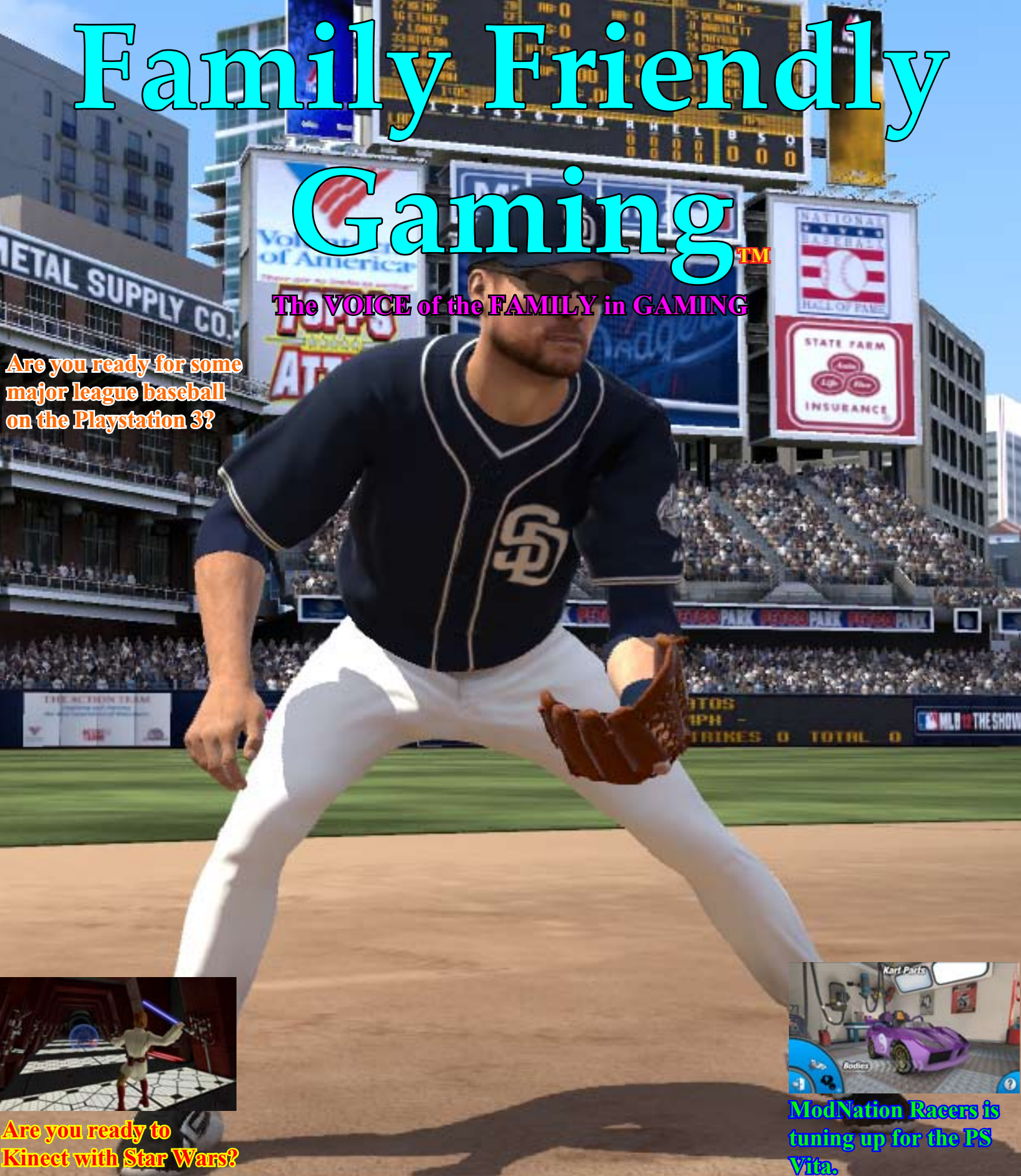


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The VOICE of the FAMILY in GAMING

Are you ready for some major league baseball on the Playstation 3?



Are you ready to Kinect with Star Wars?



ModNation Racers is tuning up for the PS Vita.

Kingdom Hearts 3D, Crush3d, Kid Icarus Uprising, and more are being developed.

Have you played Woody Woodpecker, Cities in Motion, or Lumi yet?

Harvest Moon Grand Bazaar, Sand Slides, PES 2011 3D, and a few shockers reviewed this issue.

Issue #55

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February 2012

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Editor's Desk

Codes

I have noticing a trend lately here at Family Friendly Gaming. That trend is codes. Most weeks we get more games in the form of a code than an actual product. I understand that having games in download form is more cost efficient. It also gives us in the media additional time to do the reviews. The down side is we can receive broken games, or ones that are not ready for official launch. It takes forever to download games in the gig range, and slows down everything else we do. And it takes up space. Yes I know there are cloud options out there. I have to admit I have never been comfortable with that concept. It is like renting versus owning. I prefer to own as opposed to rent something. Lets say you love a Playstation 2 game. And you like to play this game. Lets say the company has your game save on the cloud. Or maybe they have the game on this cloud as well. They may decide to stop holding that game when the Playstation 4, or Playstation 5 comes out. I am not singling Sony out because Apple and Microsoft are also both going full steam ahead with their clouds. And there are companies that do it on the Personal Computer as well.

We avoid clouds whenever possible here at Family

Friendly Gaming. Whether the game is company provided or we purchase it ourselves. We want nothing to do with it.

Will the entire industry go into clouds? I hope not. I know many of these companies are concerned over trademarks and copyrights. The cloud is the perfect solution for this. They keep everything on their servers and you log into their servers and use it. That way they never lose anything. Pirates would have to break into the company servers to get a copy of the game to distribute. This also takes care of another issue companies have been complaining about - used video game sales. They believe they are due some monetary compensation when you sale a game you already paid them once for. You can probably tell where I come down on that issue. But a system with cloud only content means you can never sale what you purchase. It would be just like the television channels. Pay them monthly and never get anything back. We are seeing that concept too when it comes to the cloud systems. Pay them monthly for them to maintain your purchases.

What concerns me about this direction is the loss of choice. What if in a video game generation or two you can no longer purchase games in stores. Everything is on the company servers, and if you

break one of their rules you lose everything. We have seen the legal writing lately from video game companies - they own everything, they control everything, they tell us what we can and can't do. Like suing. I am not big on suing in the first place, but promising you won't sue them to use what you already purchased is a little extreme. It's not like you can take the game back to the store after it has been opened.

I hope to see a resurgence of products we can touch, hold, and put into machines. It is my personal gaming preference. I understand the industry is progressing a certain way, but my concern is consumer rights are being trampled to get there.

God bless you, and yours,
Paul Bury



Female Side

Breath of Fresh Air

Paul and I recently watched Love Begins. That movie is such a breath of fresh air. It is wholesome, clean, safe, and teaches a good lesson. We sometimes forget that movies can be clean and good when there is so much garbage on the market. I enjoyed Love Begins so much that I took care of a review the very next day. I want more good clean movies like Love Begins. One of the ways that happens is by purchasing them. Then for me it is getting the word out by writing a review. I finally decided to have at the very least a part of my editorial column this month to be on this movie. That is how much Love Begins impressed me.

Love Begins is the ninth movie in the Love Comes Softly series. This movie is a prequel to all the other Love movies. We find out how Clark meets Ellen. We also find out how they wind up falling in love. There are some plot twists and turns that I will not spoil. Just know that watching Love Begins is like having your eyes opened. Movies can be clean and good at the same time. I hope Hollywood is taking notes because many of their movies could learn from this franchise.

Love Begins may be considered a chick flick, but even my hubby was impressed

with it. He told me: "Please review this one quickly so it can appear in the next issue. This movie is like a warm blanket on a cold night. It feels great." That is a lot coming from Mr Super Hero Sci-Fi Guy.

The emotional connection viewers can have to Love Begins is tremendous. I could feel the excitement, and sorrow during certain portions of the film. Life was hard back in that day, but the characters are not complaining about it. Most do the right thing, and the one that doesn't - well he can't escape justice forever. The educational value to Love Begins is huge. Children can learn about the past and how people lived. They can learn about having good manners, and being responsible for your acts. They can learn about making right choices and wrong choices.

A small lesson in Love Begins that shined out to me is arrogance. The characters on their way to California (to try and get rich quick on gold) thought they were better than those in a small town. Ultimately through time it is shown that their attitudes were completely wrong. Remember that when you travel around the country, and the world. You are not better than those you are visiting. You may have better hygiene, have more money, and wear better clothes. But as a human being you have no more value than

them. In fact if you think you are better than them, then you have already proven that you are not.

Love Begins shows what true love is about. Not the lust that so many other movies and television shows brainwash viewers into believing. Real genuine love. Love that lasts. Love that stays true. Love that gets you through. Love that your heart yearns for. What are you waiting for? Go see Love Begins.

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

Pharisees of Today

The WMG has made a major breakthrough. Hours of study of the Holy Bible, and comparison to various professions of our current day has lead to an important realizations. There are Pharisees in today's world. These people want to be honored and revered for their knowledge. They expect respect for the countless hours they have researched topics. They expect people to listen to them when they talk. They want to loved for how self important they are. They have strong opinions and will debate vigorously. They wear their positions on their sleeves, and they think they have everything right. Yet too often they find themselves wrong. They are greedy and expect high amounts of money for their profession. Do you think you know who the Working Man Gamer is describing? Do you feel the answer is plain as day?

Are you ready for the answer? Professors. College professors at Universities are some of the most transparent. They fit all of those descriptions to a 'T'. Before you freak out, or email an angry response - think about it. University professors want you to listen to them. They demand respect, a huge salary, are arrogant, cocky, rude to those who disagree with them. They have obviously followed the model of the Pharisees perfectly. The problem for them is the Pharisees are not a sympathetic bunch. Jesus Christ pointed out how wrong they were. He showed the people what was wrong with them.

It is disgusting that these people fleece the youth out of their money. They expect parents to pay huge amounts of money to propagate their life styles. What is worse is they indoctrinate, and brain wash children into their warped version of reality. They are referred to as the academic elite for a reason. But to the WMG they are merely Pharisees of today. They act just like them, and were wrong about the important things in life.

Yes the WMG realizes there are a few good professors out there. Just as there were a few good Pharisees in Jesus' day.

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!

Resolution

What kinds of New Years Resolutions do you do?

- Tom

{Paul}: Absolutely none. Here is my take on it. If I need to do something, then I do it. If I need to change something then I change it. I do not need to wait until the first of the year to start a new tradition. There are all kinds of great ideas for things I want to do, and I write those down. That way I can get to them when there is time. Normally resolutions are about quitting something, or living healthier. I don't care if it is April 8th, or August 20th. If you need to quit something, then start immediately. Do not wait for the first of the

year.

Tebow

With the huge impact Tim Tebow has had on the NFL this season, will Madden NFL 13 accurately reflect his celebrations (going to a knee, praying, and thanking God), or will it censor that and shun realism?

- Darlene

{Paul}: First off I want to thank you for your extremely intelligent question. I know personally I would love to see Tim Tebow going to a knee and praying inside a video game. So I went to EA Sports and received this reply: "we always strive to make Madden the most authentic representation of the actual NFL

game. That is in regards to all aspects – rules, injuries, playcalling, celebrations, etc." That is not a promise, but that sure sounds pretty good to me.

I also want to thank you for emailing us that question. I wonder how many other gaming outlets are asking EA Sports that same question? I doubt it will be many of them. Just another way Family Friendly Gaming distinguishes ourselves from the rest of the pack. Keep those fantastic questions coming.

Real

Thank you for being so real and genuine. I have visited other gaming sites that claim to be Christian but they just



OFF

worship the world. Your site looks at the lessons these games teach. You guys analyze how it affects our moods and attitudes. I bet hate mongers are attacking because they only want to hear how great all the worldly things are. As for me and my house we appreciate what you are doing and completely agree with you.

- Ray

{Paul}: Thank you for your amazing words of encouragement and support. There are some that attack us because they only want to hear how great things of the world are. And they want to ignore the things of God. I have them on my prayer list. I pray for them because they are like Saul before he became Paul.

Playstation Vita

I read your news story about the Playstation Vita, and the different AT&T plans. What I want to know is this. Is a

plan required at all? What if I don't want to use one of the AT&T plans? We had another company for our cell phones, and AT&T bought them. Right after that our coverage got worse, all these dropped calls, and they have horrible customer service. If you can actually understand what the person is saying. So I want nothing to do with AT&T.

- Lisa

{Paul}: Excellent question. We asked that exact question to our Sony contacts. The answer we received was: "No you will not need an AT&T plan." You may need to purchase a memory card for it to save your progress, but in the long run that will cost a lot less. We are eagerly awaiting the arrival of a Playstation Vita. Once one comes in we will give you our impressions. Personally I am pretty excited about this little machine. To me it looks like Sony is rolling this little hand

held out the right way. They are making sure to provide games for families

right from the beginning. As the system sells then we can expect even more franchises coming to it. I already have some thoughts on games that should be announced later this year. You know how it is, we in the media are privy to information we just can't share. I wish I could. The price of knowing is promising not to share until the companies are ready for it to become public knowledge.

Lego Harry Potter

Thank you for your Lego Harry Potter Years 1 - 4 Review. I am one of the millions who does not like the Harry Potter franchise. I saw all these other sites called the game family friendly, and safe for families. They do not even recognize those of us who are offended by this franchise. So it was so great to read a review that not only acknowledges us, but it also scored it with us in mind. I could tell Luke was struggling with two voices in



that review. I love the outcome of the review, and how Family Friendly Gaming did not just go with the crowd, and take the easy path. Keep up the wonderful work.

- *Veronica*

{Luke}: I am so happy that you liked my review. One of the things our EIC drills into us - is be aware of those who might be offended by this. Are there weaker brothers or sisters in Christ who this may bother. We never want to call something good that the Holy Bible calls bad. I work on doing the right thing by God. Which is something else I have heard him say. Be right with God, man's opinions don't matter.

Mature

Is the ESRB run by mental defects? Are they totally brain dead? No mature person plays 'M' rated games. They are gross!!!! Can't they find a better word to use?

- *Scott*

{Paul}: You know it is a funny thing you mention that. Years ago I had a book published called Video Game Lies. That exact issue is addressed. I freely gave the ESRB two words that start with

'M' that accurately describe the content in the games. Those words are macabre, and morbid. Like Restricted for 'R' rated movies it also has a negative connotation instead of a positive one. I also was offered an interview opportunity by the ESRB some months ago. I sent in my interview questions, and this very issue was addressed in my interview. Would you like to know where the interview is? So would I. The ESRB has completely ignored it. They dodge issues like this one, and go around bragging about positive stories published on them. Even presidential candidates face the hard questions. But

not the ESRB, they run and hide when a fastball interview question is sent their way. No matter what you think about Nintendo and Pokemon, they at least answered my hardball questions on the franchise.

Plus I gave the ESRB plenty of fluff questions. Their dodging leaves me with one thing to think - they want to tell you how to think instead of provide accurate information for families to make informed decisions. Maybe my coming out publicly on this issue will encourage them to some responses to our questions. I really hope so, because I want to run with their interview. Even if they give us political forked tongue double speak. A bad answer is better than no answer.

VIDEO GAME LIES



by
Paul Bury

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

NFL Blitz team Producer David Ross and Designer Yuri Bialoskursky Interview

Producer David Ross and Designer Yuri Bialoskursky of the NFL BLITZ took some time out of their busy days to answer some questions from Family Friendly Gaming.

Q. What were some of the challenges of bringing back the NFL BLITZ franchise?

A. From the onset of our development cycle, our primary focus was to replicate the fast-paced 7vs7 gameplay associated with the arcade classic. Identifying this goal early provided us with the opportunity to get the game running at the speeds we targeted and then we had ample time to tune the game so that it would play and feel the way we desired.

Q. Any plans to bring NFL BLITZ to other platforms (aside from PS3/Xbox 360)?

A. Not at this time. This version of Blitz takes advantage of the horsepower and online capabilities of the HD consoles.

Q. Any concerns about having a 2 gig downloadable game (in terms of size)?

A. None. We were able to provide an abundance of content and modes within our 2gig limitation.

Q. Any characters/content that did not make the final cut that ya'll wished could have gotten in there?

A. Every game leaves feature ideas and content on the cutting room floor and NFL Blitz is no different. We think that NFL Blitz contains the best of the ideas we had which promote fun and competitive gameplay.

Q. Any updates or DLC plans for 2012?

A. Not at this time.

Q. Which do you prefer NFL BLITZ or Madden NFL?

A. Both games offer fantastic NFL experiences and we believe there is room in any gamers library for each title. Madden NFL is all about a true simulation of the sport and playing real football. NFL Blitz has nothing to do with reality – it's just pure arcade fun.

Q. Favorite team(s)?

A. Our team is comprised of SF 49er, Packer, Lions, Buccaneer's, Eagles, etc. fans.



Talk to me NOW

Q. Do you ever get tired of hearing smack talk in NFL BLITZ?

A. Never. The commentary in NFL Blitz is very deep and given how the dialog was implemented, there is always something new and humorous to enjoy.

Q. Did ya'll plan on making the Seattle Seahawks so awesome in NFL BLITZ?

A. All of our teams are tuned according to our design goals.

Q. NFL BLITZ is heavy on the online modes, was that by design?

A. Yes, our second goal for the game was to foster gameplay and competition with friends online. NFL Blitz is a blast to play but it becomes more fun when you play against another human.



SPORTS



Edit Track

FEATURE

1 2 3

Edit Track

ction

Smooth Lift

Smooth Shift



Edit Selection

Edit Track

Place Props

Big City



Prop Sprays



Architecture

set

Copy Mode



Edit Track

Edit Track

1 2 3

Game: Modnation Racers

Company: Sony

Available: 2012

System: Playstation Vita

Rating: 'RP' - Rating Pending



Game: Fifa Street

Company: EA Sports

Release Date: March 2012

System: PS3/Xbox 360

Rating: 'RP' - Rating Pending



In the

Video Game Records Revealed in New Guinness World Records 2012 Gamer's Edition

The family that plays together definitely stays together...and probably catches them all! The newest edition of the "Video Game Bible" — Guinness World Records 2012 Gamer's Edition — hits stores early January with the most comprehensive collection of video game records ever known including the most prolific Pokémon playing family in the world — The Arnolds. The 'Frankfort Five', hailing from the Illinois suburb outside of Chicago, are Pokémon prodigies who rank as some of the world's greatest players each year during the official Pokémon Video Game Championships, earning them the title of "Largest Competitive Pokemon Videogame Family".

The Guinness World Records 2012 Gamer's Edition contains something for players of all kinds. Notching the latest high-water mark in the seemingly never-ending battle for Donkey Kong supremacy, New York City's Hank Chien earned the "Highest Score on Donkey Kong" with 1,090,000 points. Mobile mavens will love the spread on Angry Birds, the "Best-Selling Mobile Series" (more than 250 million downloads) and the app with the "Most Days Spent as the Best-Selling App in iTunes Store" (275 consecutive days).

Gamers with a little extra cash can spend \$1,242 of their hard-earned money on the "Most Valuable Kinect Sensor," a special peripheral encrusted with 6,000 Swarovski crystals. Brassy brawlers will be knocked out by an entire section devoted to Fighting Games, while the growing genre of "Lifestyle & Fitness" games boasts achievements like "Most People Exercising to a Videogame" (783 people).

Once again, this year features many women making their mark in the interactive realm. Iowa's Elizabeth Bolinger preferred to dance her way into the record books, where she earned the title for "Most Prolific Danc-

ing Game High Scorer" with top scores in 85 songs spanning across Dance Central, Just Dance and Just Dance 2. Jennifer Hale grabbed the record for "Most Prolific Voice Actor" for lending her voice to 129 video games over the course of almost two decades.

As always, Guinness World Records 2012 Gamer's Edition is chock full of lists and quizzes that are sure to get gamers talking. One of the featured lists takes a look at the "Top 50 Video Game Endings" of all-time as voted by more than 13,000 Guinness World Records readers. Game historians can also test their knowledge with the "Video Game Tagline Quiz" questions found at the bottom of each page.

"The 2012 book is the most comprehensive Gamer's Edition we've ever released," said Gaz Deaves, Guinness World Records Gaming Editor. "Chronicling the video game world's grandest successes, most embarrassing failures and everything in between, this year's edition will immerse casual fans with an encyclopedia of interactive info and impress the hardcore crowd with its detailed analysis."

News

Iced tea brand feels the power of the Force by “Briskifying” Yoda and Darth Maul

Brisk® Iced Tea continues to invigorate its creative mojo by taking its 2012 national marketing campaign to a galaxy far, far away to join forces with the 3-D theatrical release of Star Wars: Episode I The Phantom Menace.

“At Brisk, we’re inspired by creativity and always looking for fresh and authentic ways to work with artists—from emerging talent to seasoned pros, like those at Lucasfilm,” says Eric Fuller, Brand Director, Brisk Iced Tea. “Our goal is to leverage iconic characters in a way that engages fans with that Brisk edge they’ve come to expect. A creative collaboration with Star Wars delivers just that.”

“We are excited that Brisk is partnering with us to spread the excitement about Star Wars: Episode I The

Phantom Menace on the big screen in spectacular 3-D,” says Kayleen Walters, Senior Director, Marketing, Lucasfilm. “The Brisk team has done a great job developing new, innovative ways for people to interact with Star Wars—staying true to classic, fan-favorite characters while giving them a fun twist.”

The game features a blend of 2-D and 3-D elements and invites players to choose their side—The Light Side or The Dark Side—then their mode—Time Trial or Survival—before they battle foes that vary depending on the allegiance they have chosen. Players can opt to share their scores on Facebook and Twitter, and top-scoring players will be shown on a leaderboard on Facebook.com/Brisk. Brisksaber can be downloaded via UncaptheApp.com, Facebook.com/Brisk, or in the iTunes Store and Android Market beginning January 4, 2012.



W!LDBRAIN Entertainment Selects Nyko Technologies to Develop Yo Gabba Gabba! Line of Gaming Accessories

Nyko Technologies and W!ldbrain Entertainment, a DHX Media, Ltd. company announced a licensing partnership to create a line of videogame accessories using the characters from the iconic hit television series and live stage show, Yo Gabba Gabba! The series, which airs in all major territories worldwide and on Nickelodeon in the U.S., will add Nyko’s game accessories to a successful collection of Yo Gabba Gabba! merchandise, including apparel, CDs, DVDs, books and more. Nyko’s Yo Gabba Gabba! product line debuted at the Consumer Electronics Show 2012 (CES) in Las Vegas on January 10, 2012.

The new line of Nyko Yo Gabba Gabba! accessories will include beloved characters from the hit TV

show. The first products to hit stores include:

Muno Time – Charge your favorite portable devices (iPod, iPhone, Nintendo 3DS, Nintendo DS) in this Clock/Radio/Alarm charging dock. Powered speakers let you listen to music from your device or wake up to built-in Yo Gabba Gabba! songs. Animated arms and speakers bring Muno to life.

Hip Pack – A soft carry case designed to hold all portables including 3DS, Vita, iPod and more, the Hip Pack features a customizable Brobee design – make Brobee smile or frown! The Hip Pack includes a screen cleaning cloth, an adjustable waist strap and also features a special storage pocket for games, cables, and headphones.

The Nyko Yo Gabba Gabba! accessories will be available at all major retail stores nationwide beginning in Spring 2012. Coming soon, Nyko will unveil more products in the Yo Gabba Gabba! line including accessories for consoles, handhelds and mobile devices.



Striiv Adds New Motivational Features

Striiv is adding new features to motivate users to get active. This ‘personal trainer in your pocket’ is already making fitness fun by motivating exercise through charity donations, games, and challenges, all powered by physical activity. Now, Striiv users

have even more reason to move as new motivational features will personalize the device and encourage those extra steps each day. In addition to the popular features such as Walkathon in your Pocket charity donation and the MyLand game, Striiv is adding the following new features:

Personalized Challenges: Striiv will recommend unique, personalized challenges mapped directly to a user’s individual activity level. Challenges will adapt based on personal best scores, daily averages, and even

stair vs. step count.

Minutes of Activity: Users can track how many minutes per day they are active in addition to steps, stairs, calories, and distance. Users can track against health industry recommendations or Striiv daily average, currently nearly 60 minutes per day.

Expanded Game: Due to overwhelming demand, the built-in MyLand game is adding a new island, as well as updated plants and fixtures that can only be unlocked through physical activity.

“In just a few months on the market, Striiv has received praise from our users for its ease of use, motivational appeal, and charitable donation features, and now they’re ready for more,” says David Wang, CEO and co-founder, Striiv. “Data usage proves Striiv is motivating people to move. On average, our users are walking nearly 60 minutes a day and collectively have walked around the globe 15 times. That activity is paving the way for all the healthy benefits of exercise, from heart health to weight control to reduced risk for stroke and diabetes.”

XOS College Sports and SEC Digital Network Apps Available on PSN

Sony Computer Entertainment America LLC (SCEA) announced that two new college sports applications from XOS Digital, Inc., the leading provider of content management solutions and digital media services for collegiate and professional sports organizations, is available to PlayStation Network users in the United States on the PlayStation 3 (PS3) system, making it the first and only gaming console to offer these applications. Both the XOS College Sports and SEC Digital Network applications deliver a cutting edge college sports platform for fans to stream current and classic content on-demand.

The XOS College Sports and SEC Digital Network applications provide PS3 users multi-sport, multi-conference access to full games and historic documentaries and give fans the ability to play, pause and replay their favorite moments from some of the most watched games in history.

“Our partnership with XOS Digital gives our customers another great choice to access and stream sports content, when and how they want it,” said Brandon Stander, director of marketing, PlayStation Network. “Play-

Station Network already offers a comprehensive library of sports content and now college sports fans can enjoy a customizable, on-demand entertainment experience on their PS3 system.”

“We are excited to deliver a unique and entertaining college sports experience to PS3 users through the XOS College Sports and SEC Digital Network applications,” said Shaun Pope, director of strategic content partnerships, XOS Digital. “From powerhouse conferences like the SEC to a large collection of rare and historic content, college sports fans have an in-depth library to choose from through their PS3.”

Additional features of the XOS Digital college sports apps for the PS3 system include:

- Pre-game analysis from the XOS Digital Studio during the week
- Post-game highlights immediately after the game as well as a “Game of the Week” extended highlight
- Full games are available to purchase and watch the next day
- Classic games and documentaries dating back to the 1950’s
- Free daily programming including “SEC Today,” “SEC In The Paint,” “Game Day Central,” and more.

PlayStation Network users will be able to download the applications from the “Media & Apps” category in the PlayStation Store later today and launch it from the TV/Video Services icon of the XrossMediaBar.

The Pad Strap introduces Mellow Yellow

Expanding the line of successful iPad straps, “Mellow Yellow” makes it’s debut with yellow leather and black stitching.

The Pad Strap for iPad has been specially designed to fit the iPad snugly and provide a comfortable and secure way for users to hold their iPad with one hand. The design was created to compliment the sleek and simplistic styling that helps makes the Apple iPad so popular.

About The Pad Strap for iPad:

The Pad Strap for iPad was created to help iPad users comfortably and securely hold onto their iPad. The Pad Strap for iPad snugly fits the iPad, giving the user a means for holding onto it securely with one hand. The Strap for iPad is available for purchase online, as well as in select stores. To learn more about The Strap for iPad, visit the website at www.thepadstrap.com.



SpotON Radio App Launches on iOS Devices

SpotON Radio, a new app from Rebel and Bird AB and Springworks AB that creates personalized radio stations by mixing your Spotify favorites with all new songs, has today launched as a free download on the iTunes App Store. SpotON Radio takes the Spotify experience one step further – allowing the user to create unique radio stations that mix favorite tracks with previously undiscovered music.

SpotON Radio provides a radio service that creates

stations that the listener can fine tune entirely to their own taste. Listeners can also export new favorite songs or entire playlists directly to their Spotify library and of course share their radio stations with their friends on Facebook.

This new app is also unique from similar internet radio station services in its styling, delivering a cool and retro aesthetic to iOS devices.

“Discovering new music can be a challenge for even the most die-hard fans and music lovers,” says Peter Blom, one of the co-creators of SpotON Radio. “We love the nearly endless access that the Spotify music library provides, with SpotON Radio we take this experience

even further letting listeners shape their own radio stations giving them easy access to great new music.”

SpotON Radio is now available as a free download on all iOS devices.

Ten Parenting Tips for 2012

A selection of insights from the Kendrick Brothers makes a tidy list of New Year’s Resolutions for godly fathering.

1. Be A Chain Breaker

Chain breakers are the forks in their family tree. They recognize that despite any wrongs and pains suffered, they have been intentionally placed in a position for God to use every experience for a greater good. Viewed from God’s providential vantage point, no negative aspects of the family tree can cripple. They are free to ask God to break away from anything that holds them back from leaving a new legacy of faithfulness.

2. Live Responsibly

Resolve to seriously and deliberately embrace your masculinity, put away childishness,

embrace your own responsibilities and be faithful to everything that is under your care. Lead your family with courage, and live every day bearing God's image and bringing Him honor. This is our call as men.

3. Lead Your Family

Resolve to be the shepherd and main role model of your family. Loving, protecting, serving, integrated with regular times of spiritual grounding—that's how men become the leaders in their homes, the champions of their wives, the heroes of their children and the fruitful sons of their heavenly Father. No man is perfect, but every man can be courageous.

4. Love Your Wife

Resolve to be a faithful husband, an honoring husband, a loving husband, one who lays down his life for the one he declared "holy" to himself at the wedding altar. Be the Christ-like leader of your marriage. Give this relationship to the Lord, resolve to be faithful with it, and watch Him transform it into a wonderful adventure of lifelong love!

5. Bless Your Children

Step up to the plate with a new vision for success. God has given fathers a powerful and amazing calling to bless their children and grandchildren and to teach them to love Him with all their hearts and lives. But they will not be drawn to believe what we say if we don't speak it from within the context of a loving relationship with them. Our love touches them deeply and opens their hearts to hear truth and follow their heavenly Father faithfully.

Resolutions for women to be the wives and mothers (or future wives and mothers) God desires them to be include:

1. Align Your Priorities With God's

Resolve to seek to devote the best of yourself, your time and your talents to the primary roles the Lord has entrusted to you in this phase of your life.

2. Value Yourself; Celebrate Others

Be a woman who is quick to listen and slow to speak. Resolve to care about the concerns of others and esteem them more highly than yourself. Only do so after making the practical and necessary personal adjustments so this resolution doesn't just "sit on the shelf" of your

life and not become a reality.

3. Let Go of Anger

Resolve to forgive those who have wronged you and reconcile with those wronged. Ask the Lord to empower you to forgive them and for insight into what you need forgiveness for. Remember this is only the beginning of a journey that may take time and counsel to complete.

4. Live in Contentment

Resolve to embrace your current season of life and maximize your time in it. Resist the urge to hurry through or circumvent any portion of your journey but instead live with a spirit of contentment.

5. Leave a Legacy

Resolve to make today's decisions with tomorrow's impact in mind and to consider current choices in light of those who will come after you.

PopCap Study: People who Cheat at Social Games are Three Times More Likely to be Dishonest in Real Life

PopCap Games, maker of some of the world's most popular video games, unveiled the results of a survey exploring the habits of the more than 10 million people who cheat at social video games in the U.S. and U.K. According to the survey of more than 1,200 adult consumers, nearly half (48%) of people who admit to cheating in social video games also admit to cheating in real life – compared to just 14% of those who don't cheat in social video games. From stealing hotel towels to cheating on their taxes, social game cheaters are nearly 3.5 times as likely to be dishonest in the real world than non-cheaters.

The full report, conducted by Information Solutions Group, is available for download at 2011 PopCap Social Gaming Cheaters vs. Non-Cheaters Research.

The report discovered that 118 million people regularly play social games in the U.S. and U.K. – and of

those, 11% of people who play social games in the U.K. cheat, compared to 7% of U.S. players who cheat. The report also found that although the total number of women playing social games outpaces men 55% to 45%, men are more likely to cheat in social games than women (54% to 46%). In addition, 72% of cheaters are under the age of 40.

“How we behave in virtual space and interact with others in social games often mirrors how we act in the real world,” said Professor Clay Routledge of North Dakota State University's Department of Psychology. “With more than 100 million people playing social games regularly, we can expect to see the full range of psychological characteristics represented in the social gaming population – even cheating.”

Key findings of the report include:

53% of people who cheat in social games report cheating on tests at school

U.K. cheaters are significantly more likely to cheat on their taxes than U.S. cheaters (58% versus 33%)

51% of people who cheat at social games report stealing towels, cups or other items from hotels (compared

to just 14% of those who said they don't cheat at social games)

51% of people who cheat at social games report parking in handicap spaces despite not being eligible (compared to only 12% of those who don't cheat in social games)

49% of people who cheat at social games report cheating on a committed relationship

47% of people who cheat at social games report stealing packets of sugar, butter or jam from a restaurant

43% of people who cheat at social games report stealing magazines from a waiting room

U.S. gamers who live in the mid-West are the most likely to cheat versus other regions (29%)

“It's not surprising that online cheating parallels real-world cheating, even if people are just experimenting with the possibilities,” said Dr. Mia Consalvo of Concordia University. “With more of our daily systems and processes moving online, and being divorced from human contact (downloading music, filing taxes online) the risks either appear to be lesser, or they don't feel like crimes.”

PercyFX App Allows Film Buffs to Create Personalized Movie Clips to share Online

Ever wanted to call ‘That’s a wrap!’ on iconic films like Forrest Gump? With the PercyFX app, consumers can now showcase their own special version of a Paramount mini movie clip! Quenching the consumer’s growing appetite for entertainment and technology, Percy3D -- a creative web services company that encourages people to ‘put yourself in the picture’ using the latest 3D visual effects and multimedia technologies – is joining creative forces with Paramount Pictures to offer exclusive movie clips for consumers to personalize. The interactive app melds the best of entertainment and technology together by embedding personalized messages into well-known films and delivering the clip directly to the mobile phone, computer or social network page to share a customized mini film clip with friends.

Working with Paramount Pictures, America’s oldest and consistently ranked as one of the top-grossing film studios, Percy3D provides film enthusiasts a chance to appreciate their favorite scenes from both new and

classic films with the added technology twist of including tailored texts as if they were really part of the movie. Accessing Paramount’s extensive vault of titles, the PercyFX app allows users to browse through current movies such as this year’s computer-animated film, ‘Rango’, cult favorites such as ‘Mean Girls’ or celebrated flicks like ‘Forrest Gump’ bringing immediate exposure to both new and classic films.

The PercyFX app is also now accessible in Blackberry App World allowing even more movie enthusiasts to send and share their favorite personalized clips. With the app’s initial launch on the iOS platform earlier this summer, today’s users will benefit from refinements in the updated iPhone, iPad, and iPod Touch versions. The PercyFX app is now available in the iTunes Store and offers a more effortless and user-friendly experience on both platforms. Widening its audience even further, the technology is expected to roll out later this year on the Android and Windows Mobile platforms as well.

Users can choose from a variety of films exclusive to the PercyFX app starting at three for \$.99, with additional volume pricing options available. Clip content for individual films will regularly be added and refreshed to encourage users to return.

Percy3D provides branded content owners, such as Paramount Pictures, the ability to take its films

directly to fans on-the-go with the latest mobile technology and allowing users to engage the studio’s characters on a more interactive level. The app itself, designed to be a new form of social expression, provides custom videos with studio-quality 3D visual effects on-demand in just seconds.

“The ability to customize 3D visual effects with licensed material in under a minute is a new concept in the social and mobile arena so we’re excited to demonstrate the technology with a content provider such as Paramount Pictures that has a long-standing history of powerhouse blockbusters,” said Julie Steiner, founder and president, Percy3D. “By working with the studio, we’re able to showcase Paramount’s classics to a new audience and provide an opportunity to reconnect to favorite films of today by personalizing a clip or providing an avenue to purchase the entire movie online. The way people interact with media is expanding, and we’re pleased Paramount is embracing this new form of entertainment with Percy3D.”

Each completed clip on PercyFX features a prominent call to action, with links to sites for purchase or rental of the full length movie from which the clip originates. Videos can be played on smart phones, tablets, home computers and connected TVs.

STATE OF GAMING



VITA

We can not deny that the big video game news in February in the year of our Lord 2012 is Playstation Vita. You may have noticed increased coverage of this hand held in recent issues of Family Friendly Gaming. There are so many questions that the coming years will answer. Will Sony finally dominate again? Can they dominate the hand held market? Will the software line up move consumers from the Nintendo 3DS to the Playstation Vita? None of us here at Family Friendly Gaming know. What we do know is we will cover the family friendly titles

and give our honest opinions on this product.

Sony is not paying us for a free plug. Major system launches are interesting news that we feel our readers will be interested in. We are interested in the launch of the Playstation Vita. We are excited about many of the announced titles. We can not wait to start reviewing games on the Playstation Vita.

The Nintendo 3DS has been quietly launching more great games for families. We know Nintendo has plans for Animal Crossing 3D, as well as other titles. Can Nintendo keep their hand held lead? Can Nintendo continue to reign supreme in terms of hand

helds? What about the Wii U later this year? Will it table the console wars for a few more years? What will the Wii U set us back? We are also secretly trying to get information on the Playstation 4, and the next Xbox machine. Will Microsoft enter the hand held video game market anytime soon? Will the Kinect continue to dominate?

Yes the status of gaming this month is filled with questions. There is also excitement. We are patiently, and eagerly awaiting our Playstation Vita. Will it be all it has been cracked up to be? Can it take down the iPod Touch and iPhone? You decide.

John 3:19-21

19 This is the verdict: Light has come into the world, but people loved darkness instead of light because their deeds were evil.

20 Everyone who does evil hates the light, and will not come into the light for fear that their deeds will be exposed.

21 But whoever lives by the truth comes into the light, so that it may be seen plainly that what they have done has been done in the sight of God.

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.

Wii

Score	Page
87	39

Sonic the Hedgehog 4 Episode 1

iPod Touch/iPhone

Score	Page
91	38

Sand Slides

Score	Page
87	39

Sonic the Hedgehog 4 Episode 1

Xbox 360

Score	Page
87	39

Sonic the Hedgehog 4 Episode 1

Playstation 3

Score	Page
87	39

Sonic the Hedgehog 4 Episode 1

DVD

Score	Page
95	35

Love Begins

Score	Page
59	34

NCIS Season Two

Score	Page
46	33

The Office Season Seven

Nintendo 3DS

Score	Page
81	37

Kirby & The Amazing Mirror

Score	Page
80	28

Lego Star Wars III The Clone Wars

Score	Page
88	29

PES 2011 3D

Nintendo DS

Score	Page
62	30

Dragon Quest V Hand of the Heavenly Bride

Score	Page
90	32

Harvest Moon Grand Bazaar

Gameboy Advance

Score	Page
81	37

Kirby & The Amazing Mirror

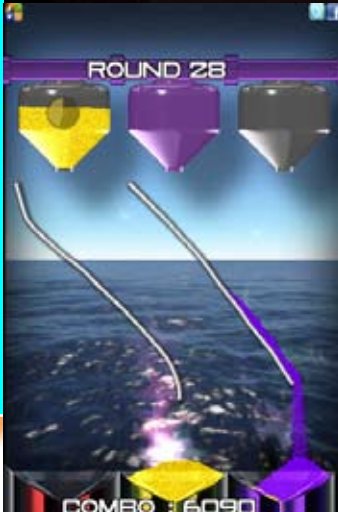
Score	Page
90	37

Sonic the Hedgehog

Genesis

Score	Page
90	37

Sonic the Hedgehog





Lego Star Wars III The Clone Wars

SCORE: 80

We have thoroughly enjoyed the Lego video games over the years. This concept has reached numerous franchises with varying results. One of the most well known is the Lego Star Wars games.



I recently purchased Lego Star Wars III The Clone Wars on the Nintendo 3DS. There are some good things about this game, and some not so good things.

Lego Star Wars III The Clone Wars looks fantastic. The 3D effects are wonderful in this hand held title. I love the depth in the cut scene movies and the levels. I did have problems finding where certain studs were when jumping off ledges. I also got extremely bored with the violence in Lego Star Wars III The Clone Wars. Shooting or light saber slashing enemies is only interesting the first five minutes. After that it becomes a chore. The 3DS version of Lego Star Wars III The Clone Wars includes less puzzles and more hack and slashing.

It is easier to get True Jedi in Lego Star Wars III The

Clone Wars than the home console versions of the game. The music is standard Star Wars that you either love or hate. I suppose some people are indifferent to it. The sound effects also come straight from the Clone Wars television show. Expect a ton of light saber and shooting sounds in this 3DS title.

I purchased Lego Star Wars III The Clone Wars for an extremely good price so I feel I got my moneys worth. There are numerous reasons to replay levels after acquiring new characters. Studs can be used to purchase additional content. Lego Star Wars III The Clone Wars also includes some funny



mini games like Snowball Fights, and Droid Volleyball.

I love how Lego Star Wars III The Clone Wars helps players with what to do in specific situations. The right character will flash and a message will explain what needs to be done. This helps move the game play of Lego Star Wars III The Clone Wars along nicely. The bad news is while playing the story mode, players must complete all three acts. This can take forty-five minutes or more. Not exactly a hand held kind of time line.

Lego Star Wars III The Clone Wars opens all kinds of debates here at Family Friendly Gaming. There is the force in Star Wars which is considered a religious belief set. The violence is high in this hand held game as well. The violence is against

Legos, and there is a lot of building things with legos as well. I understand the various opinions about Lego Star Wars III The Clone Wars. You have to decide for your family if Lego Star Wars III The Clone Wars is appropriate for your family. - Paul

Publisher: LucasArts
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+
{Cartoon Violence, Comic Mischief}

Graphics: 77%
Sounds: 89%
Replay/Extras: 87%
Gameplay: 75%
Family Friendly Factor: 74%





PES 2011 3D

SCORE: 88



When I was a kid I played baseball, football, basketball, wrestled, learned some martial arts, ran, rode my bike, climbed trees, and more. One thing I did not do was soccer. I know this sport is popular around the world. I have to be honest and blunt - I don't like it. I won't watch it on TV, DVD, Blu-ray, an airplane flight, movie theater, whatever. This is very important to understand as you read my review of PES 2011 3D.

PES 2011 3D is extremely impressive visually. You hear all the time how great the 3D looks on the Nintendo 3DS. PES 2011 3D is another one of those games that looks fantastic. And not just the 3D. The character models, fields, and fans look way better on this hand held than I was expecting. I have played Wii games that do not look this good.

The referees do a wonderful job of stopping the player

from being too aggressive in PES 2011 3D. Do not expect to slide tackle the ball away from the defender all the time. They will give you a few chances and then start to penalize.

The announcers in PES 2011 3D impressed me at first. Their sound byte commentary fit the action of the game. They told me what I needed to do, and when I was losing the fans. Nothing like putting a little pressure on the player. After playing numerous games I started to tire of their commentary. The music in PES 2011 3D ranges. It is not as good as the home console versions, but still there.

If you enjoy soccer then you can receive months of enjoyment out of PES 2011 3D. There are enough teams to keep a player busy. PES 2011 3D includes a local play for up to two players. Only one card is needed for that. PES 2011 3D also



includes a Streetpass versus play. I feel that PES 2011 3D is worth the price of admissions.

PES 2011 3D is extremely realistic. Players will intercept the ball, protect the goal, and make it generally difficult to score. Players in PES 2011 3D can do things with a soccer ball I never thought was possible. They are professionals after all. PES 2011 3D is not an easy game. You will need skills to win in this hand held soccer title. And maybe just a wee bit of luck.

PES 2011 3D teaches players good sportsmanship. I am pleased that I spent my own hard earned money on this game. I feel it was well spent and can help millions find a good game on the Nintendo 3DS. I wish Konami would drop evolution from the name though. Since it is highly controversial. - Paul



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

Graphics: 93%
Sounds: 82%
Replay/Extras: 89%
Gameplay: 90%
Family Friendly Factor: 87%





Dragon Quest V Hand of the Heavenly Bride

SCORE: 62



Some Dragon Quest games have been regionalized for the super majority Christian population of America. And some have not. Dragon Quest V Hand of the Heavenly Bride is one of those games that Square Enix decided to not regionalize. The glaring issue in Dragon Quest V Hand of the Heavenly Bride is the brain washing preaching of the goddess religious belief. Dragon Quest V Hand of the Heavenly Bride is absolutely horrible about that. Which is a shame because this game includes some interesting other concepts for the genre.



have to create as many characters for the player. Monsters are always in these games.

Not only is the goddess garbage all over Dragon Quest V Hand of the Heavenly Bride, there is also teachings on ghosts and evolution. The only religious theme that Dragon Quest V Hand of the Heavenly Bride seemed to miss is

Christianity. Not much of a surprise there though. Since most role playing games like to preach everything else. The music is entertaining to listen to.

Dragon Quest V Hand of the Heavenly Bride can be found for a reasonable price. The storyline will keep players busy for twenty hours or more. Most of that is spent grinding though. Grinding gets old in Dragon Quest V Hand of

the Heavenly Bride very quickly. The dungeons in Dragon Quest V Hand of the Heavenly Bride can be challenging for those not used to mazes.

The kids sneak out at night, there is a bad king, slavery, and gambling in Dragon Quest V Hand of the Heavenly Bride. These are some of the stand out themes this Nintendo DS game includes. Players get to help out a wide array of people, and stand up against a major evil. The more characters you talk to the easier it is to progress in Dragon Quest V Hand of the Heavenly Bride. Certain aspects of this DS game make no sense. Like when the player's father runs off to rescue a kidnapped prince.

Playing Dragon Quest V Hand of the Heavenly Bride is like going to the seedy side of town and immersing yourself. There is too much bad content in this DS game to recommend to anyone. Instead leave Dragon Quest V Hand of the Heavenly Bride completely alone. - RPG Master



Publisher: Square Enix
System: Nintendo DS
Rating: 'E10+' - Everyone 10+
{Alcohol Reference, Mild Fantasy Violence, Mild Language, Mild Suggestive Themes, Simulated Gambling}

Graphics: 67%
Sounds: 60%
Replay/Extras: 75%
Gameplay: 77%
Family Friendly Factor: 31%

Family Friendly Gaming



Coming
to Kinect
for Xbox
360 this
February
(2012)



Zumba Fitness Rush features the most content of any Zumba Fitness game to date including more routines, more venues, more instructors – plus exclusive Kinect features like voice control, online connectivity, and post-launch DLC support.

Harvest Moon DS Grand Bazaar

SCORE: 90



It is official. I have a brand new favorite Harvest Moon video game. What is that game? Harvest Moon DS Grand Bazaar. Natsume tweaks the franchise a little each and every single year. I like the flow and pace of Harvest Moon DS Grand Bazaar the most. There is a weekly bazaar where we can sell items to earn some mega money. This is also the time of the week animals, tools, and more can be purchased. There is a general store that sells a few items during the week, but nothing like the excitement of the grand bazaar.

All of our favorite things from the Harvest Moon franchise are in Harvest Moon DS Grand Bazaar. Raising animals, and growing crops. Earning friendships and eventually romance into marriage. Plus Natsume left out a few of the characters that really hindered the franchise. That is one of the biggest things that propels Harvest Moon DS Grand Bazaar to new heights (editor: in terms of the franchise).

The visuals are extremely crisp and clean in Harvest Moon



DS Grand Bazaar. I love the art work in the characters, animals, and thousands of items. Little bugs look good in Harvest Moon DS Grand Bazaar. This hand held game will change with the four seasons. Fishing only comes when you reach the summer so be patient. I know I wanted to fish immediately but the wait was definitely worth it.

The music in Harvest Moon DS Grand Bazaar ranges. Some

of it is festive whereas other areas/times are more somber.

Plenty of fun special effect sounds especially when dealing with the animals. This is one part of Harvest Moon DS Grand Bazaar that makes spending time with the animals so much fun.

Harvest Moon DS Grand Bazaar starts the player out slowly. They learn the basics, and then eventually more things are opened up. In some ways Harvest Moon DS Grand Bazaar is like an onion. There are layers upon

layers. The more I played the more I found. Hunting insects, fishing, growing crops, raising animals, and picking flowers are some of the things in this Nintendo DS game.

Harvest Moon DS Grand Bazaar is like doing chores. But they are chores I enjoy doing. There are better rewards in Harvest Moon DS Grand Bazaar than in real life as well. Natsume included an amazing amount of content in Harvest Moon DS Grand Bazaar. Expect to get your moneys worth from Harvest Moon DS Grand Bazaar. I know I got my moneys worth. And then some.

Harvest Moon DS Grand Bazaar teaches us how to build from the ground up. None of us would survive long if farmers were not out there. So they are people to be honored. Harvest Moon DS Grand Bazaar does just that. It was a true pleasure for me to play and review Harvest Moon DS Grand Bazaar. I hope Natsume continues the franchise in this vein.

- Yolanda



Publisher: Natsume
System: Nintendo DS
Rating: 'E' - Everyone
{Comic Mischief, Use of Alcohol}

Graphics: 92%
Sounds: 88%
Replay/Extras: 95%
Gameplay: 90%
Family Friendly Factor: 86%





The Office Season Seven



SCORE: 46

The Office slips farther away from families in Season Seven. Rarely are there any funny moments, and it meanders around for most of the season. Deep down The Office Season Seven is a goodbye to Michael Scott. However many of us yearn for his offensive nature compared to what happens in the void of his power. What is sad about The Office Season Seven is since it is so Michael Scott obsessed there are few opportunities for the other characters to be funny. Dwight has been turned into a horribly evil character. Ryan is following close behind Dwight. Thankfully we see very little of the Saber owner.

Jim gets bloodied up thanks to Dwight being completely psychotic. What makes matters worse is he is allowed to get away with his criminal behavior. Angela decides that sex sells in the Halloween episode. The Christmas episode is yet again devoid of anything near the meaning of Christmas. An episode is partially done in a church, but only so the show can attack God, and Christians. It goes so many layers beyond



repulsive. What is interesting is the things this show refuses to make fun of, and even glorifies. The arts, and television shows are worshiped as well as politicians. The Office Season Seven also tries to make the entire United States of America look weak. Abstinence is mocked in yet another extremist political views from the far left. What is sad is this is one of many in The Office Season Seven.

So many of the characters in The Office Season Seven are portrayed as dumb. The manager that replaces Michael Scott has to be replaced himself. Partially because he is a sexist. Interesting how men are another target of The Office Season Seven writing staff. He is a lame character that did not



belong. Although he was doing some good things for the company. In the strangest twist ever Dwight is made the manager for a short time. That is until he shoots a gun right near Andy's ear - messing up his ear drum. He is a complete dictator as a boss. Hopefully the show will never go there again because it is not close to

funny. The most offensive content in The Office Season Seven comes from the attacks on marriage, and good morals. The one funny moment in The Office Season Seven is when Kevin gives a speech for Andy's business seminar. This scene had so many of us in stitches. Until Kelly ruins it right afterwards with her offensive language. Expect the The Office Season Seven to offend you unless you are camped out on the street trying to occupy something. Didn't the Nazi's occupy places too? - Working Man Gamer

Publisher: NBC
System: DVD
Rating: 'NR' - Not Rated

Graphics: 64%
Sounds: 33%
Replay/Extras: 70%
Gameplay: 50%
Family Friendly Factor: 14%





NCIS Season Two

SCORE: 59



NCIS Season Two picks up where Season One left off. The team solves murders that involves Navy and Marine personnel. They continue to conflict with other government agencies, and Al Qaeda is always a looming threat. NCIS Season Two contains shocking materials. One of them involves the final episode, but there are others in there as well. NCIS Season Two is sexualized much higher than the first season. I suppose they figure they could get away with it, and start their extremist ultra far left wing preaching.

Enticement to lust in NCIS Season Two means children should not be watching this show. There are too many episodes in which various forms of sexual deviancy are shown as normal. The 'everyone is having an affair' lie is preached loud and proud in NCIS Season Two. There is a rare defense of standard and normal family values. Which is usually squashed as quickly as possible.

Expect more blood and gore in NCIS Season Two. Expect to see pastors shown as the bad guys, and the 1950s trashed by the tolerant of diversity crowd.



What gets me irritated is the horrible language. This is another reason children should not watch NCIS Season Two. You will have to constantly tell you children not to use those words. The overuse of the bad language is a way Hollywood tries to make it seem common place. There is no emphasis on extreme things since the characters spew it out of their mouths repeatedly.

McGee is a nice full time addition to NCIS Season Two. Tony harasses him relentlessly because he is a probational agent. Gibbs does a fine job of training him with questions like: "What do we do now?" I have been in those kinds of situations in my life, and it is a great training method.



This is one area where this character based drama shows realism.

There is an episode based on Tony getting infected with the plague. The villain that caused it was an ex war protestor turned CEO. The show does everything possible to try and make this psycho lady look normal and sympathetic. Yet when they decide to make a pastor some psycho they do not make the same effort. The extreme leftist slant to this show is one of the things I do not like or appreciate.

NCIS Season Two does a fair job of being fair to the military. At times it even honors it. I am sure that is not very popular in Hollywood. But knowing the background of the creator of this show, I can understand why he stands up for the Marines.

The main themes in NCIS Season Two are revenge, lying, and the truth will come out. Criminals are discovered based on some of the smallest of evidence. Even in really old murders. NCIS Season Two has its moments, and some things like Spring Break are dragged on way too long.
- Paul

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

Graphics: 48%
Sounds: 58%
Replay/Extras: 80%
Gameplay: 63%
Family Friendly Factor: 48%





Love Begins

SCORE: 95



There is something so wonderful about finding a movie that is clean and safe for the entire family. Jannette Oke has made a name for herself with the Love Comes Softly series. Love



by the raging bulls. The dialogue in Love Begins is fantastic. The acting in this movie is top notch. There are so many subtle things for

hear about how it was made, and behind the scenes. The movie is good enough that you will want to watch it again and again. I purchased this movie with my own money and feel I got my moneys worth out of it.

I love how fresh and clean the story is in Love Begins. A young man stays to fulfill his obligation even though the guard is sleeping and the jail door is wide open. He sets his dream aside to settle down and start a family. Ellen realizes that there is more to Clark than his dream. She also realizes that he is a man that is there who does the right thing. Love Begins is a wonderful movie to watch.

Begins is the start of the series. We learn how it all began. Clark Davis is on an adventure going to California for the gold rush. His traveling companion is not the best choice and winds up getting them both in trouble. Clark decides to stay, face the music, and pay off the obligation of the damage they caused. He winds up working for sisters Ellen and Cassie. Ellen and Clark slowly begin to have feelings for one another once Ellen's stubborn exterior is cracked.

the observant viewer. The music in Love Begins fits the theme and enhances the enjoyable experience. The words in Love Begins are another way it is completely clean. I find it refreshing to watch a movie that has no language issues whatsoever.

Love Begins is one of those movies that fits the definition of good. Not the worlds definition that blows like tall grass in the wind. But God's definition.

The scenery in Love Begins is beautiful. The women wear these wonderful dresses. Animals are all over Love Begins since this is the Old West. The compassion characters have for one another is shown visually in so many different ways. There is a fist fight in Love Begins. This is a very short scene, and more of a tussle really. Damage is caused

There are no bonus features in Love Begins. Which is sad because I would love to

And God's definition holds much more weight than any humans. Families can learn good morals, and good lessons from Love Begins. I feel it is my civic duty to review this movie for all to see.



-Yolanda

Publisher: 20th Century Fox
System: DVD
Rating: 'NR' for Not Rated

Graphics: 97%
Sounds: 98%
Replay/Extras: 80%
Gameplay: 100%
Family Friendly Factor: 100%





Kirby & The Amazing Mirror

SCORE: 81

Family Friendly Gaming received a request to do some retro reviews. Kirby & The Amazing Mirror is one such game on the Gameboy Advance. This game has been re-released on the Nintendo 3DS for those of us that are ambassadors. Kirby is a pink little hero who can inhale any enemy. If that enemy has a special power then Kirby can start to use it. Kirby can lose the power if he is hit. It can be recaptured if the player is quick enough.

The visuals and music are classic Kirby in this hand held title. I enjoyed seeing Kirby characters of different color in Kirby & The Amazing Mirror. This GBA game is also long for a game of its type from that time period. I checked Amazon and Kirby & The Amazing Mirror goes for around of the price of existing hand held games - used. Kirby & The Amazing Mirror contains violence in multiple forms. The main one is Kirby inhaling the strange looking creatures. There is also using the various powers/weapons on them.

The one major complaint I have against Kirby & The Amazing Mirror is it is too easy to get stuck in an infinite loop. This happens because a treasure chest was missed in one of the levels. I played over and over again until I found the path to one little treasure chest. This kind of replay value becomes frustrating - extremely quickly.

I love the different suits Kirby can get from the enemies in Kirby & The Amazing Mirror. The different powers change the game play in amazing and fun ways. The violent aspect of Kirby & The Amazing Mirror does get old. I got tired of beating the same guys over and over again. There is no blood or gore in this hand held title.

Kirby & The Amazing Mirror teaches us to fight off the evil. To use our skills and powers to stop them and their evil plans. Only if the real world was as easy. We have to go through laws and procedures to remove the evil ones from our midst. And then we have to deal with those who want to defend the evil ones. Kirby & The Amazing Mirror is an older game where action was the main focus. - Paul

Publisher: Nintendo
System: GBA/3DS
Rating: 'E' - Everyone
{Mild Cartoon Violence}

Graphics: 82%
Sounds: 90%
Replay/Extras: 82%
Gameplay: 72%
Family Friendly Factor: 78%

Sonic the Hedgehog

SCORE: 90

We are going really old school with this Genesis and Gameboy Advance review of Sonic the Hedgehog. There is something so magical about the 16-bit era. Sega did some wonderful things with Sonic the Hedgehog. The most important is the violence. There are robot creatures in the levels of Sonic the Hedgehog. Sonic hits them and frees little woodland creatures. So in essence no character is actually being harmed. Dr Robotnik gets some burns in his machines when Sonic hits them enough times. This is also the age of gaming when players had to play the game from start to finish. Boy have we gotten spoiled since that era. I would not play a recent release if it did not let me save. Sometimes I want to play just a level of a game and move on. So I had to shift my thinking while playing Sonic the Hedgehog.

The visuals were great for its day. All kinds of things animate like the flowers, and trees. This was a big step in game design and development from that era as well. Most games from this time kept the background pretty static. So it is nice to reflect fond memories of how Sega did things back in the day.

The music in Sonic the Hedgehog has become one of the classics. I could see a symphony playing the music in this game. It is one of the few symphony's I would want to sit through, let alone wear a monkey suit for. The sounds in Sonic the Hedgehog have been used in many Sonic games and stay good to this day.

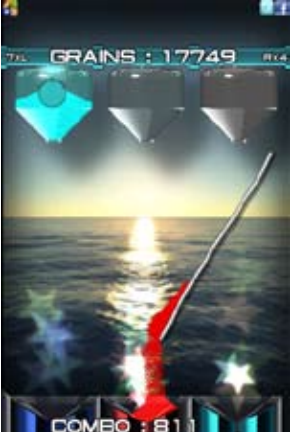
The controls in Sonic the Hedgehog are fantastic. Sonic can get some major speed in this game. Be careful though because speed can kill in this game as well. The bosses have specific patterns that need to be overcome. The levels contain multiple paths which was another neat aspect of this game.

I love how Sonic is freeing those enslaved in Sonic the Hedgehog. This concept still resonates well with me all these years later. Sega looked at the concept and found a nice way to appeal to the American audience. Sonic the Hedgehog spawned all kinds of sequels, and I for one am glad it did.

- Paul

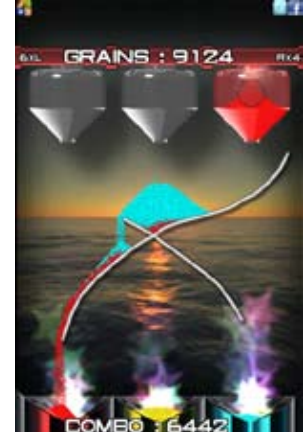
Publisher: Sega
System: Genesis/GBA
Rating: 'E' - Everyone

Graphics: 89%
Sounds: 92%
Replay/Extras: 92%
Gameplay: 87%
Family Friendly Factor: 89%



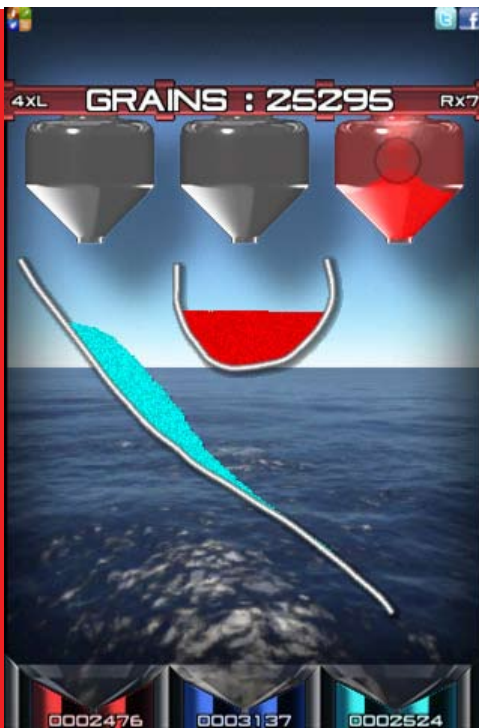
Sand Slides

SCORE: 91



Some apps are so much fun that I do whatever I can to get them into Family Friendly Gaming magazine. Take Sand Slides for instance. I stumbled onto this game by accident. I have been playing it for some weeks now and am very impressed. This hand held title is very simple in design. But it gets tricky later on. First off there are three bins that fill up with a different color of sand. All you have to do is guide the sand into the right receptacle at the bottom. How? You draw lines on the screen.

The background graphics and the animation of the sand granules are both wonderful. Sand Slides is one of those games that is very soothing. I found myself relaxed thanks to playing Sand Slides. The lines we draw on the screen are done in white so they contrast the backgrounds and the sands they are guiding to the bottom. I also found they can be done in cup shapes to hold one color in place for a short



time while waiting for another color to drain.

The music in Sand Slides is awe inspiring. I love listening to Sand Slides almost as much as I enjoy playing it. I let others here at Family Friendly Gaming play Sand Slides and they were also impressed. It sets a mood and a tone for Sand Slides that helped me unwind after a long day of helping

children with home work and stopping them from fighting over trivial things.

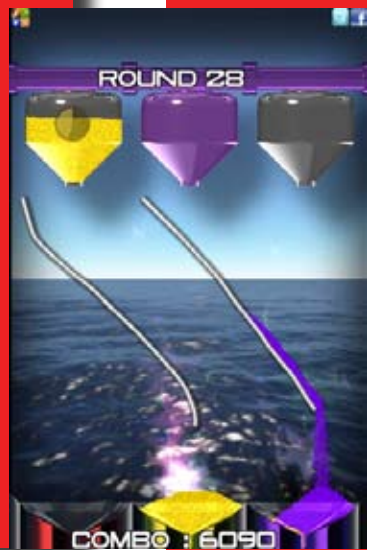
I find Sand Slides to be upper eschelon in all areas but one. That is the replay and extras. There are seventy-six achievements, multiple modes, and ways to play Sand Slides. The thing is this app costs \$1.99. I compare that to other apps with even more content that is selling for one dollar less. I know one dollar may be a small

amount to quibble over, but it is still worth a mention. Plus look at the score for this section. It is still a good score for the game. But one that kept it from being one of the best on the system for all time.

The controls are simple in Sand Slides. Draw lines to guide the sand. Only so many lines are allowed on the screen at a time. So if you need to have one go away, just draw a few more somewhere they are not needed. The overall game play in Sand Slides is to relax the player. This iPhone/iPod Touch game achieves that - in spades. I feel my money was well spent on Sand Slides.

It is always a pleasure to find a game like Sand Slides. This game is safe for the whole family, and teaches us about the concept

of gravity. It also teaches us how to guide a substance from one area to another. I hope to see additional games like this from Logik State in the future. It was a pleasure for me to play and review Sand Slides on the iPod Touch. - Yolanda



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

Graphics: 90%
Sounds: 98%
Replay/Extras: 85%
Gameplay: 90%
Family Friendly Factor: 92%





Sonic the Hedgehog 4 Episode 1



SCORE: 87

Sonic the Hedgehog is one of those franchises I enjoy playing. I remember playing Sonic the Hedgehog 4 Episode 1 at E3 one year recently. I was very impressed with it. I have finally gotten around to purchasing it, and playing it. So my final step is to review it. This is a fantastic re-imagining of the original Sonic the Hedgehog. Sega also put some twists into Sonic the Hedgehog 4 Episode 1 that can trip up old school gamers.

The most impressive thing about Sonic the Hedgehog 4 Episode 1 is the graphics. This downloadable game looks awesome. I am in awe of how good Sonic the Hedgehog 4 Episode 1 looks. Running through certain loops will rotate the entire screen. This was un-nerving at first, but I adapted to it pretty quickly. The violence in Sonic the Hedgehog 4 Episode 1 is all about freeing

these little woodland creatures from controlling robot suits. It makes me feel like I am freeing those enslaved - sort of like working at Family Friendly Gaming.

The music in Sonic the Hedgehog 4 Episode 1 is extremely distinctive. The Sonic the Hedgehog music pays wonderful homage to the original game. There are of course improvements in Sonic the Hedgehog 4 Episode 1 that gamers will appreciate. The special effect sounds in Sonic the Hedgehog 4 Episode 1 are fun as well.

My only issue with Sonic the Hedgehog 4 Episode 1 is the price, I waited for this downloadable game to drop in price - during a Christmas sale. There are enough levels for the price I paid. Sonic the Hedgehog 4 Episode 1 is over pretty quickly though. There are few reasons to replay it, unless you want to see all parts of an area.

The game play in Sonic the Hedge-



hog 4 Episode 1 is fantastic. This is all about speed. I love running through the levels in Sonic the Hedgehog 4 Episode 1 and collecting rings. Freeing the animals is another aspect of Sonic the Hedgehog 4 Episode 1 that I enjoy. I had to learn where certain enemies were that would stop my progress. The boss battles are entertaining and certainly kept me on my toes.

Sonic the Hedgehog 4 Episode 1 teaches us to free those enslaved. There is also a mild anti-technology lesson in this game. Sonic goes through the levels at a breakneck speed. I am very thankful for all of our Amazon sales because they provided the financial resources to purchase Sonic the Hedgehog 4 Episode 1. I am pleased to have been able to play and review Sonic the Hedgehog 4 Episode 1. I am eager to play Episode 2.
- Paul



Publisher: Sega
System: iPhone/iPod Touch/Wii/PS3/Xbox 360
Rating: 'E' - Everyone
{Comic Mischief}
Family Friendly Gaming

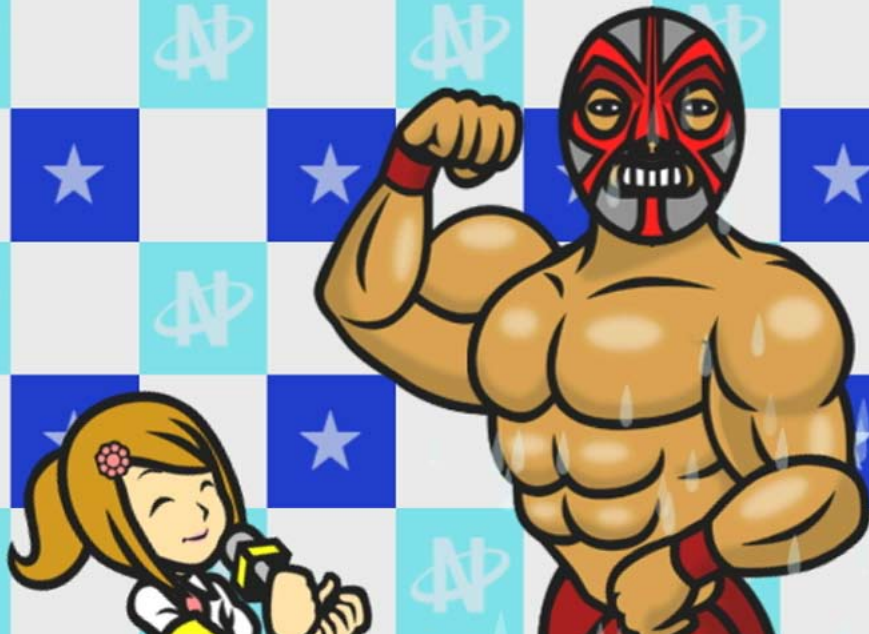
Graphics: 90%
Sounds: 93%
Replay/Extras: 82%
Gameplay: 90%
Family Friendly Factor: 80%



DEVELOPING GAMES



See-Saw



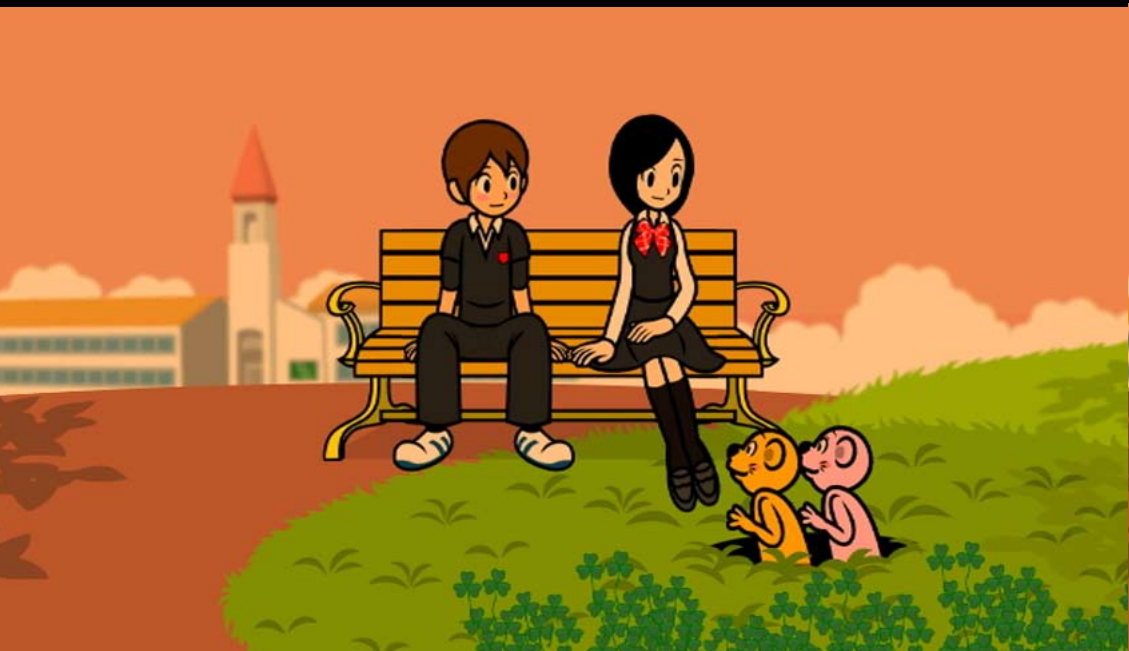
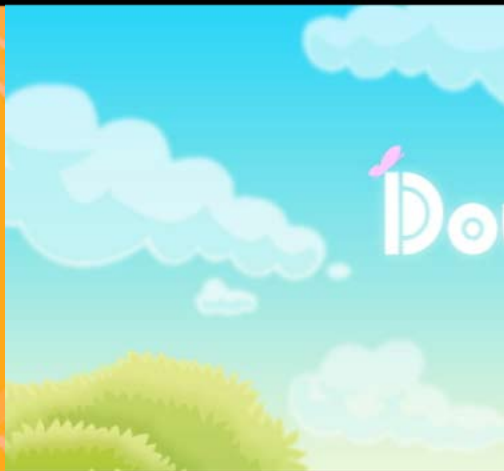
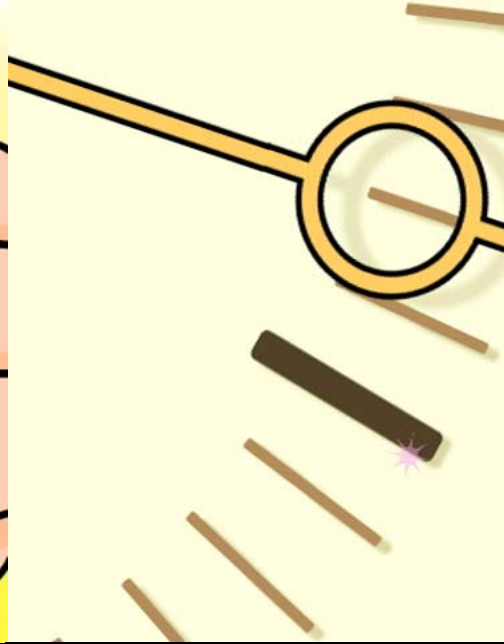
Game: Rhythm Heaven Fever

Release Date: February 13, 2012

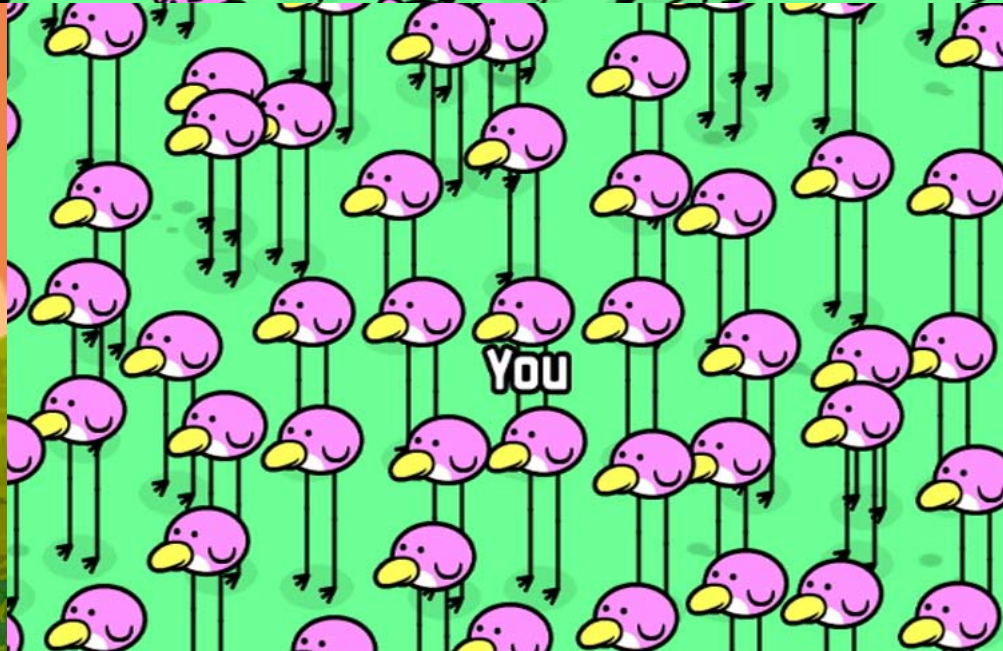
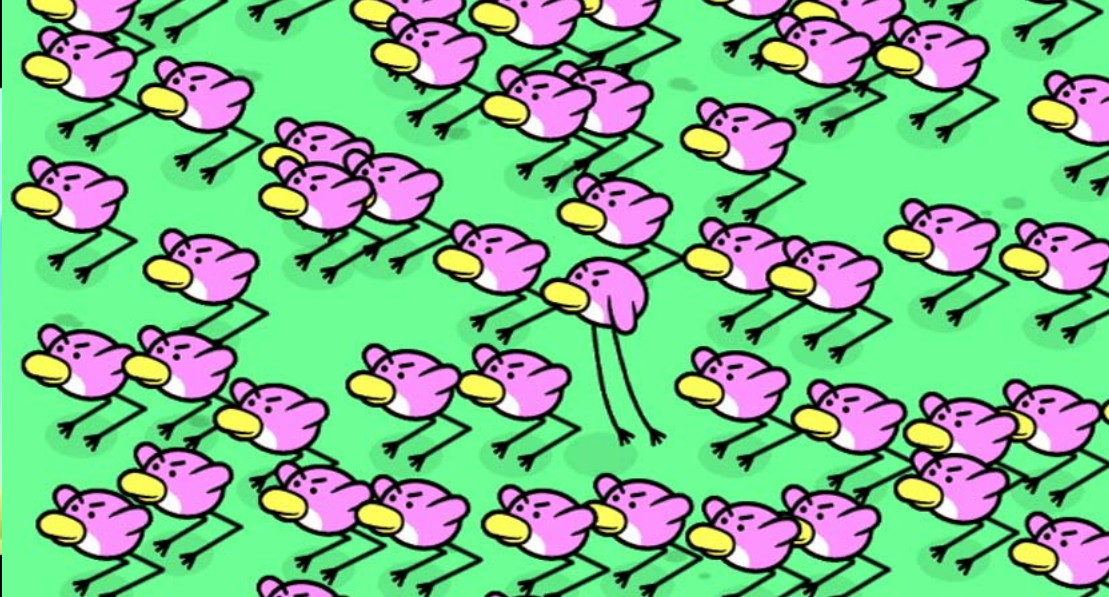


Company: Nintendo
System: Wii

Rating: 'E' - Everyone {Comic Mischief}



Game: Rhythm Heaven Fever
Release Date: February 13, 2012



Company: Nintendo
System: Wii

Rating: 'E' - Everyone {Comic Mischief}



Game:
PokéPark 2 Wonders Beyond

Company: Nintendo

Release Date: February 27, 2012

System: Wii

Rating: 'RP' - Rating Pending



Game: MLB 12 The Show

Release Date: 2012

Rating: 'RP' - Rating Pending

Company: Sony

System: Playstation 3



Game: MLB 12 The Show

Release Date: 2012

Family Friendly Gaming



Company: Sony

System: Playstation 3

Family Friendly Gaming

Rating: 'RP' - Rating Pending



Game: MLB 12 The Show

Release Date: 2012



Company: Sony

System: Playstation 3

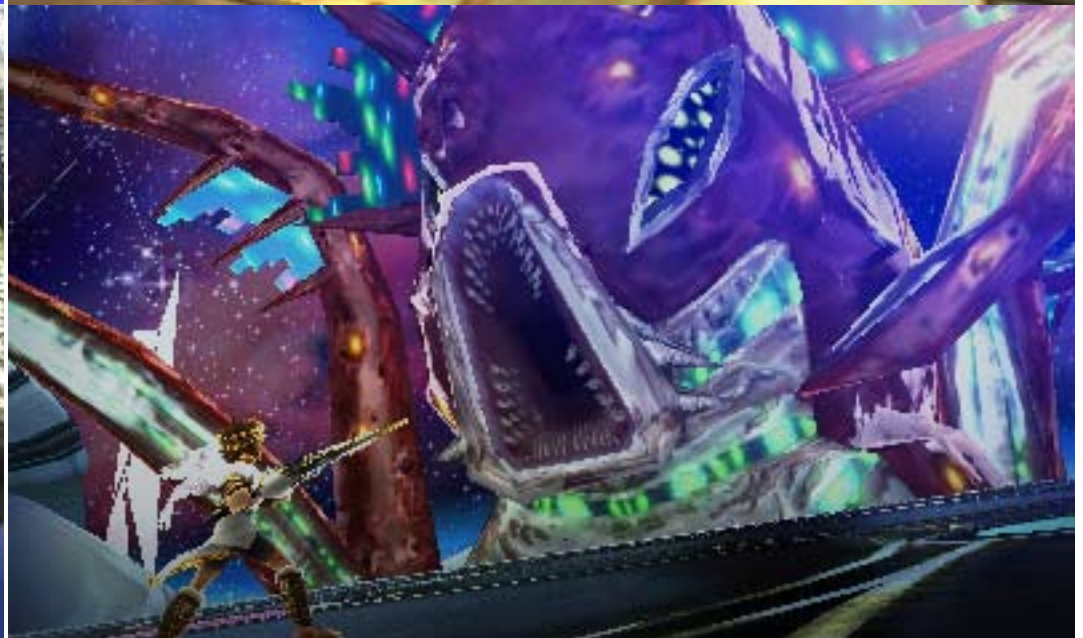
Family Friendly Gaming

Rating: 'RP' - Rating Pending



Game: Kid Icarus Uprising
Available: March 23, 2012

Family Friendly Gaming



Company: Nintendo
System: Nintendo 3DS

Rating: 'RP' - Rating Pending

Kid Icarus Uprising



Game: Kid Icarus Uprising
Available: March 23, 2012



Company: Nintendo
System: Nintendo 3DS

Rating: 'RP' - Rating Pending



Game: LEGO Batman 2 DC Super Heroes

Company: Warner Bros Interactive

Rating: 'RP' - Rating

System: 3DS/DS/Vita/Wii/PS3/PC/Xbox 360

Available: Summer 2012



Game: The Jak and Daxter Collection

Available: TBA

Rating: 'RP' - Rating Pending

Company: Sony

System: Playstation 3



Game: The Jak and Daxter Collection
Company: Sony
Available: TBA
System: Playstation 3
Rating: 'RP' - Rating Pending





Game: Kinect Star Wars
Available: TBA 2012
Rating: "T" - Teen

Company: Microsoft Game Studios
System: Xbox 360 (Kinect)
{Mild Language, Mild Suggestive Themes, Violence}



King Mickey and Yen Sid prepare for an impending threat by putting Sora and Riku through the Mark of Mastery exam. Sora and Riku are sent into the Sleeping Worlds, where they will face enemies and allies that have never been seen before. If they can successfully complete the task they are given, they will be deemed true Keyblade Masters.

- Dual protagonists – Play as the two most popular characters of the franchise, Sora and Riku.

• “Free-flow” action – En-

joy fast and effortless movements while interacting with the environment and performing acrobatic attacks.

• Brand-new creatures –Dream Eaters inhabit the Sleeping Worlds, and are split into two categories: Spirits and Nightmares. Recruit over 50 different types of Spirits as allies to fight alongside Sora and Riku.

• New Disney worlds –Beloved Disney worlds and characters, such as La Cité des Cloches (The Hunchback of Notre Dame), make their series debut.

• Story progression – With updated looks for Sora and Riku, and the impending conflict made clear, this title is a big step forward in the series.



Game: KINGDOM HEARTS 3D

Company: Square Enix

Available: 2012

System: Nintendo 3DS

Rating: ‘RP’ - Rating Pending



Game: CRUSH3D

Available: February 21, 2012

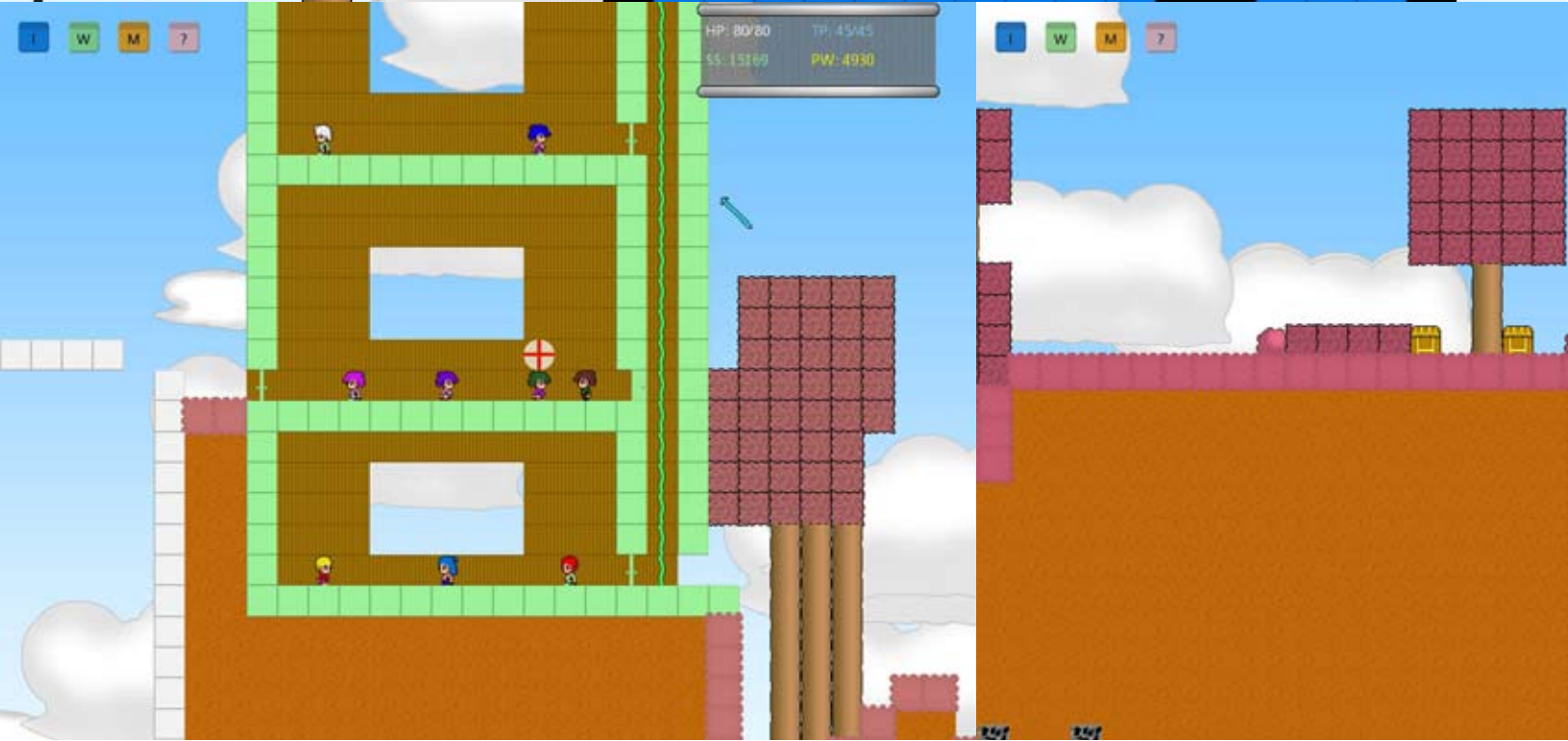
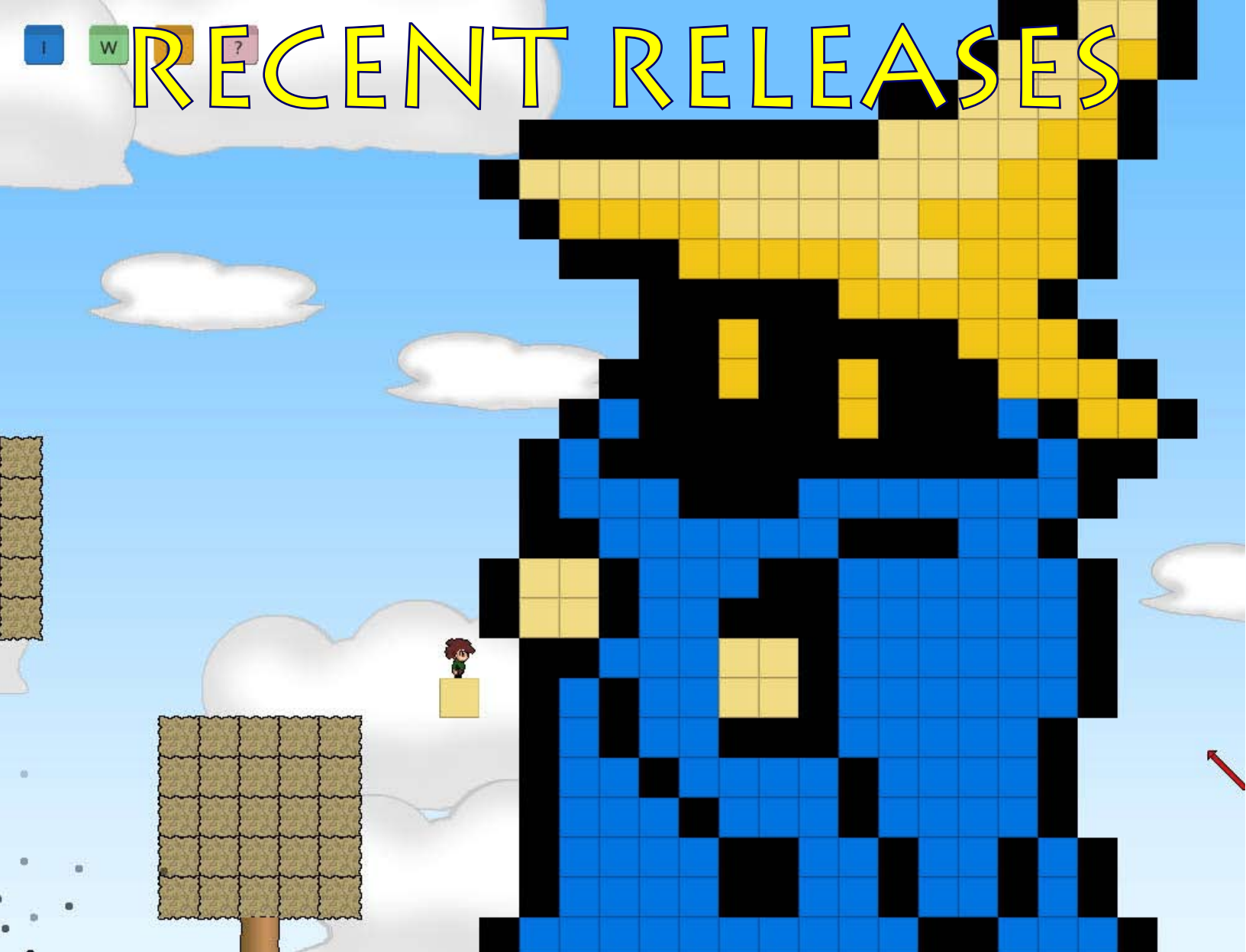
Company: Sega

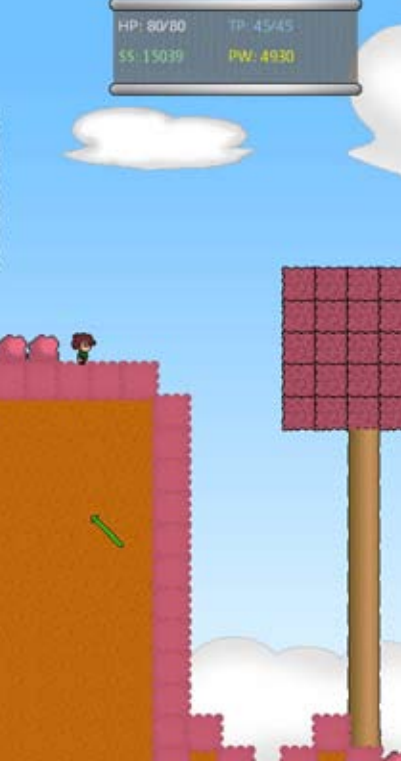
System: 3DS

Rating: 'E10+' - Everyone 10+

{Animated Blood, Mild Cartoon Violence}

RECENT RELEASES





Product:
 MicroTale
Company:
 Jenito Games

Release Date: Beta
 Out NOW

System:
 PC

Rating:
 'RP' - Rating Pending



Game: JAZZ Trumps Journey
Company: Bulkypix
Release Date: Out Now
System: iPhone/iPod Touch
Rating: 'RP' - Rating Pending



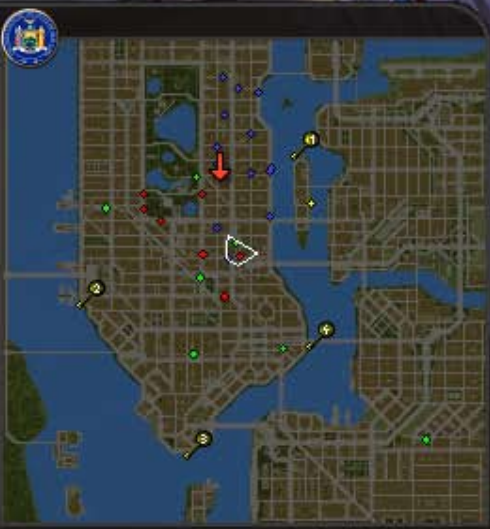




Health bar (red to green gradient)

94,275.81

- Top hat icon
- Bus icon
- Tools icon
- Percentage icon
- Graph icon
- Gears icon



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7

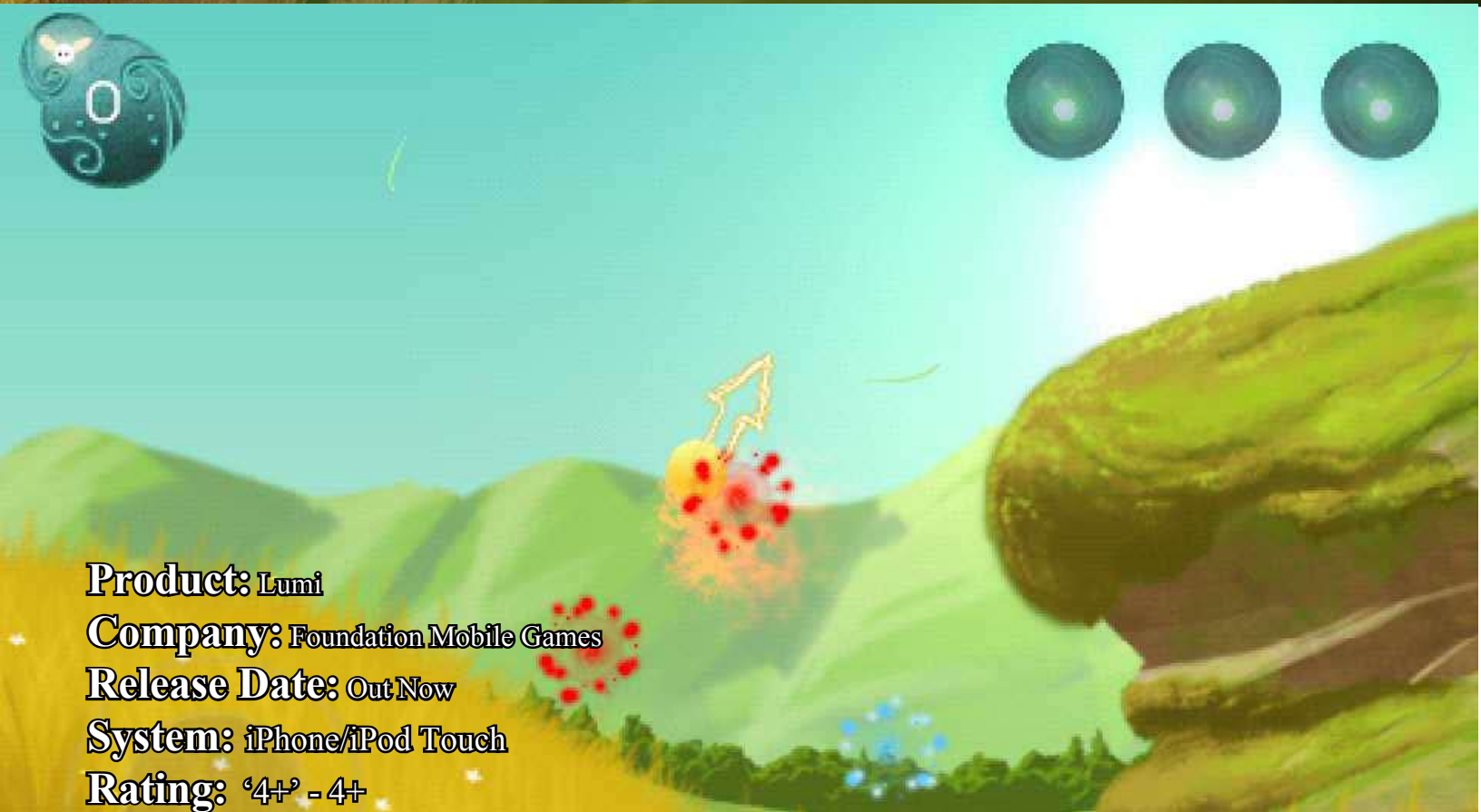
Product: Cities in Motion
Company: Paradox Interactive
Release Date: Out Now
System: Personal Computer
Rating: 'E' - Everyone
 {Alcohol Reference}







Product: Cities in Motion
Company: Paradox Interactive
Release Date: Out Now
System: Personal Computer
Rating: 'E' - Everyone
{Alcohol Reference}



Product: Lumi

Company: Foundation Mobile Games

Release Date: Out Now

System: iPhone/iPod Touch

Rating: '4+' - 4+

back world map

level 1





TAKE DOWN OPPONENTS!



PLAY MULTIPLE CHARACTERS



RACE FOR 1ST PLACE

Game: Woody Woodpecker
Company: Chillingo
Available: Out Now
System: iPhone/iPod Touch/iPad
Rating: '4+' - 4+





Your turn

ready to attack

 VS **ZEO**  

Last move: 2 hours ago Created: 11/03/11

ready to attack

 VS **ZEO**  

Last move: 2 hours ago Created: 11/05/11

ready to attack

 VS **SPANKYACE**  

Last move: 33 minutes ago Created: Sunday

START A GAME!

 Challenge Friends |  Create Game |  Invite Followers

   kube VS  Drewcifer  



200

 18        

Game: Hero Academy

Company: Robot Entertainment

Available: Out Now

System: iPhone/iPod Touch/iPad

Rating: '9+' - 9+ {Infrequent/Mild Cartoon or Fantasy Violence}

Devotional

The Wisest Man

We had a sermon at church recently where our pastor shocked us with how bad things have gotten in terms of immorality in America. The passage of scripture that related is 1 Kings 11. The world was able to turn the wisest man alive from God to worthless things of the world. **1 Kings 11:2-6** *2 They were from nations about which the LORD had told the Israelites, "You must not intermarry with them, because they will surely turn your hearts after their gods." Nevertheless, Solomon held fast to them in love. 3 He had seven hundred wives of royal birth and three hundred concubines, and his wives led him astray. 4 As Solomon grew old, his wives turned his heart after other gods, and his heart was not fully devoted to the LORD his God, as the heart of David his father had been. 5 He followed Ashtoreth the goddess of the Sidonians, and Molek the detestable god of the Ammonites. 6 So Solomon did evil in the eyes of the LORD;*

he did not follow the LORD completely, as David his father had done. He was told not to, and he disobeyed. He thought he knew better. And it wound up costing him. **1 Kings 11:11** *So the LORD said to Solomon, "Since this is your attitude and you have not kept my covenant and my decrees, which I commanded you, I will most certainly tear the kingdom away from you and give it to one of your subordinates.* How many of us know what the right thing is, and we do what the world tells us to do? How many listen to other humans over God?

Solomon had one thousand women to fulfill his earthly lusts and desires. It obviously did not make him happy. How many out there are living lives for themselves? Following their own lustful desires? Putting things above God in their lives? Has that brought joy to you? Or has it brought bondage and slavery to that thing?

The wisest man who ever walked the earth knew the right thing to do. But he did the wrong thing. The wrong slowly influenced him. Over years it eventually became his undoing,

his downfall, and the downfall of his nation.

We can learn from king Solomon. We can choose a better path. We can build up defenses against the things that will ruin lives. We can turn our hearts away from the filth. We can turn our hearts, minds, and souls to God. We can accomplish things for His kingdom. We can follow through on making the right decisions. We can devote ourselves to one another in brotherly love. We can embrace God. We can build a legacy.

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 parts of the book freely to the millions of readers of FFG.

Lie: Well, okay there are some religious aspects to video games.

Defense: That is okay because these game come from the Orient.

Exposure: How someone can go from the lie there is no religious content, to its okay because the games come from the Orient makes no sense to me. It is like they lose one lie, and immediately bring up another one. It is like a rigged shell game, where you check all three shells and find nothing under all of them. That accurately describes the substance to their arguments. Discussions on this particular video game lie frustrate me to no end, because there is an anti-Christian bigotry exposed. For those not aware there is something called 'Regionalization' in the video game industry. That means games are altered for different countries. A company would not pick a title for a game that when translated would be offensive to a region. Most role playing games receive quite a

few alterations because a joke in Japan may not make a lot of sense to Americans. Maybe we do not have a certain kind of store, or those products sold in a vending machine. The part that baffles is me is the teams who do the regionalization do absolutely nothing to regionalize the games for Christians. Remember the stat on eighty percent in polls that claim to be Christian? Logic, and intelligent business sense would dictate these companies would want to make these games friendly to Christians.




Sadly I have found almost every single role playing game has anti-Christian elements in it. Whether they are teaching Satanism, Buddhism, or Hinduism beliefs; those aspects are kept in the video games.

Why? Are they trying to indoctrinate Americans into their belief system? Could it be they are accepting this lie, and need to read this book right now?

I do not have all the answers to every question I ask, and I encourage you to ask these questions yourself. If you buy a game with a disturbing teaching, contact the company who published it. Let them know of your disgust for that content. Too many people move on, and do not actively participate.

I routinely let develop-

ers know of content I did not find appropriate, and I tell them why. Sure there are some who do not want to have me come their way again, but if I do not speak out - the concept would not even be on the table for discussion. This is another reason for writing this book. These concepts must be discussed at dinner tables, game developer meetings, E3, churches, and all across America. People need to take a very discerning eye to the content, and then give feedback. My one piece of advice is to give both positive and negative feedback. Video game publishers, and developers can get turned off if they only hear negative feedback. I have noticed a lot of New Age concepts in plenty of the role playing games as well. A friend of mine spent years playing role playing games. Before he started he claimed to be a Christian. After years of exposure to the New Age concepts he started to explore the New Age religion. I have seen it happen way too often. Impressionable minds that are not actively growing in the Christian faith, let themselves be led into something else. The truly sad part is he does not even draw the connection between his video game choices, and his radical religious flip-flop.


 x1594
 x3
 x0



 x850

Bee Keeper Suit



 1/7
Fashion Stylist

Prince



Game: Touch My Katamari

Release Date: February 22, 2011

Rating: 'E10+' - Everyone 10+



Company: Namco Bandai

System: PS Vita

{Comic Mischief, Mild Fantasy Violence, Mild Suggestive Themes}



Nyko Power Armor Kit for PS Vita



Nyko Speaker Stand for PS Vita



Nyko Power Kit for PS Vita

Nyko Game Case Pro for PS Vita



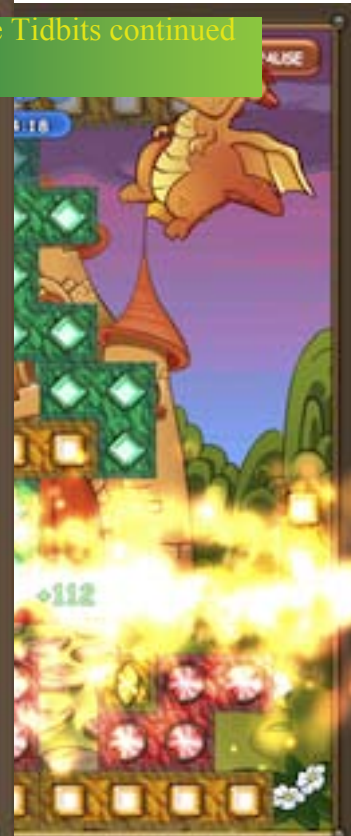
Nyko Yo Gabba Gabba!
Hip Pack - Brobee



PS Vita



Nyko Power Grip for PS Vita



Product: Kroco Gems
Company: Dracoders
Release Date: Out Now
System: iPad
Rating: '4+' - 4+



Product: Tekken 3D Prime Edition
Company: Namco Bandai
Release Date: February 14, 2012
System: Nintendo 3DS
Rating: 'T' - Teen
{Mild Suggestive Themes, Violence}



Product: BEN 10 Galactic Racing

Release Date: February 15, 2012

Family Friendly Gaming



Company: D3Publisher

System: Playstation Vita

Family Friendly Gaming

Rating: 'E' - Everyone



Product: Gowlanser: Wayfarer of Time
Company: Atlus
Release Date: July 24, 2012
System: PSP
Rating: 'RP' - Rating Pending



