

Completely redesigned
Family Friendly Gaming.
Biggest update to date.

Are you ready for
Madden NFL 13?

Mario is Open to Tennis,
Minecraft is cradling Rome,
Worms caught Black Bass in
3D, and much more!

Family Friendly Gaming™

The VOICE of
the FAMILY in
GAMING



Issue #59

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 **Christian
Computer Games**

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June 2012

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Editor's Desk

Major Update

You might notice a major graphical upgrade to this issue. We have put in all kinds of neat new effects. I must admit that I have been lazy over the last few months. We have not done much to innovate or improve the presentation of the Family Friendly Gaming for some time. We have been focusing on other projects. So this issue we decided to step it up and make everything better.

It is my hope and prayer that all ya'll appreciate all of these upgrades, and improvements. We do have plans to implement additional improvements in the coming months. We will be doing everything we can to make sure the ball is not dropped on this again. We are extremely busy with a variety of projects, so patience is always appreciated.

What does everyone think of issuu? We recently added the last six months worth of the magazine releases to their website. Their presentation has helped show us areas that need to be improved. You will notice many of these improvements in this issue. A reader some months ago suggested we add our magazine to the issuu network. Like so many things it sat on my plate until there was time to enact it. But we are now there.

Speaking of being

there - we recently started to experiment with Twitter. Yes there are some twitter posts out there. Mainly links to updates on the website. Tweeting is much more restricted than posting on Facebook, Raptr, Digg, and N4G. But it is another avenue for readers to check us out.

I want to thank everyone for their kind words related to our Youtube channel and the Videos section of Family Friendly Gaming. This expansion has been tremendous. I am in awe of how many wonderful people appreciate what we bring to the industry. It humbles me in so many ways.

Have you noticed our E3 2012 page yet? All of the official E3 related pages will be on this page. This includes News, Previews, Images, Updated News, Videos, and Awards. These pages will also be in their normal sections. I know it is small looking right now, but that is because E3 2012 has not yet happened. There is another reason - not every company wants us to share what we know just yet. We promise to keep confidences on various products until we are allowed to release them. Expect this page to explode during E3 2012, and of course after it.

We are building a brand new view for our reviews. I can not go into too many

details at this time. I do think it will fill a request one of our readers presented some time ago. It will take a lot of work on our part, but it is showing us what we need to be doing in the future.

Please keep sending in your ideas for improvements. We log each and every one of them. As resources present themselves then we get to the projects as quickly and efficiently as we can. Some require major overhauls that we are already considering, pricing, and sizing.

Would love to hear what you think of the various upgrades in this issue. We consider Family Friendly Gaming to be a constant work in progress.

God bless you, and yours,
Paul Bury



Female Side

SUMMER

Families all over America are dealing with summer break, or preparing for it. We mothers know exactly what we are going to hear: "I'm bored," "There is nothing to do," and "They started it." Oh yes summer time takes away the school structure many of our children have been used to. They have all this time to spend with one another and with us. Ultimately they wind up fighting with one another, and exhibiting bad attitudes.

There is certainly hope in this time, and I have some suggestions that can make summer break even better. With all of this extra time there are opportunities for doing things we normally do not have enough time for. We go to the library, local parks, spend time in our little pool, garden, walk, ride bikes, and more.

We also do everything possible to take one trip each and every summer break. We want to give our children a memory from each and every single summer. Many years we wind up giving them more than one memory. I am confident when they grow up they will extremely appreciate of all the efforts we went through for them. I know they appreciate it now, even if there were some hiccups during the trips. Hey, nothing goes perfectly. We

learn to adapt to the situation and make the best of it.

Discipline is something that is needed when the children are fighting. It can take King Solomon wisdom to figure out who started what and when. One child may be provoking another one, or it may be a perceived slight. Either way one or both are crossing the line, and need to be brought back into line. Which is how I have always seen discipline - it is correcting the bad behavior. Do you want adults acting like children? Then children have to be taught how to act.

One of the myths of summer break is it has to be wide open. I find ways to add structure for my children. Especially the younger one who needs more structure in his life. I have school work they can work on during summer break, as well as various educational activities they can work on. Some times that is used as part of structure and other times it is used as a part of the discipline.

I know some people out there dread summer break. I know some people absolutely love it. If you dread it, please try to find the time to enjoy the time with your children. If you love it, then keep going. You probably already know how much fun it is to spend so many hours with your children. There is something so wonderful about

spending precious about building family memories.

If your family has issues with one another, then summer break is a great time to work on them. Work out the problems so the love can grow. It will make everyone happier in the long run. Which of those two choices would you rather have this summer break? Think about the question for me please.

God bless your family,
Yolanda Bury



Mission Statement

Family Friendly Gaming was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, interviews, features, and other articles found within. The secular video game media reports mainly on the most morally bankrupt games and call those games good. The major secular media reports on the bad side of video games mainly. Most other Christian media outlets claim video games turn the player into a zombie, or they completely worship video games. Family Friendly Gaming reports the good, and bad side effects to video games. It is the belief of the owners that readers are smart enough to come to their conclusions without those in the media handing opinions to them. Those of us at Family Friendly Gaming believe by giving you the facts, you can decide for yourself. There are plenty of really good video games on the market that teach wonderful lessons. Both inside the Christian video game market, and from non-Christian video game developers. Family Friendly Gaming seeks out these video games to bring them to your attention. Since it is unknown before playing a game how family friendly it is; it is possible that this magazine will preview a game, and then the review will expose problems previously unknown. Family Friendly Gaming promises to always ask the question: "how God feels about certain video games."

WORKING MAN GAMER

Front Cover

The WMG saw the front cover of Family Friendly Gaming #59 a little bit early. A short while before it was released to the public. A small temporal period before the event began. That cover is HOT! Everyone at Family Friendly Gaming sends a major thank you to EA Sports for providing such an awesome, amazing, and gigantic approved artwork. Many of us at Family Friendly Gaming are fans of the Seattle Seahawks. So being provided an image of a Seahawk is a rare treat. Our industrious leader has been on cloud nine thanks to EA Sports providing that inspiring image.

You know the WMG normally comes down like a ton of bricks on somebody. The WMG even came down on EA many, many years ago for something. The WMG is man enough to point out when companies do wonderful things. EA Sports has done a major solid for Family Friendly Gaming, and our editor in chief. When the WMG saw the front cover, he was blown away. This exclusive image is above and beyond anything anyone was expecting. EA Sports is awe inspiring in this columnists opinion. And its important to let them know, because it took effort on their part to create this. It took time, and resources.

The WMG has a call to action in almost every single column as well. The call to action this month is to thank EA Sports. Please take the time to thank them for working this closely with Family Friendly Gaming. Please thank them for producing this phenomenal image. They deserve to be thanked. And they have earned the respect of this writer on multiple levels.

The Editor in Chief keeps telling us to expect major things in the future. It can get exhausting trying to be patient for them. There is no need to be patient anymore. This front cover is an amazing major event. I have no clue what he can ever do to top this. Maybe other game developers, and game publishers want to work closely with Family Friendly Gaming on a front cover. Maybe they will blow away the WMG, and maybe they will be thanked in this column.

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!

Entering the Workforce

Hi,
I work with a school out in Minneapolis and we have a lot of students that work in game art and animation. I'm working with a really talented graduate right now who is

interested in some entry-level game jobs who specializes in 3d design and character design. I don't think he's very interested in a lot of traditional modern games because of the violence, so I'm just looking for different avenues to help him find employment.

Do you have any ideas or could you point me in any directions of some companies that might be a good fit for him?

Thanks for your help!
- Drew

{Paul}: That is a really good question. The good news is in the industry most entry level people are put on the kids games. We have talked to various people in the industry that wanted to do the violent games, and they had to prove themselves on the

kids games first.

So companies like EA (EA Play, and of course EA Sports), Ubisoft and Activision all have divisions for casual and kids games.

Companies like Mumbo Jumbo do casual games.

2K Play does kids games exclusively.

Disney Interactive Studios generally does games with little to no violence.

Chillingo is a company that publishes a high volume of non-violent games.

Majesco Entertainment does quite a few good games for families.

Destineer is known for some of their safe games.

Warner Bros Interactive has been publishing a couple of kids games a year.

Southpeak Games has done some clean games.

GameMill Entertainment has a nice line up of kids games.

Namco Bandai THQ, and XSeed Games have published safe games for families in the past.

Microsoft, Nintendo, and Sony also make non-violent games.

Mr Emmerich over at Graceworks Interactive might know some people as well. He is also a part of the CGDC who do Christian games.



**MINNEAPOLIS
MEDIA INSTITUTE**
College of Media Arts

OFF

I would not exclude any of the companies because they make violent games. Many of them also make non-violent games. I am sure if he tells them he does not want to do the violence they will happily put him on the non-violent ones. Most of the artists want to get on the violent ones, so there should be a lot of opportunities.

There are of course smaller developers who create games for the bigger companies, but not sure what kind of job security there would be.

Call for Unity

Thank you for your call among Christian gamers. I believe Family Friendly Gaming has made the right call at the right moment in history. Too many small ministries want to do it themselves. Family Friendly Gaming leads the way for all others in this realm. I am praying that there will be unity among Christian gamers.

I have great respect for Family Friendly Gaming. That level jumped up higher when ya'll called for unity. I pray to Jesus that they embrace it in the loving spirit the Bible tells them to. The time for petty ugliness is past.

Time to work together.

- Barbara

{Yolanda}: Thank you for your kind words, and support. It means a lot to all of us here at Family Friendly Gaming. Unity is something we have prayed for - for years. After we were shown some hatred against us and other followers of Jesus Christ, we decided it was time to put it in the public forum.

We are reaching out in love. We hope and pray the Holy Spirit will convict. But we know there has been a long history of infighting within the church. So it does not surprise us to see others claiming to be believers attacking us and other believers. It does not surprise us to see a lack of support from those who are supposed to be supporters.

The sad reality is being top banana will create jealousy. Some want to be where you are by any means necessary. Some people can only build themselves up by trying to tear down others. When they do so they are showing who their father is. We are responding in love, being encouraging, and showing kindness.

We want more of a



focus on the family friendly video games in the industry. We love hearing about Christian made games. We love it when sites point people to God.

Kid Icarus Uprising

I am not someone to complain. There is a bone I am going to pick with Family Friendly Gaming. Your review of Kid Icarus Uprising is too Nintendo friendly. Are you a Nintendo fan-boy? That game should fail on your review scale. Why are you so kind to that game?

- Karl

{Paul}: I am very sorry you think we were too easy on Kid Icarus Uprising. I can tell you that we got one com-

plaint that we were too hard on it as well. Our reviews allow a range in terms of scoring the points based on the reviewer's impressions. In this case it was me. We also acknowledge that we are human and can make mistakes. So if you would please provide specific content, and the corresponding section of our review scale we can put it into a re-review. We allow each reader to recommend one game per year to go into re-review. And any game can only go into re-review once a year.

Almost every single game that has gone into re-review (and there have been a handful) drop in score by a point or two. So I doubt it would drop below 70, but its possible.

Just Entertainment

How can anyone think movies, television, and video games are just entertainment? Are they stupid? Are they lazy? Have they ignored good books on the subject? Do they have a mental illness?

- *Samantha*

{Paul}: Thank you for such a thought provoking question. It can be a complex issue, where some people may fit into all of the categories you mentioned. I would not be surprised if we found different people in different categories. Here is how I look

at it. There are certain lies in the world that people believe. They believe them because they want to fit in with the in-crowd, they have never been exposed to truth, they do not think for themselves, and they have never had an interest in researching it.

I have met people in my life that openly admit they are lazy. They expect everything to be brought to them. They want God to be some performing monkey that comes when they call, and on their terms. This is a high form of arrogance. Closely tied to the entitlement mentality some in our culture have.

A big part of the problem is there are too few voices out there exposing this as a lie. We get all these school shooters and the industry is quick to try and divert attention. Some people watch Star Wars and decide they want to create a religion off of what was in there. Most people look at them as complete freaks. Yet the idea was not there own. Someone else brought the idea to their

minds, and they ran with it.

You would be amazed how many times I have heard people tell me Video Game Lies opened their eyes. Because the concepts and content in Video Game Lies can be applied to other areas of life. I thank God that I could be used to free each and every single one of them from that bondage. It is an honor that following God's plan for my life can help others.

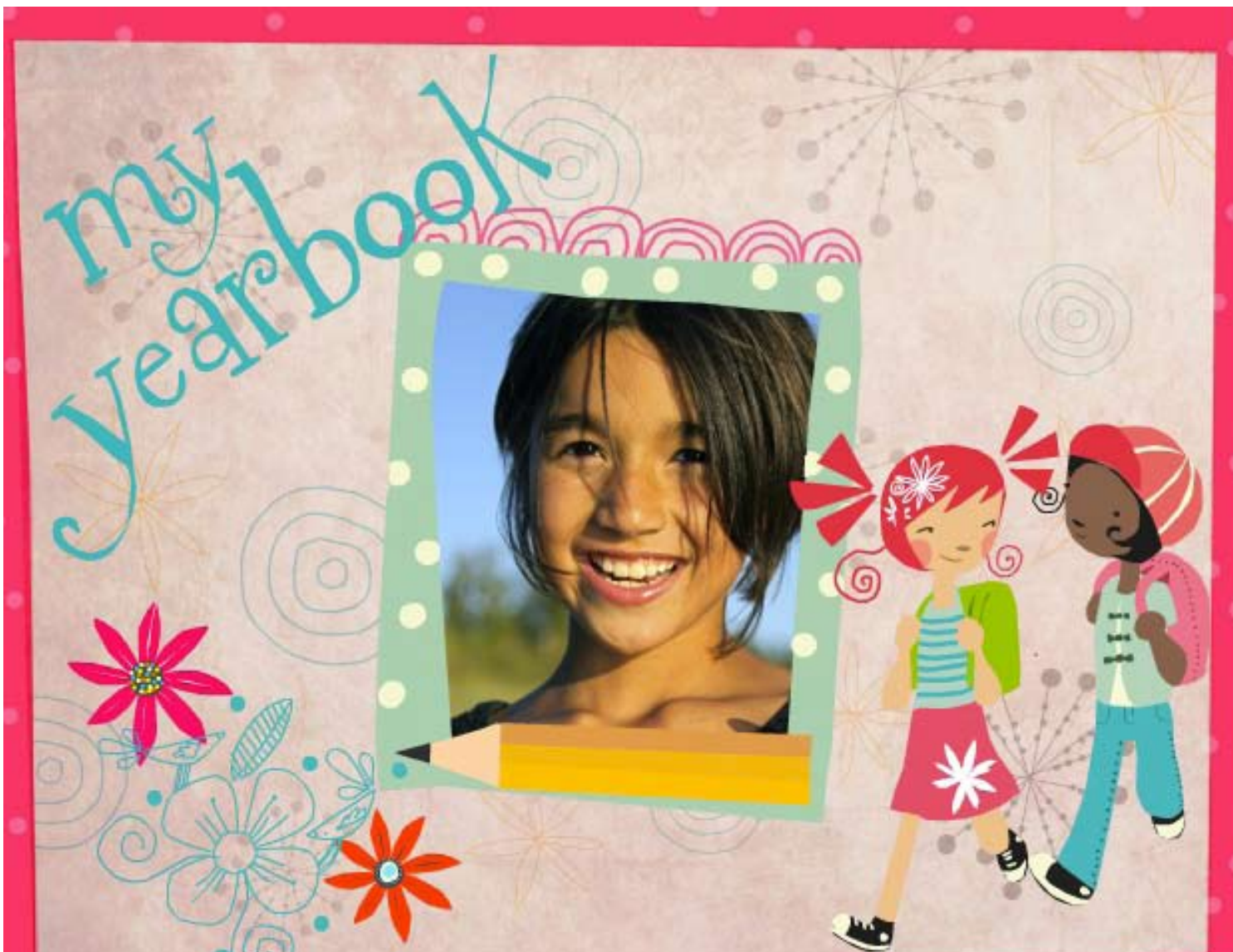
I have hope for those dogmatically stuck into the lies of the world. I also know it can get tiring to point some people to truth, and they just repeat the same lies over and over again. At some point you have to leave it in God's hands. Some people just want to argue. They want to try and get you into the gutter with them. Resist the urge to follow them into the gutter. Better to tell them move along, have a nice life, we are done talking about this, etc.

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

VIDEO GAME LIES



by
Paul Bury



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Talk to me NOW

WHERE DOES THE MOVIE MONEY GO?

“Any money we receive goes to fulfill our twofold purpose to reach the next generation and to reach the world from Albany, Georgia.”

Sherwood Church Senior Pastor Michael Catt

Q. *After three movies—two theatricals, one straight-to-DVD—how does Sherwood Church spend or allocate the money from box office and DVD sales?*

A. *First let me give a brief review of what's known as Hollywood accounting. After theaters take their half and marketing expenses are paid, and the studio gets its share, and other costs are covered, filmmakers get their share. Not nearly as much as we originally imagined—or as people generally suppose. As funds reached us, by our third movie, FIREPROOF, Sherwood had paid off existing debt on our facilities and accelerated our build-out on the 82-acre sports park. Sherwood puts current funds into ministry, missions, and the Generations campaign.*

Q. *What is the Generations campaign?*

A. *“Generations” refers to the pastor's saying around 2003 that “whoever wants the next generation the most will get them.” Jesus said, “Bring the children unto me for such is the kingdom of God.” Sherwood takes seriously that children and youth are the next generation. We want to support and encourage young families, offer a hand-up to people in need, and help redirect people on destructive paths—all in Jesus' name.*

The Generations campaign raises money over and above regular giving and tithes so that we can do more. As of this writing, Sherwood is more than half-way through its fourth consecutive multi-million dollar Generations campaign—which also benefits from movie funds. But those funds never replace personal giving. Whether tithing or giving above-and-beyond, each member of the Sherwood family is personally responsible to obey, give, and sacrifice. As David, in the Bible, says: “I will not give to God that which costs me nothing.”

Talk to me NOW

Q. What missions does Sherwood Church support with movie funds?

A. Through the North American Mission Board, Sherwood has helped three start-up churches in the US: two in Baltimore (one urban, one suburban), one in San Francisco (near the financial district). Through the International Mission Board, Sherwood supports missions worldwide. At home, Sherwood funds local outreaches such as The Lord's Pantry (food pantry), a crisis pregnancy program, and a drug-and-alcohol treatment center. Giving may change, of course, as needs and opportunities change.

Q. How did Sherwood Church arrive at how it would allocate Sherwood Pictures' revenue?

A. Well before FIREPROOF was a DVD, a team of former deacon chairmen began praying with Pastor Catt to help the church project to the year 2020. Their prayers: how do we continue to reach the world from Albany, Georgia—and not just through movies? In what other ministries should we invest in and participate? What impact might we make? All decision making related to money is prayerful and deliberate.

Q. The operative word is prayer?

A. A visiting pastor said of the Sherwood Church prayer tower: I've preached across the world and this country, and this is the only church that proclaims at its front door: We are committed to prayer. We are! Prayer buoys our unity, vision, purpose, missions, and giving. We'd rather be known as a people of prayer than the folks who made the movies.

Besides monthly finance meetings, Executive Pastor Jim McBride meets weekly to pray with members of the finance committee—covering church members' giving, illnesses, lost jobs (many examples of answered prayer!) the church budget . . . and good stewardship.

Every week, 200 men pray for Pastor Michael Catt's Sunday sermon. In building the sports park, church members walked and prayed over every single acre. At the base of the large cross central to the park, church leaders buried a capsule of prayer cards from the last five years.

SPORTS

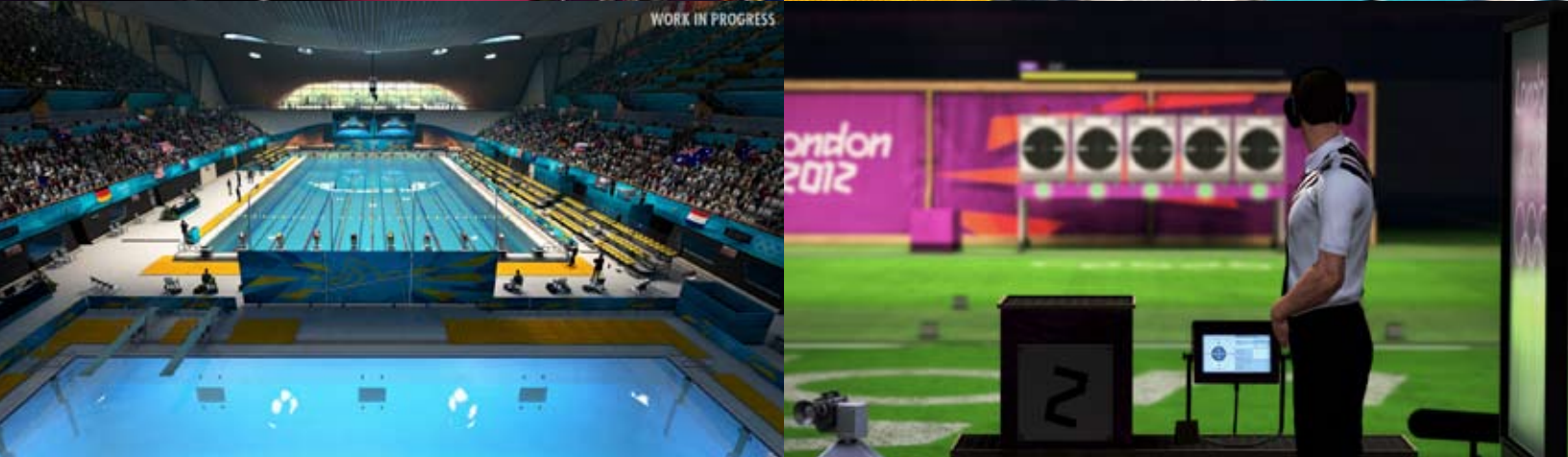
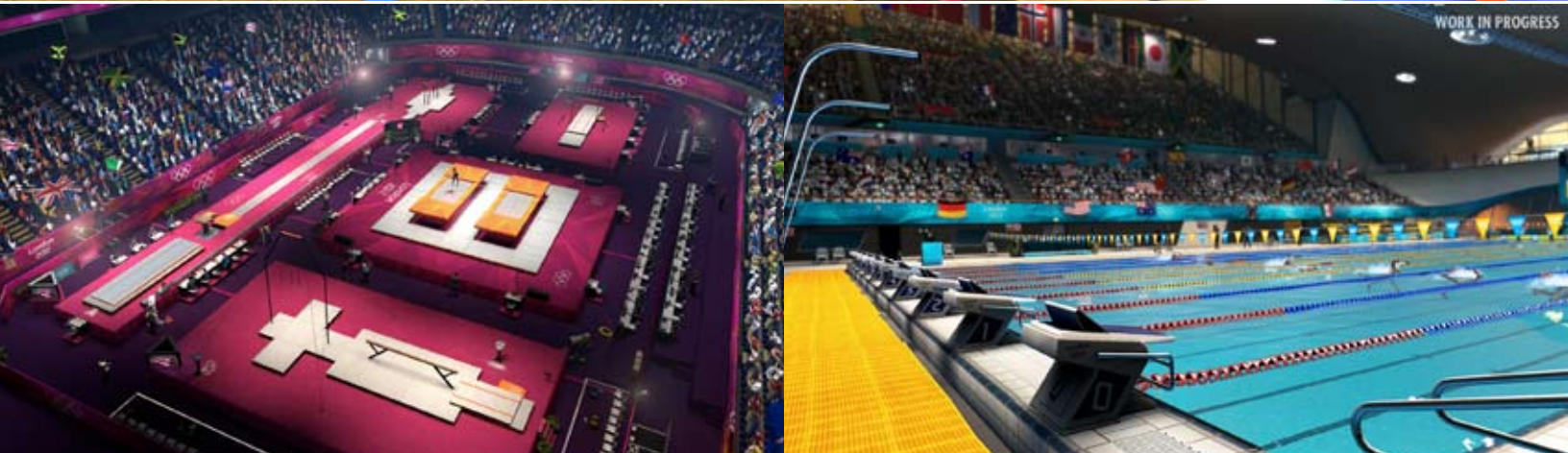


FEATURE

WORK IN PROGRESS



Game: London 2012
Company: Sega
Available: June 2012
System: PS3/Xbox 360
Rating: 'RP' - Rating Pending



Game: London 2012
Available: June 2012



Company: Sega

System: PS3/Xbox 360

Rating: 'RP' - Rating Pending

In the

Creative & Safe Fun for Tweens this Summer

Zuzee is becoming the hot creative social network and photo book design site for girls, as tweens from over 72 countries are logging on to create and share their stories with friends. Girls are liking the Facebook meets Shutterfly experience, and moms love that Zuzee inspires creativity and that the site is designed with safety in mind.

With spring in full gear and summer just around the corner, Zuzee has a great new line-up of book and card design templates to inspire both the creative and social side of tweens all season long.

We are excited to introduce new Zuzee design themes for Mother's Day, Birthdays, Sleepovers, and a School Yearbook so girls can celebrate all the big events and holidays in their lives. Girls are spending hours in designer mode as they personalize Zuzee scrapbook-style templates with their own photos and creative flair, but

they also are enjoying the social side of Zuzee which enables them to take interactive quizzes, and exchange e-gifts and comments with friends so they can relive fun memories with each other. With all these features, Zuzee offers a great way to stay connected over the summer break.

In addition, Zuzee just received the The National Parenting Center's, Seal of Approval 2012, which is especially meaningful as the reviews come directly from kid and parent testers. Offering a safe place for creative expression for tweens has always been at the core of Zuzee, so it's exciting to see the National Parenting Center recognize this focus. Here's a bit of what they had to say, "Every single activity and comment made by your child and her friends can be viewed by you and you get alerts to new activity via email. All these safety measure gave parents a sense of safety and security that they really appreciated."

Head on over to www.zuzee.com as well and create an account and experience it for yourself.

Atari Reveals Semi-finalists of Pong Indie Developer Challenge

Atari revealed the 20 indie developers advancing past the first round of the Pong® Indie Developer Challenge, becoming semi-finalists in the pursuit of the ultimate chance to release an iOS title under the Pong brand. The 20 semi-finalists, chosen from a total of 87 submissions, will now work to deliver a game build and compete to become contest finalists, earning Atari's publishing support, upfront cash prizes and a position on Atari's Developer Spotlight. To view the qualifying semi-finalists, please visit <http://atari.com/pongdeveloperchallenge/>.

In the next round, semi-finalists will use their initial game design to prepare and submit a playable build on or before June 5, 2012. Based on time with the game builds, the judging panel will consult and select up to 10 finalists to receive three-year revenue-share publishing agreements and cash prizes based on their final

News

ranking: first place will receive \$50,000, second place will earn \$37,500, third place will net \$15,000, and up to seven additional runner-ups will take home \$5,000 each. Additionally, finalists will be featured on Atari's Developer Spotlight, an online portal with information on the developers and their contest efforts.

Upcoming dates to note for the Pong Indie Developer Challenge:

- June 5: Semi-Finalists Demo and Video Submission
- June 19: Finalists Announcement
- July 6: Completed Mobile App Submission
- August 2: Winner Announcement

For full details regarding the contest, including rules and prizes, please visit: www.atari.com/pongdeveloper-challenge.

FERTANG is Combining Chess and Checkers

Fertang, which fuses the popular games of chess and checkers, but with a twist, released beginning May 1, 2012, via the App Store and iTunes for iPhones, iPads, iPods, Google Play for the Android, Amazon.com for Kindle Fire and on BarnesandNoble.com for the Nook Color for \$1.99 per download on all devices except for Android's, which is running a promotion for only .99 per download for a limited time.

Fertang's innovative blending of the games of chess and checkers, is said to be as easy to learn and simple to play as checkers, but can be as strategically challenging as the game of chess.

The game pieces of Fertang (square, triangle and circle) are shaped to indicate the direction that the piece can travel. If you have a square piece it can only move in a square direction, if you have a triangle it can

only move diagonally and if you have a circle it can move in any direction.

With game play, each piece can move only one square until an opponent's piece is captured. If a single piece of an opponent's is captured, a player would then move their piece up to two squares at a time in the direction governed by its shape. If a player's two-piece is then captured by their opponent with a single piece, then that piece may move up to three squares in a single move and so on. The objective of the game is for a player to make three towers of at least five pieces before their opponent. As an added twist, once a piece reaches at least five pieces high, it remains on the same square on the board and you have to play around it. The Fertang board includes four "super tactical" squares. A player is allowed to move their own piece occupying a tactical square by any number of squares across the board, as long as it moves in its shape's appointed direction. For more rules on game play visit: <http://andersongames.com>

Anderson Games was founded by Stephen Anderson. Anderson's passion for games began at South

Wigston High School in Leicester, England around 1964, where he joined the chess club. For Anderson, this seemed like a great opportunity to learn the game and master something that no one else in the Anderson dynasty had managed.

Unfortunately, Anderson found that chess club wasn't his strongest suit, and he says, "I found that I had a higher than average aptitude than anyone else in the chess club, for losing, no matter how long I played, studied the game or watched others play. For some reason, I was never able to 'see' what my opponent was doing, and if I thought about what I was going to do with my Knight or Bishop in two or three brilliant moves time, my opponent had taken the piece before I was able to execute. It was almost as though they knew exactly what moves I was planning to make before I even thought of them myself."

As stubborn as Anderson thought he was, he says that he finally

realized that he would never understand the finer points of "castling" and "en-passant". While chess club wasn't in the cards for him, Anderson recalls his own successes in the game of Draughts, the English version of checkers.

"Quite the opposite to my chess experience, I do not ever remember losing a game, but of course knowing that I was a perpetual winner, there were few people that I could persuade to play and not only that, after a while you realize that it really is a boring game."

Through his experiences with chess and checkers, Stephen Anderson began a quest to find a board game that was as easy to learn and play as the game of Draughts, but with the potential for some tactical play like chess. Over time the perfect marriage of the two games evolved and the game of Fertang was invented.

After the May 1, 2012 launch of the Fertang mobile game app, Anderson Games plans to release a network interactive version by the end of the year. Fertang, the physical board game, is also in production. In addition, Anderson Games plans to release in the coming months another game app of their puzzle called The Anderson Diamond, a tangram shaped like a diamond with 12 pieces and over 300 different solutions.



New Smart Phone App Notifies Texting & Speeding While Driving

App4Drivers is a revolutionary \$4.99 App available for Android and iPhones that helps improve driving behavior by tracking texting, excessive turns, excessive speeds, quick accelerations or sudden braking. App4Drivers can document answered texts or phone calls during a drive. The program will even alarm and notify the user, or a car owner, or fleet manager, some distance away, if that happens while the App is active.

App4Drivers creates a trip report and a map showing where driving performance exceeds desired set levels for speed, braking, turning, and for cell phone use. The map can be automatically transmitted to any desired location. The Distracted Driving feature maps any answered texts or phone calls. Good driving habits are documented and get better scores.

App4Drivers utilizes state-of-the art machine to machine (M2M) tracking locator technology to help drivers improve their driving performance and provide maximum assurance to the people who care about them.

This handy program downloads and installs quickly and uses complex mathematical algorithms. The advantage of the internal GPS locator systems and accelerometer, combined with the incredible speed of the 3G network, provides the instant real-time analysis of motion. The phone then documents whenever and wherever the smart phone carrying person (driver or passenger), exceeds whatever speed or acceleration set points have been programmed.

The App4Drivers program has touch screen driven menus that document Acceleration, Braking, Cornering and Speed. Once desired set points are entered, the program records the speed and calculates the g forces experienced by the driver. Phone application device owners can choose to protect all driving and vehicle information with a password. This will limit access when adding or editing a vehicle type or setting, as well as prevents data from being deleted.

Text, E-Mail and E-Alert Notifications allows whoever with access to the app to be informed of driving behavior on all covered vehicles, provided the app is active during their drive. Text messages can be sent whenever a vehicle crosses its G force parameters. E-Mail notifications are sent only after a recorded trip and provides all the data gathered for that trip. E Alert notifications are sent when a vehicle crosses the G force bound-

aries, alerting vehicle owners of any dangerous driving being performed in their vehicle. And, one can change which measurement system (English or Metric) to use with their app; providing a better understanding of driver statistics across borders.

When a violation occurs, the program will automatically send either a text message or an email message identifying the vehicle being used, the time the program started and stopped, the set point exceeded, the time of the infraction, and the duration that the set point was exceeded.

App4Drivers also provides users with the added capability of receiving a detailed trip report via Email that displays a map with drop pins indicating location of the vehicle when application was initiated and shut-down, a list of the set points, summary of violations and peak speed reached if speed set point were exceeded, the ID of the vehicle driven and a detailed list of any violations for that trip.

To encourage users to stay compliant, both versions also provide color visual and audio sound alarms when a driver comes within 95 percent of any set point limit (e.g., 55 MPH) identified by a user. The program which was developed and patented by Chet Karella of Dangerous Decisions LLC and Henry Decook of Adapto BV, can be tailored to allow drivers to specify driving parameters to multiple vehicles.

Babel running now available on the App Store

After the success of Babel Rising, BulkyPix and Mando Productions strike again with their new co-production, Babel Running, now available on the App Store. This time the roles are reversed: in Babel Rising you endorsed the role of God and your goal was to prevent the workers from successfully building the Tower of Babel; in Babel Running you are now playing as a worker and suffer God's wrath!

Therefore your goal is to collect the more stones you can to build the Tower. And the task won't be easy! God is indeed ready to resort to any means necessary to stop you in your work: pikes, stones-throw, huge rocks, snake release...and if that's not enough God himself will join the party.

Consequently, not only will you have to watch out for classical obstacles but also for the various cataclysms which will be thrown at you: lightning, tsunami or burning meteors rain, anything is good when it comes to stopping the evolution of the construction.



Surprise Hit **OCTOBER BABY** Tops \$5 Million at the Box Office

OCTOBER BABY surprised the film industry with a No. 8 debut opposite **THE HUNGER GAMES**, sparked controversy in national media, and continues to strike a chord with audiences. The micro-budget hit film distributed by Samuel Goldwyn Films and Provident Films from first-time feature directors the Erwin Brothers—

—topped \$5 million at the box office this week with its humorous, dramatic, romantic story of a young woman who uncovers the truth about her past and finds love and forgiveness as well.

“**OCTOBER BABY** entertains audiences while delivering a positive message about the value of every life,” said Ben Howard, senior vice president of Provident Films. “It’s great to see Jon and

Andy Erwin’s commitment to making an honest film affirmed by audiences.”

The Erwins, brothers, producers and directors of **OCTOBER BABY**, have long been known for award-winning music videos for top contemporary Christian artists. They break into feature films with **OCTOBER BABY**. The film surprised many right out of the gate with its strong showing at the box office. And as word

about **OCTOBER BABY** spread, distributors increased the modest 390 theaters where the film opened. In many communities, grassroots groups bought enough tickets to guarantee local showings.

Starring John Schneider (*Smallville*, *Dukes of Hazzard*), Jasmine Guy (*A Different World*), and newcomers Rachel Hendrix and Jason Burkey, **OCTOBER BABY** tells the story of 19-year-old Hannah, who hits the road with her college friends to find answers and locate her birth mother.

Audiences gave the film a 90 percent positive rating on the Rotten Tomatoes movie review web site. For the pivotal role of Hannah, Hendrix earned the Special Achievement Award for Acting at the Red Rock Film Festival.

OCTOBER BABY is a production of The Erwin Brothers and American Family Studios. Provident Films is known for its association with such hit faith movies as **COURAGEOUS** and **FIREPROOF**, and Samuel Goldwyn Films is the distributor of hit faith films including **FIREPROOF**, **AMAZING GRACE** and **FACING THE GIANTS**.

Worms Revolution Classes Announced

Team17 are proud to announce that the forthcoming release of Worms Revolution will feature a class system for the first time. This addition introduces four different classes, Soldier, Scout, Scientist and Heavy, into the game. Players will eventually be able to unlock a total of 16 worms (4 of each class) to choose from to go into their teams, which makes it possible for a player to take



any combination of classes into the game. Players will be able to use a team of all four of the same class if they prefer, or mix and match classes to get the best results.

About the Classes:

The Soldier

The Soldier is like the standard worm from the previous Worms™ games, and is the most well rounded worm in the game. The Soldier is good at attacking and getting around the landscape, though he is not specialised in any particular area.

The Scout

The Scout is a more agile class, moving faster than the other classes and jumping higher and further, but this is balanced against his weak attack power. His small size presents him as a slightly smaller target, particularly against ranged attacks, and his light weight means he can fall further without taking damage. However this also means that he's more susceptible to Melee attacks from the other classes or large explosions as the Scout gets blasted further than the other worms.

The Heavy

This worm is the largest and most powerful worm in the game, but he's severely limited when it comes to getting around the landscape and he also makes for the biggest target, meaning he's easier to hit than the other worms.

The Heavy's size and lack of agility means he's simply unable to reach the parts of the landscape that the other classes would take for granted without having to resort to a utility, but even then his extra bulk makes him sluggish on the Ninja Rope and Jetpack. However, the Heavy's extra bulk can work to his advantage as it means he won't travel as far, compared to the other classes, when hit, meaning he has a better chance of staying on the landscape.

The Scientist

The Scientist plays a support role. His physical attributes make him both weaker and slower than the standard Soldier worm, but for every turn that the Scientist takes he raises the health of the entire team. The Scientist is able to build stronger items, such as Sentry Guns and Electromagnets.

Worms Revolution is scheduled for a Q3 2012 release and will appear on PC and consoles.

New Book Offers Help For Parents of “Generation Me”

Over-Involved Parents, Under-Prepared Kids: One Mom Takes Action

Cleaning House—A Mom’s 12-Month Experiment to Rid Her Home of Youth Entitlement debuts in stores nationwide and online Tuesday, May 8, from author Kay Wills Wyma and WaterBrook Press, a division of Random House.

SYNOPSIS

Raising five kids in the “self-esteem generation,” Kay Wyma caught a disturbing trend in her home: as the workload of a big family increased with growing children, it seemed she was bearing the load . . . and her kids weren’t learning vital skills needed to successfully leave the nest. And so began her 12-month experiment to

build real self-esteem based on building their competence and confidence. The Cleaning House experiment taught the Wyma kids practical skills for home life (doing laundry!), and vital skills for all of life (the value of work, working well with others). A perfect success? Of course not, but a journey you’ll want to take with the Wymas, full of Kay’s trademark wit and wisdom. As Kay says, “Here’s to seeing what can happen when we tell our kids, ‘I believe in you, and I’m going to prove it by putting you to work.’”

Research and reporting point to the trends of parental over-involvement and kids’ under-preparedness. A few examples.

Almost 83 percent of adults say young people feel more entitled than in years past.

31 percent of parents send potential employers resumes on behalf of their children.

The Wall Street Journal said, “Contemporary children have very little experience with the kinds of tasks that they’ll have to perform as grown-ups.”

COURAGEOUS Changes Police Officers’ Lives Worldwide

Stories abound of the life-changing effects of the hit film **COURAGEOUS** since its top four theatrical opening last fall and No. 1 DVD debut in January. **COURAGEOUS** weaves the stories of four law enforcement officers coming to grips with the need for godly fathering in their homes and resolving to provide it.

Across the United States and internationally, **COURAGEOUS** is striking a chord with those actually wearing the badge:

In the Philippines, 1,000 officers dedicated their lives to Christ following a screening of **COURAGEOUS** that drew 4,000 people.

In Ecuador, 300 police officers publicly proclaimed “The Resolution,” as in the scene from the film in which officers do the same.

In Panama, 700 police officers drove four hours to see the film.

In Baton Rouge, La., the chief of police offered to personally cover the cost for any of the city's 630 officers wanting to see COURAGEOUS.

In San Angelo, Texas, Downtown San Angelo Inc. will offer a free showing of COURAGEOUS on May 18, in honor of Police Week. The screening is part of the city's slate of Downtown Movie Nights, with films showing throughout the summer.

First Baptist Church in Orlando, Fla., bought 2,000 copies of the COURAGEOUS DVD with a commitment to give one to each law enforcement officer in the city. "We wanted a way to personally show every officer and their family that we love and appreciate what they give to us," said Dr. David Uth, First Baptist Orlando pastor. "Giving them a fun and entertaining movie with a message will encourage and inspire them to always be COURAGEOUS."



As further confirmation of the film's impact, the book, *The Resolution for Men*, from B&H Publishing Group, outlining principals for godly fathering, remains a New York Times best seller after its Sept. 1, 2011 publication.

Available now on DVD, COURAGEOUS tells the story of four men, one calling: To serve and protect. As law enforcement officers, they are confident and focused, standing up to the worst the streets have to offer. Yet at the end of the day, they face a challenge that none of them are truly prepared to tackle: fatherhood. When tragedy strikes home, these men are left wrestling with their hopes, fears, faith and fathering. Can a newfound urgency help these dads draw closer to God . . . and to their children? Protecting the streets is second nature. Raising their children in a God-honoring way? That's courageous. COURAGEOUS premiered Sept. 30, 2011, at No. 4 at the box office, remaining in the top 10 for four weeks. The COURAGEOUS DVD launched Jan. 17 as the No. 1 DVD in the country and has sold more than one million copies.



STATE OF GAMING



SUPER BOWL TIME

It is that time of year of again. The Super Bowl of Video Games is here again. E3 2012 has all kinds of potential. We are looking forward to information on the Wii U, plenty of Nintendo 3DS games, and PS Vita games. There may even be news on the Xbox 720, and Playstation 4. Will Microsoft finally release a hand held? Does Apple have anything new up their sleeves?

Which companies will have wonderful family friendly games for us? What surprises can we expect? Some information has leaked out. Website

readers have been enjoying news on E3 2012 games for some weeks now. Have you missed them? Then check out the header of the website. That little E3 2012 image/link brings you to a page with all the E3 2012 updates, news stories, videos, and images.

Family Friendly Gaming will be at E3 2012 in force. We will be twice as strong, twice as large, and Lord willing bring all the family friendly coverage as quickly as possible. We know there will be long hours, and tons of information to sift through. Even if it takes us weeks we will get through everything and bring all of the appropriate information.

Family Friendly Gaming is

hoping for new information on Animal Crossing 3D, new Christian games, New Super Mario Bros 2, LittleBiGPlanet Karting, Sesame Street Elmos Musical Monsterpiece, Madden NFL 13, Sonic 4 Episode 2, and any new Mama titles. Lord willing all of those games will be adequately represented. We are very eager to see some new Christian based video games. The Bible Game was great, and so was Larry Boy and the Bad Apple. The time has come for the industry to bring some new Christian video games to the industry. Please pray for us to have discerning hearts and minds while at the show. It is a grueling show.

Proverbs 15:1-3

- 1 A gentle answer turns away wrath,
but a harsh word stirs up anger.
- 2 The tongue of the wise adorns knowledge,
but the mouth of the fool gushes folly.
- 3 The eyes of the Lord are everywhere,
keeping watch on the wicked and the good.

REVIEWS

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

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

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

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

Nintendo DS

	Score	Page
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Radiant Historia	67	28

iPod Touch/iPhone

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	Score	Page
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Radiant Historia

SCORE: 67



It was a very long road to getting a review of Radiant Historia in Family Friendly Gaming. We had decent levels of coverage of Radiant Historia before it was released. We were looking forward to re-viewing it. But a copy never arrived - which is extremely rare for us. Having millions of readers normally puts you on the front line. But no worries because I put it on our video game purchase list. When advertising dollars reached a good level I looked for Radiant Historia. But it had been discontinued.

Things changed this year as Atlus decided to do a second run of the game. Which makes sense when a game sells out. Went to Amazon to get it and they were out again. I took the money around to local gaming stores until I finally found a cartridge only. By the way, how do you lose



the game case people?

I thought I knew what to expect from Radiant Historia. This is the most convoluted, slow and lengthy story I have ever played. We time travel between multiple time lines. Learn a skill in one to be used in the other one. If you play Radiant Historia start to finish you will be fine. Put the game down for awhile and you will have trouble remembering what needs to be done and where you met certain people. In Radiant Historia its not what town, but also what timeline and at what event you meet certain

people.

Hardcore gamers will eat up the depth in Radiant Historia. The grainy graphics were a bit of a turn-off for me. There is violence and some enticement to lust issues in this Nintendo DS game. The fight grid is interesting with three rows to it. Enemies can be pushed into the same squares and then both can be attacked at the same time. One character knocks them

over or back and the other characters can attack both in that turn.

When will the role playing genre mature past bad language? I am an adult and I don't want it. The music in Radiant Historia is memorable and does a lot to help this game in terms of scoring. I found myself enjoying it while I was playing this hand held video game.

Expect to spend 40-60 hours on the story in Radiant Historia. This game is long, and very slow. I got a headache on more than one occurrence trying to figure out what timeline I was in and what needed to be done. Radiant Historia will turn off many gamers who are

not used to an intense role playing game.

We play some not so nice CIA kind of characters in a medieval kind of world. Secrets, murder, other seedy behaviors are performed in the line of duty.

- Paul



Publisher: Atlus

System: Nintendo DS

Rating: 'E10+' - Everyone 10+
{Fantasy Violence, Language, Use of Alcohol}

Graphics: 60%
Sounds: 66%
Replay/Extras: 81%
Gameplay: 67%
Family Friendly Factor: 59%





Battle of Giants Dragons

SCORE: 60



Some ideas sound good on paper, and just do not deliver in the video game. Battle of Giants Dragons is a great example. Take a mythical world of dragons who left our world because they were being hunted. They have their own tribes, and powers. Players get to become a dragon. They battle other dragons. One would think that concept would grab the attention of gamers. But it has not. Which is probably why I found Battle of Giants Dragons in the bargain bin. I checked and saw no one had review it yet for Family Friendly Gaming. So I dove in hoping for the best.

Have you ever been able to tell a game is bad in the first five minutes? But I am a reviewer so I can't just run it back to the store. I had to drudge through the game. Now that you know this, do any of you still want to become

video game reviewers? It is not all sparkling cider and roses.

The dragons are lacking all kinds of details. They look really bad, especially in the faces. We can change colors and various other aspects of our dragons. That is nice of Ubisoft. Although customizing my own dragon is not high on my list. A game that plays well is higher. We whack the other dragons with a variety of attacks in Battle of Giants Dragons.

The worst thing about the battles in Battle of Giants Dragons is the quicker player gets to go through all the various attack screens. The more aggressive you are, the more Battle of Giants Dragons will reward you. Once I got through the tutorial (which keeps coming back with every new skill) I had little need for blocking attacks. Why not? Because I could attack, and then attack again, and attack again. That pattern repeated until I defeated the other dragon.

The sounds and

voice noises in Battle of Giants Dragons are odd. They sound really strange. I do not know what the target was, but it came out creepy. The best way I can describe it is a mix between guttural and gross.

The controls in Battle of Giants Dragons are

all touch screen, and extremely simple. We swipe forward for an attack, and swipe back for a defense. If the attack hits (which is most of the time), then we build up strength or use a low powered attack. Then we get another chance to attack or defend.

The main lesson in Battle of Giants Dragons is to get them before they get you. And keep getting them until they can no longer defend themselves. Mercy is not respected in Battle of Giants Dragons. The battles are boring, and the lessons produce selfishness.

- Mark



Publisher: Ubisoft
System: Nintendo DS
Rating: 'E10+' - Everyone 10+
{Mild Fantasy Violence}

Graphics: 65%
Sounds: 58%
Replay/Extras: 60%
Gameplay: 56%
Family Friendly Factor: 60%





Asphalt Injection



SCORE: 71

Never judge a book by its cover goes both ways. Man some cars look great on the outside, but once you get under the hood you discover problems. Asphalt Injection fits this masterfully. I started



to play Asphalt Injection and it looked great. It played great too. I was ready to bestow another great one for Ubisoft on the PS Vita. But unlike so many surface only media outlets, we like to get to the meat of a product. And the meat is where we found some problems.

The visual effects, and the cars look great in Asphalt Injection. There is no denying that. There are races in Asphalt Injection that encourage the player to bash and crash into the other cars. This is a problem of course, but Asphalt Injection takes it a step further. It slows down the action and accentuates the violence. The screen has to cut over after we watch the gruesome carnage. This broke up the races, and slowed down the entire experience. I found it to be extremely distracting and totally

pointless.

The music in Asphalt Injection enhances the game, and helps it keep the higher energy going. I am not fond of how Asphalt Injection is encouraging me to get other racers or insulting me when someone passes me. Getting passed is part of racing, and unfortunately a major part of Asphalt Injection if you do not play it the way it wants to be played.



No matter the race in Asphalt Injection there is one way to play it. We build up the boost, and then use the boost. Do this as often as you can and you have a shot at winning. Don't use the boost and you have no chance of ever winning any race - including the first one. The boost visual effect is great, but there is absolutely no strategy to Asphalt Injection whatsoever. We unlock cars after being certain levels so even that is locked down.

The forty-five licensed vehicles in Asphalt Injection are cool. And it is nice to have that level of unlockable content. For the price I paid, I feel like I overpaid. So you may want to pay attention to how much you pay for Asphalt Injection. It can be a big disappointment. The one solace I have is that Ridge Racer on the PS Vita is slightly worse.

I am not a fan of games that accentuate and focus on the violence. I understand there may be some violence in racing, but to glorify it sends the wrong message. The variety of races in Asphalt Injection is good and keeps things fresh and interesting. The game play kills that though. - Paul

Publisher: Ubisoft
System: PS Vita
Rating: 'E10+' - Everyone 10+
{Mild Violence, Tobacco Reference}

Graphics: 68%
Sounds: 76%
Replay/Extras: 82%
Gameplay: 67%
Family Friendly Factor: 64%





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



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**

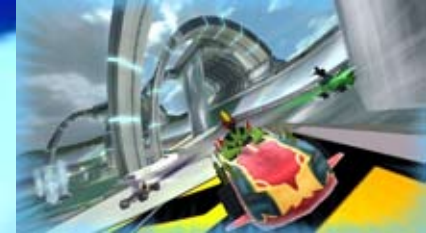
Disney's
THE
LION KING II
SIMBA'S PRIDE



Now Available On Blu-ray™, DVD & Digital



Ben 10 Galactic Racing



SCORE: 66

Everybody and their brother has come up with some idea for a kart racing title. D3 Publisher tried their hands recently with Ben 10 Galactic Racing. I spent my own money on this home console video game. This version is on the Wii, PS3, and Xbox 360 I purchased the first one. Ben and all these different alien forms race one another in what is one of the most frustrating kart racing titles I have ever played. Why is Ben 10 Galactic Racing so frustrating? The lack of a learning curve. I lost the first race circuit over and over and over and over and - you get the idea. How I ranked was a complete roll of the dice. I could not dominate in any of the race no matter how flawlessly I ran. That leads to frustration.

I am not impressed with the graphics in Ben 10 Galactic Racing. This is one ugly looking game. The color schemes, race tracks and backgrounds

are the breeding grounds of migraines. Like other kart racing franchises we launch weapons at the fellow racers. The computer uses this perfectly when I got in first place. And then I found myself in last trying to scrap back to the front. Annoyance number two.

The music is upbeat and exciting in Ben 10 Galactic Racing. I enjoyed listening to it. The sound bytes in Ben 10 Galactic Racing are another story. They get old quick, and extremely repetitive. The announcers are pretty dull, which fits with the graphics. Which is not a good thing. It is a bad thing. Some of the sound bytes in Ben 10 Galactic Racing are snide remarks.

Ben 10 Galactic Racing obsesses over the number twelve. There are twelve race tracks and twelve racers. Yeah that is on the light side. But the game is frustrating you may never get



past the first few races. Which is little reason to replay Ben 10 Galactic Racing.

The controls in Ben 10 Galactic Racing are loose, and there are some odd turns in this game. I found all kinds of places to fall of the race track on every single race track. Another bad thing for Ben 10 Galactic Racing. Look at Mario Kart games to learn how to provide a proper learning curve and how players can't die in the first few races.

Ben 10 Galactic Racing teaches us to use whatever we can to stop those who are achieving more than us. Liberals will love Ben 10 Galactic Racing since they encourage that in the political spectrum. I also learned to do whatever possible to get to the finish line first. I do not approve of the lessons in Ben 10 Galactic Racing. - Sam



Publisher: D3 Publisher
System: Wii/PS3/Xbox 360
Rating: 'E' for Everyone
{Comic Mischief, Mild Cartoon Violence}

Graphics: 60%
Sounds: 78%
Replay/Extras: 70%
Gameplay: 55%
Family Friendly Factor: 68%





NCIS Season Four



SCORE: 55

I am surprised it has been so many months since I reviewed Season Three of NCIS. Time has come to get a review of NCIS Season Four into Family Friendly Gaming. This adults only show continues many of the same trends. At the same time NCIS Season Four is a resetting of the team. Gibbs is in Mexico retired from the crime solving game. But he gets drawn back into it when friends need his help. Tony did a wonderful job as team leader, and is even offered his own team. NCIS Season Four sees Tony grow up in some regards. He works on a monogamous relationship - which is new for him. But I suspect something is wrong there - which has to do with the season finale.



The blood, gore, enticement to lust, and disgusting images continue in NCIS Season Four. Images in NCIS Season Four can scare children. So please use restraint in who you let see NCIS Season Four. There is also some violence on these DVDs. There is less of an emphasis on terrorists in NCIS Season Four. There is an obsession over an arms dealer and how these various government organizations fight one another.

Another aspect of NCIS

Season Four that makes it adults only is the horrible language. I wish they would clean that up. It is nothing I want to hear. I served in the military and no one talked that way. I remember one soldier letting something verbally slip and they were punished - severely. So Hollywood is being inaccurate yet again. But does that surprise us? They get people of faith wrong, they get those with a relationship with Jesus Christ wrong, They get conservatives and small government people wrong. They get country people and families wrong. Their track record is one of major, constant, and continu-



ous failure.

There are some rah rah team kind of bonus features in NCIS Season Four. I only found one episode in all of NCIS Season Four that I wanted to watch a second time. Which is pretty sad for this show. The humor in that one show was tightly written, and that is something I identify with.

There are few surprises in NCIS Season Four. The whole re-introduction of Gibbs is fascinating, but ultimately made no sense. He left for a reason, and that is ignored. So he should still have underlying issues with what is going on at NCIS and in the government. But that is not addressed.

Online video games, families, creationism, and sex within a marriage is attacked in NCIS Season Four. I am constantly shocked at how NCIS Season Four tries to show deviant sexual behavior as normal. I guess they figure they call tell their lie long enough, and loud enough to

brainwash the entire culture into their extreme and radical views. Too bad their views cause all kinds of damage. Yet they are not ever responsible.
- Paul

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

Graphics: 43%
Sounds: 55%
Replay/Extras: 79%
Gameplay: 60%
Family Friendly Factor: 40%



Mario Party 2

SCORE: 80

I remember when Nintendo 64 games were top of the line. I remember when their graphics impressed me. But there has been a lot of water to flow under that bridge. For one of the retro game reviews this month I decided to play and review Mario Party 2 on the Nintendo 64. I downloaded it to a Wii for this review. I noticed some interesting aspects of the graphics in Mario Party 2. There are parts that look good to this day, and there are parts that show the age of the game, and the technology it was built on. Few younger gamers will be impressed with the images in Mario Party 2. The characters in Mario Party 2 start off by arguing whose name should be used to describe their land/world. That is until Bowser attacks. Then they band together to defeat him in a party game. With so many games in the Mario Party series it is neat to go back and see one of the earlier games. Mario Party 2 has a decent balance in terms of the players and the mini games. I did find it to be extremely frustrating. A high percentage of the time I was one move away from getting the star. I had enough coins, and just needed to roll the dice. Something would always come up before my turn to take away all my coins. This is frustrating beyond belief. On top of that problem, Mario Party 2 lasts forever. And that was with a twenty only turn game. Mario Party 2 allows players even longer games. There are a few boards, and plenty of mini games. I hated having to sit through watching the computer controlled characters play the single player mini games. The cool part about Mario Party 2 is families can enjoy it together. Up to family members. Classic controllers are needed to play it on the Wii. One classic controller per player. Playing Mario Party 2 is like taking a look back in history. It is interesting to me - to see how we gamers have changed over the years. Mario Party 2 was considered a really good game on the Nintendo 64. Yet the franchise has improved drastically over the years. Playing Mario Party 2 showed me some of the ways the series has gotten better over the years. I appreciate Nintendo investing so many resources into party games for families.
- Paul

Publisher: Nintendo
System: N64/Wii
Rating: 'E' - Everyone
{Mild Violence}

Graphics: 80%
Sounds: 85%
Replay/Extras: 90%
Gameplay: 65%
Family Friendly Factor: 80%

Altered Beast

SCORE: 65

One of the first Genesis games I ever played was Altered Beast. At that time in my life I listened to the lies of the world, and ate the game up. It is always important to honestly analyze the content of what we are drowning our brains in. I did not come to that truth until many years later. By the grace of God my eyes were opened and I saw the light. Altered Beast was one of the first games that I remember playing that gave us large characters. I am talking tall, and very muscular. The technology was being pushed. And at the same time the macabre and morbid. There are plenty of disgusting and repugnant images in Altered Beast. The core of this Genesis game is violence. We are raised from the dead by what looks to be someone out of the Greek Mythology religion. As we power up we become more muscular. We have to fight off beasts, and corpses carrying their heads, as well as flying things. I say things because they look like demons to me. It is fascinating to go back to a game like Altered Beast and realize how bad the sound effects really were. They may have had more channels that prior generations, but they are really bad compared to today's standards. They also revolve around the violent nature of Altered Beast. The repetition in Altered Beast is mind numbing. Something is inching towards us on the screen, lets go kill it. Repeat that thousands of times and you have played Altered Beast. Digital murder (of even the undead) stopped appealing to me when I grew up. There are few reasons to replay Altered Beast. To be blunt there are few reasons to ever start playing it. This Genesis game is a part of the history of the industry. The best use of Altered Beast in my opinion is as an example of what not to create in the future. The ESRB was extremely kind to Altered Beast by giving it an Everyone 10 years and older rating. I can see this game as a 'T' for Teen easily. I can also see an argument for Altered Beast being rated 'M' for Mature. If you retro game, and are considering Altered Beast, let me strongly encourage you to pass on this massively violent home console video game.
- Paul

Publisher: Sega
System: Genesis
Rating: 'NR' - Everyone
10+ {Fantasy Violence}

Graphics: 53%
Sounds: 77%
Replay/Extras: 70%
Gameplay: 69%
Family Friendly Factor: 57%



Sanctuary Season 1



SCORE: 53

There are so many wonderful people who spent countless hours contributing to Family Friendly Gaming. I decided it was time for me to take on a television show and review it. Amanda Tapping plays Dr. Helen Magnus.



She is a scientist who studies and protects abnormal. What is an abnormal? Pretty much anything we do not currently know about. So things of myth, legend and rumor. Sanctuary Season 1 has an unique take on vampires for instance.

I know that Stargate may have been a more well known pick, but Sanctuary is newer. And it helps broaden my horizons. Dr Will Zimmerman is recruited since he has an eye for what happens on a crime scene. And the cops of today ridicule him. The abnormal understand and love him. Yes I am being facetious.

Sanctuary Season 1 is dark and dank in its presentation. I am surprised at how few characters there are in this television series. Of course a season is only thirteen episodes so its rather short. Sanctuary Season 1

contains blood, gore, death, and enticement to lust. Its like the creators of Sanctuary Season 1 decided to list all of the bad things, and purposely include them.

I can understand being freaked out by monsters, but the bad language is not really needed in Sanctuary Season 1. Its like the kids trying to be cool by blackening their lungs. They do it because they think that is what they need to do to be cool. The music does what it can to freak out the viewer. The best way to describe Sanctuary Season 1 is a horror film where the evil things are



valued and protected. A reversal on reality.

The church is attacked in Sanctuary Season 1, especially in relation to the history of vampires. Sanctuary Season 1 promotes the religious belief of evolution. Monsters are given the same value as people. In some aspects of Sanctuary Season 1 monsters are shown as more valuable than people. The show ends with Ashley (Dr Magnus' daughter) being kidnapped by the Cabal. They are a ruthless organization determined to rule the world and start a war with abnormal. Kind of like Cobra in GI Joe.

Sanctuary Season 1 includes a few bonus features that viewers will check out. Especially after burning through the measly thirteen episodes. There is audio commentary, webisodes, making of featurettes, bloopers, behind the scenes photo gallery, and a sneak peak of season two. I can see little reason to re-watch any of the episodes in Sanctuary Season 1. Honestly there is little reason to watch it in the first place. Just pass please.

- Luke

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

Graphics: 50%
Sounds: 62%
Replay/Extras: 58%
Gameplay: 60%
Family Friendly Factor: 33%





Final Fantasy XIII



SCORE: 71

I started to play Final Fantasy XIII in preparation of the launch of Final Fantasy XIII-2. Put it down to review the sequel, and am now finally ready to review Final Fantasy XIII. This Xbox 360 and Playstation 3 video game is a work of art and modern technology. This game rivals many of the motion pictures put out by Hollywood. And has some of the same trappings. We get to know deep and complex characters. They each have their own motives, interests, and goals. We hop around from group to group learning a little as we go. Final Fantasy XIII slowly reveals itself to us.

The graphics in Final Fantasy XIII are astounding. The art work, animation, and level of realism is inspiring. This also works against Final Fantasy XIII in terms of enticement to lust, violence, blood, and destruction. We see the enemies before we fight them so we can try to avoid them, but

that was usually a failing proposition.

The music in Final Fantasy XIII is at the level of a symphony. The voice actors exhibit a variety of emotions with their tonal inflections. Here again an opportunity for greatness was lost. Final Fantasy XIII has bad language way too often. This detracts and distracts from otherwise wonderful sounds.

Expect to spend numerous hours plotting through Final Fantasy XIII. This game can be beaten quickly or easily. Square Enix does have the characters automatically heal between each battle. This leads players to be

less engaged in their characters in between battles. Unless they are leveling up skills.

The leveling up system in Final Fantasy XIII is pretty neat. We earn points that are applied to a 3D grid. At certain crystals we earn



new skills. This can be additional hit points, or a new magic spell.

The Paradigm Shift system of fighting takes some getting used to. We can shift in a battle on the fly. This is how we heal characters, or go all out in a major attack. Characters can be assigned different roles in these so there is some depth. Capturing the summon creatures in Final Fantasy XIII is insanely difficult. We have to find the right thing to do in two minutes or the doom spell kills us.

The camera can be a pain in Final Fantasy XIII, and the main lesson is the government is wrong. Final Fantasy games have a habit of going after what is perceived as a bad government. The rebels are always fighting like in Central America.

- RPG Master



Publisher: Square Enix
System: PS3/Xbox 360
Rating: 'E' - Teen
{Mild Language, Suggestive Themes, Violence}

Family Friendly Gaming

Graphics: 64%
Sounds: 65%
Replay/Extras: 85%
Gameplay: 80%
Family Friendly Factor: 59%





Aero Vacation

SCORE: 72



Normally we love titles from Chillingo. Aero Vacation is one of their rare releases that I am not fond of. This is a free app on the iPhone/iPod Touch. How can they release an entire video game for free? Well this game will test you. Are you will to be patient and work your way slowly to the top? Or will you



want results right away? If you want results right away you will have to pay for it. The cost comes in real world dollars. Things in Aero Vacation take time. However you can hurry it up by spending dollars. Certain items can also be purchased with them. I found myself with a wealth of certain resources and hardly any of others.

tion fits the theme of this game. It is also alive, fun and fresh. The tutorial in Aero Vacation helps explain what tasks the player has available to them. Do not feel bad if you can not immediately complete quests. It does not take Aero Vacation long to give us quests we can not complete without buying more dollars. It can take forever but they can be achieved.

Aero Vacation has a great color scheme that is alive with color. There are various decals and colors the player can chose. The artwork is neat, and generally family friendly. My biggest complaint is the busy helper. To be fair we can pick other characters to be assistants. The busting out woman is also the cover art character used. Passengers can perform a variety of entertainments based on what you have on your air ship.

Aero Vacation is one of those games that can be played for a few minutes and then must be left alone for hours. Don't worry your iPhone or iPod Touch will chime at you when the engineers complete tasks or when you arrive at certain destinations. Aero Vacation can be played for months a few minutes at a time.

We can do a few things in Aero Vacation. We complete quests, requests, visit new cities, level up, purchase parts, and build a variety of rooms. These are all done through the touch screen. I ran into some issues with certain small buttons not recognizing my touch. I would have to touch it two or three times to get it to register.



Aero Vacation contains a wide array of worldly entertainment. There are pubs, spas, bars, casinos and more. I do not mind building a library in a game like

Aero Vacation, but a casino or pub are not to my liking. I did everything I could to avoid those kinds of places. Aero Vacation can teach some basic economics and how to utilize various resources. Its free so you try it without wasting anything but time.

The music in Aero Vaca-

- Paul

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

Graphics: 69%
Sounds: 82%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Factor: 68%





Marvel vs Capcom 2



SCORE: 55

Anything goes in this over-the-top beat-'em-up!

Family Friendly Gaming is one of the few media outlets that will look honestly at the fighting games. Too often bird feeder websites will say bashing each others faces in is family friendly. Well they normally forget to accurately describe what they are doing in fighting games. So why even bother with them? Someone has to set the records straight. The WMG decided Marvel vs Capcom 2 on the iPhone/iPod Touch was a good game to review. After all Apple says this app is appropriate for everyone nine years old and older. It is interesting that the lenient ESRB gave Marvel vs Capcom 2 a "T" for Teen rating. Meaning thirteen years and older.

The visuals in Marvel vs Capcom 2 are shockingly impressively. This little screen and little machine can pump out some

very good graphics and animation. But there is a caveat here. Marvel vs Capcom 2 shows numerous women as sexual objects to be lusted after. When is the video game industry going to grow up and start to treat women with respect? There is all this talk of how gamers are getting old and want progress in this area. Yet in 2012 we are still getting this garbage.

If the blood, violence, and enticement to lust were not bad enough Marvel vs Capcom 2 also has audio that reinforces these themes. The violence can fill the screen with super powerful attacks. And the sound effects will reinforce that. At times it is distracting and difficult to see what is going on in this hand held game.

This is not the only thing that causes confusion though. Marvel vs Capcom 2 has some of the worst controls this re-



Pick from 56 heroes and villains, like Iron Man!

viewer has ever seen. There is an on screen joystick to the left and four buttons on the right. We can also swipe in certain areas. The biggest problem is we have more than half of the screen covered up by our hands. We can't see what is going on, which leads to frustration.

Marvel vs Capcom 2 is one of those games scientifically proven to increase aggression. So why even mess with it? Do yourself a favor and pass on this mess. Marvel vs Capcom 2 promotes violence, and women as sexual objects. There is also the opportunity in Marvel vs Capcom 2 to physically abuse women. There are a lot of fighters to unlock in Marvel vs Capcom 2 if you do not mind spending hours trying to win.

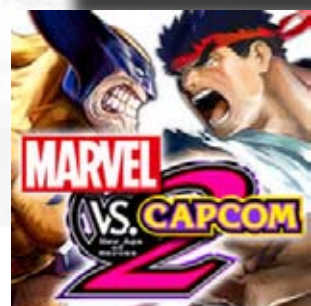
- Working Man Gamer



Endless combinations with 3-on-3 tag-team fighting!

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

Graphics: 55%
Sounds: 66%
Replay/Extras: 80%
Gameplay: 25%
Family Friendly Factor: 50%



DEVELOPING GAMES



No one denies that EA Sports knows football. In fact the Madden NFL video games have been at the top for many years now. Can EA Sports keep up their momentum? Check out these pics and all of the videos online for the answer to that question. - Frank

PHIL SIMMS



JIM NANTZ

Game: Madden NFL 13
Company: EA Sports
Release Date: August 28, 2012
System: Wii/PS3/Xbox 360/Vita
Rating: 'E' - Everyone

A player card for Pittsburgh Steelers quarterback Ben Roethlisberger. The card features the Steelers logo at the top. Below the logo, it lists the player's position as "7 QB", his name "B. ROETHLISBERGER", and his team "Pittsburgh Steelers". There are three buttons labeled "TDS", "INTS", and "COMP %". At the bottom, there is a button labeled "Last Year".

7 QB
B. ROETHLISBERGER
Pittsburgh Steelers
TDS
INTS
COMP %
Last Year



Game: Madden NFL 13
Company: EA Sports
Release Date: August 28, 2012
System: Wii/PS3/Xbox 360/Vita
Rating: 'E' - Everyone







Game: Madden NFL 13
Company: EA Sports
Release Date: August 28, 2012
System: Wii/PS3/Xbox 360/Vita
Rating: 'E' - Everyone



Family Friendly Gaming does not have very much information on the upcoming Worms Revolution. We are asking questions to try and gather as much information as we can for our millions of readers. We promise that we will do our best to bring that information to your eyes and ears as quickly as we can. Until then please enjoy the news story in this issue and the artwork on these pages. - Paul



Game: Worms Revolution
Company: Team 17
Release Date: Q3 2012
System: PC/Consoles
Rating: 'RP' - Rating Pending





My favorite kind of game is the match three tile. I have wore out Cradle of Rome. So I am extremely excited about Cradle of Persia - Yolanda



NINTENDO DS™



Game: Cradle of Persia

System: Nintendo DS

Company: Rising Star Games

Rating: 'RP' - Rating Pending

Release Date: June 2012



Game: Playstation All Star Battle Royale
System: PS3



Company: Sony

Release Date: TBA

Rating: 'RP' - Rating Pending



マップ移動する状態にする

マップ移動する状態にする





マップ移動する状態にする



マップ移動する状態にする



Game:

SUPER BLACK BASS 3D

Company:

Rising Star Games

Available:

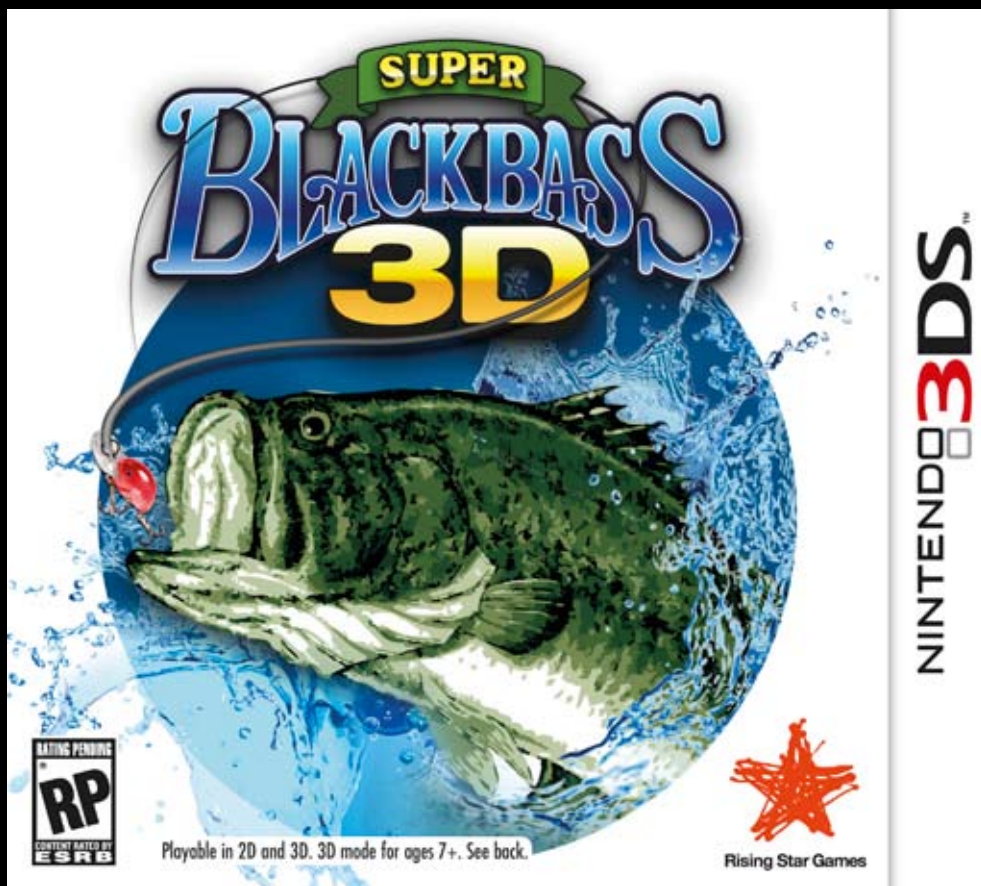
September 2012

System:

Nintendo 3DS

Rating:

'RP' - Rating Pending





Game: Sesame Street Elmos Musical Monsterpiece
Company: Warner Bros Interactive
Available: June 2012
System: Nintendo DS/Wii
Rating: 'EC' - Early Childhood









NCAA FOOTBALL 13 **NCAAF** **BAYLOR** **38** **#9 WEST VIRGINIA** **31** **FINAL**

RECRUIT BOARD: 17 / 35 TIME LEFT: 10:00 CALL | 03:00 SCOUT
 OVR: 80 (+2) 100% SCOUTED
 ***** **SPARR** 65.00
 6'1", 267 lbs Quincy, IL

JIMMY KELLY
 Balanced

ALL POSITIONS ALL STATES

ACTION	PLAYER	POS	OVR	INT	STAGE	VISIT	OFR
5	M. Lane	CB	73	1st	Top 8	N/A	N
6	J. Moore	MLB	80	2nd	Top 8	N/A	N
7	J. Kelly	C	80	3rd	Top 8	N/A	N
8	K. James	TE	80	3rd	Top 8	N/A	N
9	C. Williams	MLB	80	3rd	Top 8	N/A	N
10	D. Miller	CB	75	3rd	Top 8	N/A	N
11	J. Cook	K	84	2nd	Top 5	Ready	N
12	M. Lane	MLB	73	2nd	Top 10	N/A	N
13	C. Merrill	C	77	8th	Top 10	N/A	N

EA SPORTS FOOTBALL 13 ESPIND

RECRUIT BOARD: 15 / 35 TIME LEFT: 10:00 CALL | 03:00 SCOUT
 OVR: 77 0% SCOUTED

SCOUTING DORIAN ROBINSON
 PROJECTED OVERALL RATING: 75 (-2) (47% SCOUTED)

BASE

SPEED 89 STRENGTH D AGILITY 83 ACCELERATION B
 JUMPING C STAMINA 83 INJURY 83

RUSHING

CREAK TACKLE D TRUCKING 62 ELUSIVENESS D STIFF ARM 57
 SPIN MOVE D BARE MOVE D CARRYING 93 KICKBACK B

RECEIVING

CATCHING D SPECTACULAR CATCH 78 CATCH IN TRAFFIC B ROUTE RUNNING 84
 RELEASE 78 RETURN D

EA SPORTS FOOTBALL 13 CONTINUE

Game: NCAA Football 13
Available: July 10, 2012



NCAA FOOTBALL 13 NCAAF

FRESNO STATE

17 COLORADO STATE

TOUCH THE STONE LIMIT

ALABAMA **30**

- PLAYING STYLE -
- PLAYING TIME -
- PROXIMITY TO HOME -
- COACH PRESTIGE A+
- CONFERENCE PRESTIGE A+
- PRO POTENTIAL A+
- PROGRAM TRADITION A
- TELEVISION EXPOSURE A
- ATHLETIC FACILITIES A
- CHAMPIONSHIP CONTENDER **A-**
- STADIUM ATMOSPHERE A-
- ACADEMIC PRESTIGE B+
- CAMPUS LIFESTYLE B
- COACH STABILITY C-

SELECT BACK TEAM NEEDS HELP

Heisman > 3. HB #21 (HB, OREG)

ESPN HD

HOW TO IMPROVE THIS GRADE

- Championship Contender is determined by the caliber of players on your roster for the next 4 years.
- To improve this pitch, sign better prospects each year.

PROJECTED RANKINGS

TEAM	'12	'13	'14	'15	GRADE
USC	1	6	6	2	A+
OU	2	1	1	7	A+
LSU	3	2	13	13	A
Oreg	4	9	3	3	A
UGA	5	5	8	9	A
FSU	6	8	4	5	A
Bama	13	7	11	4	A-

STUDIO UPDATE

FLORIDA VANDERBILT **35** **33**

Final

FLORIDA (6-0)		VANDERBILT (1-5)	
QB QB #6	19-32, 264 Yds, 6 Car	HB HB #5	24 Car, 197 Yds, 2 TD
TE TE #11	6 Rec, 91 Yds, TD	QB QB #10	9-22, 132 Yds, 13 Car
HB HB #23	21 Car, 106 Yds	K K #48	2-2 FG, Long of 35

NCAA FOOTBALL 13 NCAAF COLORADO STATE 17 SAN DIEGO STATE 17 3RD 9:01

ESPN HD

Company: EA Sports
System: PS3/Xbox 360

Rating: 'RP' - Rating Pending



Chili Bowl shown at Groovy Smoothie

Prep time: 10 sec

This is a hearty dish! Feed this to the patrons to buy you some prep time while they eat.

Cream Pie shown at King County Prison

Prep time: 40 sec

The cream pie takes awhile to prepare but once this dish is ready, you'll be serving in 8 directions at a whopping 2 servings each.



Salt Pretzel shown at Ridge Way High School

Prep time 12 sec

Purchase the pretzel at Gibby's Shop for 2000 Bacon Bucks. When tossed to a patron, it ties them up in a pretzel and holds them in that spot in line for a long time. Doesn't count as an actual serving. New foods can be built in the station while the patron is tied up. Food served on that lane will pass the tied up patron.



Game: iCarly: Groovy Foodie
Available: Summer 2012



Donuts on a Stick shown at the Crown Ridge Mall

Prep time: 14 sec

Gives 1 serving to 1 patron and 1 behind them! Feed 2 patrons at a time. Be careful, though, because the second doughnut won't reach when the second patron is far behind from the first. Make sure you toss it when both patrons are close enough. Sharing is caring!



Magic Meatball shown at Ridge Way High School

Prep time: 9 sec

Bounces past the first customer and serves the one behind them. Toss it to the Popular Girl who always travel with a couple of boys, and they will follow her off. It also works to feed the patrons behind Mandy in Ridgeway High School.

Spaghetti Tacos shown at Webicon

Prep time: 20 sec

If you are a fan of iCarly, this is a must prep dish! Spaghetti Tacos serve 1 straight, above, and below to feed many hungry people at once.



Company: D3Publisher
System: Nintendo DS

Family Friendly Gaming



Rating: 'E' - Everyone
{Comic Mischief}

RECENT RELEASES



Game: Mario Tennis Open **Company:** Nintendo **Release Date:** May 20, 2012



System: Nintendo 3DS

Rating: 'E' - Everyone

Game: Mario Tennis Open

Company: Nintendo

Release Date: May 20, 2012

System: Nintendo 3DS

Rating: 'E' - Everyone



MARIO TENNIS OPEN



Playable in 2D and 3D. 3D mode for ages 7+. See back.



NINTENDO 3DS™





Product: Minecraft
Release Date: May 9, 2012



Company: Mojang

System: Xbox 360

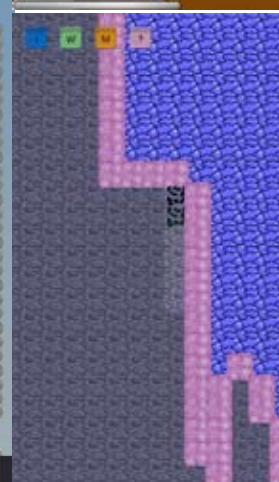
Rating: 'E10+' - Everyone 10+

{Fantasy Violence, Mild Violence}





Product: The Bluecoats - North vs South
Company: Anuman Interactive
Release Date: May 10, 2012
System: iPad/iPhone/iPod Touch/PC/MAC
Rating: 'RP' - Rating Pending





Product: MicroTale
Company: Jenito
Release Date: Out Now
System: PC
Rating: 'NR' - Not Rated



JEWEL MASTER CRADLE OF ROME 2

Family Friendly Gaming has appreciated Jewel Master Cradle of Rome for many years now. That is one puzzle game that I have personally played over and over again. I look forward to this sequel. The coolest thing about Jewel Master Cradle of Rome 2 is it is on the Nintendo DS and Nintendo 3DS. Jewel Master Cradle of Rome 2 in 3D is going to be something else. I can not wait for it. - Yolanda





Game: Cradle of Rome 2
Available: May 2012

Company: Rising Star Games
System: Nintendo DS/Nintendo 3DS

Rating: 'E' - Everyone

Devotional

Helping Out

God has blessed Family Friendly Gaming in diverse ways over the years. Some days I am amazed at how many different ways God blesses us. God has blessed me personally by being able to see a variety of different parts of the body of Christ. I have noticed that in too many ministries there is an obsession with helping them out in what they are doing. **1 Corinthians 12:12-27** *Just as a body, though one, has many parts, but all its many parts form one body, so it is with Christ. 13 For we were all baptized by one Spirit so as to form one body—whether Jews or Gentiles, slave or free—and we were all given the one Spirit to drink. 14 Even so the body is not made up of one part but of many. 15 Now if the foot should say, “Because I am not a hand, I do not belong to the body,” it would not for that reason stop being part of the body. 16 And if the ear should say, “Because I am not an eye, I do not belong to the body,” it would not for that reason stop being part of the body. 17 If*

the whole body were an eye, where would the sense of hearing be? If the whole body were an ear, where would the sense of smell be? 18 But in fact God has placed the parts in the body, every one of them, just as he wanted them to be. 19 If they were all one part, where would the body be? 20 As it is, there are many parts, but one body. 21 The eye cannot say to the hand, “I don’t need you!” And the head cannot say to the feet, “I don’t need you!” 22 On the contrary, those parts of the body that seem to be weaker are indispensable, 23 and the parts that we think are less honorable we treat with special honor. And the parts that are unpresentable are treated with special modesty, 24 while our presentable parts need no special treatment. But God has put the body together, giving greater honor to the parts that lacked it, 25 so that there should be no division in the body, but that its parts should have equal concern for each other. 26 If one part suffers, every part suffers with it; if one part is honored, every part rejoices with it. 27 Now you are the body

of Christ, and each one of you is a part of it. What I find sad is too many ministries ignore other parts of the body of Christ. Some will even try to guilt trip others into helping with what they are doing. Not caring about what God’s will is for that person.

We take a different path here at Family Friendly Gaming. Everyone who helps us has prayed about it extensively. We also pray to make sure we have a peace from God about having them help out.

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: Adults want 'M' and 'AO' rated video games.

Defense: Adults are tired of playing kiddy games.

Exposure: 'M' rated games only made up 15% of all video game sales in 2006. 'E' rated games made up 45% of all video game sales in 2006. Clearly adults want 'E' for Everyone rated games, and not ones that are rated macabre. Generally teenagers who are not even old enough by the ESRB are the ones demanding the morbid rated video games. I have even talked to underage children who feel it is their right to poison their minds with these immature kind of video games.

An adult cares about providing a safe, and nurturing environment for their children. Rape, murder, and wanton destruction do not fall under the definition of a safe and nurturing environment. An adult also cares about being fair minded towards situations

that come, and avoiding enslavements. An alcoholic parent is looked down upon in society, just as video game addicts should be looked down upon. Too many video addicts put their own selfish entertainment above the well being of their very own flesh and blood. I must admit this disgusts me personally. God allowed you to have children, and you have the responsibility to raise them. How can you possible raise them if you are spending all your time in front of a television set, or computer monitor?

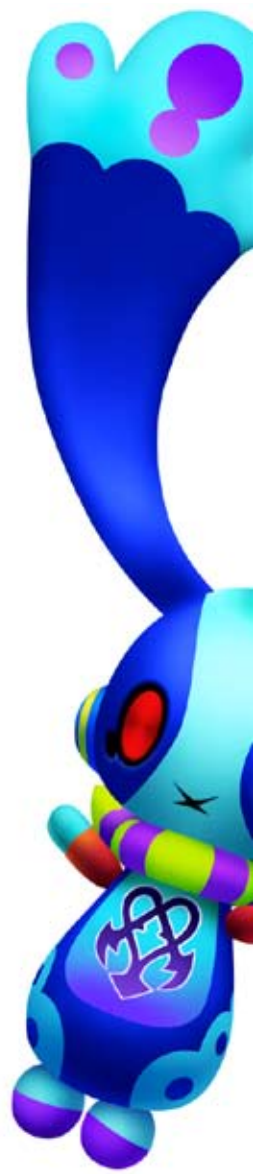
“An adult cares about providing a safe, and nurturing environment ...”

Before your answer to that question sends you into a depressed stupor let me encourage you. There is time to put those controllers away, and play with your children. You can turn things around right this minute. In fact you can put this book down, and do something with or for your children. You can grow up right this minute. In fact I would not feel bad if you put this book down and spent some time with your family. The book can wait for you to have some alone time, like when they are sleeping.

Welcome back to the book. I really hope you had some genuine time with members of your family. You did the mature thing by taking some time away from this book. I am very proud of you, and hope that was the first step among many. Do not get discouraged if you have problems on the path to recovery. You may experience set backs, you may need help from friends and family. Seeking that help is the strong thing to do.



Last Minute Tidbits



Family Friendly Gaming is dreaming of Kingdom Hearts 3D on the Nintendo 3DS. This Square Enix title is shaping up to be one of the most exciting handheld releases we have covered all year long. Which says a lot considering the

hundreds of games FFG has covered this year already. Will it be all that and a bag of chips? We hope so, and will let you know as soon as we get our grubby little paws on the retail version of this 3DS title. Until then enjoy these pictures of characters from the game. Sure are dreamy aren't they? And continue to enjoy all the coverage on the website. We will bring all of the information we can as quickly as we can. - Paul



Product: KINGDOM HEARTS 3D [Dream Drop Distance]

Company: Square Enix

Release Date: July 31, 2012

System: Nintendo 3DS

Rating: 'E10+' - Everyone 10+ {Fantasy Violence}

LEVEL MAX

22 COMBO

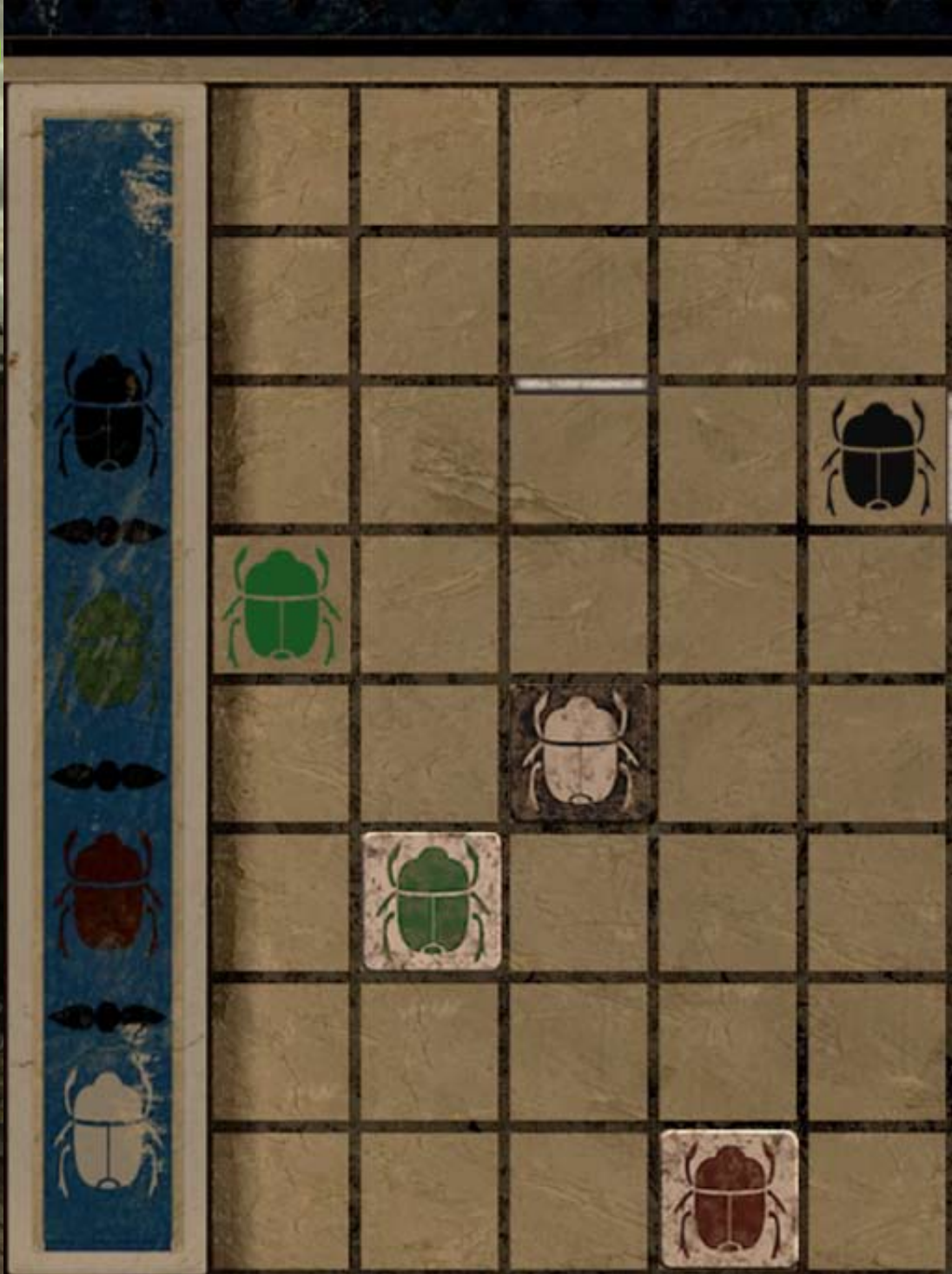


Orgarhythm is expected to ship later this year, exclusively on the PS Vita system. With music being such a key component, aspiring musicians are encouraged to submit their songs for consideration to be selected into future DLC packs, more details of which will be announced at a later time. The game is not yet rated by the ESRB.

“The powerful blend of rhythm and RTS gameplay in Orgarhythm will bring players a unique new mobile game experience on PS®Vita,” said Ken Berry, Executive Vice President of XSEED Games. “Rhythm is the weapon that will allow the god of Light to triumph over the god of Darkness.”







Product: Nancy Drew Tomb of the Lost Queen
Company: Her Interactive
Release Date: May 8, 2012
System: PC/MAC
Rating: 'E' - Everyone {Mild Violence}

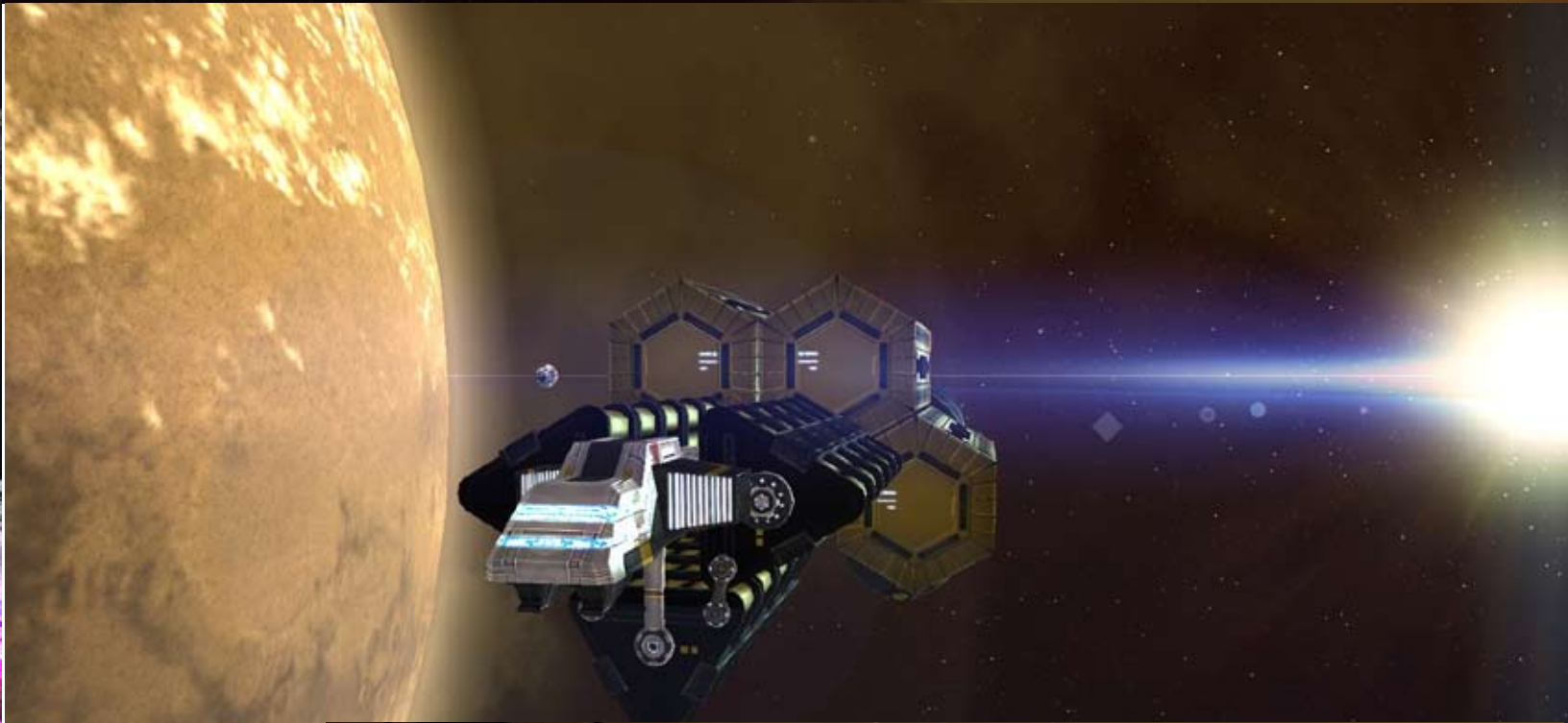


Last Minute Tidbits
continued



Product: Sonic the Hedgehog 4 Episode II
Company: Sega
System: PS3/Xbox 360/iPad/iPhone
Release Date: May 15, 2012
Rating: 'E' - Everyone (Comic Mischief)





Product: Legends of Pegasus
Company: Kalypso Media
System: Personal Computer
Release Date: Summer 2012
Rating: 'RP' - Rating Pending

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Achievements



SWAMPY

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



CRANKY'S STORY

