

# Family Friendly Gaming™

The VOICE of the FAMILY in GAMING

**Kinect Rush A Disney Pixar Adventure is shaping up for families**



**Is family winning the Quarrel?**



**Hot Shots Golf is on the Playstation Vita!**

**Mario Party 9, Bang Bang Racing, KooZac, and many more are being developed.**

**Have you played Epic Quest, Rhythm Party, or Final Fantasy XIII-2 yet?**

Body and Brain Connection, Steel Diver, Gu Morning, and a few shockers reviewed this issue.

**Issue #56**

Display until  
**April 11, 2012**

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The VOICE of the FAMILY in GAMING

Are you ready for some major league baseball on the Play

Issue Number 56

March 2012

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



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Are you ready to Kinect with Star Wars?

ModNation Racers is tuning up for the PS Vita.

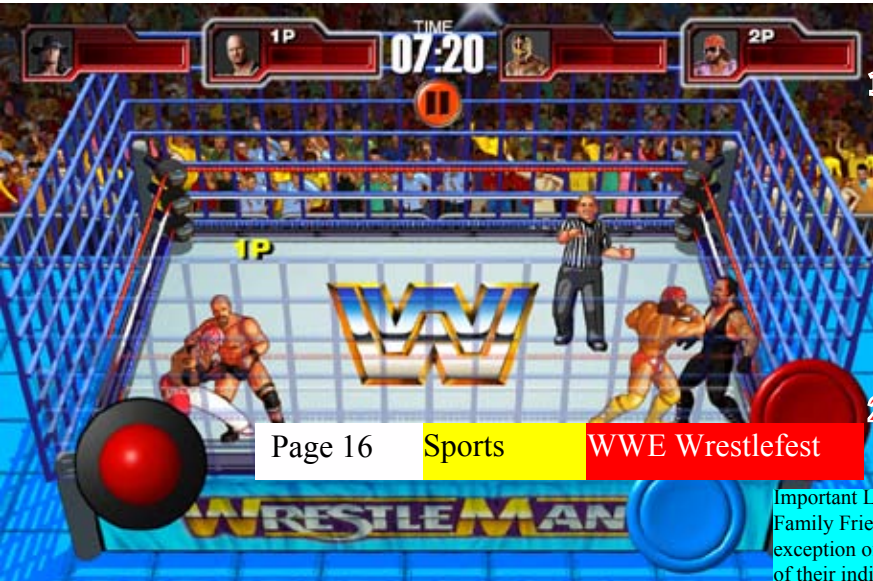
Kingdom Hearts 3D, Crush3d, Kid Icarus Up-rising, and more are being developed.

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.

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# Editor's Desk

## Addiction

Long time readers know that my Editor's Desk columns range. Some are fun, others are updates on what is going on. And some of them are industry shaking, hard hitting issues. This column is one of those that I hope comes across as industry shaking, and hard hitting.

Our industry needs to stop turning a blind eye to video game addiction. People have died, and children have been neglected. It is time for our industry to stand up and take responsibility. It is one of the ways our industry can start to grow up. The time to be childish is past. The time to own up to reality is now.

People got hurt because they tried to perform the same moves as wrestlers in the WWE. What did they do? They have warning as the start of their products that tell everyone: "Please do not try this at home." Sure they may have done it because they were worried about law suits. But they also took responsibility for their potential negative side effects of their product.

Our industry can learn from their fine example in this regard. It is my personal hope and prayer that the video game industry will step up and do the right thing. Video games have dangers and hazards associated with them. To deny that is to

deny reality itself. Anyone who denies it loses all credibility.

Thankfully there have been a few companies and a few products that are starting to do things to try and help video game addicts. The games that remind you to take a break are doing their small part to help. They are saying: "Hey its great you love to play our game, go and live some real life." The game will be there when you get back. Obsession over a video game is not healthy. It is not to be admired. It is a form of gluttony.

You thought gluttony had to do with just food? Gluttony can be with just about anything. You can glutton yourself on a sports team, a job, television, the internet, movies, and so much more. Yes you can even glutton yourself on video games.

The part that really gets me is too few of my fellow gamers care. They are so self absorbed that thinking about their fellow gamers does not even enter their minds. As long as they can get all of their personal entertainment taken care of, they don't care about anything or anyone else. If you do not care about your fellow gamers then shame on you. A portion of Video Game Lies is devoted to you, and why you need to change.

For those brave warriors trying to get the word out

about video game addiction - I applaud you. I congratulate you for taking on such a massive machine. The industry itself generally cares more about profits than it does people. People are there to spread the word about their games. The more their fanboys love their product the more they will preach to everyone they find about said game. Those that are trying to improve the industry generally have to wade through the apostles of these games. And they can be as vicious as a suicide bomber. I have run across them before.

What will you do? Will you try and make the industry better? Or will you stick your head in the sand and let things get worse?

God bless you, and yours,  
Paul Bury



# Female Side

## Memories

Our youngest child turned seven recently. This afforded me an opportunity to have some memories. When he was born he did not 'declare' himself. Declaring is when a baby cries. He was wheezing and trying to get air. The problem was his lungs were not fully inflating. They tested his CO2, and had to get him on a ventilator. They rushed him to a different hospital. I had a C-section so I had to stay at my hospital for forty-eight hours. Trust me when I say I was motivated to go see my baby. I pushed myself like a world class athlete to get out of that hospital to see him. While this was going on my hubby was running back and forth between hospitals. He would see Noah, and he would spend time with me. Then he would find some time for our other son - who was being watched by his parents.

In times of great turmoil we really turn completely to God. I got out of that hospital in forty-eight hours, even though C-sections rarely make it out. I believe with my whole heart that God gave me the strength. He picked me up, comforted me, and guided me. Both Paul and myself felt God close to us during this time. Our story has helped others over the years when they have gone through

the same thing.

I remember when I first got to see him. Scrubbing my hands at that huge sink, being wheeled over (I rested in a wheel chair at the hospital with the NICU at first), standing up, and seeing him in that little bed hooked up to all kinds of electronic monitoring devices. I talked to him and let him squeeze my finger. Then a rather mean nurse came over and told me to stop talking to him because I was working him up too much. A little later the doctor came over, and discussed his condition. Then a social worker offering us a variety of assistance with our situation. Suffice to say I never saw that mean nurse again. I remember Paul calmly explained to that mean nurse that it was my first time seeing him. She had just shushed him. I think he may have wanted to give her a choke slam, but contained his anger.

God allowed Noah to make it out of that condition. He got better. Then at four months he was not rolling over. The doctor made us wait until six months. At that point he was still not rolling over. He was subjected to a variety of tests. He went into physical therapy, and later speech therapy. Few people who meet Noah would recognize any issues with him. He has a hearing problem in terms of the translations. Meaning his

ears work fine, but the process of comprehension is not always there. It comes down to focus. If he focuses on it, he is fine.

This minor issue is so small compared to everything else we have gone through that we do not worry about it. He has worked through not being able to crawl, walk or talk to being in the grade for his age - with help. He is eager to do the right thing, and he has a heart to serve. He is an amazing blessing.

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

## Herd Mentality

What is with the herd mentality from so many gamers? The WMG has been taking notes after conversing with so many fellow gamers. No wonder so many different gaming sites create buckets and categorize gamers. There are certainly plenty of gamers who fit into certain set stereotypes. The questions intelligent minds need to ask is this: "are the games causing this?" Maybe they are, maybe they are just accentuating natural tendencies. Does anyone out there actually think games have no impact on their minds? You know the category of ignorant or delusional gamer. What about the arrogance so many gamers exhibit? Do the games hold some responsibility for it? The know-it-all gamers are a step beyond the arrogant gamers. They think they know everything about everything, and expect to be heard. Those gamers do not like to listen. They are great at arguing and creating problems. So if you want to sow seeds of dissension then bow down and worship them.

What about the herd mentality? What does any of that have to do with the herd mentality? Ask the herd those questions. Their reaction is telling of who and what they are. They go along with the flow, and repeat the same things. What makes the WMG sad is rarely do they actually think for themselves or present a new idea. It is like their creativity has been siphoned away. Or maybe they have become slothful.

The WMG hopes that the Wii and Kinect can reverse this horrible trend in gaming. Thing is the lazy games are still coming out. There are too many gamers who refuse to experience anything new with the Move, Wii, or Kinect. They want to sit there and slowly drain their lives away. Can we shake their apathy? Are interventions in store for many of their futures? Only if there is someone around them that actually cares. Maybe if they actually have some interest in improving their lives. The sad thing is the society and the culture have become accepting of wasting ones life away. The herd is killing itself off - which is why the industry has been seeking new blood.

# 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!

## Grand Slam Tennis 2

Can you train on the total racquet technique in practice modes similar to Virtua Tennis 3 or will you just earn XP for playing the game like in The Masters PGA 12?

- *MajicMan*

{Paul}: We contacted EA Sports, and here is what they told us: "Yes you can. There is a full Tennis School mode where you can work on every aspect of your game. From basic to advanced



shot types, accuracy, net play, strategy and more. The drills are led and voiced by John McEnroe himself. Training is also built into the career mode, and is as important for your created player as it is for the real pros. In Career, each month you will have the opportunity to select a training exercise and develop specific attributes and areas of your game. McEnroe will recommend different drills depending on your player type, and the next upcoming tournament."

## Front Cover Blessing

You know how some people believe in the Madden front cover curse? You know where the athlete on the front cover of the game gets hurt or has a really bad year the next year? Is there the opposite of that with Family Friendly Gaming? Do you guys have a front cover blessing?

- *Dean*

{Paul}: I am well aware of the Madden front cover curse. I personally do not know if it is real or not. I have never been on their front cover, and I did not get hurt afterwards. I know that much. A Family Friendly Gaming front cover blessing. I like the

sound of that. I do not know if that is the case or not. I see it as in God's hands. He decides how many readers we have (currently over 2.3 million). He allows successes. I see it as all in God's hands. I take no credit for the successes of these products.

## Simple Way of Life

Does anyone at Family Friendly Gaming yearn for a simpler way of life? Less electronics, media, and technology?

- *Martha*

{Paul}: Yes many of us do. Each of us approach this from different angles. For example in our home we do not have any local television channel, no satellite, no cable, etc. We use what is called the DVD system. We purchase the DVDs that we want, and if we decide we do not want something anymore then we sell it. We routinely give the television a break, and read, or play board games. Whenever the weather is nice I am throwing the football, or kicking the soccer ball with the boys. We do all kinds of things as a family because we find family time to be very important. It is great to unplug, and unwind. I turn my phone off every single night



# OFF

and enjoy peace and quiet.

## **PokePark 2 Interview**

I have read that you don't like being called an ICON in the video game industry. You can't deny that you are an ICON. I watched your PokePark 2 Interview and you have this relaxed laid back approach. Then once we are all lulled into a sense of security - BAM!!! You throw a wicked nasty slider that stuns the person being interviewed. Its powerful man. I have read and seen enough of your interviews so know you are an ICON! You ask questions that none of the boring canned gaming sites even consider asking. You created an amazing empire with Family Friendly Gaming. Every TOP TEN personalities of the gaming industry have to contain you. Otherwise they have no credibility. Like it or not - you sir are an ICON.

- *Shawn*

{Paul}: Wow! Thank you so much for your wonderful email. It really warms my heart. I have a couple of thoughts. I never wanted Family Friendly Gaming to be about me. I also want to honor God with what I do. Which is why I give Him credit for all of the successes

I know I have to stop calling Family Friendly Gaming a small media outlet. God has allowed us to post some amazing numbers. Two point three million unique IP addresses have visited us in the past four years. Close to two thousand and seven hundred reviews published online. Tens of thousands of pages on the website across news, previews, reviews, videos, images, and more. I can't deny the accomplishments nor can I deny the impact Family Friendly Gaming has had. We wow potential advertisers with our numbers. I let God decide where I fall in terms of labels. Don't get me wrong, I appreciate you identifying me as an Icon. I don't want to get a big head. I hope that makes sense.

## **RHYTHM PARTY**

Thank you for your Rhythm Party review. We bought the game on your recommendation and absolutely love it. Keep the good game recommendations coming. Our family trusts



your opinion and will only purchase games you guys recommend.

- *Monica*

{Paul}: You are so very welcome. We appreciate your trust in our opinions on these products. I know PR firms love to hear things like this because it makes them want to continue to work with us on good products for families. It also encourages other PR firms to work with us because they comprehend the reality. Send Family Friendly Gaming a good game for families, and it will equate to sales.

## **Congrats**

Congrats on issue #55! How do you guys keep publishing so many awesome magazines?

- *Troy*

Good job on FFG #55!

- *Eileen*

Family Friendly Gaming continues to dominate with issue #55. Way to go

- *Yvonne*

Congrats on issue 55, keep up the good work.

- *Tim*

{Paul}: Thank you everyone for your wonderful words of



encouragement. I can barely believe we have reached such a high number. The key is to take it one issue at a time. I do not think about how many more until 75, or when will we reach 100. I take it one day at a time, and one issue at a time. It is such a blessing to be able to work on this ministry.

### Week in Review

What happened to the Week in Review videos?

- Dean

{Paul}: We decided to put the Week in Review Videos on hold for a time. Decided to focus on some other projects for the time being. We are considering other options for videos in the future.

### Facebook

Love your Facebook page! Could you allow us to

post messages on the wall? please?

- Sharon

{Paul}: We used to allow posts on the Facebook page until someone ruined it with hate speech, and profanity. Since their horrible words were not family friendly, we locked it down. We have discussed opening it up again when we have a dedicated resource available to monitor it. Sorry we can not open it up at this time. We hope to bring in additional advertisers in the future so we can get a dedicated resource for that task.

### NCIS

Will you continue to review seasons of NCIS? Do you give up on TV shows after they fail enough times in a row?

- Meredith

{Paul}: Well you are in luck

because in this very issue we have reviewed NCIS Season Three. I also plan on reviewing NCIS Season Four in the future. As far as your second question - it is something we pray about. There are shows we decide to stop covering due to content issues.

### My Little Pony

I am looking forward to My Little Pony Friendship is Magic The Friendship Express based on ya'lls review. Thank you. How do you get products before they are out?

- Mary

{Yolanda}: Family Friendly Gaming is part of the media. We get products from the companies and PR firms before they are launched to the public. Sometimes that is months, sometimes weeks, and sometimes days. That way there can be coverage of the products when they are launched to the public.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page: <http://www.familyfriendlygaming.com/comments.html>, or send an email to: [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018







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# Kinect with Country

Country Dance All Stars from GameMill Entertainment is releasing in March on the Xbox 360.





Giving sports fans something special to cheer about this season, 2K Sports today announced the MLB 2K12/NBA 2K12 Combo Pack will be available for purchase on March 6, 2012 at participating retailers for the MSRP of \$69.99 exclusively for the Xbox 360® video game and entertainment system from Microsoft.

Launching in conjunction with Major League Baseball 2K12, the MLB 2K12/NBA 2K12 Combo Pack will feature a full retail version of 2K Sports' new Major League Baseball offering, MLB 2K12, along with a full retail version of NBA 2K12.

Players who purchase the MLB 2K12/NBA 2K12 Combo Pack, along with those who purchase the standalone MLB 2K12 offering, will be eligible to compete in this year's \$1 Million Perfect Game Challenge in which the eight finalists who throw the highest-ranked perfect games will compete in a live tournament with the winner claiming the grand prize. For more on this year's Perfect Game Challenge, please visit [facebook.com/MLB2K](http://facebook.com/MLB2K).

"If you are serious about sports gaming, this offer is simply too good to pass up," said Jason Argent, vice president of marketing for 2K Sports. "Fans waiting to get their hands on MLB 2K12 will also be able to grab NBA 2K12, our greatest basketball title to date."

NBA 2K12, the latest installment of the top-rated and top-selling NBA video game simulation franchise\* has won 26 Sports Game of the Year awards since its October release. For more info on NBA 2K12, please visit <http://www.facebook.com/NBA2K>.

Developed by Visual Concepts, a 2K Sports studio, MLB 2K12/NBA 2K12 Combo Pack is rated E for everyone by the ESRB.

2K Sports is a division of 2K, a wholly owned publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TWO).

\*According to 2008 - 2011 Gamerankings.com and The NPD Group estimates of U.S. retail video game sales through December 2011.

#### Perfect Game Competition Rules and Regulations

GAME MUST BE PLAYED ON Xbox 360 OR PlayStation®3 system. OPEN TO LEGAL RESIDENTS OF THE 50 U.S. (D.C.), 13 OR OLDER (EXCLUDING AZ, CT, MD, ND, & VT). VOID IN AZ, CT, MD, ND, VT AND WHERE PROHIBITED. PERFECT GAME CHALLENGE QUALIFYING ROUND ("THE PERFECT CLUB") BEGINS ON 4/4/12 AT 9:00:01 AM PT AND ENDS AT 11:59:59 PM PT ON 4/30/12. PERFECT CLUB FINALISTS (IF ANY) WILL BE THE TOP 8 VERIFIED PERFECT GAMES IN ACCORDANCE WITH THE OFFICIAL RULES. PERFECT CLUB FINALISTS WILL BE REQUIRED TO COMPETE IN A TOURNAMENT FOR GRAND PRIZE. PERFECT CLUB FINALISTS AND GRAND PRIZE WINNER SUBJECT TO VERIFICATION. GRAND PRIZE WILL NOT BE AWARDED UNLESS AN ELIGIBLE ENTRANT THROWS A PERFECT GAME BY 4/30/12. SUBJECT TO THE OFFICIAL RULES LOCATED AT [WWW.2KSPORTS.COM/PERFECTGAME](http://WWW.2KSPORTS.COM/PERFECTGAME).





# SPORTS



× Take the shot

Remaining  
169 y

L 41 R



170 y

**Game:** Hot Shots Golf World Invitational  
**Company:** Sony  
**Available:** Out Now  
**System:** Playstation Vita  
**Rating:** 'E' - Everyone  
{Mild Suggestive Themes}



20 Pts.)

# FEATURE



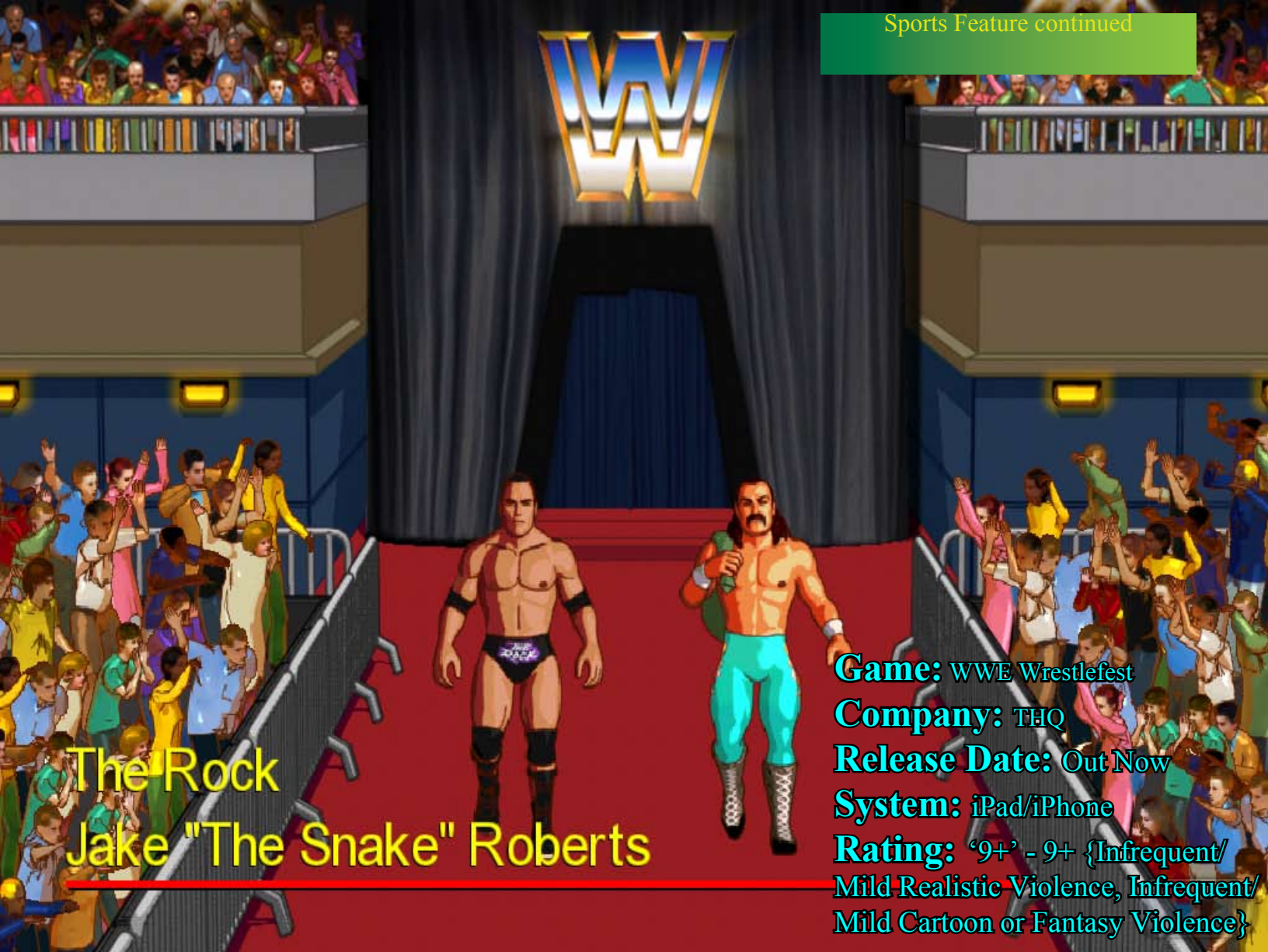




John Cena







The Rock  
Jake "The Snake" Roberts

**Game:** WWE Wrestlefest  
**Company:** THQ  
**Release Date:** Out Now  
**System:** iPad/iPhone  
**Rating:** '9+' - 9+ {Infrequent/  
Mild Realistic Violence, Infrequent/  
Mild Cartoon or Fantasy Violence}





# In the

## COURAGEOUS DVD Debuts at No. 1 Nationally

COURAGEOUS, the hit fatherhood film that packed theaters and touched lives across the country last fall, launched retail sales nationwide Jan. 17 and debuted as the top-selling DVD in the country, surpassing major Hollywood hits, including some Oscar® nominees, like THE DESCENDANTS and THE IDES OF MARCH.

A Sherwood Pictures production, the COURAGEOUS DVD is distributed by AFFIRM Films/Sony Pictures Home Entertainment in the general market and Provident Distribution in the Christian retail market. COURAGEOUS, the third theatrical and fourth film from Sherwood Pictures, tells the story of four men with one calling: to serve and protect. As law enforcement officers, they are confident and focused, standing up to the worst the streets have to offer. Yet at the end of the day, they face a challenge that none of them is truly pre-

pared to tackle: fatherhood.

COURAGEOUS opened in theaters at No. 4, landing in the box office top 10 for four weeks, opening on just over 1,100 screens. Like its predecessors, FIREPROOF and FACING THE GIANTS, COURAGEOUS drew a faith and family audience, hungry for this type of content.

“With each film, we’ve been grateful to see audiences and theater counts grow,” said COURAGEOUS director, co-writer and featured actor Alex Kendrick. “It’s been remarkable to witness our church-made films do well head to head with Hollywood movies. When we heard the COURAGEOUS DVD was No. 1 in the nation, our Sherwood family rejoiced about how many families may be touched and how many dads may find something in the film that helps them be better fathers. That’s our first measure of success.”

COURAGEOUS also is available on Blu-ray in a combo pack with the Exclusive Collector’s Edition DVD at CBA retailers with more than two hours of bonus features.

## PlayFast Announces Updated Browser Technology That Can Take Any PC Game and Stream it Directly To The Desktop

PlayFast, a technology company focused on developing and deploying digital distribution platforms and solutions for games, today announced an update to its technology enabling any PC game to be embedded in a web page and streamed to consumer desktops. As a result, players can start experiencing the game before it has been completely downloaded, making getting into the game faster and easier than ever before.

With the technology update, the company is also offering potential partners the opportunity to bring any of their PC titles to the browser. Interested publishers and developers should contact Charles Speyer, Head of Business Development at PlayFast – cspeyer [at] playfast-tech [dot] com.

# News

“We have had a full turnkey digital distribution platform available for some time now and are addressing the streaming aspect as a feature that many publishers would like to have without the need for a large scale implementation,” said Sean Kauppinen, CEO of PlayFast. “Publishers can offer their games directly to consumers on a landing page, and monetize on social networks including Facebook or Twitter. While many cloud services will offer this type of service in the future, we’re able to offer it today.”

PlayFast’s PlayNow Browser Technology takes PC games and delivers them to the browser by prioritizing and streaming the game content. The technology enables publishers and developers to monetize existing catalogs and add new revenue streams to both online and offline PC games. PlayFast also has streaming download technology that addresses the increasing size of game downloads, which is one of the greatest challenges for the online games market today. By reducing the size of the download necessary to being played, download abandonment is significantly reduced and players quickly get into the game.

## New Character Class and More in Dungeon Defenders

Dungeon Defenders is getting even more love in the way of Steam DLC with today’s Assault Mission Pack and Barbarian character class! The Assault Mission pack is a steal at \$1.99 that includes three assault missions, a new map and a super awesome unicorn familiar to top things off. The new Barbarian character class changes things up at \$2.99, boasting the ability to dual-wield and change the game with battle stances, which actually replace his ability to construct towers – he’s a beast in combat!

Hailing from the dense jungle lands far to the south, the Barbarian is a masterful fighter who can wield two melee weapons simultaneously and unleash devastating combos! Using five distinct fighting stances instead of towers, the Barbarian is able to adapt to any combat situation. His Battle Leap ability allows him to

instantly close the distance to a far-off target, while his Battle Pound ability will decimate any nearby enemies. If massive damage and incredible destruction are what you seek, the Barbarian is the hero for the job.

The Barbarian Hero Class has the following fighting stances:

**Tornado Stance** – Run faster, attack quicker, jump higher, and push back enemies with a flurry of quick, low damage attacks.

**Lightning Stance** – Use the power of lightning to stun your enemies as your attacks make contact, while taking a small amount of damage for each hit.

**Siphon Stance** – Sacrifice some of your resistances to steal life from your enemies as you damage them.

**Turtle Stance** – Enter this protective stance to greatly increase your resistances, but reduce your movement speed and jump height.

**Hawk Stance** – Summon the powers of the mighty hawk to deal a massive amount of damage in your next





attack.

Discover new ways to dominate the battlefield by combining any two of these fighting stances simultaneously, or using these powerful abilities:

**Battle Leap Ability** – This ability allows the Barbarian to quickly close the distance to far-off enemies with a powerful leap attack.

**Battle Pound Ability** – This is a powerful radial ability allows the Barbarian to decimate any nearby enemies.

## IndieCade 2012 Now Accepting Submissions

Submissions for IndieCade's 2012 International Festival of Independent Games are now open at the IndieCade website: [www.indiecade.com](http://www.indiecade.com)

IndieCade invites independent game artists and designers from around the world to submit interactive games of all types. Works-in-progress are encouraged.

IndieCade programs are designed to bring visibility to and facilitate the production of new works in the independent game community.

“Our mission is to spotlight the best cutting-edge work and the most innovative game designs -- often thriving at the fringes of the game industry,” Stephanie Barish, CEO, IndieCade explains. “Our goal is to bring public as well as industry attention to exciting, innovative games,



created by independent developers.”

Games selected will be spotlighted at the annual IndieCade Festival, Oct. 4 – 7, 2012; featured on IndieCade's website and promoted via social media. Finalists will be considered for more than 12 categories, with winners honored at a formal awards ceremony during the fall festival.

Game-makers selected as finalists will receive two VIP all-access tickets to IndieCade 2012, including admission to the awards celebration and all VIP receptions and social events.

Any team that submits a game receives a main festival pass; an invitation to participate in IndieX-change, a day long program offering practical workshops, networking opportunities and one-on-one meetings with art leaders, publishers and potential funders. IndieCade supports independent game development globally through a series of international events highlighting the rich, diverse, artistic and culturally significant contributions of indie game developers. IndieCade's programs are designed to bring visibility to and facilitate the production of new works within the emerging independent game community.

## Amsterdam Airport Schiphol selects RescueSim for its Emergency Airport Incidents

With almost 50 million passengers and over 420,000 aircraft movements in 2011, Amsterdam Airport Schiphol is one of the busiest airports in the world and a leading air traffic hub in Europe. Safety has the highest priority at Amsterdam Airport Schiphol and is watched over by a dedicated fire brigade of over 140 persons. Amsterdam Airport Schiphol operates one of the most advanced airport fire fighting training centres in the world. The combination of state-of-the-art emergency response equipment and well prepared emergency response crews, ranks Schiphol amongst the world's best prepared airports.

After a formal tender process in which different suppliers of virtual incident management software were thoroughly evaluated and tested, Schiphol selected RescueSim as its virtual emergency response training tool. RescueSim will provide the airport's emergency services with a state-of-the-art training tool allowing crews to

simulate a wide range of airport incidents and practice their response strategies for these incidents in a cost effective and safe way.

VSTEP, Europe's leading developer of simulators and virtual training software, is working closely with the Schiphol Fire Brigade to customize its RescueSim training platform to include a full virtual 3D model of Amsterdam Airport Schiphol and the surrounding area and relevant incident scenarios. The fire brigade will have at their disposal all relevant aircraft types, emergency services vehicles and equipment as well as general airport equipment, guaranteeing realistic incident simulation.

Cristijn Sarvaas, VSTEP CEO: "We are extremely proud that Schiphol has chosen RescueSim as their virtual training platform. Airports are an important customer group for RescueSim virtual training and Schiphol is one of the finest reference customers in the world. The Schiphol Fire Brigade and VSTEP are working closely to further enhance RescueSim and meet the rigorous demands of the airport sector. With Amsterdam Airport Schiphol, Dutch Railways, Port of Rotterdam and leading Fire & Rescue Safety Regions using RescueSim, it has become the training tool of choice for Holland's emergency services."

Tom van Maastrigt, Project Executive and Manager Preparation & Safety Training, Schiphol Group:

"Training is an essential and ongoing business for emergency response teams. Virtual training will be an important part of the training programme for Incident Commanders and crews. We expect a long lasting partnership with VSTEP to ensure that not only our fire brigade will benefit, but all parties involved in the emergency organization at Amsterdam Airport Schiphol as well!"

RescueSim is the leading virtual emergency response training software available today. It helps emergency response teams prepare for any thinkable incident by letting them train in a realistic virtual environment, without the dangers, costs and time associated with traditional practical training. RescueSim offers specialised modules for Fire & Rescue services, as well as Airport, Industrial, Offshore, Port and Highway Incident Management.





## New Report Finds that Mothers of Large Families Are Among the Happiest Wives

According to a report recently released by The National Marriage Project at the University of Virginia, in partnership with the Center for Marriage and Families, the parents of large families are at least 40 percent more likely to be happily married than the parents of smaller families. *The State of Our Unions: When Baby Makes Three—How Parenthood Makes Life Meaningful and How Marriage Makes Parenthood Bearable*, focuses on the emotional wellbeing of parents and reveals the fascinating—and perhaps surprising—results of a recent Survey of Marital Generosity.

Who are America's happiest families? And why are they happier?

- Parents of large families are about twice as likely to attend church, synagogue, or mosque on a weekly basis or more often, and to reap the added social support they find there.

- Parents of large families—especially mothers—are more likely to strongly agree that “my life has an important purpose,” compared to their married peers with smaller families or no children.

The Survey of Marital Generosity suggests that mothers and fathers of large families are happier in part because they find more meaning in life, receive more support from friends who share their faith, and have a stronger religious faith than their peers with smaller families.

“Given the religious meaning, social support, and normative importance attached to marriage by men in many religious communities, it appears that part of the explanation for the greater happiness of mothers with large numbers of children is that such women benefit from having particularly attentive husbands,” said W. Bradford Wilcox of the University of Virginia, director of the National Marriage Project and lead author of the report. “The Survey of Marital Generosity indicates that these husbands are more likely to engage in regular acts of generosity—such as making coffee in the morning for their wives or frequently expressing affection—and to spend more quality time with their spouses compared to other husbands.”

Not all of us wish to or can hope to have a large family. But these mega-moms and dads who combine happy, lasting marriages with active childrearing have something to teach us all.

## PopCap Games to Launch Solitaire Blitz

PopCap Games, the worldwide leader in casual video games, announced the upcoming launch of Solitaire Blitz™, an all-new, original game designed exclusively for Facebook users.

The aquatically themed social card game will be previewed today at press events in Europe and North America, including hands-on access at Electronic Arts' “Spotlight EA” product showcase in New York. Solitaire Blitz will officially debut on Facebook shortly through a gradual Beta launch, becoming available to the entire Facebook user base by early March.

Consumers should prepare to embark on an underwater experience unlike any other as Solitaire Blitz offers a whole new world of solitaire in a fast-paced, social setting. This un-solitary version of solitaire promises endless entertainment for players of all types.





## Gameloft Launches 1st Farming Simulation Game on Google+

Gameloft, a leading global publisher of digital and social games, announced the launch of their second title on Google+ and the first farming simulation game to hit the platform, Green Farm. A complete list of features includes:

- Earn coins to buy a huge variety of seeds, animals and buildings to customize your farm
- Visit your friends' farms to see what they look like and even send each other gifts
- Gather organic plants and use renewable energy sources like solar panels or electric windmills
- Refine your skills by making your own homemade apple juice and cheese, or develop specialties like gardening or carpentry
- Never again forget to feed your animals on time thanks to push notifications
- Customize your avatar at will, take on fun missions and get tons of help from tractors, planes and even robots!

## New FB App Teaches Kids Financial Management via Rewards

In 4 steps, teens and young adults can learn about responsible financial management while saving up to a specific spending goal:

- 1) Users select an item to save up for from the GoalCard's Amazon-powered catalog and create a savings plan.
- 2) Users input their income sources (allowance, babysitting cash, jobs), helping them allocate funds and track spending through a single, simple interface.
- 3) Users earn cash-back points for hitting savings goals, answering questions that boost their financial savvy, and making smart spending choices.
- 4) When users reach their savings goal and redeem their item from Amazon, Bobber receives a portion of the sale they helped generate, and the user in turn receives up to 4% cash back based on their activity within the app.

## El Presidente Pours a Concrete Jungle in New Add-on Content

In the previously released "Plantador" add-on content for Tropico 4, El Presidente was on his way to becoming a master gardener, and now with today's "Quick Dry Cement" add-on, he's moved into building his own concrete jungle. The new content, available today for the Xbox 360® video game and entertainment system from Microsoft and Windows PC, adds the new Cement Factory building, along with additional character traits, costumes and more, all for a Swiss Bank Account-pleasing price of 400 Microsoft Points / \$4.99 USD.

The Quick-dry Cement add-on pack contains:

- Building: Cement Factory (accelerates all constructions on the island)
- Character Trait: Constructor (free cement factory, construction workers gain skill faster)
- Character Outfit / Vanity Item: Engineer helmet (for male and female avatars)

Mission theme: The largest city in the Caribbean - build a huge city across the whole island while fighting all kinds of disasters

Decorations: Tropical flagpole, Small park, Flower bed 2, Flowering tree 2, Constructor statue

Tropico 4 sees you return as El Presidente, the tyrannical (or benevolent) dictator of the island paradise of Tropico. The world is changing and Tropico is moving with the times – geographical powers rise and fall and the world market is dominated by new players with new demands and offers – and you, as El Presidente, face a whole new set of challenges. If you are to triumph over your naysayers you will need to gain as much support from your people as possible. Your decisions will shape the future of your nation, and more importantly, the size of your Swiss bank account.

Tropico 4 features all new missions across new maps and includes exciting and fun new features to keep the action fresh and challenging. You can even elect ministers into power to help get your more controversial decisions passed through the government. But remember to keep your friends close and your enemies closer as everyone has an agenda!

## My Xbox

Gaming experts Christina and Bill Loguidice cover everything Xbox has to offer, uncovering cool features and tools most users won't ever discover on their own. Readers learn how to get started with Xbox 360 fast-network their Xbox 360s and run the media content in their Windows PCs personalize their Xbox experiences find great stuff on Microsoft's Game, Video, and Music Marketplaces get acquainted with their Xbox friends and communities get to know the Kinect controller and Hub, find great Kinect games, and get better at playing them. This book's concise, step-by-step instructions link to callouts of Xbox screen captures that show users exactly what to do. Tips and Notes help them discover powerful new techniques and shortcuts, and Help features guide them past common problems. This book is designed for all 50,000,000 Xbox 360 owners: from those who've just purchased their first system, to those diving headfirst into Kinect gaming, to millions of Xbox Live subscribers who want to get even more out of Microsoft's online services. Bill Loguidice books include Vintage Games and Motorola Atrix for Dummies.

## Discover 7 ways to hear God's voice

Imagine if God spoke to you personally. Have you ever heard Him call your name? Perhaps you just haven't learned how to really listen.

From the authors of million-selling series "God is in the Small Stuff" comes Listening to God: Experience His Presence Every Day (Barbour Books, January 2012), a daily discipleship journal that positions readers' hearts and minds to hear the still small voice of God.

Authors Bruce Bickel and Stan Jantz are passionate about presenting biblical truth in a clear, casual, and concise manner, which is why they chose a bold approach in their latest collaboration. Listening to God is written in the first-person voice—so it's like God is speaking directly to the reader.

"We do not claim to speak for God," says Bickel. "We have simply chosen a format will capture the personal way God loves and cares for all of us. We've been careful to present only those truths and principles that



are found in God's Word. All we ask is for the reader to be open to what God has already said."

Bickel and Jantz have collaborated on more than 50 books, with well over three million copies in print. Well-known for their straight forward and encouraging approach to Christian living, they are going back to the basic principles and doctrines of the faith, presenting them in a refreshing and personal way.

Listening to God addresses seven major themes, one for each day of the week throughout the entire year. Each entry provides a brief but thoughtful reading that features solid doctrine, life-transforming application, and Scripture in today's most popular translations – NIV, NLT, and ESV.

Seven daily themes in Listening to God focus on a particular aspect of God's voice:

"God" on Monday: Readers will hear from God about His character, and learn about how He works in the world and how He desires to relate to us.

"Jesus" on Tuesday: Readers will listen to God as He talks about Jesus Christ, the most remarkable person who ever lived. They will hear about how He lived His life, and about the miracles He performed.

"The Holy Spirit" on Wednesday: Readers will hear God explain the Person of the Holy Spirit, the third per-

son of the Trinity sent by God so we could experience His presence in every moment of our lives.

"God's Word" on Thursday: Readers will hear God through His Word, the Bible. They will learn that it's the grand story of God, written so we can hear His voice – if we will just listen.

"Your Life" on Friday: Readers will connect with God through the principles of His Word, designed to provide a framework for living and to give them the meaning and purpose they desire.

"The World" on Saturday: Readers will hear God share how He wants us to relate to the world and will be reminded of the assurance that He will always be with us through every circumstance.

"The Church" on Sunday: Those who are part of God's church should make it a priority to listen to God, and they need to realize that God speaks in and through His church.

"God is calling your name," says Jantz. "He has many things to tell you, and all He asks of you is a willingness to listen. When you get to that point, you will hear God's voice—and it will change your life."

BRUCE BICKEL and STAN JANTZ are best known for their international bestseller God Is in the Small Stuff and their classic series "Christianity 101." They have co-written more than 50 books, three of which have been ECPA Gold Medallion Award nominees.

## Jewish Messianic Temples Approaching 300 in U.S. and Canada

Bill Koene of ChristianSourceLists.com reports that, based on exhaustive research in the last six months, a total of 284 active Messianic congregations have been identified in the United States and Canada: 272 in the U.S. and twelve in Canada. This number does not include small house-church fellowships. This is a remarkable number, given that fifty years ago there were only a handful of houses of worship in North America that were identified as distinctively Jewish Messianic congregations. Of the total number of Messianic congregations in the U.S. today, interestingly, almost one-half can be found in just five states: Florida (28), New York (26), California (26), Pennsylvania (20), and Texas (20). The three cities that can boast the most Messianic worship centres are: Manhattan (12), Miami (10), and Philadelphia (8).

The term "Messianic Judaism" is understood to mean acceptance of Jesus Christ as being the Messiah ("Yeshua Ha'Mashiach"), the second person of the Trinity, through faith in whom salvation is obtained.

# STATE OF GAMING



## HAND HELD BATTLE

The battle between the Playstation Vita (PS VITA) and the Nintendo 3DS (3DS) is beginning. Will Nintendo continue to dominate? Will apps keep siphoning gamers away? Will the Vita enjoy a sky rocket rise like the Kinect did? You the consumers decide all of these with your dollars. Family Friendly Gaming has no predictions in this regard. We do know there are going to be plenty of exciting games coming out for all of the hand held systems. Sony has ModNation Racers, and LittleBIGPlanet. Nintendo has Animal Crossing

3D and Paper Mario 3D. Expect surprises for both systems at E3 2012. Speaking of E3 2012 - the Wii U is expected to highlight the show. Will Sony or Microsoft unveil something that can trump it? Sony has already gone on record that there will not be a Playstation 4 shown at E3 2012. Microsoft has also gone on record to say there will be no Xbox 720 at E3 2012. So unless they have something big up their sleeves they are conceding to the Wii U for this upcoming E3. Gamers will just have to be patient in terms of news on those systems. Rest assured that as soon as Family Friendly Gaming finds out, we will pass that news along to you - our wonderful readers. Super hero

families are looking forward to GI Joe 2, and The Avengers in the theaters. Expect Blu-ray and DVD versions of these movies by Christmas 2012. Speaking of films, Courageous has been making money hand over fist. Which means more merchandising, and we can expect more films from Sherwood Baptist.

Fitness games have become all the rage again. Expect that to slow down as the weather begins to warm up, and families can exercise outside. Kinect continues to shine thanks to its exercise connection. Can the Wii U capture the market back from Microsoft? Stay tuned true believers, we will find out.

## 1 Corinthians 9:21-23

To those not having the law I became like one not having the law (though I am not free from God's law but am under Christ's law), so as to win those not having the law.

22 To the weak I became weak, to win the weak. I have become all things to all people so that by all possible means I might save some.

23 I do all this for the sake of the gospel, that I may share in its blessings.



# REVIEWS

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

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here - <http://www.familyfriendlygaming.com/Game%20Review%20Template.html>. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

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

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

Wii	Score	Page
<a href="#">Lego Star Wars III The Clone Wars</a>	81	38
iPod Touch/iPhone	Score	Page
<a href="#">Gu Morning</a>	80	39
Xbox 360	Score	Page
<a href="#">Body and Brain Connection</a>	84	30
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Playstation 3	Score	Page
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<a href="#">Steel Diver</a>	72	28
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# Steel Diver

SCORE: 72



Steel Diver is one of those few first generation Nintendo 3DS titles that we missed here at Family Friendly Gaming. After playing Steel Diver I feel like we did not miss much. This submarine game is more of a tech demo in my opinion than an actual complete video game. There are three different sub-



marines in Steel Diver. The small one, a medium size one, and a large one. Each of them have different strengths and weaknesses. The graphics in Steel Diver are very disappointing. The 3D effects are not that great, and do little to help this game. The submarines, and ships explode and sink. The submarines can also crash into rocks underwater. When your submarine takes damage there can be water leaks on the bottom touch screen. Tapping that leak will stop it, and the only way the player has access to the controls. The periscope levels look better than the main levels but just barely. The graphics in Steel Diver are also pretty small

mission. The aquatic music fits the theme of this hand held title.

There are seven levels in Steel Diver in the main game. There are two other mini games which are limited in their capabilities. Players can unlock all kinds of decals in Steel Diver which grant better attributes. But they are not really needed. The thing about Steel Diver that is most irritating is having to beat the levels with each of the three submarines. This is manufactured replay value that hurts. I spent

in my opinion. When I first started playing Steel Diver enjoyed the sounds - especially the voice. After a few levels I got tired of hearing there was a hull breach, and the ship was taking damage. The repetition became an irritation. Steel Diver is kind by explaining the goal of each

my own money and Steel Diver, and feel like it was wasted. The controls in Steel Diver take some getting used to. There is a slider for going forward, and a slider for going up and down. Players need to work with these to move around the levels. The controls in Steel Diver do not feel natural at all. It can take some effort to work with them to achieve success. The medium and large submarine both have rotational controls. So the submarines can be moving at angles as well. This helps in the main boss level. Torpedoes take a few seconds to charge, and the masker helps with torpedoes coming your way. Going to the surface in Steel Diver will heal the damage your submarine has attained. This is an important lesson to learn in this game. The rest of the lessons involve using violence to stop the other side. They greatly outnumber us, so we must murder as many of them as possible. Steel Diver is sort of an enhanced arcade style of a game. - Paul

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Publisher: Nintendo  
System: Nintendo 3DS  
Rating: 'E10+' - Everyone 10+ (Mild Violence)

Graphics: 73%  
Sounds: 74%  
Replay/Extras: 62%  
Gameplay: 79%  
Family Friendly Factor: 72%







# Wipeout The Game

SCORE: 58

Some ideas may look good on paper but in reality they are not good ideas. Take Wipeout The Game on the Nintendo DS. This is a game that never should have been made. Fans of the ABC television show will be disappointed and those of us who have never heard of it - we will never watch it now. This game has 'obstacles' that will try and stop you from getting to the other side. I felt like a chicken trying to cross a road. Or is that a frog? Anyways these obstacles are challenging on multiple fronts. Which I will get to in just a few words.

The graphical glitches in Wipeout The Game are very disappointing. I would land squarely on something, and jump again. My character would walk off the edge into the water. The graphics are not that great, but I noticed certain fe-



male characters are wearing as little as they possible can. In a DS game rated 'E'? Come on ESRB!

The audio sound bytes in Wipeout The Game are irritating. These announcers are constantly trashing the players. They do it by repeating many of the same lines over and over again. They never offer anything helpful, and are a real distraction. Their hateful comments got so bad that I turned the sound completely off.

There are characters and attire to unlock. How do you do it? By playing challenges. This means replaying the obstacles again. Wipeout The Game shakes it up here and there for the player. You might get a few new ones early one. Wipeout The Game boasts thirty-five obstacles. You have to replay many of them multiple times to get to some fresh ones.

The game play in Wipeout The Game



is atrocious. Most of what we do is jumping, and the mechanics for that in this game are close to broken. The visuals do not always match up so I spent time guessing when it was safe to move ahead. The controls are awkward at best. Wipeout The Game is one game to just avoid. Learn from my experiences.

The lessons in Wipeout The Game are to mock others when they fail, treat people like dirt, and to insult everyone. I am sorry but that is the main lesson in Wipeout The Game. This hand held video game also teaches us to be lucky. That is really the only way I ever beat some obstacles and challenges. Or the game just let me pass after so many failures. No sequels are needed to Wipeout The Game on the Nintendo DS. I hope to forget this game because it put me in a real foul mood.  
- Sam

Publisher: Activision  
System: Nintendo DS  
Rating: 'E' - Everyone  
{Comic Mischief}

Graphics: 63%  
Sounds: 52%  
Replay/Extras: 66%  
Gameplay: 50%  
Family Friendly Factor: 61%





# Body and Brain Connection



SCORE: 84

Body and Brain Connection is a title that has been on our list to purchase and review for some time now. This Family



major selling points for this product.

There are enough mini games in Body and Brain Connection to keep family members engaged for a few weeks at a minimum.

Friendly Gaming #42 front cover video game is part mental exercise, and part physical activity. For me it is a bit too much of the mental exercises in this Xbox 360 Kinect title. Dr. Kawashima is the brain behind Body and Brain Connection. That name should ring a few bells. Some Brain Age bells.

Graphically Body and Brain Connection has a soft look to it. There are all kinds of educational images in Body and Brain Connection. Family members will have to be quick on their feet with this home console game. The entire body is needed play certain mini games in Body and Brain Connection. This Kinect game will grade family members on their performance. This can be a humbling experience at times.

Body and Brain Connection is generally encouraging to families. I did feel less than intelligent on a few occasions thanks to a poor performance. Body and Brain Connection encouraged me to practice and get better. The educational value of Body and Brain Connection is one of the

I purchased Body and Brain Connection with my own money. I feel like I got my monies worth thanks to this review. If I was not doing this review, then I would have a different opinion. The main reason for that is I was expecting more physical exercise from this Xbox 360 game.

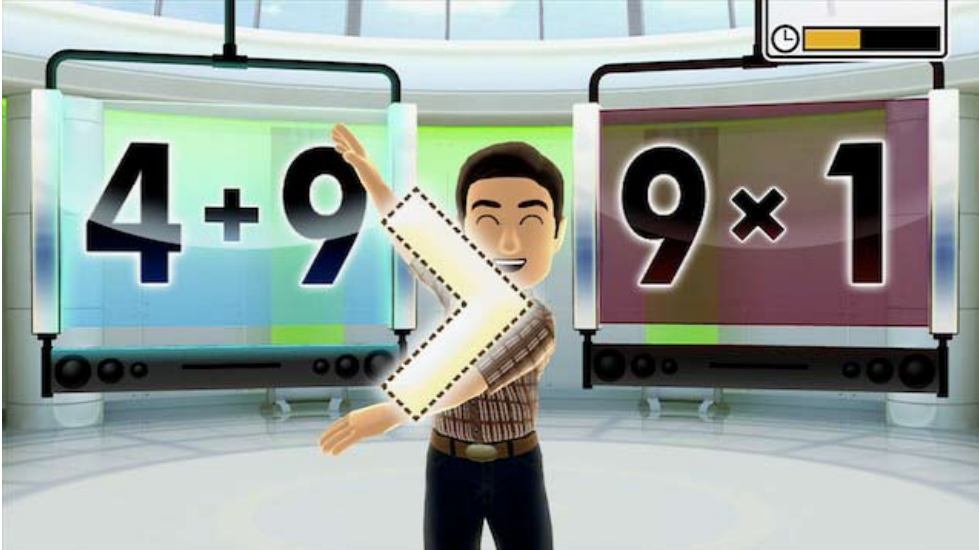
Body and Brain Connection can be difficult. The grading scale in this Kinect game is extreme. One mistake and I did not get a very good score. I wish Body and Brain Connection

was a little nicer in this regard. I had fun with many of the mini games in Body and Brain Connection.



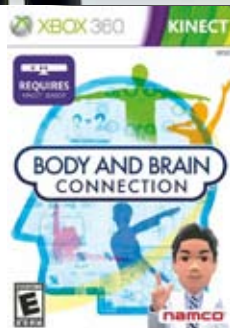
I like the concept of learning and exercising at the same time. It is like jogging and talking to God at the same time. Some ideas mix really well. Unfortunately for Body and Brain Connection it is too heavy on the brain side. With that said, there is great learning opportunities in Body and Brain Connection. I would like to see a sequel.

- Yolanda



Publisher: Namco Bandai  
System: Xbox 360  
Rating: 'E' - Everyone  
{Comic Mischief}

Graphics: 90%  
Sounds: 87%  
Replay/Extras: 85%  
Gameplay: 76%  
Family Friendly Factor: 82%







# VALENTINE'S DAY COOKIES!



**Make your own pastry bag** by filling a plastic sandwich bag with your icing and cutting a small hole in the bottom corner of the bag.

## PREPARATION:

### Cookies:

**1)** Cream butter and sugar with electric mixer until light and fluffy. Then, beat in egg, vanilla, and almond extract. **2)** In a separate bowl stir together flour, baking powder and salt. Add to butter mixture gradually. Mix until dough is not too sticky. **3)** Turn out dough onto well floured surface and gently knead into a nice oval. **4)** Cut dough in half, wrap in waxed paper and chill in refrigerator for at least 2 hours. **5)** Remove cold dough and let sit at room temperature for 10 to 15 minutes before rolling out. **6)** Preheat oven to 350. Line baking sheets with parchment paper or silicone mat. **7)** Working with one half of dough at a time. Gently roll out to 1/4 inch thickness. Turn dough a quarter turn every few rolls and dust often with flour to prevent sticking. **8)** Cut out shapes and transfer to prepared sheet. Space cookies 1 inch apart. Re-roll excess

dough until all is used. Repeat with second half of dough. **9)** Bake cookies one sheet at a time for 10 minutes, edges should just begin to brown. Let cool slightly before transferring to wire rack. Cool completely before decorating.

### Icing:

Mix powdered sugar, vanilla and corn syrup with an electric mixer. Slowly add water one teaspoon at a time until icing is smooth but not runny. It should drip very slowly from beaters. If it becomes too runny add extra sugar until desired texture is achieved. Divide icing into three bowls and mix in food coloring to create desired colors.

Fill your pastry bags with your different colored icings.

**Decorate:** Time to get creative! Have fun making your cookie art!

*Let icing dry completely before storing finished cookies.*

## INGREDIENTS:

### For Cookies:

- 2 sticks unsalted butter
- 1 cup packed golden brown sugar
- 1 large egg
- 1 teaspoon vanilla extract
- 1 teaspoon almond extract
- 2 1/4 cups flour
- 3/4 teaspoon baking powder
- 3/4 teaspoon salt

### For Icing:

- 3 cups powdered sugar
- 2 teaspoons light corn syrup
- 1 teaspoon vanilla
- 2 tablespoons water
- Food coloring, red and pink
- Heart shaped cookie cutters
- 3 disposable pastry bags

*Yields about 24 cookies.*



## ON DVD+DIGITAL COPY FEBRUARY 7



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# Supernatural Season 1

SCORE: 38



Family Friendly Gaming received a reader request to review the television show Supernatural. The WMG took on this challenge with Supernatural Season 1. This show boils down to one thing - it is a horror show. Supernatural Season 1 will scare adults at various intervals. Dean and Sam Winchester hunt all things supernatural and evil. They are on a main quest to kill the demon that murdered their mother. And Sam's girlfriend.



Expect creepy, gross, disgusting, and gory images in Supernatural Season 1. There is death, and then death for the dead. Some sort of darker lighting is used in this show to give it an even darker feel. Supernatural Season 1 can easily give you nightmares. This reviewer noticed that watching this show late at night produced an unhealthy paranoia.

As disgusting as the images are, the sounds keep up. There is plenty of bad language, and repugnant sounds. The brothers believe in all things evil, but have little room to believe in anything good. Which is really sad. There are even episodes in

Supernatural Season 1 which attack the Christian faith. The music will keep you on the edge of your seat awaiting that heart attack moment. Really, why does anyone want to watch something that scares them, and dement's their minds?

Family values are attacked in these twenty-two episodes. There are commentaries, featurettes, stills, extended

scenes, and a gag reel. There is little need to watch many of them since they glorify the ugly nature of this television show. Sadly there is no connection to the DC Talk song that shares the name of this show. The WMG sees no reason to watch Supernatural Season 1, let alone re-watch it.

The needle in the haystack of Supernatural Season 1 is they are out there trying to destroy evil things, and help others in the world stay innocent. They lie, steal, cheat, use credit card fraud, impersonate officers, clergy and others. To boil this down, we find they are willing to do whatever it takes to achieve their goal. The ends justify the means.

Supernatural Season 1 is a horror show that puts the normal Hollywood targets on the target range. Families, people of faith, and God are all shown as bad. Supernatural Season 1 also has a show on racism. No surprise who the racists are in this show, since Hollywood can not progress past just one group of racists. Avoid Supernatural Season 1 if you know what is good.  
- Working Man Gamer



Publisher: Warner Bros  
System: DVD  
Rating: 'NR' - Not Rated

Graphics: 30%  
Sounds: 52%  
Replay/Extras: 55%  
Gameplay: 31%  
Family Friendly Factor: 22%







# Babylon 5 The Lost Tales



SCORE: 58

Babylon 5 fans waited years for something new. The networks in their infinite lack of wisdom decided to cancel Crusade after one year. So B5 fans went a long time without anything. Finally the suits decided to allow something to be thrown together. Sadly that is what Babylon 5 The Lost Tales is. The problem with waiting so long to revisit this franchise is many of the well known actors have died. Kind of difficult to revisit a franchise with just a few of the known stars. Yet Babylon 5 The Lost Tales tries. Sadly it falls flat, and is only seventy-two minutes. I know animated movies that are longer than Babylon 5 The Lost Tales.

Some of the well known B5 visuals are found in Babylon 5 The Lost Tales. They are no longer the best in the industry though. There is demon possession, and some world destruction images. There are a few neat backgrounds here and there, but many of the sets we are used to.

Sheridan putting chairs in the Minbari ship is a nice touch, as well as Quantum Space.

The language in Babylon 5 The Lost Tales is what shocks me the most. I do not recall Babylon 5 having such bad words. Maybe I was not as sensitive to it back then. The well known music is found in places of Babylon 5 The Lost Tales. The moral and ethical dilemmas are what helps Babylon 5 The Lost Tales rise from abysmal failure. The few actors do a fine job in this short movie.

The ethical and moral dilemmas are very interesting in Babylon 5 The Lost Tales. A demon has possessed someone, and is out in space. He wants to be exorcised. Which is a strange wish from a demon. The other revolves around killing a young man before he can murder millions in thirty years. Do you kill him and save the billions, or let him live, and all of them die?

The most disappointing aspect



of Babylon 5 The Lost Tales is how the church is shown. In the past Babylon 5 was very kind to people of faith. Babylon 5 The Lost Tales shatters that and insults Christians in all kinds of ways. Calling us irrelevant, diminished, and not needed. It is a real shame that such a short film can take the time to go way over the top in attacking people of faith.

Babylon 5 The Lost Tales does nothing to salvage the B5 universe. In fact it hurts it. A reboot of the franchise is the only thing I can see helping it out. Maybe if Crusade is brought back, and allowed to finish. New actors will have to fill the roles though. There are too many great characters who can only be brought back by someone new. I am recommending our audience leaves Babylon 5 The Lost Tales in the bargain bin. It is sad to see this franchise tarnished so.

- Sam



Publisher: Warner Bros  
System: DVD  
Rating: 'NR' - Not Rated

Graphics: 62%  
Sounds: 59%  
Replay/Extras: 64%  
Gameplay: 58%  
Family Friendly Factor: 46%





# NCIS Season Three

SCORE: 57



I am split when it comes to NCIS. I enjoy the various characters, and I like to try and solve the crimes. I am disgusted by all of the bad content in the show. Which is why it gets a failing score. NCIS Season Three sinks deeper into the gutter, and embraces concepts like revenge. The level of sexual content is shocking. It seems like this show is obsessed with sex. This involves images and content.



Three makes the major characters look guilty before they are eventually vindicated. Most of them are vindicated anyways. I am also dismayed to report that NCIS Season Three attacks the family at almost every single turn. No wonder the American family is in such turmoil. Shows like NCIS Season Three are making it look commonplace. They are brainwashing people into believing selfish lusts are normal and they do no harm. They do lots of harm. The sexual deviancy in NCIS Season Three is another reason I am dismayed. Why do they have to try and cheapen it?

Visually NCIS Season Three has gotten a lot darker, and more violent. I lost track of how many times Gibbs whacks someone in the back of the head. It is nice to learn where he learned that from in this season. Gruesome remains take a new low in NCIS Season Three as well. There are some episodes that I could not eat and watch the show - it got that bad.

somehow above the law. They are too good to follow the rules the rest of us follow. Boil it down to the ends justify the means.

NCIS Season Three is not for children. The language in this show is horrendous. As an adult I do not want to hear that kind of filth all the time. This is another way that NCIS Season Three ruins the show for me. Anger and sarcasm are commonplace in NCIS Season Three. So is every major character having their character questioned. NCIS Season

A female director is put in place in NCIS Season Three. Her past is dubious at best. Agent Todd's killer is murdered in NCIS Season Three. The season finale has agent Gibbs leaving after the higher ups refused to listen to him, and nineteen people died.

What is with the NCIS agents breaking and entertaining all the time? It seems that following the law is not something they do very often. Like they are



They were trying to save many others from dying. Arrogance is sadly another major theme in NCIS Season Three. - Paul

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

Graphics: 46%  
Sounds: 57%  
Replay/Extras: 78%  
Gameplay: 60%  
Family Friendly Factor: 45%







# Man vs Food Season 1

SCORE: 65



There is now a television show devoted entirely to gluttony. The show? Man vs Food. The premise of Man vs Food Season 1 is pretty simple. Adam Richman goes around the country taking on food challenges for The Travel Channel. Things like eating a seven pound steak, or ultra hot chicken wings. The majority of the food challenges in Man vs Food Season 1 are eating massive amounts of food. The intro to the show says it all when it says: "to find the most mouth-watering pig-out joints." What is done in this show is not healthy. Some might question the sanity of glorifying gluttony.

Many of the images in Man vs Food Season 1 turned our stomachs. Not just the stuff he ate, but the quantity. Why anyone would want to eat that much makes no sense to me. It just shows how depraved our culture has become.

To act like gluttony is somehow a sport makes no sense to me at all. I wonder how often he gets sick after the show stops taping. I know doing one of those



things would have my body out of balance for days. There were also some scary things in Man vs Food Season 1 like Voodoo.

The majority of the bad language is bleeped out in Man vs Food Season 1. Yes I said the majority, which means a few things get through. Parents need to be aware that even though there is an educational factor to Man vs Food Season 1, there is also a celebration of one of the seven deadly sins.

What is interesting about Man vs Food Season 1 is seeing the challenges he can complete and the ones that defeat him. He does wind up throwing up thanks to at least one challenge. He falls short by a few bites on another one. I am so thankful that a few of the challenges show the price. He is



shown hurting after at least one of them.

I do enjoy learning about different restaurants, and that is one of the things that helps Man vs Food Season 1. Yes it receives a failing score, but it could have been much worse. I have lived in a couple of the cities Adam visited in Man vs Food Season 1 and I have never heard of the places he went. But then I am not someone who finds gluttony something worthy of praise. Instead it is a problem that leads to all kinds of health issues. I know this television show has continued on, which is a shame to me. People are starving in the world and he is worshipping at the altar of a sin. - Paul

Publisher: Image Entertainment  
Travel Channel  
System: DVD  
Rating: 'NR' for Not Rated

Graphics: 74%  
Sounds: 66%  
Replay/Extras: 80%  
Gameplay: 70%  
Family Friendly Factor: 40%





# Disney *TREASURE Buddies*



## THE LOST COLLAR MYSTERY MAZE

Help the Buddies through the mysterious maze to find the Lost Collar! Circle the hieroglyphic tiles you pass along the way to solve the mystery.

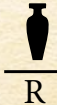
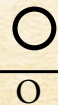
**START >>**



### SOLVE THE MYSTERY OF WHO THE LOST COLLAR BELONGS TO:

Decode the hieroglyphics you passed along the way to discover who the lost collar belongs to!

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---



ANSWER: CLEO-CATRA

On



For A Limited Time



# Wario Land 4

SCORE: 70

I have never been a fan of Wario. Mainly because he is self absorbed, selfish, and greedy. Wario Land 4 is a GBA that Nintendo has brought over to the Nintendo 3DS. Early adopters of the Nintendo 3DS paid more money than people buying it a few months later. Nintendo felt bad and gave us some free old games. Wario Land 4 is one of those games. Thankfully it is one of the few GBA games we had not already covered at FFG.

Wario is on a quest to get treasure in Wario Land 4. This is my first time actually playing a Wario Land game (to the best of my recollection). There are some strange things in this game. I am not sure if it is in all the Wario Land games or not. Players complete a level, step on a frog statue, and then have so much time to get back to the start of the level. I do not like that concept in any way, shape, or form. I already beat the level, and I have to back track it? Words like frustrating and annoying come to mind.

Graphically Wario Land 4 does not do a lot for me. There are some neat cut scenes that look good on the little hand held. There are also numerous redundancies in Wario Land 4. Players can generally avoid violence in the levels if they try hard enough. That is not so with the bosses. There is only one solution to beat each boss.

Wario Land 4 does not give the player many hints on what needs to be done. I guess modern games have spoiled me. Wario Land 4 expects the player to figure it out for themselves. Do so, or it is game over. Four parts of some item need to be found in each level to open the door to the boss. If you don't get them the first time, then you can replay the level to try and find the missing piece or pieces. We find ourselves right back at irritating and annoying.

Wario Land 4 is a game that I am recommending families bypass. I am thankful that I played it for this review. Wario teaches kids to be selfish, self absorbed, and greedy. These are lessons that can be left out of all of our minds.

- Paul

# Sonic the Hedgehog 2

SCORE: 90

Sega expanded the Sonic franchise with Sonic the Hedgehog 2. Tails joins Sonic, and that makes this a two player game. One family member can play Sonic the Hedgehog 2, but it also allows for two players. There are more worlds in Sonic the Hedgehog 2 however players only get two levels per world now instead of three. There is one level, and then a second one that has the boss at the end. Levels have increased in length and height in this Genesis title. It was also ported over to the Gameboy Advance, and some other platforms. Sonic the Hedgehog 2 continued a franchise that has been around for many years.

The graphics in Sonic the Hedgehog 2 improved everything from the original. Dr Eggman now has all kinds of new robots, and vehicles in an attempt to enslave the poor woodland creatures. Sonic and Tails are on a quest to save them, and stop the evil Dr. Eggman. Most of the colors in Sonic the Hedgehog 2 are alive. The Casino Zone is one such example.

It is funny to think of the musical composition in Sonic the Hedgehog 2 as classic. At the time this Genesis game was released they were new, upbeat, and very fresh. The music is distinctive and sticks in the head. I still enjoy listening to them all these years later.

Sonic the Hedgehog 2 is longer than Sonic the Hedgehog, but it does contain a continue, and the learning curve is much easier. I blew through this game until I ran into the Casino Zone boss. That is one of the more difficult bosses in the game. I had to work at it from that point on.

Sonic games have always been known for their speed. Sonic the Hedgehog 2 is no exception. I love the loops, and twirls in this game. Sonic the Hedgehog 2 is also realistic. If you stop on a twirl you will fall down. Stay under water too long with out air, and Sonic will drown.

It is a pleasure for me to go back and do a retro review of Sonic the Hedgehog 2. This is one of the classic games that has spawned so many sequels.

- Paul

Publisher: Nintendo  
System: GBA/3DS  
Rating: 'E' - Everyone  
{Comic Mischief}

Graphics: 71%  
Sounds: 78%  
Replay/Extras: 73%  
Gameplay: 60%  
Family Friendly Factor: 69%

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

Graphics: 91%  
Sounds: 92%  
Replay/Extras: 93%  
Gameplay: 89%  
Family Friendly Factor: 89%



# Lego Star Wars III The Clone Wars



SCORE: 81

When we finished up with Lego Star Wars II, I thought the franchise was done. Not the Lego franchise, the Star Wars Lego franchise. All six movies had been covered, and I did not think it had anywhere else to go. Well I was wrong. LucasArts went into The Clone Wars



to produce Lego Star Wars III The Clone Wars. This game is on multiple platforms. I used the Wii version to write this review. This review only covers the home console version of this game, not any of the hand helds.

The Lego video games are generally considered safe for families. I bet you could find gaming sites that will tell you that. They usually ignore one small fact - there is violence in Lego Star Wars III The Clone Wars. The ESRB gave this game an 'E10+' rating for a reason. It is not rated 'EC', or 'E'. So parents need to keep that in mind.

Visually Lego Star Wars III The Clone Wars looks pretty good. The last Lego Star Wars game I remember playing was on the previous generation. So the Wii is definitely a step up. Enemies fall to pieces, as does

the player when their hearts are all gone. Studs are collected throughout levels to unlock content. The violence in Lego Star Wars III The Clone Wars involves lasers, explosions, and light sabers.

Do you know the Star Wars music? If you do, then you will recognize the music in Lego Star Wars III The Clone Wars. Humor is done without dialogue.



Either you appreciate it, or can't stand it. I have learned to tolerate it. Special effect sounds go along with the violent visual images.

There are three main storylines to play in Lego Star Wars III The Clone Wars. Players go from planet to planet completing missions. Different characters have different skills. To get 100% of any level you will need all types. This means replaying the levels in Free Play. This can be annoying not knowing what can and can't be unlocked. Two family members can enjoy Lego Star Wars III The Clone Wars at the same time.

Lego Star Wars III The Clone Wars is better than previous games about the stuck spots. The stuck spots are when something must be done a certain way to progress. The game does not spell it out though. So players can be stuck in a room completely frustrated. Especially if you have not seen the television show.

This still happens and is annoying beyond belief. The rest of Lego Star Wars III The Clone Wars is fun, and enjoyable for the right ages. Maybe a sequel will surprise me with even more improvements. - Paul

Publisher: LucasArts  
System: Wii/PS3/Xbox 360/PC  
Rating: 'E10+' - Everyone 10+  
{Cartoon Violence, Crude Humor}

Graphics: 80%  
Sounds: 78%  
Replay/Extras: 89%  
Gameplay: 80%  
Family Friendly Factor: 77%







# Gu Morning



SCORE: 80

I love writing reviews for Family Friendly Gaming. The iPhone/iPod Touch is not my preferred platform. I prefer playing console games. I kept my mind open to apps. I am so glad that I did. Gu Morning is one of the most interesting ideas for a game I have ever come across. Gu Morning is part Tetris, and part action game. There is this little chick who wants to be like the rooster. Just like how boys want to be like their fathers, or girls want to be like their mothers. Sometimes little boys want to be like their big brothers.

The images in Gu Morning are small. The rooster, the chick, and the blocks. The backgrounds in Gu Morning are generally bland. Which is fine with me. Other gamers might expect a little more pizzazz but I have learned to be content with whatever God provides. There is some mild cartoon violence

as your little chick can be blown up, and squashed. I do not know why Apple missed it in their rating system.

The music in Gu Morning is ton of fun. I love listening to the music while playing this app. The special effect sounds also bring a smile to my face. The best sound in Gu Morning is when a level is completed. One of the reasons is some of these levels can take forever to beat.

Why do the levels in Gu Morning take forever to beat? Well the blocks that come down, come down in a random order. This means it can take forever to complete a level. Which can be a problem since Gu Morning includes a timer. Every level has to be beaten in a certain amount of time. Or it is game over. I don't always know when I will get the right blocks to successfully complete a level. There are enough levels in Gu Morning to warrant the ninety-nine cent price. I spent most of my time replaying levels because I did not get the right selection of



blocks to win. This actually lead to frustration. And that hurt my game play experience. Which is a shame because Gu Morning could have been one of the greatest games of all time.

Gu Morning taught me a few fun life lessons. First thing I learned to is get to the exit. The next thing I learned was to build stairs to the exit. I also learned to avoid bombs, and other hazards. Timing is amazingly important in Gu Morning. I squashed my poor little chick because I was off in the timing.

Gu Morning is one of those games with all kinds of potential thanks to its creative intelligent design. The implementation of the intelligent design is sadly lacking. Maybe an update, or a sequel will improve things in Gu Morning.

- Luke



Publisher: Gamania Digital Entertainment  
System: iPhone/iPod Touch  
Rating: '4+' - 4+

Graphics: 77%  
Sounds: 90%  
Replay/Extras: 80%  
Gameplay: 70%  
Family Friendly Factor: 84%





# DEVELOPING GAMES



Game: Mario Party 9

Release Date: March 11, 2012





**Company:** Nintendo  
**System:** Wii

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





For the first time in the Mario Party franchise, each stage culminates in a Boss Battle. Collectively, players must combine their strength to defeat classic foes such as Bowser™ and King Boo while still playing competitively to boost their own individual scores.

In another first for the series, players ride across stages together in special vehicles. Players take turns as Captain of the vehicle by hitting Dice Blocks to move the party forward, hoping to land on lucky spaces. The vehicles also help to streamline game play and keep everyone involved in the action.

Unique Captain Events on each stage give players a new way to change the shape of the game.

In Mario Party 9, each themed stage has a clear destination point but with multiple paths along the way, so no two games will play the same. From Toad Road to Boo's Horror Castle, players will encounter a wide variety of familiar Mario™ franchise elements in new



environments that can be enjoyed solo or with friends.



# Bang Bang Racing

*Class Apex*



Game: Bang Bang Racing  
Company: Digital Reality  
System: PS3/PC/Xbox 360

Release Date: 2012  
Rating: 'RP' - Rating Pending

# Bang Bang Racing



Game: Bang Bang Racing  
Company: Digital Reality  
Release Date: 2012  
System: PS3/PC/Xbox 360  
Rating: 'RP' - Rating Pending













**Game:** Legends of Pegasus  
**Company:** Kalypso Media  
**Release Date:** June 2012  
**System:** Personal Computer  
**Rating:** 'RP' - Rating Pending

# KOOZAC

PUZZLE

ENDLESS

BLITZ



MORE GAMES

**Game:**

KooZac

**Company:**

Square Enix

**Release Date:**

Q1 2012

**System:**

iPad/iPhone/iPod

Touch

**Rating:**

'RP' - Rating Pending





SCORE

3140

RANK

0





**Game:** Gogo's Crazy Bone  
**Company:** GameMill Entertainment  
**Available:** March 2012  
**System:** Nintendo DS  
**Rating:** 'RP' - Rating Pending





**Game:** Yesterday  
**Company:** Focus Home Interactive  
**Available:** March 2012  
**System:** Personal Computer  
**Rating:** 'RP' - Rating Pending



**Game:** Yesterday

**Company:** Focus Home Interactive

**Available:** March 2012

**System:** Personal Computer

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





**YESTERDAY**





© Disney/Pixar



© Disney/Pixar

**Game:** Kinect Rush: A Disney Pixar Adventure

**Available:** March 20, 2012

Family Friendly Gaming





© Disney/P



© Disney / Pi

**Company:** Microsoft Game Studios

**System:** Xbox 360/PS3

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

Family Friendly Gaming





**Game:** Kinect Rush: A Disney Pixar Adventure  
**Available:** March 20, 2012





**Company:** Microsoft Game Studios

**System:** Xbox 360/PS3

Family Friendly Gaming

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





**Game: Kid Icarus Uprising**  
**Available: March 23, 2012**

Family Friendly Gaming





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

**Rating:** 'E10+' - Everyone 10+  
{Comic Mischief, Fantasy Violence, Mild Suggestive Themes}









# RECENT RELEASES



**NIPS**

**6 Points**

abc



**PR**

**The anagrams**

**Product:** Quarrel

**Release Date:** Out NOW

**Rating:** 'E10+' - Everyone 10+



Dwayne



# AYING!

17 Points

**Company:** UTV Ignition Entertainment

**System:** Xbox 360

{Fantasy Violence}



The anagram was **ADVANCER**.

Previous **le RAVED** ▶ **RAVE (vb)** talk wildly or with enthusiasm • (n) er **Next!**



Concede!

**A** Select Letter

**Y** Submit Word

**B** Backspace

Shuffle Letters

Clear Word

**Product:** Quarrel

**Release Date:** Out NOW

**Rating:** 'E10+' - Everyone 10+





# Quarrel<sup>®</sup>

CONFIRM SETTINGS



Imperial Palace



The best word without vowels is **SYZYGY** (32 points).



**A Play!**

**B Back**

**Company:** UTV Ignition Entertainment

**System:** Xbox 360

{Fantasy Violence}

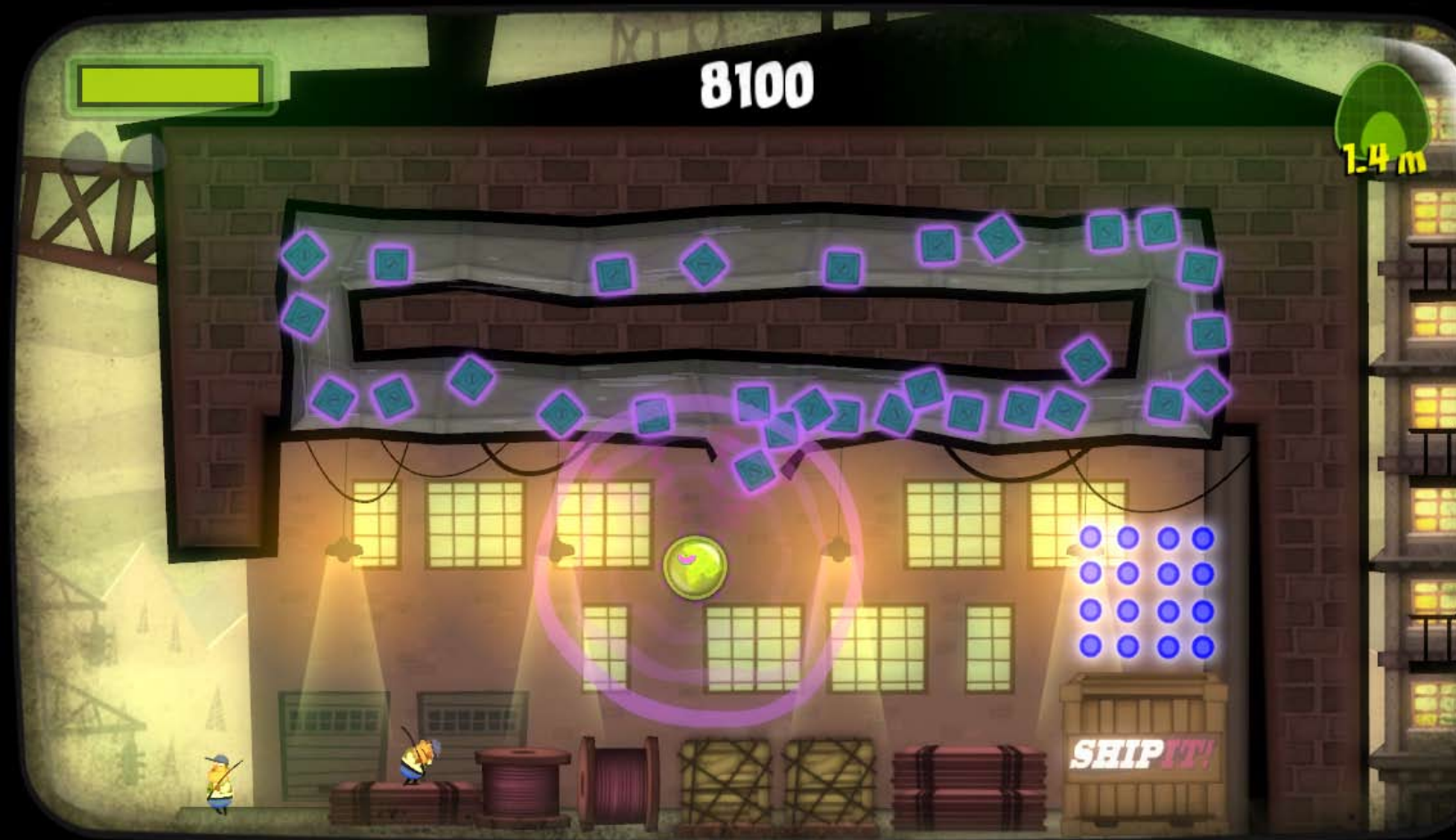




**Product:** Tales from Space: Mutant Blobs Attack

**Release Date:** February 22, 2012





**Company:** DrinkBox Studios  
**System:** PS Vita

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





History has already been b







broken.



**Product:**

Final Fantasy XIII-2

**Company:** Square Enix

**Release Date:** Out Now

**System:** PS3/Xbox 360

**Rating:** 'T' - Teen  
{Drug Reference, Mild Language, Mild Suggestive Themes, Simulated Gambling, Violence}

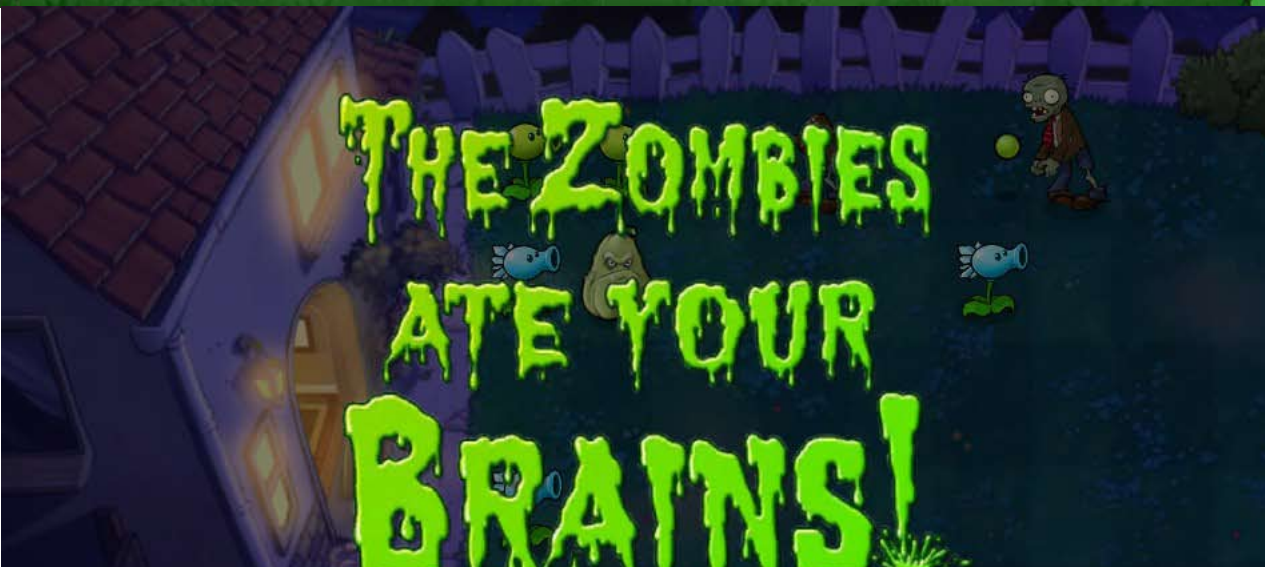


## KEY FEATURES

- 50 Adventure levels: Battle zombies in the day, night, fog, even on the rooftop
- Five Original Modes: Adventure, Puzzle, Mini-Games, Survival and Zen Garden
- o 20 Mini-Games
- o 18 Puzzle Games
- o 10 Survival Games
- Zombatar – Make your own zombie!
- Zen Garden
- Achievements/Challenges – 30+ achievements/challenges
- Interactive Leaderboard
- Trophies - 9
- Touch screen support (PS Vita feature)
- Gyro support to collect Sun and Coins (PS Vita feature)







The zombies are coming to PS Vita! The newest game to come from the hugely popular Plants vs. Zombies™ game franchise challenges players to build an arsenal of loyal plants to defend their home against attacking waves of the undead and features unique gameplay elements exclusive to the PS Vita.

**Product:** Plants vs Zombies  
**Company:** Popcap Games  
**Release Date:** Out Now  
**System:** PS Vita  
**Rating:** 'E10+' - Everyone 10+ {Animated Blood, Cartoon Violence}





**Game:** Rhythm Party  
**System:** Xbox 360 (Kinect)

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

**Available:** Out Now  
 {Alcohol Reference}





**Game:** Zen Pinball Epic Quest  
**Company:** Zen Studios  
**Available:** Out Now  
**System:** Playstation 3  
**Rating:** 'E' - Everyone  
{Comic Mischief, Mild Suggestive Themes}



# Devotional

## Glorified

Perspective is one of the most important things in life. Why? Because this is where attitudes come from. Whenever something good happens someone or something gets glorified. Are you one of those that selfishly takes credit for the glory? Or do you put the glory where it belongs? Isaiah was an amazing prophet. He knew who deserved the glory. **Isaiah 66:5** *Hear the word of the LORD,*

*you who tremble at his word: "Your own people who hate you,*

*and exclude you because of my name, have said,*

*'Let the LORD be glorified, that we may see your joy!'*

Yet they will be put to shame. Isaiah knew who deserved the glory. Even when we are hated because of our personal relationship with God. Too many Christians in this age (and especially in America) want to live just like the world. Why would a non-believer be interested in a relationship with Jesus Christ if you are just like them? If you refuse to give God the glory, why

would they want to change?

Jesus himself taught on the topic of glorifying God.

**John 17:1-5** *After Jesus said this, he looked toward heaven and prayed:*

*"Father, the hour has come.*

*Glorify your Son, that your Son may glorify you. 2 For you granted him authority over all people that he might give eternal life to all those you have given him. 3 Now this is eternal life: that they know you, the only true God, and Jesus Christ, whom you have sent. 4 I have brought you glory on earth by finishing the work you gave me to do. 5 And now, Father, glorify me in your presence with the glory I had with you before the world began.* Jesus was humble

enough to do what the Father had for him. This denotes a few things. First off Jesus was aware of what God wanted him to do. He was in tune with the Father. He was in close spiritual proximity. From there has was willing to do what God had for Him.

Do you think Jesus wanted to die on a cross? Do you think He wanted to go through all that pain and suffer-

ing? **Matthew 26:42** *He went away a second time and prayed, "My Father, if it is not possible for this cup to be taken away unless I drink it, may your will be done."* He followed the Father's will over His own.

How many of us are completely in tune with what God has for us? How many are willing to sacrifice and humble ourselves for God? When there is something amazing that happens in your life do you give God the glory? Or do you misplace it somewhere else? Something to think and pray about.

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: There are no Christian video games.

Defense: I have never seen any.

Exposure: There are plenty of Christian video games. Family Friendly Gaming has reviewed quite a few of them. In fact the website [www.familyfriendlygaming.com](http://www.familyfriendlygaming.com) has a decent list of the Christian video game developers who have released Christian video games (On the Fun page). The defense of this argument is always someone who is ignorant. I have never seen Japan, but that does not mean it does not exist. The sheltered aspect of this argument is another nail in the coffin of video games. It exhibits that these people need to get out more. They need to broaden their gaming horizons. Sadly too many of my fellow gamers are sheep who think what the extremely slanted gaming media tells them to think.

I ran into a Christian message board site some years ago where someone tried to

use this defense. They claimed since they had not seen any, that none existed. I posted a link to Family Friendly Gaming that provided the easy to

**The site claimed to be Christian, but when it came to siding with truth, they could not do it.**

use chronicled evidence that exposed this poster's statement as false. Instead of thanking me, they asked for my post to be moderated. To my horror the moderators agreed, and had my post removed. The site claimed to be Christian, but

when it came to siding with truth, they could not do it. They were more interested in not allowing anything that might offend a non-believer. They felt that since I had a connection to the Family Friendly Gaming website it was a way for me to freely advertise. I asked the mods, and eventually administrator to correct the lie on their message boards that they were allowing. If they would not allow me to correct it, then post the information themselves. They refused. They chose to defend a lie over the truth. They chose to make sure a non-believer was not exposed as a liar, as stand for the truth with a brother in Christ.

The lesson I learned from that episode is not everyone wants to know the truth. These lies that this book exposes are comfortable for some people. It is too much of a bother for them to change the way they think, even if it means denying truth. I can not sit by and let lies float around schools, the Internet, or any other place when I have been shown the truth. This book is the best way I know to get the truth into the hands of those who need to be freed from these lies. I also do a lot of good with Family Friendly Gaming.



# Last Minute Tidbits



**Game:** Wargame: European Escalation

**Company:** Eugen Systems

**Release Date:** February 2011

**System:** Personal Computer

**Rating:** 'NR' - Not Rated













**Product:** TOP GUN HARD LOCK  
**Company:** 505 Games  
**Release Date:** March 2012  
**System:** PS3/Xbox 360/PC  
**Rating:** 'RP' - Rating Pending





**Product:** Order Up!!

**Release Date:** Out Now

Family Friendly Gaming





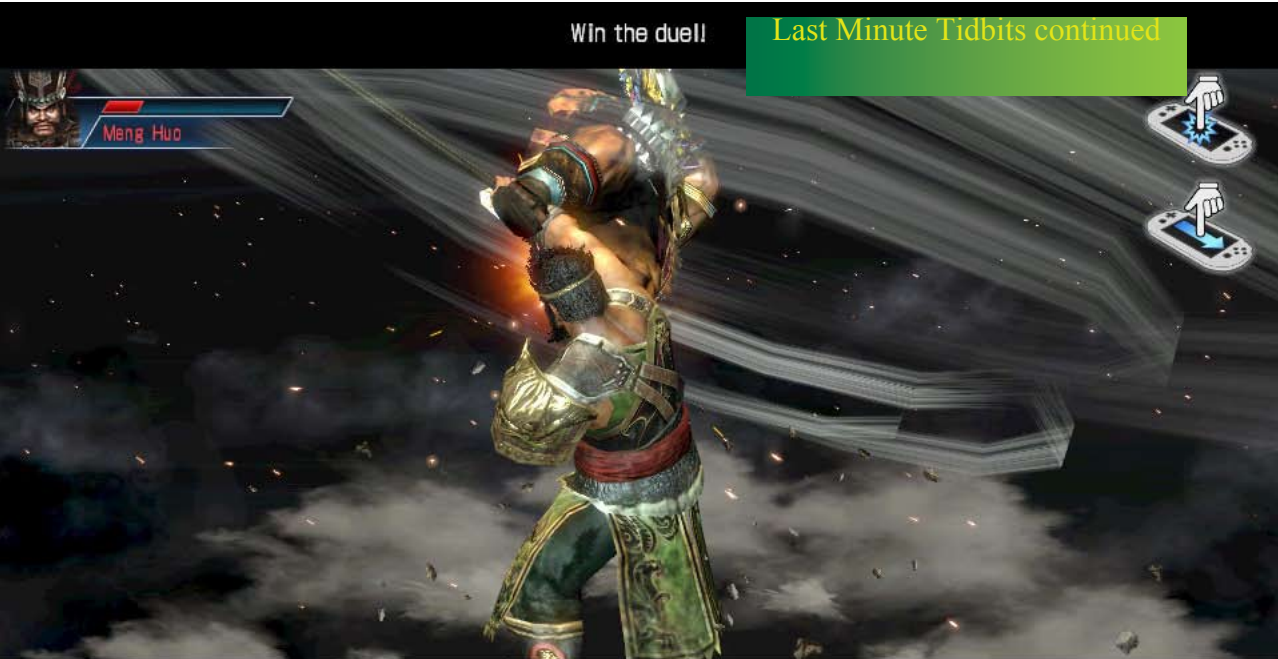
**Company:** UTV Ignition Games

**System:** Playstation 3

Family Friendly Gaming

**Rating:** 'E' - Everyone {Comic Mischief}





**Product:** DYNASTY WARRIORS NEXT  
**Company:** TECMO KOEI AMERICA  
**System:** Playstation Vita  
**Release Date:** Out Now  
**Rating:** 'T' - Teen {Alcohol Reference, Mild Suggestive Themes, Violence}







**Product:**  
Cake Pop Party

**Company:**  
FreshGames

**System:**  
iPhone/iPod Touch

**Release Date:** Out Now

**Rating:** '4+'  
- 4+





**Product:** The Sims Freeplay  
**Company:** EA  
**Release Date:** Out Now  
**System:** iPad/iPhone/iPod Touch  
**Rating:** '12+' - 12+ {Infrequent/Mild Profanity or Crude Humor, Infrequent/Mild Mature/Suggestive Themes, Infrequent/Mild Sexual Content or Nudity, Infrequent/Mild Cartoon or Fantasy Violence}



HD GRAPHICS



HD GRAPHICS



HD GRAPHICS



**Product:** 1001 Ultimate Mahjong

**Release Date:** Out Now

**Rating:** '12+' - 12+

**Company:** Clickgamer

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

{Infrequent/Mild Simulated Gambling}