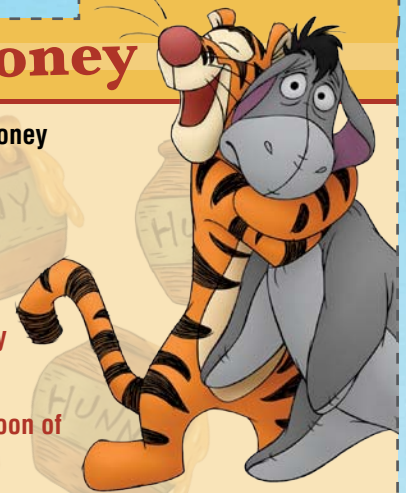
Substituting Honey for sugar -- less is used as honey has a higher sweetening capability.

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.



BAKING TIPS

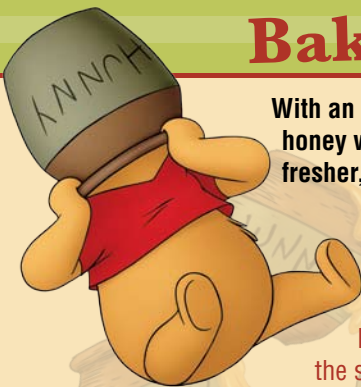
Baking With Honey

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.



On Blu-ray™ Combo Pack,
DVD and Movie Download
OCTOBER 25



Nintendogs + Cats

SCORE: 85



Nintendogs + Cats gives fans what they clamored for - the cats. But quite a few years worth of water has passed below the Nintendogs bridge. And Nintendo did some odd things with this sequel. Most noticeable is players no longer pick out their walking path. Instead we go on a standard

and rather boring walk. Yet there are some neat new things like the cats, lure competition, and of course the 3D effects. This is the selling point for the Nintendo 3DS. Families can get a game system that shows them 3D without the glasses. I know some of ya'll don't care about glasses. But what about those of us who already wear prescription glasses? How are we supposed to get that 3D effect?

The dogs and cats look very realistic in Nintendogs + Cats. I am a little dismayed that the cat animations mimic dogs, and not cats I have experienced



in real life. There are other realistic looking aspects of Nintendogs + Cats that families will enjoy and find. Playing frisbee with a dog is one of the biggest one in my opinion.

The animals in Nintendogs + Cats sound like the real live ones. I marvel at how

realistic the barking is in this hand held video game. The music fits the theme and adds to the overall presentation of Nintendogs + Cats. The only thing missing from Nintendogs + Cats is actually feeling the animal as you pet him or her.

Nintendogs + Cats is a game that you play for a few minutes every day. Players



can only take their animal to so many competitions per day. You start with a dog and it takes a long time to earn enough money for a cat. So Nintendogs + Cats is really done for dog lovers with cats sort of tacked on. I found this to be annoying.

I spent my own money on Nintendogs + Cats and feel I got my money's worth. I am unhappy that there is not as much to do. Playing with a puppy can only keep the attention for so long. Doing the competitions are fun, but when your done for the day, you are done. There is entertainment value in Nintendogs + Cats. It just seems less than the original.

The foundational lesson in Nintendogs + Cats is how to take care of animals. If a child can take care of an animal every single day in Nintendogs + Cats then they should be able to take care of one in real life. As a parent this can be used as a test. It costs less than a real animal, and

less hassle than the real thing. Trust me, we have pets and you know who winds up cleaning up after them. Not the kids who wanted the pet.
-Yolanda

Publisher: Nintendo
System: Nintendo 3DS
Rating: 'E' - Everyone

Graphics: 85%
Sounds: 88%
Replay/Extras: 80%
Gameplay: 81%
Family Friendly Factor: 90%







X-Men First Class



SCORE: 62

X-Men First Class

is a reboot of the X-Men franchise. A way for the franchise to bring in younger people to appeal to the younger demographic. A thirteen and older only movie is limiting the audience somewhat. X-Men fans won't care though. Seeing a young Charles

Xavier help out a young Magneto is about all they will need. Of course characters like Havoc, Beast, Banshee, and Mystique help the franchise. X-Men First Class is set against the Cuban missile crisis. The mutants are the only ones who can save the world from nuclear war.

X-Men First Class contains many disturbing images. There are images of murder, partial nudity, women in their underwear, blood, gore, and death. Lots of death. A few years ago this level of content would have received an 'R' for Restricted rating. But the bar keeps getting moved allowing worse content in every following movie release. There are also a few images of kindness in X-Men First Class. The special effects of the mutant powers is exceptional. Especially in terms



of the Hellfire Club.

The music in X-Men First Class is thematic, and fits the tone of the movie. The language is another story. I can understand calling mutants freaks, but the profanity made no sense. This just limits the potential audience, and lowers the score of the movie. The acting in X-Men First Class is top

notch. The various emotions are acted out extremely well. Kevin Bacon does a fantastic job in his role.

X-Men First Class has a few special features that fans will be interested in. Mainly they are behind the scenes of

how the movie came to be. Obviously there is a lot of politics that go on in Hollywood. Amazing that the 'tolerant of diversity' crowd has such cut throat politics.

The storyline in X-Men First Class flows like a pristine river. The storyline makes complete sense, and could be believable. The formation of the first X-Men team shows conflict, resolve, and betrayal. The bad guys are completely convinced of their course of action.

Whenever we talk X-Men we have to deal with one set of religious beliefs - evolution. X-Men First Class has this permeating through it from all angles. It is ironic that the Nazis followed Darwinism, and this franchise follows it and demonizes the Nazis at the same time. When they have so much in common. - Luke



Publisher: 20th Century Fox

System: DVD

Rating: 'PG-13' for Parents Strongly Cautioned (intense sequences of action and violence, some sexual content including brief partial nudity and language)

Graphics: 53%

Sounds: 62%

Replay/Extras: 70%

Gameplay: 77%

Family Friendly Factor: 50%





Iron Man 2

SCORE: 68



Super hero films are generally more for the male side of the family. Men and boys enjoy the plucky hero fighting against astounding odds to save the day. Marvel has improved drastically over the years on their super hero films. Sure Stan Lee will tell you whatever new Marvel product is great. There are numerous themes in Iron Man 2 for people to digest. Being honest is one of them. Full disclosure is another one. Why being full of yourself is a bad thing. Tony Stark is one of the most human characters to come out of Marvel. He struggles with alcohol, women, and narcissism. A man from his father's past will come out of nowhere and show Tony how wrong he has been. At the same time he has to deal with his own mortality. Tony is dying and must find a cure. The government wants control of Iron Man, and out of that conflict comes War Machine. Which reminds me, why was James Rhodes character changed? I

liked the first one better.

Expect much of Iron Man 2 to revolve around violent content. There are multiple fights with highly destructive machines throughout the movie.

There are also some enticement to lust issues in Iron Man 2. Iron Man does wind up saving the day, but we can not help but feel sorry for the villain. At least on some levels.

Although he could have taken a better path. The most disturbing part of Iron Man 2 is the language. I could not believe there were so many 'R' for Restricted words in this film. It was like getting hit in the face with a soccer ball. The music is powerful in Iron Man 2, and the acting



is stellar.

There are a few extras like the commentary from the director that will interest fans. Iron Man 2 tells a very interesting story with multiple threads being kept in the air. The whole Shield angle shows the drive towards the Avenger movie. Plenty of well known actors are found in Iron Man 2.

Some of the topics for discussion that come out of Iron Man 2 is how to deal with being wronged. Do you take revenge? What do you do when you are dying? How should that be handled? How highly should you think of yourself? Should you share power you have created?

- Paul



Publisher: Paramount

System: DVD

Rating: 'PG-13' for Parents Strongly Cautioned

{some intense sequences of sci-fi action and violence, and some language}

Family Friendly Gaming

Graphics: 60%

Sounds: 60%

Replay/Extras: 78%

Gameplay: 79%

Family Friendly Factor: 65%





The Pirate King

SCORE: 58



I will come right out into the open. I am not impressed with The Pirate King. This is a one on one combat game with all kinds of spiritual overtones. The first thing I noticed about the The Pirate King is it is free. They want an email address so they can freely advertise to you. Then you get into the game and find out that your character is dead. A voodoo man raised you from the dead so you can fight all these other raised from the dead character. Players learn about gold, soul points, and all of these odd characters on the island. One of them lets you play a lottery. This is a wheel that you spin for prizes. It costs money for each spin.

I love how crisp, clean, and clear the graphics are in The Pirate King. The colors are awesome. Then I noticed the bare breasted mermaid with her hand partially covering her breast. Why was that needed? The ships shoot cannons at one another to sink the other one in explosive regret. I was not able to congratulate



late those that beat me, so I was robbed the opportunity of being a good sport.

The music in The Pirate King fits the theme of pirates.

The whole raising from the dead, voodoo, and other spiritual verbal content makes The Pirate King one that the majority of Americans will eye warily. The special effects can fit the theme in some areas,

and get tiresome in others.

The Pirate King is free for a reason. It is one of those that draws you in, and if you want to keep playing then you have to pay them some money. Unless of course you are willing to wait however many hours. In this case it was eight hours. This is not quite the bait and switch, but it is dangerously close for my tastes. The combat in The Pirate King is not much fun, and it is hard to tell if you will win before a battle.

The Pirate King is steep with religious content that is in direct conflict with the Judeo-Christian belief set that the majority of Americans claim to be believe. There are some good ideas that could have gone a long way.

- Sam



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

Graphics: 57%
Sounds: 68%
Replay/Extras: 70%
Gameplay: 50%
Family Friendly Factor: 45%





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HONOR BEGINS AT HOME

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

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Doodle Plane

SCORE: 66



I had some people recommend Doodle Plane to me. They thought I would love it, and it would be one of the top tier games I reviewed for Family Friendly Gaming. Obviously they have not read enough of our

reviews. Players fly an airplane from one side of the screen way down to the other side. Doodle Plane scrolls so wonderfully for us. There are three people you can save. They are parachuting down and for some reason can not touch the ground, buildings, or whatever else is in the way.

I balked at the graphics in Doodle Plane. Everything looks like it was drawn with a crayon. I may not be the most artistic chap on the planet, but this style does nothing to help this game. In fact it detracts. The plus side is the violence does not look as bad. What violence? Crashing into things like building, helicopters, planets. You know you will crash into about everything in this game. I did.



The music in Doodle Plane is okay. It did not do much for me. At times I found the special effect sounds to be annoying. They irritated me to the point of turning them completely off. I like how Doodle Plane encourages us to save others.

I think it is cheap for

games to base their replay value on replaying the same level. Doodle Plane is so difficult, and has such control problems that you will literally play the same level over double to triple digit times. That is if you can handle the frustration of it. I spent ninety-nine cents on this app, and feel like I wasted my hard earned money.

Did somebody mention controls? Why yes I did. Gamers control their speed and their height. Finding the right combination is like trying to break into a safe value by turning the knob. I constantly struggled with getting my plane into the right places at the right times. It is very common in Doodle Plane to nick something and have to start completely over again. Do not get me started on trying to land.

Doodle Plane reminds me why they do not allow certain craft to fly over congested areas.

I crashed more times than I would like to count. Doodle Plane is a major disappointment for me. I did not enjoy playing this app, and have now removed it from my iPod Touch. Please avoid Doodle Plane like a crashing airplane.
- Mark



Publisher: Chitralekha Productions
System: iPhone/iPod Touch
Rating: '9+' - 9+ {Infrequent/Mild Cartoon or Fantasy Violence}

Graphics: 63%
Sounds: 70%
Replay/Extras: 68%
Gameplay: 52%
Family Friendly Factor: 77%





Waterslide 2

SCORE: 75



Yolanda found this app called Waterslide 2. She asked me if I would review it. Since you are reading this review you can probably figure out what my answer was. Players get to choose from three characters. There is a penguin, a man in swimming trunks only, and a woman in a bikini. Start a level and you are on some of the most insane, intense, and crazy waterslides ever imagined. In fact these would not fly in the real world for so many safety reasons. But this is a video game, and not the real world.

I was surprised at first to see Waterslide 2 was given a 9+ rating from Apple. Initially I only knew about the penguin. When I saw the human characters it made perfect sense. Players spend part of their run looking

down at the woman's chest. Yeah that was not exactly subtle was it. There are things (normally some kind of animal that are in the way as well. Slamming into them is not a good thing.

I found the music in Waterslide 2 to be pleasant. Collecting pearls brings about a neat sound that fits the theme of this water sliding game masterfully. Getting inked or stunned is never pleasant though. I did not find any offensive language while playing Waterslide 2.

The controls seem off and on to me. Some levels they worked great. Others I had trouble doing little things, or would go flying off the edge. That would be an extremely painful death if



you know what I mean. Still the concept of sliding down a water slide is a good one that fits the realm of the apps nicely.

The goal of Waterslide 2 is to collect enough pearls to progress to the next level. I never really understood how many I needed to attain to make the next level. I did better or learned to deal with the frustration. I also learned to avoid various sea life. Especially if they get in my way trying to go down a waterslide. Which makes me wonder what they were doing on the waterslides in the first place.

I believe there is a solid core in Waterslide 2 that could make sequels much better for families. Better attire choices for the human characters is top of the list. - Paul



Publisher: FishLabs

System: iPhone/iPod Touch

Rating: '9+' - 9+

{Infrequent/Mild Cartoon or Fantasy Violence}

Family Friendly Gaming

Graphics: 67%

Sounds: 82%

Replay/Extras: 74%

Gameplay: 76%

Family Friendly Factor: 75%





Game: Mario Kart 7

Release Date: December 4, 2011

Family Friendly Gaming



Company: Nintendo

System: Nintendo 3DS

Family Friendly Gaming

Rating: 'E' - Everyone {Comic Mischief}



Game: Mario Kart 7

Release Date: December 4, 2011

Family Friendly Gaming



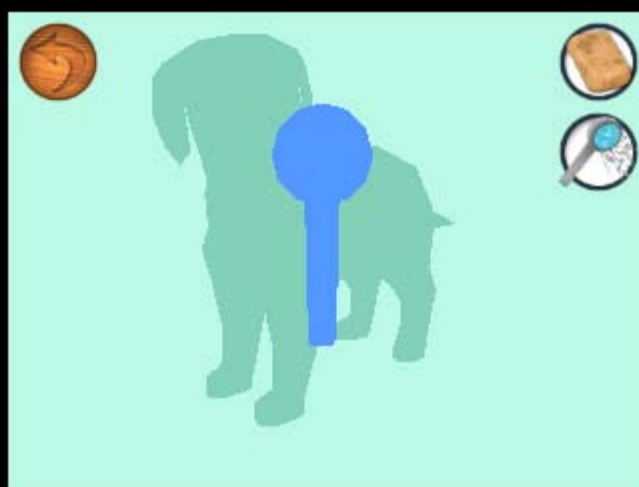
Company: Nintendo

System: Nintendo 3DS

Family Friendly Gaming

Rating: 'E' - Everyone {Comic Mischief}





PAWS & CLAWS® *Pampered* PETS RESORT™ 3D

Game: Paws & Claws Pampered Pets Resort 3D

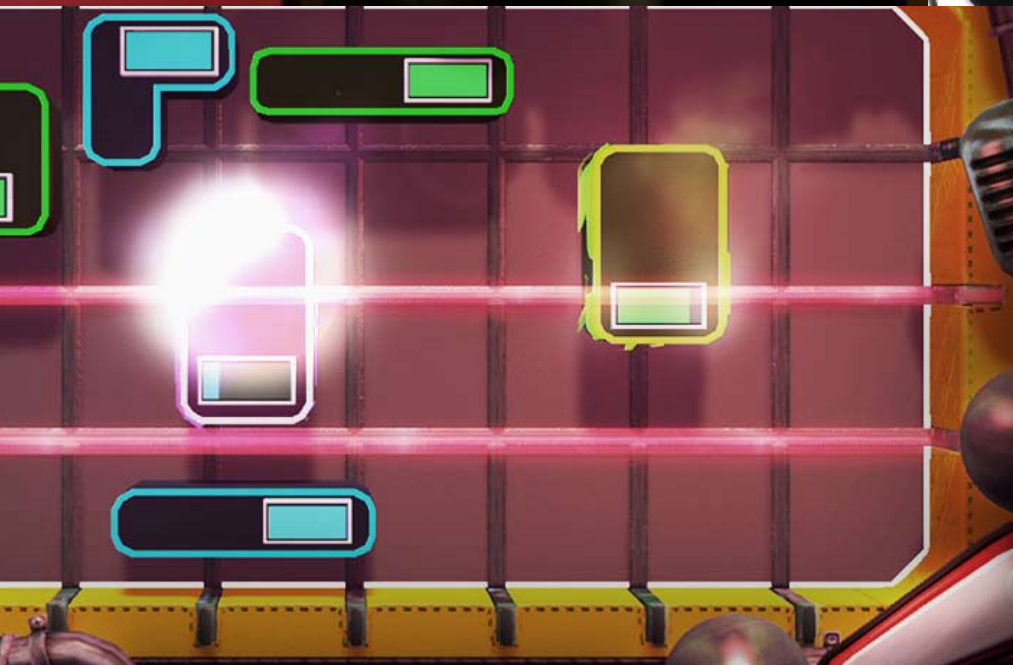
Company: THQ

Release Date: Winter 2011

System: Nintendo 3DS

Rating: 'RP' - Rating Pending





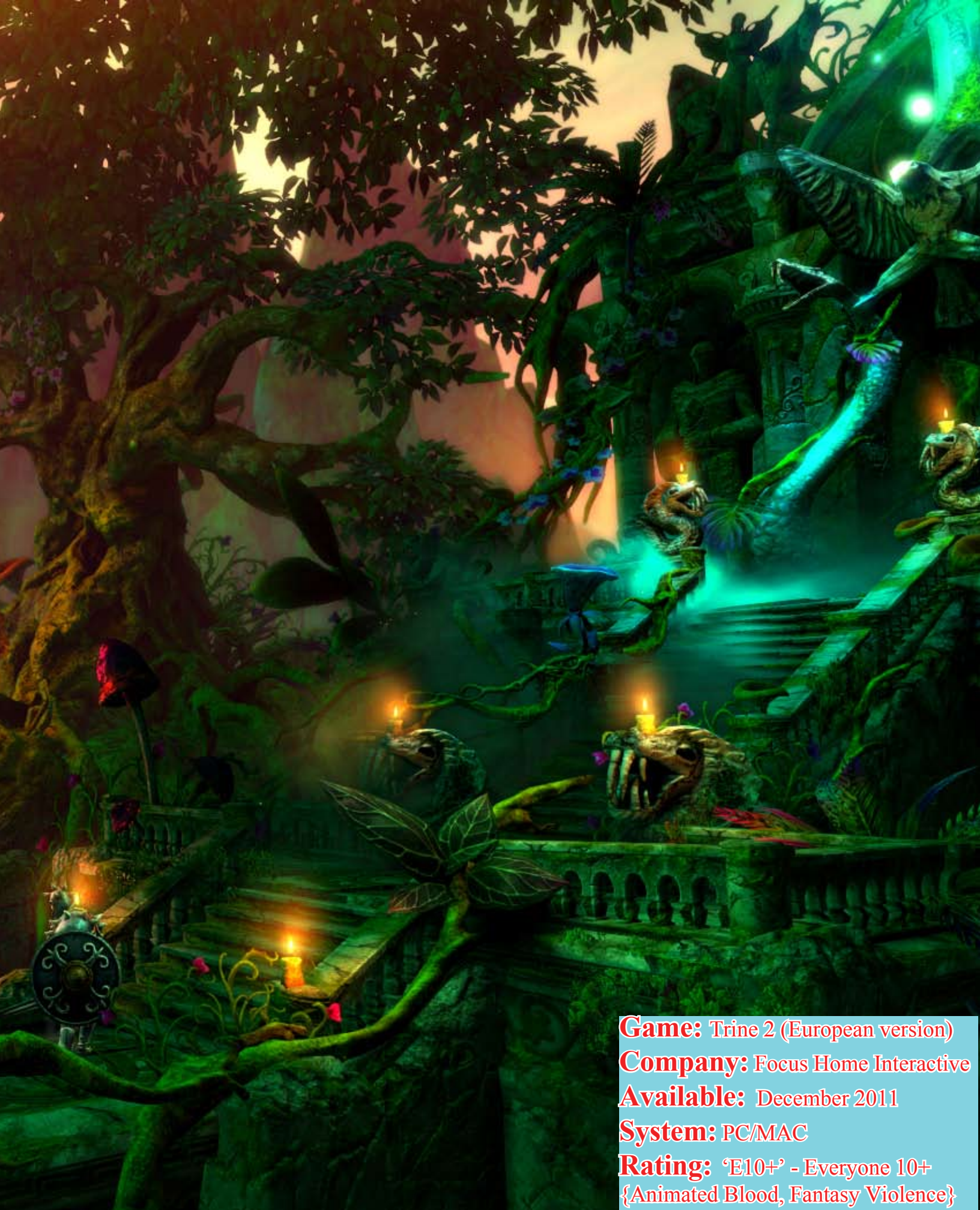
Game: LittleBigPlanet
Company: Sony
Release Date: To Be Announced
System: Playstation Vita
Rating: 'RP' - Rating Pending



Game: Trine 2 (European version)
Company: Focus Home Interactive
Available: December 2011
System: PC/MAC
Rating: 'E10+' - Everyone 10+
{Animated Blood, Fantasy Violence}







Game: Trine 2 (European version)
Company: Focus Home Interactive
Available: December 2011
System: PC/MAC
Rating: 'E10+' - Everyone 10+
{Animated Blood, Fantasy Violence}



Game: Rush (code name)

Company: Microsoft Studios

Available: Spring 2012



© Disney / Pixar

System: Xbox 360 (Kinect)

Rating: 'RP' - Rating Pending

Family Friendly Gaming



Game: Rush (code name)
Company: Microsoft Studios
Available: Spring 2012



© Disney / Pixar



© Disney / Pixar

System: Xbox 360 (Kinect)

Rating: 'RP' - Rating Pending

Family Friendly Gaming



Players become familiar characters from the Nintendo and DRAGON QUEST universes in a board game that challenges them to play the real estate and stock markets wisely to win. Players race around the board trying to accumulate wealth and hit a target value while buying, selling and trading property with friends and family to see who can be the first to cash out. What appears at first to be a simple property-buying board game offers multiple levels of money-maximizing opportunity.

Players move around one of more than 15 boards, buying shops to build their portfolios and collecting symbols they can cash in at the bank to earn more gold to invest. It takes money to make money, so racing around the board may not be the best strategy.

To capitalize on their monetary gains, players can make investments, play the stock market, purchase shops and collect shopping fees. When players buy multiple shops adjacent to one another, the property value

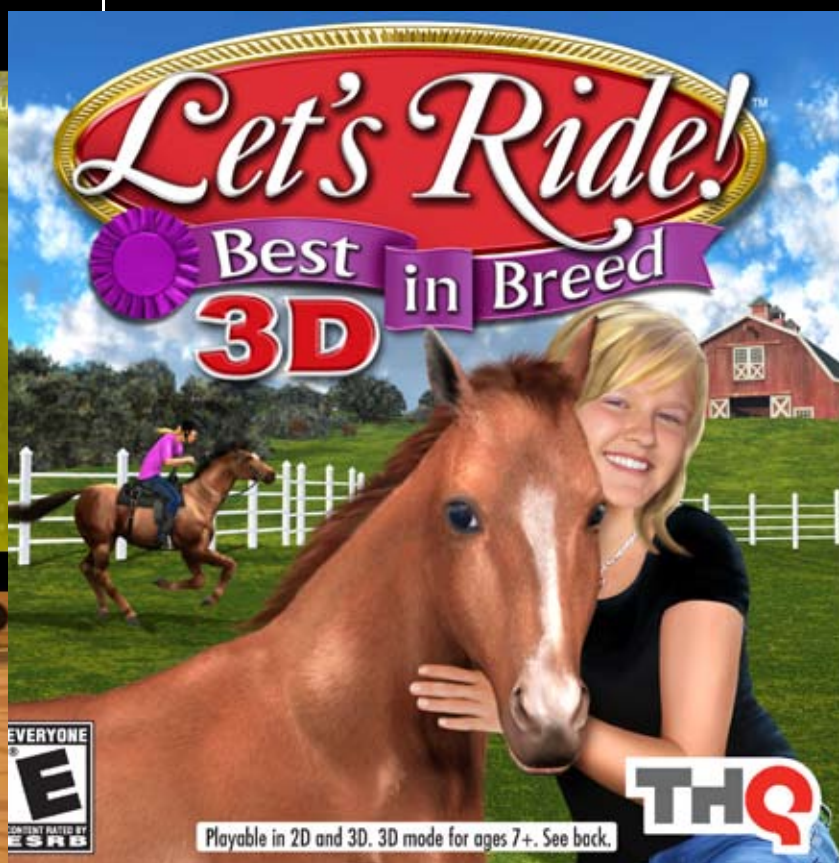
grows and both shops level up. Other players who land on those squares have to pay an increased shopping fee.

Players can choose to play as a variety of Mushroom Kingdom characters, as DRAGON QUEST characters or even as their own Mii™ characters.

More than 15 game boards with different shapes and layouts are available to provide endless replay value. The beginner setting called “easy rules” helps newcomers learn the basics, while the more advanced, “standard rules” introduces more challenges, deeper strategy options and the ability to play the virtual stock market.

Play against friends with the Nintendo® Wi-Fi Connection.

The franchise has been a hit in Japan, and this marks its first appearance in North America.



NINTENDO 3DS

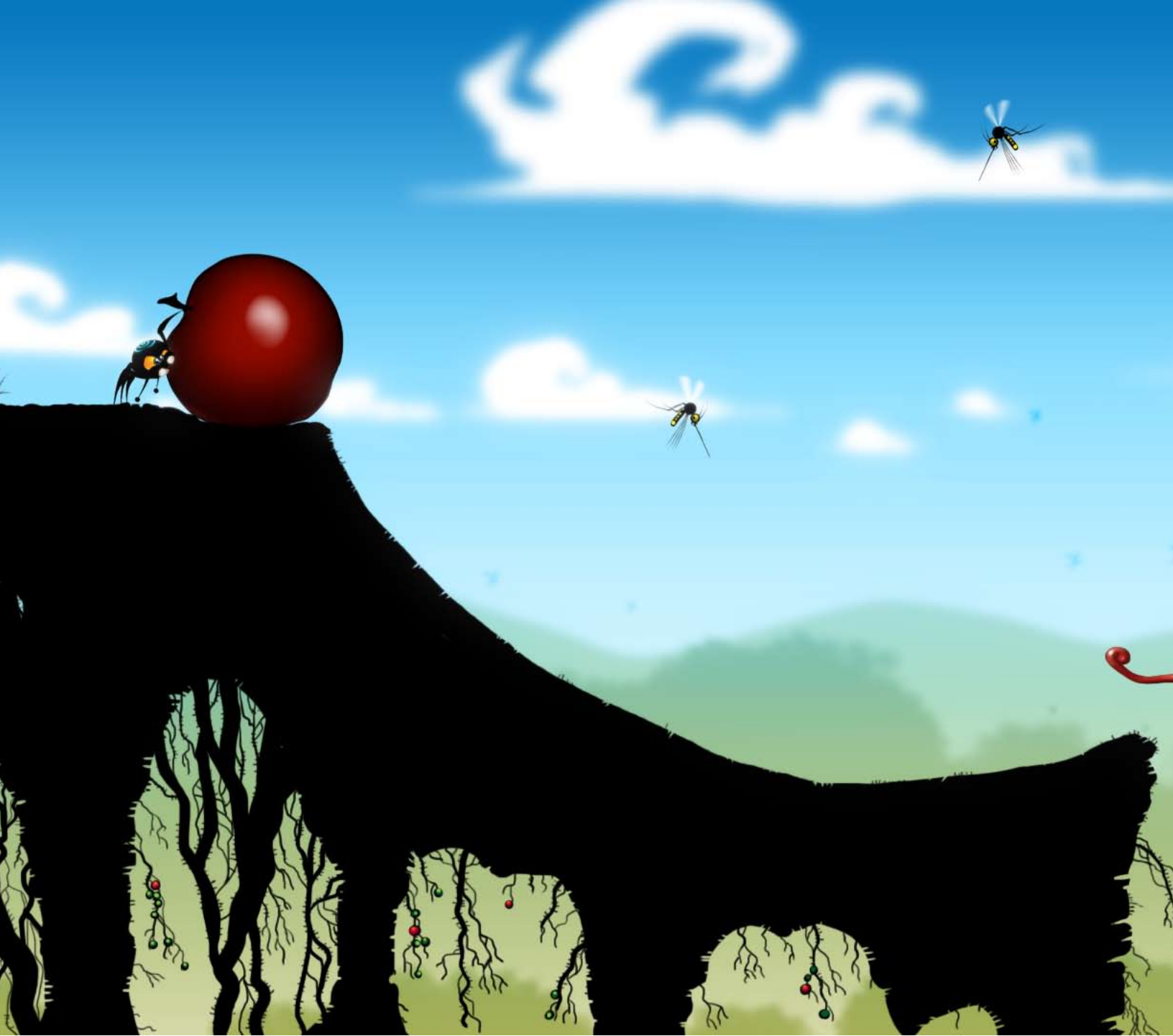
Game: Let's Ride
Company: THQ
Available: Winter 2011
System: Nintendo 3DS
Rating: 'RP' - Rating Pending

Family Friendly Gaming





Game: Ultimate Marvel vs. Capcom 3
Company: Capcom
Available: February 22, 2012
System: Playstation Vita
Rating: 'T' - Teen



Game: Alien Spidy
Company: Kalypso
Available: Q2 2011
System: Xbox 360/PS3/PC/MAC
Rating: 'RP' - Rating Pending



RECENT RELEASES





Game: Skylanders Spyro's Adventure

Company: Activision-Blizzard

Release Date: Out Now

System: Wii/PS3/Xbox 360/PC/MAC

Rating: 'E10+' - Everyone 10+





Game:
Skylanders Spyro's
Adventure

Company:
Activision-Bliz-
zard

**Release
Date:**
Out Now

System:
Wii/PS3/Xbox
360/PC/MAC

Rating:
'E10+' - Every-
one 10+





Name: Motion Explosion
Release Date: Out Now



Company: Majesco Entertainment
System: Xbox 360 (Kinect)

Rating: 'E' - Everyone
 {Mild Cartoon Violence}



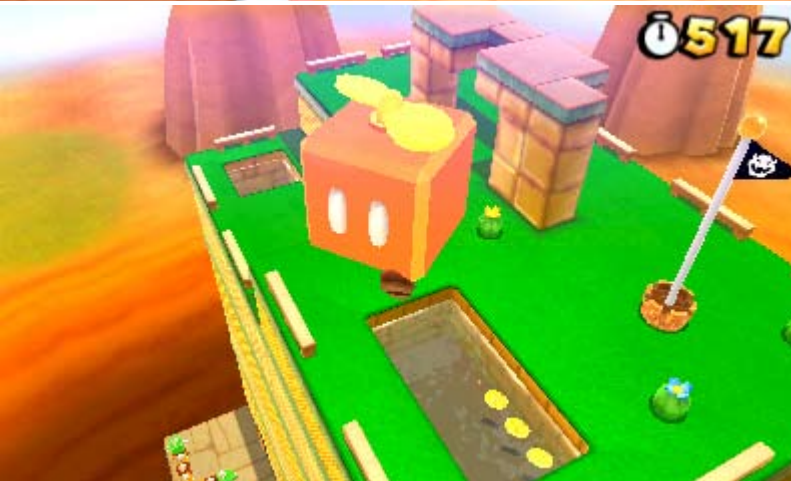




Game: Super Mario 3D Land

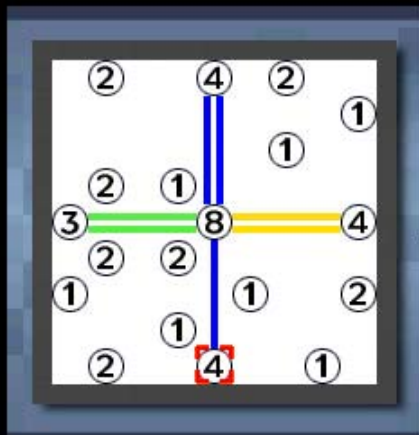
Available: Out Now

Family Friendly Gaming

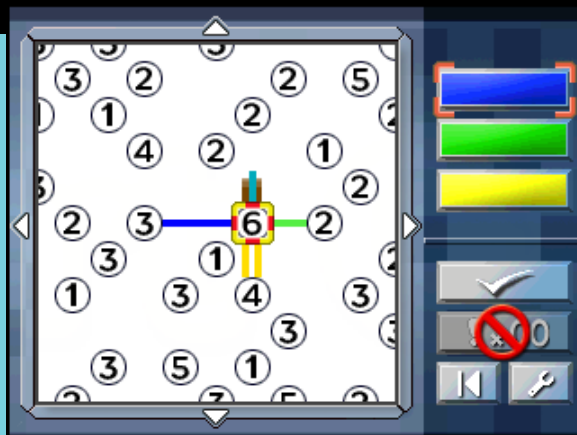


Company: Nintendo
System: Nintendo 3DS
 Family Friendly Gaming

Rating: 'E' - Everyone
 {Mild Cartoon Violence}



Game: Nikolis
Pencil Puzzle
Company:
 Konami
Available: Out
 Now
System: Ninten-
 do 3DS
Rating: 'E' -
 Everyone



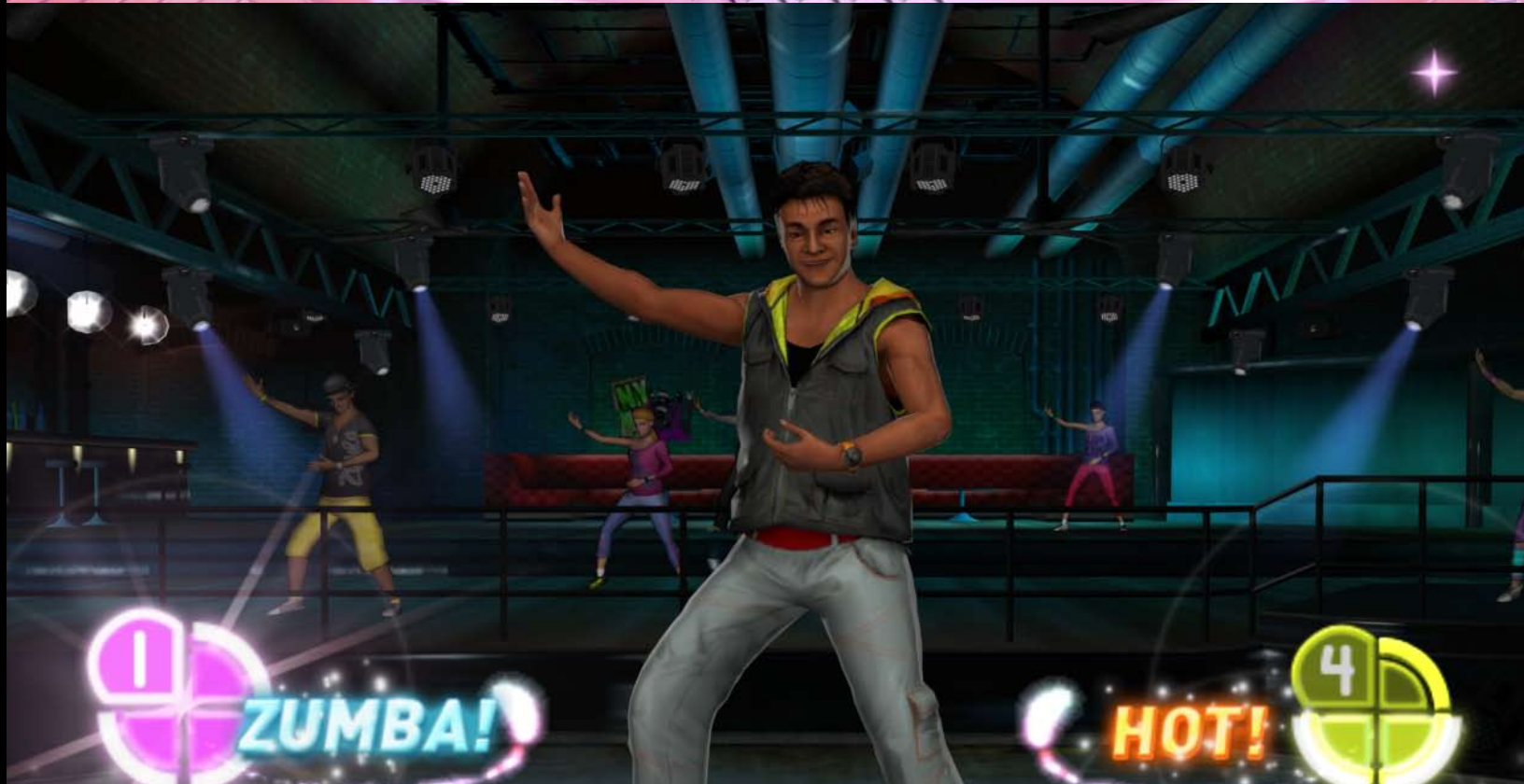
Product: Zumba Fitness 2

Company: Majesco Entertainment

Release Date: Out Now

System: Wii

Rating: 'T' - Teen {Mild Lyrics}



Devotional

Heart n Mind

I ran across an interesting verse recently that prompted this months devotional. **Proverbs 4:23** *Above all else, guard your heart, for everything you do flows from it.* In American culture we do not think about our hearts very often. Unless it is in reference to heart disease, or love. Which too often for too many is actually just lust, and that has more to do with their eyes than their hearts.

We Americans think with our minds way too often. We follow logic, and what makes the most sense. **Romans 8:5** *Those who live according to the flesh have their minds set on what the flesh desires; but those who live in accordance with the Spirit have their minds set on what the Spirit desires.* Our minds have a direct connection to whether we are living for God or for the world. What influences your mind? Is it the things of the world or the things of God?

How many people tell you to guard your heart? How many people tell you to be care-

ful what you let into your mind? Have you followed their wise counsel?

There are people out there who want to deceive you. Are you even aware of that truth? **Romans 16:18** *For such people are not serving our Lord Christ, but their own appetites. By smooth talk and flattery they deceive the minds of naive people.* Few want to think of themselves as naive. But it comes down to a lack of understanding and experience in certain situations. I was naive my first year at E3. Every year after that I was no longer naive. I knew what to expect from the show. I knew where to go and when.

I encourage you to be on guard from those who will try and deceive you. Expect them to come to you in little things. They are not coming to you to rob a bank. They will come and tell you its okay to take that pen from your place of employment. They have a whole box of them. Stealing that one little pen won't matter. They move you little by little away from God.

What are we supposed to do with our minds and hearts? **Mark 12:30** Love the Lord your

God with all your heart and with all your soul and with all your mind and with all your strength. That does not mean ignore God when you are watching the football game, or when some attractive woman walks by, or when we pick a video game to play, or when some other temptation comes out way.

What about you? Are you going to live completely for God? Or will you be a hypocrite? Keep God in this box for Sunday mornings, and Wednesday nights? Or will you love God with all?

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: It is only a video game, it is not real.

Defense: People need to know the difference between reality and fantasy.

Exposure: How can people know the difference between reality and fantasy when they spend more waking hours in front of fantasy. The fantasy then becomes their reality. Anyone else heard of cosplay? This is where people dress up and act out their favorite video game, anime, or sci-fi characters. Who in their right mind wants to dress up like an elf from Warcraft? A lot of people do it, and it makes one question their sanity. The amount of time these people spend inside these fantasy worlds has warped their perception. That fake fantasy world has become real to them.

Different people have different tolerances, but since numbers are rising of those doing the cosplay, and the

supportive nature from the liberal gaming media it will soon become a problem. We have to acknowledge the truth that these fantasy worlds can become reality to any one of us. We all need to be careful how much exposure we receive to these fantasy worlds on a daily basis. The price of peace is vigilance, and I believe that with my entire heart.

How can addicted gamers tell the difference between reality and their fantasy worlds? They are somebody in their fantasy world. They are loved, respected, revered, and honored. In the real world they are shunned many times. This is where the local churches need to step up, and help these people. There needs to be programs that can lead addicted gamers to the path of healing. One of my hopes is that this very book will ignite a lasting interest in programs to help those who have lost their grasp on reality. Jesus called his followers to go out to the lost. Please join me in that noble crusade to help those that are in need.

Digital murder is what goes on in a lot of the video games. So what are people thinking about when they are digitally murdering? I can

speak for myself when I used to do it – I was thinking angry, hateful, and destructive thoughts. So what is wrong with that you may think? Jesus Christ taught if you are thinking about something sinful then you have committed that sin. While you are digitally murdering, you are sinning. I can see nothing good coming from thoughts of murdering other people. The more exposure one has to that in their mind, the more likely they are to act on those thoughts. Do we really need people to act on thoughts like that?

Polls have been taken in America to determine eighty percent of Americans claim to be Christian. So the twenty percent may not care about sinning. What you should care about is how mentally murdering people affects your life. When you immerse yourself in something, and that is the overwhelming part of your life, what you are thinking about? That thing has a power over you in a very controlling manner. A stressful situation comes up on the bus, at work, on the freeway, at home, wherever. How will you handle that situation? In a loving, caring, tactful manner; or in an aggressive, hateful, and ugly manner.

Last Minute Tidbits



Product: BEYBLADE Metal Masters

Company: Konami

Release Date: November 15, 2011



System: Nintendo DS

Rating: 'E' - Everyone

{Fantasy Violence, Mild Language}



Product: RPM Gymkhana Racing
Release Date: November 17, 2011
System: iPhone/iPod Touch/iPad
Rating: 'RP' - Rating Pending

Company: Bulkypix

NERF Armor
for 3DS



My First Wii
Remote



Cars 2 Kids Kit
My First Wii
Remote



Lightning
McQueen
Racing Wheel
←
Finn Mc-
Missile
Racing
Wheel
→







SEGA's Sonic the Hedgehog playground opened for play the day of the Sonic Generations American launch date, Tuesday, November 1st . at Youth UpRising, located at 8711 MacArthur Blvd, Oakland, CA 94605.





Product: PES 2012

Company: Konami

Release Date: November 11, 2011

System: Playstation Portable

Rating: 'E' - Everyone



Product: Kinect Sesame Street TV
Company: Microsoft Game Studios
Release Date: To Be Announced
System: Xbox 360 (Kinect)
Rating: 'RP' - Rating Pending





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