

# Family Friendly Gaming™

The VOICE of the FAMILY in GAMING

Sonic is coming back in  
Sonic 4 Episode II. Got  
that spin dash ready?



Swing for the green in **Tiger Woods PGA Tour 13**



Skylanders go all  
Giant

LittleBIGPlanet Vita,  
Sound Shapes, Babel Run-  
ning, and many more are  
being developed.

Have you played  
**Nicktoons MLB 3D,**  
**Asteroids Gunner,** or  
**3D Bears** yet?

NFL Pro 2012, Sonic Gen-  
erations, Tetris Axis, and a  
few shockers reviewed this  
issue.

Issue #57

Display until  
May 11, 2012

# Christian Games! Now!



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



 **Christian  
Computer Games**

# Contents

Overall rating

Issue Number 57

This site has a good rating (based on many votes)



How do you like this site?

April 2012

www.familyfriendlygaming.com

What type of content does this site provide? (Check all that apply)



SHOPPING



SOCIAL / GAMING



NEWS / BLOG



IT / SOFTWARE DOWNLOAD



PORNOGRAPHY



WEAPONS / VIOLENCE



GAMBLING



ALCOHOL / DRUGS



ILLEGAL

8-11  
vote

## Editor's Desk

Family Friendly Gaming continues to progress.

## Female Side

Two things to celebrate, and one may shock you.

## Working Man Gamer

Does your boss expect overtime without pay?

## Sound Off

Readers opportunity to tell Family Friendly Gaming what they think, and why.

## Talk to Me Now

Interview with Jason Segel. You know The Muppets

## Sports

Screen shots of MLB 2K12, and Tiger Woods PGA Tour 13 on the home consoles.

## In the News

Top Schools To Study Video Game Design for 2012, Nintendo Prevails in Maryland Patent Suit, Le Game Announced at GDC 2012, Mobile Video Editing App Launches - Vibop 2.0, Gettysburg Armored Warfare opens up for modders, Sony Computer Entertainment to Expand PlayStation Suite, and more.

## State of Gaming

Is it time for GDC to ride into the sunset?

Page 14

Sports

MLB 2K12

26

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# PlayStation®Suite

# Contents

27 - 39

## Reviews

Ash, Maze Magic, NFL Pro 2012, Sonic Generations, Green Lantern Extended Cut, The Green Hornet, Tetris Axis, Yoshi's Island Super Mario Advance 3, Sonic the Hedgehog 3, and Dawn of Heroes are reviewed this issue.

40 - 61

## Developing Games

Skylanders Giants, Kinect Star Wars, Rhythm Thief & the Emperor's Treasure, LittleBIGPlanet, Sound Shapes, Babel Running, and Dojo Danger are featured.

62 - 73

## Recent Releases

Nicktoons MLB 3D, Gogo's Crazy Bones, Ridge Racer, Space Invaders Infinity Gene, 3D Bears, Street Fighter x Tekken, and Asteroids Gunner are featured this issue.

74

## Devotional

Sloth is one of the seven deadly sins. Do you have any in your life?

75

## Video Game Lies

An excerpt from Video Game Lies.

76 - 87

## Last Minute Updates

Quantum Conundrum, Sorcery, Toki Tori 2, Alien Spidy, and Sonic 4 Episode 2 are featured this issue.

Developing Games Kinect Star Wars Page 45



Recent Releases 3D Bears Page 71

S  
T  
A  
F  
F

Editorial in Chief: Paul Bury  
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Game Journalist: Matt  
Game Journalist: Luke  
Game Journalist: Shirley  
Game Journalist: Sam  
Working Man Gamer: ???

Page 76 Last Minute Updates Quantum Conundrum

# Editor's Desk

## Progress

The time has come to provide a little progress report. Family Friendly Gaming has reached over 2.3 million unique IP addresses. We are publishing over one hundred news stories per month, and fifty reviews per month. Currently Family Friendly Gaming has over two thousand seven hundred product reviews online. And there are eight issues of the e-magazine with reviews that have not made it online yet.

Earlier this year I found out that some places are listening to websites that proclaim themselves as watchers of the Internet. These sites claim to know the web traffic of web sites. The interesting thing is these sites admit they have no information on Family Friendly Gaming, but assign us numbers and a web ranking. I did some investigating and found much of the same thing. They want to be paid to increase your ranking, and they want certain controls on your website. We have long questioned their reliability. Another issue is their method of tracking does not exactly fit into how the Family Friendly Gaming website was designed.

After prayer and some interesting conversations, we decided to give Google Analytics and Quantcast a chance. We still have questions and from what we have seen thus far

they are not tracking everything - which goes into the layout and design of the site. Questions have been asked of their tech support, but thus far they have not been able to resolve the issues. So they are going to show numbers, but it is obvious they are not going to be complete. With that said they will show a percentage of our traffic. And a portion is better than nothing, especially when these sites who admit to having no data on us have actually been granted credibility.

So in late February in the year of our Lord 2012 these two sites are actually getting to track a portion of our traffic. Those that are interested in these kinds of things like advertisers will now have confirmation of what our web host provider has shown us for years.

We are still working on a few interesting new projects to improve aspects of the magazine and the website. Lord willing we will be able to announce something exciting in Q2 of 2012. We are keeping the wraps on what they are, but trust me - you will enjoy and appreciate them.

I can barely believe that we have reached our seven year anniversary here at Family Friendly Gaming. We started out as completely nothing. God has opened doors all over the place to the point where we

are well known throughout the industry. We have had offers to buy us out, as well as merger offers. Prayed about each and every offer and did not have a peace about any of them. Some mega sites wanted to buy us out to silence us. Others wanted to change us to be like the majority of the gaming media, and silence certain aspects.

Day in and day out we continue to shine as a light in a dark industry where we were called to. Some don't comprehend it, others hate it, and many more appreciate it. Some days are more difficult than others. Yet I would not wish for anything else. Family Friendly Gaming is a real blessing for me on so many levels. Thank you for sticking with us all these years.

God bless you, and yours,  
Paul Bury



# Female Side

## Happy

Happy Seventh Year Anniversary Family Friendly Gaming! I know Paul started the Wyldcard's WAY fanzine back in 1998, but that grew into Family Friendly Gaming in March of 2005. Seven years this magazine and website has been out there. Seven years of wonderful memories, blessings, and some difficult times. We survived hate emails, death threats, scoffers, mockers, and those who said we would not last one year. Seven years later they have egg on their faces, and Family Friendly Gaming continues to thrive and grow. I knew God was going to use for great things, but I never expected anything as amazing as this. I want to thank the 2.3 million readers who have made Family Friendly Gaming such a major success.

Paul recently suffered a Death in the Family. His grandmother passed on to glory. She was a wonderful woman who had a personal relationship with Jesus Christ. Family took care of her, instead of all those who burden society and the government. Paul's parents, aunts and uncles cared for her after her husband passed on to glory. She was 87 when she gave up the ghost.

Paul and I have been married for almost 12 years now. He is still teaching me

things I would never learn anywhere else. His family is dealing with the death in an amazing way. They are celebrating. See for a Christian death is graduation day. She is now in heaven with her husband, child that died, and so many other family members. Her pain and suffering are gone. She died peacefully in a chair just like her husband did. How many out there could be happy that a loved one has graduated out of this life? I know the concept is different for me to get used to.

Normally we worry about someone taking a death hard. Paul has been happy, pleasant, and loving. This is a lesson to me, and one I wanted to write about. I think our culture can learn from his family in this regard. It is a mind set based on a peace from God.

I find it very honorable that in Paul's family they took care of their matriarch. They did not pawn her off on the state. They did not throw her into a nursing home. They had her live with family when she decided she could not live in her home anymore after her husband passed on to glory. They did not squirrel her money away, and then expect the rest of society to pay for her life. They took care of family. They put family above their own personal wants. They did the right thing. Here is another way I believe we can learn from his family. How many

out there take their last parents money and throw them into a nursing home? Paul's grandmother got to die in a loving, and caring home she lived in. She had loved ones living with her on a daily basis. Not strangers taking care of her because it is their job.

I love how something that could be considered a sorrow is actually a time of happiness and celebration. Two things to celebrate this month my friends.

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

## Overtime

So the WMG had finished a long day at the job. Came home, had dinner with the family, helped with home work, and then sat down to relax. This relaxation time can be reading a book, watching a TV show, or playing a game. The WMG likes playing games so normally this is game playing time. Put in the disc and ease into the couch. That controller is in the hand, and its GAME ON! Just as the WMG is getting into the game, guess what happens? The phone rings. The employer wants some work done. AT NIGHT! And get this for no pay. Why not? Why are American employers wanting to get work for free? Why won't they pay for overtime? Because they have not read the emperor's new clothes. They are abusing the poor economy with threats of getting rid of people. There is no union to demand they pay for it. Want to know the real horrible aspect of this? This company is making money. And lots of it. No budget to hire more people, but the upper people in the company are walking away with millions. They could pay these night time calls. Night time calls that could have waited for the morning. Greed is what motivates them to this call. The WMG is not the only American having to deal with this travesty. Millions of others are working hard to provide for their families. Millions of others are being abused so some managers can look good. Millions of others break their backs for self centered, and self absorbed CEOs. They demand we take a pay cut by working hours we are not paid for. They demand we make them more money that they refuse to share with us. If we work less than forty hours they don't pay us, or say we are stealing from the company. The same logic applies to them. They are stealing from us. They are stealing from our families. All so they can pad their pockets. All so they can make obscene amounts of money. American workers need to rise up and demand to be paid for overtime, or not work it. The WMG is not answering the phone now. Rest and relaxation time is needed. Time with family, and time with God are needed. The unpaid overtime hours can wait.

# 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!

## Website design

Why doesn't Family Friendly Gaming have a website design wrapped around the games? You know a page for each game with a review, preview, images, videos, news page. All of the information on a game is in one place. I go to one area to find a video for a game I am interested in, and go to another place for Images, and Reviews.

- Troy

{Paul}: Excellent question. We have looked at that particular layout and considered it. One of the issues we have is the deceit too many of those sites contain in regards to what they have. Take a game with no review. They still have a review tab

and a page for it. But it says its not been created yet. The same goes for walkthroughs. Google is not smart enough to exclude those pages. So a web surfer wants help with a certain game and they get all of these pages from these sites that have a page for it with no walkthrough. That kind of deceit is not how we want to be thought of at Family Friendly Gaming.

I understand it can be frustrating to go to multiple places for information on the same games. We will look at ways of linking things together in the future. There are some other projects on the books first, but we will find a way to improve things in this regard.

## Kinect Rush

Thank you for your review of Kinect Rush A Disney Pixar Adventure. I purchased it for my kids after reading your review. They love it. Our kids



can not get enough of this game. I have a question too if you don't

mind. I saw your review was online before any other gaming site. How did you guys do that?

- Monica

{Paul}: We are so pleased you enjoyed our review, and it helped your family. I am not sure if we were the first gaming site to get a review online. I do know Metacritic, IGN, and Gamespot did not have reviews online when ours went live. So I know we beat the big boys. We were also the first family friendly gaming website to have a review online. How do we do it? Dedication and motivation. Kinect Rush A Disney Pixar Adventure is a huge release. This Xbox 360 Kinect title is one of the biggest titles to be released all year long. So I had a very long time working through this game. Proofing was notified of a high priority review, and they took care of it before the embargo lifted.

## Vita

Thank you for all your Playstation Vita reviews. I was not going to get one but then read how many good games there



# OFF

are - thanks to your reviews and went out and bought one. Hey why weren't there Playstation Vita ads in Family Friendly Gaming? - Shawn

{Paul}: Your very welcome. Sony had a wonderful Vita launch. We had nine game reviews in under a month. That tells us there were a lot of games released at launch. As far as why there weren't advertisements on our website - you would have to direct that question directly to Sony.

## WebRep

Family Friendly Gaming is respected highly. I saw your WebRep ranking. Its the highest it can possibly be. You ROCK!!! - Tyler



familyfriendlygaming.com

Overall rating

This site has a good rating (based on many votes)

Cast your vote

How do you like this site?

What type of content does this site provide? (Check all that apply)

<input type="checkbox"/>				
SHOPPING	SOCIAL / GAMING	NEWS / BLOG	IT / DOWNLOAD	CORPORATE
<input type="checkbox"/>				
PORNOGRAPHY	WEAPONS / VIOLENCE	GAMBLING	ALCOHOL / DRUGS	WAREZ / ILLEGAL

Vote

{Paul}: Thank you so much for your kind words, and words of encouragement. We have the best readers out there. We did notice that we have the highest ranking possible with WebRep. I believe it is because we have the best readers out there.

## Youtube

Thank you, thank you, thank you, thank you, thank you, thank you for your Youtube channel. Finally I can see a channel that I know won't

contain all that offensive content. Finally I can see a channel that is safe, and ignores all those horrible, ugly, and hateful games that the rest of those sites worship. - Eliah

{Paul}: You are very welcome. This is an area of Family Friendly Gaming we have started to grow. We start small, and add as often as we possible can. Expect the Family Friendly Gaming Youtube Channel to continue to grow and develop over the months



and years to come. We also have a vibrant growing Videos section on the website. This contains our channel, and more. Some companies provide us with videos of their games already on Youtube. We see no reason to duplicate effort. Meaning download their video, and re-upload it. So please continue to visit our Youtube Channel, and our Videos section on the website. Thank you for your continued support. You - our viewers are so amazing, and we are very thankful for you.

### Saving

my son just got a wii and we are playing through a few titles including generator rex. i put an sd card into the wii and still cant seem to find any

option to save the game progress. any idea what im doing wrong?

- Isaac

{Yolanda}: Does it auto save? The Wii has internal memory as well. When you stop the game, and restart are you at the beginning again or can you pick up where you left off? Can you get to the SD card from the Wii main menu? Is the SD card compatible with the Wii?

{NOTE} The answer came back that an SD card was not actually in the Wii.

### For the Kids

Family Friendly Gaming is such a blessing to our family. Thank you for covering games that are good for children. We read your Xia Xia review, and bought the game. You are right Xia Xia is a great game. I played it when the kids were asleep and I like it. Keep up the fantastic work.

- Samantha

{Paul}: Thank you for your

words of kind encouragement. One of the things we love to do is to find good games for families. There are plenty of kids games that adults can enjoy as well. I am so glad to hear you are open minded enough to try them, and to be so active in your children's entertainment. Keep up the good work too.



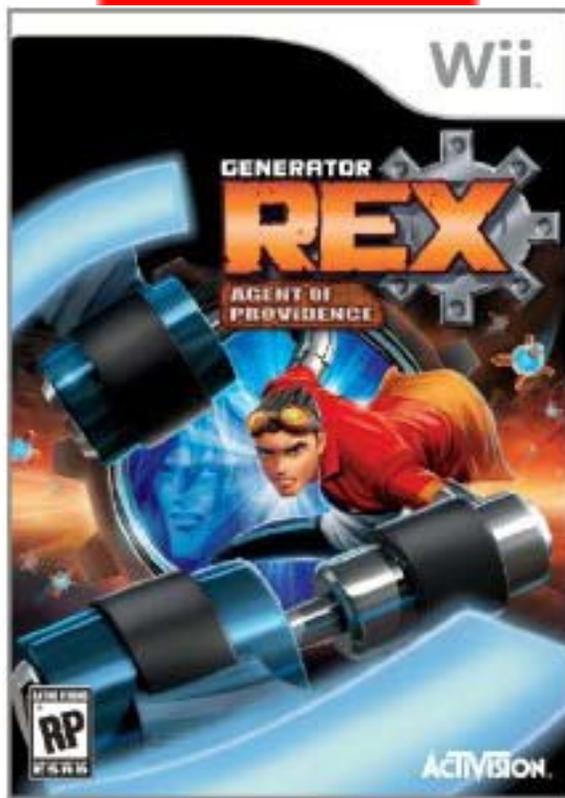
### Seal of approval

Could you compile a listing of all the games that have received the Family Friendly Gaming seal of approval.

- Tim

{Paul}: Thank you for such an excellent suggestion. I have some good news for you and some great news. The good news is you my friend have been heard. The great news is we now have a page (link at the bottom of the Reviews page) for that.

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





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YOUR PRODUCT COULD BE LISTED RIGHT HERE (IN THE HOTTEST FAMILY FRIENDLY VIDEO GAME MAGAZINE), OR ON ANOTHER PAGE OF YOUR CHOICE.

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# Talk to me NOW

## Interview with JASON SEGEL for the Disney DVD and Disney BLU-RAY Release of the Muppets

Jason Segel stars as a small town guy called Gary in Disney's The Muppets. Disney provided Family Friendly Gaming this interview

### How exciting does it feel to be part of the new Muppet movie?

It feels amazing to be part of The Muppets. One of the things I'm really excited about with this new movie is the fact that we have a new Muppet. His name is Walter and he was born in my brain! I helped co-write the script, so I feel very close to Walter. He's adorable.

### What can you tell us about the story of the new movie?

Walter is the number one fan of the Muppets. He heads to Hollywood along with my character, Gary, to visit the Muppets Studio – but when they get there, they discover that an evil oil baron is trying to tear the place down in order to drill for oil.

### Eek! What happens next?

That's when we decide we have to find Kermit and get all of the Muppets back together again. We have to save the Muppets Studio!

### How much fun did you have creating a new Muppet for the movie?

I absolutely love Walter. I had a ton of fun creating him! I guess he's like Kermit before Kermit was famous. He's very young, sweet and naïve. He's a great little guy.

### Why does Walter want to meet the Muppets?

In the movie, Walter is trying to figure out who he is. He keeps thinking things like, 'What am I? Where do I belong? Where do I fit in?' Thankfully, he eventually finds out the answers – but initially, it's his dream is to meet the Muppets because they are the only people he has seen who are like him.

### There are a loads of cool celebrity cameos in the movie. Why do Hollywood stars love the Muppets so much?

Because the Muppets are so much fun! Also, a lot of Hollywood actors want a bit of kudos with their children. They get to say to their kids, "Hey, look... Daddy is cool because he's friends with Kermit." Everyone wants to have their picture taken with Kermit and Miss Piggy. Huge Academy Award winners came on to the set of The Muppets and asked for a photo with the gang. It was incredible.

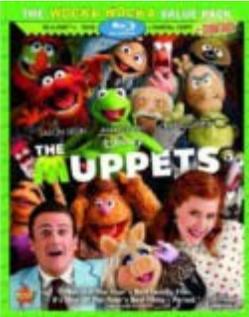
### Why are you such a big fan of the Muppets?

I think the root of my enjoyment goes down to the fact that the Muppets are always kind. They never resort to mean humor. They never try to destroy their villains. Instead, they try to reform them. They want to show these villains the error of their ways.

### When did you first discover the Muppets?

The Muppets were my first comic influence as a kid. I was a little too young for The Muppet Show when it first came out, but my mom would show me old VHS tapes of the show – and I immediately fell in love with them. The show was amazing!

# Talk to me NOW



**Is it true that you made your own Muppet movies when you were at school?**

I started to make short films in high school. I was an athlete at the time, so I didn't have any actor friends to star in my movies. That's when I started making short films with puppets – and that's when I first saw their potential. In fact, that's when I fell in love with puppetry.

**Was Kermit your favorite Muppet when you were little?**

I loved Kermit, but I also had a real love for Fozzie Bear. Fozzie is awesome! When I was growing up, I was not a great joke teller – just like Fozzie. I thought I was funny, but I wasn't that funny. However, I kept trying – and that's exactly what Fozzie does. He just keeps going and going. Nothing fazes him.

**What was it like to meet the Muppets for the first time?**

I was definitely awestruck when I met the Muppets on the first day. At first, I was really nervous to meet them – but they are incredibly down to earth. I finished the movie with an even bigger appreciation of them. They are lovely.

**What did it feel like to walk on to the set of the movie for the first time?**

For me, that was the coolest moment in this whole experience. I was so happy the first time I walked on to the set of the movie, especially because there were so many amazing sets. Our set designers were outstanding.

**What was your favorite set in the movie?**

Kermit's house is gorgeous, and so is Kermit's old office. The Muppet Studios are also very beautiful – but I lost it a little when I walked on to the set of the Muppet theater for the first time. I was completely overwhelmed because it was so perfect. I couldn't believe my eyes!

**What was the toughest part of playing your character in the movie?**

There are a number of song and dance numbers in the movie. They were great scenes to work on, but they were also a little daunting.

**Why were they so challenging?**

To some extent, I'm fine with the musical part of this role. I've already written music for other movies, so the singing part was fine for me – but the dancing was a little different.

**Are you a good dancer?**

I don't have a lot of dance experience but you can tell from my body that I'm a born dancer. I'm very lithe and agile. When music starts, my body wants to move to the rhythm, so I guess it came very naturally. Well, some of it came naturally. Some of it was much tougher!

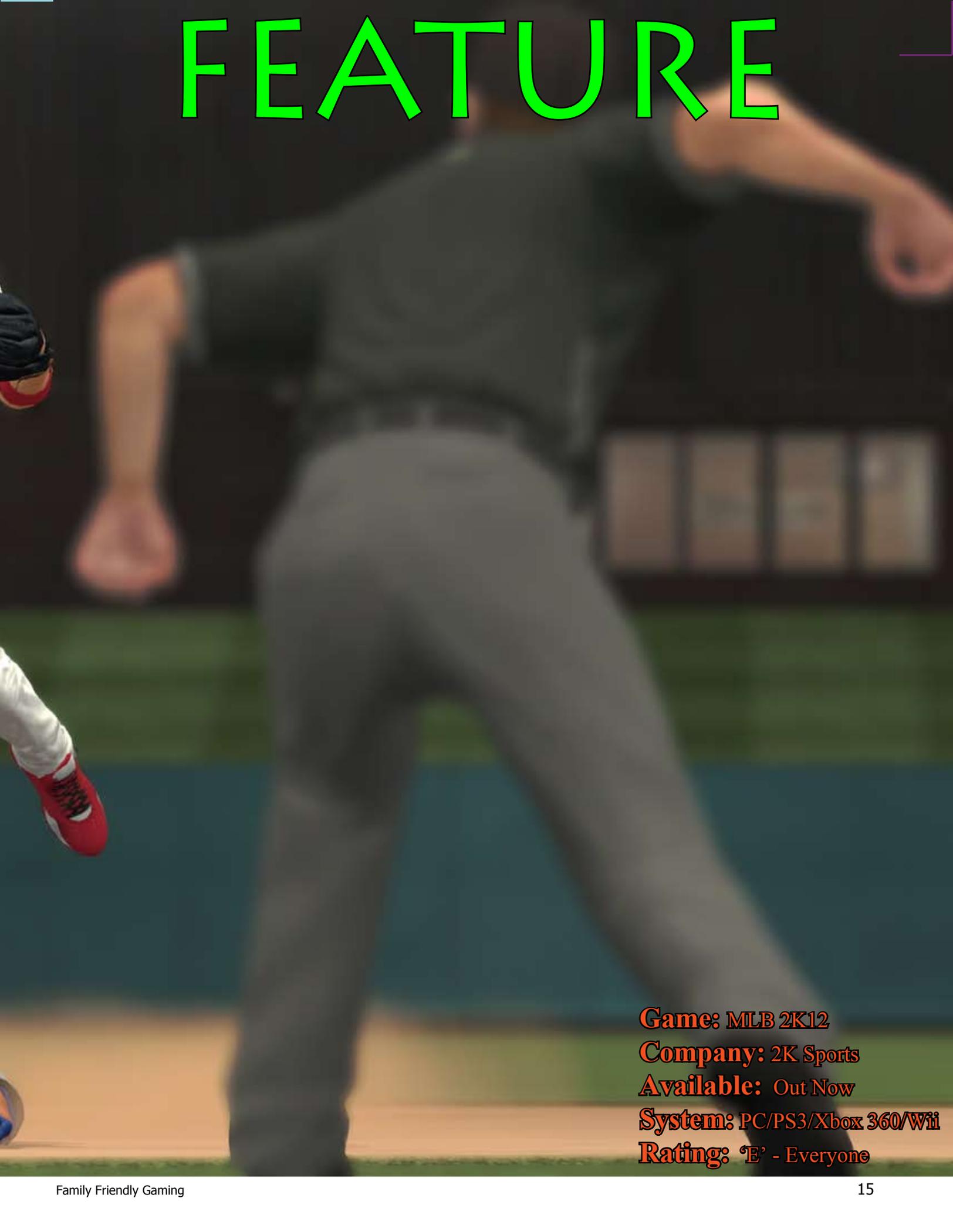
**Was part of the appeal of the movie the chance to create an old-fashioned musical?**

The movie is shot like an old-fashioned musical, which I think is great. The story starts in a place called Small-town, which is where Gary and Walter grew up. It's a small place where everyone knows each other. Everyone knows the butcher's first name and everyone reads the local paper. The movie opens with a big lavish musical number where I'm in a powder blue tuxedo dancing around with Muppets and it feels like one of those old MGM musicals. The scale is crazy and it looks amazing. I couldn't be more proud!

# SPORTS



# FEATURE



**Game:** MLB 2K12

**Company:** 2K Sports

**Available:** Out Now

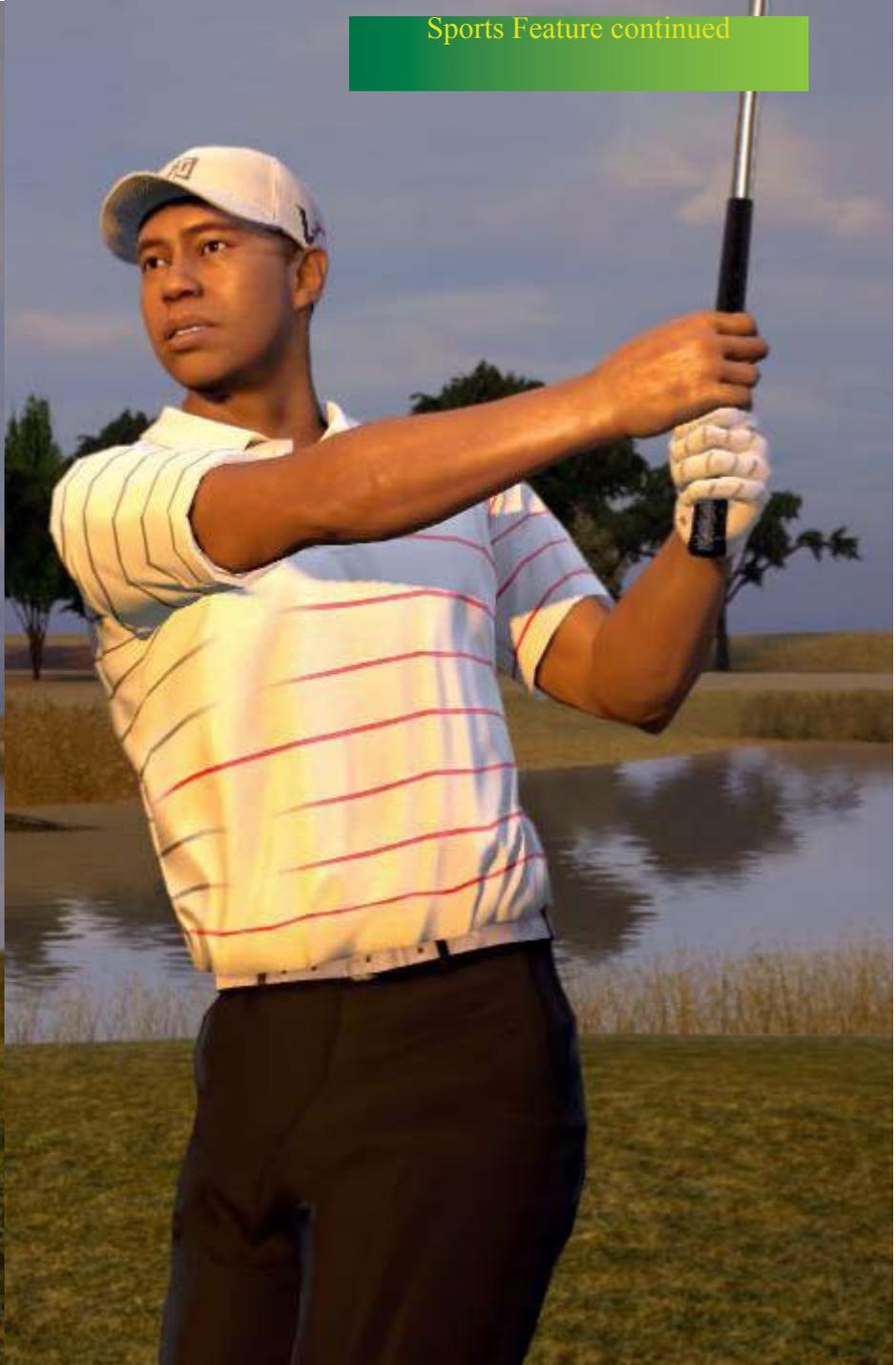
**System:** PC/PS3/Xbox 360/Wii

**Rating:** 'E' - Everyone



**Game:** Tiger Woods PGA Tour 13  
**Company:** EA Sports  
**Release Date:** March 27, 2012  
**System:** Xbox 360/PS3  
**Rating:** 'E' - Everyone





# In the

## Perkins School for the Blind Adds Prize to MassChallenge

Perkins School for the Blind is ready to back entrepreneurs who focus on improving opportunities and quality of life for people with disabilities by offering the Perkins Assistive Technology Prize as part of the MassChallenge 2012. The \$25 thousand dollar grant, drawn from a donation earmarked for technological solutions, promotes Perkins' mission to empower individuals with disabilities to reach their personal potential.

"We are very pleased to partner with Perkins School for the Blind, an organization that has continually led the way in improving lives through innovation," said Akhil Nigam, Founder and President, MassChallenge Inc. "Their generous support will help raise awareness and attract many more entrepreneurs to develop cutting edge solutions that can transform lives."

Administered through MassChallenge, Perkins Assistive Technology Prize seeks to encourage competitors to develop new, low- and high-technology devices that could have a significant impact in the quality of life for individuals with disabilities. Such assistive technology could apply to any sector of life (education, transportation, recreation, communications, vocational, etc.). The assistive technology could be designed for a certain group of individuals with a disability (vision loss, hearing loss, mobility, etc.), or have a more universal market application. Details and application information at [www.MassChallenge.org](http://www.MassChallenge.org)

One-fifth of the U.S. population lives with some type of disability, according to the U.S. Census Bureau. As the population grows and the Baby Boom generation ages, that number will rise rapidly.

Disability pushes people to the fringes of community and society. Without innovative solutions, a disability can lock the wheels of a person on the move, block communication pathways of a person who cannot see, hear, or speak and stops their forward motion through life. Technology can unlock those wheels and open

the gateways of information and ideas. Perkins has a 183-year history of innovation in educating people who are blind or deafblind.

"Joining with MassChallenge is a natural for us," says Perkins President Steven Rothstein. "It's in everyone's interest to urge entrepreneurs to consider accessibility because better access for people with disabilities means better access for all."

Assistive technology allows people with disabilities to be productive workers, to process information, and to put their ideas into action. Innovation can be applied in countless ways to provide mobility for people with physical disabilities, communication access for those with impaired hearing or vision, and adaptations we have yet to imagine. Together, Perkins and MassChallenge can put entrepreneurs' imaginations in motion to find new ways to leap over disability to productivity and independence.

Perkins School for the Blind, the nation's first school for students with visual impairments, provides

# News

education and services to help build productive, meaningful lives for more than 200,000 children and adults who are blind or deafblind, including those with additional disabilities in the U.S. and 67 countries worldwide. Founded in 1829, Perkins pursues this mission around the world, in the community, and on campus. Learn more online at [www.Perkins.org](http://www.Perkins.org).

MassChallenge is the largest-ever startup accelerator and competition, and the first to support high-impact, early-stage entrepreneurs with no strings attached.

Benefits for startups include:

3 month accelerator program. World-class mentorship and training, free office space, access to funding, legal advice, cofounders, media exposure and more.

\$1M in Cash Awards. \$4M+ in-kind support.

Open to all. Any startup can enter, from anywhere, in any industry. No equity taken. No restrictions applied.

## G5 Reports 500% increase in Game Downloads

G5 Entertainment reported five-fold growth in mobile game downloads in 2011. The total number of downloads of G5's games recently surpassed 40 million, continuing to increase at impressive rates. Additionally, G5 Entertainment's Kindle Fire game downloads surpassed 1 million downloads since the launch of the new mobile platform in November 2011. Analysts put the sales figures of the Kindle Fire between 4 and 6 million units, meaning that on average 1 out of every 5 Kindle Fire owners has downloaded a game from G5. It comes as no surprise that, as a result, the share price of G5 Entertainment (that is publicly listed in Stockholm, Sweden) grew more than 10 times in the past 18 months. In 2012, the company plans to release over 50 games on iOS and Android.

## Top Schools To Study Video Game Design for 2012

The Princeton Review reported its third annual list naming the schools with the best programs to study video game design. The new list, "Top Schools to Study Video Game Design for 2012," recommends 50 schools in all. It names 10 undergraduate and 10 graduate schools in rank order to its respective "top 10" lists.

The Princeton Review chose the schools based on a comprehensive survey it conducted in the 2011-2012 academic year of administrators at 150 institutions offering video game design coursework and/or degrees in the United States and Canada.

The survey, which included more than 50 questions, covered a wide range of topics from academics and faculty credentials to graduates' employment and career achievements. Criteria for The Princeton Review's

school selections covered the quality of the curriculum, faculty, facilities and infrastructure. The Company also factored in data it collected from the schools on their scholarships, financial aid and career opportunities.

The Princeton Review's top 10 undergraduate schools to study video game design for 2012 are:

1. University of Southern California (Los Angeles, CA)
2. Massachusetts Institute of Technology (Cambridge, MA)
3. University of Utah (Salt Lake City, UT)
4. DigiPen Institute of Technology (Redmond, WA)
5. The Art Institute of Vancouver (Vancouver, BC)
6. Rochester Institute of Technology (Rochester, NY)
7. Shawnee State University (Portsmouth, OH)
8. Savannah College of Art and Design (Savannah, GA)
9. University of New Mexico (Albuquerque, NM)

10. Becker College (Worcester, MA)

The Princeton Review's top 10 graduate schools to study video game design for 2012 are:

1. University of Southern California (Los Angeles, CA)
2. Rochester Institute of Technology (Rochester, NY)
3. Massachusetts Institute of Technology (Cambridge, MA)
4. University of Central Florida (Orlando, FL)
5. Southern Methodist University (SMU) (Plano, TX)
6. Carnegie Mellon University (Pittsburgh, PA)
7. Savannah College of Art and Design (Savannah, GA)
8. DigiPen Institute of Technology (Redmond, WA)
9. Univ. of California, Santa Cruz (Santa Cruz, CA)
10. Drexel University (Philadelphia, PA)

## Diana Ross Concert Live in Central Park on Dvd for the First Time

The legendary New York concert special Diana Ross—Live In Central Park will be released for the first time on DVD on May 15, 2012, it was announced today by Shout! Factory. Originally broadcast in 1983, the concert has never before been made available for home entertainment. Diana Ross—Live In Central Park will contain the entire concert special as it was broadcast, and the bonus features include the complete rain-shortened concert as well as a new commentary by director Steve Binder. Additionally, American Public Television will be making a broadcast version of the main program available to their Premium Service client stations beginning March 1st.

Historic. That's the first word that comes to mind in describing the phenomenal free concert that Diana Ross gave for the people of New York City nearly 30 years ago. Or, to be precise, concert and a half.

To call the event memorable would be an understatement. On July 21, 1983, Diana Ross—already a leg-

endary superstar for more than two decades—arrived in all her radiant glory on the makeshift Central Park stage and began singing her heart out. From her first number, Diana had the audience's love. She wanted to give them her all and she was well on her way, but nature had something else in mind.

What started as a hair-whipping wind and bothersome drizzle soon became a threatening torrential downpour. Diana—soaked through and through but never leaving the open-air stage—braved the rain as long as she could, but ultimately put an end to the show at the halfway mark. Not one to disappoint, Diana promised to return the next day. At first there was some doubt whether the rescheduled concert could even take place, as the Great Lawn in Central Park was still saturated from the previous night's deluge just hours before the show was scheduled to begin. But finally, city officials gave the green light and a radiant Diana rewound and kept her word. And she did! Over the two day event it was estimated that over a million fans attended the two concerts. Initially broadcast live around the world, with Diana's proceeds going toward a new Central Park playground built in her name, this renowned concert was never again shown on television and remained largely unseen for 30 years. Now, with the release of Diana Ross—Live In Central Park by Shout! Factory, the entire spectacular concert, and the rain-shortened concert that preceded it, will be made available for the first time on DVD.



## Nintendo Prevails in Maryland Patent Suit

For the third consecutive time this year, Nintendo has prevailed in a patent litigation in the U.S. A Maryland U.S. District Court judge

has summarily dismissed a patent infringement lawsuit against Nintendo brought by IA Labs CA, LLC. IA Labs had alleged that the Wii Balance Board accessory and Wii Fit and Wii Fit Plus software infringed on one of its patents (U.S. Patent No. 7,121,982).

“Nintendo has a passionate tradition of developing innovative products while respecting the intellectual property rights of others. We vigorously defend patent lawsuits when we firmly believe that we have not infringed another party's patent. We refuse to succumb to patent trolls,” said Rick Flamm, Nintendo of America's senior vice president of Legal & General Counsel.



## Le Game Announced at GDC 2012

In association with Game Connection USA at the 2012 Game Developers Conference in San Francisco, the Syndicate National du Jeu Vidéo (France's videogame trade association) and partners are proud to announce the creation of the new brand to promote French videogame industry, Le Game, as well as their official motto, “Uncompromising Creativity from France.” Backed by the government of France, Le Game will facilitate awareness and trade opportunities for French game developers and publishers on the global scale.

France's videogame sector has cultivated a legacy of more than 40 years of quality game development, from Rayman and Prince of Persia to Ankama's great MMO Dofus. These titles and many others have established a strong reputation for French talents the world over, but until now, they have all operated independently. Le Game aims to foster a common and global communication plan to highlight the creativity and the diversity of France's developers.



## HEADS UP PEOPLE!

THE FRENCH VIDEO GAME INDUSTRY IS MARCHING BEHIND A BRAND NEW BANNER  
For more information: [www.le-game.net](http://www.le-game.net)

“Today’s videogame industry competes on a global scale, and Le Game will allow France to structure its message of uncompromising creativity, quality and talent,” said Nicolas Gaume, Chairman of the SNJV, who initiated this project. “All around the nation, this represents a major step forward for our industry.”

“Le Game” was launched at the French Ministry of the Economy in Paris on Friday March 2nd 2012, with

the support and the backing of the French government, represented during the launch by multiple Ministers and government agencies including UbiFrance.

This new brand was founded to promote the creativity and know-how of French gaming professionals the world over. Small companies form the backbone of the French industry, and Le Game will help them gain visibility on the international level. Last but not least, a series of events to promote the French videogame industry will take place at future gaming events and festivals all around the world.

## Kihon Games Announces Investment from Rick Thompson

Kihon Games (developers of iOS platform games) announced an initial investment from venerated game and technology industry leader and co-founder of Playdom, Rick Thompson. Thompson’s investment will support Kihon’s second game release, “Dojo Danger,” scheduled for a Q2 2012 launch on iOS, along with further titles. Also working with Kihon will be Signia’s Dan Fiden, who discovered the company for Signia and will serve on the board.

“Since co-founding Playdom, I’ve been dedicated to working with the best mobile and social gaming companies to improve the quality of these games. Kihon has all of the elements of the best companies that I’ve been involved with, especially their talented team of developers, and their upcoming titles represent the standards that I believe in,” said Rick Thompson. “Dan Fiden and I are proud to be a part of Kihon’s success in continuing to make high quality fun and addictive games for people of all ages to enjoy.”

Kihon was launched in 2011 and their first release was the popular “Baby Monkey (Going Backwards

on a Pig)” game, based on the YouTube video with nearly 13 million views from collaborator Parry Gripp.

“Dojo Danger” is Kihon’s second iOS game launch, and the first to be completely built using Kihon’s proprietary “Kata” toolset, a new development toolset to create quality games in an efficient, cutting-edge fashion.

“As lifelong gamers and game creators, we’ve always had tremendous respect for Rick Thompson, and we are thrilled to count on him as a valuable partner and advisor,” said Mark Grossnickle, CEO, Kihon Games. “Most importantly, his support and guidance bolsters our efforts to keep making our particular brand of games.”

Thompson, a longtime entrepreneur and investor in social and mobile games, previously co-founded Playdom (acquired by The Walt Disney Company), Adify (acquired by Cox) and Flycast (acquired by CMGI). In addition to Kihon Games, Thompson’s active portfolio includes Funzio, Idle Games and Wild Needle.

Kihon was founded by former Sony Online Entertainment veterans, whose credits include Octopi’s “PoxNora.” The studio, in the midst of aggressive hiring, will retain their home bases in Tucson while wrapping “Dojo Danger” and finalizing designs for their third and fourth titles.

## Mobile Video Editing App Launches - Vibop 2.0

Video technology company NewBlue launched Vibop 2.0, the only smartphone video creation app that lets users automatically brand their videos with content from their Twitter profile, including their username, photo, and background graphics.

Made for the iPhone and iPod touch, Vibop, is the fastest, easiest, and most feature-rich video app available. In addition to its Twitter profile theme, Vibop boasts a variety of nine others (and counting), which allow users to put a little Hollywood flair into their homemade videos in seconds.

“Anyone can capture and share video – but the magic is what happens in between. Vibop 2.0 allows people to showcase their creativity and make a statement, democratizing mobile video with fun and easy-to-use tools,” said NewBlue Co-Founder, Todor Fay. “NewBlue has built the app on the strengths of a multi-faceted, artistic, and creative team that has always been passionate about giving individuals tools to express themselves creatively.”

## Gettysburg Armored Warfare opens up for modders

Paradox Interactive and Radioactive Software announced that it will support the mod community with its forthcoming game, *Gettysburg: Armored Warfare* through an editor and full toolset to be shared via Steam Workshop. The hybrid multiplayer Third-Person Shooter (TPS)/Real-Time Strategy (RTS) game brings fast paced action to the PC in an alternative reality version of the American Civil War. Developer Danny Green will work to enable the community to utilize the game’s tools and Steam Workshop to build and release mods based on the game’s powerful Radioactive Engine.

“My producer [Gordon Van Dyke - Paradox] and I share a strong commitment and love for the modding community, my goal is to make *Gettysburg: Armored Warfare* a great platform to create gamers dream add-ons and scenarios,” said CEO & Lead Programmer Danny Green. “I’m excited to see how far they can take it”, he continued. Developed by Radioactive Software, *Gettysburg: Armored Warfare* is scheduled to launch soon, exclusively on Steam.

## Sony Computer Entertainment to Expand PlayStation Suite

Sony Computer Entertainment Inc. (SCE) announced that it will release the open beta version of PlayStation Suite SDK<sup>®</sup>(1) to content developers in April 2012 and the official version later this year. Through the introduction of these SDKs, SCE will offer a more streamlined content development environment for content developers — from large game development companies to small, independent shops — and further expand the world of PlayStation® to open operating system based portable devices.

In November 2011, SCE released the closed beta version of PlayStation Suite SDK to limited content developers in Japan, United States and the United Kingdom. The upcoming open beta version incorporates their feedback and will dramatically enhance convenience and efficiency of the content development environment. The phased rollout of the open beta version will start in April 2012 free of charge and expand target countries beyond Japan, United States and the United Kingdom. Developers will also be able to conduct perfor-

performance verification of their content developed with the open beta version on PlayStation Vita.

SCE will also release the official version of PlayStation Suite SDK at \$99 US annually later this year, allowing content developers to have their content distributed through the PlayStation Store\*(2) on a commercial basis. Through the official version, content developers will also be able to seamlessly continue to develop content which was created with the open beta or the closed beta versions.

Furthermore, SCE will be adding content for PlayStation Suite in Japan, United States, Canada, United Kingdom, France, Italy, Germany, Spain, and Australia. The phased rollout of the update will start later this year. The phased rollout will include improving the PlayStation

The logo for PlayStation Suite, featuring the text "PlayStation® Suite" in white on a dark blue background.

Suite presence on PlayStation Store for users who want to enjoy a variety of content with ease and convenience on their PlayStation Certified devices. SCE will also deliver content created through the official version of PlayStation Suite SDK after the necessary procedure is completed.

As of March 7, 2012, the line-up of PlayStation Certified devices includes Xperia arc, Xperia arc, Xperia PLAY, Xperia arc HD, Xperia S, Xperia ion\*(3) from Sony Mobile Communications AB, and "Sony Tablet" S and "Sony Tablet" P from Sony Corporation. SCE will continue to further accelerate the expansion of PlayStation Certified devices.

Through PlayStation Suite, SCE will deploy various measures to support content developers in their business, and expand the PlayStation® entertainment experience on an open operating system.

\*(1) Software Development Kit is a set of development tools and software libraries. Developers are able to obtain this SDK by signing a license agreement with SCE.

\*(2) Users can download vast digital content including games through PlayStation Store for PS3, PSP, PS Vita and PS Certified devices.

\*(3) Model name may vary by region.

## **Gameloft and Fox Digital Entertainment Announce Ice Age Village, the New, Official Game inspired by the Wildly Popular Ice Age Animated Film Franchise**

Gameloft and Fox Digital Entertainment, a division of 20th Century Fox Filmed Entertainment, have today announced an exclusive partnership to launch a game inspired by the beloved Ice Age motion picture franchise. Ice Age, created and produced by Blue Sky Studios, has grown into a worldwide blockbuster, with over \$4 billion in box office, home entertainment and consumer products sales. 20th Century Fox is preparing to release the highly anticipated fourth film in the series, Ice Age: Continental Drift, in July 2012.

"As one of the most popular and beloved animated film franchises, we know that the fourth Ice Age film comes with great anticipation," said Gonzague de Vallois, Senior Vice President of Publishing at Gameloft. "As

such, we're absolutely thrilled to offer the official Ice Age game on smartphones and tablets. We have invested tremendously in this title and it is definitely one of our most important launches this year."

Players will immerse themselves in the unique world of the Ice Age films, interacting with beloved heroes such as Sid, Manny and Diego, while playing through a series of quests and mini-games featuring everyone's favorite mischief-maker, Scrat. Ice Age Village will look to join the extensive roster of successful games already released by Gameloft, which have been enjoyed by 80 million players over the past year.

"Ice Age Village is a perfect way for fans of all ages to interact with their favorite characters, while being introduced to the incredible world of Ice Age: Continental Drift," said Rick Phillips, SVP of Mobile for Fox Digital Entertainment. "Ice Age is one of Fox's most important, most accessible franchises and with Blue Sky and Gameloft, we've created a completely immersive experience that will deliver all the fun and laughter that fans have come to expect from the Ice Age films."

Ice Age Village will be available this spring for most smartphones and tablets.

## Louis Castle Donates Westwood Studios Collection

Louis Castle, co-founder of Westwood Studios, one of the most known video game software companies in the industry, has donated to the International Center for the History of Electronic Games (ICHEG) nearly 500 objects chronicling the company's innovative history.

Westwood is best known world-wide for having created and popularized the real time strategy genre games (known in the industry by its initials RTS)—where players make concurrent moves during game play as they try to defeat an opponent. In fact, Castle coined the term "Real Time Strategy Game," now a video game industry standard. Westwood's Dune II is widely acknowledged as the first RTS and Command & Conquer became Westwood's most successful RTS franchise, spawning a large number of sequels.

The Westwood Studio Collection includes items from the company's early days producing games for machines such as the Amiga and Commodore 64 to Westwood releases through 2003. Among the objects are games and artwork; development, marketing, and promotional materials; and related artifacts, such as costumes

that actors used for film scenes in the games. RTS games such as the pioneering Dune II and Command & Conquer (which spawned many sequels) form a major portion of the collection; but the compilation also includes early games such as Eye of the Beholder, an Advanced Dungeons & Dragons game, and mass market titles such as Monopoly and Lion King.

"To date, this is ICHEG's most comprehensive collection of one video game studio's output," says ICHEG's director Jon-Paul Dyson. "We are proud to be preserving this important record of Westwood's many contributions and innovations both for research purposes as well as for public display in our eGameRevolution exhibit."

Says Castle, "ICHEG clearly has the ability to preserve and display what every Westwood Studios' employee would consider treasures. Contributing an archive of the dozens of hit titles and their related development, marketing, and promotional materials to an institution where fans might enjoy them was a great joy and relief—a joy in knowing our company's history will be shared and a relief that it will be preserved as part of our industry's marvelous achievements."

# STATE OF GAMING



## BORING SHOW

Family friendly gamers are starting to ask if the GDC is even needed anymore. The Game Developers Conference has become less relevant every single year. It should be re-named the **HARDCORE HATERS CONFERENCE**. Or maybe the **ULTRA VIOLENT LAME GAMES CONFERENCE**. E3 is the Super Bowl of the video game industry. The Tokyo Game Show is the best game show over in Japan. The GDC is boring, dull, and there are very few good games shown. Companies are saving their surprises for E3 (Electronic Entertainment

Expo). Even the CES (Consumer Electronics Show) has a place. But GDC is no longer relevant, and certainly no longer needed. Hopefully it will radically improve, or slip into obscurity. Technically it already is pretty obscure.

Sony had an amazing launch of the Vita. This huge light machine impressed us at Family Friendly Gaming. The amount of good games for families is also impressive. That price tag for the machine is not so impressive. Nor is the cost of using AT&T for services. Thankfully families can bypass AT&T altogether. A memory card is required which will set you back even more money.

Nintendo has had a slow

and steady stream of releases to keep families interested in the Wii and Nintendo 3DS. Expect more coming. The land of Mario has been providing Family Friendly Gaming with all kinds of interesting news stories. We keep working on getting some exclusives from Nintendo.

Microsoft has been quiet recently. There have been some releases on Kinect for families. And there are more coming down the pipe line. Is there news of a hand held coming from Microsoft? Time will tell. Family Friendly Gaming is putting the questions out there in front of our contacts. Lord willing we can provide ya'll some fun data.

## Romans 12:9-12

9 Love must be sincere. Hate what is evil; cling to what is good.

10 Be devoted to one another in love. Honor one another above yourselves.

11 Never be lacking in zeal, but keep your spiritual fervor, serving the Lord.

12 Be joyful in hope, patient in affliction, faithful in prayer.

# 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).

<b>iPod Touch/iPhone</b>	<b>Score</b>	<b>Page</b>
Ash	77	39
Maze Magic	76	37
NFL Pro 2012	78	38
<b>Xbox 360</b>	<b>Score</b>	<b>Page</b>
Sonic Generations	92	30
<b>Playstation 3</b>	<b>Score</b>	<b>Page</b>
Sonic Generations	92	30
<b>Blu-ray</b>	<b>Score</b>	<b>Page</b>
Green Lantern Extended Cut	66	33
<b>DVD</b>	<b>Score</b>	<b>Page</b>
Green Lantern Extended Cut	66	33
The Green Hornet	53	34
<b>Nintendo 3DS</b>	<b>Score</b>	<b>Page</b>
Tetris Axis	90	29
Yoshi's Island Super Mario Advance 3	90	35
<b>Personal Computer</b>	<b>Score</b>	<b>Page</b>
Sonic Generations	92	30
<b>Gameboy Advance</b>	<b>Score</b>	<b>Page</b>
Sonic the Hedgehog 3	92	35
Yoshi's Island Super Mario Advance 3	90	35
<b>Genesis</b>	<b>Score</b>	<b>Page</b>
Sonic the Hedgehog 3	92	35
<b>Nintendo DS</b>	<b>Score</b>	<b>Page</b>
Dawn of Heroes	69	28





# Dawn of Heroes

SCORE: 69



My personal favorite genre of video games are the turn based strategy ones. So I am always on the look out for one, especially if we missed it. We are human, and prone to error. So yes, we miss interesting games from time to time. It is something we continue to work on improving. Dawn of Heroes has an amazing name, and then it goes downhill. The player starts with two mercenaries who are stiffed by their employer. They find a magical

belt that tells them they are the Chosen Ones. I think Dawn of Heroes tries to be funny and mock it, but it comes across as just odd.

Visually Dawn of Heroes could use a lot of help. The details are not that great, the backgrounds are bland, and the characters are blocky. Then we run into enticement to lust issue, and violence. Players take turns attacking one another. The goal is to get their hit points down to zero. Then the character dies. The various characters in Dawn of Heroes show pain as they are attacked. This gets old really fast



in my book.

Saving the barons from an evil is barely a reason to play through Dawn of Heroes. The mocking of being a hero and doing the right thing becomes infuriating. If that were not bad enough Dawn of Heroes decides to throw bad language at the player. Why is that needed in this fantasy world?

The answer is it is not. It hurts this Nintendo DS game in a variety of ways.

Dawn of Heroes contains fifty long missions, twenty-five playable classes from six different factions. Players will face off against twelve different factions. Levels can take time due to some of



the game play restraints. Many missions contain hidden objectives like beating it in two rounds. Which is nearly impossible unless you are leveled way above what you are fighting.

Dawn of Heroes has a fairness rule to it. Players can only attack and enemy with two of their characters at a time. The flip side is the enemies can only attack on of your characters with two characters as well. This is waived on bosses and when only one character is left alive on the screen from a team. Two players can compete in Dawn of Heroes with the Multi-card mode. Dawn of Heroes felt like a chore, and sadly was not fun to play.

The whole mocking everything, and being so mean and nasty to people on your own team/side hurts Dawn of Heroes. It winds up overshadowing the whole saving this fantasy world. Players get to use creatures of

magic on their side in Dawn of Heroes. They also fight various magical creatures. I had high hopes for Dawn of Heroes, sadly it ended up backsliding down the slope. - Paul

Publisher: Majesco Entertainment  
System: Nintendo DS  
Rating: 'E10+' - Everyone 10+  
(Mild Fantasy Violence, Mild Language)

Graphics: 62%  
Sounds: 66%  
Replay/Extras: 80%  
Gameplay: 70%  
Family Friendly Factor: 69%



# Tetris Axis

SCORE: 90



Tetris is one of the oldest and most recognized video game franchises. Billions of people know what Tetris is. This game has been on more platforms than most gamers have ever played on. And yet this old dog can be taught a new trick. Tetris Axis is in total 3D. And without any glasses. You know Nintendo should pay me for using their selling point. Families can compete in the brand new marathon, or fever. Seven people can battle one another using one game cartridge.

Tetris Axis looks great graphically. All of the shapes and colors we have come to expect are present and accounted for in this Nintendo 3DS video game. The backgrounds are diverse, interesting, and many times very cool. Especially in things like Jigsaw. The 3D effects in Tetris Axis are okay. The menu screens are kinda cool, and knocking down rows of blocks is neat. After that Tetris Axis is just okay.

The music in Tetris Axis is first rate. I love listening to the music

in this hand held title. They have a neat remix of the original Tetris, and some neat new tracks that got my mental juices flowing. The special effect sounds are superb as well.

The various modes in Tetris Axis will keep families busy for a few weeks. Then you can start

to compete across the Internet, via local play, and use that Spotpass thing. The cool part is eight people can play Tetris Axis with just one game cartridge. Tetris Axis is one of those games that can be very addictive. I knew I could do better if I did it one more time. Suffice to say hours vanished.

I learned something about Tetris Axis very quickly. The little joystick controller does not work with this 3DS



game. The D-pad is adequate for this game. It still felt strange not being able to use that circle joystick controller. Tetris Axis starts things out nice and slow. The farther you progress the faster it gets. If you go online early, please realize there are merciless players who will dominate you in a few minutes. They

are ultra aggressive, and do not care about the feelings of others.

Tetris Axis teaches us to concentrate, and think through how to fit things together. This hand held title can be seen as mental exercises in puzzle solving. Can you look at blocks and find the best way to put them together? I purchased Tetris Axis with my own money because of how much I enjoy this franchise. I also believe it is a game our millions of readers may take an interest in. I am recommending a purchase.  
- Yolanda



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

Graphics: 88%  
Sounds: 98%  
Replay/Extras: 90%  
Gameplay: 85%  
Family Friendly Factor: 90%





# Sonic Generations



SCORE: 92

Sonic Generations may be the best home console Sonic video game of all time. It pays homage to the past, and it includes the present all at the same time. You have probably seen our extensive coverage of this game on the website. Well I was able to recently



purchase and play this game on the Xbox 360. There are also PS3, and PC versions of Sonic Generations. A Nintendo 3DS version is still on our request listing. Kind of a shame the Wii got left out.

We have Sonic from twenty years ago, and modern era Sonic. There are 2D and 3D levels in Sonic Generations. Each world has three levels. Players must complete all three levels with both old and new Sonic. Then a challenge for each level must be performed. That provides us with a key to unlock the boss level.

characters look fantastic. I loved seeing the difference between the two Sonics.

I recognized many of the voices in Sonic Generations. A few sounded a bit off, but that is okay with all this amazing music. The sound effects are tried and true Sonic the Hedgehog sounds. Like collecting the rings. There are rockish songs that Sonic fans will appreciate. Songs like: "All Hail Shadow." That song is not my personal favorite but others here at Family Friendly Gaming appreciate it. And they sing along - loudly.

What could make a Sonic game better? How about skills that can be purchased, and installed on your character? Yes that is included in Sonic Generations. Along with tons, and I mean tons of unlockable content. There

are enough levels to warrant the price of Sonic Generations. I used my personal spending money and feel it was well spent on this home console title.

The controls are fast and furious in Sonic Generations. I got going so fast sometimes I could barely recognize upcoming issues. Sonic Generations is kind and warns the player of impending doom. I love getting to play levels in 2D and 3D. This is the Sonic game fans have been asking for - for years. Sonic Generations is a blast to play.

Sonic Generations teaches us the past of the Sonic franchise. A time traveling enemy is the cause of all the trouble. Sonic fights to free those enslaved by robots. He has good friends, and loves those chili hot dogs. There are various traps and spikes to avoid in Sonic Generations. There is a minor lesson in enjoying concepts like running free. - Paul



Publisher: Sega  
System: Xbox 360/PS3/PC  
Rating: 'E' - Everyone  
{Cartoon Violence}

Graphics: 90%  
Sounds: 93%  
Replay/Extras: 100%  
Gameplay: 90%  
Family Friendly Factor: 85%



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# Green Lantern Extended Cut

SCORE: 66

Live action super hero films have come a long way in the decades in terms of special effects. Green Lantern is a good example of this. The various creatures, and Green Lantern special effects look real. This sci-fi fantasy world seems plausible. I picked up the Blu-ray, DVD plus Digital Copy of Green Lantern Extended Cut before Christmas 2011. I am finally getting around to reviewing this movie. Ryan Reynolds does a pretty good job of representing Hal Jordan. Parallax as an enemy is a little strange, especially when you know what the comic book character was like.

The special effects in Green Lantern Extended Cut are amazing. From the various green constructs to flying around. The downside is Green Lantern Extended Cut is explosively violent. There is also some mild enticement to lust issues in this movie. I notice the MPAA missed that little

tidbit of information in their descriptors.

I am very disappointed with the bad language in Green Lantern Extended Cut. I don't know why Hollywood has to take a super hero franchise, and run them through the gutter. I don't know anyone that uses that kind of language on a routine basis so I know they are not reflecting reality. Instead they are trying to change the culture via indoctrination. You know the old saying: "tell a lie long enough, and often enough and then people will accept it as truth." That seems to apply to the language issues in Green Lantern Extended Cut.



human race are portrayed. Green Lantern Extended Cut contains some fun extras. Things like deleted scenes, a digital comic, and the universe according to Green Lantern are some examples. The movie itself is interesting enough that I have watched it a couple of times. The ending denotes a sequel which will deal with some issues we expected in the first movie.

Green Lantern Extended Cut promotes the religious belief of evolution. Hal Jordan fights against an evil even though he is told he is doomed. He goes it alone when others refuse to help. He learns what it means to be responsible. Green Lantern Extended Cut teaches us that we can prevail if we are willing to keep fighting. I hope a sequel will clean up some of the issues in Green Lantern Extended Cut. - Paul

There is some humor in Green Lantern Extended Cut that many involved with the culture will comprehend. The best example is when he tries to get the ring powered up for the first time. The storyline is nice in how it turns out. It is a little annoying to see how humans and the



Publisher: Warner Bros  
System: Blu-ray/DVD  
Rating: 'PG-13' - Parents Strongly Cautioned {Intense Sequences of Sci-Fi Violence and Action}

Graphics: 58%  
Sounds: 60%  
Replay/Extras: 86%  
Gameplay: 78%  
Family Friendly Factor: 50%





# The Green Hornet



SCORE: 53

I wish Hollywood could stay true to the roots of things when they reboot them. They butcher franchises in some of the worst ways. The Green Hornet is the latest example. Hollywood has completely killed it off in its reboot. The hero is shown as a bumbling, sexist pig who can't do anything for himself. His trusted side kick Kato is the one who does everything, and is completely charming with the ladies. The Green Hornet tries to be funny but fails most of the time. The two heroes fighting it out is the only scene I found to be funny. And that is because others around me were laughing.



The Green Hornet is stuffed with violence. The Green Hornet and Kato are vigilantes. They murder bad guys. They do have non lethal weapons, but that does not always help. The level of violence in The Green Hornet is shocking. Most of the violence is there just to keep the movie going. The closest movie I can think of is The Punisher. I have to ask why this movie was not rated 'R' for Restricted. The content is definitely in that realm.

Another reason The

Green Hornet should be rated 'R' is the continual bad language. These characters talk worse than sailors. Over and over again they swear. The Green Hornet is worse than most rap songs. It is like The Green Hornet is trying to be offensive on purpose.

The Green Hornet contains a gag reel, commentary, feature on The Black Beauty (their car), and writing The Green Hor-



net. This is a movie I will not ever rewatch. In fact I plan on selling it. I bought it, so I can turn around and sell it. I don't want to ever see The Green Hornet again.

It was a real chore to watch The Green Hornet. At first I was very interested in seeing what this movie was about. It got bad in the beginning and stayed there and until it finally ended. The characters in The Green Hornet are just dumb. Their roles make little to no sense. Its like the writers were trying to apologize for how the franchise was done in the past. There are inside jokes in The Green Hornet, but each of them turned into awkward moments.

Trust me, and avoid The Green Hornet. I wish I had never seen this film. It is that bad. As a comedy it falls flat. As an action film it makes no sense. The main bad guy is not scary, and he obsesses over it. The Green

Hornet is portrayed as a complete idiot. I kept expecting him to get caught and killed. The love interest hates him, and can seriously damage him. His side kick Kato is the strongest character, but he has his major flaws as well. The Green Hornet is two hours I will never get back. - Sam

Publisher: Columbia Pictures  
System: DVD  
Rating: 'PG-13' for Parents Strongly Cautioned {For Sequences of Violent Action, Language, sensuality and drug content}

Graphics: 50%  
Sounds: 30%  
Replay/Extras: 76%  
Gameplay: 60%  
Family Friendly Factor: 50%



# Yoshi's Island Super Mario Advance 3

SCORE: 90

Yoshi's Island Super Mario Advance 3 may be the most difficult Mario game I have ever played. Nintendo did not go easy on gamers with this title. Especially if you want to perfect every single level. Players are graded on three things - stars, coins, and flowers. There are so many in each level, and you have to collect them all. Hmm where have we heard that before? Anyways the graphical style looks like something a child would draw. But Nintendo did some interesting things with this handheld title. First off there are quite a few angles. Diamond like rocks sticking out of the ground at an odd angle kept the levels fresh looking. The Yoshis have their work cut out for them in Yoshi's Island Super Mario Advance 3. They are carrying a baby Mario to get to the end of the game where we have a baby Mario. If you take a hit, then you lose Baby Mario. Players then have ten seconds to get him back, or they lose the level. Players can also fall in lava or crevices to lose as well. So there are multiple ways to bite it. More than ten seconds can be earned later in levels too. The levels in Yoshi's Island Super Mario Advance 3 are long for a handheld title. There can be multiple continuation points in some levels. There are eight levels in each of the six worlds. Expect to spend a few weeks trying to beat Yoshi's Island Super Mario Advance 3. It all depends on how many hours you can put into this GBA/3DS title. Yoshi's Island Super Mario Advance 3 is one game I am very thankful Nintendo gave to me free for being a Nintendo 3DS ambassador. The biggest lesson in Yoshi's Island Super Mario Advance 3 is to take care of our young. There is also a lesson in this game about keeping siblings together, and not separating them. The difficulty of Yoshi's Island Super Mario Advance 3 will frustrate some gamers. Others will embrace the challenge. I found various ways to earn additional lives so it was easier getting through tougher levels. I appreciate the innocence of the art style in Yoshi's Island Super Mario Advance 3. I hope that Nintendo revives this franchise in the future. It was a pleasure for me to play and review Yoshi's Island Super Mario Advance 3. There is cartoon violence in this game. - Paul

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

Graphics: 88%  
Sounds: 89%  
Replay/Extras: 100%  
Gameplay: 90%  
Family Friendly Factor: 85%

# Sonic the Hedgehog 3

SCORE: 92

There is a reason Sonic the Hedgehog 3 is the highest scoring Sonic game thus far. What is my reason? It is the best of the bunch. Sega improved every single aspect of this Genesis (and later ported to the GBA) game. The storyline is deeper, and there are more characters involved. We run into Knuckles who steals the chaos emeralds and consistently gets in our way. At the end of every level we have to face a boss. There are only two levels per world, and the game let us save at the start of each new world. The continuity between levels is fantastic. Additional animations, and improvements to the graphics are also evident in Sonic the Hedgehog 3. Tails is a constant companion, and many times helper. He reminded me ways of doing things. The soundtrack continues wonderful Sonic the Hedgehog styled music with some neat little twists. Sonic the Hedgehog 3 does contain some mild violence and explosions. Little critters are kidnapped and put into robots. Those robots attack Sonic and Tails. It is up to the player to free them by hitting the robot shell. Dr Eggman also has some explosions when we finally take down his machines. Speaking of Dr Eggman, the boss battles in Sonic the Hedgehog 3 are diverse and thought provoking. I love the machine used in the waterfall, and the one that spun us around in the water. As are various parts of the levels. I found myself routinely trying to figure out how to get out of the water, or through an area. Sonic the Hedgehog 3 is fast in terms of speed, but does slow it down to give us a breather. The secret ring levels are awesome, and some of the best I remember playing from that era. Sega was working on in-roads into 3D, as those bonus levels display. Sonic the Hedgehog 3 is the most fun Genesis Sonic game I remember, and I really appreciate it. I am glad that I took the time to replay, and review this classic video game from the past. Sonic the Hedgehog 3 can be found on a variety of modern day platforms, and in compilations in case you do not have a Sega Genesis. I personally prefer to play it with that old controller on that well used machine. - Paul

Publisher: Sega  
System: Genesis/GBA  
Rating: 'E' - Everyone  
{Comic Mischief}

Graphics: 90%  
Sounds: 94%  
Replay/Extras: 96%  
Gameplay: 92%  
Family Friendly Factor: 88%

# 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
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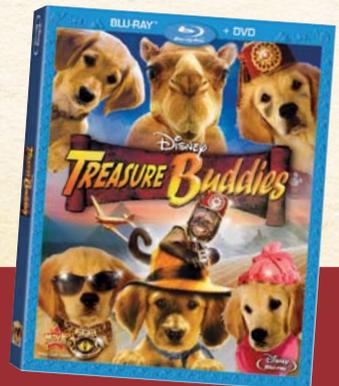
E

L

O

R

T



ANSWER: CLEO-CATRA

On



For A Limited Time



# Maze Magic

SCORE: 76



Maze Magic mixes two things to create an app that is memorable. There are mazes in this app, and magic. The developer named their game exactly what it is and what it does. Maze Magic is a free app with in-app purchases. I found Maze Magic can be extremely difficult if you do not purchase additional skills.

Maze Magic starts out really good. We walk around mazes and collect coins. We can also collect potions but there is no point to them. Not until evil wizards start wandering the mazes as well. Then one potion grants you one attack. It did not take long for the wizards to require two attacks to kill them. At that point Maze Magic is annoying.

The 3D effects in Maze Magic look nice. I noticed various environments in this app. They

can get repetitive in an area though. The camera does not keep up with the player. So that has to be adjusted with a finger swipe. Touching where we want to walk is how we move, so it is similar to movement controls.

The music in Maze Magic is nice too. I listening to it, and the special effect sounds. All of them are really good with one small exception. I am not a fan of the death sounds. That is when I killed off a wizard. I never really understood why they were attacking me. Why are they the evil ones? Aren't I trespassing on their lands?

There are forty different levels in Maze Magic. There are a variety of items that can be purchased by the player. Coins are purchased by the player, or found in the game levels. It all depends on how patient you can be. I did find levels can get difficult without purchasing upgrades. Maze



Magic is free so all you lose is space on your iPhone/iPod Touch.

Exploring mazes is awesome. Fighting the wizards is frustrating. We have to be one space away. This excluded all chance of ambush. Usually it meant trading attacks. After a few wizards my health was gone. Avoidance is a possibility in some levels, but not many. I did not enjoy Maze Magic.

Maze Magic taught me to be sneaky, and to kill whatever was in my way. I feel that Maze Magic is a breeding ground for impatience, and selfishness. There is some mild thought process needed to try and find ones way around a maze. If there are any sequels I would like it to dwell more on the exploration and less on the combat. The combat is broken. - Luke



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

Graphics: 77%  
Sounds: 86%  
Replay/Extras: 85%  
Gameplay: 61%  
Family Friendly Factor: 69%





# NFL Pro 2012

SCORE: 78



Who out there does not like free stuff? Be honest now. If someone comes to you with something free, won't you take it? I understand you might be skeptical. There are times and places I am skeptical. This is where I introduce NFL Pro 2012. This iPhone/iPod Touch app is completely free. It's a NFL licensed football game. Not sure how this game snuck by EA and their exclusive license. Maybe this platform was not a part of their contract. Your team gets experience as plays are performed. That experience can be used (during a level up to improve the stats of players on your team. Expect these improvements to take a long time.

For a free game NFL Pro 2012 looks amazing. I did not think a football game could look this good on this platform. GameLoft has outdone themselves in terms of the players and stadiums. The fans are pretty pathetic looking though. Tackling in NFL Pro 2012 is realistic. The animations in NFL Pro 2012 are good. I saw some minor glitches here and there but nothing major thankfully.

The sounds in NFL Pro 2012 are okay. I enjoyed the tuto-



rial. My one complaint is NFL Pro 2012 is really pushing players to purchase stuff, and this app is constantly sending me messages about something new. This is even when the machine is in sleep mode.

The amount of content in NFL Pro 2012 is insane. All thirty-two teams with over two thousand players are included in NFL Pro 2012. If you are patient then there

can be weeks of replay value in NFL Pro 2012. I wish NFL Pro 2012 had an option to pay once for the game, and get rid of all the annoying little features trying to drain our bank accounts.

I hate kicking in NFL Pro 2012. This is a frustrating feature. Drag the ball down into the white and then back up. This does not work very well. The control stick on the screen is also a problem at times too. Especially on things like the kick returns. I wound up running the wrong direction initially more than once. The leveling up system is a neat feature in this franchise. Trying to pass can get confusing on this small screen.

NFL Pro 2012 teaches us to work diligently to improve. A basic understanding in football is also provided. The AI in NFL Pro 2012 is not very bright. I suppose all the focus was on graphics. I

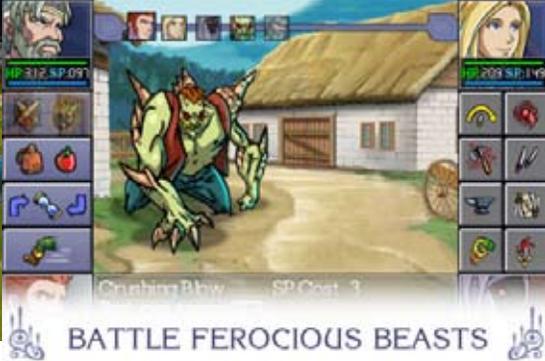


am also not big on only being able to select certain plays unless I use up my resources. The way to get more of them? Why pay them real world money of course. A one time purchase option needs to be presented to consumers in the future.  
- Frank

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

Graphics: 98%  
Sounds: 76%  
Replay/Extras: 82%  
Gameplay: 60%  
Family Friendly Factor: 75%





# Ash

SCORE: 77



Family Friendly Gaming reviewed Ash II Shadows recently. This game was so interesting that this reviewer purchased the original Ash. The original is vastly different than the sequel. In many ways Ash is better than the sequel. It is more of a true old school role playing game. Ash requires the player to grind in certain parts. Players are also required to purchase better equipment to take out the monsters.

After playing the second, certain plot points were already known by this reviewer. For those that do not know specific events, they will be shocked at some of the plot twists and turns. Ash contains a rebellion against the government. That is a common theme in role playing games. The government is bad and it is up to you to help overthrow it.

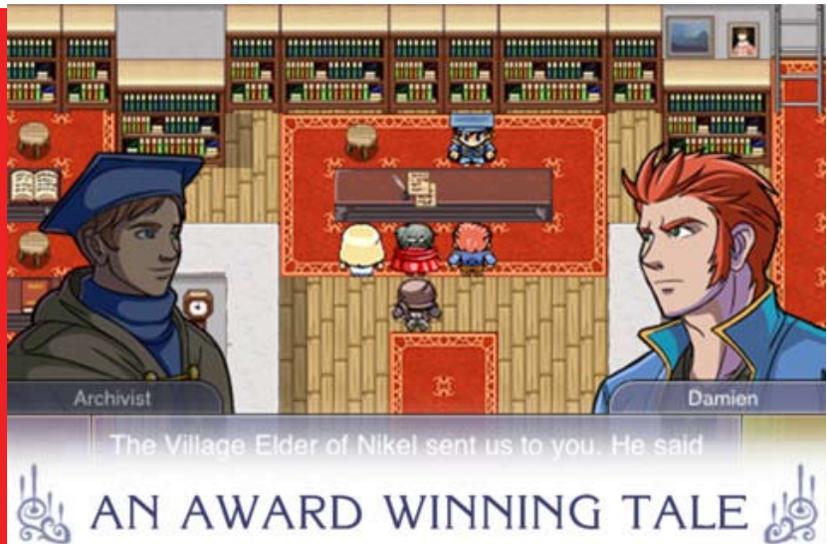
The graphics are very good in Ash. The characters look good, even if there is some color swapping involved. The old school feel to Ash is felt throughout the various levels. Certain female characters like the female pirate are wearing very little. One of the dark sides of the genre -



women hardly wearing anything but men being fully clothed.

The music in Ash is stellar. The creators of Ash put major effort into that. Sadly they shot themselves in the foot with some bad language. Which is not needed, and only distracts from the story. This is a fantasy game, so why not be creative and come up with some fantasy words that mean nothing in our culture? Why be offensive? Certainly an area for improvement in future releases.

Ash caps the team off at level 40. No leveling up past that. Which is a real shame. Leveling up and grinding in Ash is actually fun. There are tons of special skills, and magical things the player can do. The dungeons are long with a



variety of hidden items. The controls in Ash are easy to pick up. Tap the enemy to attack them in battle screens. Tap the skills area to pick a skill, tap the character to use it on (like healing). Moving around the town and map screens are just as easy. Touch to the right to walk to the right. Tap a character to talk to them.

Ash exhibits an intelligent design. Hours of thought and creativity went into this game. One of the main characters becomes corrupted because of hate in his heart. He is steadily getting worse. The other characters are trying to redeem him from this dark magic. Will he succumb and become a bad guy at some point? We play Ash to find out.  
- RPG Master

Publisher: SRRN Games  
System: iPhone/iPod Touch  
Rating: '9+' - 9+ {Infrequent/Mild Horror/Fear Themes, Frequent/Intense Cartoon or Fantasy Violence, Infrequent/Mild Mature/Suggestive Themes}

Graphics: 71%  
Sounds: 70%  
Replay/Extras: 85%  
Gameplay: 83%  
Family Friendly Factor: 74%



# DEVELOPING GAMES



**Game:** Skylanders Giants  
**Release Date:** Fall 2012



**Company:** Activision

**System:** Wii/PS3/Xbox 360

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



# SKYLADDERS GIANTS



**Game:**  
Skylanders Giants

**Company:**  
Activision

**Release Date:**  
Fall 2012

**System:**  
Wii/PS3/Xbox 360

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





Game: Kinect Star Wars

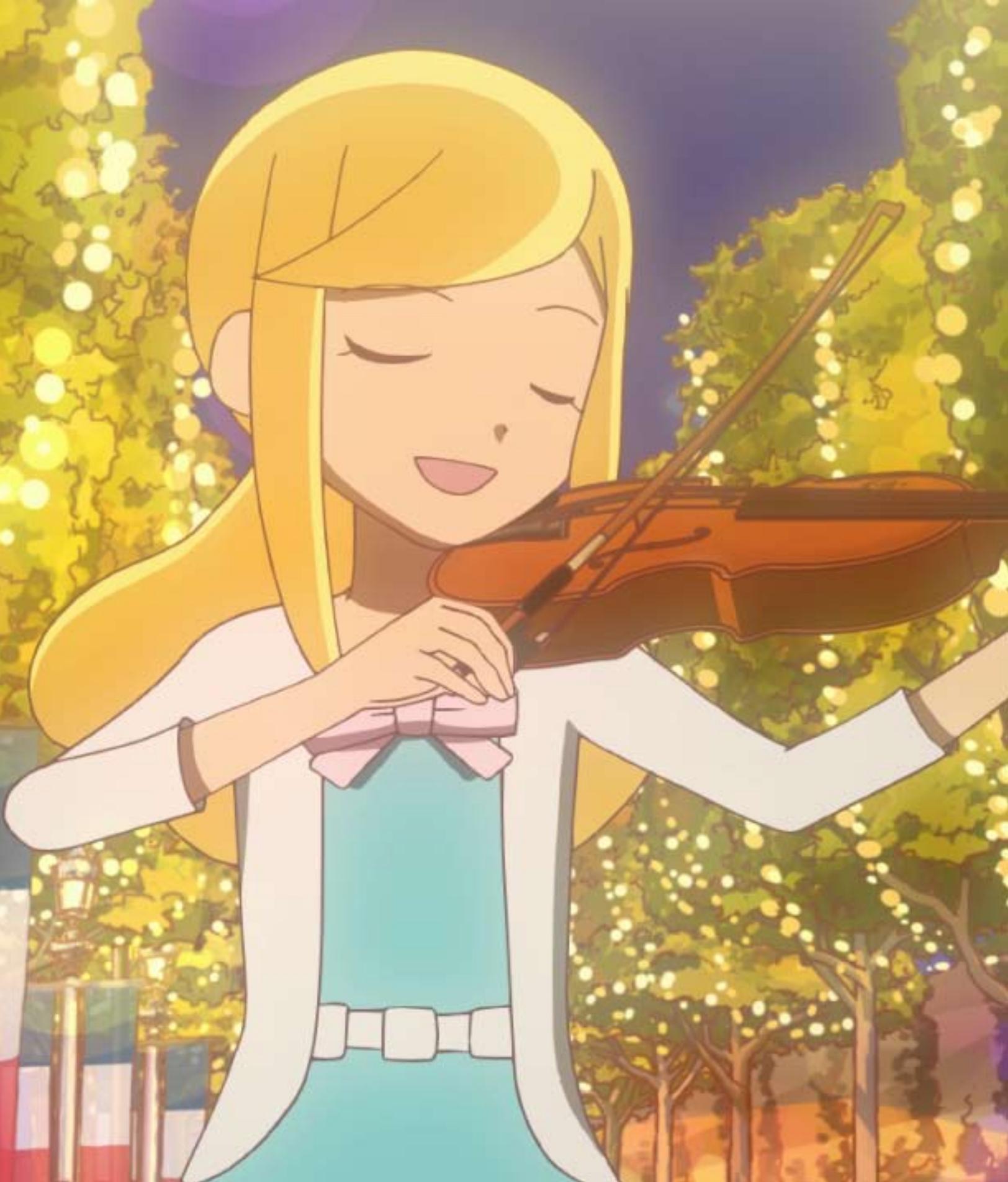
Release Date: April 3, 2012

Rating: 'T' - Teen

Company: Microsoft Game Studios

System: Xbox 360

{Mild Language, Mild Suggestive Themes, Violence}



**Game:** Rhythm Thief & the Emperor's Treasure

**Company:** Sega



**Release Date:** Early 2012   **System:** Nintendo 3DS   **Rating:** 'RP' - Rating Pending



**Game: Rhythm Thief & the Emperor's Treasure**

**Company: Sega**



**Release Date:** Early 2012    **System:** Nintendo 3DS    **Rating:** 'RP' - Rating Pending



**Game:** Rhythm Thief & the Emperor's Treasure

**Company:** Sega



**Release Date:** Early 2012   **System:** Nintendo 3DS   **Rating:** 'RP' - Rating Pending



**Game:** LittleBIGPlanet

**Company:** Sony

**Available:** TBA 2012

**System:** PS Vita

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



1130





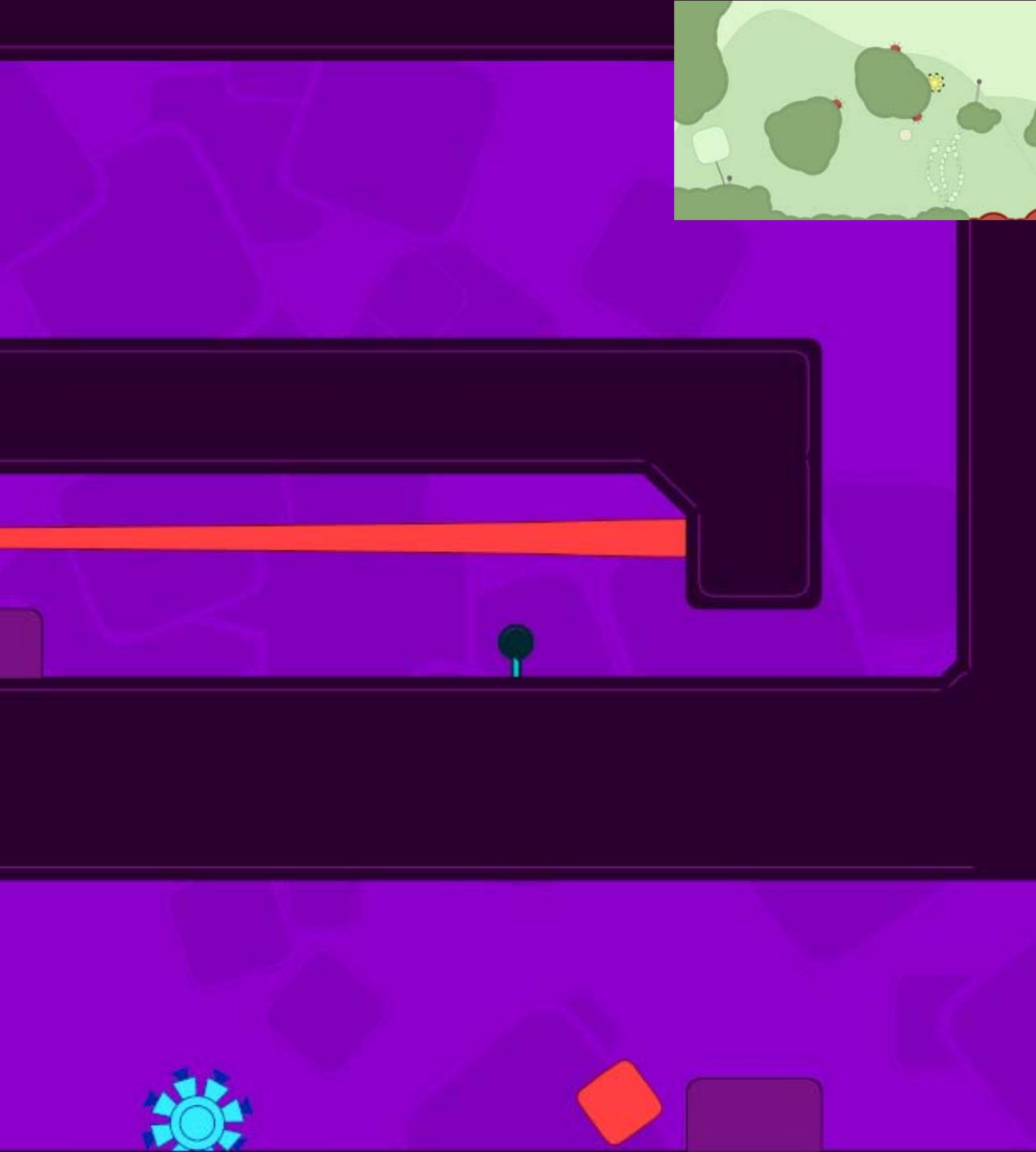
**Game:** LittleBIGPlanet  
**Company:** Sony  
**Available:** TBA 2012  
**System:** PS Vita  
**Rating:** 'RP' - Rating Pending



**Game: Sound Shapes**

**Available: To Be Announced**

Family Friendly Gaming



**Company:** Sony

**System:** PS Vita

Family Friendly Gaming

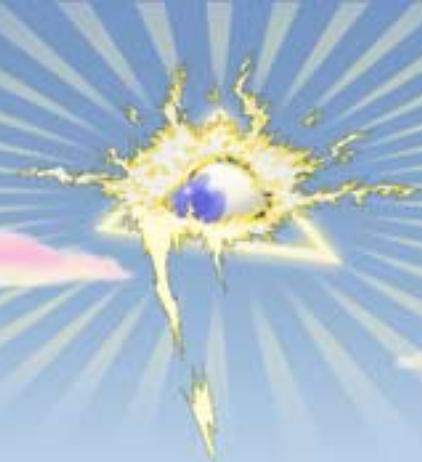
**Rating:** 'RP' - Rating Pending



**Game: Babel Running**  
**Available: April 2012**



16177 x2



46 x2



15767 x4



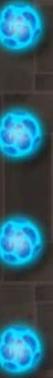
**Company:** Bulkypix      **Rating:** 'RP' - Rating Pending  
**System:** iPhone/iPod Touch/iPad

# DOJO DANGER

6



UNIT KILLED +2



0



1184

584 x1



0

0



THE OLD F  
FESTIVITIES





## MUDDER

COOL IS BEING PREPARED FOR THE  
S! YOU WILL NEVER FIND HIM.



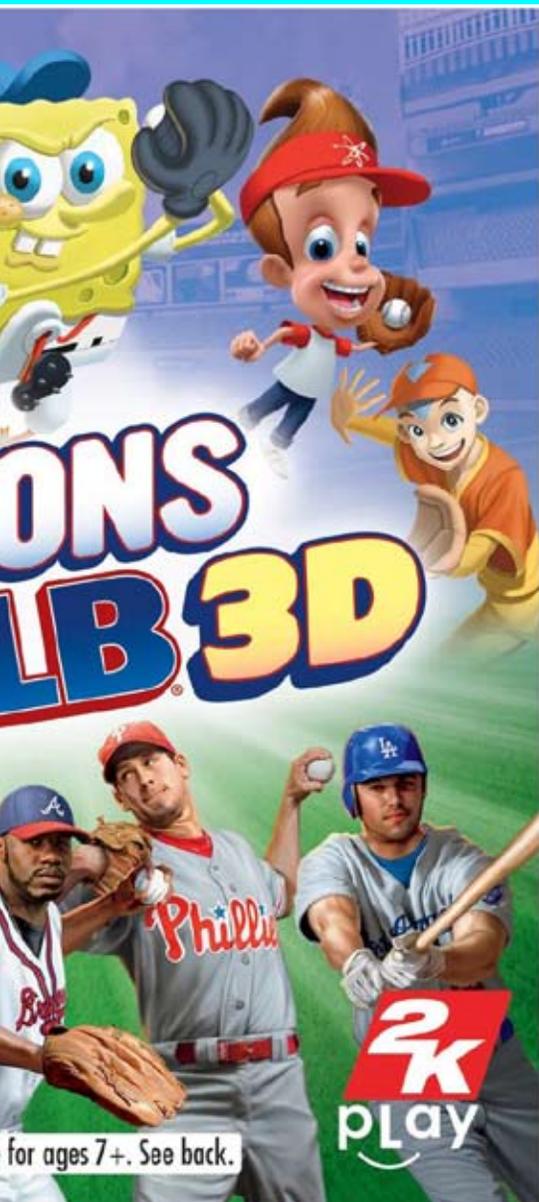
CONTINUE

**Game:** Dojo Danger  
**Company:** Kihon  
**Available:** To Be Announced  
**System:** iPhone/iPod Touch  
**Rating:** 'RP' - Rating Pending

# RECENT RELEASES



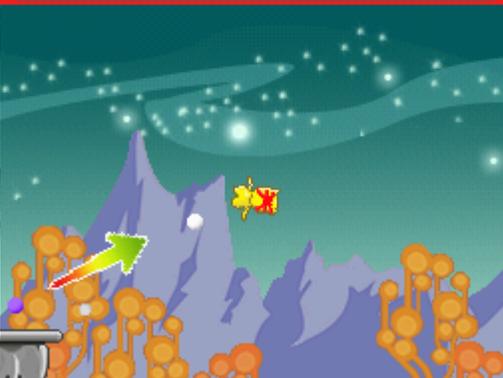
**Product:** Nicktoons MLB 3D  
**Release Date:** Out NOW  
**Rating:** 'E' - Everyone



NINTENDO 3DS™



**Company:** 2K Play  
**System:** Nintendo 3DS

<p>LEVEL 4-5: BATTLE</p> <p><b>NOW LAUNCHING</b></p>  <p><b>OH!</b></p> <p>SPEED: ████</p> <p>BOUNCE: █████</p> <p>BALANCE: ██</p> <p>ABILITY: NONE</p> <p>SCORE: 0 HIGH SCORE: 27000</p> 	<p>LEVEL 5-5: BATTLE</p> <p><b>NOW LAUNCHING</b></p>  <p><b>SPEED</b></p> <p>SPEED: ████</p> <p>BOUNCE: █████</p> <p>BALANCE: ████████</p> <p>ABILITY: SLOW</p> <p>SCORE: 0 HIGH SCORE: 29500</p> 	<p>LEVEL 2-5: BATTLE</p> <p><b>NOW LAUNCHING</b></p>  <p><b>UFUS</b></p> <p>SPEED: ██████</p> <p>BOUNCE: █████</p> <p>BALANCE: ██</p> <p>ABILITY: CURVE</p> <p>SCORE: 500 HIGH SCORE: 22000</p> 
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**Game:** Gogo's Crazy Bones  
**Company:** GameMill Entertainment  
**Available:** March 2012  
**System:** Nintendo DS  
**Rating:** 'E' - Everyone  
 {Comic Mischief}

LEVEL 4-5: KNOCK OUT

SELECT GOGOS



**HELLO**

SPEED: ████

BOUNCE: █████

BALANCE: ████████

ABILITY: BOOST



NINTENDO DS™

**GOGOS**  
CRAZY BONES

EVERYONE  
E  
CONTENT RATED BY ESRB

GO GO CRAZY!

GameMill  
entertainment



POSITION

3 / 8

TIME RECORD  
03:05.009

TOTAL TIME  
01:47.416

NITRO

x1 x2 x3

3/3 REPLAY

POSITION:2

**Product:** Ridge Racer

**Company:** Namco Bandai

**Release Date:** Out Now

**System:** PS Vita

**Rating:** 'E10+' - Everyone 10+  
{Mild Suggestive Themes}

POSITION

4/8

TIME RECORD  
02:18.949

TOTAL TIME  
01:55.700

NITRO

x1 x2 x3

SEC 1

01:54.866  
+00:00.706



**Product:** Ridge Racer

**Company:** Namco Bandai

**Release Date:** Out Now

**System:** PS Vita

**Rating:** 'E10+' - Everyone 10+  
{Mild Suggestive Themes}



LAP TIME  
00:54.547  
00:44.047  
00:17.089



POSITION

**5** / 8

TIME RECORD  
03:26.153  
TOTAL TIME  
01:02.700

NITRO  
x1 x2 x3



LAP  
0



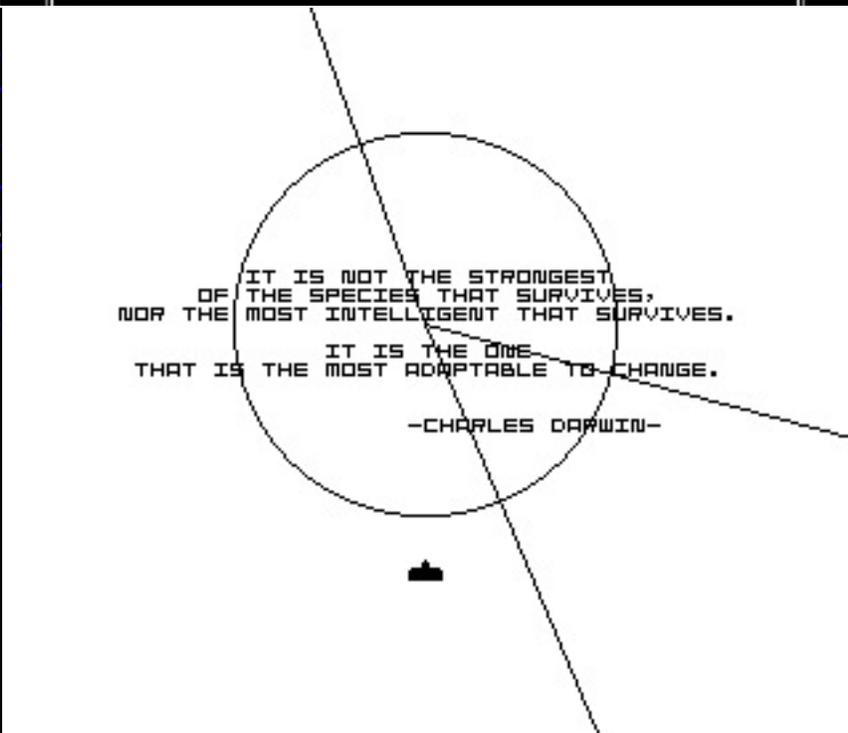
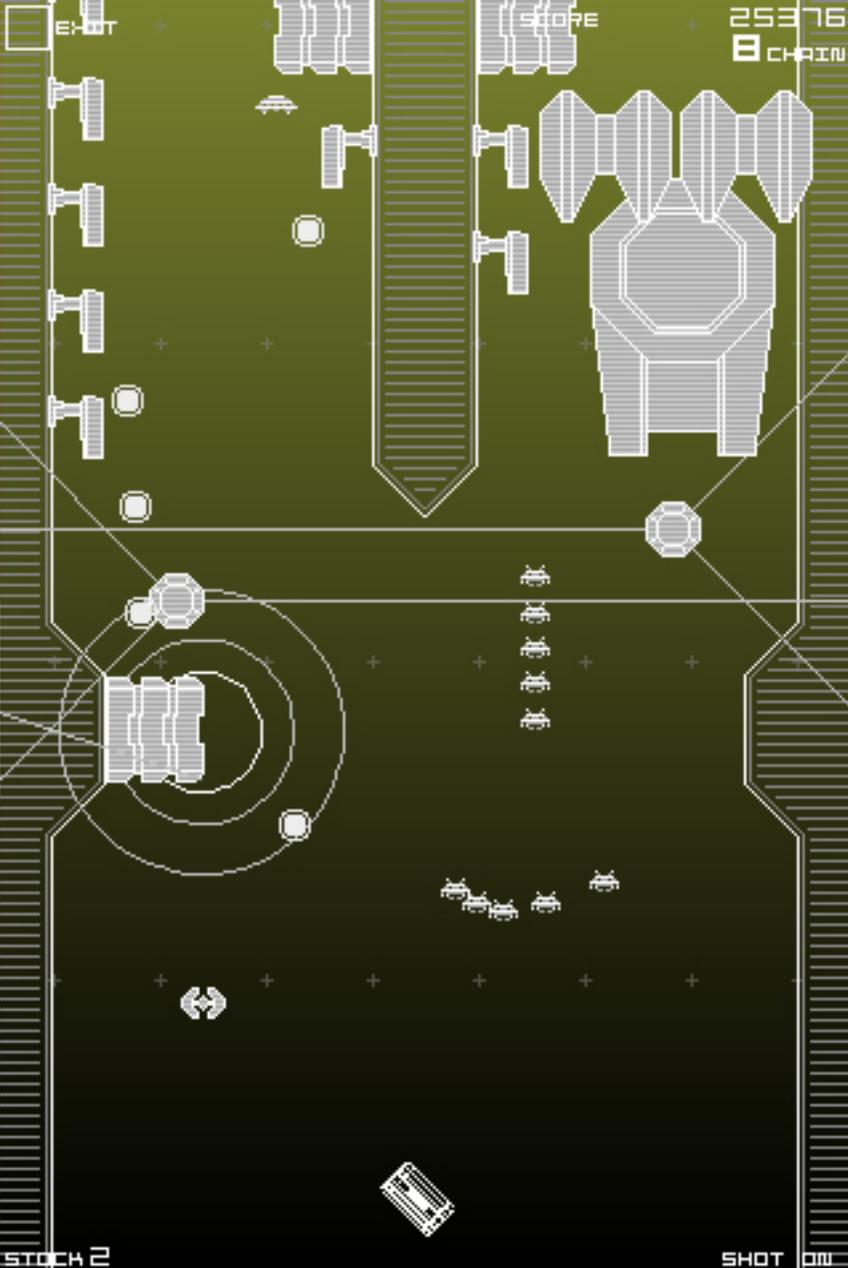
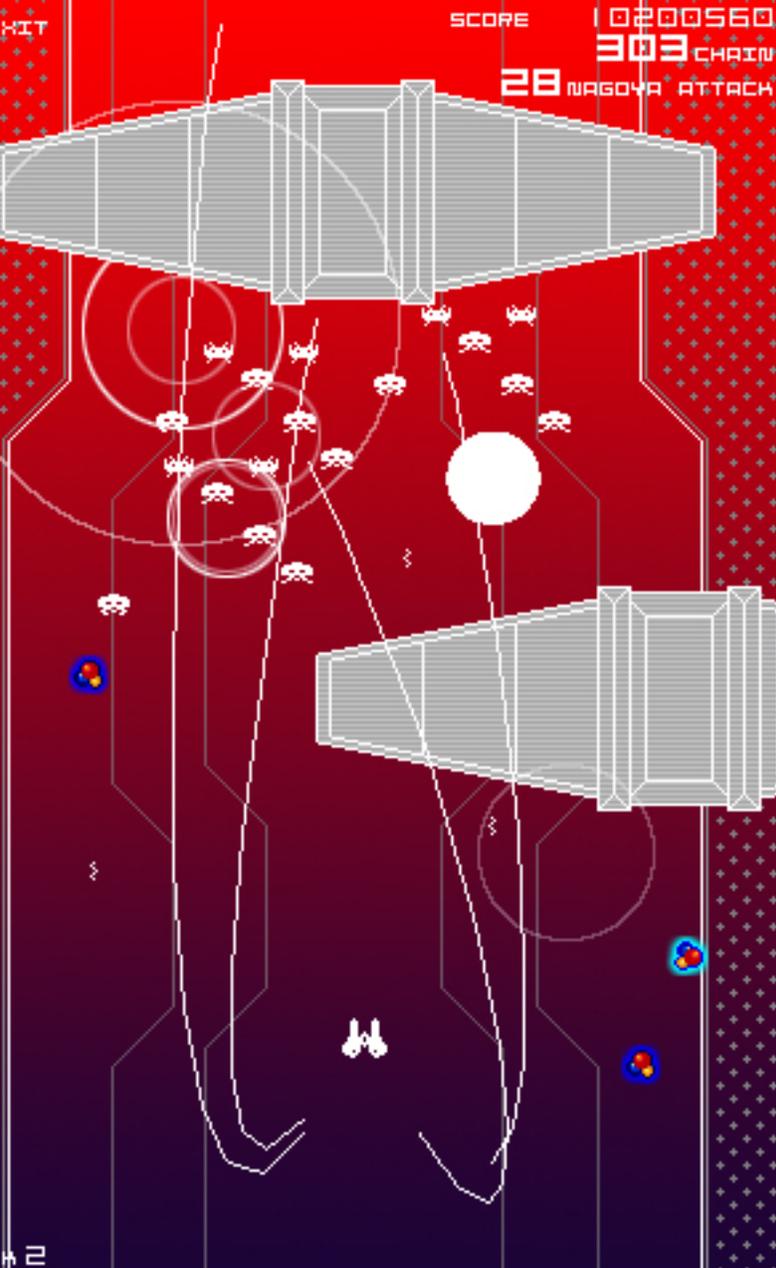
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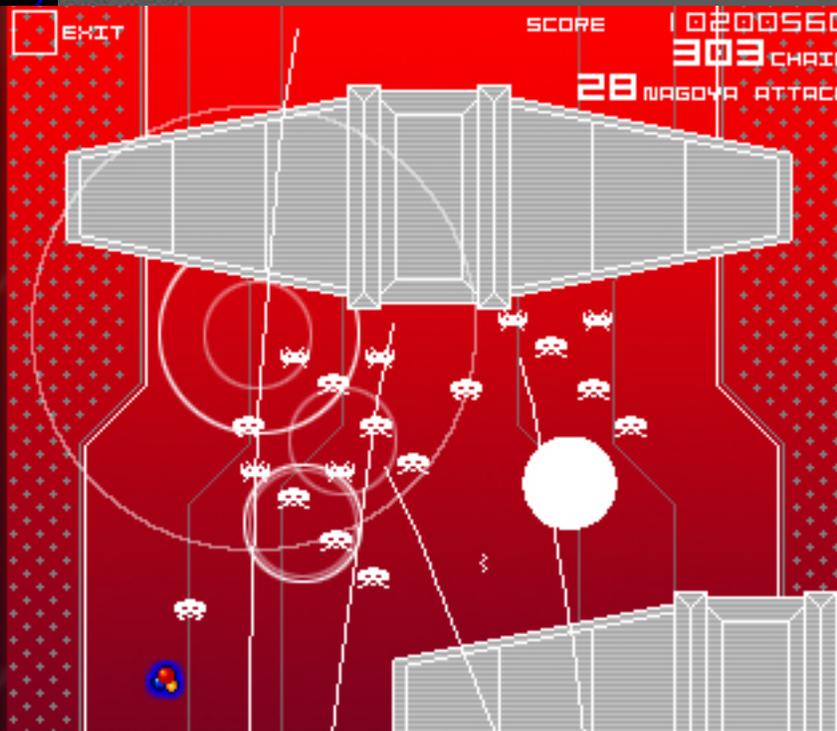
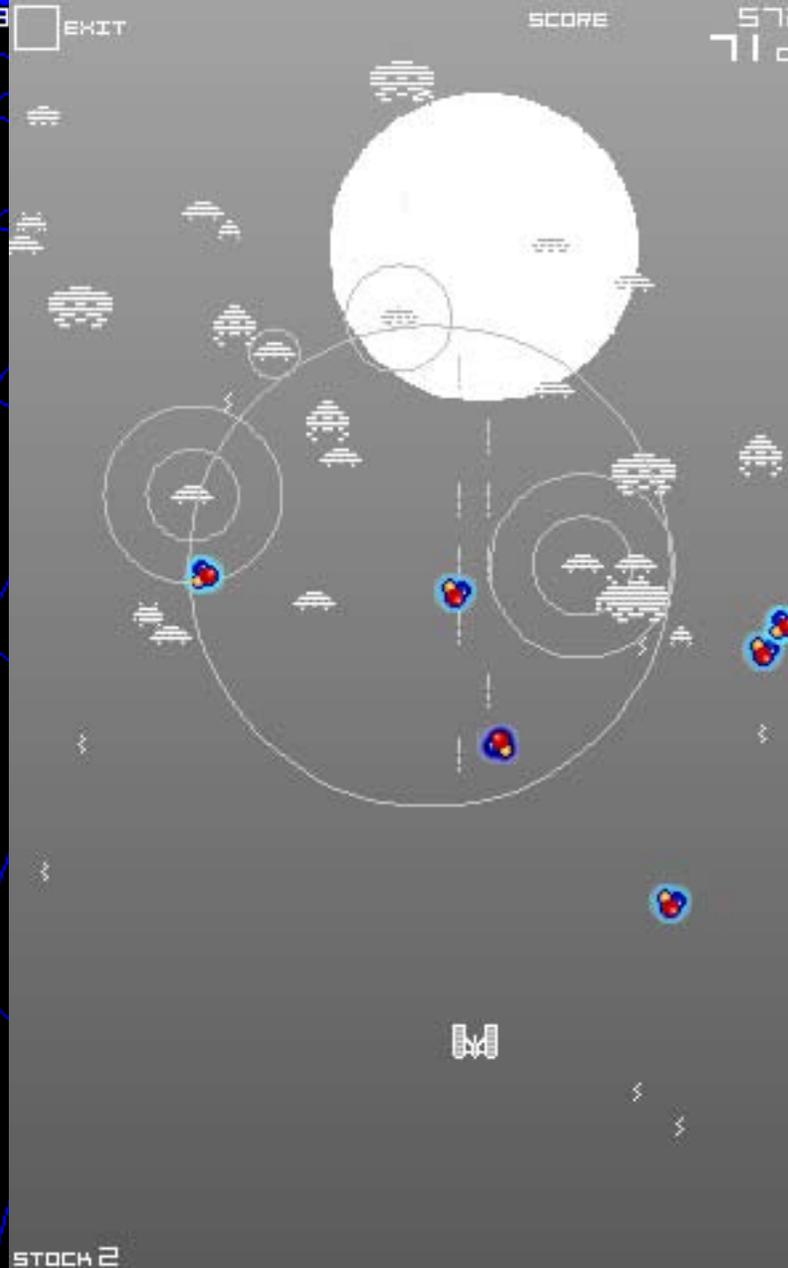
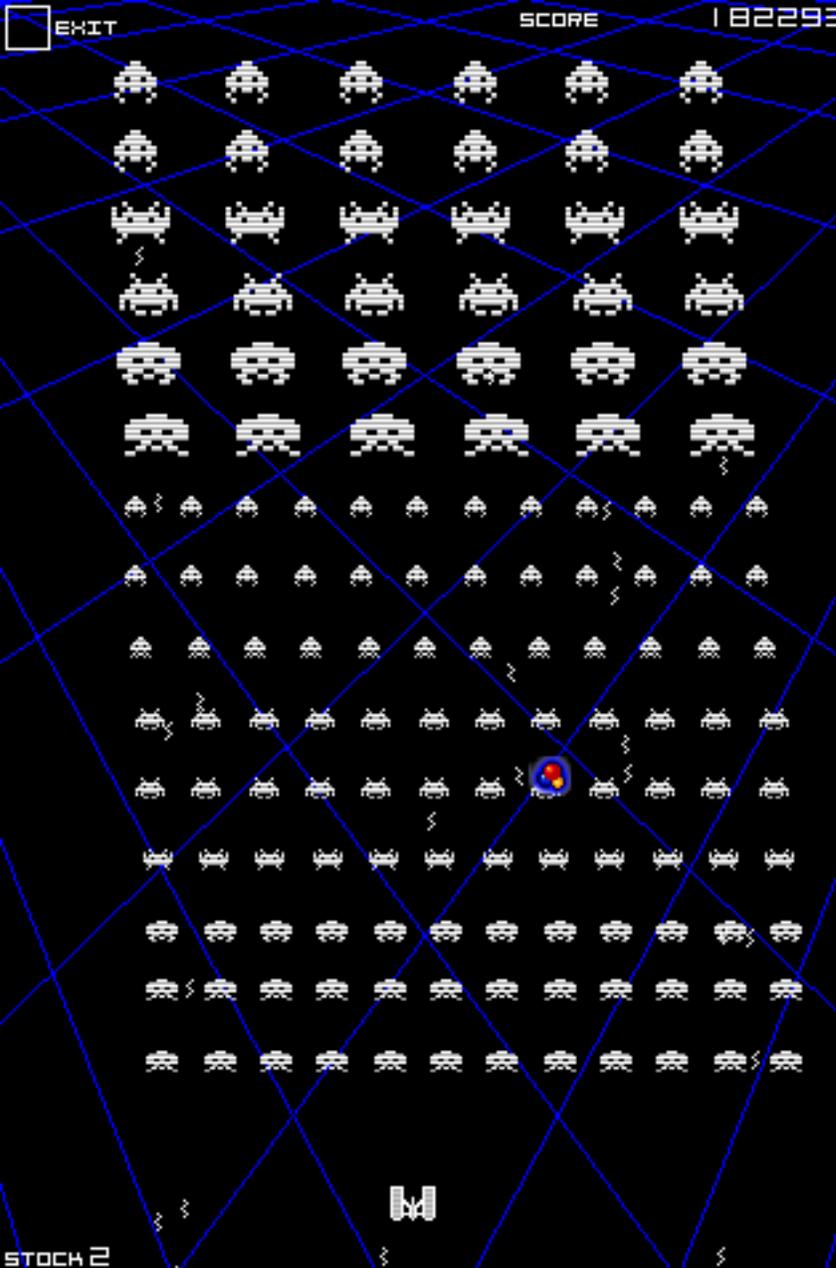
**5** / 8

TIME RECORD  
03:44.244  
TOTAL TIME  
01:10.750

NITRO  
x1 x2 x3











**Product:** 3D Bears  
**Company:** StormCellar  
**Release Date:** Out Now  
**System:** iPad/iPhone/Android  
**Rating:** '4+' - 4+

Warning

VIOLENT IMAGES



**Game:** Street Fighter x Tekken

**Company:** Capcom

**Available:** Out Now

**System:** PS Vita

**Rating:** 'T' - Teen

{Alcohol Reference, Crude Humor, Language, Suggestive Themes, Violence}



**Game:** Asteroids Gunner  
**Company:** Atari  
**Available:** Out Now  
**System:** Playstation 3  
**Rating:** '9+' - 9+  
{Infrequent/Mild Cartoon or Fantasy Violence}

# Devotional

## Sloth

Most Americans are so busy, and on the go so often that the concept of sloth (one of the seven deadly sins) rarely enters their mind. It is also something that is rarely preached about. When a congregation is too busy, its hard to educate them to the dangers of being too idle. But is there more to sloth than just a slob laying around doing nothing? Are there other aspects of our daily lives that could fit under the sloth umbrella? Let's find out.

Have you ever thought about sloth of the mind? Do you exercise your mind daily? Are you growing in your relationship with Jesus Christ? Or have you taken a slothful attitude towards it? Do you go about your daily routine, and completely ignore God? Then spiritually you are a sloth. And we have already established that is a bad thing. Do you really want to be slothful spiritually?

Does the Holy Bible have anything to say about being idle? **2 Thessalonians 3:6-7** *In the name of the Lord Jesus*

*Christ, we command you, brothers and sisters, to keep away from every believer who is idle and disruptive and does not live according to the teaching you received from us. 7 For you yourselves know how you ought to follow our example. We were not idle when we were with you. They were talking about activity. But the Apostle Paul was always finding ways to point people to God. He did not rest on his laurels where reaching the lost was concerned.*

I understand it can be easy to sit back and relax. Especially after reaching major milestones, achievements, and accomplishments. There is a season for celebration, and there is a season to get back to it. There is a season to work on what needs to be worked on. Are you perfect that you need no more development? I bet there is some areas of your life you could work on.

Have you ever wondered how a slothful person is perceived? **Proverbs 18:9** *He also that is slothful in his work is brother to him that is a great waster.* How many of us want the title - Great Waster? I know

it is not something I want to be known for.

It is really easy to look around and see others messing up. It is so simple to use that excuse. Well, I am not as bad as so and so. That excuse does not cut it with God. Instead we need to get our own house in order. We need to get the beam out of our own eyes before we start looking at the spec in our brothers eye. Are there areas of your life you are being slothful? Reading the Holy Bible? Praying? Spending time with family? Worshipping God?

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 good Christian video games.

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

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

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

Usually the people

complaining about a certain Christian video game have never played said game themselves. This kind of unbridled prejudice exhibits why Christian video games have had

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problems in the past. Gamers hate them because of the good content, and Christians ignore them because the video game industry is known for so much evil. Supporting Christian video games is supporting good video games.

What is the definition of good, and bad that people are

using. Is it the definition that God has, or is it the Shifting in the sands definition that a few humans have? Who is greater man or God? Obviously God knows better, which is why I have used God's definition of good. When images that are pleasing to Him are included then they are good. When there are sounds that are pleasing to Him, then they are good. Every aspect of how a video game is reviewed should be based on God's definition of good and evil. To do anything else is the highest form of arrogance.

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

# Last Minute Tidbits



**Game:** Quantum Conundrum  
**Company:** Square Enix  
**Release Date:** Early 2011  
**System:** PC/PS3/Xbox 360  
**Rating:** 'RP' - Rating Pending





**Product:** Sorcery  
**Release Date:** Spring 2012



**Company:** Sony

**System:** Playstation 3 (Move)

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



**Product:** Toki Tori 2

**Release Date:** To Be Announced



**Company:** Two Tribes  
**System:** PC/iPad/Wii U

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



**Product:** Alien Spidy

**System:** Playstation Vita

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

**Company:** Kalypso

**Release Date:** Q2 2012





032 0000000000 2' 53" 89

A HUD element featuring a large yellow ring icon on the left, a score of 032, a circular gauge, and a timer showing 2' 53" 89. The timer is displayed in yellow and red digits on a black background.



Sonic x001

Icons of Sonic the Hedgehog and Tails the Fox next to a multiplier of x001.

**Product:** Sonic 4 Episode 2  
**Release Date:** To Be Announced  
**Rating:** 'RP' - Rating Pending



**Company:** Sega

**System:** iPhone/iPod Touch/iPad/PS3/PC/Xbox 360



**Product:** Sonic 4 Episode 2  
**Release Date:** To Be Announced  
**Rating:** 'RP' - Rating Pending



**Company:** Sega

**System:** iPhone/iPod Touch/iPad/PS3/PC/Xbox 360