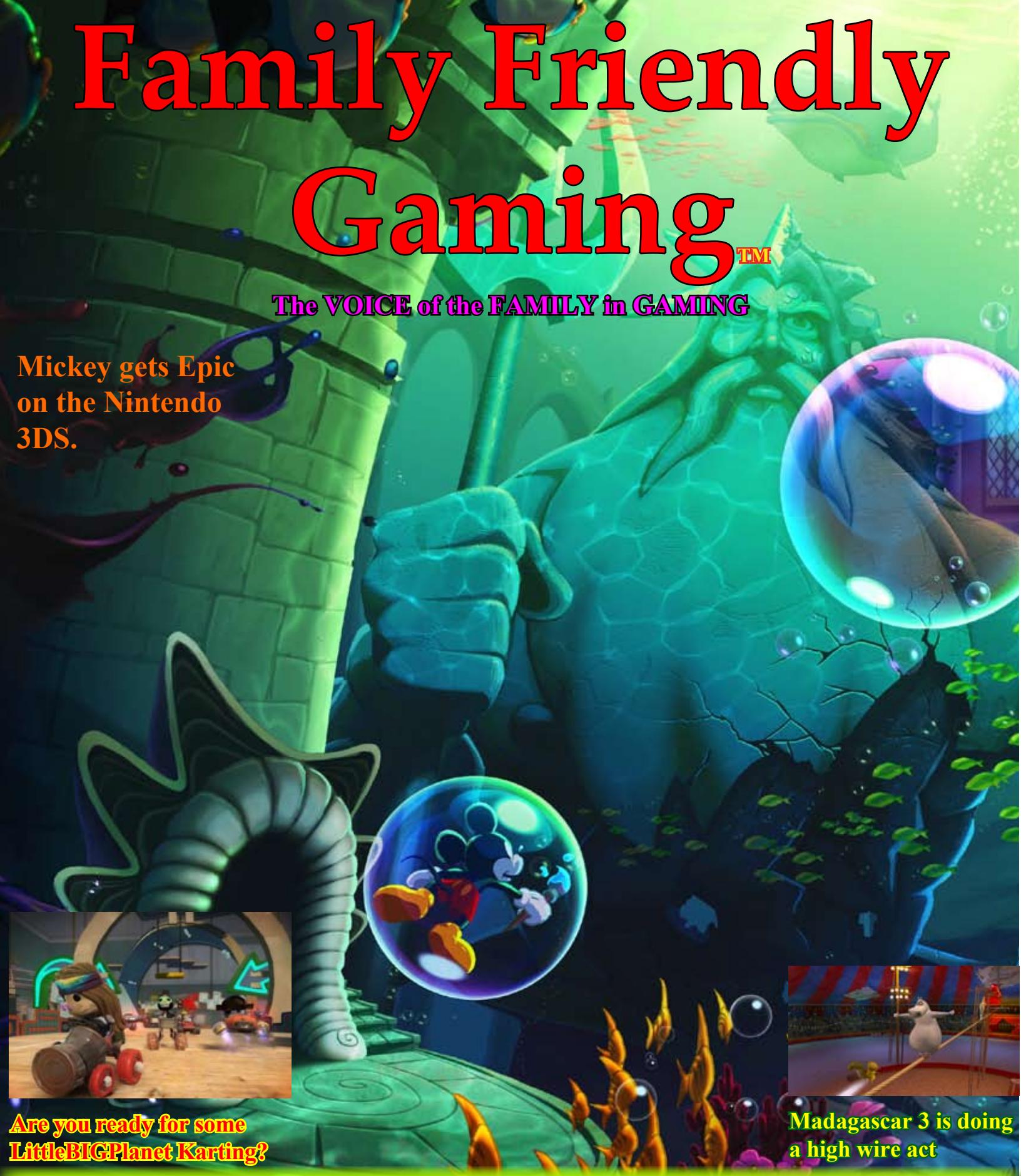


Family Friendly Gaming™

The VOICE of the FAMILY in GAMING

Mickey gets Epic
on the Nintendo
3DS.



Are you ready for some
LittleBIGPlanet Karting?

Epic Mickey 2, Pokemon
Conquest, Young Justice,
and many more are being
developed.

Have you played
Ameobattle, World
Gone Sour, or Wheres
My Water yet?

Bit.trip Saga, Nascar
Unleashed, Wii Play Mo-
tion, and a few shockers
reviewed this issue.

Issue #58

Display until
June 11, 2012

Madagascar 3 is doing
a high wire act

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Great Selection of Christian and Bible-based Games at
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Christian Computer Games

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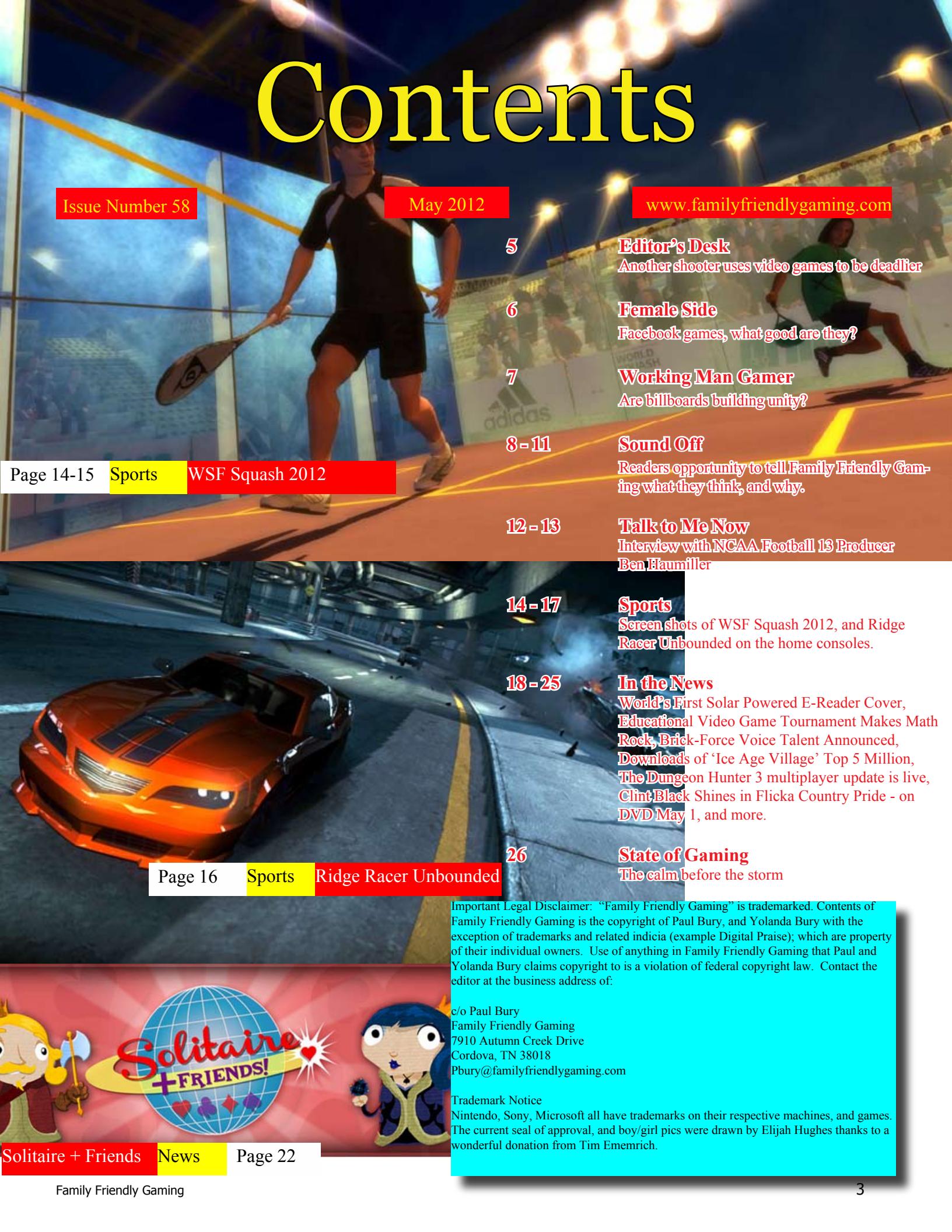
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Hunting:	Kimp Boykin
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Game Journalist:	Alan Lane
Game Journalist:	Roger
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Game Journalist:	Luke
Game Journalist:	Shirley
Game Journalist:	Sam
Working Man Gamer:	???



Editor's Desk

Another One

I had planned on a light hearted column this month. I was going to have some fun, and put some humor into it. But something happened. Something that keeps happening in our industry. Another shooter. We found out recently that the Norway shooter used violent video games to train. He trained himself to be callous to the heinous acts he committed. He trained himself to be more efficient in terms of murder. He trained to find a good way to get away with it.

This man is cold and calculating. The kind that deserves the death penalty or the rest of his life behind bars. What is scary is he has taught billions of people that video games can be used to train yourself to be an efficient killer.

Was this man a complete and total psycho before he played these games? YES! The games made him able to kill more people. What a wonderful legacy our industry has shown the world. Its another black eye for the video game industry. Which is surprisingly silent on the issue. They are back to their two tactics - laugh at it, and stick their fingers in their ears and shout they can't hear you. Neither of these approaches have worked. They only make our industry look worse than it already is. How many years

ago did I address this issue in Video Game Lies? How many times have I encouraged the industry to step up and start to act maturely? More people are dead and video games look bad because of it.

Warning labels are needed. The WWE starts their DVD's with: "Please do not try this at home." Why can't the violent video games start with that? What about a hotline in case you are feeling violent tendencies? The companies that are making these ultra violent games should put something at the beginning that tells everyone - do not duplicate the acts in this game in the real world.

People are going to sue, and all it takes is one judge to decide the companies need to be punished. They did not responsibly warn the public about the dangers of their product. With a warning the game companies can say the public is informed. They are being proactive on the issue, and addressing it head-on.

There are already warnings on the epilepsy problem that video games can create. So it is not like there is no precedent for putting warnings on video games. The industry was forced to acknowledge one of the dangers of video games. Put it on the boxes, and when the game boots up. Then we can put this issue behind us. Because as long as people are

sticking their heads in the sand or laughing at it - it will not go away. It will continue to fester until our image is so bad that total public opinion is against us. We won't win in that scenario because we are extremely outnumbered.

I call upon all video game companies that make violent video games to put some form of a warning on them. Do you want more deaths on your conscious? Step up to the plate and act mature. It is in your business interests to finally address this issue responsibly.

The revised version of Video Game Lies is in proofing. Hopefully that will be released before E3 2012. Thank you to everyone who was patient for this major book update.

God bless you, and yours,
Paul Bury



Female Side

Facebook

I use Facebook to keep in contact with family and friends. Especially ones far across the country. I can keep in touch with friends and family after moving to a different city. I play some games on Facebook. Mainly Bejeweled Blitz. In fact that is the last one I play anymore. Why don't I play more of them? Because I do not want to be spammed with all kinds of advertisements from all kinds of companies. It clutters things up, irritated everyone I know, and makes a big mess.

Paul and I were discussing this recently. What is with all these Facebook games that will not let you even see their page without granting them total access to your page? Why do they need complete control of my page? Especially if I just want to see their game.

I went through a purge a few months back where I removed companies that were spamming my page. I want to see messages from friends and family. I want to see messages from Family Friendly Gaming. I want those, and none of those fit into my definition of spam. But constant advertisements about something related to some company or some game gets lame - very quickly.

I do not understand this business model either. We will

let you play our game as long as we can freely advertise to all of your contacts.

Long ago we locked down the Family Friendly Gaming facebook page. We did not want all the garbage drowning out the messages we wanted to send out. Facebook became a quick and easy way for readers to keep up with new stories. All they had to do was like us on Facebook and they would get the news, reviews, previews, and more. And sometimes we put special things up on Facebook that never appear on the website. Like coupons, or short announcements.

Paul created a personal Facebook page so he could check out some of these games. But then he connected with some old Air Force buddies and decided he did not want to subject them to that kind of advertising either. This is one of the main reasons we rarely cover Facebook games here at Family Friendly Gaming. We have to grant them total access to everything, deal with all the spam messages, and finally remove them.

I am curious to see what our readers think. Do you mind getting spam messages from a friend, or do you mind your own board filling up with advertisement messages? All so you can play a game on Facebook. Is that a trade off you are willing to make? Do you shrug your

shoulders and say that is how it is? Or does it bother you? Have you voiced your opinion to anyone?

Anyone out there use Google+? Is it any better? We plan on checking that out in the near future. It all comes down to time, and right now its baseball season for the kids. Paul is doing a wonderful job coaching on the team our youngest child is on. I have known for many years he is a wonderful teacher.

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 viewpoint. 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

Billboards

The WMG was driving around looking at Billboards. You know, those big giant advertisements. Something stuck out to this writer who is always looking at things through the lens of the Bible. There are all these churches with mega advertisements on these huge billboards. Those advertisement spaces are not cheap. Yet these same churches are asking for money every single service to do God's work. Is paying for a huge advertisement pointing people to your church doing God's work? Couldn't that money go to missions trips? What about helping the poor in that area? What about helping out Christian ministries?

Some people will say they are out there as emissaries with these advertisements. Family Friendly Gaming is an emissary out there, and Family Friendly Gaming has never once taken an offering for it. The WMG checked with the founders. They have never once passed a plate around to the millions of readers. Never once tried to guilt people into donating money. And Family Friendly Gaming has never advertised on a giant billboard.

The members of these churches need to ask their leaders some serious questions. Is advertising that way a good use of the resources God has allowed them to have? Does it make them look good in the community. It makes them look rich, and out of touch.

Some people probably like the prestige that comes from having a giant billboard advertisement. Is that what Jesus called us to? Really?

There are plenty of the family of Christ struggling to get by. There are many who have to work a full time job, and do full time ministry work. There are many Christian businesses that could use the help. They look up and see thousands of dollars squandered on an advertisement. An advertisement that makes many of them shake their heads. They do not feel the unity when they are told - **James 2:16** *If one of you says to them, "Go in peace; keep warm and well fed," but does nothing about their physical needs, what good is it?*

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!

Unity

Thank you for such good Christian video game writing and coverage. I stopped reading the secular gaming sites for news because of how good Family Friendly Gaming is.

- Drew

Christian gaming sites need to stick together. Like linking to a secular website with the same news story ya'll already have. They should link to Family Friendly Gaming. They need to coalesce behind Family Friendly Gaming. I see links and ads in your mag to other Christian sites, but they link to secular sites over Family Friendly Gaming. I read a story on Family Friendly Gaming, and they

use a link to some secular site days later. They need to look to Family Friendly Gaming first.

- Stan

{Yolanda}: Ya'll have some excellent points. Jesus prayed for unity among His followers. All of us want to thank you for your kind words about our writing. Paul encourages all of us to try new things, and experiment with different styles. He is constantly using a thesaurus trying to find different words to describe similar things. We talk about different aspects and are looking for ways to improve that go along with the time we have.

Unity is a big thing. I can understand your frustration when you see Family Friendly Gaming run with a news story and days later a link to a secular site shows up on a Christian site. You are right, they should be looking at brothers and sisters in Christ first. They would get the story quicker, and they would have unity instead of dis-unity.

Paul and I discussed this at some length. Most gamers go to sites that agree with their viewpoints, and reinforce how they view the world. Few actually want to

have any of their opinions challenged. What makes it worse is we use the Holy Bible to back these up. Over the years plenty of Christian gamers have been convicted by their choices and how it is the opposite of what Christ taught.

What it comes down to is they justify their lack of unity in their own minds. They may not like good games getting high scores. They may not appreciate their favorite anti-family game getting properly labeled. They may embrace lies of the world. Whatever logic is used they justify their actions.

What is sad. What is really sad is how there has been such unity from non-Christian gamers to Family Friendly Gaming. It is a sad testament to how some behave. Paul has shown me non-Christian sites that embrace the Family Friendly Gaming outlook on the video game industry. And these are people playing the 'M' rated games. These are people without a relationship with Jesus Christ. They appreciate and honor Family Friendly Gaming.

What we do at Family Friendly Gaming is pray for them. Pray that they will start to embrace unity among the

OFF

brethren. We are truly stronger together. Lord willing the Holy Spirit will work on those who turn to the world first and call themselves Christian.

Greatest Gaming Moments

Hi FFG, It feels great to write to FFG, voice of the family in gaming. I have been reading a UK magazine, Gamesmaster. Its 250th issue. They have a very interesting article "250 Greatest Gaming Moments". I am hoping that Family Friendly Gaming can have a similar article. I understand this is a mammoth task and certainly the time frame, number of gaming moments can be adjusted. It will be really cool to see a similar feature in FFG. Just my two cents worth. Goodbye and I will continue to support FFG's works.

- Daniel

{Paul}: First things first, congratulations to Gamesmaster for reaching 250! That is a monumental number to reach. We have done a Top 100 Products of All Time feature before. It was done ten games at a time, and spanned ten issues. With that said, we do keep looking for new things

to try, and different kinds of features. We kick around different ideas all the time. We are trying to find something special to do for issue 75, and issue 100 when we get there.

I want to thank you for your idea because it is definitely something we will prayerfully consider. We won't promise or deny something similar will be coming out. I do want something special in both issue #75 and issue #100.

Website tracking

So I read that Family Friendly Gaming was starting website tracking outside their hosting provider. How reliable is that tracking? Has it been good, bad?

- Troy

{Paul}: Thus far the website tracking has been lower than expected and lower than our web hosting provider shows. So we do not find it to be very reliable. Even though we know it is not reliable it is better than not including them. Let me explain. Those sites are assigning a web ranking to us even though they have no data on us. Advertisers are using this information even though they have no information on us. E3 registration was also

using these unreliable sites. These sites do not have a Not Tracked rating. So their adding any tracking will improve our standings. Even though we know they are low balling us, and they are not accurate. In essence we go from zero to forty percent. That forty percent is an improvement. Family Friendly Gaming can be a voice about this issue, and educate the industry.

Exclusives

How often does Family Friendly Gaming get exclusives? I saw some stuff on your site that I did not see anywhere else. Do you actively try to receive exclusives?

- Martha

{Paul}: As often as we can. In fact we let out PR contacts know that we are ready willing and able to run with exclusive content. I recently sent an email out to our contact for one of the major three requesting exclusives. So we are actively working behind the scenes trying to bring our readers/viewers as much exclusive content as we can. Everytime we receive exclusive content we have asked for we are giving it top priority.

Part of what you are

seeing is priorities. Family Friendly Gaming gives top billing to the games that are safe for families. The majority of the rest of the industry gives top billing to the anti-family games. So that is one of the reasons we beat them in terms of coverage so often. Millions come to us because they know we will get coverage of the good games for families first - every single



time we can.

World Gone Sour

Awesome thanks so much for the World Gone Sour code

- Josh

Yay thanks downloading it nowXD

- Trae

I wanted a code so bad - not fast enough. Thanks for running the give-a-way.

- Stan

{Paul}: Congratulations to the ten winners of the World Gone Sour code give-a-way. There has been a lot of feedback about it. Some people found out about it too late. Here is the deal - we ran the news story on the website first. Then we posted it up

on Facebook and Twitter. Then we posted it one Raptr, Digg, and N4G. Finally we contacted CCGR.org so they could post it on their message boards. In just over twenty-four hours all the codes were given away and we had more requests after it. Which is why we updated the news story.

We ran this early bird code give-a-way for a couple of reasons. One the game is already out, and we wanted to give away the codes as quickly as possible. Two we wanted to reward those who come to our website daily and read the stories. Third it was a reward for everyone who immediately checks out the Facebook, Twitter posts. Fourth we were thanking those who are on top of our Raptr, Digg, and N4G posts. Finally we showed our unity with the Christian gaming community.

You never know what we will come up with and when so its best to be on top of it. Visit the website, like us on Facebook, follow us on Twitter, etc. Be the first to know these things so you can act. I did not know we were running the code give-a-way until a few hours before the codes came. It is best to get connected so you don't miss it in the future.

Thought provoking
I am thankful for all that you guys do at Family Friendly

Gaming. I love how you guys (and gals) publish all these thought provoking topics. I peruse other gaming sites and they are a bunch of canned content. All flash and no substance. I never know what their foundation is, except whatever feels good to them at that moment in time. They may hate a game because they had a bad day. Whereas Family Friendly Gaming has a solid foundation behind it. It is not the best looking magazine and website out there, but it has heart, soul, and character. Please do not take offense to not looking the best.

- Carla

{Paul}: No offense taken. Thank you for your kind words. I am very pleased to hear your thoughts on Family Friendly Gaming. We are always looking for something thought provoking. Constantly trying to find a way to bring up a topic that will ignite the synapses.

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

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

Talk to me NOW

Interview with NCAA Football 13 Producer Ben Haumiller

Q. What new features can we expect from NCAA Football 13?

A. We will be announcing our new features in the coming weeks as we unveil our "playbooks" for the year. The first playbook was Sights and Sounds which covered our graphical and audio elements. Gameplay enhancements will be announced on April 17th, Dynasty and Online Dynasty improvements will be announced on May 7th, the new Heisman Challenge mode will be announced on May 30th, and Road to Glory updates will be announced on June 11th.

Q. How many teams will be in NCAA Football 13?

A. With the addition of the University of Massachusetts, Texas State University, and the University of Texas-San Antonio there will be 123 schools shipping with NCAA Football 13. However through the use of the TeamBuilder feature (www.easports.com/teambuilder) you are able to create/search for any school you can think of, which can be downloaded into NCAA Football 13 and used in Play Now games, Online games, even Dynasty and Online Dynasty.

Q. Will NCAA Football 13 jump over to Kinect accessibility?

A. There will not be any Kinect functionality supported in NCAA Football 13

Q. Any Playstation Move functionality with NCAA Football 13?

A. There will not be any Move functionality supported in NCAA Football 13

Q. Will NCAA Football 13 be released on any handhelds this year?

A. NCAA Football 13 will ship on Xbox 360 and PS3.

Q. What is your favorite mode in NCAA Football 13? New or old.

A. That's a difficult question to answer because the NCAA Football series offers so many different types of experiences. Road to Glory lets you live out the fantasy of what it would be like to be a college football player going from High School through college, Online games provide that competition aspect of playing someone else, and Dynasty offers the persistence of controlling a school over multiple years. However, for me personally I would have to go with Online Dynasty as my favorite. You get the combination of the persistence of Dynasty along with the competition from Online games, however in Online Dynasty that competition extends beyond the playing field as you are also battling with the other Online Dynasty members for recruits. It's that much more special to sign a 5-star prospect if you know you beat out your buddy for the player's services.

Q. How involved is the college football community with NCAA Football 13?

A. The community is the most important driving force in the game. These are the super passionate fans who take the game as seriously as those of us that make it. The community is a great place to go to find out what we did right, what we did wrong, and what they would like to see us do in the future.

Q. How many games have ya'll gone to in research for NCAA Football 13? Or just for fun.

A. Our development team is filled with college football fanatics who will attend as many games as they can in the fall. Those games get to serve both purposes; you are always looking for different aspects of a gameday experience that can be added to the game, but at the same time, it's just fun to be at a live game. One in-process initiative is traveling to each stadium for a game and recording the crowd chants. It's impossible to try and mimic 80,000+ fans screaming and cheering with all of their hearts, so we've started going to games each fall, bringing recording equipment and capturing the actual crowds performing those chants. We made it to 24 different stadiums last season, and in-game results are staggering.

Talk to me NOW

Q. College or pro football? Which do you prefer?

A. That's a no-brainer; college football is the hands down winner. Everything about the sport, from the traditions, the history, recruiting, etc. make it the best sport in the world. It's something that consumes me all year 'round, and I can't get enough of it. There are so many memories that I have that are attached to college football that I don't think I could possibly feel the same passion for another sport.

Q. Any presentation changes for *NCAA Football 13*?

A. Presentation is always a big focus for the *NCAA Football* franchise, and in *NCAA Football 13* we've improved the look of the game in a number of exciting ways. First, it's hard to talk about the look of a college football game without talking about uniforms. The 2011 season took alternate uniforms to a whole new level with schools wearing a different combination almost every week. Tradition rich schools like Notre Dame wore three different helmets last year, and it was our goal to not only include what we've already seen, but work with the schools and apparel companies to get early looks at all of their plans for the upcoming season. We want to provide the ability to match whatever your favorite team is wearing on Saturday so that you feel your in-game experience is as authentic as the real game. Speaking of authenticity, traditions are a big part of college football, and in recent years we've been working on adding all of those traditions that make each school unique into the game. That goal continues this year with the addition of elements like the Purdue Boilermaker train, Reveille the mascot for Texas A&M and unique cheerleaders for USC and Texas. On top of all that we've also added new on-field trophy celebrations for not only conference championship and bowl games, but rivalry games as well. When Oklahoma and Texas square off for the Golden Hat, you are going to see the victor celebrating with the trophy after the game. Finally, lighting received a big upgrade through the addition of progressive lighting. Now the position of the sun, the clouds, and the shadows will update at the end of each play, so you will notice over the course of the game a natural, gradual change of the sky and the shadows from kickoff through the end of the game.

Q. What kind of music can we expect in *NCAA Football 13*?

A. Marching bands are such a part of the college football experience, so the sounds of the bands are key to our in-game atmosphere of a Saturday in the fall. Fight songs, drum cadences, and everything else that makes the bands a part of the stadium experience are in the game.

Q. Any secrets you can share with the Family Friendly Gaming audience?

A. A lot of work went into refining Play Action passes this year, so make sure you keep them as a part of your playbook. If you feel the pressure coming, you can abort out of the Play Action by holding down the Sprint button (RT on Xbox 360/R2 on PS3) which will give you a chance to escape the defender and make a play.

Q. When will *NCAA Football 13* hit store shelves?

A. Tuesday, July 10.

Q. Who do you play Dynasty mode with?

A. That's a tough question to answer because it's never the same team twice and I typically have multiple Dynasties going at once. As a Florida State alum I will start up a Dynasty with my Noles and play out how I hope the season will turn out, which is of course being undefeated National Champions. I'll also start up a Dynasty using a lower tier school as I try to build them up over a few seasons into perennial powers. However, the most fun comes from the Online Dynasties I play in with friends. We typically all take schools in the same conference and battle it out for the conference title. The combination of the competition on the field as well as on the recruiting trail is one of the best experiences we have in the game.

Q. Which do you like better - sacking the quarterback, or dropping back and intercepting?

A. Both can be very rewarding feelings. If it's a big 3rd down, being able to beat your blocker and get to the quarterback to sack him and force the punt can really get you energized for your next possession. However, I'd have to say the feeling of controlling a defensive back, reading the pass, then stepping up and making the interception with the chance to take it to the house is a feeling unlike any other in the game.

SPORTS



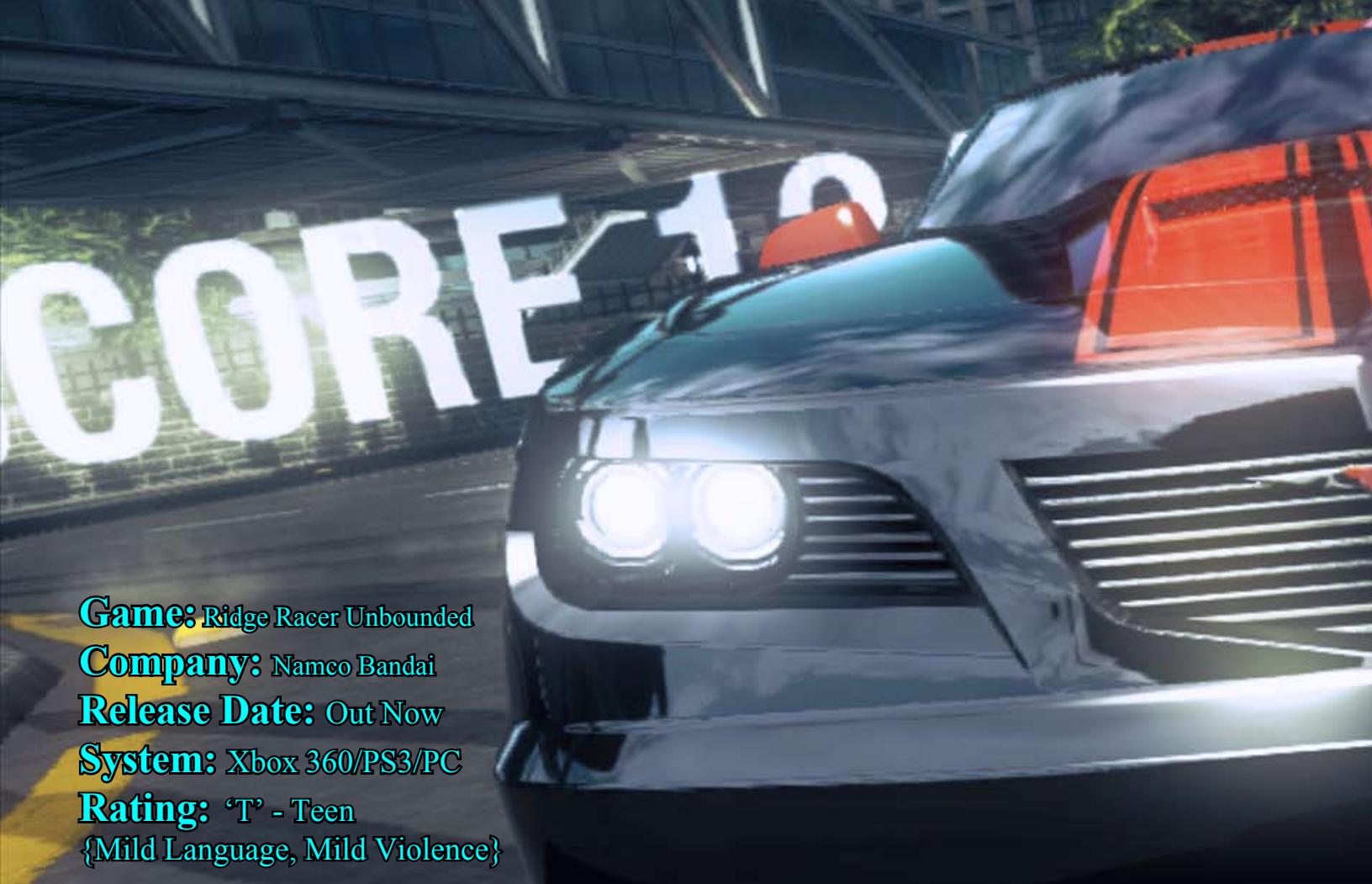
FEATURE



Game: WSF Squash 2012
Company: Lace Mamba
Available: July 2012
System: PC/Wii
Rating: 'RP'
- Rating Pending



RIDGE RACER
UNBOUNDED



Game: Ridge Racer Unbounded
Company: Namco Bandai
Release Date: Out Now
System: Xbox 360/PS3/PC
Rating: 'T' - Teen
{Mild Language, Mild Violence}



In the

World's First Solar Powered E-Reader Cover

SolarFocus Technology Company Ltd. www.solarmio.com, winner of the CES 2012 Innovation Award, announced that it is now shipping SolarKindle, the world's first solar powered e-reader cover. To celebrate the shipment of SolarKindle and just in time for Mother's Day, SolarFocus also announced today their new Facebook Mother's Day Promo Campaign.

Starting from April 1st - May 31st, SolarFocus will be giving away monthly Amazon gift cards worth up to \$200. To enter, "Like" the SolarFocus official Facebook fan page at: <http://www.facebook.com/solarfocus>, then post a photo of yourself reading with SolarKindle on your Kindle, tag Solar Focus on your picture and share it on Solar Focus Facebook wall. The person with the most "Likes" on his/her photo will be chosen each

month to receive an Amazon gift card worth \$200.

First Practical Solar Gadget Makes Unplugged E-Reading Come True

The perfect gift for Mother's Day, SolarKindle makes it easy for mom to read books and magazines on the Kindle or Kindle touch without using the Kindle's battery for a guarantee of 3 months of unplugged Kindle reading time under normal sunlight conditions. SolarKindle features a unique eco-friendly design with a flexible, lightweight high performance solar panel built right into the cover and a dual-charging (USB/solar) reserve battery that greatly extend reading time. In addition, the built-in LED reading lamp can be powered by the case continuously for up to 50 hours without using the Kindle's main battery for the best illumination and coverage, allowing you to use your Kindle comfortably as long as you wish -- day or night, indoors or outdoors.

Perfect while Traveling & When Conventional Power Sources are Not Available

SolarKindle is designed with the utmost attention to detail with premium leather offering protection and func-

tionality. SolarKindle's renewable solar energy panel and integrated reserve battery provide extended reading time and superior lighting, especially useful when conventional power sources are not available, such as while traveling, camping, or away from home or office -- the perfect solution for readers on the go. SolarKindle's custom-designed solar panel and integrated solar charging circuitry deliver high charging efficiency, making the best use of the clean, green, and renewable energy of the sun.

"Based on years of solar research resulting in numerous patents and winning a 2012 International CES Innovations Design & Engineering Awards Honoree, SolarKindle is the first practical solar gadget that makes unplugged e-reading come true," said Dick Lu, Executive Vice President at SolarFocus.

SolarKindle Features:

- Solar powered e-reader cover with flexible, lightweight solar panel built into the cover.
- Dual-charging (USB/solar) reserve battery greatly extends reading time.

News

- 3-month guarantee for unplugged Kindle use under normal sunlight environment.
 - LED reading lamp turns on with one touch release.
 - Integrated reserve battery runs the LED lamp for up to 50 hours continuously without using the Kindle's main battery.
 - Integrated reserve battery can also transfer energy to the Kindle's main battery to extend reading time.
 - Integrated solar panel collects and converts solar energy on the go -- one hour under direct sunlight can provide up to 3 days reading time.
 - Premium leather cover.
- The SolarKindle lighted cover for Kindle is available immediately, priced at \$79.99 from www.solarmio.com and other retailers. A new version of the SolarKindle compatible with the Kindle touch is also now available for pre-sale, priced at \$79.99.



Educational Video Game Tournament Makes Math Rock

DimensionU, online educational gaming company, is turning up the volume on math education with the launch of DU the MATH, a five-week national scholarship tournament to engage kids (grades 3-9) and encourage math competence through game play. The tournament brings a fresh edge to mathematics with vivid graphics, cool prizes, and help from celebrity ambassadors Greyson Chance and Mindless Behavior. The effort supports STEM education and will propel DimensionU toward its goal of getting kids to play 50 million minutes of math in 2012. Starting today, kids can sign up at www.duthemath.com. There is no cost to play in the tournament and includes five, one-week competitions starting April 9 and ending May 13. Players can compete as individuals or team-up with their school mates to battle other schools across the country. Individuals compete for \$40,000

in scholarship prizes, while schools compete for the grand prize: Hosting the DU the MATH Tournament Finals and Music Fest in their town. Exciting prizes will be awarded to top-scoring individuals each week so many players have a chance to win. Prizes include once in a lifetime experiences such as a piano lesson from teen pop star Greyson Chance, being the honorary fifth band member in Mindless Behavior for a day, and more. Smaller weekly prizes will include Beats by Dr. Dre headphones, eco friendly water bottles from Bobble, celebrity merchandise, and other surprises that will be awarded to the top 50 players.

Amazon gift cards, iPads, X-Box 360s and other goodies are up for grabs for the students who do the most to encourage their schoolmates and friends to DU the Math as well. DimensionU's mission is to unlock students' potential and spearhead the road map for digital education. A proven success since 2007, the company's educational video games are used by more than 850,000 students in over 75 school districts across the country including New York Public Schools, Miami-Dade County Public Schools, and Dallas Independent

School District, to name a few. The content has been carefully honed to align to the new “Common Core,” the standards of all 50 states and dozens of the most popular textbooks, so parents and teachers can be sure kids are learning what they will need to excel in school and beyond. DimensionU is supported across the country by parents and teachers as a tool that has the perfect balance of entertainment and education. Independent university studies have found that playing DimensionU increases scores for most (80 percent) students and, in some cases, by as much as two letter grades (20 percent pre/post test score increases). “We’re really excited about DU the Math,” said DimensionU founder and CEO Nt Etuk. “This is the largest, coolest, most exciting math skills initiative ever. As an educational video game company we’ve always been the hippest way to learn math, now with the celebs and the prizes we’re set to knock it out of the park and get kids excited about math like never before. This is going to be huge.”

To make this initiative come together DimensionU partnered with Troy Carter, founder and CEO of Atom Factory, which represents Greyson Chance and Mindless Behavior. “DimensionU is on the forefront of revolutionizing and rethinking the youth education movement through gaming,” said Carter. “We’ve committed our entertainment and marketing resources to the company and look forward to amazing results.”



TopWare Enters the Space Race with Planets at War

TopWare Interactive announced plans to publish longstanding partner Targem Games’ new project “Planets at War” for the PC, MAC, Xbox 360™, and Playstation®3. “Planets at War” is a strategic interplanetary conflict simulator in which players control one

of four available races, managing and deploying their forces to conquer enemy regimes. Foreign galaxies, multiple planetary bodies and diverse enemies all add to the challenge, providing a long-lasting and engaging experience. The graphical environment blends a unique art style with vital statistics to provide both functionality and space-age splendor.

Employing a number of diverse victory scenarios, each new level of Planets at War builds upon the previous to incorporate additional depth to gameplay. Starting with basic planet capture scenarios and building towards mighty boss encounters, players must manage their forces expertly as they seek interstellar dominance over their opponents. A sound strategy and cool head are paramount to success in choosing when to train new forces, solidify defenses, or launch a massive attack campaign to deliver the final blow.

“The challenging gameplay paired with the exquisite presentation of the game’s complex mechanics are sure to find players loosing themselves in the folds of time and space”, states TopWare’s CEO Alexandra Constandache.



WARGAME: EUROPEAN ESCALATION, THE FIRST FREE DLC

War goes on! Wargame: European Escalation, the new real-time strategy hit praised by critic and players alike, today offers its first DLC "New Battlefields", which is not only generous with the content offered, but also

entirely free! A way to thank the already large community of players who make of Wargame one of the most played and most download strategy game on Internet since February.

This announcement comes with 3 exclusive images, illustrating one of the novelties brought by this DLC free for all Wargame players.

This first free DLC for Wargame: European Escalation offers brings 7 new multiplayer maps! These brand new battlefields will challenge the veteran commanders! 2 of these maps are built asymmetrically, in order to offer Attack/Defense games by giving a natural role to each team. Hold or take that position at all cost! The DLC also introduces a new skirmish AI, allowing 1 up to 7 players to face the computer. Willing to test your Clan's newest tactics? Or to just have some quick fun with friends without the pressure of the competition? Team up with other players and jump into the action against a computer-controlled opponent! Lastly, communication, coordination and all your team tactics are optimized, thanks to the new Flare system! Get the attention of your teammates by firing one of the preset Flares, or one with a custom message.

Brick-Force Voice Talent Announced

Online games publisher Infernum has secured an international all-star lineup of actors who have, amongst others, fittingly voiced the cartoon hero “SpongeBob Squarepants”. The German, French, Spanish, Turkish and Polish voice acting veterans have also starred in localized versions of TV shows such as Pokémon, South Park and Scooby-Doo and will bring Brick-Force to life with their vocal energy. Infernum chose the talents of the “SpongeBob” stars to complement the playful square design of the free-to-play title - after all, the Brick-Force characters also wear square pants! The English version will feature Kerry Shale, a veteran stage and screen actor who has voiced several video game characters. Shale’s many video game voice credits include Tomb Raider: The Last Revelation, Tomb Raider Chronicles, Dog’s Life, Space Channel 5: Part 2, and Battalion Wars. Shale has provided more voices for more video games than any other actor and more voices in a single video game than any other actor. Still in closed beta, Brick-Force has now exceeded 500,000 registered users and has been localized in six different languages.

inXile launches Solitaire + Friends

InXile entertainment confirmed that their latest game, Solitaire + Friends, is now available for free in the iTunes store. Solitaire + Friends is the first solitaire game for iOS that has a social gaming element which allows you to challenge your friends. After winning a game on your own, you send the same deck to a friend to see if they can beat both the deck and your high score.

InXile President, Matt Findley, had this to say: “We have had tremendous achievements in experimenting with small projects for iOS, both in sales and critical success. Our average rating across all our titles exceeds 4 out of 5 stars, and currently Solitaire + Friends is following suit.”

“With the huge success of push-notification social games, like “Words with Friends”, “Draw Something” and “Dice with Buddies,” we thought it was time to bring these social features to one of the most popular game categories on the app store: Solitaire,” said Matt Findley. InXile has been committed to bringing fun casual games to iOS for years, and Solitaire + Friends is our next step towards the goal of a truly social casual

gaming experience.

Also enjoyable as a single-player game, Solitaire + Friends stands apart with its stylized graphics and polished interface—including a handy swipe gesture for easily sending cards to their piles. Infusing the social element of sharing and competing with friends or random opponents through Game Center, Facebook or email, Solitaire + Friends adds a whole new dimension of fun to a classic game.

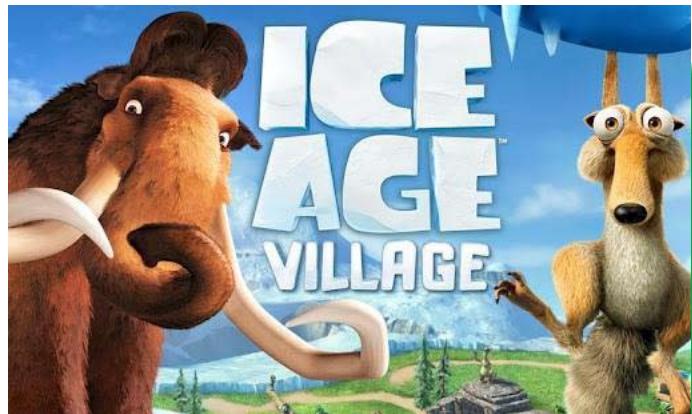


Downloads of 'Ice Age Village' Top 5 Million

Since its launch on April 5, the official Ice Age mobile app has seen over 5 million downloads, making its debut one of the most explosive in app history. Ice Age Village took the #1 ranking in the App Store's Top Free Games category in over 50 countries (iPhone) and over 90 countries (iPad). Ice Age Village has quickly joined the App Stores' Top 5 grossing games in over 50 countries. Consumer ratings are exceptional: China (score: 5/5), Germany (4.5/5), Japan (4.5/5), Brazil (5/5), United States (4.5/5), Canada (5/5), Australia (4.5/5) and France (5/5).

The product of an exclusive agreement between Gameloft and Fox Digital Entertainment, the game offers an immersive and entertaining experience set in the Ice Age universe. Players interact with film characters such as Sid, Manny, Diego, and Scrat, through quests and mini-games.

"We are very proud to offer a gaming experience that appeals to Gameloft and Ice Age fans alike," said Karine Kaiser, Gameloft Vice-President of Marketing and Licensing. "We have collaborated closely with Fox



Digital Entertainment to provide a Free-to-Play game with broad fan appeal, thanks to its simplicity and free access. Its success represents a new, strong brand addition to our game catalogue."

"We are pleased with the extremely positive reception this newest addition to the Ice Age franchise has enjoyed across the world," said Rick Philips, Senior Vice-President of the Mobile Division of Fox Digital Entertainment. "Ice Age fans are eager to meet their heroes on tablets and smartphones. New missions, which will be released over the next three months, will help prepare fans for the return of Sid, Manny, Diego and Scrat in *Ice Age: Continental Drift*, which is coming to theaters this summer."

The highly anticipated fourth installment of the film franchise, *Ice Age: Continental Drift* is scheduled for theatrical release in July of 2012.

The Dungeon Hunter 3 multiplayer update is live

Gameloft released the much-anticipated multiplayer update to Dungeon Hunter 3 for iOS devices. Featuring Co-operative and PvP multiplayer combat for up to four players, this update adds an entirely new dimension to Dungeon Hunter 3's already stellar gameplay. Now you and your friends can take your characters online to battle it out against other players all over the world.

In addition to the new multiplayer modes, the Dungeon Hunter 3 version 1.1.1 update contains a number of bug fixes and adjustments, including:

- Key regeneration now fixed
- New leaderboard optimizations
- Recap screen added showing the completion of secondary objectives
- Other minor bug fixes

Clint Black Shines in Flicka Country Pride - on DVD May 1

From the pages of Mary O'Hara's popular novel My Friend Flicka, the year's most inspiring coming of age story arrives just in time for Mother's Day when Flicka: Country Pride gallops on to Blu-ray and DVD May 1 from Twentieth Century Fox Home Entertainment. Directed by Michael Damian, Flicka: Country Pride stars country music superstar Clint Black, Lisa Hartman Black and Kacey Rohl in a heartwarming adventure for the entire family.

When Toby (Black) takes on a job at a stable with Flicka in tow, the owner's teenage daughter Kelly (Rohl), quickly bonds with the wild horse. A budding equestrian rider, she hopes to break Flicka for an upcoming competition, despite her mother's (Hartman Black) disapproval. With the competition approaching, a rival trainer stealing business, and a growing fear they may be forced to sell the stable, Toby steps in to turn things around for Kelly and her mother. Grammy Award® Winner Clint Black is one of country music's superstars with over 20 million albums sold worldwide. Having written over 100+ songs including 23 #1 songs Clint is an

active philanthropist overseeing numerous charities.

Not only is the story filled with good family values, but according to Director Michael Damian, working behind the scenes was just as rewarding. Damian commented, "Directing Flicka: Country Pride was a wonderful experience for me! Clint Black and Lisa Hartman Black poured their hearts into the characters they played and brought genuine warmth and deep emotion to the film. My wife Janeen and I are blessed to have an incredible professional relationship, which is a rare and precious thing. So for us, it was wonderful to see a celebrity couple like Clint and Lisa working together with such love and respect. Their high regard for Christian values and dedication to their family is an inspiration. They are a true Hollywood success story."

The Flicka: Country Pride Blu-ray and DVD has two behind-the-scenes featurettes on the making of the film and a never-before-seen music video. Flicka: Country Pride Blu-ray and DVD Special Features

The Making of Flicka: Country Pride – The Legend Continues

Black is Back – The featurette focuses on the character of Toby, played by Country Music Superstar Clint Black, his return to the Flicka franchise and how Flicka: Country Pride truly became a family affair.

Full-Length Music Video.

Read it Later Becomes the Now Free Pocket

Four years ago, Read it Later was created to allow users to save their web content to view later on their own schedule. One year ago, Read It Later had 2.5 million users; now it has 4.5 million. This growth made it the number one paid news app for Android and Kindle Fire and a top app for iPhone and iPad. Today, the company announced a new version of their flagship app -- now free across all devices -- and a new name, Pocket. Pocket is for when people discover an interesting article, video or web page, but don't have time to view it. Once saved to Pocket, the list of content is visible on any device -- phone, tablet or computer. It can be viewed while waiting in line, on the couch or during commutes or travel -- even offline.

Pocket is available today for free in the App Store at www.getpocket.com/ios, on Google Play (formerly the Android Marketplace) at www.getpocket.com/android, and for Kindle Fire at www.getpocket.com/kindle-fire.

"Nearly five items every second are saved to Pocket from the web and popular news apps, including videos, articles, recipes and more," said Nate Weiner, founder of Read it Later and creator of Pocket. "Pocket is the perfect name for our latest version as it expresses how simple it is to take any content users discover with them, no matter where they go."

Pocket is different than "bookmarking," apps, which organize links for long term storage. Instead, Pocket lets users save the content they discover on the web or inside any of over 300 leading apps--including Flipboard, Twitter, Pulse, and Zite--with a single tap and view it on any device.

Since its launch in 2007, over 200 million items have been saved, giving the company deep insight into how and when consumers save and view their web content. Key findings include:

- 33 percent of saved items come from 3rd party apps including Twitter, Zite, Flipboard and Pulse.
- 50 percent of items saved via Pocket are viewed on mobile screens (up from 34 percent in January).
- Web consumption peaks in the early morning and declines through the day, as consumers dig through their inboxes and find what they want to view later. iPad use peaks at night, as users view saved content in the pre-bedtime hours. Mobile consumption maps to commuting times, as users increasingly view content in transit.
- 40 percent of items saved are not articles; popular content include videos, images, things to buy, travel tips and recipes.
- YouTube is the apps' most popular source of content, as users increasingly are saving videos for later viewing.

The new Pocket update is focused on making the most important parts of the user experience as easy and simple as possible. It enhances all the features users already loved in Read it Later in a beautiful new interface.

- A Cleaner, Simpler UI. The new user interface of Pocket displays all of a user's content in a beautiful, easy-to-view layout adapted to take full advantage of high definition displays.
- Video & Image Filters. Most people save sites with videos and images, in addition to articles and text. Pocket automatically filters all content so users can quickly switch between articles, videos and images with just a tap.
- Enhanced Viewing Experience. Articles, videos and anything saved is displayed in a clean and simplified view with fewer toolbars and a redesigned full-screen mode.
- Easier to Organize. New bulk editing, favoriting and tagging modes make organizing and browsing saved items easier. Users can find content by keywords, publications or create their own custom tags.

Mutual of Omaha Releases Swim Game Available on iOS

Mutual of Omaha recently launched Swim Star 2012, a unique swimming game app, in anticipation of the U.S. Olympic Swim Trials , which will take place in the company's hometown of Omaha, Neb. in June, and the Summer Olympic Games in London.. Swim Star 2012 allows players to select an avatar and their preferred swim stroke to compete for a place on the podium at every event. Players can progress from beginner level to qualifying, regional, nationals and world levels. Swim Star 2012 has GameCenter integration that allows players to post times to a leaderboard for each stroke. It also offers Facebook and Twitter integration to share accomplishments with friends. The game is available for free download for iPhone, iPad or iPod Touch on Apple's App Store. Since its launch, there have been thousands of downloads and positive reviews on the App Store. Mutual of Omaha's sponsorship of USA Swimming is a key component of its sponsorship program, which also includes sponsorship of professional golf and Mutual of Omaha's Wild Kingdom.



STATE OF GAMING



CALM

The video game industry is in the calm before the storm. Expect May to ease by as preparations for E3 are performed. Family Friendly Gaming will be at E3 again this year, and this time in force. Anticipation is what will be happening at E3 2012. We know there will be more information on Wii U. But what does Sony have up their sleeve? What about Microsoft? Can Microsoft take the show again this year? Will Sony step up to the plate? Or will Nintendo continue their dominate trend? Gamers argue who had the best E3 showing for months.

Some are still arguing it close to a year later. Everyone has their opinions too.

What to do during the calm before the storm? Prepare and enjoy some rest time. Family Friendly Gaming has been working on some projects behind the scenes, and allowing everyone some much needed rest. E3 will be here before we know it. Long days and short nights will be a major part of that show.

The iPhone, iPod Touch and iPad are starting to look like the Borg. Resistance is futile. More and more developers are putting products over there. The explosion on that platform is insane. None of us expected to see a Marvel Vs

Capcom 2 on the iOS but its there.

As families prepare for some out of school time this summer, we will be working diligently to provide you the most accurate and up to date information on the best games for families. Family Friendly Gaming is thankful for the millions of readers and viewers who check out on the website, read the magazine, watch Youtube videos, connect on Facebook, and Twitter.

Time will tell what the future brings. Right now it is a good time to anticipate some major exciting news coming in the near future.

1 John 2:15-17

15Do not love the world or anything in the world. If anyone loves the world, love for the Father is not in them.

16 For everything in the world—the lust of the flesh, the lust of the eyes, and the pride of life—comes not from the Father but from the world.

17 The world and its desires pass away, but whoever does the will of God lives forever.

REVIEWS

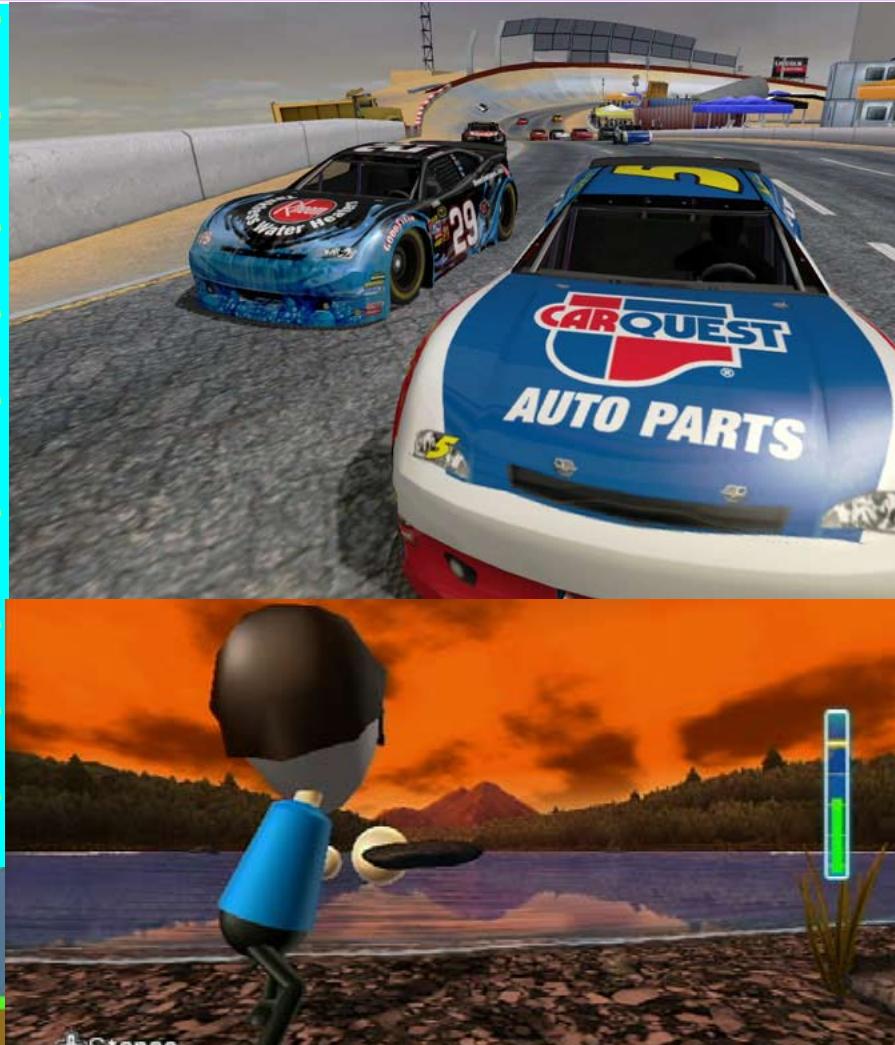
Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, 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.

	Score	Page
Nintendo DS		
Plants vs Zombies	68	28
iPod Touch/iPhone		
Pipelfiction	82	39
Presidents Run	73	38
Xbox 360		
Nascar Unleashed	65	37
Playstation 3		
Nascar Unleashed	65	37
DVD		
Dragon Ball GT Season One	60	33
Smallville Season Ten	61	34
Nintendo 3DS		
Bit.Trip Saga	80	29
Ice Climbers	80	35
Gameboy Advance		
Ice Climbers	80	35
Genesis		
Ecco the Dolphin	86	35
Wii		
Nascar Unleashed	65	37
Wii Play Motion	70	30



Plants vs Zombies

SCORE: 68



I ran across Plants vs Zombies for the Nintendo DS in the clearance rack at a local store. I saw that the mega site Family Friendly Gaming has a review this game on the PS Vita. So I wondered if the DS version would be okay. The impressions Plants vs Zombies gave me on the DS are much different than the Vita version. We collect little light balls in Plants vs Zombies. Those are used to purchase plants. Those plants will defend, grow more light, or attack the zombies. The zombies come in waves and in different types.

I am not impressed with the graphics in Plants vs Zombies. They are dull, and repetitive. Plants vs Zombies contains massive amounts of violence as we dismember the zombies. That to me is the most disturbing part of Plants vs Zombies. Knocking off heads, arms, etc. I wanted to throw up at the gruesome nature of this hand held video game. All kinds of defenses are available to



the player. Zombie sounds creep me out. The moaning, and brains obsession is disgusting. Whoever came up with the idea of zombies must have spent time in an insane asylum. There are other creepy sounds throughout Plants vs Zombies. In fact everything in this DS game is pretty disgusting with one minor exception. That exception is the plants. The

plants are actually pretty cool in Plants vs Zombies. I personally enjoy the light created plants. They help bring a little light to this dark game.

There are fifty adventure levels, five game modes, and twenty-two mini games in Plants vs Zombies. This Nintendo DS cartridge also includes a single card download play for two players, and a multi-card download for two players. I got Plants

vs Zombies for a very reasonable price. I did so with one main objective - to review it. Otherwise I would pass on a game like this one.

At first I found Plants vs Zombies to be clever. I mean using plants to grow light orbs, and using that to lay down defenses was pretty cool. Once I had a good method for doing this, the game became boring. Imagine doing the same thing over and over again. There was little variety to Plants vs Zombies. Sure there were new defenses, and new zombies. I had to replay a level here or there, but Plants vs Zombies ceased to be any fun. I knew ways to win. The mini games break things up, but they are extremely easy.

Plants vs Zombies creeps me out. The twist on the tower

defense genre is different. The killing off zombies increased my aggression levels to the point of being nearly ruthless. I do not need anymore games in this franchise. I am going to listen to praise and worship songs to renew my mind toward God.
- Mark



Publisher: PopCap Games
System: Nintendo DS
Rating: 'E10+' - Everyone 10+
{Animated Blood, Cartoon Violence}

Graphics: 50%
Sounds: 68%
Replay/Extras: 79%
Gameplay: 76%
Family Friendly Factor: 66%





Bit.Trip Saga

SCORE: 80



The Bit.Trip franchise is one that hardcore gamers talk about. This franchise has brought old school back into the mix. In the form of new development. Millions enjoy the old styles of game play more than the newer styles. Aksys Games and Gaijin have them covered. Bit.Trip Saga on the Nintendo 3DS contains all six games from the Bit.Trip series. I was personally curious to see how it would transition into 3D, so I purchased it recently. Getting them all at once in a compilation is also an economical way to experience the entire series.

The graphics are the first disappointment I found in Bit.Trip Saga. The 3D effects are meh, and generally they confuse. Which is a secondary problem in Bit.Trip Saga. There is so much going on in some of these games that it is easy to get lost. And lost is something I became on more than one

occasion with this hand held title. There is mild violence in some of the games in Bit.Trip Saga since there is shooting involved.

Let me tell you something about the music in Bit.Trip Saga. It will keep you awake. The music in Bit.Trip Saga is equivalent to a cup of coffee. It is thumping, pumping, loud, keep your eyes open music. If that kind of music bothers you, then expect a headache from Bit.Trip Saga. I enjoyed the music in Bit.Trip Saga, even though it did little to assist with frustration.

Did I just mention frustration? Yes I did. The difficulty level in Bit.Trip Saga is go to a punching bag after thirty minutes of game play time. This hand held video game can anger the most mild mannered person. I saw it. So please be aware that Bit.Trip Saga can cause issues in your family if restraints are not issued. Please be



careful with this product.

Six games in one package is very nice. Yes the games in Bit.Trip Saga are retro, and there really is only one gem in here in my opinion. But still I found Bit.Trip Saga for under twenty dollars brand new. There are multiple modes in each of the games in Bit.Trip Saga. Some of them like Runner contain a fair amount of levels. I feel like my money was well spent on this product.

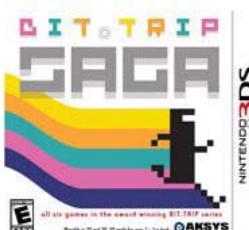
Bit.Trip Saga is generally safe for families. The old school game play, and visuals equate to a safer game than many current games. The difficulty level can lead to outbursts of anger. So Bit.Trip Saga is not for everyone. Hardcore gamers that love a challenge will eat up Bit.Trip Saga. Even some of them will get frustrated. I hope to see more compilations like Bit.Trip Saga in the future. - Paul



Publisher: Aksys Games
System: Nintendo 3DS
Rating: 'E' - Everyone
(Mild Fantasy Violence)

Family Friendly Gaming

Graphics: 74%
Sounds: 89%
Replay/Extras: 90%
Gameplay: 73%
Family Friendly Factor: 74%





Wii Play Motion

SCORE: 70



I have to admit Wii Play Motion has turned out to be a disappointment for us here at Family Friendly Gaming. Not one of the mini games sticks out in our minds.

There are twelve mini games in Wii Play Motion. They are Cone Zone, Veggie Guardin', Skip Skimmer, Trigger Twist, Pose Mii Plus, Jump Park, Teeter Targets, Spooky Search, Wind Runner, Treasure Twirl, Flutter Fly, and Star Shuttle. A few are more aggravating than others.

The look of Wii Play Motion is bright and colorful generally. Spooky Search, and Star Shuttle are darker than the rest. Wii Play Motion is more violent than most of Nintendo's mini game compilation titles. Trigger Twist, and Veggie Guardin' are the two stand out titles in that regard.

Most of Wii Play Motion makes little sense to me. The majority of the mini games are throw away. Skipping stones, posing Miis, and docking a space shuttle are prime examples. Jump Park and Teeter Targets have potential that was never realized. Wind Runner and Trigger Twist could have been fleshed out into their very own complete games. Especially



Trigger Twist. This could have been made into a true sequel to Duck Hunt. I can barely fathom why mini

games like Spooky Search were included. We point off screen and listen to the Wii Remote Plus. It tells us when we are near a ghost. Press a button and bring it to the screen. Once we have it in front of a machine the ghost gets sucked in. Does any of that sound familiar? Yes, Ghostbusters - one and two.

Treasure Twirl could have been something as cool as Ninja Fishing, but flopped around like a fish out of water. The Miis really need an upgrade visually. They

are showing their age and lack of detail in Wii Play Motion.

Some of the controls in Wii Play Motion are frustrating. The best example is Star Shuttle. That mini game is annoying beyond belief. Spooky Search is right behind it. Jump Park, Cone Zone, and Skip Skimmer can also agitate. The worst part about Wii Play Motion is I had no interest in replaying any of the mini games.

I spent my own hard earned money on Wii Play Motion. I feel like it was wasted. There are so many other games I could have purchased instead of Wii Play Motion. I did get the game only version, so mine did not come with a controller. So I did not even get that bonus.

The increase of violence in Wii Play Motion is the part that will be most disturbing to families. We can learn the joy of skipping stones across a pond, or whacking moles in the head.

The core lesson in Wii Play Motion is to exercise and have fun.
- Paul



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

Graphics: 70%
Sounds: 79%
Replay/Extras: 69%
Gameplay: 60%
Family Friendly Factor: 73%





JEWELLED EGGS

Make your next Easter egg hunt a
TREASURE HUNT
for jeweled eggs!



TO MAKE JEWELLED EGGS, YOU WILL NEED: Non-Toxic Glue, Paintbrushes, Hardboiled Eggs, Glitter, Gold Leaf Foil, Decorative Gems, and Paper Plates.

1 PREPARE YOUR SPACE

Cover your work space with newspaper or a drop cloth for easy clean-up. Put your glue, paint brushes and decorations within easy reach of your work area. Empty each color of glitter onto separate paper plates and place on your work area.

2 MAKE YOUR EGGS SPARKLE

Brush eggs with the glue. Be sure to cover completely! Gently roll the eggs in the glitter until covered. Set aside to dry.

3 JEWEL YOUR EGGS

Place a drop of non-toxic glue on your glitter covered egg. Pick a decorative jewel that you love and press it into the glue. Remember not to press too hard! Repeat the process until your masterpiece is finished and ready to dry!

JEWELLED EGG HOLDER



Measure to
your egg
and tape

TO MAKE A JEWELLED EGG HOLDER, YOU WILL NEED: Tape, Scissors, Jeweled egg

INSTRUCTIONS:

1. Have an adult help you cut out the attached Easter Egg holder.
2. Wrap loosely into a circular shape, creating a ring that your Easter Eggs will stand in.
3. Secure each Easter Egg holder with tape at the indicated area.

**ON DVD+DIGITAL COPY
APRIL 3**



Disney
THE
LION KING

1½

Disney's
THE
LION KING II
SIMBA'S PRIDE



Now Available On Blu-ray™, DVD & Digital



Dragon Ball GT Season One

SCORE: 60

I am a glutton for punishment. I finished off all Dragon Ball Z seasons, and have now gone back into it with Dragon Ball GT. I pick things up in Season One. The Z fighters have aged, and their children have grown up. Some of them have children of their own. Goku and Vegeta have hardly aged - something to do with being Saiyans. We find out about the Black Star Dragon Balls, and Goku gets turned into a child. Once that is dealt with we have to deal with an evil robot called Baby. Baby can take over the bodies of others. What makes matters worse is Baby can control more than one character at a time.

Dragon Ball GT Season One continues the tradition of blood, gore and violence that was in Dragon Ball Z. There is also nudity in Dragon Ball GT Season

One. Do the people who assign the ratings actually watch what they rate? How does nudity fit into any PG rating? There are certain characters in Dragon Ball GT Season One that act really odd.

Dragon Ball GT Season One continues the series tradition of anger, hatred, and bad language. The music in Dragon Ball GT Season One is not as majestic as the music in Dragon Ball Z in my opinion. There are moments of hope, and standing up against evil in Dragon Ball GT Season One. I love the part where they try and destroy evil before it gets out of control.

There are less discs and less episodes in Dragon Ball GT Season One than in the Dragon Ball Z seasons. There is also little reason to re-watch this storyline. Dragon Ball GT Season One is one straight story that goes from point A to point B. Watching them out of order just



confuses things. Just like missing an episode.

The storylines in Dragon Ball GT Season One seem less dramatic in my opinion. Plus much of what happens is too convenient. A character can exorcise Baby at one point, but not later. The same thing should work later. Goku gets his tail, and turns into a giant monkey. Later he learns how to control it, and the season ends

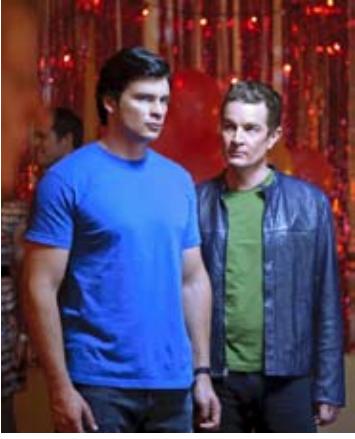
Dragon Ball GT Season One preaches the evolutionary belief lightly. Thankfully the odd afterlife beliefs are not hampered in Dragon Ball GT Season One. Power is attained through training, and mystical sources. Dragon Ball GT Season One is a big let down for me. I am also not fond of the whole space storyline.
- Sam



Publisher: Funimation
System: DVD
Rating: 'TV-PG' for Parental Guidance Suggested

Graphics: 44%
Sounds: 66%
Replay/Extras: 70%
Gameplay: 67%
Family Friendly Factor: 54%





Smallville Season Ten

SCORE: 61



Smallville has finally completed. All of the dots to Superman have finally been connected. Clark is fully in Metropolis. Plenty of guests return for the last season of Smallville. I for one am glad it is done. This show has floundered in the past couple of years. How they bring back so many characters is a little odd in my opinion. How others get killed off is weird as well.

Smallville Season Ten continues with many of the trappings of previous seasons. There is blood, gore, violence, enticement to lust, greed, anger and more. The Darkseid special effects are exceptional. As is Hawkman flying to his death. Sorry for that spoiler.

I really do not comprehend why there is bad language in Smallville Season Ten. Its like dragging the Superman mantra through the gutter. The music is okay in Smallville Season Ten. I have grown sick and tired of the theme song. I did notice some well known Superman music being thrown in near the end.

We had all of these seasons of Clark not wanting to fulfill



his destiny, and Jor-El being a thorn in Clarks side. All of a sudden in Smallville Season Ten that reverses. Lana Lang is totally forgotten about and Lois and Clark are all lovey dovey. Smallville Season Ten feels like they had to finally reverse previous mistakes and they did so. But they do not address why things were instantly reversed.

Tess turns out to be a Luthor but helps out the good guys. Lex is brought back, but has his memory wiped at the last minute. Green Arrow is turned



to the dark side, but is saved miraculously by Clark. Chloe is dead again, but actually alive. The constant reversals in Smallville Season Ten will make your head spin.

One of the really sad parts of Smallville Season Ten is how people of faith are attacked. People of faith are attacked, and Superman is the false idol they choose to worship. Conservatives, especially talk show hosts are demonized, as are traditional values. Smallville Season Ten contributes to those who view sex as a cheap and little thing. Even marriage is attacked in Smallville Season Ten.

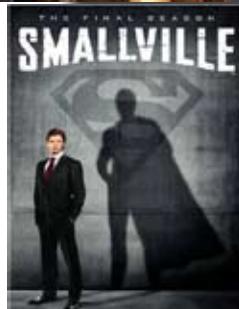
Smallville Season Ten goes out with a bang. For some reason it always has to end with Darkseid. The best conversation in the show is when Clark and Lex meet near the end. Lex has his witty lines which remind of us how much the show missed without him. Hawkman loves to preach his religious beliefs,

and there is no tolerance of the Christian world-view in Smallville Season Ten. Clark offers them hope. Booster Gold is one stand out shining point of this show.

- Paul

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

Graphics: 58%
Sounds: 59%
Replay/Extras: 70%
Gameplay: 69%
Family Friendly Factor: 51%



Ice Climbers

SCORE: 80

Over the years I participated in interesting panels and discussions on games. Ice Climbers has come up on more than one occasion. I knew about the game but could never recall actually playing it. So as I was looking for retro games to review I noticed Ice Climbers was one of the games Nintendo provided me for being a Nintendo 3DS ambassador (purchasing the Nintendo 3DS in the first few months of its release). It is the Gameboy Advance port. So I know Ice Climbers will not have the most updated graphics. In fact it looks like an 8-bit NES title to me. There are a few different enemies that are used repeatedly. Most of the blocks that make up floor levels are also re-used. The player can jump up with their hammer and hit the animals in the way. Players are also able to swing it to hit enemies in front of them. I had to keep doing this when I messed up a jump or did not clear enough of the ceiling to jump to the next level. What made things worse is there are creatures that will fill the holes if players do not move up quick enough. The nice thing is we can take our time in progressing. Ice Climbers does not provide a timer to stop us. That is until we reach the bonus area. Then we have so many seconds to jump to the top or we are told we do not get bonus points. Bonus points did not interest me personally. Just getting through the levels. Which reminds me - the jumping in Ice Climbers is a pain. Sometimes it worked perfectly and other times it did not. This lead to frustration and irritation on my part. The music in Ice Climbers exhibits its age, but it is still good. Ice Climbers is a franchise I would like to see sequels of in the future. I could see this game being great in this age with updated controls, graphics and sounds. I learned to plan my moves ahead of time, and find the best path from the bottom to the top. The game will scroll the screen up as you go higher. Unfortunately Ice Climbers does not scroll back down. If you fall through a hole you lose a life. Have no more lives and it is game over. I can see why some hold a special place in their hearts for Ice Climbers.

- Paul

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

Graphics: 82%
Sounds: 87%
Replay/Extras: 90%
Gameplay: 65%
Family Friendly Factor: 76%

Ecco the Dolphin

SCORE: 86

I remember Ecco the Dolphin back in the day. As I went through Genesis cartridges trying to decide which game to review next, I decided it was time for Family Friendly Gaming to have something to say about Ecco the Dolphin. One of the things that made Ecco the Dolphin so novel and innovative is we played a dolphin in the sea. We swim around, and have to make sure to come up for air at regular intervals. We can dash into things, and use objects to assist us in breaking through barriers. At the beginning of Ecco the Dolphin our pod (family for a dolphin) is sucked up through a vortex into the air. It is up to us to take our brave dolphin through numerous levels and challenges to save them. We meet various creatures on the way who help or hinder us. The gems block our paths, give us keys to other gems, or tell us important information. My favorite part of Ecco the Dolphin is sending out the sonar. When Ecco the Dolphin first came out it was a beautiful looking game. It still looks good today, but not cutting edge any more. The sounds are good, and give that aquatic feel. The translations left something to be desired though. Grammar was not the most observed thing when Ecco the Dolphin was published. I ran into a few different glitches in the game play of Ecco the Dolphin. I would knock a gem out of the way, go back to check on something and the gem was back in my way. I had to go all the way back to the key to be able to move it again. I also found levels where it was difficult to find air. Codes are provided to the player every time they die so they can restart from there. Ecco the Dolphin is one of those game that can help humans sympathize with animals. In some ways animals are put on equal footing with humans in Ecco the Dolphin. Players are able to bash into other creatures in Ecco the Dolphin and make them vanish in a pop. Small fish are used to restore health just like air restores the air gauge. If you play retro games, then Ecco the Dolphin is a game you should know about or check out. It is an example of a few visionaries trying to expand the industry away from tunnel vision.

- Paul

Publisher: Sega
System: Genesis
Rating: 'NR' - Not Rated

Graphics: 95%
Sounds: 84%
Replay/Extras: 90%
Gameplay: 79%
Family Friendly Factor: 82%

Disney
TREASURE Buddies



THE LOST COLLAR MYSTERY MAZE

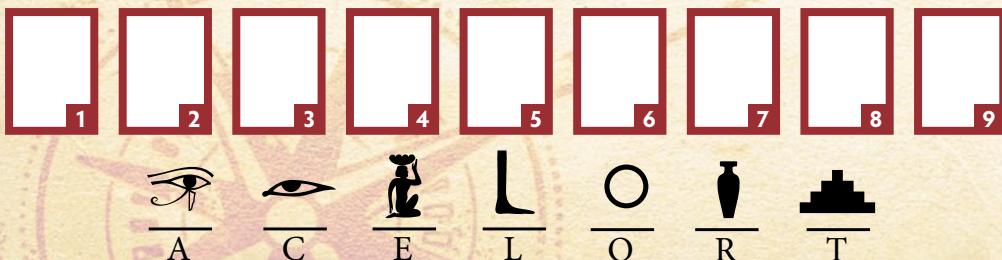
Help the Buddies through the mysterious maze to find the Lost Collar! Circle the hieroglyphic tiles you pass along the way to solve the mystery.

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!



ANSWER: CLEO-CATRA

On For A Limited Time





Nascar Unleashed



SCORE: 65

It is interesting when a franchise gets moved from one video game publisher to another. EA Sports churned out some great Nascar games over the years. So I was interested in seeing how Activision would do. Sadly their game is nowhere near the quality of EA's games. I could sugar coat it, but I see no reason to. Our EIC encourages us to tell it like it is. Nascar Unleashed is the worst Nascar game I have ever played. I say that with disappointment because I like Activision and had hoped they would publish a great racing game for families.

Nascar Unleashed gets its title from taking us off the race track. Yes we get to race on dirt, grass, and other environments. We go from pavement to the off roading concept right inside the race tracks. We take a turn and we are taking jumps like a kart racing title. We do this in real looking Nascar vehicles. With the

stickers and everything.

Nascar Unleashed encourages players to bash into the competition. This dirty racing brings rivals who will try and make you crash. Make them crash back and you get points for revenge. Anyone else in the class notice the problems with teaching kids that lesson? Yup, everyone winds up blind ad toothless. And the exact opposite of what Jesus Christ taught. The graphics in Nascar Unleashed are okay, and just okay.

The announcer in Nascar Unleashed is discouraging. Nothing like bringing people down to try and help their self esteem. The music is rockish, and fits the bumper car action in Nascar Unleashed. Some of us here at Family Friendly Gaming got headaches from playing Nascar Unleashed thanks to the music.

The developers must have thought putting challenges into Nascar Un-



leashed would be a good idea. Except they put the notification in an odd screen spot, and the text is tiny. Every time I tried to read it, I crashed. So I stopped trying to read it. Which lead to being annoyed by the announcer who kept telling me I had new challenges, and that I failed them just a bit later.

There are a fair amount of characters to unlock in Nascar Unleashed, and a decent amount of tracks to run. The biggest problem with Nascar Unleashed is it is no fun to play. More like a chore than anything else. The lesson of getting others before they get you is prevalent in Nascar Unleashed. This home console game on the Wii, PS3, and Xbox 360 also teaches to get revenge. There is another lesson in getting competition out of your way by any means necessary. Pass on Nascar Unleashed.

- Frank



Publisher: Activision

System: Wii/PS3/Xbox 360

Rating: 'E' - Everyone
{Mild Violence}

Graphics: 67%

Sounds: 64%

Replay/Extras: 80%

Gameplay: 55%

Family Friendly Factor: 60%





Presidents Run

SCORE: 73



I was all ready to declare Presidents Run the next big thing. It became a craze here at Family Friendly Gaming when we published that press release about it. But that craze fizzled out extremely fast. What was the cause of the fizzle? We will get there my friends, we will get there.

The concept behind Presidents Run is interesting and exciting. Pick your candidate and run with them in a Jetpack Joyride kind of way. There is no jetpack in Presidents Run - some double jump boots though. The candidate runs for miles and collects votes. React Games logs the run and tabulates the votes on their website. We can go and check our scores for our candidates.

This is where we ran into problems and where Presidents Run fizzled out. Many of us play our iPods, and iPads offline. We then play them on a router so our scores are uploaded. Except we found scores were not being uploaded for Rick Santorum. Hours of game play by multiple people was not being counted.

We contacted the developer and was told there was a bug and it was fixed. So we tested it the very next morning. This

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



time playing a few feet from a router. Checked and four hours later the votes were not appearing for Rick Santorum. We tried using iPhones and the votes were not making it. Then someone here noticed something. We ran over fifty thousand miles for Rick Santorum and Obama jumped up over fifty thousand miles. Was



Graphics: 78%
Sounds: 81%
Replay/Extras: 78%
Gameplay: 60%
Family Friendly Factor: 69%

it connected? Don't know but it seems suspicious.

This is what killed Presidents Run for all of us here at Family Friendly Gaming. The tracking is not accurate. It should be a simple thing. Log in the device and compare its current score to its last score. Add those to the candidate flagged and its all good. But Presidents Run has to log into their servers when the game is being played. We get no error message to find out all those miles are not being tracked.

As of writing this review over half a million miles have been lost for Rick Santorum. And most of us have removed the app from our devices because we have no faith in the tracking.

Presidents Run contains mild violence as we run into protesters, bells, whistles, goats, and more. The candidate slides on their face until they come to a stop. A revive item is available for purchase. Presidents Run is a free app.
- Paul





PipeFiction

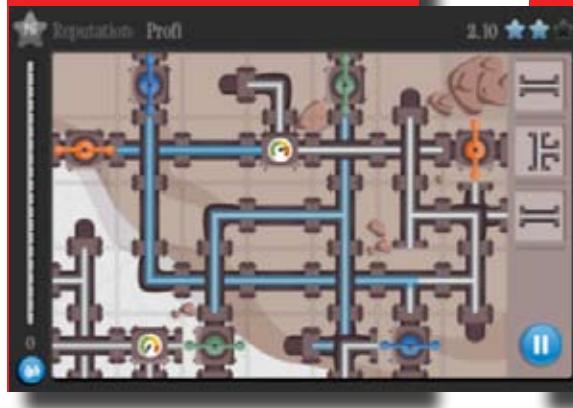
SCORE: 82



The WMG knows the editor in chief is drowning in apps. So this reviewer decided to do their small part by taking one on this month. PipeFiction looked to be a good little iPhone/iPod Touch title too. We lay down pipe to transport the water from point A to point B. We are helping out locals with this engineering activity. Some levels require we remove the obstacles. Things like blowing up rocks, and cutting down a forest.

Piping games have been around for some years now. They really work well on the hand helds though. There is something about how quickly a level can be beaten that lends itself to the iPhone/iPod Touch platform. PipeFiction is the kind of a game that could easily work on the Nintendo DS, Nintendo 3DS, and Playstation Vita as well. Maybe it will arrive on one of those in the future.

The graphics are very



adequate in PipeFiction. This reviewer likes the art style in PipeFiction. There are six different worlds in PipeFiction so we get some variety in the backgrounds and themes. The worlds in PipeFiction are referred to as episodes.

The music in PipeFiction is fun. It helps a game when the music encourages players to continue playing. There can be stressful moments in PipeFiction so its nice that the music settles us down. The special effect sounds in PipeFiction enhance the game play in this hand held video game.

The biggest problem with PipeFiction is the randomization of the pipes. This can work in your favor or completely trap the player. Pipes can be placed on the screen in areas the player is not using. The problem is - it is possible to use up all those spaces and still not get a piece you need to complete the level. This means we had to replay the level from the start.

The various pipes in



PipeFiction are cool, and can be used in various ways. There are enough innovations in PipeFiction that will interest piping gamers. Families will appreciate the family friendly nature of PipeFiction. The design of the levels in PipeFiction exhibit an intelligent design.

The main lesson in PipeFiction is water engineering. How to lay down pipe to get from the start to the finish. Families can also learn how the water flows through certain pipes. An interesting aspect of PipeFiction is water can not meet up anywhere. Two lines of water that meet together will cause the pipe to burst. There is a gauge pipe that can be used to complete that task. PipeFiction is a fun game for families.

- Working Man Gamer

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

Family Friendly Gaming

Graphics: 86%
Sounds: 84%
Replay/Extras: 85%
Gameplay: 72%
Family Friendly Factor: 83%



DEVELOPING GAMES



Game: Disney Epic Mickey 2: The Power of Two

Release Date: Fall 2012



Company: Disney Interactive Studios
System: Wii/PS3/Xbox 360

Rating: 'RP' - Rating Pending



Game: Disney Epic Mickey 2: The Power of Two
Release Date: Fall 2012



Company: Disney Interactive Studios
System: Wii/PS3/Xbox 360

Rating: 'RP' - Rating Pending



Game: Madagascar 3 The Video Game

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

Family Friendly Gaming

Company: D3Publisher



Release Date: June 5, 2012

Rating: 'RP' - Rating Pending

Family Friendly Gaming

45



Game: Madagascar 3 The Video Game
System: Xbox 360/Wii/DS/3DS/PS3

Company: D3Publisher



Release Date: June 5, 2012

Rating: 'RP' - Rating Pending



Game: LittleBIGPlanet Karting

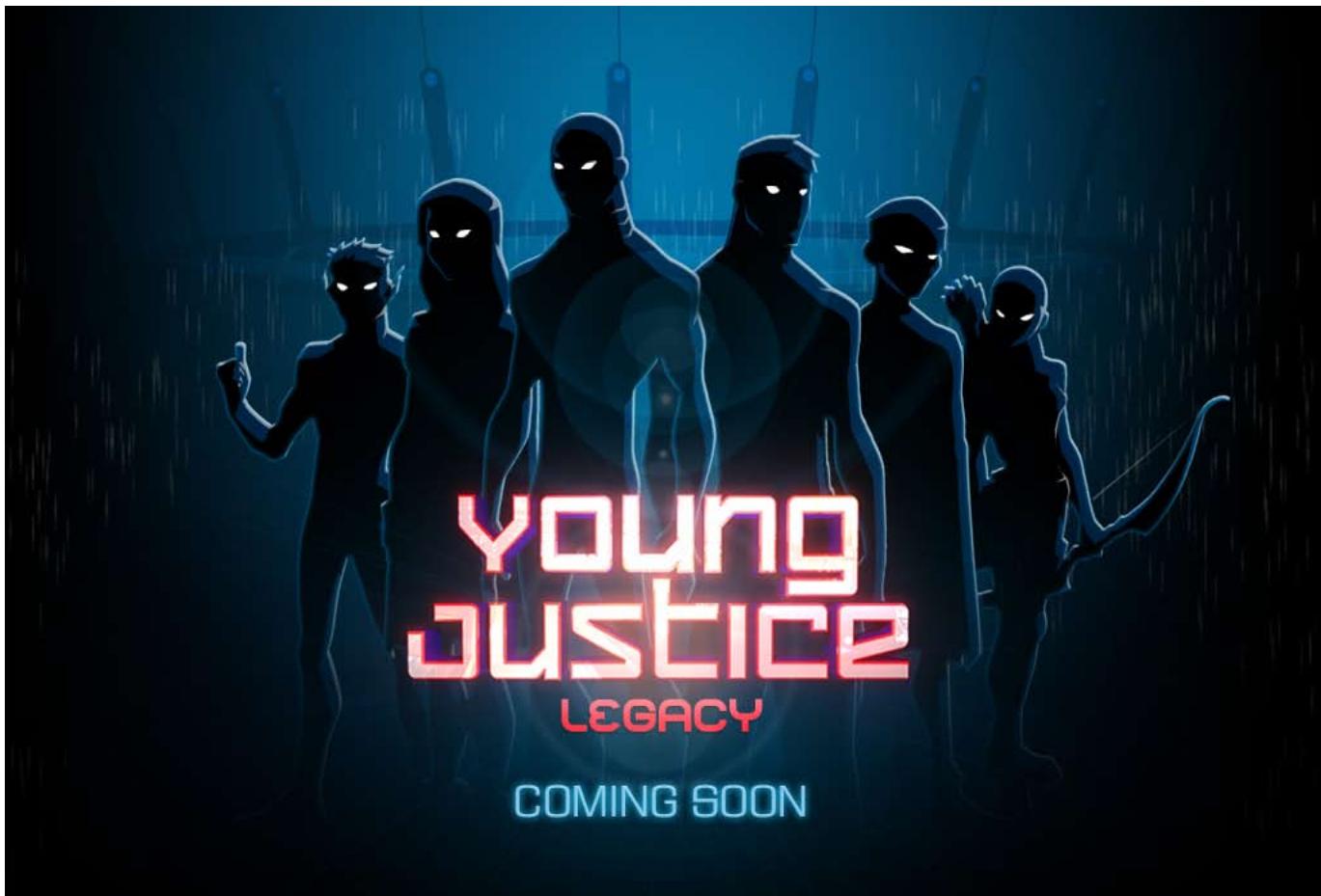
Company: Sony

Release Date: 2012



System: Playstation 3

Rating: 'RP' - Rating Pending



YOUNG JUSTICE

LEGACY

Game: Young Justice: Legacy

System: PS3/Xbox 360/Wii/DS

YOUNG JUSTICE LEGACY



Company: Little Orbit

Rating: 'RP' - Rating Pending

Family Friendly Gaming

Release Date: 2013

Series

7/13

SCORE
1082829



FINAL FANTASY VII

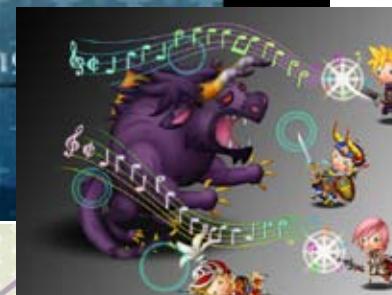


Please select the title you wish to play



1994

1997



BACK

EDIT PARTY



TIME



Game: THEATRHYTHM™ FINAL FANTASY
Available: Summer 2012

Family Friendly Gaming

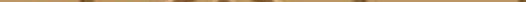




Company: Square Enix
System: Nintendo 3DS

Family Friendly Gaming

Rating: 'RP' - Rating Pending



Game: Disney Epic Mickey Power Of Illusion
Available: Fall 2012



Company: Disney Interactive Studios

System: Nintendo 3DS

Family Friendly Gaming

Rating: RP - Rating Pending

55



Game: Disney Epic Mickey Power Of Illusion
Available: Fall 2012



Company: Disney Interactive Studios
System: Nintendo 3DS

Rating: 'RP' - Rating Pending



Game: Pokemon Conquest

Available: June 18, 2012



Company: Nintendo
System: Nintendo DS

Family Friendly Gaming

Rating: 'RP' - Rating Pending



Pokémon Conquest

In Pokémon Conquest, players take on the role of a young Warlord who is linked with a Pokémon. Together, they must set out to recruit Warrior allies to strengthen their growing kingdom. Along their journey, players will encounter a variety of Pokémons, as well as Warriors and Warlords inspired by the Japanese feudal era. The game contains nearly 200 Pokémons, including many from the recent Pokémon Black Version and Pokémon White Version games, which have sold more than 4 million copies combined in the United States.

As the battlefield unfolds in Pokémon Conquest, players must choose the correct Pokémon type to inflict maximum damage on their opponents. In the turn-based skirmishes, players choose different tactics for intense six-on-six battles, and battle conditions can change on every turn, keeping players on their toes in anticipation of what will happen next.”

Game: Pokémon Conquest

Available: June 18, 2012

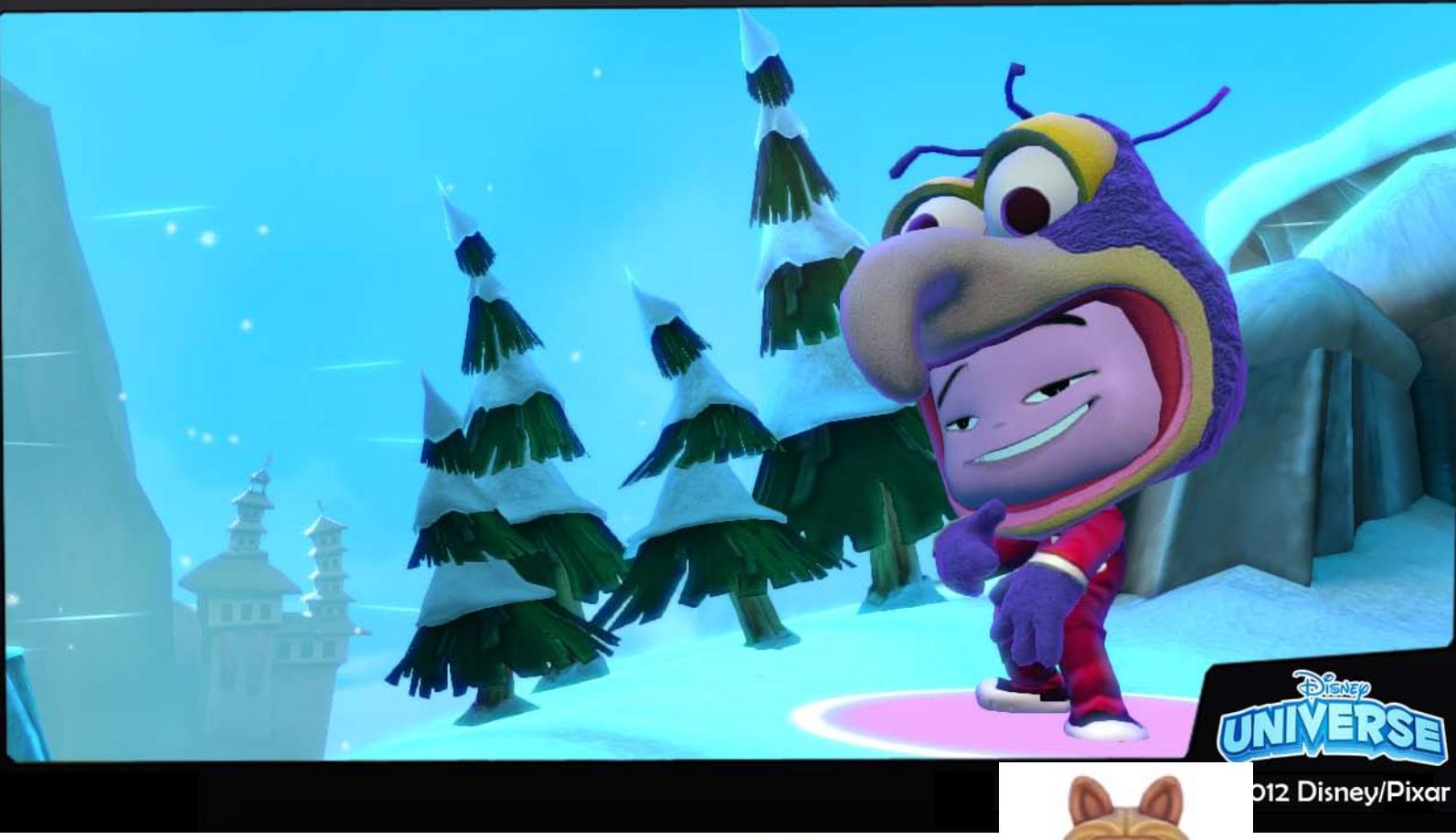


Company: Nintendo
System: Nintendo DS

Family Friendly Gaming

Rating: 'RP' - Rating Pending

RECENT RELEASES





Disney
UNIVERSE

© 2012 Disney © 2012 Disney/Pixar



Disney
UNIVERSE

© 2012 Disney

Product: Disney Universe
Release Date: Out Now
Rating: 'E10+' - Everyone 10+

Company: Disney
System: Xbox 360/Wii/PS3
{Cartoon Violence, Crude Humor}



Disney
UNIVERSE
© 2012 Disney



Disney
UNIVERSE
© 2012 Disney





Disney
UNIVERSE

© 2012 Disney © 2012 Disney/Pixar



Disney
UNIVERSE

© 2012 Disney

Product: Disney Universe
Release Date: Out Now
Rating: 'E10+' - Everyone 10+

Company: Disney
System: Xbox 360/Wii/PS3
{Cartoon Violence, Crude Humor}



Product: Where's My Water?
Company: Disney Mobile
Release Date: Out Now
System: iPhone/iPod Touch/iPad
Rating: '4+' - 4+

Where's My Water?

Since launching in September of 2011, "Where's My Water?"

"Where's My Water?" has reached the No. 1 spot on the App Store in 80 different countries and most recently, Apple announced that "Where's My Water? Free" made App Store history as the 25 billionth app downloaded. The game also launched on Android platforms in November of 2011 where it has enjoyed similar success.

In addition to "Rising Tide," Disney also released "Bulking Up," a whole new chapter in the story of Cranky, Swampy's reluctant companion and occasional adversary. Players who downloaded Cranky's Story, the first premium level pack for "Where's My Water?", can now play 20 challenging new levels for free and unlock new collectibles. The new update brings Cranky's Story to a total of more than 60 levels.







Product: Airline Tycoon 2
Company: Kalypso Media
Release Date: Out Now
System: Personal Computer
Rating: 'E' - Everyone
{Use of Tobacco}



★ 32,650





Product: World Gone Sour
Company: Capcom
Release Date: Out Now
System: Xbox 360/PS3/PC
Rating: 'T' - Teen {Cartoon Violence, Language, Suggestive Themes}



Game: Amoebattle

Company: Grab Games

Available: Out Now

System: iPad/iPod Touch/iPhone

Rating: '9+' - 9+

{Infrequent/Mild Cartoon or Fantasy Violence}



Devotional

Joy

People of all walks, colors, and creeds ask me why I am so happy. They want to know why I have such a joy. First and foremost it is nothing I do. There are no exercises, thoughts, or practices to go through. The joy comes from God. It comes from focusing on what God finds important. The things of man shift like the sand, and blow like reeds in the wind. I find it to exhausting to try and keep up with. God's standard stays the same. **Psalm 19:8** *The precepts of the LORD are right, giving joy to the heart. The commands of the LORD are radiant, giving light to the eyes.*

Sure you can read self help books, and self improvement books. Many of them will try and give you the concepts that in the Holy Bible. And I know people with extended periods of happiness that follow those. But all of them hit obstacles in life that shake that. I know people who have lost it because following the ideas without the relationship with God is not stability. **Hebrews 13:8** *Jesus Christ is the same yesterday and today*



and forever.

Who out there looks forward to suffering? Who out there can not wait for hard times? We love the good times, and want to avoid the hard times whenever possible. When hard times come, when suffering comes; the only way to still have joy comes from God. **1 Thessalonians 1:6** *You became imitators of us and of the Lord, for you welcomed the message in the midst of severe suffering with the joy given by the Holy Spirit.* I have had hard times in my life, and acknowledge they are not easy. But they are bearable by turning to God.

If you take away one thing from this devotional, please let it be this one question: Would you rather be happy or unhappy? If you want to be happy then you have to figure out what provides happiness. Does amassing wealth really make you happy? Or does giving money away make you happy? Does being mean, nasty, wicked, and evil to others make you happy? Or does showing love, compassion, caring, and kindness make you happy? Are you spreading happiness or are you spreading

misery?

Have you ever noticed that little children are happy? Have you ever noticed that adults drill that out of them with things like school, work, and conformity to a broken societal system? **Luke 10:21** *At that time Jesus, full of joy through the Holy Spirit, said, "I praise you, Father, Lord of heaven and earth, because you have hidden these things from the wise and learned, and revealed them to little children. Yes, Father, for this is what you were pleased to do.* To be like a child again.

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: Churches are behind Christian video games.

Defense: They have to be.

Exposure: If you can ignore the fact there is not one shred of evidence to support this claim, then you can bounce along on your merry way believing this lie. I have been in the video game industry for close to thirty years, it amazes me at the ignorant lies, and pure propaganda that gets repeated. Smear campaigns like this one only exhibit how far away from reality excessive video game play takes people.

This is also a sad attack on Christian video games. The purpose is to get the conversation away from the issues of the day, and how these Christian video games can help people. Instead they want to divert attention from the good video games, and try a double smear. What would be wrong if churches were actually involved with the video game industry? Other religions have

gotten involved, and they are trying to turn people away from Jesus Christ. Why couldn't Christian churches join the arena and start making it better? There would be nothing wrong with churches being involved

What would be wrong if churches were actually involved with the video game industry?

This is also a sad attack on Christian video games.

in the video game industry, in fact I would like to see churches start to get involved.

I have talked to plenty of Christian video game developers and they have no financial ties to any particular church, or denomination. I have talked to churches and they do not get involved because Christian video game developers are businesses. Because of the tax nature in this country, they are not allowed to help. I wish this were not true, and I wish the churches would start becoming involved because we need their help. At the time of writing this book they are not involved, and nothing aside from this book in their hands is going to immediately change that. Maybe if a few thousand readers speak out, they can effect change on the churches in this regard.

Last Minute Tidbits



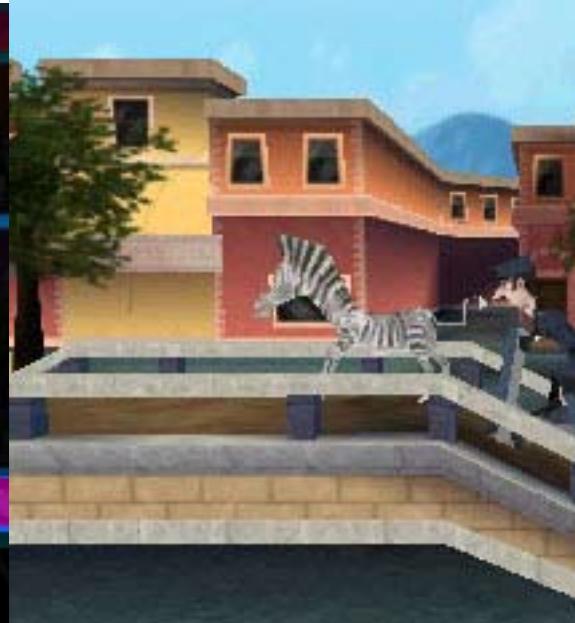
Game: iCarly Groovy Foodie

Company: D3Publisher

Release Date: Summer 2012

System: Nintendo DS

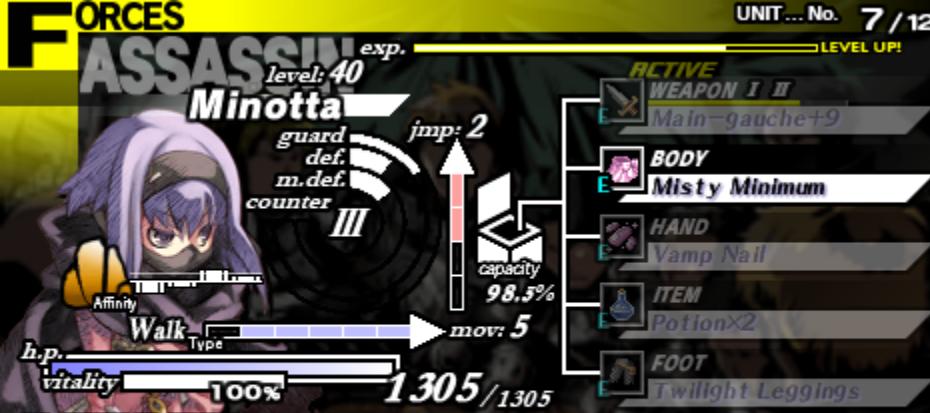
Rating: 'RP' - Rating Pending



Game: Madagascar 3 the video Game
Release Date: June 5, 2012

Company: D3Publisher
System: Nintendo DS/Nintendo 3DS

Rating: 'RP' - Rating Pending



Product: Gungnir
Company: Atlus
Release Date: June 12, 2012
System: Playstation Portable
Rating: 'T' - Teen
{Alcohol Reference, Fantasy Violence, Mild Blood, Mild Language, and Mild Suggestive Themes}



Product: Fishing for MISH

Company: DevSisters

Release Date: Out Now

System: iPhone/iPod Touch

Rating: '4+' - 4+

Product: Mistborn
Company: Little Orbit
Release Date: Late 2012
System: Xbox 360/PS3/PC/MAC
Rating: RP - Rating Pending





Mistborn

BIRTHRIGHT



NINTENDO 3DS



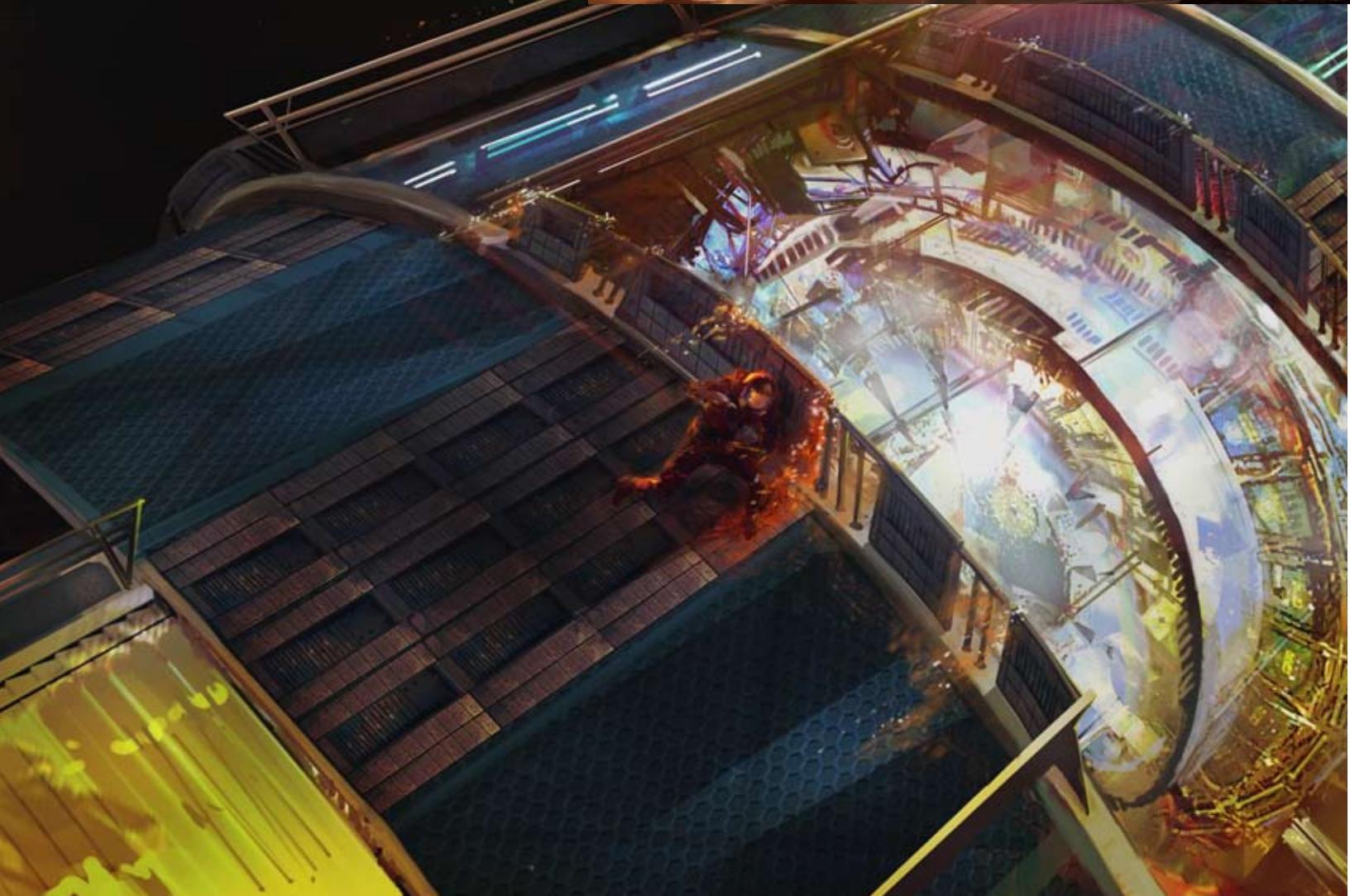
Product: Disney Princess: My Fairytale Adventure

Company: Disney Interactive Studios

System: Wii/3DS/PC/MAC

Release Date: Fall 2012

Rating: 'RP' - Rating Pending



Product: Star Trek

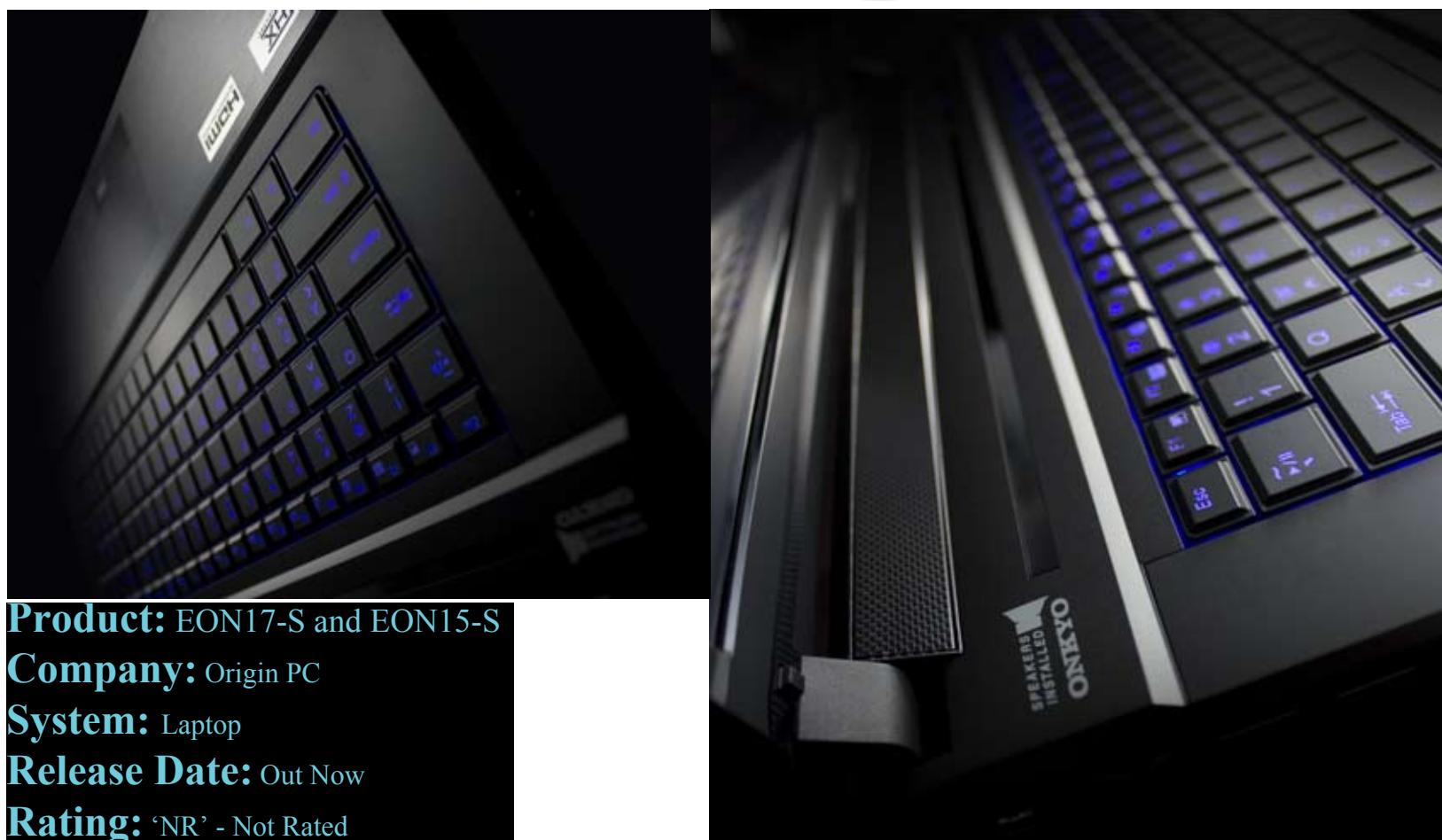
Company:

Namco Bandai

Release Date:
2013

System: Xbox
360/Playstation
3/PC

Rating: 'RP'
- Rating Pending



Product: EON17-S and EON15-S
Company: Origin PC
System: Laptop
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: Shark Dash
Company: GameLoft
System: iPod Touch/iPhone
Release Date: Out Now
Rating: '4+' - 4+



Product: Tour de France 2012

Company: Cyanide

Release Date: June 2012

System: PS3/Xbox 360

Rating: 'RP' - Rating Pending

